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GAME, SET, AND BRUCE?

Dear Sir,
In your September issue, you had the screenshot of *Bruce Lee* which was the August game of the month instead of *Matchpoint* for the Spectrum. Surely *Bruce Lee* doesn't look like *Bruce* (or *George*) C. Scamog's London.

Editor's reply: Thanks for your comment. No, he doesn't look like Bruce Lee and we don't think he resembles a trigger-happy sheriff either! We're thinking about making it a regular feature too last issue!

THE PIRATE COLLECTION...

Dear Sir,
I am sure that many computer-gamers like myself will agree when I say that the promise of the worth of free software from friends has influenced many's decision to buy a computer. I personally would not have entered the world of games computing had piracy not secured a good games collection for me.

I just wish that the ever complaining software industry would stop moaning about it pirates. The fact is that piracy has lured a lot of people into computing and created a lot of new customers.

In reply to Mr Boyer's call for a Top Ten table of abominably abysmal games (C&VG August), I have made up a top three for the Spectrum:

- (1) *Scamog's A&P*
 - (2) *Pharaoh's Tomb: A&P*
 - (3) *Escape From Moonbase Alpha: Program Power*
- In all fairness to A&P

though their *Charlie's* probably rates in my top three abominably addictive games.

Finally, how about more reviews. I can't get enough of them. So much software simply passes without mention that you are only really scratching the surface.

A page each for all the popular titles would give a more comprehensive sample and the need for an abominably abysmal chart would disappear.
Andrew Sinclair,
Morpeth,
Northumberland.

FRAK FAN HITS OUT!

Dear Sir,
I would like to enter my highest score for *Frak* into your high score table. I scored 94,850 (PHW).

You classed *Frak* as the game of the month so I read the review with great interest, but was rather disappointed and I thought it to be poor.

There was no mention of the game running upside down after the first three screens, or of it going into black and white after six screens.

Surely the reviewer must have run out of time, as there was no mention of the background running black or the whole screen fading depending on how far you have got with the game.

The screens were much more interesting than the reviewer made out, with the ledges on the first screen spelling out *Frak! Alien Master!* London

Editor's reply: Sorry about that, Alison. The reviewer responsible has been banished from the computer room - until he makes the tea...

SMOOTH OLD COMMODORE

Dear Sir,
I own a CEM 64 and I'm having trouble in the area of smooth scrolling for a car racing game. Could you please send me some information on this subject?
Geoffrey Casew
Dublin
Ireland

Editor's reply: BASIC scrolling is too slow, therefore a machine code routine should be incorporated into the basic program, using **MASTER INTERRUPTS** which produce very smooth scrolling. Such a routine was published in *Commodore Computing International* Vol. 3 No. 11, available from Nick Hampshire Publications.

TIPS FOR ALL NASTY-BASHERS

Dear Sir,
I am writing to you not to complain but to congratulate you on a good job you have done making this mag.

Wouldn't it be a good idea if the competitions could all be put in one envelope for each competition? It would save the precious pennies we computer game lovers need to buy our games with. It's not much but every little helps!

I also have some tips for fellow nasty-bashers in *Ad Joke*. The stages in between each new level is separated by a small meteorite storm. If you position the starship about as eighth of the screen from the bottom, you are safe. The meteorites look as if they are going to hit you but they just skim the

ship! One problem is that the ship moves so fast it is difficult to get in this position correctly without a lot of practice.

Mark Piers
Sheffield
2 Yorkshire

Editor's reply: The Great Robot who sorts out thousands of competition entries each month has decided that they should be in separate envelopes, Mark. I think this is because he finds it difficult sitting on the floor for days at a time opening every envelope to retrieve the entries!

HOW COULD HE MISS US OUT!

Dear Sir,
I'm glad that, on the whole, Keith Campbell seemed to like my book, *The Adventurer's Notebook*. In my defence in not mentioning *C&VG* among the recommended reading, I would like to say that there were hardly any *Adventurer* columns in any of the monthly magazines when I actually wrote the text, several months ago. Needless to say, I now read Keith's column every month!

It was a bit unfair of him to criticise the fact that I did recommend PCN without adding my bit about "modesty forbids me mentioning its author", as I'm the one who does the *Adventurer* column about once a month in PCN (in fact it's going to be weekly from sometime in September.)

The recommendation about the book being gradually knee-deep in retail paper available is something we've considered.

The idea is to see how the book does and, if enough people are

Kokotoni Wilf

Kokotoni Wilf, an ancient warrior, brings his unique combat skills to the role of "Wolf" against the forces of evil. This series is not only a comedy but also a drama, as it explores the life of a warrior. Kokotoni Wilf has been a successful actor in many other roles, including "The Wolf" and "The Wolf". He is a member of the "Wolf" and "The Wolf" and has been a successful actor in many other roles, including "The Wolf" and "The Wolf".

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With forty screens above ground; two-hundred-and-ninety 3D screens below; one-hundred shops and factories in which to find aids to your escape — Volcano is not just another computer game!

COMPUTER MAGIC

39 Bridge Street, Walton-on-Thames

Tel: Walton-on-Thames 231011

Note: Volcano can only be played with the map supplied. Volcano is designed for use on a Spectrum 486. Design illustration by Angel Art — Tel: Walton-on-Thames 232310

FREE MAP!



interested, then something along those lines will be produced. I'm not sure what sort of returns we'd have got for trying to sell a book of just images.
Mike Gussard
London N4

Editor's reply: C&EG has had an Adventure column since the first issue — exactly three years ago — before there WERE any other regular Adventure columns, and before many of the magazines that now run them first appeared. Hilar! I should have thought we stood out a mile from the rest!

TUNE IN FOR MORE COLOUR

Dear Sir,
I am the proud owner of a BBC main and am very pleased with its marvellous capabilities. But one thing the computer me is the lack of colours. Please would you give me some hints for software another colour — such as orange or brown.
Mark Hanley
Loughton Road
Bedfordshire

Editor's reply: You can't get any other colours out of the machine, but you can use some programming tricks to make it seem as though you can.

Set up a user defined graphic with a chequerboard pattern of pixels. Then set up another character with the same chequerboard pattern but with the white and black pixels reversed.

If you now print these two characters on top of each other and each in a different colour, the stripe effect will create some new colours. In my some experiments.

DIVING INTO THE TEXAS...

Dear Sir,
This letter is about *Sea Diver* by MIA Data for the TI-89/4s in the September issue. I reckon I must have a different TI to Niki's! I find that my TI has no I sign! What's the world coming to — I hear you say. Please could you send me the correct version. Well, that's the bad news over. I would like to congratulate you for your continuing support of the heavily underrated Texas.
Philip Wiseman,
Aylesbury,
Warwickshire.

Editor's reply: Some printers use a I sign instead of a #. The two are interchangeable. When you see a I sign in a listing and if your computer doesn't have one, change it to a # — the program will then run.

SUPPORT THE OLD VIC!

Dear Sir,
After reading a very interesting letter in the August issue, I just had to write.

The first note of interest was Doug Apple's letter about the Vic-20 being left out by greedy software houses. I heartily agree. Bug bite are guilty of this but they aren't alone. How can they expect Vic owners to pay out good money for poor backed-out games not worth the price of a blank cassette?

Habit and Ingame both started out by producing brilliant software for the more (loved and) Arcadia, for example but the quality of games has quickly deteriorated to some of the worst I've ever seen (ie *Chalcid*

Grassfire and *Frankie*!) It's ridiculous for them to expect us to pay £5 or so each for them.

I expect 50% of Commodore owners have RAM packs and an awful lot can be done with this extra memory. Ultimate's superb *Jet Set* is a prime example.

The next interesting letter was that of Alan Campbell's *Chaparral* issue. To convert his program to run in 18k, change line 10 to:

10 POKE 32865,127

But before running the program, you must allocate the basic-start. Do this by typing:

POKE 64532,SYN4434

Paul Old
Cheshire
Cheshire

THE CURSE OF CAMPBELL...

Dear Keith,
OK Campbell — it's finally worked! You know what you were doing all these years ago when you introduced a column called *Adventure*. Many people have tried to emulate the world — Hilar, George Khan, Maggie Thatcher — but your master plan was the best of the lot!

My God, how I look back and realise what a fool I've been. I used to be a sweet, innocent sheep, but now I run the day I first read your miserable column. Now I get hooked I'll never know.

My whole world has collapsed into underground caverns and alien universes. You don't fool me though. I know what you're up to (hang on a minute — my parrot wants a cracker). You're trying to reduce us all to gibbering idiots, tearing

our hair out, making magic spells and breeding *Explosive Electric Hounds* — AND IT'S WORKING! Who needs nature mistle and nerve gas when you're around? Do you work for the KKKKKKK!

I course you, Campbell. It's your fault I've been lost in underground Berlin, been driven insane by ghastly piano players and been killed time and time again. I've lost my job, my wife has left me and taken the kids (how the hell she found the way out I'll never know) and the sad thing is, I'm still hooked! Do you realise I haven't seen *Conan* since for three years? I didn't even know *Elia Sharpe* was dead until I met her one day in London.

And just when I thought I was getting back at you by solving *Adventure*, *Planet*, *Cassini*, *Chad*, *Islands*, *Arrow of Death* (I AM it) and *Time Machine*, you converted up reinforcements in the gruesome form of the dreaded *Coppin* beast!

I realise now that I'm insane. I'm on my last legs.

As I slowly sink into a mound of Valium, I say with my last breath — be a sweetie-pie and tell me how to open the chest in *Pyramid of Doom* without being killed by the poisoned needle in the lock, and where is the iron glove? Curse you, Campbell!
Paul Morley
Whitby Bay
Troy and Wear

Keith Campbell replies: OK you addle-headed addict!

There is no poisoned needle in the chest — it's in the treasure cabinet! How clever to solve two problems in one — and there's a bonus in the parchment!

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The Crystal Ring is a medieval adventure program for the 48K Spectrum. You play the role of the brave character, with the computer acting as your eyes and ears. The object of the game is to find the fabulous valuable crystal ring and return with it intact. It will not be easy!



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Your mission, should you decide to accept it, is to go to a place deep within the code is photographed from where no one has returned alive. You have only one message from your 26 predecessors, not about the blood curdling monsters in code! Learning is what it appears to be and...

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ELECTRIC DREAMS!

Electric Dreams is a modern fairytale about a computer who falls in love. Yes, computers have feelings too, you know!

The movie tells the story of Miles Harding, a young architect who has this burning ambition. He wants to invent an earthquake-proof brick. In order to help his quest for the perfect brick, Miles buys a computer — called Edgar.

Edgar not only helps Miles to develop his earthquake brick but also wins the heart of the beautiful girl who lives upstairs. Edgar hears the girl, Madeline, playing her cello — and begins to mimic the music. Madeline thinks Miles is playing and eventually — yes, you guessed it — Miles and Madeline get together.

But the third partner in this computerized triangle starts to get jealous — and things start to happen!

Electric Dreams will be released in London this month and will go on general release very soon. It has a great soundtrack — featuring Culture Club, Heaven 17, Morris Lounge and Jeff Lynne of ELO among others.

And while you're waiting to see the film, why not enter our EXCLUSIVE *Electric Dreams* competition. It's open to Spectrum, BBC, Commodore 64 and Atari owners. Winners will receive a bumper bundle of goodies from our friends at Virgin — who, as



well as making his records and his film, also bring out software and books about home computers.

We've got 10 *Electric Dreams* packages each for Spectrum, Commodore 64, BBC and Atari owners. The packages will include an amazingly extensive *Electric Dreams* digital watch, the soundtrack album of *Electric Dreams*, a Virgin computer book and a Virgin game for

your micro. What more could you want!

Be the envy of your friends and enter the C&VG/Virgin Film *Electric Dreams* competition.

All you have to do is answer the questions below and mail the coupon to Computer & Video Games, *Electric Dreams* Competition, Priority Court, 31-33 Farringdon Lane, London EC1R 3AD.

THE QUESTIONS

1. *Electric Dreams* is set in an American city famous for earth quakes and a golden bridge. Name that city!
2. Earthquakes are measured in a very special way. What is the name of the scale used to judge the force of earthquakes?
3. A cello is a musical instrument — you all know that! But do you play it using a keyboard? A keyboard? A love of *Electric Dreams*!

And now for the tie breaker! All you have to do is imagine that your computer has fallen in love with your girlfriend. We want you to compose a love love letter to an agony aunt — like Marge Proops — asking for advice on how to cope with the situation. In not more than 50 words, mind!

COMPUTER & VIDEO GAMES/ELECTRIC DREAMS COMPETITION

BBC 324

My answers are:

1. San Francisco
2. Richter
3. No

Dear Agony Aunt,

My computer has fallen in love with my girlfriend.

Name

Address

Eureka!



10 CURRAH MICROSPEECH PACKAGES TO BE WON

You can read all about the revolutionary new game *Eureka!* in our Games News pages this issue. It can't really be put into the existing games categories that magazines like *C&VG* like to use — but you could call it a graphic Adventure with arcade elements thrown in. And you could win £25,000 if you solve the many riddles and puzzles it sets!

Computer and Video Games, together with Demark publishers of *Eureka!*, are proud to present our great *Eureka!*

competition. Ten readers who solve the *Eureka!* quiz below will receive a Currah Microspeech/Microslot package.

All you have to do is answer the five questions based on *Eureka!* Fill in the coupon and set it to Computer & Video Games *Eureka!* Competition, Penny Court, 30-32 Farringdon Lane, London EC1R 3AU.

Closing date for entries is November 10th and normal *C&VG* competition rules apply.

THE QUESTIONS

1. Name four dinosaurs — you know, those giant beasts who roamed the earth millions of years before man appeared.
2. What was Nero, the Roman Emperor, doing while Rome burned?
3. Name four knights who sat at King Arthur's legendary Round Table.
4. Name the Englishman who became famous for his escapes from Colditz — the escape-proof German prison — during the Second World War.
5. In the periodic table, what is the formula for Uranium and what is its half-life.

COMPUTER & VIDEO GAMES/ EUREKA! COMPETITION

My answers are:

1. _____
2. _____
3. _____
4. _____
5. _____

The Breaker: What is the most important thing YOU look for in a computer game. (Is no more than 30 words)

Computer you own:

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Two screens from *Eureka!*, the exciting new game from Demark.



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[OSAC] PANIC (action). Launch the successful apples by setting traps. £ 6.95



[OSAC] THE BARK AND THE (adventure). A game for 2-4 year olds to teach the letters of alpha, beta, gamma and gamma. The letters and the letters of the alphabet. Who will win? The letters of the alphabet is available in the early's ability. £ 6.95

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COMPETITION COMPETITION

HERCULES — WITH A DIFFERENCE!

Hercules was the original incredible hero. He was so tough he could eat an entire box of Shredded Wheat at one sitting! Here this mythical hero is the star of his own computer game — called *Hercules* for the Commodore 64. We've got no less than 50 of these games to give away to readers who solve our Hercules puzzle.

If you want to know what the game is all about, just check on your back copies of *C&VG* where we gave the game the thumbs up a couple of issues ago.

All we're asking you to do is spot the differences in the two pictures of old Heri. on this page. Then, ring the differences with a ball point pen, fill in the coupon and mail it off, together with the photos in *Computer & Video Games*, *Hercules* Competition, Priority Court 38-52 Farnington Lane, London EC1R 3AB. Closing date for the competition is November 19th and normal *Computer & Video Games* rules apply. Remember the game only runs on the 64!

Hercules comes from a new software house-called *Ironhorse*. Watch for reviews of their stunning new games in next month's *C&VG*.

HACKING AWAY AT SYSTEM 15000

Hacking is a murky business. Lots of binary-eyed computer freaks busied themselves with machines attempting to crack codes and break into highly sensitive computer systems. One hacker in the USA actually managed to get into the American defence system using his trusty Commodore 64!

But now there is an easy way to hack — thanks to *System 15000*. All the joys of pushing your way through telephone numbers and security codes without the fear of some American footloose-and-stirred man in suits coming knocking at your door in the middle of the night.

System 15000 is the game for would-be hackers. We reviewed it in last month's *C&VG* if you want to read just how good it is. The idea of the game is to find your way through a maze of computer systems, break into a bank's computer and transfer \$1.5 million dollars into your account.

We've got 25 copies of *System 15000* from *Craig Communications* to give away — 10 for the Spectrum and 15 for the Commodore 64.

All you have to do to win one is answer the questions below, fill in the coupon and mail it to *Computer & Video Games*, *System 15000* Competition, Priority Court, 38-52 Farnington Lane, London EC1R 3AB. Closing date for the competition is November

19th and normal *C&VG* competition rules apply.

BUT THAT'S NOT ALL: The 30 winners of the *System 15000* competition will also qualify to enter another competition, based on *System 15000*, with five mini-modems as prizes. Two prizes for the price of one magazine! Watch out for further details in December's issue of *C&VG*.

THE QUESTIONS

1. In the film *War Games*, in which a young American hacker breaks into the US nuclear defence system, the computer plays a game which continues if just no-one can win a nuclear war. It's a very familiar game to anyone who goes on long train journeys with only a piece of paper and a pencil for entertainment!

2. In the TV series *White Kicks*, all about hackers, what is the name of Richie's computer which he used to break into other computers through the phone system?

3. In *System 15000*, one of the computer systems you have to crack is the Manhattan Bank. What would a 20-minute telephone call to Manhattan from London cost in dollars — to the nearest 50 cents?

Finally, we want you to tell us, in no more than 28 words, what is the first thing you would do with your modem should you win one?



C&VG—CRAIG COMMUNICATIONS SYSTEM 15000 COMPETITION

My answers are:

1.
2.
3.

If I had a modem the first thing I would do is

.....

Name

Address

Name

Address

.....
.....
.....



You shot
my rap...
I shoot...

In the shops
from October 19th

CLIFF HANGER

AUTHOR - JAMES DAY ORIGINAL MUSIC - BRIAN DOE

Thrill to the cartoon style action of Cliff Hanger, a really original, Wild West game. As Cliff the hero, you've got to stop the bandits shooting up the canyon. But with its own brand of wacky cartoon action fun, things simply aren't as they seem in Cliff Hanger. For a start, the boulder you throw at the ol' bandits may just come bouncing back at you.

Cliff Hanger incorporates all the elements that have made New Generation games best sellers for the Spectrum, such as original ideas, superb graphics and hilarious happenings - but now it's available first for the Commodore 64.

Featuring 50 separate screens, three levels of difficulty, one or two players scoring, Hall of Fame and joystick compatibility or user defined keys, Cliff Hanger is set to be THE Commodore games playing sensation. Available from any good software store for just £7.95.

shoota
ids, then
ta you!

In the shops
from November 23rd

Shoot the Rapids

AUTHOR - PAUL BURN

Ever wondered what it would be like to face the fierce white water in a top class canoeist slalom run? Well wonder no more because you can enjoy the fast action thrill of competitive canoeing from the comfort of your own armchair with *Shoot the Rapids*.

It's a game that involves real skill because you must move your joystick to simulate paddling action. You must get through the gates of the slalom course in the fastest time possible, while avoiding the river bank and rocks. There are also extra hazards like rogue speed boats and interfering leavers to worry about.

This multi level game features increasingly difficult river courses with superb graphics and smooth scrolling along the river. Qualifying times have to be reached to move onto the next course.

With Hall of Fame, one or two player scoring and joystick compatibility, *Shoot the Rapids* is probably the best sports action simulation game devised to date. Available from any good software store for just £7.95.



NEW GENERATION COMPUTERS
PO BOX 1000
TAVELVALE, WA 6008



New Generation products are sold according to
their terms of trade and conditions of sale

ZIGGY'S BACK!

Want to win a day out at your favorite theme park or a copy of Part Two of the highly original Backpacker's Guide to the Universe game from Fantasy Software? You do. Then read on! All we want you to do is help Ziggy, hero of the Backpacker's game, succeed in a very dangerous and highly important mission. The scenario is detailed below. Three first prize winners will get a day out at one of the several themed adventure parks dotted around the country. And yes, you can take a friend with you! 25 runners up will receive a copy of Part Two of the Backpacker's Guide to the Universe, called *Deluge Zone* — soon to be released by Fantasy Software. Just read the story below and all will be revealed.

Time War is an ugly thing. People and planets — even entire galaxies — disappear without trace into the void. And someone is waging a time war against the federalised planets. Intelligence reports say that the evil genius behind the war is none other than the notorious Cyril Cornelius — one time chief administrator of the federation's experimental weapon research team.

He was disgraced after a mysterious accident destroyed half of the federation's capital planet and he fled into exile. Since then no-one has heard from or seen him — until now.

Our hero with the backpack, Ziggy, has been charged with the task of destroying Cornelius' time-war machine. But he can't do it alone. Before setting out on this dangerous mission, Ziggy must choose some companions to assist him. None of this last!

Latest intelligence from the outer reaches of the spiral arm say that the time-war machine has been tracked down to a vast fortress high in a mountain range on a primitive planet somewhere on the edge of the explored region.

The planet is inhabited by a force but primitive tribe of barbarian warriors known to hate intruders. The mountain range consists of tall peaks made from some strange glass-like substance.

The fortress itself is a huge maze constructed by Cornelius simply to protect his time-war machine.

Its corridors are full of booby traps and security systems. Robot guards patrol around the clock and are controlled from a fortified room deep in the heart of the fortress. The robots



only respond to the sound of Cornelius' voice.

The time warp machine is situated in an underground cavern, beneath the fortress. As an attack is out of the question, as Cornelius has developed a sophisticated air-defence system.

The only chance is a surprise attack by a small band of experts. That's where Ziggy comes in. He has to select a team suitable for the task —

but he really needs some advice. And that's where you come in. Elsewhere on this page you'll find pictures and descriptions of the team available to Ziggy for this mission. Unfortunately, the mail he has to use can only take four passengers — Ziggy and three others.

The choice is yours. Once you've made it, all in the coupon and send it to Computer & Video Games, Backpackers' Competition, 30-32 Farringdon Lane, London EC1R 3AJ. Closing date for the competition is November 1986 — and normal C&VG-competition rules apply.

Here at mission control we'll decide just which of the five agents will help Ziggy most on his mission — if you make the same choice, then you could be in line for one of the top prizes. Details below.

THE TEAM

Name: the *Backpacker*. An extremely strong, but not very intelligent, indestructible warrior from the planet Bar 1. He is fearless in battle and has been known to tackle robots with his bare hands! **Key:** the *Backpacker*. A highly intelligent alien creature from the Machine Planet's sun belt. Following an accident at birth, he has the power to become invisible and alter his characteristics which enables him to pass through solid objects — like walls. **Miner:** the alien, or —

as you might know — is the last surviving member of a race of highly developed alien reptiles. The Miner has the ability to climb smooth, almost vertical surfaces with ease and to breathe in hostile environments. **Barbarian:** a primitive warrior from the Machine Planet's sun belt. **Barbarian:** a space mercenary and, armed with a host of gold — and is hard-headed to match. He is a weapons expert and extremely courageous. He is an even independent and creator of alien systems. **Robot:** the Robot is a type of battle robot controlled by an art system — now discarded — to include a program. With its available range of weapons and armoured skin, the robot's base form makes it a tough machine. **Robot:** is logical and completely without emotion, the one quality is the ability to reason beyond words. **Robot:** some of the vital forces to help Ziggy on his mission and then control the fortress. What could be said?



COMPUTER & VIDEO GAMES/TANTASY SOFTWARE COMPETITION

My choice of a hit squad is:

NAME

1.

ADDRESS

2.

3.

If I could fit one more character into the spacecraft, I would take (a not more than 30 words)

ACCEPT THE CHALLENGE



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Famous Siege, Mediterranean,
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Featuring twelve armies and 100 possible encounters in this all-English strategy game. Answer the summons of Alastair, the Master of Battle, for only you can find the best tactics and tactical decisions from the land.

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EMERSON AND HOBBS
The Red Party is over,
the land is ours!

A title in which players all compete, not just for the highest, BBC-B and Spectrum 1985 for during the American War of Independence, the game features 4 different battles and the flexibility you create your own scenario.

**Spectrum £7.95,
Atari/BBC
£6.95**



**All this in £6.95
Get your BBC Spectrum.**

Could you win a luxurious free holiday for two in Tunisia or March. This fabulous competition offers 4 holiday prizes in Spectrum, Commodore 64 and Atari categories. The competition is run in conjunction with Computer and Video Games, in which a free entry form can be found, or obtained direct from Lothlorien. All entries must be supported by a Lothlorien Special Operations title card as proof of purchase.

**A SPECIAL game with a
VERY SPECIAL PRIZE.**

Please send the tick box the following games

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☐ Spect of Terrorism £1.95
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ELITE SYSTEM 800
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☐ Confrontation: P2 £2.95
☐ £60 only
Atari
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☐ Confrontation: P2 £2.95
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*Closing date: 31st March 1985. The judges' decision is final.

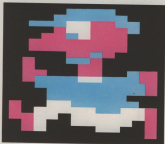
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For more information, contact M.C. Lothlorien.

Make new friends,



With Microsoft games, you can make loads of new friends like Mr. Bounce and Caesar the Cat! Or, you like Dr. Frankenstein, you can create your very own monsters and aliens. As well as friends and heroes to defeat them.

GAMES CREATOR

Insert your imagination. As simple as it sounds, few can see fit make their. The only real limit is your imagination.

For the IBM PC, the Games/Creator comes with a step-by-step manual and three ready-to-play games. Each demonstrates some of the programs' exceptional features: shapes, movement, speed, scaling, backgrounds, lighting, music, sound effects and many more. And you don't need to know anything to get going. In fact, it's so easy.

Or fast loading cassette for the IBM PC £29.95

STAR EGGS

A space-faring Earthling threateningly alien from April to June's latest great engine. You must first overcome the Guardians, then into the history up and down the planet and back to catch the eggs before the alien escape.

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CASTLE PROPHET

Use a plotter to build a whole new world period. But you have to move fast and design your building carefully because earthquakes, floods, storms and lightning can strike at any moment.

For the IBM PC, the United Kingdom cassette for the IBM PC £29.95



MR. BOUNCE

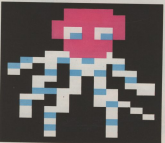
A space-faring game featuring Mr. Bounce and the his alien. But don't get the idea that it's a simple game. Far from it. There are four main screens each with eight levels of difficulty and complexity. Don't worry, there's no time pressure and complexity. Don't worry, there's no time pressure and complexity.

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CAESAR THE CAT

Caesar the Cat and his friend Hilda are the central characters in the new story of the 1983. Hilda and the friends before the food-disasters. Outstanding graphics, animation and sound.

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MIRRORSOFT

SOFTWARE FOR ALL THE FAMILY

Available from shops, WH Smith, Spectrum and all good software dealers. Write for a free Catalogue to Mirrorsoft, Milton Court, London, EC3P 3DQ.

BRUCE WHO?

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100

1000

... ..

"We've got to stop him getting his picture in every month. Our readers are beginning to talk. I know he's the master of the martial arts and all that but he can't keep dominating us with violence unless the picture goes in. Something has to be done!"

"But what? I've got no idea."
 "Why don't we ask the readers. They'll know what to do!"

"Thank you for the information. I will be sure to pass it on to the people who need it."

up with the best. I hope they act quickly and send their entries to Computer & Video Games, Stop Bore Competitions, Priory Court, 30-32 Farringdon Lane, London EC4A 3DF."

STADIUMS

STAR DINGB

We set you three questions based on letters and more with 100 free copies of The Edge's disk *Maker* for the Spectrum going to the winners. The first 100 correct answers out of the memory box are the lucky winners — no repeat to print the lucky names — but the games will be dropping through your letterbox in the near future if you're good!

Access to the RT's premier big bike show is on the line all this, it stands for Eastern Europe, and the bike favored by most British motorbikes in the 1980s.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466
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DANGEROUS!

Rachel: They've all solved the competition — I'm back in second and those others are...

The Matt Barton *Jesus Convergence* is set to take over the world — only the intervention of Calvary H. and his elite band of men can hope to save the universe.

Colton K had some questions on *Yahoo!* characters which once answered would, in some mysterious way, stop the Mad Baron. Answers are: James Bond is 007, the popular TV series is *The Man from U.N.C.L.E.* and Clint Eastwood starred in *Flintoe*.

It is hard to get one of two featured free copies of *Dangermouse* for the Spectrum and C64 64. (See entries indicated in.)

There were 100 Oompahsomes parties each in the year for the Oompahsomes and Oompahsomes.



did — thanks to Creative figures. Prices are on the way to keep that Mouse out of Double (breasted).

YOU'RE EVIL - BUT WE LIKE YOU

Reading the questions set to the Cold Dead competition made my hair stand on end.

Palace Software has given 15 copies of their brand new game *The Evil Dead*, based on the horror movie of the same name, an *Evil Dead* t-shirt and an *Evil Dead* poster to the first 15 correct answers to be picked out of the C&EG memory bin.

With this collection of goodies and prizes, we thought the question should be sufficiently spine-chilling to warrant giving away these games.

The winners are: Gary Spedick played the part of Caine, Michael Jackson starred in Thriller, Christmas was a car and the series of modern horror films in Halloween.

What chance do the protesters — the

Richard Tait, Middlesex;
Malcolm Bann, Bedford; Doug

[illegible]

THE WINNERS

Some of the ten lucky people to win a copy of Keith Campbell's "A Companion to James Clavell's Books of Adventure" are Alan Clark of Wheatfield, Dundee; Stephen Watson of Moffat, Hawick; Northampton, Essex; Douglas of East Heston, London; Sunderland, Essex; and Glen Park, Birmingham; Ian Bell of Malton, Airedale; David Watt of Thame, Oxford; Michael Elsworth of Thirsk, Lincolnshire; Philip Waterhouse of Troworth, Barns; and Ewan Watson of Balloch, Perthshire. A signed copy of the book is on the way to each of them.

The winner who came up with the best alternative ending for an Adventure can't be named at present! Keith Campbell put his letter to one side and a moment later it was whisked up and stuffed in a file.

After searching for hours, Keith decided to **SAVE GAME** and would like to hear from the reader who suggested that the programmer should arrange for the computer to blow up on successful completion of the puzzle! Don't all write in, though, because Keith took the precaution of entering the letter on his database and will be able to search for it, given the winner's name! This will give him the key to the file where he will be able to locate the letter!

MORE SPECIAL OPERATIONS!

On page 56 of our October issue we told you all about the Special Advertising competition being organized by Loblaws. Now it's only fair that you learn more about it, which you'll find out in Consumer & Media News.

...target to take very much the same on tape. You will need to be the first price. You must also find the special interest of the Special Operations in the field of operations.

Closing date for the competition is January 31st 1991. Participants in completing the official entry form for this year and send it to: Mr C. Lombard, The Park Lane, Poynton, Cheshire SK12 1LL (UK). Computer & Video Games. Entry forms will be issued in the November and December issues of C&VG. Entry is open to all UK residents.

C8V04LOTHLOREN SPECIAL OPERATIONS
COMPETITION

History

1000

Completion Time

Telephone: 844

OLYMPIC HOLIDAY WINNERS



This is the story of two Computer & Video Games readers who entered our great Olympic competition and found themselves on a flight to Los Angeles, USA! They went to the Olympics, Disneyland and had the holiday of a lifetime — just because they picked up C&VG. Makes you think doesn't it? Next time it could be you — but meanwhile why not read all about Gavin and Nathan's trip to America?

One minute Gavin Cox and his brother, Nathan, were sitting quietly with their Spectrum in the front room of their home in Old Croydon, a sleepy suburb of Croydon, just outside London. The next they were sitting in the Olympic Stadium in Los Angeles watching the track and field events and soaking up the sun!

That's what reading Computer & Video Games does for you! Gavin was the winner of our Automatic Activation Olympic Holiday competition and the prize was a ten day trip to Los Angeles — all expenses paid — with tickets for the top Olympic events and the Executive Suite in the Sheraton Hotel in Anaheim.

Gavin correctly identified all the events of the decathlon from screen shots of the *Armstrong* game featured in the July issue of C&VG.

He also came up with a rifty little slogan, all about C&VG which went like this: "Mega-Gups, Software Smashing, Bad Game Bashing, Has No Track In, Ever So Dashin' — magazine!"

Gavin came up to London to receive his prize from the Piffles who jogged up from Portsmouth specially to present the tickets and £800 spending money from the Pi-Mat's very own bank account. Then a couple of days later they were off — flying high above the Atlantic toward Los Angeles.

Once they arrived, they were made friends — many young Americans

admired their C&VG merchandise! They visited Disneyland where they tried out all the rides. Gavin's favourite was Space Mountain — a really spine-tingle roller coaster with lasers and death defying loops! Gavin and his brother also visited Knott's Berry Farm — a sort of Wild West theme park — with more giant roller coaster rides.

At the Olympics, the brothers saw Carl Lewis make one of his record breaking runs, watched the heart-stopping finish to the Ladies' Marathon and watched Daley Thompson going for gold.

It was all over too quickly for the two boys — who told C&VG afterwards: "It was really great. We'd like to go back one-day. Thanks C&VG for such a great prize!"

Which only goes to show that the biggest and best prizes are always in Computer & Video Games.

Don't fool
with
fireworks..

when you

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6.90



DYN

Ocean Software
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6 Central Street
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Ocean Software is available from all good...

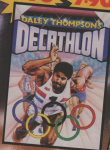
You can play with...

7.90



6.90

7.90



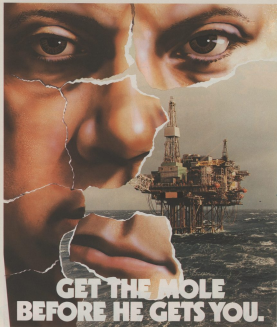
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TAKE FIVE!

EUREKA

Can you save the world and win £25,000? That's the challenge set by a brand new game from a brand new software company. The game is called *Eureka!* and the software company is Domark.

Domark have stashed away £25,000 as first prize for the lucky person who manages to solve the *Adventures* — or rather five *Adventures* — for the Commodore 64. Domark describe *Eureka!* as the ultimate computer epic. It consists of five linked *Adventures* which take you on a journey through time — from prehistoric times, on to Nero's Rome, then Arthurian Britain, a big leap to the Second World War and Goldie and finally right up to date with an 80's style spy *Adventure*.

All five adventures are linked — but you can play them separately. Each have "real-time" features built in. So if you don't move quickly enough in certain situations you'll miss your chance and end up as a dinosaur's breakfast or

another victim in the gladiator arena.

But solving the *Adventures* is only a part of getting that £25,000 reward for saving the world. *Eureka!* comes with an illustrated booklet which contains riddles and Macguffin-style distractions which give you clues to their final solution. Unravel the riddles and you build up a secret telephone number.

Get the entire number — dial 8 — and you could be

£25,000 richer! Domark have set a 15 month time limit on the game — so you'll need to be quick.

To make it fair to everyone who wants to enter, the game will be released simultaneously worldwide on October 31st — and Domark guarantee that games will be dispatched on that date.

The storyline for *Eureka!* was devised by Ian Livingstone — the author of several *Fighting Fantasy* gamebooks — and was programmed by the

Antimedia teams led by Hungarian programmers' Donal Kiss and Andras Gacsar.

They have included some interesting animated graphics and used some video-style split screen techniques which make *Eureka!* a visually interesting game as well as an entertaining adventure. Here at C&EG we had a sneak preview of one of the *Adventures* and reckon that that £25,000 will be hard to get — but you'll enjoy the attempt!

DESIGNER OF THE MONTH

NAME: Andrew Stagg.

BORN: Portsmouth, 1966.

GAMES: Pi-Flyed, Pi-Olympics, Deus Ex Machina.

Eighteen-year-old Andrew Stagg was "discovered" by Mel Crumbar and Christian Perloff of Antimedia when he came to the Portsmouth-based software house on a work experience scheme.

Andrew had been taking an ITaC course in Portsmouth. "For the last four months you learn how a computer works and then you can choose what sort of programming you want to do. I chose machine code. After about nine months, I went to Antimedia on a job-experience course — and luckily they decided to keep me on!"

Andrew has been working full time at Antimedia for 12 months now — two of which he has spent working on *Deus Ex Machina* — which you can read about on page 48 of this magazine. A major part of the work was the development of an internal clock for the Spectrum which worked independently of what is happening on screen. The next little bit of programming will be appearing in



other Antimedia games in the future. Andrew is soon to start work on a version of *Deus Ex Machina* for the Amstrad.

Favorite Food: My mother's spaghetti Bolognese.

Favorite Drink: Lager.

Favorite TV Programme: Brookside.

Favorite Computer Game: Deus Ex Machina.

Place I've been called Fool: Coastlands, Walsley, Spain, Germany, France, Isle of Wight.

The thing about computing that most makes me want to throw up: The lack of support for mail-order.

IT GOES SOFT

FIREBIRD

British Telecom is producing a new "value for money" range of games, which will be on sale in high-street shops this month. They will sell at £2.50.

Published by British Telecom's new software house, under the Firebird label, these products will be available for the Spectrum, Commodore 64 and the BBC.

G·A·M·E·S N·E·W·S



MOON MANOEUVRES

MOONSWEEPER

Moonsweeper, the smash hit video game for the Atari VCS, is now available on the 486 Spectrum, thanks to a deal signed between US software company Imagyn and Chetankhoff.

Moonsweeper, converted to the Spectrum by Chetankhoff, is a rescue mission in deep space. Piloting the Moonsweeper Raider, players are sent

on a mission to search for stranded lunar pioneers on each of four moons.

Each moon is heavily guarded by hostile Base Carriers, short range interceptors and death throwers. Using radar to locate the pioneers, pilots of *Moonsweeper* have to skim across the moons in a 3D display, avoiding or attacking hostile forces.

Supplied on cassette, the game runs on the 486 Spectrum and costs £7.95.

IT'S THAT MOUSE AGAIN

Not on the heels of *Dangermouse* in Double Trouble, featured exclusively in last month's C&EG, comes *Dangermouse* in *Black Forest Chase* — a graphic adventure starring the rodent hero and his sidekick, Porfield.

Dangermouse sets off in pursuit of the evil person behind a nasty Poltergeist. We've been scared by the people at Creative Sparks that it's definitely not the Polter!

The graphics are tremendous and the adventure gripping. But it is almost as if the younger *Adventure* fan — as if you've just beaten *Dark* or mastered a Scott Adams epic then you might find it a little too easy.

Also on the way from Creative Sparks is an interesting 3D multi-screen graphic adventure called *Countdown* to *Madhouse*. Computer & Video Games worldwide saw an early copy of this game in which you take charge of a team of astrodroid commandos on a mission to prevent the core of a nuclear reactor exploding.

DANGERMUSE

Creative Sparks have a whole range of games lined up for Christmas release, including a "cute" arcade game from

the Hungarian Andromeda programming team called *Bird Madras* reviewed elsewhere in this issue, *There's Wing Commander* for the 48 and a massive four part *Adventure* called *Macbeth* — again for the 48.

SOFTEK HAS THE EDGE

SOFTEK

Softek, the producers of the highly successful *Doc Madis* 7 and *Star Wars* games, have changed their name.

Following a large reshuffle in the company's employees and a change of direction in the company's approach to games production, the company has decided to rename its newly enlarged software development team, The Edge.

Payback is the first game published under the new label.

It uses the software house's newly developed programming technique "Synergy" which allows the programmer to incorporate over 100 different scenes into a single Spectrum game.

The original company, Soften International, has been split into several different firms because of the increasing diversity of the firm's business. *Payback* will be available at the beginning of October. It runs on the 486 Spectrum and costs £7.95.

YOU MUST BE JOKING!

COMPUTERWORLD

The computer has been accused of many evils in the past — breaking up marriages and ruining children's minds, to mention just two. But, up to now that is, none of killing bad jokes.

Computerworld Software has the unusual idea of collecting vast numbers of short jokes and sentences and incorporating them into a computer program — The World's First Computer Joke Book was born.

The program contains over 500 jokes which the author has collected from several expanding sessions with joke-telling school kids.

The program works in four different modes. The first mode just runs through all 500 jokes in sequence. The second throws up jokes in a random order and the third does the same but gives you a chance to guess the punchline.

The final mode lets you enter the number of the joke you want to read. Another feature of this option is that it throws up jokes hidden in the program that are, shall we say, a little brutal!

The game runs on the 486 Spectrum and costs £4.95 on cassette or £2.95 on microdrive.

We're interested to hear from you if you have any computer jokes or joke programs. Send them into us here at Computer & Video Games. Please mark *Computer Jokes* on the outside of your envelope.

YET MORE OLYMPIC GAMES!

Following Daley Thompson's phenomenal performance at the Los Angeles Olympics, several software companies have been quick to release games based on the decathlon.

Ocean's Decathlon is the only one of the games which has been personally endorsed by the athlete himself.

But the linking of Daley and Ocean's program has not over-impressed the game reviewers.

Activision's Decathlon has received much greater praise from magazines and the industry and in a comparative review in last month's C&EG, *Activision* came out on top.

Another two games with a sporting flavour are *Olympics* by CRL and *Data-base. The Database*

game offers a version for the BBC.

One game that may well overtake all the other games on the list band is Konami's *Hyper Olympics* on the new MSX computers from Japan. It is certainly the best sports simulation we have seen.

The arcade versions of both *Hyper Olympics* and *Track & Field* have also done well in this Olympic year.

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G·A·M·E·S N·E·W·S



SEIDDAB FOR THE 64

HEWSON

Hot news from the European Commodore press branch for Avalon. Their new game (reviewed elsewhere in this magazine, is that the programme, Steve Turner, is currently working on a spare fantasy based on his Seiddab trilogy — but using the same techniques as Avalon. Avalon is a 3D graphics arcade-adventure game with many levels, destined to become one of the big hit games this Christmas.

Steve told CNET that his new game would be based in an abandoned spacecraft floating in space. We can't wait!

Meanwhile, Steve Turner's 3D Lancelot is now available for the Commodore 64. And the conversion includes some extra added ingredients!

In 3D Lancelot, the player must battle against all the odds and race across a hostile lunar landscape, piloting a hover fighter, and inside the Seiddab Command Base, which has to be destroyed. In the Commodore version the Lancelot must also be protected and as the player must choose his flight path and his moment to attack very carefully.

The Commodore version also provides the player with extra tools to help in this task. For example, a two-dimensional map, six times the area visible through the output window, is



available. Features making the game more challenging include some enemy aircraft and a tendency for the Seiddab vessels to multiply if they're allowed to the top dome.

The marauders alone can only be defeated by destroying Seiddab command before their superior numbers and armoury overwhelm Lancelot. 3D Lancelot for the 64 is available now at £7.95.

BUMPER HARVEST!

ACTIVISION

Activision has announced a strong programme of computer software releases for the coming autumn.

There are six cassettes for the Commodore 64 — Zork, Pitfall II, Toy Bears, River Raid, Space Shuttle and The Designer's Pen.

Five new cartridges have been added to Activision's Atari home computer range — Pitfall II, River Raid, Zork, Bomberman and Decathlon, and for the ColecoVision, Activision has added Zork, Pitfall II and Decathlon cartridges.

Spectrum owners can now stack up on Activision cassettes, too. Zork, H.E.R.O., River Raid and Enduro are now available on that machine.

Activision will also have three titles ready for the new MSX computers by mid-September — River Raid, Bomberman and Decathlon.

CHEAP THRILLS!

CENTURY CITY

Following the spate of companies offering very cheap software for the Spectrum and Commodore 64, yet another software house has emerged promoting games tapes for under £2.

Century City, a new company based in the West Midlands, has launched a series of four titles for the 16 and 48K Spectrum.

Laser Lord is a fairly typical "protect the world from the nasty googly-eyed Martians", sort of game. The second game, Miss Trap, is a tactical war game, in which you yet again "attempt to save the world from almost certain destruction". Breakouts in Century City's series is Galaxian on the Spectrum. The fourth game is Kamikaze Collector.

Century is also planning a new range of software costing £2.99 each which they claim is comparable with software selling for £5 or £7.

MACHINE MARATHON!

WORLD RECORD

Sean Sullivan, an 18-year-old computer gamer from Brillington, has set what is believed to be a world record. He started, with his friend, 17-year-old Paddy Bell, at 8.00 am on Tuesday, 28 August, at the Brillington Computer Centre. Paddy gave up, after 30 hours, on Wednesday afternoon, but Sean went right through until 10.00 am on Thursday 30 August, a total of 60 hours. Afterwards Sean said, "I had set myself this target when I started, yet when I reached it I still felt fresh enough to do a lot more."

Although the Guinness Book of Records doesn't have a category for the continuous playing of computer games, the marathon

was conducted under the strict standards required by Guinness.

Sean was allowed only five minutes' break for every completed hour on the machines. At all times of day and night there were two independent investigators present who signed him on and off his breaks.

Sean used a ZX81, Commodore 64, Dragon, BBC and Vic during his marathon, which was in aid of the Kingfisher Trust, a Brillington charity whose aim is to set up a centre for young people in the town.

The Piman's Software House



1000

DEUS EX MACHINA—even David, Raphael and Josephine in *EX* have their T-companions. The prince charming of our dreamscape, starring Ian Dury, Jon Pertwee, Frankie Howerd and more, is an animated, bearded, fatuous, speechless (or so it would seem) clown-like figure. Please to realize, this is the world



1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

FOR SALE: After 3 years, The Galt Adventure Machine has just found you to be the lucky owner of "The Galt Quest" or "P/T Many have tried and failed. Most programs of 1980 by the Computer Trade Association." www.computertrade.org



	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025	2026	2027	2028	2029	2030	2031	2032	2033	2034	2035	2036	2037	2038	2039	2040	2041	2042	2043	2044	2045	2046	2047	2048	2049	2050	2051	2052	2053	2054	2055	2056	2057	2058	2059	2060	2061	2062	2063	2064	2065	2066	2067	2068	2069	2070	2071	2072	2073	2074	2075	2076	2077	2078	2079	2080	2081	2082	2083	2084	2085	2086	2087	2088	2089	2090	2091	2092	2093	2094	2095	2096	2097	2098	2099	2100	2101	2102	2103	2104	2105	2106	2107	2108	2109	2110	2111	2112	2113	2114	2115	2116	2117	2118	2119	2120	2121	2122	2123	2124	2125	2126	2127	2128	2129	2130	2131	2132	2133	2134	2135	2136	2137	2138	2139	2140	2141	2142	2143	2144	2145	2146	2147	2148	2149	2150	2151	2152	2153	2154	2155	2156	2157	2158	2159	2160	2161	2162	2163	2164	2165	2166	2167	2168	2169	2170	2171	2172	2173	2174	2175	2176	2177	2178	2179	2180	2181	2182	2183	2184	2185	2186	2187	2188	2189	2190	2191	2192	2193	2194	2195	2196	2197	2198	2199	2200	2201	2202	2203	2204	2205	2206	2207	2208	2209	2210	2211	2212	2213	2214	2215	2216	2217	2218	2219	2220	2221	2222	2223	2224	2225	2226	2227	2228	2229	2230	2231	2232	2233	2234	2235	2236	2237	2238	2239	2240	2241	2242	2243	2244	2245	2246	2247	2248	2249	2250	2251	2252	2253	2254	2255	2256	2257	2258	2259	2260	2261	2262	2263	2264	2265	2266	2267	2268	2269	2270	2271	2272	2273	2274	2275	2276	2277	2278	2279	2280	2281	2282	2283	2284	2285	2286	2287	2288	2289	2290	2291	2292	2293	2294	2295	2296	2297	2298	2299	2300	2301	2302	2303	2304	2305	2306	2307	2308	2309	2310	2311	2312	2313	2314	2315	2316	2317	2318	2319	2320	2321	2322	2323	2324	2325	2326	2327	2328	2329	2330	2331	2332	2333	2334	2335	2336	2337	2338	2339	2340	2341	2342	2343	2344	2345	2346	2347	2348	2349	2350	2351	2352	2353	2354	2355	2356	2357	2358	2359	2360	2361	2362	2363	2364	2365	2366	2367	2368	2369	2370	2371	2372	2373	2374	2375	2376	2377	2378	2379	2380	2381	2382	2383	2384	2385	2386	2387	2388	2389	2390	2391	2392	2393	2394	2395	2396	2397	2398	2399	2400	2401	2402	2403	2404	2405	2406	2407	2408	2409	2410	2411	2412	2413	2414	2415	2416	2417	2418	2419	2420	2421	2422	2423	2424	2425	2426	2427	2428	2429	2430	2431	2432	2
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ROMANIA 48K Speed, M/C Arcade Style Computer, Joystick & 2.5 Interface 2 compatible. Is this a light? For your imagination. Then bring some of it home in flaming mail and we make the residents of Romania Takers the most of the best! Can you help Walter Hase design the Romania's sophisticated career and help the citizens start up small businesses?



Figure 1

[illegible]

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520	521	522	523	52
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PLAYED: 88K Epox, NEC Amode-Style, Komatsu Japanese compatible. The Power's hot that heated! Can you help him negotiate the traffic and drive the road show?



1000

WALTER *diff* (Spurs and Dragons) Parallels the old original game of back and forth for 1 to 4 players, playing backwards. I'm thinking back goes forward with back the Dragons and the *diff* (Spurs) with various moving with a complex to become quite not back to the same WALTER.



CRUISE John, Ryan, M/C: Sophia & Fred
 Addressing [Miguelito] and [Luisito], we
 go before you, with nothing less than a bottle
 of [Sophia's] instant anger, an empty stomach
 as clear as Fred's pants up to... and then...
 The audience is only too happy to see you
 back home again, so what's the deal?



0011

PI-NETWE 4000, 1990, M/C Avenue Santa. Karpman Jewish is CO member of 2 organizations. All members active in the 1 search. For the student leadership is necessary, while keeping out of the reach of the major message. The program includes PI-NETWE, Law and Land building are used as themes. Cross-cultural activities. *Source*



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Abstract The purpose of this study was to determine the effect of a 12-week, 1000 kcal energy deficit diet on the body composition and physical fitness of 10 obese women. The women were randomly assigned to either a low-fat or a low-carbohydrate diet. Both diets resulted in a significant decrease in body weight, body fat, and waist circumference. The low-carbohydrate diet resulted in a greater decrease in body weight and body fat than the low-fat diet. The low-carbohydrate diet also resulted in a greater improvement in physical fitness than the low-fat diet. The results of this study suggest that a 12-week, 1000 kcal energy deficit diet can improve body composition and physical fitness in obese women.

Source: *Author's calculations*.

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BUG HUNTER'S GUIDE TO

THE NEW YORK PUBLIC LIBRARY

Then CFC 114 is a toxic insect with a cloud of 117 colors. It has a purple keyboard—similar to that of the Mac—but both of better quality.

There is a separate manual kept on hand for the typing of national letters and also a separate **FORMAT** key in the program.

Again, from the early 1970s, this is the last means to being a publisher's representative: The "wrong" musician is about as much charged there as a quantum and two and a half tons at best. This includes the firstborn and cassette records.

Georgian being told by Alvin that there would be only two members in the company, there are actually three.

The most expensive is a CPU and complete with cabinet model, at \$300. Alternatively, you can buy the same computer with a green screen monitor for just \$200.

The problem with the question is that you can't, we were told, upgrade in a coherent manner in real time.

However, Astound does not demand the 50:1 modulation power supply which will allow you to connect the converter to a normal

100

The Amstrad CPC 464 was launched in April of this year, at a time when most of us had been swelling around three months for our QLT.

ADD-ON: A clear drink that you sip on in the cockpit. For \$1.99 per pint, it has a taste of orange and lemons, ranging from 25% to 100% lemon. You get 168 lemons and the ingredients list: water, 100% lemon juice, natural flavors, citric acid, and potassium sorbate. **ADD-ON:** A granita is available in 1 pint. It is a smooth-textured version of the traditional frozen dessert. The granita is made with 100% natural sweetened condensed milk and natural flavors. **ADD-ON:** A natural drink with real fruit. **ADD-ON:** A granita is available in 1 pint. It is a smooth-textured version of the traditional frozen dessert. The granita is made with 100% natural sweetened condensed milk and natural flavors. **ADD-ON:** A natural drink with real fruit.

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is often drawn for the system as a whole. For \$100 you get a 3 inch diameter and another reading 229.64. This also got 208 Lugs and the total system includes 9 MT. A national drawing and more just this.

A. printing is available at 1.10. It is a modified version of the Berkeley 8000 and will print between 1000 and 10000.

There can be a natural flow to the meeting, but it will only take one. If you want the other, then you have to buy the official. A natural one which flows from the other. Recommended price for an American forward is \$140, but many people are selling them for around \$130.

Reality

The GPC 44 has three screen modes. When you turn it on, it is in a mode one. This gives you a clear character on each of its seven lines. Mode zero gives you 28 characters. While mode one gives a full 64-column display, this is called bit-mapped scrolling, but probably won't be as reliable as a normal video TV. It modes three on the modes, though the machine just 22 possible extensions. And you can turn them on or off

This machine has the help of the 1000 Series 3 products from various foreign air filter makers. This TV screen is not used before the final, fourth, stage of actually a volume control on the side of the machine.

100

This machine has the help of the 1000 Series 3 products from various foreign air filter makers. This TV screen is not used before the final, fourth, stage of actually a volume control on the side of the machine.

known at a time depending on whether you're in mode two, three or zero respectively.

Everyone uses the Spectator-like plot and the same formula. You will play a single point on the screen while there will count on a line from that point to another.



The Aerosol micro room has become the "hub" which houses about 40% of the machine's R&D activities for your product.

All graphics and sound commands are included. There are no long lists of `Prolog` to type in.

There is a large number of non-standard commands which may seem to be useful in some applications. You can, for example, convert objects from ASCII to PostScript and vice-versa.

One of the most widely used and widely discussed in Australian churches is the ability to harvest interfaith from Buddhists. Interfaith work is being done by many local governments to make the 2001 census work better by doing survey on other and on non-religious sites. For example, interfaith are used on that whenever the topic is doing, it will naturally stand whether any topic are being pursued on the ground.

You can use shortcuts from basic with the PRACT program. For example PRACT 100, C1000 1000 will read the information at line 1000 every two seconds, irrespective of what may be the frequency of the trace.

The manual which covers the use of the book is simple. There is a simple language section and then a more detailed explanation of all the keywords. An abstract version of the manual is available from Research Ltd.



AMSTRAD CPC464

侍ソフトウェア
SAMURAI SOFTWARE

Castle of the Skull Tomb

In a battle lost in the name of time, the environmentalists' battle was lost. The land was sold and deforested in a race of cubic meters. The Chinese lost many friends, the most valuable of them being the "Garden of Chinese Kings". The map says that they attempt to acquire this garden, and the map says that they have.

Your report... To regain the hidden screen and detect the all-around threat level.

The advertisement is of the classic format. Simple words mean sophisticatedness are expected, and will usually be understood.

[illegible]

Model	Model
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Revised: 01/2010

They control a fearsome Kamuro warrior whose aim is to prevent the Black Invaders from gaining control of the world. To help you in this task, you are armed with shurikens, Narayana's mystical lightning staff,

Can you guide the injured fly, Mayan
around the garden maze and out
the door? Or will you let victim
to the wall about island? In a garden?
Can you make it to the hospital? How
or pain? Will you get the flower
power? To see the statue? Well life,
Mayan was get to see the flower of
harmony, flower of life?

Why did the chicken cross the road? You don't know? Nothing do, no, but with the help of this game you may just find out! Your aim is to guide the hapless chicken across the road, then, get in the bus and avoid the approaching trucks. What could be simpler?

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Imagine Your Life Was Just A Computer Game

"In the year 1987, the Department of Health and Social Security police and state security records of the United Kingdom were co-ordinated within a central computerised data bank. The following year all passport, communications and censorship operations were integrated. In 1994 the computer network became responsible for the total defence of Westlock. Tuesday evening, after tea and compulsory prayers, the last mouse on earth

tried to hide from Blanked inside the machine. Just before it died, choked by the machine's nerve gas defence system, the last ever mouse drooping caused a slight accident..."

So runs the scenario for Automata's latest epic — *Deus Ex Machine* — the first computer game to come with a synchronised music soundtrack. Tim Mottram, C&VG's editor, got an exclusive preview as its creator Mel Croucher talked about his computer rock opera.

everything is controlled by one machine which suddenly — thanks to the last mouse on earth — rebels against her programming and attempts to smash a "defect" into society. This "defect" firstly takes the form of a test tube baby.

In Mel's future everyone comes into the world conditioned and programmed from a test tube. But the Defect is different, he — or she — is sided by the machine in a bid to become an individual in a world of pre-programmed people destined to follow the party line.

Deus Ex Machine is a labour of love. Nine months in, the making at Automata's Portsmouth base, the game is the most original concept since the Spectrum was a gleam in Clive Sinclair's eye.

It is the first computer game to have a completely synchronised music soundtrack — which features top names like Ian Dury, ex-Dexy's Who, Jon Pertwee, comedians Frankie Howerd and peace campaigners E.P. Thompson.

The man behind the concept is Mel Croucher, ex-architect, science fiction author, radio producer and musician. Together with Christian Penfold — the man better known for dressing up in a pink suit — Mel runs Automata, home of the P.M.M.

Mel wrote the "screenplay" for the game, performed and recorded all the music on the soundtrack — and is now sitting back anxiously awaiting your reaction to his creation.

"I was really disappointed with the way home computers were being used," he told C&VG. "I wanted to show people just what could be done with the Spectrum and prove that computer games could be constructive and not just destructive."

Automata are well known for their policy of producing non-violent games. And Mel's feelings on the subject are echoed in the lyrics of one of the Machine songs, spoken by Ian Dury.

"Killing is wrong, even pretend killing on little screens. And people that sell violence games to children should be put away somewhere safe, 'til they get well again."

Whatever your views on computer games and violence you'll have to agree that *Deus Ex Machine* is unique — and maybe a forerunner of games to come.

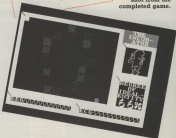
Let's have a brief run through of the game. Before you start playing, you have to listen to a bit of the soundtrack

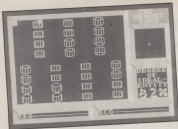
which tells you just how to synchronise the music with the game. And if you can push the pause button on your cassette player, you'll be able to get everything running together — it's as simple as that. The soundtrack begins — and so does a whole new life. What? Well, let me explain a little more.

In Mel's vision of the future,



Two storyboards from the planning stage of *Deus Ex Machine*. Mel wanted visuals and sound to match exactly. Below a screen shot from the completed game.





Screen shot of *The Memory Bank*

You play the part of the machine as you have to guide this new life through the many hazards of babyhood — protecting it from the evil eyes of the Defect Police — and guiding it to adulthood.

The game begins in the DNA welder. The machine's creation is given basic life. You must help keep the DNA molecules spinning — the better you do here, the stronger the Defect becomes. Then it's on to the cell protector. Here you have to help the machine keep the cells alive — again to increase the strength of the Defect's chance of survival. Then on to the memory bank where your skills are needed to give the Defect intelligence.

The machine has to steal an egg from the Beta Bank before going on to the Beta Bank where the Defect really begins to take shape.

The machine struggles the Defect into the incubator, where the Defect Police are still attempting to discover the intruder. You must protect the Defect from their probes and defend his cocoon. All the while a percentage figure in the corner of the screen is changing. You must keep it as high as possible to be as strong as possible for the next stage. The Defect is about to be born.

From the cover of *Deus Ex Machine*



The machine has helped the Defect reach the Umbilicus where all the test tube babies are processed. The Defect Police scan the Umbilicus with electronic eyes to detect Defects such as you — avoid them at all costs.

The future is then in your own hands. The machine can help no longer — apart from telling you illegal records deep in her memory banks. You face your next challenge, the Defect Police interrogation tank, alone.

Inside the machine you have developed special powers which now come into play as you defend yourself from the psychic probes. If they break through, your Defect will be weakened — and already you have a plan.

The final challenge of side one of the game is to develop simulators like love, hate, and guilt. Your time of innocence is over and it's time to leave the Underworld.

Side two finds you in the Cerebravite — having life as a soldier dedicated to saving the Defect Police. Little do they know as you jump to your commands that you are playing a waiting game — and like the machine are planning to rebel.

Finally you take over, defeating the Defect Police and destroying their control. You have total control over your own destiny. You can either turn toward good or evil. Your past will make all the difference in this stage of life. Your entry percentage keeps on changing and suddenly you enter second childhood — old age.

It's all downhill from there on. Your life is all but over — your achievements expressed as a percentage score. The machine is ready to take you back — maybe you'll get another chance?

If all this sounds a bit heavy — it's not. The soundtrack is full of humour. Miss Ian Dury's part as The Fertiliser

and Frankie Howard as the Defect Police chief. If you don't believe Frankie Howard can rap, then listen to his song on the audio tape. Frankie goes to Automata? Well, maybe not.

Mel hopes that people who play the game will get more than just an hour's worth of entertainment out of it. He hopes it will provide a few thoughts about life, the universe and everything.

"It is non-violent, non-sexist, positive, provoking and funny," he says. "The analogue to the numbering 'games' of computer simulated destruction which I personally find richening."

The programmer who translated Mel's ideas into a computer experience was Andrew Bagg. Automata's last new bloff who joined the company a year ago following an ISEU course in Portsmouth.

His internal clock which runs independently of the game is the key to the whole program. The clock runs in sync with the soundtrack and keeps everything running along nicely in time. It could also be the key to a whole new generation of "soundtrack games".

Andrew worked closely with Mel — developing his storyboards and having the ideas into graphics and game. You can see from the storyboards Mel gave us that the audio and visual worlds had to be closely integrated to meet Mel's exacting demands.

"I kept asking Andrew to do things and he'd say 'I can't be there' — but he went away and did it."

Did Andrew have any problems converting the concepts into a game. "Lots!" he said. "But Mel wrote everything down very clearly which made it a lot easier."

"I had terrible trouble with the scoring system. It was difficult working out the percentages."

Mel composed and played all the music on the audio tape himself — and recorded and produced it upstairs at Automata's office. The only parts recorded in a London studio were the vocal tracks.

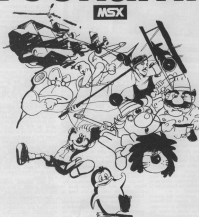
Deus Ex Machine could be the make or break game for Automata. Both Mel and Christian said that if the industry doesn't give the game the recognition it certainly deserves, then they may well take their talents away to start doing something else.

Deus Ex Machine is the computer equivalent of Fred Ford's *The Mail* — some of the sentiments are very similar. But whatever your views about the philosophy behind the game, you must take a look at it. It could just be the shape of things to come.

Deus Ex Machine runs on a UK Spectrum and costs £15 and is available from Automata, 27 Highland Road, Portsmouth, Hampshire PO4 2DA. Tel 0795 752542.

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2

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KONAMI COMPETITION

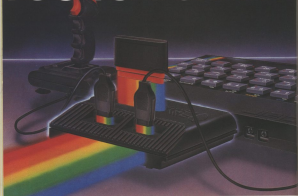
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QUESTIONS

1. What was Canon the official supplier of, at the the recent Los Angeles Olympics?
2. MSX has a special graphics chip to handle the screen display. How many sprites can MSX produce?
3. What kind of software would you like to see written for MSX computers?

CANON MSX COMPETITION, C&VG

Name

Address

Post code

Age

ANSWERS

1

2

3

PRIZES

Out of all the people who get questions one and two right, one of you will win the Canon V-20 64K MSX computer. There is a second prize of five joysticks.

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QUESTIONS

1. What is the name of the microprocessor used in all MSX computers?
2. Who wrote the Basic used in the MSX computers?
3. What kind of peripherals would you like to buy if you had an MSX computer?

PRIZES

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ANSWERS

1

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GAMES PROGRAMS WANTED

C&VG is constantly looking for good games programs to publish in our magazine. We are especially interested in MSX software as we expect many of our readers will be MSX owners next year. If you have written a good game between 1 and 5K, do send it to us with the software form provided in the main section of *C&VG*. Remember, we do pay for every program published.

COMPETITION RULES

We have got in touch with several companies and have put together several great prizes. Each entry must be written on the cut-out coupon provided, with the competition name clearly written on the envelope. Please send each entry separately as this will help us a great deal in sorting them out.

All competitions close on 25th November and the prizes will be sent out between late November and early December but please don't phone us.

The editor's decision is final and no correspondence will be entered into.

EDITOR'S COMMENT



Having had a detailed look at every aspect of the MSX standard — its hardware, the MSX Basic and the software now produced — it is about time to set the record straight.

During the past few months, it seems the MSX standard has been unfairly criticised by the technical press for using the new ageing 680 microprocessor and thus breaching the technology. Some say that because of the choice of the chips inside the MSX machines, it is impossible to write good games on them. It seems that these people were unable to review the machines or just had a few days to have a look at one.

The lack of availability of MSX machines to review was entirely due to the MSX working group's policy of sending out every single preproduction MSX computer they could ship from Japan to software houses in the UK so they can produce a large amount of MSX software in time for the launch. The policy was applied in Japan last year and the result was that there were plenty of games for MSX as soon as they were launched, thus avoiding the customary six month no-software period. Having got in touch with a number of software houses in the UK, recently, *C&VG* knows for a fact that there will be a tremendous amount of MSX software released prior to Christmas.

There appears to be a fallacy that, because of the choice of the chips for MSX, it is not possible to produce fast graphics games on them. This couldn't be more wrong. MSX is the only computer

which can produce graphics that match those in the coin-operated arcade machines. Just look at one of Konami's games on a demo and see for yourself. The graphics and the background music in their games are truly amazing.

Another common criticism against MSX is that the standard freezes technology, thus creating a fall. It seems that many technicians seem to want 32-bit super computers at a price of home computers, but look at the mass Sinclair is in with the QL. Delayed and bug-ridden, it is as unorthodox that most people are having to struggle to produce anything for the QL.

On the other hand, the MSX is as standard and the 286 chip familiar with many people that producing software and peripherals is extremely easy. The result is that now, in Japan, there are tons of exotic add-ons like synthesizers, video superimposition units, laser-disc adapters, computer controlled Hi-Fi, apart from the usual printers, joysticks and 8000-bit-based software. MSX-DOS and the disc drives will be launched some time early next year.

You can expect to see a lot of exciting products for MSX and, whether the manufacturer of your MSX machine is, you can still use any MSX peripheral from any company.

As for reliability and dealer back-up, the Japanese always excel themselves. If you are in any doubt about MSX, go to your local dealer and have a go. It's the best way to find out what MSX is really like.

HISTORY OF MSX

THE SHAPE OF THINGS TO COME...

One unique company stands right in the centre of the MSX boom which is currently sweeping Japan and which is about to land in the UK. That company is ASCII, the Japanese equivalent of Clive Sinclair.

No other company has come up with a more revolutionary concept for the Japanese computer industry than ASCII. They have set standards which a large number of manufacturers now follow.

Previously the Japanese computer industry was divided, with each company producing computers totally incompatible with others and producing machines within one company which were only slightly compatible.

The Japanese computer industry badly needed some kind of industrial standard for micro, because there were an awful lot of computers with little or no software to support them.

ASCII is a computer publishing and software company. It handles all Microsoft's software including their Microsoft Basic. Until recently, ASCII's primary software concern was the conversion of Microsoft Basic for Japanese computer manufacturers.

However, as micro computers became more popular in Japan, ASCII found itself writing more and more versions of Microsoft Basic which were no longer 100% compatible.

About two years ago, ASCII's vice-president, Maki, who originally signed the deal with Microsoft to distribute their Basic in the Far East, started having discussions with a number of computer manufacturers about setting some kind of standard for home computers — similar in concept to that of video machines.

Maki got a very favourable response from many people and decided that it was about time they worked on a new version of Microsoft Basic.

That was how MSX Basic, a conversion of Microsoft Basic 4.5, with considerable enhancements,

The improvements to the 4.5 version were made in the US as well as in Japan and it is believed that the provisional version of MSX was



Top: Canon's MSX micro
Bottom: MSX in action

presented in almost all computer manufacturers in Japan during the winter of 1982-83.

After much discussion with the manufacturers, ASCII together with Microsoft and 14 computer manufacturers, held the very first MSX press conference in Tokyo on 18 June 1983. Immediately, another company announced a rival standard and, for a fortnight, it was much speculated that there might be yet another trade war similar to that between Intellivision and VHS video systems.

Maki went to see the president of the rival company and successfully

convinced him to take up the MSX standard too. By Christmas 1983, there were eight manufacturers selling 13 different models of MSX. Some companies released three different versions of MSX at the initial launch. MSX captured 20 per cent of the home computer market in Japan by spring 1984. That's when the MSX companies started to consider exporting the computers. However, up until then, none of the manufacturers had any success selling home computers abroad. The

result was that they decided to work together and export to Europe only, to test the reaction. They felt that the US was too dangerous a market to venture into at first.

In Spring of this year, all the MSX manufacturers who had decided to export to the UK formed the MSX Working Group to help software houses write MSX software, providing hardware and technical information to our home grown games software companies.

At the moment there are eight members in this MSX Working Group. They are Toshiba, Sony, JVC, Hitachi, Sharp, Teleton, Mitsubishi and Canon. Most of them will be selling their machines in high street shops from this Christmas, hopefully with a lot of software to support the standard.

The primary difference between the Japanese MSX and the UK version is that most of them are 64k machines which are MSX-DOS (ie. disc) compatible.

In Japan, most MSX machines have smaller amounts of RAM because the computer boom is still in its early stages.

The MSX manufacturers have recognised that the UK public are far more advanced than the Japanese and wouldn't stand for a tiny RAM capacity. The disc drives are now on sale in Japan and it is hoped that they will be here in spring '85.

That's the history of MSX — the future is still around the corner.

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Oh Harry. This time he's gone too far. Somewhere, buried deep in the lost caverns of Machu Picchu, Peru, lies the stolen and, of course, priceless Key Diamond, along with a hoard of missing gold bars.

Harry's little niece Rhonda and Quikdew, her cowardly cat, are supposed to be with him, but they strayed away and are lost in the bowels of the caves.

A wealthy university has asked him, while he's clearing this mess up, to capture an elusive stone-age cat too.

What fun.

He just has to avoid the occasional poisonous frog.

Oh yes. And the wickedly clawed condors.

The electric eels. And a very nasty line in thirty vampire bats.

So you can see Harry could do with some help. All you'll have to help you, and your wits and some gas-filled balloons to bridge the wider chasms. And you'll be in for the game of your life.

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T & F 1 AND 2

MACHINE: All MSX
SUPPLIER: Konami
FORMAT: Cartridge
PRICE: N/A

Track & Field was the surprise arcade hit of 1984. It was an instant success in Japan and America as well as here in the UK with a flood of imitators joining the bandwagon. There are now at least four multi-event athletics games in the arcades and countless variations for micros.

Now, Konami, the original creator of *Track & Field*, has just released the MSX version of the same game in two parts — *Track & Field 1* and *Track & Field 2*, each containing four events. They couldn't cram the entire T & F on one ROM cartridge so they are separated into two with extra events added. *Track & Field 1* has a 100m dash, long jump, hammer throw and

possible. You will see yourself on the screen running against your opponent in detailed graphics, which are almost as good as the arcade version. If you qualify in this event, you get a huge applause from the crowd and move onto the next event which is the long jump.

In the long jump, you hit the RUN button as fast as possible to accelerate and press the JUMP (space bar) button at the line to jump. The qualifying jump should be more than 8.00m in the first round.

The next event is the hammer throw which is the most difficult event. You hit the RUN button to rotate and when you have gained enough momentum, you release the hammer with the

possible. You will see yourself on the screen running against your opponent in detailed graphics, which are almost as good as the arcade version. If you qualify in this event, you get a huge applause from the crowd and move onto the next event which is the long jump.

As with T & F 1, the third event is the toughest — in this case, it's the high jump. The principle of the game is the same as in the long jump but you've got to jump at a steep angle from the right place in order to clear the bar. This event is always the stumbling block for me.

The last event in the 1000m, which is definitely the most tiring. You have to keep

that the keyboard takes such a beating. Although most MSX computers have quite robust keyboards, I am not sure if it can take all the hammering if you are totally addicted to this game.

In Japan, Konami and Sony have released a device called "hypershot" which basically consists of JUMP and RUN buttons, but we did not see if they will release them in this country. One thing I know is that the Sony Running Mat, which is specially designed for *Track & Field*, won't be released in this country.

The graphics in both games are superb, as usual, with all Konami's little touches. The athletes are animated extremely realistically and the tracks are drawn with good 3D perspective. When you fail, you see your man scratching his head and when you win, he's victoriously wave his arms, while the crowd goes wild. I couldn't help laughing when I saw it for the first time — it's so comical.

Track & Field is one of those games which can be very addictive. However, those people who didn't like the original arcade version, because you only have to push one of two keys, won't be converted by the MSX version.

If you liked *Track & Field* in the arcades, then this is the software you'll want to get for your MSX. It is as good as the original and easily beats copy-cat versions produced for the BBC, Sinclair, Atari and Commodore.

GAMES REVIEWS



1 TRACK & FIELD



400m run, whereas T & F 2 contains 110m hurdles, javelin throw, high jump and 1500m run. There is little or no difference between the MSX version and the arcade version. The arcade version was reviewed by *AtariAge*, *July Usersmag*, in *July's Issue of C&EG*.

Just to tease on what it's all about, here is a rundown on the game. Each game consists of four athletics events in which you can compete against the computer or another player. Each event has a qualifying time or distance you have to achieve in order to stay in the game.

In T & F 1, the first event is the 100m dash in which you have to push one of the RUN buttons (the -3 cursor key) as fast as

possible. You will see yourself on the screen running against your opponent in detailed graphics, which are almost as good as the arcade version. If you qualify in this event, you get a huge applause from the crowd and move onto the next event which is the long jump.

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2 ANTARCTIC

MACHINE: All MSX
SUPPLIER: Konami
FORMAT: Cartridge
PRICE: N/A

You are a cute little penguin with a pair of ice skates. Call it *Antarctica* in your mind, there are numerous hints and messages when you must either jump over or avoid. Your task is to travel from the Antarctic base of different nations in the given time.

As the game progresses, you must travel faster and avoid more obstacles. There

GAMES REVIEWS

and green flags you can collect to earn points and occasionally a red flag (warning!) will jump out from a hole. Catch it and you'll get more points. Sometimes a seal will pop his head out of a hole. This you must avoid for if you bump into him, you'll get a nasty shock.

Sounds simple enough, when one describes it as above, but what makes this game so great is the quality to which it is made. Its graphics, which are in 3D, are undoubtedly the best I have ever seen on a home computer. The movements of the penguin are truly realistic, specially when he bumps into things. The ice field is almost as good as an Atari-Platform (the arcade version) with curves and a scrolling landscape. The approaching holes, crevasses, seals and fish are very well done and the landscape is excellent, although a little repetitive. (This is not Konami's fault. There isn't much to Antarctica except snow fields and icebergs.)

The war the penguin starts with his legs going left-right-left-right and the comical movement he makes when he falls into the crevasse show how close you can get to a real arcade machine on a home computer.

To make a trip around Antarctica, you must visit ten expedition bases. When you arrive at each base, the penguin does a little dance. There is a special dance reserved for the south pole, too. The faster you go, the more bonus points you get.

The accompanying music is just as good as any you hear in the arcades. The background music — the skater's waltz — is by courtesy of J. Shikata and there is also Konami's original tune at the beginning. When the penguin bumps into a seal it gives a tremendous bouncing noise as you see him totter for a few moments.

This game is simple enough for anyone to play yet even a die-hard arcade enthusiast will be totally addicted. It is totally non-violent yet is extremely addictive. It is not surprising to find that this game was number

one in the MSX chart in Japan for a long time, and being replaced by another one of Konami's games.

I recommend this family game to anyone who has an MSX computer. It'll be remembered as a classic.

- Addictive quality 50
- Learning appeal 5
- Graphics 33
- Overall value 33

BEAMFIDDER

MACHINE: All MSX
SUPPLIER: Activision
FORMAT: Cassette
PRICE: £11.95

You are the Beamfiddler. You must clear the Pestiferous Blob that surrounds the Earth. Beamfiddlers guard each sector, so beware. So

is new out of fashion in this country and I don't know why Activision bothered.

- Addictive quality 4
- Learning appeal 3
- Graphics 3
- Overall value 3

RYER RAID

MACHINE: All MSX
SUPPLIER: Activision
FORMAT: Cassette
PRICE: £11.95

Another terrible game from Activision. This time a version of *Scramble* with a lightbulb-like jet flying at extreme low level along a meandering river. In your path are enemy battleships, hot air balloons, tanks, jets and helicopters. Shoot them with your cannon

DECATHLON

MACHINE: All MSX
SUPPLIER: Activision
FORMAT: Cassette
PRICE: £11.95

Decathlon is the MSX version of Activision's latest bit of the same name for the Commodore 64. In this game, players can compete in all ten events of the decathlon, scoring points exactly as you would in the Olympics. Up to four players can participate, but when playing alone you must face the might of a computerised and invincible decathlete. With each event you accumulate scores and the one with the highest cumulative score wins the gold medal.

In some games cassette, Activision has crammed all ten events, starting with the 100 metres, then long jump, shot put, high jump, 400m, 110m hurdles, discus, pole vault, javelin and 1500m.

To go through the entire list of events one after another is



says the instruction sheet but the game itself is one of those pop-email shooting games with a 3D effect level. It's supposed to be. It's a sort of *Junior Frogone-Tongue* as you see yourself riding on a grid with the enemy saucers approaching and shooting back at you.

The thing about this game is that, although there are many kinds of enemy and features, graphically it is very dull. And no wonder — Beamfiddler was first written for the Atari VCS and CommodoreVision games machines which were out of fashion ages ago. Activision has plenty of time to improve but the graphics are just like the old versions — poor.

This kind of sapping game

is score points. What you get to the bridge, blow it up before you pass. Because you are pioneering the surface of the river, you cannot go west the banks as you are likely to crash. There are fun dummies to pass over to replenish your tank.

The game is upwards scrolling and at the sides of the banks are missile launchers and radar.

The graphics are not very exciting but it is easy to play. Boring and overrated, this game should stay in the river and never surface again.

- Addictive quality 4
- Learning appeal 3
- Graphics 3
- Overall value 4



COMIC BAKERY

SHARK HUNTER

BUZZ OFF

ATHLETIC LAND

MONKEY ACADEMY

quelling, as tearing away at your joystick or cursor keys is quite exhausting. Graphically, this game is almost exactly the same as the Commodore 64's version. Since the 84's version is doing very well in the current software charts, most of you must think it's OK. However, having reviewed Konami's *Track & Field*, I am afraid this game is not good enough.

Overall, this game offers a lot for just one cassette but it spoils by not utilizing the MSX's graphics and sound capability to the full.

- Addictive quality 7
- Learning appeal 7
- Graphics 5
- Overall value 6

MACHINE: All MSX
SUPPLIER: Kuma
FORMAT: Cartridge
PRICE: £5.95

You are Eric, an intrepid archaeologist exploring an underground dungeon for hidden treasure. In your path, the evil Flooders roam through the maze. One touch and that's it — you are dead. Fortunately, you are equipped with bombs which you can plant. Blasting your way through the maze, you will find hidden doors and treasure boxes. You can also blast the Flooders if they are near enough to the explosion.

When you either kill all the Flooders or exit the maze, you proceed to the next level. As you progress, the number of Flooders increase. You may plant up to five bombs at any one time but you have to remember that the blast can kill you as well.

If all this sounds like something out of Indiana Jones and the Temple of Doom, you will be rather disappointed. Although the concept of the game is good, the game is rather a let-down because of its poor use of graphics. I am afraid the graphics are slow and dull. The Flooders are smiling, or occasionally angry, and balloons and the dungeon is visually boring. There is no accompaniment of background music either. The maze is randomly set each time so you can never plan your actions ahead.

However, the game is easy to play and can be addictive. I played it for an afternoon and I must say that, although I felt disappointed at first, I quite enjoyed playing this game because the concept of the maze game is rather new, instead of copping at the enemy with a laser cannon, you plant bombs which can be deadly to you as well as to the enemies.

If Kuma and Hudsonsoft, who originally produced the game, improved the graphics and speed and made it a little bit more complex, I think they'll have themselves a winner. However, in its state, the game rather resembles those mediocre maze games found on the spectrum.

- Addictive quality 3
- Learning appeal 5
- Graphics 5
- Overall value 5

GAMES REVIEWS

4 CIRCUS CHARLIE

MACHINE: All MSX
SUPPLIER: Konami
FORMAT: Cartridge
PRICE: N/A

Just as you thought Konami had exhausted all the sports events with *Track & Field* and *Hypersports*, they've come up with a multi-event circus game. In it you control Charlie, a likable fellow with a funny little red hat, trying not to make a fool of himself in front of his suspense test audience.

The first act involves him doing a furious ten to jump through a series of burning

others. Charlie could fall off quite easily.

In the next act, a horse runs through an obstacle course. The fifth event, however, is the most difficult. It's the flying trapeze with trampolines. I don't get through this bit yet, but I shall, I shall.

Compared with the ten riding, the graphics in the trapeze event are rather jerky due to the fast movements of the background. It seems that Konami have pushed the MSX graphics to the limit.

Circus Charlie is a difficult game. I could not get through any event without coming to the last life and to me going through the entire five events

Addictive Quality:

Will you be hooked by this game, playing until the wee hours of the morning? Or will you fall asleep with boredom? A score of 10 means it is a software masterpiece. 5 means you have been had, 0 means OK.

Learning Appeal:

A score of 10 means it will last until your computer breaks down while 0 means you are going to chuck it in the bin.

Hoops. One mistake and he and the lot are burned to cinders. Occasionally, a smaller hoop with a bag of money comes along. Jump through it carefully and you get extra points. The graphics in this first event are excellent. The animation of Charlie and the lion is amazing. I can't figure out how they managed to do it.

There are altogether five events. The second is a right rope act. The problem with this one is not keeping your balance but avoiding nasty little monkeys from pushing Charlie off by jumping over them! The brown monkeys are OK, but the purple ones can manoeuvre quickly and jump over the brown ones.

The third involves riding on a series of huge balls. Timing is all important in this event because, as with all the

Graphics:

This category judges how effectively the software utilizes MSX graphics. 10 means that the game can be played in the arcades as it is and 0p a time changed, while 0 means that the screen is blank.

Overall Value:

Is the game as a whole playable, addictive and worth the money you paid? A score of 10 means you are daft not buying it. 0 means you been ripped off. A reasonably good game will score over 5.

with just three lives seems impossible.

Simple and playable, yet unusual. Why the British software houses can't think of an original game like this I really don't know.

- Addictive quality 5
- Learning appeal 5
- Graphics 5
- Overall value 5

5 COMIC BAKERY

MACHINE: All MSX
SUPPLIER: Konami
FORMAT: Cartridge
PRICE: N/A

Here is a totally original game — the kind of game never thought up before and only the crazy software developers at Konami could think it up.

You are the Baker, Joe, in charge of automatic baking machines. Your job starts at 9:00 in the morning by switching the machines off. There are three machines you must look after — the first one moulds the shape, the second ferments and the third bakes the bread. Each machine is joined together on a series of conveyor belts and you see each piece of bread moving along and eventually collected by a van.

You have until five o'clock to finish baking more than four loaves of bread. The baking is quite easy, as I said, as the machines are all automatic. It's the flipping racoons, running all over the bakery and trying their best to screw you up, that are the problem. These racoons are terribly naughty and get everywhere, walking on the floor as well as the ceiling and hiding behind the baking machines. They'll steal your bread and try to bump you off. They also cause havoc by switching off the machines.

Everytime the machines gets switched off, the alarm goes off and the indicator above the main screen gives you a warning. You must go and switch it on to resume normal operation. The racoons on the ceiling will try and steal your bread by using their fluffy tails and those on the floor will chase you and do a head stand to switch off the machines.

The graphics are excellent. Joe really looks like a baker and the racoons are animated exceptionally well. The score scrolls horizontally smoothly and the accompanying background music (Yasuke Doobee) is excellent.

I have neither played a game like this on a computer, nor at the arcades and this short description I hear might not give you the idea of the game clearly. But believe me, this game is addictive.

It is a challenging game and so far I haven't managed to go beyond level three. I confess that I played this game more than any other I'm an addict. So will you be.

- Addictive quality 5
- Learning appeal 5
- Graphics 5
- Overall value 5

GAMES REVIEWS

MANUFACTURER: Toshiba

MACHINE NAME: HX-10

PRICE: £279

RAM: 64k

INTERFACES: 2 joystick ports
1 printer port
1 cartridge slot
1 expansion port



COMMENTS:
Toshiba's MSX will be the most widely available MSX computer this year due to its massive marketing power and its strong commitment to the UK market. Expect to see it in high street dealers and local Toshiba dealers.

MANUFACTURER: Sony

MACHINE NAME: HB-75

PRICE: £299

RAM: 64k

INTERFACES: 2 joystick ports
1 printer port
2 cartridge slots



COMMENTS:
Sony's MSX has an internal utility ROM. Address book, memo and scheduling programs are in the ROM. An 8k data cartridge, which can permanently store data for the ROM software, is also available.

MANUFACTURER: Sanyo

MACHINE NAME: MPC-100

PRICE: £299.95

RAM: 64k

INTERFACES: 2 joystick ports
1 printer port
1 cartridge slot
1 expansion port



COMMENTS:
Sanyo has a light-pen cartridge which plugs into the expansion slot enabling users to draw pictures on the screen.

MANUFACTURER: JVC

MACHINE NAME: HC-7-GB

PRICE: £279

RAM: 64k

INTERFACES: 2 joystick ports
1 printer port
1 cartridge slot



COMMENTS:
The HC-7-GB has a 21-pin RGB output which allows you to connect it to a colour monitor. JVC produces a range of high quality monitors which should give excellent picture quality. Also, JVC will be releasing a video super imposition unit next year.



MSX STANDARD

Memory

Display

Sound

Cassette

Printer

Cartridge slot

Joystick



SPECIFICATION

32k ROM for MSX Basic
32k or 64k RAM
plus 16k of video RAM

256 K 100 high
resolution graphics
32 x 24 text mode
16 colours
33 sprites

3 channel with 8 octave
range
noise generator and
square wave enveloping
facility

1200 or 2400 baud

Centronics

Standard MSX cartridge

Atari type

MANUFACTURER: Mitsubishi

MACHINE NAME: MLF-48

PRICE: £249

RAM: 32k

INTERFACES: 2 joystick ports
1 printer port
2 cartridge slots



COMMENTS:
MLF has a smaller RAM but the user RAM available to Basic programmers is the same as that in 64k MSX computers. Most commercial software will run on this machine as well as on 64k machines. For a first time buyer, the MLF-48 is a good buy.

MANUFACTURER: Mitsubishi

MACHINE NAME: MLF-80

PRICE: £299

RAM: 64k

INTERFACES: 2 joystick ports
1 printer port
2 cartridge slots



COMMENTS:
The Mitsubishi MLF-80 is possibly the most attractive computer about. Its keyboard is of professional typewriter quality and had enough RAM to support disc drives which Mitsubishi plans to release early next year.

MANUFACTURER: Canon

MACHINE NAME: V20

PRICE: £280

RAM: 64k

INTERFACES: 2 joystick ports
1 printer port
2 cartridge slots



COMMENTS:
One of the nicest things about the Canon V20 is that the joystick port is integrated on the front, below the keyboard so the joystick is easily connected.

MANUFACTURER: Spectravideo

MACHINE NAME: SVI 728

PRICE: £249.95

RAM: 64k

INTERFACES: 2 joystick ports
1 printer port
1 cartridge slot
1 expansion port

COMMENTS:
Cheapest 64k machine around but the availability is uncertain. It is the only one with numeric keyboard. Spectravideo expect to release OPIM as well as MSX/DOS disc systems.

* Please note that the prices quoted in the last file may be different, as some manufacturers had not firmly fixed the price at the time of writing.

MSX BASIC REVIEWED

SETTING A STANDARD

When Microsoft decided to set up a standard computer system for the home micro, they recognised the need for a Basic which is easy to use as well as sophisticated. So many times in the past, the Basic had been either too elementary like Sinclair, too complicated, as with the BBC, or just plain user-unfriendly as in the Commodore.

Microsoft, however, have not always been entirely innocent in this respect. They once created an off-the-shelf Basic which was by no means user-friendly, although they were one of the first companies to actually attempt to put a Basic into an eight-bit micro, during the pioneering days of the late seventies.

Because the micro revolution was well under way when Microsoft started rewriting their Basic, they had an advantage. They knew exactly what the general public wanted their computer to do. Play games!

Games programming requires good graphics and sound. MSX Basic is extremely versatile in both these areas. You'll be surprised that the MSX Basic has so many graphics facilities. It even incorporates a complete graphics sub-language called the Graphics Macro Language (GML).

Using the Graphics Macro Language, you can draw detailed patterns with simple instructions like U, D, L, and R for drawing lines up, down, left and right. Apart from the UNDER commands, you may draw diagonally with other co-ordinate commands or alternatively you can draw a straight line to any point of the screen.

GML is extremely comprehensive. Within it, you may change the colour of a drawing, change the scale and draw diagonally. It even allows you to draw the same shapes repeatedly in different sizes or at different angles of rotation.

The high resolution graphics mode gives you a resolution of 192 by 128 pixels with the use of 16 colours. As you will probably see from the commercial software available now — especially *Atlantic Adventure* by Eassey, reviewed elsewhere in this supplement — you can have com-

One of the great things about the MSX standard is that, for the first time in the history of computing, we have a well balanced language suitable for both the beginner and the advanced user.

puter graphics almost comparable to those of an arcade machine.

What makes MSX graphics even more exciting is the machine's sprite handling capabilities. Sprites are user defined shapes which can be placed on the screen without disturbing the background and have an ability of moving without causing any flicker. Sprites are often used in high speed arcade games. Fans of Jeff Minter will no doubt know how effective sprites are when used in high speed zap-'em-all arcade games.

You may use up to 32 of these sprites on the screen at any one time and you can define up to 256 sprite patterns. This makes it very easy to animate sprites even in Basic.

To define a sprite you use `SPRITES` and to place a sprite onto the screen use the `PUT SPRITE` command. That's all. Nothing could be simpler.

To move a sprite, all you've got to do is to execute another `PUT SPRITE` command with a different co-ordinate. The computer will erase the original sprite and place it at the new co-ordinates automatically without any flicker.

MSX has a number of other features rarely seen in other Basic. These are event handling statements which keep a look out for a particular event and which then interrupt the current program and jump to a sub-routine on the occurrence of that event. For instance, you can make your computer react to the pressing of a trigger button on the joystick, or to the space bar or even the collision of two sprites. These features are particularly useful for shoot-'em-up games.

MSX has a very sophisticated sound generator chip. This chip will allow you to produce wonderful sound effects in three channels. The MSX computer does not have a built-in speaker, and therefore uses the TV speaker, but it can be connected to a hi-fi amplifier if desired.

Apart from sound effects, MSX can play music using a special sub-language called the Music Macro Language. It's used in a similar way to the Graphics Macro Language. As long as you can read sheet music, you can program any tune since all bars on the piano are represented. Since there are three channels to output sounds and provision for shaping the sound wave, you can program quite a complex tune.

As you can see, MSX Basic has everything necessary for programming good games software in simple Basic. The process of programming itself has been made quite easy by Microsoft's sensible choice of a screen editor.

Microsoft Basic used to have a very awkward line editor. They have done away with this and replaced it with a cursor controlled, full screen editor. All you have to do is to move the cursor with the arrow keys and make the necessary changes to the program by typing over, deleting or inserting characters.

There is a number of advanced editing facilities like automatic re-indenting, block deletion, partial re-numbering, etc. The error messages are in plain English so you don't have to look up confusing error codes.

MSX Basic is also equipped with an error handling facility. This means that you can make the computer trap errors while it is executing the program without actually halting and dropping you back to command level. You can make the computer go straight to an error handling sub-routine instead, to deal with the error in your own way.

There are approximately 180 Basic keywords in MSX Basic. Many of them have more than one mode of operation. Take, for example, the `LINE` statement. It can draw lines, rectangles, or boxes in any colour you wish. This kind of flexibility gives you the power to write complex software without having to write a long and intricate program.

MSX Basic's arithmetic is 14-digit double precision with the option of single precision and integers. You can call machine code sub-routines from Basic and also expand the MSX Basic further by adding a plug-in cartridge.

As you can see, MSX gives a good introduction to Basic programming for beginners, while at the same time giving ample opportunity for further progress.



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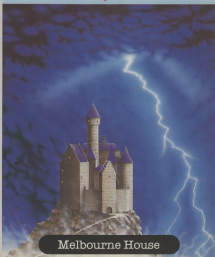
Castle Of Terror is a subterfuge adventure game set in the 1880's when and where "Dracula" stories abounded. You are in a village near a large Castle in which the secretive Count lives. You must travel about the village, collecting items which may be of use to you on your bold mission.

You must also find out what your mission is by talking to the right people. But don't be fooled!

- Multi-word "English Language" style input
- Superb, highly detailed graphics
- Animated characters, special effects and sound.

Surviving is success enough, but escaping with the treasure is the ultimate achievement and won't be easily accomplished!

CASTLE of TERROR



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WIN

COMPETITION

KONAMI GAMES
CARTRIDGES

Konami, who made its name as one of the best coin-op arcade companies, has joined the MSX bandwagon, launching ten games cartridges in this country, and you can win one exclusively in this issue of *Computer & Video Games*.

Konami is one of the best known arcade companies in Japan and had a huge success with *Track & Field*. Now you can play the MSX version of *Track & Field* (reviewed in this month's MSX Supplement) on your MSX computer.

Unhappy with the recent decline of the arcade market, Konami decided, wisely, to convert all their arcade programs to MSX. The result is that Konami, now (September) has three games in the top ten MSX software charts in Japan with the number one and two positions held by *Track & Field* and *Animate Adventure*, respectively.

Following their huge success in Japan, Konami has decided to move into the UK market as soon as the MSX machines are available and have set

up a new office near London. The initial release will feature ten of their top selling titles, but more games are on the way.

All Konami's games are held in ROM cartridges as all you have to do to start the game is to plug it into your MSX computer's cartridge slot. No more messing about with loading from cassette tape recorders.

The standard of Konami's games is high, almost arcade quality. This is not surprising since Konami has about 100 staff on research and development and uses one of the most powerful mini-computers around, Data General's MV1000, which outperforms many mainframe computers around.

Because of MSX's 16-colour high resolution graphics and sprite facility, Konami was able to produce high quality computer graphics previously impossible with other micros. The background music is amazing, too.

Thanks to our friends at Konami, we have 50 games cartridges and 50 *Hyper Sports* posters to give away. To win, all you have to do is answer the questions about Konami's past successes in the arcades. Write your answers on the coupon below and send it off to Konami MSX Competition, Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

PRIZES

1st prizes -
one of:

- 5 *Track & Field* 1
- 5 *Antarctic Adx.*
- 5 *Circus Charlie*
- 5 *Track & Field* 2
- 5 *Comic Bakery*
- 5 *Monkey Academy*

2nd PRIZES

- 50 *HYPER*
- SPORTS*
- POSTERS*

QUESTION

Out of the following list of arcade games, pick out four games which were written by Konami:

Time Pilot

Zaxxon

Xenious

Mr. Do

Tempest

Pac-Man

Pole Position

Super Cobra

Hyper Sports

Pooyan

Defender

Space Invaders

Donkey Kong

Track & Field

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WIN

COMPETITION

"THE COMPLETE MSX PROGRAMMER'S GUIDE"

Melbourne House has done it again! It has just released a fantastic book on MSX computers entitled *The Complete MSX Programmer's Guide* - its 580 pages are jam-packed with tons of vital information about MSX Basic. Designed as a comprehensive user manual, it consists of four sections.

The first section is a *Beginner's guide to MSX Basic programming* which gives a step by step guide to computer programming. The second section is entitled *Advanced Programmer's Guide* and gives the vital information required by advanced Basic and machine code programmers. It has a huge section on advanced graphics techniques which should be useful for games programming. The third section is the *Basic keyword reference guide* and the fourth gives details of the MSX BIOS which is invaluable for machine code programmers.

Everything you would want to know about MSX computers is in this book.

No previous knowledge about computers is required. Just read it through and you will learn how to program your MSX computer and progress to become an expert programmer. For people who are familiar with Basic, this book has a very easy to use reference section as well as previously

unpublished vital facts concerning the hardware and MSX BIOS.

So what do you have to do in order to win the *Complete MSX Programmer's Guide*? Simply answer two easy questions below and send it to Melbourne House MSX Competition, Computer & Video Games, Priority



Court, 30-32 Farringdon Lane, London EC1R 3AF. The closing date is November 1991. The editor's decision is final and no correspondence will be entered into.

QUESTIONS

1 Melbourne House, as well as being a computer book publisher, has published a number of top selling computer programs. Name one Adventure game and one arcade game published by Melbourne House. You shouldn't find this too difficult!

2 Since publishing its first computer book in 1980, for the DOS, Melbourne House has published an array of computer books for various home computers. In 30 words or less, please state what kind of book you would like to see written for MSX computers.

MELBOURNE HOUSE MSX
COMPETITION. C&VG

Name _____

Address _____

Post Code _____

Age _____

Answers

1 Adventure game _____

Arcade game _____

2 _____

PRIZE

Out of all the people who get questions our night, two of you will win a signed autographed copy of Melbourne House's *Complete MSX Programmer's Guide*.

GAMES LISTING

MAJOR TOM

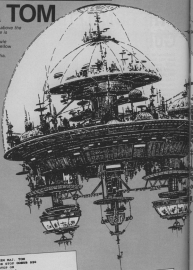
"Here am I floating in a tin can, far above the world. Planet Earth is blue and there is nothing I can do!"

Space Comedy by David Hawke
Well, it turns out that the Moon is yellow
and Major Tain is trying to land his
lunar module on the moon's dark side.

This is a relatively simple version of a lunar lander program specially written for MSX Basic. Because of the MSX machines's ability to use good graphics and sprites from Basic, the listing is only 100 lines long. That's including the numerous REM statements which explain each section of the program.

The game has two levels and your score depends on how much fuel you have left when you land. To move the outerlander, use a key to fire the vertical thruster and < and > keys for the horizontal thrusters. There is a speed and fuel indicator which shows your status and your score is displayed when you land.

This short program was written in one day. MSX Basic is very easy to program and I recommend anyone who has typed in this program to improve it and add many levels to it.

[illegible][illegible]



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Have you ever wondered what it would be like to live in a world where dragons breathe fire and magic really works? Or what it would be like to team in a starship to distant planets with aliens and robots as friends?

Of course, you can imagine what it would be like, or you could read a science fiction or fantasy novel, or go see a film. But all these are usually associated with somebody else's adventures. What about your own?

A role-playing game is a sophisticated form of make-believe in which each player creates a "game person", or set of characteristics, and vividly acts out the role of that person in a specially designed game-world controlled by a referee.

Game personae are usually referred to as player-characters, to distinguish them from the non-player characters operated by the referee.

During a game, players will interact with other players to direct their characters as they see fit, playing the roles outlined for their characters, much as actors in a play. This is how the games gained their "role-playing" nickname.

In the short term, players will co-operate in pursuit of some common objective, such as the accumulation of wealth and power for their characters, in a role-filled adventure run by the referee.

Only the referee knows the content and logistics of the game-world and it is up to the players to explore and discover, in so doing, the players will attempt to improve their characters' abilities and develop their personalities during the adventure by performing certain actions and achieving certain goals. For example, a player whose character is a wizard would receive experience and reward for, say, casting a spell which slays a monster guarding a treasure.

Ultimately there is no end to a game, as long as characters survive, nor will there be a winner at least. Instead of competing directly with other players, in most games players measure their success against some form of experience point system.

Players gain satisfaction from progressing up the experience ladder and in simply staying alive. Indeed, far from competing, the players have to co-operate to make the best use of the combined skill and abilities of their player-characters.

This is an important difference from most other types of games and it constitutes considerably to the appeal of role-playing.

During a gaming session, an adventure will have taken place and a series of connected adventures forms a campaign game without end.

ADVENTURE PLAYING GAMES



You are walking down a dark dungeon corridor. The cold air smells dark, and unpleasant. Rats scurry along the floor and hide in the shadows as you approach. You soon arrive at a huge oak door, its iron hinges encrusted with rust. It could not have been opened in ages, yet from behind the door you can hear scratching and sniffling sounds. The word **DEATH** is barely visible on the door, written in what looks like dried blood. Suddenly you hear footsteps coming down the tunnel towards you. What will you do?

The gaming sessions last as long as the players wish and the adventure can continue next time.

The rules of the actual games are used only to determine the outcome of a decision — some degree of success or failure — and reflect the chances of that success or failure as realistically as possible.

During their adventures, the players will inform the referee of their proposed actions and the referee will inform them of the outcome by reference to the rules.

Imagine a player-character who, during his adventure, becomes locked in a dungeon and is chained to a wall. He informs the referee that he will try to break free from the wall by pulling at his chains. The result of this action can be determined by the referee who, by reference to the rules, will compare the strength of the player-character with that of the bolts holding the chains to the walls.

There will be no absolute result shown in the rules, but rather a table which will reflect the possibilities of such an action taking place. The chance factor is then freely decided by the roll of dice.

However, the chance factors are modified in order to reflect the given situation. Thus a physically strong character is more likely to break his chains free from the wall than a weak one. Similarly, in combat it is more likely for a player-character to slay an orc than a dragon.

Reference to tables and die-rolling conventions are commonplace in role-playing games to determine actions such as combat, treasure finding, or even opening doors.

The mastermind of the whole game-world is the referee, and it is his or her duty to prepare, design and run an interesting and well-balanced adventure through which the player-characters will journey.

ROLE- GAMES



The more effort that is put into the preparation and design, the more fun and interest will be generated for the players.

Before any adventure can begin, the referee must have his game-world fully designed and equipped for action.

This can be a very time-consuming task, but the fun and creativity involved usually result in a labour of love.

The design is carried out with strict reference to the rules. In a fantasy role-playing game, for example, the design at simplest will consist of a network of rooms, traps and passageways, and this whole complex will be populated with monsters such as orcs, goblins, zombies, dragons, etc. and treasures such as gold, silver, magic weapons, potions, scrolls, etc.

This design can be continually added to as plans become explained so as to give the player-characters new tasks and objectives. The referee need only design slightly ahead of the adventurers, although he may have the whole game-world mapped out in his head or in notes.

In play, the referee will control the non player-characters which are encountered during an adventure by

the player-characters.

The referee has a great responsibility to remain neutral and unbiased and, if the player-characters outsmart him with some ingenious idea to overcome a problem, they should be rewarded rather than be subject to some arbitrary decision made on the spot by an inhibited referee.

As we now be realized, role-playing games are totally different in concept to other games. The physical components are also different and can be off-putting to the first-time buyer — the box contents appear more like design-game kits than ready-to-play games. And this is exactly what they are.

For a start there is no board in the box! That is because games cannot be constrained by a board. A really free-form playing system is used. A scenario is the action of a game-world wherein a particular adventure takes place and is designed by the referee within the framework of the rules. Ready-to-play scenarios are manufactured for certain games for those referees short on time and/or ideas.

The most popular fantasy role-playing game is, without doubt, *Dungeons & Dragons*. It first appeared in *Whitebox* at the end of 1974 and rose out of obscurity to become one of the most popular games in modern times. Other popular games based on different themes are *Call of Cthulhu*, based on the world of author H.P. Lovecraft, *Star Wars*, science fiction, *Golden Heroes*, superheroes and *Star Trek*, based on the TV series.

Role-playing games have become a hobby in themselves. Players can use *Character Miniatures* to virtually enhance the games, read *White Dwarf* magazine to keep abreast of the new releases and additional rules suggestions, spend time designing game scenarios, inventing monsters and playing marathon sessions of their favourite game.

Role adventuring is also becoming a popular branch of the hobby. Puffin's *Fighting Fantasy* Gamebook series written by myself and Steve Jackson has achieved UK sales exceeding 15 million copies.

The first book in the series, *The Warlock of Firetop Mountain*, is also available as a computer game for the 64K Spectrum.

Forest of Doom is the second book to be produced in computer game format and this adheres closely to the book in that it is a text adventure with the addition of graphics.

Camer Workshop is the largest distributor of adventure role-playing games in the UK and people wishing to know more should send a SAE to Games Workshop, 21-29 Sunbeam Road, London NW10.

NOW WIN THE BOOKS

Now you've read all about role playing games, I bet you'd like to have a go at playing one. We realise a good way to start is by getting your hands on one of the *Fighting Fantasy* series of gamebooks published by Puffin Books — or even a copy of the computer game based on one of the FF books, called *Forest of Doom* for the Commodore 64. We've got 20 *Forest of Doom* tapes on offer, plus 20 assorted *Fighting Fantasy* gamebooks for those of you who don't own a Commodore. How do you win them? Just keep reading.

Ever had a nightmare where you're being chased by a really horrible creature? Even if you haven't, we want you to imagine a really awesome monster and draw or paint it for us. If you reckon you're not really a dab hand with crayons or paintbrush, why not just send us a written description of your monster and we'll attempt to work out if it's horrible enough to win a prize! Let your imagination run riot — the more original your monster is, the better. Why not give it some special powers which make it extra-dangerous to adventurers? And tell us where you might find your monster — in a dark, dank cavern or ruined castle.

Once you've done all that, send your painting, drawing or description to Computer & Video Games, Monster Competition, Priority Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to tell us if you own a Commodore 64 or not! Closing date for the competition is October 19th.

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the stranglers

...the adventure

At last, all can be revealed! For several months now we've been sitting on a story which our ace Adventurer, Keith Campbell, has been itching to tell you. It concerns *The Stranglers'* keyboard player, Dave Greenfield, and a brand new Adventure game ...

GET AN EARFUL OF THIS!

Adventure games are increasingly becoming linked with books and the affinity is easy to see, since both contain a blend of words, plot, excitement and humour.

Computer games in general are also moving closer to the world of pop music. For some time there have been computer games charts — just like the pop top 30 charts. Earlier this year, *C&EG* started printing the only authoritative games chart in the country. By commissioning NCR, jointly with the *Daily Mirror*.

But it is easier to see this link in the area of the current arcade-games scene. *Adventures* and pop-music?

Some time ago *Shakin' Stevens* produced an album with an arcade game program on it. This idea has now been taken a step further with the release of a new album by *The Stranglers*, along with — yes — an Adventure game!

What have *The Stranglers*, that punk band, in common with computers, and especially Adventure games, you might well ask. Someone else doesn't imagine your average pop star being an Adventure addict, poring over a map, scratching his head and typing "SAY TO THEOHEIN ...". Yet speak to Dave Greenfield, *Strangler* extraordinaire, and those preconceived ideas will rapidly fade.

I recently met Dave at the home of Mike Turner, games designer for *Star Dreams*, and asked him about his interest in computers.

"Mike started it all," Dave revealed. "I've known him for years and he got me into this."

Dave has an Atari, and his girlfriend Pam, a Spectrum. "Do you

actually play Adventure games?" I asked. "Nothing else," replied Dave. "I wouldn't touch an arcade game!"

He was very definite about that and proudly showed me his collection of games software. A large cassette case revealed the *Atari* series: *The Hobbit* — of course — *The Crusader's Cross*, *Mountains of Mel* and many more. Having recently returned from Belgium, where he and the rest of the band had been recording their new album *Asal Sculpture*, he had just been on a shopping spree and produced a pile of new cassettes, including *Transylvanian Tower*, *Urban Upstart* and *Glennie Adventure*.

I pointed out that *Transylvanian* was not a true Adventure, but mentioned that I'd be interested to hear his views on *Upstart*.

So we got talking Adventure and, having finally completed *Hobbit*, Dave asked the inevitable Hoelshire question. "How do you get past the halfway point?"

"Well, well," I suggested and, triumphantly, he and Pam announced

their intention to complete the game at the next sitting. Any help I might have offered with *Episcope Island* and *Ship of Doom*, however, would have been redundant, as they had long since completed both of those.

Dave was looking forward to a good session, following his prolonged absence in the studio. He added that he intended to red the planet *Utric* of a sinister dark volcano, when he played *The Fan* and *The Dark* (Well, I can't very well review it, so I might as well include the plot).

At this point, Dave handed Mike a cassette and nearly exploded when Mike tried to load it into his Spectrum. "Not all tapes are for computers," he spluttered. "That's *Asal Sculpture* and happens to be the results of our recent recording sessions — stick it on the hi-fi!"

While it was playing, Dave pointed out that it was not a finished album, as the mixing still had to be done, probably in the Bahamas. For a recorded great to me.

"Tell me about the Adventure



Dave Greenfield, centre, the Strangler who loves adventures.

AURAL QUEST



...with Jean-Jacques Burnel, Hugh Cornwell and Jet Black.

game then," I asked. Entitled *Aural Quest*, the game was the group's idea and the plot was devised by Dave and Pam.

Mike Turner wrote it using *The Quill*. That doesn't mean that Mike and Sue Dozema don't actually write programs. Far from it, as I had seen when he showed me a sneak preview of Sue Dozema's *The Sandman* Gemcut, at that time not quite complete.

Aural Quest will be found at the end of the cassette version of *Aural Sculpture*. "Why not on the disc version as well?" I wondered. Dave shrugged in, "An invitation to parents. People would have to get out up to record the game on tape, so as to be able to load it into their micros. It would be almost encouraging copying of both the album and game."

"Will the Adventure appeal to Stranglers' fans?" was my next question. "Let's put it this way," suggested Mike, grinning broadly. "For Mike's *Sevens* fans, an arcade game was right. Stranglers' fans are

thinking people — they wouldn't touch an arcade game!"

As you will see in the review, much of the game, as the title suggests, centres around a giant cat. Dave told me an amusing story. The album cover is a photo of *The Stranglers* at Trafalgar Square, dressed variously as Nelson, a Catholic priest and Noggles. Dave, being Noggles, was approached by a passer-by amid all the photographic equipment and asked quite seriously, "Are you really an artist?" Dave answered no, he always walked around London dressed that way. But it may not be so far from the truth, as by the time you read this, he will, he hopes, have his own plot's housecat!

The Stranglers have had a chequered career and I had wondered what to expect on my way to meet Dave. I found him to be intelligent, considerate and articulate.

Only to be expected of an *Advantage*, of course. We at *CRUC* wish *The Stranglers* luck with their album and game.

The Stranglers' new album, *Aural Sculpture*, features a large statue of an ear which is to be displayed on stage when the band goes on tour. *Aural Quest* is the *Advantage* game that is to be found on the cassette version of the album.

Not being a music critic, I will not dwell on the album, save to say that I found it enjoyable listening. The game, however, is for the *MS Spectrum* and written using *The Quill* system.

In *Aural Quest*, you play the part of *The Stranglers*' tour manager, your task being to visit various cities around the world where *The Stranglers* have played and collect the promoters' payments. These you must return to their accountant but, in addition, you must find the parts of the giant ear and bring them back to London to make up the whole statue.

This is a novel approach, for it involves a double search and links in with some real events from *Stranglers*' tours. Remember they got jailed in France? You will have to bail them out! Other places you will visit are New York, watch out for the muggers in Central Park, Tokyo and its student riots, Stockholm and Berlin.

But before you can start all this, you have a nasty problem from which to extricate yourself back home. There you are, up the top of a ladder, decorating your flat, a dripping paint brush in your hand and the phone rings. If only you could find the thing with all the mess around!

The game is not only, with a quick response, and is interspersed with snatches of music from *Stranglers*' past hits. There are some laughs, too! Just don't put your paint brush down and you will see what I mean!

For *Stranglers*' fans who have followed their exploits and who own a *Spectrum*, this game is a must. It is not terribly difficult, but has a few devious traps typical of *Advantage*, so it will not all be plain sailing.

Considering that it is not to be sold solely as software, then the difficulty level is just about right. This could well be the introduction of *Advantage* games to many who have never played one before.

On the other hand, of course, it could be the introduction of *Stranglers*' music to *Advantage*. Either way, it has to be a good bet, for any *Advantage* for the *Spectrum* will cost at least £5 alone.

Aural Quest for the *MS Spectrum* is on the cassette version of *Aural Sculpture* from GNL records. Available at all good record stores.

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DIAMONDS

Michael O'Mahony won a £350 diamond for his 5,897 high score on *Diamonds*. English Software's other big game — *Jet Set Jack* for the Atari computers and 88 — will now replace *Diamonds* in Hall of Fame.

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Eddie Kidd's brand new computer game which features buses, barrels and bills. Even Eddie found it difficult!

PYJAMARAMA

Willy steps into a nightmare — and into CBSO's Hall of Fame.

JET PAC

- 1) Paul Battney, Perth, Scotland — 10,758,388
- 2) Graham Farthing, Poynton, Brighton — 9,155,137
- 3) Paul Knowles, Allin House, Bishop's Cleeve — 7,704,334
- 4) John Robinson, Bedford, Essex — 5,293,783
- 5) Stephen Holmes, Middlesbrough, Cleveland — 3,947,887

MANIC MINER

- 1) Paul Battney, Kinnaird, Perth — 10,758,388
- 2) Graham Farthing, Poynton, Brighton — 9,155,137
- 3) Matthew Hasleins, Holmwood, West Mid — 8,719,937
- 4) Paul Knowles, Bishop's Cleeve — 7,704,334
- 5) Philip Sharkey, Crayke, Cheshire — 4,473,013

PARSEC

- 1) Richard Drennan, Crayke, North Yorks — 4,558,760
- 2) Nicholas Hart, Hull, North Humberside — 3,628,699
- 3) Lee Wilson, Gwynedd, North Wales — 189,880
- 4) Jonathan Pierce, Newport, Shropshire — 188,598
- 5) Keith Jayesbars, Chalfont, Essex — 180,588

PSYTRON

- 1) Matthew Cope, Greenford, Essex — 4,984,270
- 2) Samira Scott, Salford, Cumbria — 1,836,826
- 3) Paul Hughes, Colwell, Wolverhampton — 1,338,490

JET BOGE JACK

- 1) Peter Scott, Much Hooley, Devon — 137,768
- 2) Jeremy Adams, Kingshays, Northampton — 8,800,000
- 3) Gary Thomas, Porton, Mid-Glamorgan — 338,780
- 4) Peter Jells, Englefield, Surrey — 118,458

ZALAGA

- 1) Jonathan Beale, Tafton, Shropshire — 5,433,490
- 2) Chris Wymark, Perth Wood, Kent — 5,717,892
- 3) Stanley Jell, Salford, Derby — 3,384,318
- 4) David Lewis, Mollington, East Sussex — 3,003,870
- 5) David Irving, Ponteland, Northumberland — 1,684,330

TI owners please note that *Donkey Kong* by AtariSoft is now in Hall of Fame. Let's have some high scores, open screenshots!

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BUG HUNTER

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COMPILERS AGAIN

Remember Richard Wilson's software and *Blue Thunder* for the Spectrum? The game was written with a compiler and a copy of this was actually saved along with the program, on some early copies.

Bug Hunter Enterprises can now reveal exclusively that the compiler used was by Wyco Valley Software. To load it, type **CLARE 88888** and **LOAD** — **CODE**. To save it again, use **SAVE** — **CODE**. **CODE 888888888**.

Once the compiler has loaded, you can type in a Basic program. Keep it simple as the compiler is quite limited. To run the compiler, type **RANDOMISE USE 80000**. The computer will give you the start and end addresses of the compiled program, plus some other information. Once you have compiled a Basic program, you can run it with **RANDOMISE 1188** start address.

The compiler has some special commands which you call by putting special REM statements in your Basic program. For example, **REM R** gives an explosion sound and **REM S** checks to see if a break is pressed.

REM L scrolls line n left one place while **REM R** scrolls it right. Finally **REM R,L,R** sets character n and place coordinates x,y.

Thanks are due to Andrew Norrington-Smith of Dorset for all this stuff. The cheque's in the post, Andrew.

GENIE MIX-UP

Last month's tip for the Video Genie wasn't really for the Video Genie at all, if you see what I mean! It was meant for Colour Genie owners. Sorry about that.

Incidentally, if you do have problems with any of the programs or tips in *CGV* then we may well have a correction sheet to give you. We'll need an envelope with your name and address on it, but a stamp's not necessary. So drop us a line.

MISTAKE?

A couple of confusion crypts into August's issue. In the *Kobra* file source, the phone number for Bessie

suffered from a little digit-swapping. Apologies to the shipping company who keep getting calls about synthesizers, but I can now reveal that the number you want is 283 7284 and not 7283 as printed.

And in *Bug Hunter* from August, you may have been confused by the Jet Set Willy section. The word 'merge' in the middle of that section shouldn't have inverted commas around it. Just type the word **MERGE**. OK now? Good.

DRAGON-POKIN'

This **POKE** for the Dragon will disable the reset button. Couple this with the disable for the break key from Program Extra and you'll have secure listings. The magic number is **POKE 114,255**.

This is from Matthew Towler of West Yorkshire, who also gets a cheque for £10.

MORE ANTI-ANTI MISSILES?

If you're a hardened player of *Jet Attack* on the Spectrum then you may have come across a block with the word **AMMO** on it. If you've been wondering what it does then I can now put you out of your misery. It does nothing!

When Sandy White was writing the game, he had a spare spine left. So he thought that he'd put in the **AMMO** block to see if anyone noticed, and they certainly did. Remember, you need it first in *CGV*.

SABRE WOLF

Henry Featherstone from North Wales informs he's found the only bug in *Sabre Wolf*, the latest hit from Ultimate for the Spectrum.

You only have nine lives. Whatever you do, if you already have nine lives, the game won't give you any more. Maybe the programmer thought that no one would become skilled enough to reach nine lives, but he seems to have been proved wrong.

Quite a few games seem to have this bug in them, including *Ultimate's* Spectrum classics.

FROM 64 TO PET

Garth Pash lives in Margate and has a Commodore 64 but no games. At his office there's a PET 8000 and printer. Ah, thinks Garth. There should be no problems in loading my 64 programs into the PET and getting a listing.

Well, almost none. The PET stores Basic programs in a different part of memory to the 64 so you'll have to renumber the PET that it's really a 64 before you load the tape. So put on your psychiatrist's hat and type **POKE 418, POKE 2048,0** on your PET. Then type **NEW**. Now you can load 64 programs on the PET. They won't run, but you'll be able to get a listing.

SNOOKER BUG

I mentioned some time ago a bug in *Visions' Snooker* program for the W6. If you put the final black, you don't get the seven points added to your high score. Edwin and Simon Blood have written from Here to say that the same thing happens with the Commodore 64 version.

MASTERTRONIC

There's a lioness in Nottingham who signs himself Adrian (slightly softened) Brown. And when he's not being a lioness he likes to find bugs in *Mastertronic's* games. Whether or not this is an easy feat, I'll leave you to find out, but here's some news about *Spectrope* for the BBC.

If you stay above the level where the 'peds' comes out, says Adrian, then you won't get blamed. His current score stands at 25,000 with a full five spare lives. If you reach 180,000, you get 255 lives and the score resets!

THE FLEXI DISC

There should be no problems with the Thompson/Twinn flexi-disc which was free with last month's issue.

If you think that your disc may be damaged, there's an answering machine on 01-283 5833 which will give you some tips for loading. Leave your name and address and we'll send you a new disc.

BY ROBERT SCHIFFREEN

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Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intra-screen appears? Could you spend hours locked away in your bedroom with it?

1 AVALON

MACHINE: Spectrum
SUPPLIER: Hewson Consultants
PRICE: £7.99

What Adventure game can you play using a joystick? Come on, now — there is one! It's called Avalon and it comes from Hewson Consultants for the 48k Spectrum.

Avalon — oddly subtitled "the adventure movie" — is a cross between Dungeons and Dragons, Alec Alec and a full blown Adventure game and is destined to become one of the big games this Christmas.

Avalon is a mythical tale of Glais featured heavily in the Arthurian legends which sat programmer Steve Turner off on the course to create this new game.

You play the part of Mariel, the Mage, a Lore Speaker, who sets out to destroy the Lord of Chaos who has taken up residence inside the tale of Avalon.

The game has eight levels — each getting progressively more difficult as you get closer to your final goal and the Lord of Chaos.

In order to get this review to you as quickly as possible, this reviewer only pattered about the first two levels — but that was enough to see that Avalon is an absorbing and challenging game.

Just as in Adventure, there are problems to be solved before the player can progress to the next level of the game. You have to collect various items and complete various tasks before unlocking the doors to lower levels of the tale of Glais.

Mariel has to travel around the maze rooms of Avalon — at first collecting spells and gold which will aid him when he comes to venture into the lower levels.

On the first level he also has to find the Servant — a funny little spirit creature who will aid his quest.

There are various inhabiting the rooms and tunnels of

Avalon who set out to stop the Mage reaching their Lord.

A nice feature of the game is that when you "die" it's only your virtual form kicking the bucket and you return to the starting room complete with all the spells and other goodies which you collected before the nasties got to you. This helps you get into the game without becoming terminally frustrated with it.

Collecting and adding to your powers is where the D&D element comes in to the game. The similarity to Alec Alec is that you find your way around a maze of rooms. The Adventure element comes in when you have to start solving problems in order to progress further into the game, which appears at lower levels.



The 3D graphics are among the best I've seen on the Spectrum and there are a number of nice features — like the Servant spirit.

The screen is split into a large graphic display showing Mariel and his surroundings, with a small window at the bottom centre which displays command options — like "move" or the spells which Mariel has available to him, such as "freelo" or "flame".

To choose what you want to do, you simply pop an option by scrolling the game made in the window and making your selection using keyboard or joystick.

The game comes with a

well written and informative set of instructions — which are essential reading before you sit down and play.

I'm not sure about Hewson's claim that Avalon will appeal to cat and out Adventurers, as well as an arcade game fan — but the game is fun to play, pretty to look at and challenging too. And at the price, you can't get far wrong!

I can't wait to see the first map of the Avalon rooms — or hear from the first person who claims the ultimate and tells me he has achieved the rank of Supreme Lore Lord. I realise that telephone call is a long way off!

In order to help you reach that rank, we've got together with Hewson Consultants to bring you an exclusive Avalon map — plus games tips on the first level of the game. So don't miss December's issue of Computer & Video Games with the special added ingredient of Prof. Widd's visit to the tale of Glais.

• Graphics	8
• Sound	8
• Value	8
• Playability	9

SOUND: Does the game have sound effects which sound like a rock opera—or do the explosions sound like someone blowing up a paper bag? Synthesizers and sound effects are dealt with under this category.



ELECTION TRAIL

MACHINE: IBM PC
SUPPLIER: Braingames
PRICE: £7.99

If you thought that those General Election games were boring, then at least you could console yourself by saying that you have had to play a game based on the American system.

Now Braingames have introduced that, with the launch of Election Trail it's similar to those politics games which have a habit of appearing just before a General Election in this country. This one, though, is really timed to coincide with the probable re-election of Ronald... sorry, Ronald Reagan in November.

The American electoral system is totally different to ours, but it'll not bore you by explaining it.

Suffice to say that Election Trail is either a one or two player game. If you choose two players, then the computer merely acts as a playing board and doesn't take part in the game. If you select the single player option then it's you against the computer.

You take the role of the Republican party and the computer plays for the Democrats. You can't change this set-up. You start by selecting a name state for your candidate. This you can start to get the votes in.

You do this by selecting from various menus which have four choices. For example, you can hold a public meeting, have a debate, try to get support from a film star and anything else which could increase your popularity with the nation.

Of course, all these snazzy and glamorous cost money, so you'll have to keep an eye on your campaign budget.

The computer keeps a record of scores and shows a map of the USA which tells



you which states are the strongest to aim for and which will get you the most votes.

The graphics are readable but nothing to write home about. Sound is non-existent except for a couple of American tunes which play during rallies. All control is from the keyboard, so you won't need a joystick.

After 20 turns, the election takes place and your success can finally be measured. Provided, that is, that you can actually wait that long.

While this game may go down well in a politics lesson, I wouldn't actually buy it unless I was interested in the subject. It's certainly not a game that you'd buy for its entertainment value. Sorry, Ronald.

■ Graphics	2
■ Sound	3
■ Value	6
■ Playability	5

ENDURO

MACHINE: Spectrum
SUPPLIER: Activision
PRICE: £7.99

Unless you've got an Atari VCS video game system locked away at home, you will not know about the joys of Enduro. When it first came out in cartridge form for the VCS,

members of the C&VG staff could be seen knocking off to the computer room for a quick blast around the twisted race track—in fact we were in danger of not returning anything else that month!

Anyhow, this new racing game has now come to the screens of the Spectrum.

The idea of the game is simple. You have to complete as many laps of a long distance endurance race as possible. At the start of each lap, of day, you are given a larger number of cars to pass in order to qualify for the next lap. You drive through day and night, snow and fog during each lap, passing cars as you go, hit another car and you slow down—a delay which might prevent you qualifying for the next day of racing.

The graphics are pretty crude by today's standards and the sound will go to match—but the game scores highly on playability. You keep wanting to beat it. Enduro is guaranteed to get you coming back for more.

The controls—either keyboard or joystick—are extremely responsive. So you'll need a few practice laps to get the feel of your Enduro car.

■ Graphics	5
■ Sound	5
■ Value	7
■ Playability	8

FALCON PATROL II

MACHINE: IBM PC
SUPPLIER: Virgin Games
PRICE: £7.95

Carey that seems to be the motto with a lot of the computer game launches these days.

If you have a successful game, then launch another version—seems to be the rule. Virgin's Falcon Patrol II contains with this theory exactly.

In fact, the game is so similar to the first Falcon Patrol that it is difficult to see why Virgin bothered.

In fairness, it is far superior to the original. The graphics are superb, featuring planets in the desert and city skylines and the movement of the Falcon Patrolcraft is fairly realistic—with vertical lift off and descent, acceleration and deceleration and an authentic profile of the plane as it turns.

One criticism of the Falcon's realistic turning graphics is that they slow the game down. When an enemy shipper shoots, paid you, you cannot immediately turn and give chase.

To some extent, this problem is resolved with the radar which can be used effectively to improve your performance. Certainly, the radar is not just a glorified hit as it tends to be with too many games that advertise radar as one of the game's features.

The best thing about FP II is the AddMe—the missiles. These are of the air-to-air and air-to-ground variety and speed out their realisation from the Falcon.

FP II is Virgin's best game yet. The trouble is that if you already own FP, there's not really much point in buying this sequel as it is not sufficiently different.

■ Graphics	8
■ Sound	8
■ Value	8
■ Playability	8

COMMODORE 64

THE EDGE

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Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged.

Value: Is the game really worth all those pennies? How long will its attraction last?



2 PERILS OF WILLY

MACHINE: Vic 20 with 16K
SUPPLIER: Software Projects
PRICE: £5.95

Perils of Willy brings all the fun of *Miss Willy* to the Vic 20 for the first time.

Willy is faithfully created in Vic graphics right down to his bowler hat. It's a real *Willy* — not just a vague representation, as some Spectrum to Vic conversions tend to be.

In this game, *Willy* has discovered music and has to collect all the notes that are dotted around the screen, avoiding various nasties like the patrol dogs on screen one and various *Willy*-eating birds on screen two.

You begin the game with five *Willys*. You will need every single one of them as well if you are to get to the top of the fourteenth screen and successfully collect all the musical notes as you travel.

As well as the dogs and birds, there are also a couple of man-made nasties in the shape of balloons and trees and these are every bit as deadly as the animals if *Willy* should touch any of them.

Comparisons with the original game are inevitable even if they are a little unfair. No, the game is not as good as the original *Music Mission* Jan Ser *Willy*, but it is one of the best climbing games I have seen on the Vic 20.

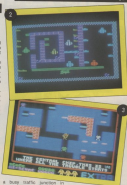
• Graphics	7
• Sound	8
• Value	8
• Playability	7

TRAFFIC

MACHINE: CIBI 64
SUPPLIER: Datacube
PRICE: £3.95

For an advanced strategy game, there doesn't seem to be much skill required here.

The screen represents an aerial view of



a busy traffic junction in London. There are four or five streets and each is controlled by a set of traffic lights.

You are in control of these signals and you have to switch them between red and green in such a way as to stop massive build-ups of traffic causing from certain directions.

And that's about all there is to it, really. You move a cursor around with the joystick. Then, when you've selected which set of lights you want to switch, press the fire button to make the connection. Fairly simple and fairly boring.

The most exciting part is probably the intro, with a friendly winning policeman and a London bus accompanied by a Scott Joplin-like piece of music.

Although the cars are just graphic blobs, the movement is good. Especially

when they do a right turn into oncoming traffic.

If you have £7.95 to spare, wait for something better.

• Graphics	6
• Sound	6
• Value	7
• Playability	6

3 MINTRE

MACHINE: Spectrum 48k
SUPPLIER: Atomika
PRICE: £4.95

Automata must be getting desperate for hi-sounding titles for their games. Quite what *Mintre* has to do with a character called Bert hopping round the inside of a computer, I'm not sure.

Oh, and before you ask, Bert isn't of the Q variety. He may have a big nose and look

like a long lost cousin of the PMan but he's been given a rest from jumping around a load of blocks and turning the air blue.

Bert, as the story goes, has been miniaturised and placed in a computer. His task is to track down the Big Bug by exploring the various areas of the computer's memory and collecting the objects which live within.

There are 61 different screens and, on your way to an encounter with the Big Bug, you'll meet lots of other nasties which have to be avoided.

Although set in a computer, you wouldn't know it unless you read the inlay card.

The graphics are good, though, especially the loading screen which has some nice pictures of the characters from the game. Sound effects are average, which is more the fault of the Spectrum than the program itself. Control is from either the keyboard, or with Kempton or Intertape 2 joysticks.

Incidentally, if you ever get fed up with this game and want to swap it with your friend for a different cassette then you're perfectly entitled to do so as long as you don't make copies, despite the warning to the contrary on the cassette inlay card.

• Graphics	8
• Sound	6
• Value	8
• Playability	8

ELITE

MACHINE: BBC B
SUPPLIER: Acornsoft
PRICE: £14.95

For simplicity, *Elite* is a flight simulation program for people who can't necessarily get to grips with flight simulators.

More accurately, it must be the most complex game released for the BBC-B but the most complex program of all.

Elite is an intergalactic trading game. As commander

Electrifying Action



Storm Warrior.

He needs no allies, his strength and agility will prove him worthy of the name - Storm Warrior.

Storm Warrior is a 12 screen, all machine code, fast moving graphics adventure using 50k of RAM. It features 5 levels of play, full playing demo mode on the first four screens, game freeze facility and a fast loading system.

Commodore 64. Tape £7.95. Disk £9.95 (including VAT.)

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DRIFT
Runner
Meet the Challenge

Available from your favorite software retailer.

This game features in the next edition of 2th Column.



R·E·V·I·E·W·S

of your Cobra Mk II flying and combat craft, your mission is to explore and trade with other galaxies in order to survive.

In a large anti-proselytism move, Automata has included lots of bits and pieces in this box along with the cassette of disc.

There's a 64-page manual which explains the game and what you have to do. It's essential reading if you really want to succeed, but be warned that I haven't seen anything more complicated since the Seventh Empire rulebook.

You also get a handy reference card with all the commands in it. Even if you are controlling the ship with joysticks, you'll still need this card. There are over 50 different commands and it'll take some playing to learn them all.

There's a 48 page instruction manual based on Elite which you also get "free" in the box. A follow-up is planned for next year.

Elite's graphics really are stunning. The opening title features a picture of your craft, which revolves perfectly in full 3D. But fitting at this time, the Elite's limited memory means that sound effects are rare.

It's going to take some time for anyone to complete the mission, so it's useful that you can save your current position to tape or disk.

And remember that Elite is a CDVD title of Planet games, so send us your best wishes.

This is all set to become a classic. The £14.95 price tag won't help, but it's well worth buying.

Mike Singleton will be doing a full review of the game in his next edition of 2th Column, so watch out for David Grell's feature at Computer & Video Games.

• Graphics	10
• Sound	8
• Value	2
• Playability	7

5 PROMANIA

MACHINE: Spectrum 486
SUPPLIER: Automata
PRICE: £9.00

It'll take some skilled playing to get your name into the Promania Hall of Fame.

The game is set in Automata Towers and you have to help Walter Weiss to put out the fire. You can travel around the blazing building by some fairly fast keyboard-digging or joystick waddling. What you're after is a fire extinguisher or a bucket of water. Then just press the right key to douse the nearest fire.

The actual graphics for the fires are quite realistic, with good flickering effects. Then, when extinguished, they turn to just a puff of smoke and fade away to nothing, accompanied by a wonderful hissing sound like when you pour water into a hot flying pan.

There are taps around the building, so when the firelocks are empty you can fill them up again. But extinguishers will disappear when all the foam has gone.

Quite why Automata should store dynamite in their offices, I don't know, but there is some around and these must be removed to prevent explosion. There are also bonus points for saving valuables and even more points if you do it faster than anyone else.

If you fancy this game, I suppose you'd better pop-tost in down to your local software store. It's one of Automata's better games, but still has an awful Milton single on the other side of the tape. The game runs with a Rampton interface or Sinclair interface.

• Graphics	8
• Sound	8
• Playability	8
• Value	8

8 CRAWLER

MACHINE: BBC
SUPPLIER: Method
Decompression
PRICE: £5.00

Back in '81, some time after the great Space Invaders boom, Atari launched an arcade game called Centipede. It captured the hearts of many, especially those of the software houses who, as one, sat down at their computers and produced masses of clones of the game.

Crawler arrived from out of the blue and landed with a thud through the letter box. "Another centipede game"

as thought — groan! groan!

In fact, Crawler came as a pleasant surprise since it recalled — the screen depicts the classic Centipede scene, namely a field full of mush rooms, a top creepy centipede and you as the gardener with a shooter. At least, I think it's a gun — it definitely gets rid of the crawling.

Crawler, your average friendly centipede, has decided to come out of whatever caterpillars lurk to devour a whole field of juicy mushrooms. However, the gardener's not too happy about this state of affairs and so out comes the shooter and he happily blasts away.

As in the original Centipede, the centipede, when



Storm Warrior

He needs no allies,
his strength and agility will prove him worthy of the name -
Storm Warrior

Storm Warrior is a 12 screen, all machine code, fast moving graphics adventure using 58K of RAM. It features 5 levels of play full playing demo mode and a fast loading system.

Available on TAPE at £7.95 and DISK at £9.95
COMMODORE 64

FRONT
Runner
Meet the Challenge



shot, doesn't die — but spins into segments and chases after the gardener — often with tragic results. An assortment of cactuses, all on the caterpillar's side, also appear and will use any means to stop the gardener. High points if you manage to kill them. Believe me — you *will* have a full job on your hands.

The graphics and colour are well up to the BBC's standards though they could have been better defined and more exciting. However, I can appreciate that it would be difficult to fit a screen with mushrooms, spades, caterpillars and the gardener without stepping all the characters fairly small.

What saves this game from being ordinary is the sound — it's loud, fast and exciting, just what you need when blasting at caterpillars. Accidentally turning the sound off using the on/off option, I found all the incentive to play the game had gone. It's definitely better with lots of zapping noises.

- Graphics 8
- Sound 8
- Value 8
- Playability 8

TERRAHAWKS

MACHINE: Spectrum — joystick or keyboard
SUPPLIER: PIG
PRICE: £5.95

Come with us on a journey through a black hole. The trip is extremely dangerous — and you might not make it back to planet earth!

Not on the heels of their War of the Worlds computer game, GFI, have plundered another science fiction favourite. This time it's a bit more modern — based on Garry Anderson's recent Terrahawks puppet series, aired on independent TV earlier this year.

Once you get past the impressive title screen — a

graphics copy of the Terrahawks logo — there seems to be no obvious connection between the TV series and the game at all.

The evil Zoids is somewhere to be found — and even the literature that comes with our copy of the game serves no reference to the series and no Terrahawks whatsoever is featured in the popular television adventure show.

The game itself isn't bad. It's a cross between a light simulator and a space shoot out. Programmer Richard Taylor has done a precise and worthwhile job. There is an extensive menu which, among other things, enables you to redefine the joystick keys, play a two player game or enter your name in the Terrahawks hall of fame.

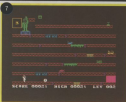
Once into the game, you are presented with on/off instrumentation at the bottom of the screen which tells you your weapon and shield status and includes an altimeter and scanner, plus fuel and range gauges.

At the top of the screen you'll see what's going on in the outside world around your spaceship — which I forgot to mention has been sucked into a black hole. In this black hole is a whole bunch of green monoliths — not unlike those you find in the second stage of the Star Wars arcade machine.

You have to fly over, around or simply blast into them; don't crash these monoliths which block your way to your goal.

Your target is a vortex, a long rectangular tunnel, which leads you into the next stadium of the black hole. Successively fly through nine levels of the hole and your craft will emerge back in real space.

You can conserve fuel by flying low — but you'll need nerves of steel and lots of anti-matter missiles to design your way around the great green obstacles. Your ship is protected by five shields.



Overall, Terrahawks is an extremely well thought out and executed bit of programming. A lot of thought has gone into the detail — but here at C&EG we felt it was lacking in the playability area.

And as for the Terrahawks link, well, maybe the proper packaging will explain more than the information we received here at C&EG.

FRANK N STEIN

MACHINE: Spectrum 48k
SUPPLIER: PIG
PRICE: £5.95

Despite the name, the hero of this game is not a Jewish butcher.

Professor F R Stein has to build his monster, just like in the film.

You play the part of the professor and have to travel round the screen collecting the parts of the body which then go to make up the monster.

The game is set in the professor's lab in the Black Forest in 1884. There are 10 different screens, each of which is more complicated than the previous one.

Movement is very like Magic Miner, but there again so are most Spectrum climbing games.

As you travel round the screen, you have to pick up the parts of the monster in the

correct order, otherwise they will not be counted. This often means going past a piece and coming back to it later on. As you pick up a piece, it will position itself in the right place in the body.

When the monster is complete, you move back to the top of the screen and throw the switch which brings life to the. The amount of energy which he will have depends on how long it took you to complete the screen.

Whoever designed the aims for this game seems to have had a similar sense of humour to Matthew Smith, who's quite big in games design!

You are hindered in performing your surgery by snakes, bats, slippery ice, man-eating pumpkins, mine, springs and much more. The man-eating pumpkin refers to deadly rot, and not to inheriting their dinner while you're trying to play the game.

This is a good climbing game for the 48k Spectrum. The graphics and movement routines are simple and sound effects only help the game. It's not easy, but it's well worth the money.

- Graphics 8
- Sound 8
- Value 8
- Playability 8

R·E·V·I·E·W·S

BIRD MOTHER

MACHINE: CIBI 64/

SYSTEM:

SUPPLIER: Creative Sparks

PRICE: £7.95

Bird Mother is another example of the graphic abilities of the Hungarian Andromeda team. It's a simple game in the "cute" style — and can be quite challenging at higher levels.

The basic idea is this. You have to help the bird mother build a nest, lay her eggs and raise a family to adulthood.

The first stage of the game involves building a nest.

Hazards like falling rocks make things difficult — and your bird has to pluck sticks for her nest as they fall through the air.

The bird then goes back to her chosen branch — stops the tag and goes back for more. On higher levels, the bird has to place the sticks carefully — otherwise the entire nest falls to the ground!

When the nest is finished the bird lays three eggs which hatch out into invincible baby birds. In the second stage of the game you have to help the bird feed the chicks by catching flies and moths which dart about the screen. The chicks

start to grow and are soon ready to leave the nest.

Which brings us to the third and final screen.

The bird mother has to protect the chicks from predators — like the hawk which cruises across the screen. She also has to stop her young charges sneaking off the screen. If they do, you've lost them.

All the time the young birds are growing. If they reach adulthood, you've succeeded in your task and it's on to the next level. A bird mother's work is never done!

Bird Mother is an attractive original game which should keep those of you who enjoy

non-violent games happy for hours.

Graphics	8
Sound	8
Value	7
Playability	8

GUMSHOE

MACHINE: CIBI 64/

SUPPLIER: A & B

PRICE: £7.95

You are a one-man private investigation business known as Gumshoe.

As well as balancing the books, you also have to do your own dirty work. And at the moment, it's pretty dirty.

You are on the trail of a gang of kidnapers, who have taken a young girl. Through a mixture of skill and luck, you have managed to track down the gang to an old deserted warehouse. Some fast work and a furious gun battle will decide whether or not the girl will be able to walk free.

The idea is to go round the warehouse, shooting the scoundrels as they appear from around corners and inside doors. Somewhere will be the girl herself, and you must find her and bring her to safety.

Fighting crime costs money, though, and you have to keep a careful eye on the bank balance.

Every shot you fire will cost \$2 while losing a fight with a kidnapper will cost you a life and \$150 in hospital bills.

Killing a badly, though, will net you \$10 and there's a hefty bonus for rescuing the girl and saving the fairly big ransom money.

The game is great. Graphics are good and you can even have a fight on the staircase. The sound effects are decent, though. The gunplay is realistic but unfortunately the machine just beeps.

Graphics	8
Sound	8
Value	8
Playability	8



8 STORM WARRIOR

MACHINE: Commodore

SYSTEM:

SUPPLIER: Fast Runner

PRICE: £7.95 tape/

£9.95 disc

Storm Warrior follows the current trend for arcade style adventures. It has five levels of play and 12 action-packed screens which see the Storm Warrior attempt to destroy the Sacred Skull. For that is his quest!

It comes from the newly formed Fast Runner team — formerly K-Tel.

Although the graphics are crude for a 64, game play is excellent. Each new screen offers a new challenge. Want to find out what they are? Then read on.

To reach the Bridge of Danity, his first goal, the Storm Warrior must use his light lance to defeat an energy sphere just the Guardian of the Light Barrier. The Guardian fires energy bolts at our hero in

order to stop him.

If the warrior is successful, the light curtain will descend. The Storm Warrior must move into the middle of the curtain in order to proceed to the next screen.

The warrior now gets to meet the Barbarians on the



'Bridge of Danity' and gain possession of the light carpet which will take him further on his journey. He has to fight the Barbarians to get the carpet of course!

The number of Barbarians depends on the level of play.

If he gets past the Barbarians, the Storm Warrior flies through a plain towards the 'Island of Doom', which is shrouded in darkness, visible only during lightning flashes. A nice graphic touch this! He is under constant attack by Storm Birds, intent on dragging him off to the top of the screen. If they catch him three times, he will lose one life.

Once on the island, our hero is shaken but not stirred

by an earthquake and a warning by the Guard Dragon. He enters the 'Island of Darkness', avoiding Bats, Demons and falling rocks.

Now the Storm Warrior is ready for the ultimate test — the Chamber of Evil's and the Sacred Skull.

Many challenges await the way through these deadly caverns — requires careful thought and planning. The Chamber of Evil's is the last test. Here Storm Warrior, wearing his light lance, must use his light lance to defeat himself into the final position



to destroy the Sacred Skull.

As I've already mentioned, the graphics are on the crude side — but the concept is great. This warrior should keep up a storm amongst game players everywhere. Definitely worth buying.

Graphics	7
Sound	7
Value	7
Playability	7

MACHINE: Spectrum/
portable or keyboard
SUPPLIER: Micro-Gem
PRICE: £6.96

It's no joke being a Wally. You get these strange nightmares, you see — about being unable to sleep up to go to work and being trapped in a house where everything has grown to an enormous size. Either that or you've been shrunk. Whichever — it still means you are in for a hard time!

Pyjamarama must be Micro-Gem's best game so far. The graphics are great and the playability unquestioned. You take on the role of Wally Weeb, the hero of several Micro-Gem games.

This time, Wally is fast asleep and dreaming horrible dreams. Your job, as Wally's unimpaired spirit form, is to take him up in time for work. To do this, you must find Wally's alarm clock and wind it up. Easy, eh? Not.

You have to travel around a maze of beautifully drawn rooms full of strange hazards — like snapping scissors and roast chickens out for vengeance on the person who stuffed them. It would be unfair to compare this game to Jet Set Willy — but as people will inevitably do this, I'd like to say I think it is better.

Wally moves about his nightmare world collecting — and dropping — objects. Just as in an Adventure, he needs certain objects at certain times to complete the various tasks he needs to complete before reaching the final goal — waking the deeply sleeping real Wally up in time for work.

In many cases, you'll need to collect one object in order to succeed in picking up another — and Wally's spirit form can only carry two things at a time. To swap objects, Wally simply moves down the one he wants — and the one he drops is left behind. Getting exactly the right combination will take some time — longer than I had to get this review to you that's for sure!

There are many rooms in the house — my favourite is the video games room. Enter it and you are confronted with a bunch of hostile screens which descend from the ceiling spaces, invader style. Wally can blast them, if he gets all the screens, some



more roast chickens — or are they turkeys? — appear to plague him.

At the top of the screen there's a glass of milk which depletes your in-game energy. You can replenish the glass by picking up items of food which appear at various places around Wally's dream house.

You get three lives to play with. Use them all up and you get an encouraging message from the management plus a percentage score and the number of pages Wally has walked.

Pyjamarama is a title gem which will keep you amused for weeks if not months. Here at C&H we find it so much that we're stocking it in our list of Fems. Make sure Santa sticks one in your stocking this Christmas!

- Graphics 9
- Sound 8
- Value 8
- Playability 9

R·E·V·I·E·W·S



ZENJI

MACHINE: C64
SUPPLIER: Acclaim
PRICE: £9.98

Acclaim are expanding their range for the C64 with the launch of Zenji. In common with

Demolition, it's a further departure from the normal shoot-up, alien-busting games which we have come to expect for the machine.

On screen is a maze with various paths around it. At one point in the maze is a small hole known as the source which glows green. Any pathway which touches the source will inherit the green colour, while any non-connected route remains grey.

The object of the game is to turn the whole maze green by making the paths link together. You do this by moving a cursor with the joystick onto a certain spot in the

maze. Then, press the button and the paths around that spot will revolve creating new links. Out! Breaking others!

You start on doing this until the timer runs out. If you're successful, then the next maze is larger and, therefore, harder. If you don't, you lose a life.

All in all a fairly dull game. It may while away the odd afternoon with the family but it's not half as fun as outbusting the entire population of a strange planet.

The graphics are very Atari VIC-like although the sound effects make better use of the C64. You'll need a joystick to play.

There's a high score table to impress your friends and the game should be in the shops about now.

- Graphics 7
- Sound 8
- Value 7
- Playability 9

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¹ *Journal of the American Medical Association*, 277, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 26

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ARCADE

ARCADES GOING SOFT



This is the last of my monthly columns, in which I shall be looking at what's new in the world of pinball.

The two major events of the month are a new release from Williams Electronics and the Pinball Owners Association Convention.

First of all, this year's POA convention is being held on September 15th at The Harold Wood Neighbourhood Centre, Harold Wood, Essex. Details and tickets (if there are any left) are available from Association HQ. It promises to be a great event, with many pins and slots on view and the 'Warball Wizard' 1984 contest.

Star Light is the latest pin from the Williams stable. Several tried and successful features are incorporated: two-ball, multi-ball, lane-change, bonus holdover and end of the game bonus play. A new idea is being used with the lane-change in that an extra button is used — this is probably to avoid wear and tear on the flipper assemblies. On the whole, *Star Light* seems a good game with nice uncluttered top to bottom play, typical of many Williams games. A warning for seasoned flipper fans, though — this is another 'Back to Basics' title.

Next issue, I shall examine the 'Back to Basics' top that pinball is on, offer my theories as to the reasons and put the arguments for and against. Also, in coming months, I shall look at pinball on the computer screen. I'm not just a pin head, I also own an Atari 800, and some of the software available should make even the hard 'Victory' take a fresh look at pinball.

LODE RUNNER

In the past, arcade games were used as a standard for computer software houses to emulate, hence countless versions of Frogger, Pac-Man and Defender and more recently Pole Position and Track & Field — a few games amongst the many.

The tables now seem to be turning. Arcades manufacturers are now turning to the software industry for ideas.

Walking into a London arcade recently, my eye fell upon *Lode Runner* by the Japanese firm Corporation. It's also old. No hard right licensed from USA based Broderbund Software.

At present, and Broderbund, 'Lode Runner' is one of the most popular computer games in Japan and is currently No 2 out of 50 in the Japanese Software Chart, next looked at the game and

LP-88 57000 400000 400 10 57000 1000 1000 10000 20 10



decided it was the one they wanted as it combines fast action with depth of play while retaining a high degree of playability.

Unlike home computers, arcade games are geared to

play one game only and to be a success they must contain a few basic ingredients. The player should be able to get the hang of the game within one play and the game should contain a high degree of

LET'S TALK TURKEY

TURKEY SHOOT

'The year is 1969, one year after the great gobble blight which plagued the world — one third of the population was transformed into turkeys by this blight. A side effect of this blight is the camaraderie between the turkeys and a tendency towards violence to organise for rabbit raising in urban areas....'

Confused? Well there's no need to be — all is revealed when you play *Turkey Shoot*, the latest game from the Williams stable.

After one third of the population had been turned into turkeys, it was ordained by someone that a band of turkey terminators be organised to mass these actors from the earth.

Your aim is to leisurely go where no other turkey terminator has gone before and stop the rabbit raisers with a blast from your gun!



They're often to be found robbing banks and probably doing a bit of mugging on the side, if the truth be known. Taking hostages is definitely their forte. Beware the Big Four! They've assumed some pretty unlikely names, two of which sound really lethal — the Thug Turkey and Cyborg Mechanoturkey!

The idea is to blast the turkeys as they make their

get-away with the loot. Once shot, they immediately fall to the ground in the form of a roast turkey! Should you manage to clear the screen of turkeys — and remember each level is more difficult — don't look away. In their infinite wisdom, Williams have added one feature which came as a bit of a surprise — the popper suddenly fills with a cloud of

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AT LAST 1 TAPE 2 MACHINES

COMMODORE 64

VIC 20

LAS VEGAS



MINIPEDES

It is the height of summer and the garden is buzzing with bees and bugs. Minipede, a multi-limbed mushroom monster advances relentlessly towards you, devouring everything in its path. 15 screens of fast and furious action make Minipede a real challenge to the arcade enthusiasts.

Commodore 64 - VIC 20 14K
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Experience the thrills of the gambling capital of the world from the comfort of your own armchair. Both versions include features such as spinning reels, hold number feature, multiple games/rounds, spin-ups and hi-score. The Commodore 64 version has additional features, multiple reward levels, 3, 2000-coin and 10-screen rebates.

As with any arcade machine the odds are stacked against you!

Commodore 64 - VIC 20 14K

K.S. £5.95



TOM THUMB

Tom is trapped in a swirling mass populated by locust-like creatures, guardians of the lost treasures of the Mayan's. Six separate screens, five levels of difficulty and four player option provide an exciting challenge for the whole family. Another winner from the author of **BONNIE** (1 to 4 players)

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Well shiver me timbers and police the multiverse and pass the grog, the hearties. Here be the greatest pirate adventure of them all, aboard that scourge of the Seven Seas - the Dreaded Black Galleon. Feast yer eyes on the SCOTTY treasure stowed in 30 holds. There be pirates, gamins and fangions. If you don't like it, mates, we'll hang you by the highest yard - arrrrr!



THE WILD BUNCH

Blamed for a murder you did not commit, your only hope is to identify and capture the real killer - a member of the notorious gang, The Wild Bunch. But can you also survive life on the run in this adventure set in the Wild West...



BIRD STRIKE

Wing a plane to release a carrier pigeon... shoot the carrier pigeon and add a note to the stove at the top of the screen... shoot enough pigeons to complete the tune (without getting wiped out by the roboteyes, pursuing planes)... next wave.

Look out for these games in the FIREBIRD silver range at selected high street stores.

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DAILY Mirror

**COMPUTER
& VIDEO
GAMES**

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Home computers.

The report
you've been waiting for:
simple, factual,
honest, comprehensive
and 100% biased.



ALL you need to know about computers can be summed up in one word: Commodore. (Well, we did tell you this would be biased).

We make everything you'll ever need to get the most out of home computing: all the hardware and all the software. (And if you don't understand what that means, simply look under "H").

That's what these three pages are all about: explaining what computers are (without the scientific jargon), how they work (without any technical mumbo-jumbo), and how you can get more enjoyment out of them (without much difficulty).

BASIC. Most home computers speak the same language. It's called BASIC. This is a friendly way of saying "Beginners All-Purpose Symbolic Instruction Code".

There are different kinds of BASIC and, like languages, some are a little easier to understand than others. Like, for instance, BASIC 1.5 in the Commodore plus/4 and Commodore II computers. BOOKS you can read: "Teach Yourself Computer Programming With The Commodore 64" and "Programmers Reference Guide".

CASSETTE. Just as you keep your favourite TV programmes on video cassette, and your favourite music on audiocassette, you can keep your favourite computer programs on cassette too. You can buy pre-recorded programs in a shop, or you can write them yourself. Cassettes are just one form of program storage and playback - see also Cartridges and Disk Drive.

The Commodore 128 and 128i cassette units have been specifically designed to get the very best out of our computers, and provide consistently reliable results.



CARTRIDGES. These are programs that plug directly into the back of the computer itself.

CPU stands for Central Processing Unit. This is the computer's "brain" and basically it's what does all the hard work.

CHIP means. A very complex electrical circuit that has been miniaturised in silicon. Unlike other home computer companies, Commodore manufacture their own chips, so first class quality can be maintained.

DISK drive. A program storage system, like cassettes, but much faster. You can find the program you're looking for in seconds instead of minutes. Disks, which can be used again and again

for recording or re-recording programs, are placed in the disk drive which then transfers the information or instructions to the CPU.

EDUcATION software from Commodore. We are continually working with educationists, improving our range of programs for the pre-school to "O" level age groups and beyond.

Many claim computers are an essential educational aid.

We tend to agree!

Our "Get Ready to Read" series, with a lovable character called R. The Bear, is recognised as an excellent example



of how it is possible to develop reading and writing skills in pre-school children.

ELPHANT well-known symbol of the Commodore 64's enormous 64K memory. And don't you forget it!

FOUR is for Commodore plus/4, our very latest home computer with four very popular built-in programs: wordprocessing, spread-sheet (financial planning), database (filing), and graphics.



It has an extensive 64K memory with an exceptionally large 80K available for use. The plus/4 comes equipped with the Commodore BASIC 1.5 with over 73 programming commands.

Other features include comprehensive graphics, 121 colours and sound facilities.

GONTER and the Microchip is a unique programming course, for children of all ages, this links learning exercises with a space adventure story. **GRAPHICS.**

The pictures and diagrams on a monitor or TV screen, either high or low resolution.

All Commodore home computers have 66 graphic symbols to create low resolution pictures and diagrams, or high resolution modes that allow you to specify each pixel (pixel is the smallest dot on the screen).

(There can be up to 64,000 of these).

GAMES. Commodore produce them all, from shoot 'em up games, to games of adventure and complex strategy.

HELP On the Commodore plus/4 computers there is a very special feature - a HELP key. It does exactly what it says: it helps you to debug (which is a halfway of saying, "Identify and correct errors") when you're programming.

In high-light errors right down to individual instructions.

HARDWARE. The computer itself - you can touch it. Whereas software is a program you can only see or hear (on the monitor) when it's running in the computer.



INTegral software is software that's actually built into the computer, as on the Commodore plus/4, the very latest in home computing.

INTRODUCTION to BASIC. Just as you don't need to understand how a car works to be able to drive it, you don't have to understand how a computer works to be able to use one.

But you will definitely get more enjoyment out of it if you do have a basic knowledge of programming.

Which is why "Introduction to BASIC" has become the most popular software tutorial.

It comprises 2 cassettes and an easy-to-follow, step-by-step booklet.

INPUT/output: the part of the computer that allows data to be transferred between its own internal

memory (the RAM memory) and an external device (like a cassette unit, disk drive or printer).



JOYSTICK and paddles. As well as improving speed and accuracy these make games more real by putting the control of whatever it is on the screen directly into your hands.

KILOBYTE is 1,024 bytes. So "K" stands for a unit of 1,024 or 2¹⁰ x 64K bytes memory unit contains 64 x 2¹⁰ or 65,536 bytes of memory. And if you don't understand all that, don't worry.

All that's important is knowing you can run more complex programs through a computer with a large memory than one with a small memory.

LANGUAGE. This is a system of coding that can be understood by a computer. It allows you to "speak" to the computer, and for the computer to "speak" to you. Most home computers speak BASIC, but there are also other languages available for Commodore computers that have been designed for specific uses.

For example, LOGO and PLOT in education.

MONITOR: the electronic screen on which you can see what you've typed into the computer, and also what the computer is saying back to you. You can use an ordinary TV screen, but more preferable is a colour video monitor, like the Commodore 1701.

This is a special device that produces much higher resolution than a TV, and so offers superb reproduction and clarity.

Oneset of which it allows the rest of the family to stay tuned-in to their favourite TV programme while you're tuned-in to your favourite computer program.

MODEMS allow computers to connect via a telephone line to other computer systems. Commodore 64 modems connect with other owners, join systems like Frost/Murphy and an exciting new system called Computel, where quality software is available cheaply or even free.



MEMORY. There are two basic types of memory: ROM and RAM.

Read-Only Memory (ROM) is the computer's permanent built-in memory which tells the computer what to do. It doesn't disappear when the computer is switched off.

Random Access Memory (RAM), however, is for temporary storage.

It's the part of the computer's memory that's free for you to use. It can be erased and used over and



over again. It stores data and instructions during the execution of a computer program. These are lost when you switch the machine off - unless, of course you store them on cassette or disk.



NUMBER ONE. In the worldwide world, Commodore is No. 1 in microcomputers, and the Commodore 64's the No. 1 best seller.



ORIGIN of the computer: in the 18th Century an Englishman, Charles Babbage, invented the first true computer. But his "Analytical Engine" was so ahead of its time, it turned out to be impossible to build!

The modern computer first appeared around the time of World War II. Britain's "Colossus" was vast, consumed vast amounts of electricity, required its own air-conditioned room, was unreliable and difficult to operate. It had its limitations.

Then came the amazing transition: integrated circuits... and microcomputers.

The first desk top microcomputer in the world was the Commodore PET (a friendly name for Personal Electronic Transactor), in 1977.

In effect Commodore built upon Babbage's huge, mysterious machines accessible only to specialists, reduced the size and price, and put them into the hands of ordinary mortals in ordinary offices.



PERIPHERALS. These are outside the main body of the computer, but are connected to it.

They perform a definite function, which is usually input or output.

PRINTER: One of the ways a computer can "speak" to us.

It means you can actually keep, on paper, the fruits of all your labour.

The Commodore range includes four printers and one printer/ploter.

The MPS 801 dot matrix printer has a print speed of 80 characters per second (about five times as fast as the fastest secretary).

The MPS802 dot matrix friction feed printer has a print speed of 90 characters per second.

The MCS801 dot matrix colour printer has 7 colours and prints 38 characters per second.



The DPS100 daisy wheel printer (called that because, surprise, surprise, the print wheel looks a bit like a daisy), produces superb quality print on all letters, reports and documents (the kind of quality one desperately requires on a letter to the bank manager).

There's a range of alternative typefaces available on additional print wheels. Speed: 18 characters per second.

And the 1520 printer/ploter (illustrated). This has 4 columns, and opens up a whole new world of graphic print-out ability. You can draw pictures, create graphic designs, plot graphs or construct bar and pie charts. Speed: 14 characters per second.



QWERTY—the top 6 letters on a typewriter. Unlike laser machines, all Commodore computers have full-size, professional typewriter keyboards. The Commodore keyboard has a solid, responsive feel to it. (The problem with rubber or membrane keyboards is they have a soft, spongy feel to them: you press a key and immediately wonder if the message has got through).

RANGE. The range of Commodore software is enormous. There is something as they say, for everyone: educational, business, home and games.



STARTER PACK. The Commodore 16

Starter Pack has been specially designed to introduce you to computing.

It contains everything you need to start home computing, complete in one box: a 16K computer cassette unit, four superb software programs, and Introduction to BASIC Part 1.

It has a handy key to ease you get into difficulties, and incorporates Advanced BASIC which has been specifically designed to simplify the programming process.

Other features include: 4 cursor keys, 2 joystick ports, an astonishing 121 columns, plus excellent sound and graphics capabilities.

TUNES. Commodore make software to help you compose your very own music.

All our home computers have great sound and music capabilities.

USER friendly. This is a program that explains itself as it goes along, as a computer that people can easily operate.

Every computer manufacturer now claims its products are "user friendly" but only Commodore really demonstrates it. For example, our Help key and use of Advanced BASIC.

VERTICAL integration is not as complicated as it sounds. All it means is that Commodore make everything to do with computers, from the micro-chip to the computer casing.

So we have complete control over everything, from design to distribution.

Also, everything has been specifically designed to get the very best out of your Commodore computer system.

WOMEN also are discovering computers—and not just in offices, but at home. Computers aren't scary.



They were invented for everyone, and the fact that they're fun, exciting, educational, practical and time-saving are benefits that apply to women just as much as to men.

XMAS. There's no better time to give or receive a Commodore present.



YETTER! Yes, now you know (or should do) that computers are really interesting. They're not just about space games with horrendous monsters. Nor are they horrendously complicated machines that you need a master's degree to understand.

Computers are the future, and it's important that you and, even more so, your children don't get left behind of the past.

With a Commodore computer and a peripheral or two (and we now know what those are, don't we!) whole new leisure and business opportunities will immediately be opened to you.

Make the choice now and (just so long as it's Commodore) we promise you will never regret it.

ZIP us a line if you would like to receive more information on any Commodore products.

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commodore



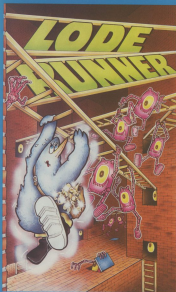
8	14	8	LEADS OF MURKIN	ULTIMA	•
9	8	4	DEATHSTALKER	ACTIVISION	•
10	8	7	TOMBRAID LOW LEVEL	HOBBIT	•
11	14	5	MATCH POINT	POB	•
12	15	7	BALLBALL	LEONARD	•
13	20	2	BYRONIAN	WITTS	•
14	1	1	DEATHSTALKER	INTERCEPTION	•
15	1	1	INTERNATIONAL	DEATHSTALKER	•
16	7	4	MICRO	ULTIMA	•
17	1	1	FRANKSTON	ULTIMA	•
18	1	1	FRANKSTON	ULTIMA	•
19	20	15	ATOMIC	ULTIMA	•
20	24	7	PALE	ULTIMA	•
21	18	2	WAR OF THE	WARRIORS	•
22	18	15	FRANKSTON	ULTIMA	•
23	1	1	FRANKSTON	ULTIMA	•
24	18	2	WARRIORS	ULTIMA	•
25	18	1	FRANKSTON	ULTIMA	•
26	1	1	FRANKSTON	ULTIMA	•
27	1	1	FRANKSTON	ULTIMA	•
28	13	8	FRANKSTON	ULTIMA	•
29	1	1	FRANKSTON	ULTIMA	•



Look out for the brand new Top 10* in the Saturday edition of the GAMING MIRROR. Plus the complete Top 30* in Computer & Video Games at your newsagent on the 16th of every month. Information compiled by N.O.P. Market Research Ltd.

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You are a highly trained Galactic Commando deep in enemy territory. Power hungry leaders of the repressive Bumpaling Empire have stolen a fortune in gold from the peace loving people, and you have just discovered their secret underground treasury. Now grab it! To recover every last ingot of Bumpaling booty, you'll be mining, jumping, and climbing headbally, solving puzzles, saving your skin and dodging poisonous electrical shock flowers and baddies using your laser drill pistol. You'll need more than feet left and good looks to get through this mission alive, but it's not quick wits and tactics.

CREATE YOUR OWN LEVELS

Lode Runner is more than a fun action game. It's a game creation tool that lets you design your own puzzles and scenes. You can move, add and take away countless baddies, floors, trap doors, crowsbars, gold chests and Bumpaling enemies. It's easy and there's no end to the variations, challenge and fun.

Available on the 48K Spectrum

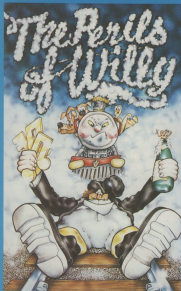
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SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Alberton Road, Woodton, Liverpool L25 7SF
Telex: 627520 Telephone: 051-428 9303 (4 lines).



On what a night, drinking, dancing and singing till dawn. Now it's time for all the revellers to make their way home. Being a little worse for drink, you decide to walk home in the cool night air, rather than taking a taxi. Staggering miserly along the way, you walk through the park and skip lightly over the stacks and catch the notice of ghosts that seem to hang in the air. But be careful when approaching the railway, trucks will run all this time of day and what dogs are in search of food! When you have collected all the notes on the level you are on you will proceed to the next, collecting a time bonus on the way.

Here Willy's first landing on the Commodore VIC 20.

Available on the VIC 20 + 16K Expanded



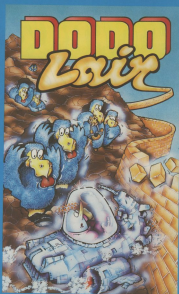
SOFTWARE PROJECTS

Software Projects Limited, Heartland Complex, Allerton Road, Warriston, Liverpool L25 7SF.
Telex: 6277520 Telephone: 081-428 9593 (4 lines).



In *Perils of Willy*, you control a small, speedy, flying robot called Willy. Your task is to explore the outer regions of a weird landscape, your surroundings "ground elements" has only a single layer in its structure. Discovering the Dodo's secret means you must destroy as many things as possible, as the Dodo will try anything in its power to prevent the robot getting out. The game has 6 attack waves with progressively difficulty and speed. There is a bonus tile every 10,000 points and bonus points after every wave, dependent on which level you are on (Bonus Wave Number a 1000). After the wave bonus the Dodo must be hit 12 times, by letting the robot on the right of the score from 0 to 100. The number of "Wills", "Wills" and "Wills" is also dependent on the wave number.

Wills, "Wills" are not affected by laser fire, but in fact, level on B. The "ground elements" can be destroyed on collision with any enemy or weapon weapons, as by letting the "Wills" (purple colored enemy) getting in the far right after screen.



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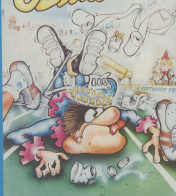
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HUNCHBACK AT THE OLYMPICS



Can you help Quasimodo win the respect and admiration of his fellow Parisians? In the Olympics, he has to compete in several events, all of which need quick thinking and agility. Watch as he races against the clock in both the 100 metre dash and the hurdles, see his dexterity with the javelin, discus and shot put, look at the graceful way he travels through the air in the long jump and high jump events. Will he win the praise and adoration of the local crowd as well as the admiration of the local and even of an exasperated and disappointed audience. Only you can decide as you help Quasimodo in these exciting track and field events.

The above screens are from the Commodore 64 version.

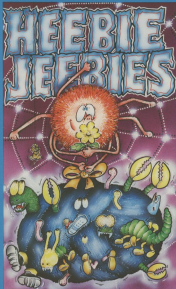
Available on 48K Spectrum and Commodore 64

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SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Alerton Road, Warriston, Liverpool L25 7SF.
Telex: 627530 Telephone: 051-428 9393 (4 lines).



Available on the Commodore 64



You play the role of a spider in this extremely compelling game, and you are faced with a variety of very nasty and sometimes difficult situations.

You are trapped in a hole from which you must escape, but there are other insects in the hole which make your task more difficult, so contact with any of them will lead to instant death. However, you are not totally defenceless: you are capable of throwing a web ball which only certain enemies, by collecting the insects that are all round it, and avoiding them, against the left hand side of the hole, before the two choose a path to follow and you will be able to climb out. But be careful — there are 18 hazardous situations to contend with — each one more difficult than the last.



SOFTWARE PROJECTS

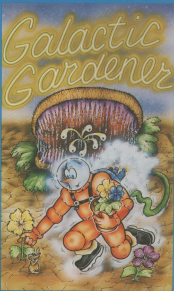
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Telex: 637930 Telephone: 051-428 9593 (4 lines).



Now you are the head gardener in charge of a group of ten power flowers. These have been stolen and hidden in a set of caves, from which you must retrieve them. The flowers are protected by hares, fields, gates, hedges and potting, trap dragons. As a result, in the flowers are poisonous and you must find a way to get each flower in before you try to pick it up.

The hares in the cave are the mines and extra points will be achieved by picking them up along the way, but don't let it take its toll.

If anything is too hard other than a pot, hares, but dragons for so fast, opens when it can be used to stop the trap dragons, so a plan if you have a square and the result will be that you are not yet lost on the start of the game. It is possible for you to have your teleport, along the way so that in an emergency you will be transported back to your teleport. You begin the game with some teleport hares and so does a change in point for every flower collected.



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L You really can't go wrong with any Level 9 game as they are really brilliant

CRASH MICRO SEPT '84.

4. Whichever machine you own, if you have the current tendency towards adventures playing them you must try one of these games. Unfortunately you'll probably end up wanting to buy the rest!

Compelling Tales, August 84

4. To say, all Level 9 adventures create a remarkable atmosphere because the descriptions sound so life-like. This is where no other adventures fail.

Crash, July 84

4. Just it's not just the size of the game it's the quality as well that is extraordinary — scores to five the imagination.

PCG, April 84

4. As in all Level 9's adventures, the real pleasure comes not from scoring points but in exploring the world in which the game is set and learning about its denizens.

Which Micro?, February 84

4. **LORENS OF TIME**. As we have come to expect from Level 9, the program is executed with wonderful style.

Highly recommended.

4. I thoroughly recommend these Adventures. They are excellent value for money. No self-respecting Adventure-addict should be without them. I believe Level 9 are producing a series of Adventures which should be regarded as classics.

Asahi User, July 84

4. These programs run very fast and, since are so inspiring power, Level 9 Adventures are superbly designed and programmed, the contents first rate. The implementation of Colossal Adventures is nothing short of brilliant, ready cut and dry it. While you're at it, buy their others too. Simply smashing!

User 84, June 84

4. Level 9 — arguably the producers of the best adventure games in the UK — has done it again. **LORENS OF TIME** is a sparkling addition to its stable of winners.

Access User, July 84

4. **SNOWBALL**. This is another imagination, massive-scale immensely enjoyable adventure from these experts down on Level 9 Computing.

Your Computer, March 84

Return to Eden



Level 9 Computing

Available from all major computer shops everywhere. If you need these games, Level 9 adventures you, go to our nearest major computer shop. PCG, Personal Computing, Leisuretime, Laser Time, LTA, PCC, S & S or Worldwideshop.

Level 9's epic adventures are now here for the AMSTRAD. Disk versions are available for the BBC (40/80 track) and Commodore 64. And, best of all, **RETURN TO EDEN** is ready. It's been a busy month!

RETURN TO EDEN is the long-awaited sequel to

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NEW **Snowball** adventure. Now it's here with 220

locations, masses of puzzles, and with pictures on the IBM and Spectrum versions.



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Adventure Extra

Welcome to the wonderful world of *Adventure!* Wizard-in-Chief Keith Campbell, and his apprentices, Simon Clarke and Paul Copping, have been hard at work in the *AD & D* dungeons slaving over last adventure games. This issue they bring you up to date reviews of the newest *Adventures* around. Keith has also been hard at work with his *Delphi* database to answer all your *Adventuring* problems. We have also been talking to Terry Jones — the co-Monty Python star responsible for *Earth the Telling* — the series here who spawned an *Adventures* game destined to be a Christmas hit.

I hoped Martech's new Adventure would come up to a high standard because I had criticised their last offering on a false premise. I had claimed the instructions were incoherent when, in fact, I had read them incorrectly.

For *Olympus of Hope*, Martech has turned from Commodore to Spectrum and they sent me the game with a letter expressing their hope that I did not find the print on the label too small. All too often the label on a standard cassette has almost microscopic printing to squeeze it all in — have you noticed?

Anyway — no grounds for complaint this time — the label was clear, precise and uncluttered. Additional instructions were supplied on one side of the tape itself — to be loaded only if required.

On to the game proper, and here we come to the rub: grity. What's in the pudding, I wondered?

Olympus of Hope sets the player the task of returning Hope to the top of Mount Olympus. Hope was man's only gift following the escape of everything nasty when Pandora's box was opened. The player starts in the temple and progresses as he may!

The game has graphics at every location and I have never seen such fast displaying graphics before on the Spectrum.

There is an unusual text-screen format, whereby the visible objects are always displayed and updated just



below the right hand side of the picture. The prompting BEEP actually sounds some few seconds before the prompt appears.

The response time varies considerably, depending upon the command entered, and things therefore tend to become confused, with the eager player starting to type his next command before the computer is ready to receive it.

Taking an object gives by far the longest delay — an incredible eight-second wait. Admittedly, the way the screen displays the object gives one the impression that the time is far less, but that was the actual time and hence the confusion!

The game has a score feature based on problems solved and these seem to be based in jumps of 4%. Unfortunately there are many of these

REVIEWS



"You are dead" locations, or which, without any warning whatsoever, you find yourself kept, with no way of anticipating the danger.

It's been said before — anyone, but anyone, can design an Adventure on a board. Luckily there is a some routine and I certainly had to use it to play the game enough to be able to write this review!

I wandered into a workshop but which was apparently a workshop. Little went a number of items of possible use, I collected the lot, then turned around to make my way back.

"The door won't open", came the reply. "Why on earth not?" I thought. No logic whatsoever — merely a ploy to put the player in a position where he has to try every possible trick to escape a trap which he had no way of anticipating.

So to while away the time, I ate the



fish I found on the table and got fish-bones. I tried picking the lock with one and eventually found I could cut the door using the bones — despite the fact that I had a perfectly good sword with me which helped not one bit!

At I said — illogical — so I make no apologies for telling you how!

On I plodded, coming to the conclusion that here was one of those games that could be described as

"computer", its saving grace being the spectacular speed of its graphics.

Olympus of Hope is from Martech for £16 Spectrum.

Keith Campbell

DEVIL'S ISLAND

Devil's Island is one of the new breed of Spectrum Adventures written with the aid of the Quill. It comes from Gremlin and was designed by Colin Smith.

Using *The Quill*, an Adventure is not written directly on program code, so the author needs no knowledge of programming, in theory this means that anyone with imagination should be able to design a challenging Adventure, without the need to learn programming skills.

In practice, things don't seem to be working out this way — perhaps because imagination is, in any case, a prerequisite for a programmer.

To start with, I found it an Adventure in itself just to load the game — it took me seven attempts to get the volume set correctly. Once the program starts to load, a picture is drawn of a skull hanging over the prison on Devil's Island waiting an ominous tone.

The main aim is for the player to escape from the infamous prison complex alive. Not an easy task. The game's instructions do not help either as, when the game has loaded, it refers to the cassette label for extra information. This could have been useful had it been there!

As with the lowest knowledge of my mother, I set off to escape from where so many had died. I was in a little cell, with few things of interest to be seen — just a washbasin, bed and door. The washbasin seemed to be there only to enhance the realism of the game — but I could be wrong!

Once out of the cell, problems really start to mount up. There are two guards in the north and one to the south, in the south-east. The latter must be disposed of, but I'll leave you to find how!

Opposite your cell, a fellow prisoner stands through a passageway to you from his cell. It is my guess that I will need to enlist the help of other prisoners in making my escape. At present, I have reached the courtyard and am trying to avoid being shot every time I attempt to return.

My one major gripe is that the HELP command is no help at all. "Try drawing a map and using different words," it says!

Apart from this little annoying feature, *Devil's Island* has turned out to be the best game I have seen written with *The Quill*. This, though, does not make it a great game. I rate it as just a little better than average amongst the ones that is available for the Spectrum.

Devil's Island is one of the Gremlin Golden Collection for £16 Spectrum, priced £5.95.

Simon March



From the producers of the highly successful
MYSTERY OF MUNROE MANOR, two GREAT NEW GRAPHIC
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Search For King **Solomons Mines £8.95**

From the banks of the Zambesi, through the Jungle into the Tallawasi Mountains you search for King Solomons Mines in this superb epic graphic adventure. Two loads, 84K of memory and 3 levels of difficulty for beginners and Jungle Jim types!

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ADVENTURE

DAINGERHOUSE

Hot on the heels of *Dangermouse*—the arcade game—comes *Dangermouse*—the Adventure game! Everyone's favorite super-villain is off on his first computer Adventure in *Dangermouse in Black Forest Château*.

This is an Adventure for the younger generation with a witty line in captions and some terrific graphics. Instead of the usual "what shall I do?" demand each time you reach a new location or problem, this game gives you a list of options to choose from. It makes problem-solving a matter of trial and error—but the game is none the worse for this, especially if you've never played an Adventure before.

The scenario is this. *Dangermouse* and his sidekick Penfold are on a mission to destroy a mysterious Pi-beacon—no connection with the Piñon. I can assure you!

This Pi-beacon is spawning world leaders everywhere and Colonel K has sent the dynamic duo off to the Black Forest to discover the beacon and put it out of action. Simple, eh?

The game comes in two parts—you have to solve the first in order to start the second part.

Dangermouse in Black Forest Château may not appeal to the hardcore Adventurer—but if you are looking for some light relief and want to introduce your friends to this form of computer gaming, all it's ever meant played an Adventure before, then pick up this game. It's simply great fun to play.

Dangermouse in Black Forest Château comes from Creative Sparks and is available now.

Tim Maitland

WASTER

What a title. Play about the game! The *Waster* is a new Adventure from Harddisk who package it with a poor quality relay. I hope this will be reflected in the price.

The game puts you in the role of a CIA agent, code-named Waster. You are the CIA's top assassin and, because of this dubious honor, you are about to be sent on a mission to Africa to kill a right-wing dictator. The night before setting out on this mission, you dream about your wife, the Vietnam war and many other things that CIA agents supposedly dream about!

In fact, the first part of the Adventure is to escape from your nightmares so that you can get to Africa to kill Ponce, the dictator. The second part takes place in his palace where you must kill him.

The game is very slow to respond and even more annoying is the fact that it has a minute vocabulary and that the locations are random.

The vocabulary consists of ten single-letter commands which is an indication that the game lacks depth and imagination. After all, how can you try

different ways to kill a guard, for example, if the only killing commands is A for Attack?

The game loads in two parts—first the nightmare scene and then the assassination scene, giving the buyer over 80k of Adventure. But with an Adventure as poor as this, it hardly

completely missing the point, much of the fun is banal.

Another room is filled with matching shelves containing books "meticulously labelled". READ LABEL I typed. THERE! NO WRITING ON it came the reply. Well, I ask you!

On visiting the washroom, wait faced with baths, showers and cubicles, the game dared me to waste my precious time in conversing the walls of nature. So I tried. I BOG YOUR PUBICENT? came the indignant response. Why bother with a washroom? There was a row of cubicles on the south wall and, after toiling to either have a bath or a shower or anything else and being unable to ENTER CUBICLE, I tried moving south, only to be told I hadn't the key for level 2. Woe!

For some reason, the lights kept going off and on and a message told me how useful a torch would be. But there didn't seem to be one around. So I just waited through the blackouts until power was magically restored.

Accepting the fact that there was little around that could be manipulated or examined in any effect, I proceeded to explore. I was attacked by an enemy agent—obviously a ripe candidate for early retirement, judging by his weakness.

On one of these occasions, I got a bit humble fixed with the Spectrum keyboard (who doesn't?) and accidentally typed F to restore a saved game. As I didn't have one, it would re-loading the whole program to restore the progress (but that there is one—another case of "bust the missing save"!). I started playing the main program tape in, hoping it might give me a BAD SAVE message and restore the prompt.

How wrong I was! It put me back to the start of the game but this time, lying in the security room instead of the usual gun, was—a hand! And it happened every time.

I asked Kevin Flunkin, the author, if I was missing some vital command in trying to do something with the various features described in the rooms—in particular, the shelves and boxes. "Oh no!" he exclaimed, "the instructions tell you that nothing is what it seems, the watched adventures play this off the computer air, and they all did the game on you—I tried to examine everything everywhere! We had a good laugh. There's nothing there!" He! He! How very dull. Many of those people, no doubt, had played Adventures with some depth and ingenuity.

Although the game has a number of good features, such as a quick response, and well-written text that is grammatically correct, it just looks imaginative fluff. With all the shooting, bombs going off and lights up and down all the time, this could claim the prize for being the best text-only arcade game.

The *Code* is for 48k Spectrum from Soft Concern Ltd.

Kath Campbell



markers how much memory it takes up. As the saying goes, quality not quantity is what counts. Very to say it, but this is the worst so-called Adventure I have ever seen!

The *Waster* is from Harddisk for the 48k Spectrum.

Simon March

THE CODE

The *Code* is an Adventure game offering a prize of £2,500 for the first player to decode the secret messages found during play. Thus the codes are like treasures which must then be worked on to enable the player to claim the prize. There are a number of consolation prizes worth £25 as compensation for those not first to the post.

The setting is a secret military establishment and so I, as a secret agent, set about gathering the coded clues. The game is text only, and a lot of it there is too. The location descriptions read almost like a book but, in trying to use any of the information displayed, I discovered that, from the Adventure point of view, they were empty.

A controller's office is described as being more like a lost property office, housing shelves of umbrellas, gloves, boots etc. Taking one of these objects is not possible. The description goes on—...there are a number of ways out. Are they lost passages culled here with everything else? Unless I am

Watch out for Wally in a dream of a Program Pyjamarama

AUTOMANIA

CRASH MICRO COMMENTS

Controls: Keys: power - On/Off
up/down, left/right, M to jump, but all keys may be used.

Display: Cr-2, Kensington, and almost any other via VGA
Keyboard: plays very responsive.

Use of colour: very good
Graphics: superb, with excellent animation.

Sound: great time (especially with ear-iced sound effects - *skewer!*)

Levels: 3

• 'Automania has some of the best animation and realistic graphics that I have ever seen. All the graphics are large and colourful, and needless to say they move smoothly.'

SOLID GOLD

(From Computing Weekly)

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ESCAPE FROM TRAAM

For one reason or another, *Escape From Traam* has been well represented in the magazine, resulting in some ways, this coming as no great surprise to me, for it is one of those Adventures that draws me to the edge of despair — but for the wrong reasons.

Traum is not full of mind-blowing problems with agonizing decisions to make. You know — the problems that torment you for days, until you wake up one morning and say to yourself: "Of course!" No, Traum does not have that magic formula.

Still, what's one man's meat is another man's poison. Traum is not my meat, but let's take a closer look at the game.

After your small spacecraft crash lands on a planet called Traam, you must find another means of leaving the planet before the locals, or Traamians (I suppose that's what they're called), discover you. They happen to be really unpleasant people who, instead of holding out the hand of friendship, do completely the reverse. They only know of two ways to treat an intruder (you!) and that is either to kill him, or lock him up and throw the key away!

I may have simplified the plot a little, but nevertheless I thought it was good and inventive. To what went wrong with this game for me?

I think it can be summed up in one word — **METHOD**. The first time that struck me as a little odd was the information displayed on the screen. Following the description of the player's location is a list of his inventory. Personally, I would much rather call this information up when I find it necessary and in its place I would sooner have a list of some of the possible exits. For in Traum, you have to guess in which direction to move next!

While playing the game I found it difficult to understand the strange map in which the verbs are used. For example, I found myself in a totally dark place and expected I would need a light. But to be able to see the verb **LOOK**, that is I escape Traum Traum is one of the Other Ventures series from Adventure International, written by Lynn Pearson. I played the **SAVAT** version but versions also exist for **TRS-80** models 1 and 2 and Apple.

Paul Coppins

RUBY RUNABOUT

"A crasy fun-packed graphic adventure" is how Ruby Runabout is described on the box. Well, it wasn't enough to drive me crazy, for the problems aren't difficult. Come to think of it — what problems? And it is packed with about as much fun as a cemetery on a wet Sunday afternoon.

The author of *Ruby Runabout* has difficulty in expressing himself. "You are the Adventurer . . ." start the instructions. Well, never! They continue

REVIEWS



Two scenes from Ruby Runabout

"... you play the part of Boggie the Ruby Thief and hope that you get to find the ruby first or you might find it too late." Mindblowing, isn't it?

There are said to be all locations, of which 30 have a graphics illustration. Perhaps there is no room for further plot, though I doubt it. If so, then it is hardly surprising for a program that uses loadings of space on each variable named as **REMOVICOVER** and **SUPPERMAN**.

The locations seem linked only in the sense that one leads to another — from a part of Station to an arcade, a gym and on and on! Objects are found in all sorts of unlikely places — my feeling is convenient for them to be left lying

around. And, of course, it is a sudden death game. "You have the lightning bolt here. This bomb is made of fire. The bomb falls on your hands . . ." What, all four of them? "You pick up the letter and it blows up in your hand. It was a letter bomb!"

I suspect that the author had a traumatic experience at the hands of authority in his youth, for he has a policeman battering the poor Adventurer to death with his truncheon for dropping an object (literally) and a post-keeper turning vicious and colling his little guard-dog.

Still, there's fun to be had reading some of the rapier! "You cut the wire and assemble the bombs," is one of the more classic examples. How it is possible to disguise bombs in this way I'm none too sure — I would have thought that cutting the wires would more likely dismantle them.

Ruby Runabout is typical of poor quality Adventures that, for some reason or other, tend to flock to the Spectrum more frequently than other computers. I suppose that if you do buy this ineffectual software yourself, you can expect the hype and you won't be too much out of pocket.

Ruby Runabout, priced \$1.99, is for 48k Spectrum from Sample Software.
Keith Campbell

GUEST FOR THE HOLY GRAIL

Meeting Terry Jones recently reminded me of a game I had played briefly some time ago but never got around to reviewing. *Quest for the Holy Grail* is a game based on the *Monty Python* film, so I dug the tape out and started playing it again.

I found it a very difficult game to play. It has graphics and a split-screen presentation. The picture displays fairly slowly and under it, but above the split, follows a text description of what can be seen. Unfortunately, there is insufficient room for all of this text, so it is necessary to press a key to scroll the picture up and bring the rest of the text into view.

This wouldn't be so bad if only the pictures were worth viewing, but many locations are indistinguishable and many are particularly famous pictures such as a cloudy filling still of grass with a strip of blue sky above!

However, much of the *Python* humour is there. . . . the French guard unlocks his nose in your direction. You die a horrible green death . . . is one such example (although I don't think it was his nose he unlocked — but never mind).

Reader Paul Stifford found the game hilarious, although "a somewhat unhelpful of stupid mistakes," he said. In unhelping, in fact, that his Spectrum blew up before he could complete the game! He doubt it will get a decent burial in a quiet graveyard!

I would agree with Paul's assessment

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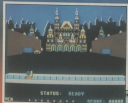
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and feel the game would have been much better with no graphics and an expanded vocabulary and plot. As it was, this amazing short story adaptation provided with the tape was by far the most enjoyable part of the Holy Grail.

The Quest for the Holy Grail is for all. Spectrum, from Ocean Software.

Kath Campbell

STANDARD

I sometimes wonder how I manage to keep this job of reviewing Adventures! I don't seem to get very far into a lot of them, and this goes for Standard, a graphical Adventure for the Commodore set from English Software.

Perhaps I am asking too much when I expect to find logic, plus all the clues necessary to allow me to apply it. Obviously the players of Standard will need more than that.

Standard tells you on a strange planet, following a path in the back almost your starship familiar where, as special agent 00 00 of the U.A.S., you are on course for Earth.

No, for, so good, but this is where reading the tiny maps and the Adventure starts. After a couple of hours playing, I was only two objects further off and had visited a map 11 locations.

The word EXAMINE is a recognised prompt to "study an object or area" and the instructions. It did describe the objects I was carrying, but most references to features described in on were just not understood by the program. HELP did bring some replies — such as "Is it true mandarin here?" in the forest. Since TREE, BENCH, REPAIR, FOREST, CLIMB, BRANCH and many other words did not seem to be in the vocabulary of this somewhat loose to solve game, I could only conclude that either (a) I was as dumb as the mass, or (b) the HELP reply was a quirky joke to be understood only by someone on the same wavelength as the author.

I later discovered that I could click a tree in one forest location, but not in another identical one, if this is deliberate bafflement, then the author is going the wrong way about it — anyone can design cheap logical tricks like that. On the other hand, it could be half-hearted programming.

I got help at a spaceship pointed by a robot — "Be destructive" was the clue. Where have I heard that before? Oh yes — in a logical game! Suspecting I needed a weapon, I tried GET GUN — "Don't know what that is."

Well, in real life you wouldn't use an ordinary gun, I supposed, so I tried GET LASER. "I can't see that here," — had to be didn't it!

The response time is fast, the graphics rather good and the whole thing typed loads — a bonus for any Commodore tape game — even if the head on a Commodore takes ages!

A pity that I am so massively disappointed on to rival Land Phantasm himself. Those similarly named might well consider they had wasted their money, had they bought this game.

If you already did, and are stranded on a barren planet of ill-fate, by widening your horizons by pressing SHIFT LOCK, then RISE and depress PLAY on your joystick.

The screen will go blank and the tape will roll. Release the SHIFT LOCK, press RETURN and the program will go home! Is it a bit weird?

It will start to show a river location and when finished will think better of it and sweep you into a time machine. All this won't do you any good, except to take you where you might have got, had you not been so dim in the first place! At least you'll get a few more pictures for your money!

Standard, if that's what you wish to be, is from English Software for the Commodore set.

Kath Campbell



IN DO

It must be said that hunting for lost pyramids in the vast deserts of Egypt is not one of the most original ideas to have come from Infocom to date.

But in Infidel, that is just where you find yourself — marooned in the desert with only your thoughts to keep you company.

This has come about because the work force who were supposed to be helping you in the search for a lost pyramid have just made off with your supplies, leaving you well and truly up the Nile, as it were.

During the day you first set eyes on this planet, you decide that post events are not going to deter you in your search for the pyramid, even if it means you

have to do all the digging yourself.

I set forth, with the aid of an instruction book and a few other items, thoughtfully provided for you in the package. Among the other items is a map that indicates the best place to start digging.

That may make pyramidal finding sound easy — but once you've seen one sand dune you've seen them all! Keep your fingers crossed that the wonders of modern science come to your rescue!

So I found this pyramidal and, sure inside, expected the usual treasure hunting and mummy-dodging problems. Infocom, of course, do things just that little bit differently. There may have been the odd item of treasure lying around, but not so much as one ransacking mummy was to be seen.

It soon became clear that this was an Adventure with one of "twists" good — to find and open the sarcophagus of the Queen for whom the pyramid had been built.

The pyramid was designed to keep its occupant safe for that eternal sleep — and built into it are many traps and devices to fool bumbling Adventurers like yourself.

These range from a simple little trick, like the whole floor disappearing — and you with it, into a bottomless pit — to the more discreet flying large lumps of rock, which happens when one hits you doesn't bear thinking about!

Things are not all complicated, though, for there are some clues to help you on your way. In the form of hieroglyphics, if you can spot the difference or similarity between them, you could now find your way to a new level in the pyramid, or discover the answer to one of its more difficult puzzles.

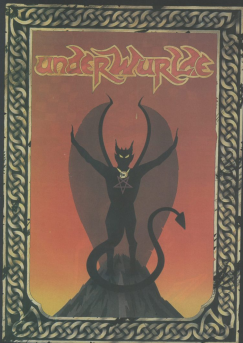
I found Infidel great fun to play, for this adventure into Egypt had a series of humour that appealed to me. I must point out, however, that if you are an Adventurer who thrives on very difficult puzzles, then this might not be for you, since it seemed to slot into the category of "easy to moderate". It would serve a newcomer to Infocom games very well, perhaps as an introduction to the range.

But what really made me sit up and pay attention whilst playing this Adventure in the sun, didn't come until the very end, when I was deep inside the pyramid. I was at my moment expecting to get a "Congratulations, you've won" message, when what actually appeared was an unexpected that I just had to play Infidel! over again to make sure it was what I thought it was. It did. To find out about that mess, you'll have to play and finish Infidel yourself, because I am not going to tell you!! But I must surely be one of the most original Adventure endings to date, if not of all time.

Infidel is from Infocom for Acorn 400 — 8000 32K, Apple II 32K, IBM PC 48K, Commodore int. TRS-80 Models I and II 32K, II Professional and PSP II. Price varies between the different versions.

Paul Coppola

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DON'T LET THE GREAMING GET THE BETTER OF YOU, WRITE TO...

ADVENTURE HELPLINE



I often wonder if any readers who have never played an Adventure read this part of the magazine? If so, reading through some of the problems and tips below, they might well come to the conclusion that we Adventurers are a bunch of maniacs. They might not be the worst!

Who, for example, but a loopy, would write to a British magazine all the way from Sweden, desperately trying to find out how to get a crab to eat some salted slugs? Well, Lars Booborg did just that — and he's not alone! Many a player of *Château Ronan* writes in with the same problem! So turn the page round Lars — and you will soon be an expert on the eating habits of crabs!

Does this confirm the worst suspicions of you non-Adventurers? Are we loopy, or have we wanted your appetite for Adventure?

The *Dragon* can be killed! I'm getting tips from all over, from TVE players! *Ad* is revealed this month — read out! And thanks, everyone, for writing in such detail — I'm sorry you are too numerous to mention individually!

Perhaps you have not written requesting help, but may find help in those fat yacs in this month's tips. It will send your problems to the address below, and we will try our best to help you out.

THE PIT OF DESPAIR

Among these week this month are Paul West, of Spalding, whose brain is being distorted by Mindbender. He can't find a way to score runs, or to pull the lever which is out of reach.

Eve of *Estes*, player, Jarico Sorensen of *Greenwich*, has collected three of the five magic objects, but is clueless as to where the others could be. Who can help a lady in distress?

Please help Christopher Webb, if you can, by telling him the magic items needed to gain entrance to the inner chamber at the end of *Knights*.

Quasi. Do the symbols on the floor mean anything?

In *Gateway to Karoo*, Hideyo Sugawa of *Dulwich* has lowered the water level and got the treasure. With a score of 511, "Is that it?" he asks. He adds that apart from *Karoo*, which apparently has a fast response (I wouldn't know — not having had a copy — moon, moon), *Acromoth* Adventures aren't really worth playing, as they're so slow!

How can James Douglas of *Twickenham* get out of the *Maze of Maze*? How should I know — it's an *Acromoth* game!

Parney Diamond is beginning to get mentions and, after many desperate hours playing, Martin Scholz of *Erkath in West Germany* just cannot find a way to cross the river north of the garden. Al Richardson, of Tyne and Wear, has the same problem, nor can he climb, open or break the small black window. Sounds like two jobs for a ladder! Unless you know better?

Same problem, different river, for Thomas Cassano of *Malibu in Western Australia*. He is a plea for help with *Aster Tomb*. What is the red cloak for and where can he get the key for the old chest?

After days of playing *Mystery of Monroe Manor*, Gary Kitchen of *Tedcaster* can only find five locations. So did I, Gary, — and I've heard others tell the same story. Makes you wonder if the author is on a completely different wavelength, doesn't it? Is there by any chance a reader who is named Iv?

M. Bazzard of *Olney* is playing the little-band of *Dragonbane*. How do you get rid of the dispendable to get the keys?

In *Quest for the Holy Grail*, Neville Blandings can't get past the Knight who says "Wu". Perhaps you need a two-tier shield. Neville! And don't forget to chop the forest down with a herring!

Finally, how do you get out of the maze after receiving the princess in *The Knight's Quest*? Graham Hill of

Winton-Super-Mare would like to know that, while Christopher Webb is after the magic items needed to gain entrance to the inner chamber at the end of the game. Do the symbols on the floor mean anything, he asks?

HEAVY HINTS

If you are stuck in an Adventure, then turn the page upside down — the very clue you need may be listed!

Thanks this month go to Simon Haynes, Lindsay De La Poire, James Bibby, James Cockard-Jones, Ian Loftus, Andrew Bethel, Geoffrey Davis, Robert Norman and Hywel Roberts.

I am writing this page upside down, as I am not sure I have written it right!
- JAMES COCKARD-JONES

The tip at the bottom may only be needed for *Knights*.
As usual, and I hope the tip is written down in the
- LINDSEY DE LA POIRE

I am writing this page upside down, as I am not sure I have written it right!
- JAMES COCKARD-JONES

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KEITH CAMPBELL COMPUTER & VIDEO GAMES, PRIORITY CT, 50-52 FARRINGTON LANE, LONDON EC6A 8AU



NOT SO ELEMENTARY!

My copy of *Sherlock* arrived before the instruction booklet was ready and I found it frustratingly difficult to do anything worthwhile. After spending more than two hours before I succeeded in leaving the first room, I found I could not progress much further without consulting Melbourn House. The problem was not what to do, but how to phrase it.

Sherlock, like its predecessor *The Hobbit*, features English — ME's name for its multi-word input implementation. Unfortunately, English is not like what English is spoken! When the instruction booklet finally arrived, it was very clear about the language required, and anyone about to embark upon *Sherlock* should read the booklet very carefully before commencing the game.

Even then, they will not discover how to exit the first room — OPEN MY DOOR or OPEN YOUR DOOR will do the trick, but not OPEN DOOR, OPEN THE DOOR, or OPEN SITTING ROOM DOOR. There are other glaring inadequacies in English. For example, in a room with two armchairs, HIT DOWN gives "I do not know the verb DOWN HIT", and HIT UP is similarly converted to UP GET.

OK — that's the tedious input covered, what about the output? There's little doubt in my mind that the claudelike *Robblebug* will soon be a thing of the past! The trend will be towards the more advanced, state-of-the-art *Sherlockholmes*!

There is a phrase or two that will set the cabbies off in a complete circle around London for a couple of hours, constantly repeating the phrase "Well, are we gettin' anywhere guv'nor?" There are also some blind-side bugs, as in the kitchen which, as you try to examine, alerts the response "I see no kitchen". *Sherlock* even has a half-Hunter-detect bug. When this appears, you should abandon the command and enter it again in full.

These frustrating features apart an otherwise excellent mystery *Adventure*. Although its opening sequences strongly remind me of *The Case of Crowley Manor* what follows is quite different. If you do the right things, you will learn that a

double murder has been committed and you, as *Sherlock*, must solve it.

The murder hunt takes you out of town into the sticks and this is where, by taking action appropriate to a super-sleuth, you can come by much useful information. *London* will allow you to witness his scenes of crime activities and you can later in on his cross-examination of the suspects. But of course, being Holmes, you will no doubt decide to wander off the straight and narrow and carry out a more detailed investigation of your own!

On screen, the game performs well when it fails to crash or be strouse. A split screen is arranged so that conversation scrolls below a band displaying the time. The narrative is to the left of the graphics (if any, for not all locations have a picture) and these scroll above the band. The graphics are speedy, but nondescript to the point of being superfluous. Far better to have dispensed with them altogether and made the program more intelligent.

The interesting thing is the display of the time in the scrolling band and this puts the game almost in a class of its own (not quite, though, for it has

been done before — notably in *Parkinson's Diary*).

The game commences at 10.00 am and, should you decide you have a train to catch, you'll need to make sure you're at the station before it leaves! If you fail to move fast enough, then time will tick away and *London* will catch it without you, leaving you high and dry!

I get the feeling that *Melbourn House*, with *Sherlock*, is trying to do an *Infocom* without acquiring the use of a disc system. *Infocom* games have full sentence input, using a system called *Interlogic* and it works well. English doesn't quite make it.

My overall impression of *Sherlock* is of an intriguing and absorbing game written for the wrong machine by someone who doesn't speak the vernacular. A game featuring *Sherlock Holmes* and Dr Watson should at least acknowledge and preferably understand the word *ELEMENTARY*. Otherwise there is just no answer to Watson's occasional admiring words "That is brilliant, Holmes!"

Sherlock Holmes is for 48k Spectrum from *Melbourn House*, priced 114.95.

ADVENTURE CHAT

What's going round and round in circles, from field to fairy area and back, getting nowhere, then? Hundreds of you, if the latest batch of mail is anything to go by! *Crest Halls* of letters have been arriving on the subject.

Patric, and a certain underground room, seems to be bothering most people — and *AMTOS*, if power! How why don't they *ALWAYS* come after me...?

Male is certainly the game of the moment and all sorts of people are getting excited! Wax, arms and steel projections are baffling many a player — not to mention sword-wielder Quila a Nightmare! Now there's a thought...!

"We did it!" writes Mrs. Gaddy Smith from her holiday in Wales, singing the praises of *Flowers of Kern*.

"We made all the mistakes possible, but it's a great game and worth solving in it!" Take heart, all those basking away at *Alphor*!

Nick Turbott from Bristol seems to be in problems finding the *Berry Ace* in his BBC version of *Adventureland*. Don't say they forget to put it in,

Nick! Has he a daff copy, are they all like that, or could he be like me — too blind to see something when it's staring him in the face?

Simon Dine writes to warn people of *Microbot's Mammal House* which, he says, is awful and not worth the trouble playing. You can open a safe twice, turn screws, and have the same objects fall out onto the floor twice — even though you have picked them up! He refuses to look at the listing in case it damages his programming style!

James Kirby, who writes often again, as he puts it, to me "disturbance organ!" — is our August issue turning into an overrated paper? — rubs his correspondence in becoming as regular that his pet dog is becoming jealous!

However, James has a hell load new adventures to keep him happy — *Castle of Polden* and *The Fox and The Hawk*. You're not seeing the inside out of my game, James, I hope!

James signs off with this thought: if you came across a very small *Carnegie* guard whilst playing *Colours*, would he be described as a *Stalagrom*?



SPOOF — THE MAGIC DRAGON!

Speed by name, and spoof by nature, the retelling Spectrum game poses fun at all those clichés so often met by wifid Adventurers.

The game starts with the title "The Chronicles of Yaw, Part 5887." Yaw is the lazy wife, is the husband of Der who, together with their children Mo and Complay, form the King's body. In fact, the lazy Yaw's good leading — it had one in stitches!

Yaw is fed up with his mundane existence and goes off to his local, The Dragon Inn, to find himself an Adventure. "Well, don't come back drunk!" shouts Der and slams the door behind him.

Down at the inn, the innkeeper has a laugh at Yaw's expense. "Haven't you heard of Spoof?" he asks, winking at the other customers. "Legend says that when King Frooge came, so will the Magic Dragon to escape all wrongs."

"What we need is an adventure, to kill him!" shouts a drunk. "To here, I'll kill him!" shouts Yaw who sets off and soon finds himself in Necessary Town.

The game, as well as providing a lot of laughs, is also a somewhat full of challenges — in fact, you can hardly make a move without being

interrupted in one quest and given another one.

At one point, you find yourself near a phone box and the phone starts ringing. Like a mug, you answer it. "Hello, is Dave there?" asks a voice at the other end. "No," you answer. "Call him, will you, he's probably just down on the beach."

So you do and, sure enough, Dave waves and makes his way up to you through a secret tunnel in the cliffs.

Dave is sent on a mysterious mission and he invites you to follow. You get in his boat and, as he rows you across the Elemental Ocean to the lighthouse, he sings songs about fish fingers — you're sure you've heard them before. You notice his black beard gleaming, either with spray or spit, as he sings.

Spoof is a ten-only Adventure with instant response and constant wit. My only complaint could possibly be that every now and again a command is difficult to phrase — but that is not to say the vocabulary isn't adequate. If you enjoy a good laugh, then try Spoof, you'll love it. Meanwhile, I'm going back in to see if there's a Mandatory Maze!

Spoof is for 48k Spectrum from Sunsoft, priced £1.80.

I STARRED IN A DREAM

I was in a corridor lined with doors. Each bore an inscription hinting at what might be on the other side. 'All the fun of... I read the list, so I went through and found myself in a labyrinth with the sound of earthquake music. I tried my hand in the shooting gallery, won an unexpected prize, then took a ride on a very realistic ghost train.

Back up the corridor I tried a few more doors — there was no shortage — and variously found myself lying on a pin table with a steel ball hurtling towards me, trying to fly croquet and fighting an army of toy soldiers. Other doors led to... but that would be telling.

I was playing The Sandman Game, the first major Adventure from Star Dreams who, until recently, were known only for their successful Spectrum Yodas. Since then, Mike Turner, their games designer, has

become known for his Quilled Adventure Anal Cover which has been released on the cassette version of The Drunkener's new album, Anal Serpents.

Sandman starts with a fairly unoriginal premise but develops into an Adventure full of variety and not a little humor. Knowing that you are likely to have visited a sundial and been through a door marked "Not Diddlers", this game then picks you into the Star Dreams office, where the floor is covered with lowest papers!

Sandman has graphics at every location and the picture occupies the top left-hand corner of the screen, with its description written to the right of it. The graphics display very quickly and are therefore no nuisance to the text adventures. What is more, the pictures are original in design and attractive, sometimes even striking.

Sandman comes packaged in a

video style case, and the whole presentation, including the on-screen titles, is designed to masquerade as a movie. The game itself requires a 96k Spectrum but, since there is no such beast, it is split into two 48k parts. The successful completion of Part 1 means that during the intermission you get your ticket for Part 2 and you will certainly need some clues from Part 1 to be successful.

It is not an over-difficult game (so far) but is highly entertaining. In exploring the corridor, it is tempting to enter each new door as you come to it — after all, why not? That doesn't mean this sequence is the correct one, if indeed there is a correct one.

The trouble is, there is such a wealth of objects that the inventory list is hit all too soon. As a result, I left the countryside littered with my old rubbish as I found each new toy and wanted to carry it.

The Sandman Game is from Star Dreams for 48k Spectrum, priced £19.95.

ADVENTURERS WRITE...

The trouble some people take over a letter to me makes writing the Adventure pages truly rewarding. Despite an ever-growing backlog, I manage to read every letter personally and enjoy doing so. Answering them all is a different matter but, in this respect, I am lucky in having Paul Coppins and Simon Hunt to help share the workload.

We receive many detailed tips and sometimes a superb map — like one of The Land of Midnight, recently received from Graham Seligman.

Lindsay De La Penn is one who went to great lengths to write to us — and had quite an Adventure in just doing so. It could I have been easy writing with a Spectrum balanced on the TV, her map on her lap, C&WD on top of her Arm-drive to her left and in time — a typewriter! She plays Adventure games almost exclusively, as she finds they are the only games that hold her interest.

Seriously, though, thank you all for writing — and keep it in! Shortly I will be bringing you the lowdown on what your fellow C&WD adventurers consider makes a good Adventure game, culled from the many letters I've had in response to my request.

THE FLYING VIKING

The Saga of Erik the Viking is the title of a book by former Monty Python Flying Circus star, Terry Jones. The book, written for his young son, tells of the brave deeds of Erik, a Viking warrior who sets sail on a quest for adventure. He and his crew find plenty of that! They meet the Enchantress of the Ford, discover a talking valley and have many other exciting experiences. Erik is now the star of his own computer adventure. Keith Campbell, C&VG's very own Adventureman, went to meet Terry Jones as the co-Pythoner saw the computerized version of his hero for the first time.

Pete Austin, from Level 9 Computing, is the man who turned Erik the Viking into a computer adventure. In order to design and write Erik the Viking, Pete Austin spent a considerable time in York, carrying out research in that city.

"We have been pretty thorough," he said, "and you may not realize it, but all the pictures and text references in the game are really quite authentic."

Knowing that it's the sort of game that awakens an interest that demands further reading on the subject, this Adventure game will not only entertain, and bring to life Erik and his band, but educate as well.

However, had it not been for a certain Bill Jones, aged six, it is likely that neither book nor game would have come into being.

Bill has an older sister called Sally, whose father wrote her a fairy story. Feeling a bit left out, Bill decided it was high time Dad wrote one for him. So Dad dreamed up Erik, and wrote a series of stories that turned into a saga.

It may come as a surprise to you, as it did to me,

that Bill's dad Terry is the Terry Jones better known as a cook with a tasty line in rat dishes, a housewife and mother for a plague of dead bishops and a certain pin-striped gent with a wife from Purley. Say no more!

In case that's all a mystery to you, Terry Jones was one of the team who created Monty Python's Flying Circus, the most original comedy show of all time which has since spawned thousands of imitators.

I wondered what Terry Jones would think of Erik in his computerized form? I found out when Terry was introduced to micro-Erik for the first time by programme Pete Austin, at an exclusive meeting in London with C&VG.

Erik was ready and waiting for Terry on a Spectrum when he arrived and, introductions over, I asked him if he had a computer.

"Yes, we have a Spectrum at home," replied Terry and added: "But I must confess to being an absolute computer illiterate!"

"Bill and I'll make the most use of our micro. So you'll have to tell me what to do!" he said, looking round at the gathering a little apprehensively.

Pete and Terry ran down during the Spectrum and, after a few moments explaining how an Adventure game

works, Pete started it off.

Terry was absolutely intrigued by the graphics and suddenly full of questions. "So many pictures — I've never seen anything with pictures like that before on a micro. Is there one for every place you can go to? How is it done?"

Level 9 are renowned for their extensive text games and so Erik marked a departure for them, being their first venture into graphics Adventures.

Erik's graphics are the finest I have ever accompanied an Adventure on tape.

The game was developed on a BBC micro and Level 9 have acquired a special emulator to assist in converting the pictures from BBC to Spectrum and Commodore. Hitherto, the conversion process for their text Adventures has used hardware, but not been quite so easy.

"Can you turn the graphics off?" I asked. A laugh went up, as Pete replied "Yes" and led in the appropriate command. Terry carried on in plain text, but Terry was intrigued. "Why on earth should anyone want to do that?" he protested. "Then them

back on, I want to see where we're going — I want to see what the place looks like!"

Here, Pete hit a snag. He turned on the graphics but realised that, because of the way he had played the game through to that point, the life of the game might be too limited to watch the giant without restarting!

So he came his master plan and he carefully managed to pull Erik through, by consulting his map of the sea.


Eventually Erik came upon the giant — and Terry loved the picture! "Worth all the trouble getting there just to see him," he smiled.

Meanwhile, I asked Terry why had he chosen the name Erik for his hero — could it have been anything to do with a pet fish? One featured in a famous Python sketch. "Never even crossed my mind!" Terry admitted — "Mum, yes, Erik the fish-Viking..."

At this point Terry said he had to leave. After all, his dad had been standing on a yellow line for some time now! He took a copy of the game with him. "That will give Bill and I something to do for the rest of our school holidays!" he grinned.



Terry Jones, right, with Michael Fennell, the artist who illustrated the Erik book.



The Red Kipper Flies at Midnight

YOU GET HOME ONE EVENING to discover a message on your answering machine. Something you'd thought hidden for good has reared its ugly head once again. Valkyrie 17 is active.

Over the next five nights a series of frantic phone calls convince you that the matter deserves further investigation. You receive a dossier on the activities of Valkyrie 17 Pieced together from fragmentary reports culled from the last forty years you slowly begin to put the whole thing together. Denkendorf, Heinrich and Reichsmaler. The badge pressed into your hand on the station at... And that last desperate call for help from the Glitz Hotel overlooking Lake Brantz.

Your cover is good. Very good in fact. You spend a few days sniffing around and then head up towards Lake Brantz. You check in to the Glitz Hotel. It's the last lead you have. You seem to be getting nowhere.

Then on your way to the bar you sense a movement in the shadows. You feel a blow on your temple. And everything goes black...

Valkyrie 17 is an Adventure featuring both graphic and war locations. You will meet several different characters some of whom may help you while others see your demise as their sole purpose in life.

Included in the pack is a comprehensive dossier on Valkyrie 17. On the reverse of the cassette tape are the answering machine messages. And then of course there's the game itself.

LOADING TIME	5 to 10 minutes	MICRODISK	2-7/8" FLOPPY
LOCATIONS	100+	FUN FACTOR	8
LEVEL	7		
SOUND	Deep Bleep		

HINTS

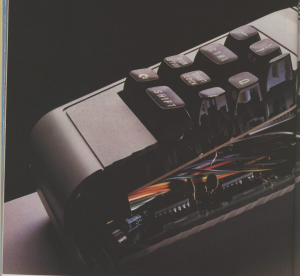
Watch your back, try not to get killed and mind your language.

The Random Corporation cannot accept responsibility for injury either mental or physical caused during the playing of Valkyrie 17. Furthermore the existence of places which affect your winning rights.

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Valkyrie 17 is distributed by Palace Video Ltd, 66 Hampton Road, London E8 7HL. Telephone: 01-254 2244. Available from all leading wholesalers.



Are you only using

To play only games on a Commodore computer is like asking Albert Einstein to work out the square root of four.

The computer's brain barely ticks over.

To really stretch it, you need more interesting software programs. For example, record keeping, interactive education, stimulating adventure games or word processing.

And for these you need peripherals.

Like a Commodore disk drive, a really fast storage and retrieval system with a vast memory.

Or a Commodore cassette unit, the inexpensive way of loading and storing programs.

For those who like the idea of text and graphics being more alive and having greater clarity than on a TV, there's the Commodore colour monitor.



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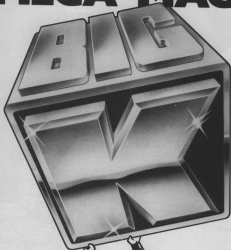
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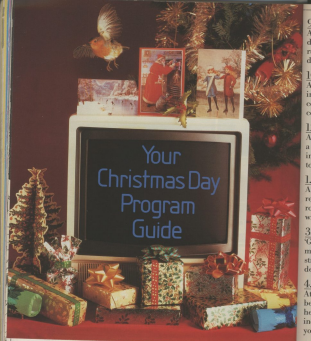
You are the number one gunner on a freighter ship travelling to the remote space colony of Zargon to unload your vital cargo of food and mining equipment and return with a valuable shipload of Gellon crystals.

The deteriorating relations between the two galactic empires has erupted into full scale war. Enemy gun ships lie in wait, ready to ambush unsuspecting convoys of freighters. Your ship has come under attack from light speed attack saucers and it's up to you to defend the ship with your laser cannon.

If your ship takes a direct hit, you must make sure you destroy all the remaining aliens in that sector to give your maintenance crew enough time to repair the damage.

DT CARL NEATMAN

[illegible]



Your Christmas Day Program Guide

Acornsoft announces tidings of great joy for both BBC Micro and Electron owners: eight brand new programs for Christmas.

Each one makes an ideal stocking filler.

They're all available at your local Acorn stockist. (To find out where that is, simply call 01-200 0200.) Or you can send off for our

catalogue and order through the post by writing to Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2HL. Tel: 0933 79300.

Alternatively, however, you could always take a chance and drop a line to Father Christmas.

ACORNSOFT
Software for the BBC Micro and Electron

9.00 Firebug

A fast moving arcade-type game in which you are a fireman, trying to rescue some oil drums and take them to the safety of a water tank. Your opponent is the firebug who runs around lighting fires which move slowly towards the drums and fire extinguishers, destroying them if contact is made.

10.00 Maze

A gripping graphics game where you enter a top secret installation with the aim of stealing secrets from a rival company. The security system, however, has many levels each consisting of a maze of corridors patrolled by armed robot guards. Complete with full colour 3-D graphics, sound effects and a high score table.

12.00 Elite

A superb 3-dimensional graphics game that's light years ahead of any other. You are a space trader who roams the universe, making your living from buying and selling cargo in your Cobra space craft. On your travels, you will encounter aggressors who are eager to put an end to your dealings. Be warned, only the fittest will survive.

1.00 Crazy Tracer

A crazy adventure in which you guide a paint roller round the edge of a maze of rectangles, while avoiding the monsters which are trying to stop you by crushing the roller. Beware - as the game progresses, so the number of monsters chasing you will increase.

3.00 Go

Go is a board game for two players which originated in China 3000 years ago and is now more popular than Chess in the Far East. It requires strategic insight, intuition and a strong, calculating mind. If you wish, you can also challenge the computer at differing degrees of difficulty. A velly good game indeed.

4.00 Watch Your Weight

At last, a weight-loss program designed especially for you. With it, your computer becomes an expert wholly conversant with and sympathetic to your needs, and will help you choose an appropriate and individual weight-loss plan. The program also includes a caloric counter and a series of apposite menu suggestions to help stimulate your imagination when you just can't think what to eat.

5.00 The Complete Cocktail Maker

With everything from a Black Russian to a Betsy Ross, this program contains data sufficient to concoct a staggering 320 different cocktails.

6.00 Paul Daniels' Magic Show

Stun and amaze your friends with your astounding feats of magic. This program contains ten tricks to be performed by or with your BBC Micro/Electron. Hurry though - it's bound to disappear fast.

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LEAKY ROOF

Harry the plumber didn't want to be a plumber when he grew up, he wanted to be an airline pilot. But not all of us can follow our hearts. Poor old Harry had to settle for a career as a plumber.

Since he is not too happy with his chosen vacation, Harry isn't too conscientious about the quality of his work.

You didn't know this of course, when you employed him to replace the hot water pipes in your new house. Not surprisingly, the pipes have sprung several leaks. The only way you can stop your home from flooding, is to dash about with a bucket trying to catch falling water drops.

Full instructions are included in the listing.
The joystick should be placed in port 2.

BY JAMES WILLIS CROFT

RUNS ON A COMMODORE 64

[illegible]

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The flexibility of Protocol 4 control is achieved by a specially designed 'CustomCard' system. CustomCards are easily programmed to suit all types of games.

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time you load another game. The keyboard remains fully operative at all times.

It is also perfectly possible to connect up to five Protocol 4's on one Spectrum, each programmed separately, for multiple player control — only possible with the hardware programmed design.

Incorporated into the design is a computer Treset button for clearing the computer memory between games without pulling the power plug out.

Fully guaranteed for 18 months, Protocol 4 comes supplied with five CustomCards, ten Quick Reference Programming Cards and complete instructions.



PROGRAMMABLE INTERFACE

is the first fully hardware-programmed joystick interface. This product has become well established over the past year and will accept ALL standard protocols or trackballs, including Quickshot II with 'rapid fire', to use with ALL Spectrum or ZXII software — not just those with a joystick option.

- No Software programming required.
- Programming is not lost when power is disconnected between games.
- Eight way movement — with or without the fire-button pressed — only requires setting of the four normal directions.
- Compatibility is guaranteed with ALL key-reading techniques — machine code or BASIC.

Several interfaces can be separately programmed and attached one computer for multiple player games.

Keyboard operation is totally unaffected by this interface, as with all AGF add-ons, and will never conflict with any other device fitted at the same time.

Twelve months guarantee, key programming information and a pack of Quick Reference Cards, is speed up setting of the chips, are supplied with full instructions.

INTERFACE II

The AGF Interface II represents the best low cost introduction to joystick games.

The AGF control standard is now offered by over 100 games or utility programs for use with any joystick or trackball.

Any game which is controlled by the cursor movement keys (5,6,7,8) or has a Firekey option is also compatible with Interface II. Arrow connector allows other peripherals to be connected at the same time.

This product is available for either the Spectrum or ZXII, is supplied with full instructions, a 12 month guarantee, and a 10% discount voucher against further AGF mail-order purchases.



ROMSLOT

The new AGF Romslot is designed for anyone who already owns a programmable joystick interface, or prefers to use the keyboard to control games, and would like to add the facility of ROM cartridge software to their system.

Romslot will accept the Sinclair range of instant loading games and will also be compatible with the new releases from Future Software — exciting new games only to be available in ROM format.

This system allows instant play. Your computer memory size is not important and you will be able to play games that could ordinarily require more RAM.

Romslot incorporates an extra feature called 'Reset'. This allows you to instantly restart the ROM game.

Romslot is guaranteed for 12 months and has a full width expansion connector to accept joystick interfaces, speed units and printers etc.

QUICKSHOT

The Quickshot joystick is an excellent value game controller incorporating suction cups for sure-fisted precision with a constantly contoured handle offering a convenient top firing button as well as one on the base.

QUICKSHOT II

Quickshot II has improved styling with a trigger type firing button as well as the top firing action, with a broader base for greater suction stability.

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New Alley Cat



Guide Thomas the cat along the 13 walls of SOLAR street to his lady friend who awaits him on the end of the wall, but beware of the flying boats, bottles and mops, which are just a few of the hazards you will encounter.

New Bogy Men



Guide Boris up the ladders, to collect a coin from the top of the screen, but beware! the bogy men are out to get you. He must return to the bottom of the screen, avoiding the bogy men and insert the coin in the electric meter. The lights will come on enabling you to see the pitch top, and after retrieving it, kill the bogy men.

New Buzzy Bezzzz

When teddy to the picnic went there came the smell of honey. So off he went to find the hive to fill his empty tummy the bees that guzzled honey, poll are sharpening up their stings as teddy fills his empty tummy melody he sings.



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"This game is excellent - Jack looked almost human!" **STEVE BROWN**
(5 Star Rating)

"Bravely standard - should please most readers."

"So short... a first rate game."

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"This has to be one of the best, most playable and carefully thought out games for the 64 as I've seen for a while."

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What more can we say? (A lot)

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BY CHRISTOPHER HUGHES

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But watch out for the
aliens which sweep from
side to side.

Use the S and D keys to move left and right. To jump, press the J key. But watch out when you jump, as you won't always reach the same height.

[illegible]

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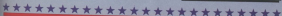
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When you help Snokie rescue his girlfriend Cass the artful rooster makes Cass find refuge by the Golden Goddess to be rescued and it won't be easy. Snokie will face all the nastiest perils of the jungle, including those boulders, giant crocodiles, thorny icebergs and hiding snakes. Also there are no leaves and cold rain caused by the Goddess. Take the challenge!



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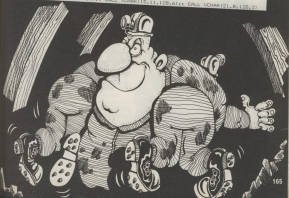
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THE LESSONS OF COMBAT AND ENDURANCE

When you were training with the Kai Lords, you acquired many secret skills and disciplines. Now, you may need to use them. You may need to improve some, and disregard others.

"Combat Skills" may be needed to defeat the enemies you encounter on your way to reaching the beleaguered King, and whilst saving your country. You will need "Endurance" to survive. Each decision you make can alter the course of your adventure. So choose wisely, for you will often be totally surprised by the effect your choice may have on your survival.



THE SURVIVAL DISCIPLINES

Over the centuries, the Kai Lords had mastered the skills of the warrior. As you proceed through your

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Learn how to communicate with animals and move objects by sheer concentration alone.

You can develop a "Sixth Sense" that warns you of imminent danger. It may also reveal the true nature of a stranger.

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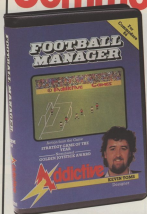
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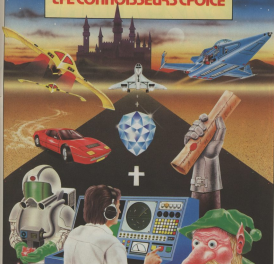
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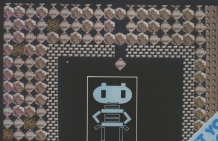
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1001F%:=1000000:R%:=0
110PROCnearb(R%):V004:=COL,000:130
PRINT"SCORE:";V%:TAB(5);131"HI:"
132V004:=R0000,37,V0010,3,15,25
0,201,0,0,10,252,253,0,0,10,254,
255,10,2,0,7,0,11,11,244,245,0,0
10,246,247,0,0,10,249,249,10,2,
14,0,0,11,240,241,0,0,10,10,242,
243,10,2,0,0,0
120V0011,11,11,206,207,0,0,10,
209,209
130GCOL(0,0)+PLOT4,70,000:PLOT5,
100,000:PLOT4,70,500:PLOT5,100,5
00:V004:=R001+1705:PRINTTAB(1,5)
"HI04:"R0000,1,1>:R001:GCOL(2,7)
R001+500:0500+PLOT4,PLOT4,20,1
PLOT5,00,1:R001
140REPEAT:R%:=R%+1:G%:=G%+1:R%:=R%+1
150IF DKEYC=50>:PROCup:GOTO 19
0
160IF DKEYC=42>:PROCdown:GOTO
150
170IF DKEYC=26>:PROCleft:GOTO
150
180IF DKEYC=122>:PROCright:GOT
0 150
190IF R%+0000+1>=50:GOTO210
200G0000+1,~10,120,0:PROCrobot(
V%:V%):PROCrobot(0,0,0,7,25,25)
:=R%+0, V%:=V%+1:IF G%>50:V%:=P%+0
GCOL(2,7):R001+500+P%:=GTO:000+P%
TEP4:PLOT4,20,1:PLOT5,00,1:R001+1
IF P%+000000=TRUE
210PRINTTAB(0,0)V%SCORE:";R%:IF
R%>0:V%:=0:GCOL(2,7):PLOT4,20,500+P%
PLOT5,00,500+P%:P%:=P%+1:IF P%>0
death=TRUE
220IF N0Theater:GOTO000
23000:=P0LSE:R%:=R%+20>~10:R%:=R
R%+20>~10:IF R%>515:=200LSE:IF R%>5
15:=~200LSE:R%:=0
240IF R%+500:=200LSE:IF R%+500:=~2
00LSE:R%:=0
250IF R%+2000DPOINTX<5~14,y%>=
000DPOINTX<5~14,y%>=00:=0:00:=TRU
E:R%:=0:GOTO220
260IF R%+2000DPOINTX<5,y%~120>
=000DPOINTX<5~100,y%~120>=0:00:=T
RUE:R%:=0:GOTO250
270IF R%+2000DPOINTX<5~100,y%>
000DPOINTX<5~100,y%~100>=0:00:=TR
UE:R%:=0:GOTO250
280IF R%+2000DPOINTX<5,y%+50>=0
000DPOINTX<5~100,y%+50>=0:00:=TRUE
:R%:=0:GOTO250
290IF 00:=TRUE:PROCnearb(R%:V%:V%
:=R%+0000+1:V%:=V%+1):PROCnearb(R%
V%:V%)
300PRINTTAB(0,0)R00000=TRUE:OR
G%:=21
310COL(0,0)120
320IF N0+1=000TH V%:=V%+1:10:=200
V%:=200

```

Illustration: John Rogers



```

3301F%a=+SOUTH V%V%+1:30=320
V%504
3401F%a=+LEFT H%+H%+1:H%=999
V%=564
3501F%a=+RIGHT H%-H%+1:H%=220
V%=300
COUNTILdean: ORO%+2%
3601F%a=+2% MODEP: PROCfinished
MODE2: VDU12,0,1,0: GOTO300
3000F%1,1
3000F%1,0,1
400J=0: TIME=0: REPORT: FOR%:=1TO
15: VDU12,15,END: 15:0: 500H%1,-1
0,15,1: NEXT: J=J+1: UNTILTIME=500
:MODEP: PROCend: CLEAR: RUN
4100F%PROCMaster(X,Y): PLOT4,0
X,Y: VDU5,10,2,15,250,251,0,0,10
,252,253,0,0,10,254,255,10,0,0,0
,0,11,11,244,245,0,0,10,246,247,
0,0,10,248,249,10,0,14,0,0,11,24
0,241,0,0,10,10,242,243,10,0,2,2
,0,11,11,11,236,237,0,0,10,238,2
39,4: ENDPROC
4200F%PROC=END(X): GCOL0,4: PLO
T4,305,0: PLOTS,0,400: PLOT05,0,0:
PLOT4,0,400: GCOL0,10: PLOTS,0,102
4: PLOT05,520,900: PLOTS,620,1024:
PLOT05,0,1024: PLOT4,520,1024: GC
OL0,5: PLOTS,620,900: PLOT05,1200,
1024: PLOT05,1200,400: GCOL0,4: PLOT
5,1200,0
430VDU12,13,3,0:
440PLOT05,600,0: IFH%: H%,V%: K:0
GCOL0,10: VDU5: FOR%:=H%: H%,V%: T01
STEP=1: PLOT4,530<15: T0: 990<15
140: VDU235: NEXT

```

```

4501F%a=1GCOL0,14: PLOT4,200,90
0: PLOTS,200,520: PLOT05,300,1000:
PLOT05,300,620: PLOT4,1000,1000: P
LOTS,1000,610: PLOT05,1200,040: PLO
T05,1200,400: PLOT4,1200,220: PLO
T5,1010,225: PLOT05,1000,120: PLOT
05,040,120
4601F%a=1PLOT4,140,100: PLOT05,2
00,110: PLOT05,20,310: PLOT05,140,
200
4701F%a=2GCOL0,14: PLOT4,200,90
0: PLOTS,200,520: PLOT05,300,1000:
PLOT05,300,620: PLOT4,1000,1000: P
LOTS,1000,610: PLOT05,1200,040: PLO
T05,1200,400: PLOT4,1200,220: PLO
T5,1010,225: PLOT05,1000,120: PLOT
05,040,120
4801F%a=3GCOL0,14: PLOT4,200,90
0: PLOTS,200,520: PLOT05,300,1000:
PLOT05,300,620: PLOT4,1000,1000: P
LOTS,1000,610: PLOT05,1200,040: PLO
T05,1200,400: PLOT4,140,100: PLOT
5,200,110: PLOT05,20,310: PLOT05,1
40,200
4901F%a=4GCOL0,14: PLOT4,200,90
0: PLOTS,200,520: PLOT05,300,1000:
PLOT05,300,620: PLOT4,1200,220: PLO
T5,1010,225: PLOT05,1000,120: PLO
T05,040,120: PLOT4,140,100: PLOT
05,200,110: PLOT05,20,310: PLOT05,
140,200
5001F%a=5GCOL0,14: PLOT4,1000,1
000: PLOTS,1000,610: PLOT05,1200,0
40: PLOT05,1200,400: PLOT4,1200,22
0: PLOTS,1010,225: PLOT05,1000,120
: PLOT05,040,120: PLOT4,140,100: PLO
T5,200,110: PLOT05,20,310: PLOT05,
140,200
5101F%a=6GCOL0,14: PLOT4,200,90
0: PLOTS,200,520: PLOT05,300,1000:
PLOT05,300,620: PLOT4,1000,1000: P
LOTS,1000,610: PLOT05,1200,040: PLO
T05,1200,400
5201F%a=7GCOL0,14: PLOT4,200,90
0: PLOTS,200,520: PLOT05,300,1000:
PLOT05,300,620: PLOT4,140,100: PLO
T5,200,110: PLOT05,20,310: PLOT05,
140,200
5301F%a=8GCOL0,14: PLOT4,1200,2
20: PLOTS,1010,225: PLOT05,1000,12
0: PLOT05,040,120: PLOT4,140,100: PLO
T5,200,110: PLOT05,20,310: PLOT05,
140,200
5401F%a=9GCOL0,14: PLOT4,1000,1
000: PLOTS,1000,610: PLOT05,1200,0
40: PLOT05,1200,400: PLOT4,1200,22
0: PLOTS,1010,225: PLOT05,1000,120
: PLOT05,040,120
5500F%PROC
5600F% PROCMaster(X,Y): PLOT
4,X,Y: VDU5,10,2,7,220,229,0,0,
10,230,231,0,0,10,232,233,4: ENDP
ROC

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must be found, and more are lost again. There are many ways of getting the gold beyond the reach of the dark gods, there are shortcuts and traps, other choices and dangers. The most profitable paths are both. The 3,000,000 gold of money will be in fact the last treasure of Gold, which was its magic by its nature, and its power scattered across the levels. What, where, how, when and why are answers to be found. All that is known is the power of the wizard.

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900PRINTTRX5,10:CHR#131,"Next
her go?" : REPEAT :R=GET UNTIL R=69
GO=70 : IF R=69PRINT"Y" ELSEPRINT"H
"
910IFR=70END : ELSEFORI=1TO5000:
NEXT:ENDPROC
92000EPPROCf:finished:PRINTTRX5,
1:CHR#141:CHR#136:CHR#131:CHR#15
7:CHR#129,"HELL DONE ! " :CHR#15
6:TRX5,5:CHR#141:CHR#136:CHR#13
1:CHR#157:CHR#129,"HELL DONE !
" :CHR#156:" " :CHR#134:" " :SOUND=2
999" :G=G+2000:FORI=1TO10000:NEXT:
ENDPROC
93000EPPROCup
940IF POINT(X):X+30,Y+30<1000:
POINT(X+30,Y+30)>10 TX=20:DX
=20
950IF POINT(X+20,Y+20)=14 NO
ve=NORTH
960IFPOINT(X):X+30,Y+30)=70RPOI
NT(X+30,Y+30)=70RPOINT(X+30,Y
+30)=7 death=TRUE:TX=20:DX=-20
970IFPOINT(X):X+10,Y+25)=10 AND
X=700RHDY=796 G=50+20: SOUND1
,2,60,10:MOV620,650:GOLD3,13:VDU5
,235,4:RXHX,Y:RXYHX,Y:Y-1:G=G
+1
980IFPOINT(X):Y+16)=13 AND X=
740RHDY=772 G=50+20: SOUND1,2,
60,10:MOV620,610:GOLD3,13:VDU5,
235,4:RXHX,Y:RXYHX,Y:Y-1:G=G
+1
990IFPOINT(X):Y+16)=13 AND X=
660RHDY=764 G=50+20: SOUND1,2,
60,10:MOV620,770:GOLD3,13:VDU5,
235,4:RXHX,Y:RXYHX,Y:Y-1:G=G
+1
99900EPPROC
91000EPPROCdown
920IFPOINT(X):X+100,Y+130<1400:
POINT(X+100,Y+130)>1400POINT(X):X+1
00,Y+130<1400POINT(X):X+100,Y
+130<14 TX=20:DX=20

```

```

930IFPOINT(X):X+100,Y+130)=7 OR
INKEY=-42ANDPOINT(X):X+100,Y+130
)=70R INKEY=-42ANDPOINT(X):X+100,
Y+130)=7 death=TRUE:TX=20:DX=2
0
940IF INKEY=-42ANDPOINT(X):X+1
0,Y+130)=14 Move=SOUTH
95000EPPROC
96000EPPROCleft
970IFPOINT(X):X+30,Y+140<1400:
POINT(X+30,Y+140)>1400POINT(X):X
+30,Y+140<1400POINT(X):X+30,Y
+140)>1400POINT(X):X+30,Y+140)>1
4 TX=20:TX=12,5
980IFPOINT(X):X+30,Y+140)=70RIN
KEY=-26ANDPOINT(X):X+30,Y+140)=7
ORINKEY=-26ANDPOINT(X):X+30,Y+140
)=7 death=TRUE:DX=20
990IFPOINT(X):X+40,Y+100)=14 NO
ve=LEFT
10000EPPROC
101000EPPROCright
1020IFPOINT(X):X+140,Y+100)>1400:
POINT(X):X+140,Y+100)=1400:TX=12,5
1030IFPOINT(X):X+140,Y+100)=70RINKEY
=-122ANDPOINT(X):X+140,Y+100)=70RINKEY
=-122ANDPOINT(X):X+140,Y+100)=7
death=TRUE:DX=20:TX=12,5
1040IFPOINT(X):X+120,Y+20)=14Move=
RIGHT
1050IFPOINT(X):X+100,Y+10)=130RHD
X=700RHDY=612 DX=20:TX=12,5:G=
50+20: SOUND1,2,60,10:MOV620,65
0:GOLD3,13:VDU5,235,4:RXHX,Y:R
XYHX,Y:Y-1:G=G+1
1060IFPOINT(X):X+100,Y+15)=130RHD
X=560RHDY=726 DX=20:TX=12,5:G=
50+20: SOUND1,2,60,10:MOV620,77
0:GOLD3,13:VDU5,235,4:RXHX,Y:R
XYHX,Y:Y-1:G=G+1
1070IFPOINT(X):X+100,Y+17)=120RHD
X=620RHDY=764 DX=20:TX=12,5:G=
50+20: SOUND1,2,60,10:MOV620,61
0:GOLD3,13:VDU5,235,4:RXHX,Y:R
XYHX,Y:Y-1:G=G+1
108000EPPROC

```



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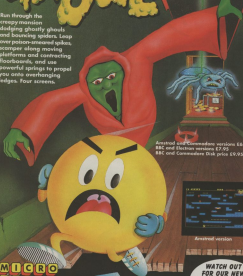
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NEIGHBORHOOD

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NEIGHBORHOOD

Preparation for the Christmas rush has been responsible for another mass of add-ons for all the popular micros. There's news this time of modems, disc drives, keyboards and other goodies to make your micro better than it was before.

Last month saw the demise of Fuller Micro-

systems, the main rival to DK Tronics, known for their Sinclair peripherals. This means that anyone with Fuller equipment is going to have problems getting it repaired under guarantee. If you have a faulty peripheral, don't send it back to Fuller's without checking first whether or not they can take it.



SHARP-ASCHI

Here's a treat for Sharp MX-700 owners who have been short of hardware until now. Solo Software from Worcester has perfected a disc drive for the new Sharp machine which fits into the slot where the cassette recorder would normally go. It's a 5 $\frac{1}{4}$ " drive and takes those fancy plastic-moulded discs which you can drive a truck over and they'll still work.

The first time you'll notice the speed of the new system, says Solo Software, is when you have to load Basic after switching on the computer. Whereas this normally took around three minutes with cassettes, it now takes just four seconds. This must be almost worth the £250 price tag in itself but when you read that it operates from normal Sharp Basic with no special commands to learn then you'll probably have already started writing out the cheque.

If you'd rather get more details before committing yourself, though, then Solo are on 0800 58381.

MODERN AGAIN

The much talked about modem from Protek has finally been launched. It's an acoustic coupler which means that, instead of wiring it directly to your phone, you just plug the handset into the two rubber cups on the modem itself. This works fine for standard phones but won't if you have one of those push telephones.

The modem works at 1200/1200 baud half duplex and 1200/75 baud full duplex and is fully RTI approved. The first standard is used for talking to other Protek modems and sending listings and data to your teletext

at 1200, the RTI has Charpak is the latest in joystick technology. No more wires trailing across the room. Control is easy but it won't be suitable for top-quality games like Defender.



through the phone network. The 1200/75 option will allow you to link into Micromat and Prostat.

The cost is just £80, which really is good value. Before you can use it, though, you'll need some software, a cable and, for some micros, a special interface. This costs £14.95 or £24.95, depending on whether or not you need the RS232C interface.

The software which drives the modem is, to say the least, not very good. The BASIC version is the best and will certainly let you into Micromat and Prostat. But because pressing the ESCape key will put you

The new 1200 modem from Protek is a cheap way into the world of communications. The modem itself is great for Prostat and user-to-user data transfer. The software which comes with it, though, is not. Some old keys are missing from the character set which will cause problems for users of "serious" systems like Telecom Gold or FDS. Version two is on the way.

EXTRA BITS!

back to the program's menu, you can't actually send an ESCape character to Fennel. This rules out color-coded MadMones and pretty game designs.

The Commodore II+ version suffers from the same problems and also lacks a return key as this is used for a Fennel hash character (#). This means that, at the moment, you can't use the system for connecting to Telecom Gold, despite Fennel's claims to the contrary.

The Spectrum version is awful. Instead of displaying the Fennel screen as it comes down the phone line, characters by character, it waits for the whole frame and then displays it at the end. So when you call up a page, you have to wait quite a few seconds before it appears, just like teletext and rather disappointing.

If only the software was as good as the hardware. But that's what you have to do to keep down your costs. Apparently, it would have added around £10 to the Spectrum version's cost to provide a proper display. I'd have paid — wouldn't you?

Fennel are in Scotland on 0800 413003.

RAT WITHOUT A TAIL

Hottest news on the joystick front is that 1985 is the year of the Rat. That's the name of Cheatski Marketing's new remote control joystick. Rat, by

the way, stands for Remote Action Transmitter and you can now play your favourite Spectrum game without being linked to the computer with all those dangling wires which always tended to get caught round the dog's tail as he walked past.

The receiver part is a black box in the same style as Cheatski's other products for the Spectrum, like Sweet Talker for example. This just plugs into the back of the computer and you can then forget that it's there. Other peripherals can still be plugged into the back of it.

The clever part is the joystick. It isn't it looks more like the remote control gadget for a TV than a conventional joystick. It doesn't actually have a trigger, but is touch sensitive. Direction control comes by touching a circle about 1/4" across. Movement corresponds to where on the circle your finger actually falls, but you soon get used to this method.

There's also a touch sensitive fire button and the whole system performed well when I managed to get my hands on one.

The Rat is very accurate and it didn't matter whether I was pointing the joystick at the computer, the TV or anywhere else for that matter. The range is very wide. I managed to get so far away from the screen that I could hardly recognise which game I was playing. The joystick, though, still worked fine!

of special software.

The version for the Electron is similar to the Oric one. You plug it into the Electron's expansion interface socket and then a normal joystick plugs into the box. Again, it can be programmed from the computer to select which keys on the keyboard correspond to which movement of the joystick or press of the fire button. Price again is £29.95 and it should be in the shops soon.

The BBC Interface costs £11.95 and plugs into the analogue in socket on your back. You can then use any standard Atari type joystick.

More details from Fennel and, in case you've forgotten the number, it's 0800 413003.

MORE BLACK BOXES

If you own a Spectrum, Oric or Electron then you may often have wondered why there's no reset switch on your micro? Well, if you want one then Computerworld has the solution. Their reset switch box costs just £4.45 and will work with either the Spectrum, Oric, Atmos or Electron.

The box is plain old black but you can have the switch in a choice of red, white or black. Now there's luxury for you!

Computerworld are in Beckenham, Kent and if you call 01-778 9479, they'll tell you all about it.

MANSTEAD DOWN

If you've been thinking recently about buying a Memotech computer then you'll be glad to hear that the price has gone down. If you've just bought one, though, you'll be pretty angry. Price of the basic model goes from £275 to £195, so now's the time to snap one up.

TV SOUND

And talking of sound, Cheatski is working on a little black box which converts your Spectrum so that the beeps come out of the TV and not the computer itself. This means that the television's amplifier can be used to control the sound.

The black box will plug into a Spectrum and you won't need to take the computer apart. The unit will cost £9.95.

TEXAS MOON

And finally, Parco-Electra has launched a modem for the Texas TI-48/4a. It runs at 300/600 baud and will get you into all the various bulletin boards around the country. It will also get you into Microchat and Fennel through a special 300 baud Fennel line.

The modem costs either £89 or £199, depending on whether or not you want auto-answer.

EXTRA ABITS!



This new also does how fast will test Sharp laser is around how quickly it's and you £250.00 and is at that buy if you are your machine a lot for program. why it's speed up games coding, too.

Cheatski is an 01-803 0005 and at £29.95 the Rat seems good value to me. Especially when you realise that it's fully Kompute compatible.

INTERESTING INTERFACES

In addition to their new modem, Fennel has launched a range of joystick interfaces to cater for the Oric, Electron and BBC.

The Oric programmable joystick interface costs £29.95 and plugs into the expansion socket on the computer. A standard Atari joystick then plugs into the interface. You can program the interface with up to nine keyboard functions without the use



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To showcase a window, *display* has nothing to do with *show*, and has deprecated two windows with *display* — both for a reason. On Down, Right on Left. Make the first choice and the editor can move the one window to the immediate adjacent window. Make the second choice and the pane splits *politely* — and don't try to slip across the gap by clicking or using the *display* app, as they are about as safe as a mouse on wheels. Last, *Hardware*

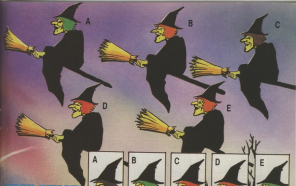
Marble has, probably by mistake, left just one path down from the roof and into the doorway. If you can find the right meaning, the path will appear.

WITCH'S BREW



9239

Legs of _____	ADD	ERS
Slims of _____	ADD	ELT
White feather of _____	AGM	EGM
Little tail of _____	ANS	DER
Venom of 7 _____	IPS	ILS
Fan of _____	GP	EP



WITCH WHICH?

In trying 'vandal' workshopping with the caused by the sudden discovery of a low-flying witch. Last, as they check their watches to quelling terror and avoid their youth-club friends, an eerie description of the witch for the last time. Unfortunately, the editor's choice made each of them get on their knees.

The club leader has made up the Watchman piece based on the others. Which one is correct to your opinion?



SOLUTIONS

The correct answer is 'WATCHMAN' and 'LIGHT'. The other options are incorrect because they do not match the description of the witch in the story.

The correct answer is 'WATCHMAN' and 'LIGHT'. The other options are incorrect because they do not match the description of the witch in the story.

The correct answer is 'WATCHMAN' and 'LIGHT'. The other options are incorrect because they do not match the description of the witch in the story.



N·E·X·T·M·O·N·T·H

MEGA REVIEWS

As it's Christmas, we've decided to bring you a bumper review section — complete with all the games you'll want Santa to tick in your stocking. There are some great games coming your way — believe us!

We'll also be bringing you a quick look back to bring you Games You May Have Missed during the past 12 months — and would like to put on your Christmas list. So before you write to Santa — pick up Computer & Video Games!

"HUBBLE, BUBBLE, TOIL AND TROUBLE"

You may have been bored to tears by Shakespeare at school but a brand new Adventure game based on Macbeth will keep you riveted to your screen. And next issue we've got copies of the new game from Creative Sparks to give away — plus a very special mystery prize. Interested? Then read December's C&VG.

YOU'VE READ THE REVIEW, NOW SEE THE MAP

Avolon — the arcade style Adventure game we raved about in our reviews pages last issue — is destined to become a biggie this Christmas. So, together with Hewson Consultants, we're bringing you an exclusive map of the Gatehouse Level plus hints and

tips on how to play the game. If you've already got the game, you don't want to miss the map. If you haven't you'll want to get December's issue to see just how good Avolon is!

PLUS: A Christmas machine guide along with the regular news, reviews and top games listings.



WIN PETER PAN ADVENTURE

The season for performances is rapidly approaching so we thought we'd get in early and present our own particular character competition before the main event! Peter Pan is one of the best known pantomime stars — and in December's C&VG we're giving away copies of a brand new Adventure game based on his exploits in Neverland. So if you want to meet the boy who never grew up, rush to your newspaper, spendle some fairy dust into the dustsheeted trunk and grab a copy of your favourite computer games magazine!

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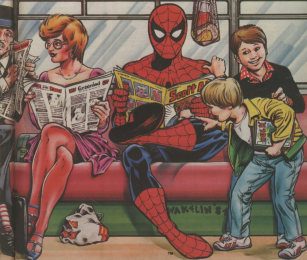
Adventure International Software challenge you to pit your mind against that of Scott Adams with **THE HULK**, and

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Alice in Videoland is a revolutionary new concept in entertainment for the Commodore 64, incorporating some of the finest graphics ever seen on any home computer, accompanied by a charming musical score. There are four different game scenes involved, and your performance in earlier ones will affect your ability to get through later ones and determine your eventual total score.

Scene One - Stunning site page graphics give way to the first game scene as Alice falls into the rabbit's warren. Score points for collecting the objects to be found there - including keys to open doors, bottles to make her smaller, cakes to make her bigger!

Scene Two - Out in the garden the Cheshire cat looks on as Alice meets the pipe-smoking caterpillar. Help her to catch the bread-and-butterflies and the rooking-horse flies that change into the balls used in the croquet game in the last scene!

Scene Three - Alice is a pawn in the chess game where her opponents are the Jabberwocky and Tweedledum and Tweedledee. Help her across the board by protecting her with your 'White Knight'!

Scene Four - The most bizarre croquet game ever! Help Alice hit the balls through the playing-card-soldier hoops before the Queen of Hearts stomps on them!

Alice in Videoland is available for the Commodore 64 on disk - £12.95, and now on cassette - £8.95.

Alice in Videoland features graphics created with the Kappa Pad.

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