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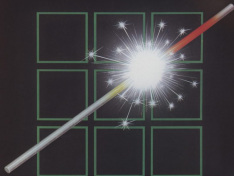
*MINDEN — Arthur's nice little earner*



COMPETITION  
ON PAGE 10

**Aligata**

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## THINGS ARE SLOW IN OLD CAIRO!

Dear Sir,  
I really enjoy reading your magazine. It's just great, even though it comes double and takes 15 days later here in Egypt. It really helps me solve Adventures, know all about new games from Europe and the States and also get more information about the C&A.

My friends and myself own C&As and have called ourselves the C&A which stands for Cairo Computer Service. We would like to know if anyone has an address of someone selling software here in Egypt. We have searched high and low, but to no avail.

S. Schweinmann,  
Cairo,  
Egypt.

Editor's reply: Can anyone help our Egyptian friend?

## WHAT'S THE SCORE ON JET BOOT JACK?

Dear Sir,  
Boy, boy, I could've cried! You see, there were no bugs mentioned in February's C&A-90. SO WHERE HAVE THEY GONE??? That's what I want to know. Of course, these creatures are a pain in the neck. But surely they deserve to keep their page in your ace mag. And, that's not the only thing that's gone missing!!

Wasn't it Jack? For six issues you have been promoting Jet Boot Jack a player in your high-scorable in the Hall Of Fame. He did make an appearance, once, for the record period of one instant! I have sent in five high scores, one of which

deserved second place in Jack's brief appearance, but none were printed! Why is this?

Well, enough complaining. Now, a question. When someone gets a letter printed on the Mailbag page, do they receive a prize? It is not true that Bug Hunter and Hall of Fame both award prizes in. (If postal order or an ace T-shirt?)  
Kind regards  
(nice person)  
Forthampton

Editor's reply: In answer to all the many readers who have asked about the Bugs — we're giving them a bit of a rest right now — but expect some sort of Christmas Bug Special toward the end of the year. And we've a new cartoon strip starting in October — so please be patient!

High scores for our Hall of Fame are chosen each issue, Karl. It could be that your scores reached us too late for inclusion in the issue which featured speed old [B]. We select games for the Hall of Fame purely on a popularity basis — if we don't get enough people sending in scores for one particular game then we simply don't run it in that issue. So you'll have to encourage more [B] fans to write in!

T-shirts go to the top scores in each Hall of Fame category and some Adventures (helping) tipsheet — but not Bug Hunter or Mailbag contributions.

## BUG BYTE TAKES A BEATING

Dear Sir,  
I recently purchased Bug Byte's Jump & and my highest score so far is 421

and a black belt level six. Has anyone beaten this? Jan Hudson, Middlesex.

## SPELLING TROUBLE FOR GHOST TOWN

Dear Keith,  
Have you ever heard of Ziggurat? It's an Adventure written by my brother Paul and his friend John Pickford. Bug's a bit, done it? Yes, I thought it would, you reviewed a game that he wrote — Ghost Town published by Virgin.

It's not so much the review (John himself thinks it's rubbish!) but you had the cheek to say, and I quote, "Ghost Town is written by a TERRYHOOPER with no dictionary". How on earth are programmers meant to start? Can I tell you I'd like to point out to that John's Ghost Town was written and finished before Scott's Ghost Town was ever heard of in England. It's just that you were extremely late to review it. I will still continue to read your column, so no hard feelings.

Peter J. Hanson,  
Stockport.

Keith's reply: As I remember it, John Pickford was one of Virgin's "propaganda programmers" and his age (in his teens) was on the ink. I'm afraid I have no time for games released commercially (and therefore taken to be a little authoritative) that are full of spelling errors (one can usually distinguish these from the forgivable odd typing error). It sets a bad example and can cause players to think that the misspelling is actually the correct spelling. After all,

I purchased Scott's Adam's Ghost Town in December 1988 from an English software house. I seem to remember that the Spectrum, on which John Pickford's Ghost Town was written, was introduced around August 1988.

## XZAP HAS BEEN ZAPPED!

Dear Sir,  
I have a challenge for any of the C&A owners who read your magazine. With the status paid you should have received a game called Xzap. After many hours of practice, I finally managed to get onto the 14th level in one game. I do not know if anyone has beaten this — but my final score was 400,000.

Mark Austin,  
Surrey.

## SPARE A THOUGHT FOR POOR ADULTS!

Dear Sir,  
I am a mother in desperate need of HELP! I am steadily declining in my young daughter's estimation, as I cannot show her how a computer game works. It is a Fisher Price program for the Spectrum called Logic Levels for 7-12 year olds. Yes, you have guessed it — I am older than that.

In fact, neither my husband or my brother can.

Are we just three dimwitted adults not knowing what the hell they are doing?

Mrs S. Sewell  
Surrey

Editor's reply: Anyone out there with the answer? If so, let Mrs Sewell know as part of C&A's "Be kind to Adults" campaign!

# Instead of computers catching up, technology now has to catch



The way we see it, technology has suddenly got quite a race on its hands.

There's no other home computer in the world that's so expandable or so updatable as the new Enterprise 64.

And if you're wondering quite how we've managed that, kindly take a closer look at the outputs on our remarkable new machine.

You'll notice that amongst all the usual sockets and terminals, we've gone and incorporated a special 68-way expansion port.

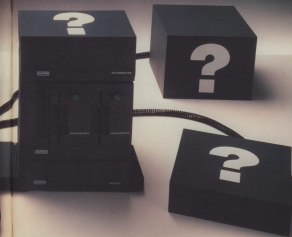
This will accept a whole range of new peripherals that are in the pipeline. Including those that are a mere twinkle in the eyes of our hardware designers.

We thought this expandability principle was such a good idea, we applied it to the Enterprise's memory, too.

Even in its most basic 64K form, this puts more user RAM at your disposal than almost any other computer.

But plug in our special Rampacks to the base unit, and you can progressively increase that figure to a truly extraordinary 1,920K.

# catching up with technology, catch up with a computer.



Not that that's the only challenge we present to today's ambitious programmers.

With a screen resolution of up to 632 x 512 pixels, 156 colours and a high speed video processor, the Enterprise will outgun all but the highest quality TV monitors.

And the sophisticated sound chip generates no fewer than 4 voices across 8 octaves in full stereo.

Combine the two and you can create effects that leave today's games looking like pub video screens of the mid-seventies.

For anyone with literary aspirations, the Enterprise also comes complete with an integrated word processor.

Whilst the really serious user will be delighted to

discover analogue RGB and TV outputs, as well as parallel, RS422 serial and network ports.

Both Cobol and 'C will be available with CP/M running, and you can even use Lisp, Fortn and Z80 assembly language on cartridge without encroaching on user RAM.

The new Enterprise 64.

It hasn't just overtaken technology it's left every other home computer straggling in the distance.

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## READ ABOUT IT IN C&VG FIRST!

Dear Sir,  
One Friday afternoon (18 March, in fact) I noticed a copy of *Impossible Mission* on a shelf of a well known high street store.

I looked at the back of the package, saw the screen picture and returned the game (jelly baby) to the shelf.

The following day (Saturday) I picked up a copy of C&VG at my newspaper stand. I read the review of *Impossible Mission* (I am) kicked myself and rushed into town to see if the game I had put down as "mediocre" was still there. It was, so I did the only sensible thing after reading a C&VG review and bought it — eager to see if your reviewer's statements of "outstanding sound effects" and "astounding voice synthesis" were justified, and how right he was!

Anyway, having bought the game, I hastily started to attempt to complete the mission, which I have (Tuesday, 18 March).

The end comes when you open the doorway to be confronted with a full screen picture of Elvin at his controls. He turns his head and opens his mouth and shouts "No... No... No!" in stunning voice synthesis. The screen then clears to reveal your score and a woman's voice takes over! The woman announces... "Mission completed, congratulations" and says it perfectly!

I must ask the obvious question of "Am I the first to complete the game?" especially so quickly after reading the review.

Mark Coppinger  
Buck

Editor's reply: Just goes to show the power of C&VG's reviewers. Mark, we KNOW a good game when we see one. Are you the first? I'm afraid we're not sure — but maybe someone out there knows different!

## GIVING UP ON JET SET WILLY

Dear Sir,

I am writing to you after being very frustrated about Software Projects' Jet Set Willy. Not only is there a bug in the Wine Cellar but there have also made it harder by not allowing you to pass through the door.

I have found this very frustrating and eventually I have given this game up as a very tedious adventure.

This type of slack programming is another example of why the UK's top games all come from US and other such software distributors. Now it seems as though the lack of UK software has all but dried up.

A high standard of software must be produced if a battle is to be fought between US and UK software houses. I have found all the US games to be of a very high level of programming — nothing sloppy here.

If anyone out there is thinking of producing a game, try to think of the player as well as the complexity of the game. A game must have a certain degree of ease about it then as the player progresses the difficulty must increase. The best example of this that I can think of is BC's *Quack* for Cines, yet another US game

but distributed by Software Projects. Mark Pearson, Cineset, Co. Durham.

Editor's reply: That's fighting talk, Mark! Let's hear what the rest of our readers think.

## THE CHARTS ARE COMING BACK

Dear Sir,

Has it been hinted by the Chocobrokers? Has it been fixed by the Chocobro? Or did the Editor just forget to put it in? YES, I am talking about the Top 30 Chart. Surely T&H computer games magazine should have a top 30, or at least a top 15. If there is none, it might just put me off buying the next copy then again it might not. Tony & Thomas O'Neill, Co. Cork, Ireland.

Editor's reply: A brand new C&VG Top 30 compiled by Gilling starts next issue, Tony and Thomas!

## C&VG SOFTWARE SWOP SHOP?

Dear Sir,

I would like to take this opportunity of expressing a few opinions on C&VG Fun — it's streets ahead of the opposition. However... does anyone really try in a three long paragraph in this day and age of technological marvels, it seems an unnecessarily tedious way to transmit data. Have you looked into possible alternatives, eg, snapping the program pages in favour of a plastic "record" of the sort you used for the Thompson Train Adventure?

Another possibility would be a C&VG games exchange — a forum for

people to swap topped-up and unplayed versions of game listings. Roger Mason, Edinburgh.

Editor's reply: We're always looking for better ways to present our listings. Roger, We've even considered painting them in the form of a "bar code" like you see on supermarket frozen foods. But we feel that, with the increasing price of software, listings will provide a source of cheap software. We're always open to suggestions, though. What do the rest of you feel about our listings. Too long? Too short? Too many of them? Let me know! Your exchange idea sounds good too — anyone else interested?

## LET'S HEAR IT FOR THE HEROES!

Dear Sir,

I always read the *Mailbag* section with great interest, but not once have I read anything how good the *Adventure* game *Mission* of Kari is.

It was very well thought out and I think you should review it to let everyone know how good this *Adventure* is.

By the way, Marie Miler has, here are some C&VG prizes to give you everything listed. Enter the following program as shown.

VERIFY: RET.

When "Ready" is shown  
ENTER "1,2,RET"

When "Ready" is shown  
again, enter these

commands

POKE 10017,204

POKE 10017,204

POKE 10011,204

END 10004

Michael J. Fickie,  
Chilham.

VIC 20?

ORIC?

CBM64?

DRAGON?

AMSTRAD?

BBC?

ELECTRON?

SPECTRUM?

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\*PLEASE TICK WHERE APPROPRIATE



# TAKE THE TRIP OF A LIFETIME!

Hi there C&VG readers! I'm the Blogger and I want YOU to fly with me to Hollywood for the holiday of a lifetime!

Hollywood is the movie centre of the world — and all the stars of TV and cinema can be seen in action. If you get to fly with Blogger to sunny California, you'll be able to see the stars in action and have enough adventures of your own to make your own movie!

But first you have to help Blogger steal a copy of the latest movie blockbuster in his latest computer adventure, *Blogger Goes to Hollywood*.

Blogger has decided that his true path to fame and fortune lies in the movies — not appearing in them but in capturing the master copy of the latest megabuck spectacular now in production.

But, when he reaches Hollywood, he soon realises that the banners of the movies are not celluloid fronts and can put their talents to good use in defence of their reputations.

In Alligata's latest hit game you have to make Blogger through these dangerous movie sets, making full use of the four way scrolling action to find your route to the final film location, the opportunity for Blogger to make his most famous catch of all.

As in every truly great spectacle, the plot isn't quite as simple as it seems and the writers of Hollywood have set a few footcrazies on the way.

Once you've solved a number of them then you'll have the clues to complete and enter the competition for the opportunity of the holiday of a lifetime.

## THE COMPETITION

The competition is sponsored by Alligata Software Ltd, and is exclusive to readers of Computer & Video Games. To enter, you must complete the answers to the questions appearing on the entry form of this month's and next month's copies of Computer & Video Games.

The winners can be determined from playing *Blogger Goes to Hollywood*. In addition, you must describe in not more than 10 words why you would like to visit Hollywood. In the event of a tie, this will be used to select the overall winner.

Entries are only valid if they contain the unique number printed on the game description/order form and be found in every *Blogger Goes to Hollywood* game.

game. Closing date for entries is 31st July 1985.

## THE PRIZE

Alligata Software Ltd will present to the winner a travel voucher to the value of £1,000 that can be used towards the reservation of a holiday in Hollywood.

**PLUS:** Ten runners up prizes of Alligata Software packages valued at over £50 each.

## THE QUESTIONS

- 1) Loaded to kill, who's the final ingredient needed to destroy the killer of the dream?
- 2) What's not in the can until you've got the can?

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## C&VG/ALLIGATA BLOGGER COMPETITION

Name \_\_\_\_\_

Address \_\_\_\_\_

Tel. No. \_\_\_\_\_

Unique Blogger Goes to Hollywood Number  
(supplied with every game)

My answers are: 1. \_\_\_\_\_

2. \_\_\_\_\_  
I should like to go to Hollywood because (please give in not more than 10 words)

All entries must be received by 31st July 1985 to

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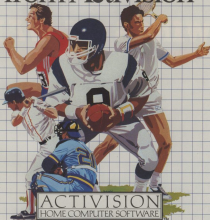
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# WINGS OF WAR

## DAMNERS

**MACHINE:** Atari  
**SUPPLIER:** US Gold  
**PRICE:** \$3.95

Damnners is a new game from US Gold for the Commodore 64 and Atari, re-creates the daring raids by RAF squadrons on the Ruhr valley to drop the new famous bouncing bombs on the hydro-electric dams supplying electricity to the industrial heartland of wartime Germany.

You play the part of the pilot, navigator, rear and front gunner and the bouncing bomb trigger. Controlling all these different parts of the plane is quite a struggle with enemy planes screaming in four all directions, barrage balloons blocking your path and floodlights. Trying to stay in the air is no easy task.

There are three levels of play. The first includes taking off from England and flying into central Germany. The second starts you off flying across the Channel, saving you the difficulty of taking off. The third places you over the Ruhr valley on a peaceful bombing run.

The pilot's controls are fairly complicated and numerous and for most of the game it only increased and

decreased altitude and dived from side to side when necessary, leaving most of the more mysterious controls alone.

As soon as you hit land after flying across the Channel you are immediately surrounded by enemy fighter planes and you have to flick between the front and rear gunner to mount an effective defence.

Dropping bombs is no easy matter, as anyone who watched the film The Dam Busters will know. Your plane must be travelling at the right speed and height for the bombs to bounce into their correct position on the dam's wall.

It would have been a disappointment if this game had been just another version of Fighter Pilot. Fortunately, the game does seem to have been being a tight simulator, although it does require skill and concentration to keep the plane in the air. Damnners is really a shoot-'em-up of the past kind and should keep trigger-happy computer owners contented for quite some time.

- Graphics 5
- Sound 5
- Value 5
- Playability 5

## SPITFIRE 40

**MACHINE:** C64  
**SUPPLIER:** Microsoft  
**PRICE:** £5.95

The blurb on the cassette cover of Spitfire 40 claims that the game is the most realistic simulation of a wartime fighter plane on tape. I would disagree with that, but I would certainly propose that it's one of the most enjoyable I have played to date.

I have played many flying simulations in the past and have always been disappointedly badly. Either I've never been able to take off or, if I manage that, I always dive straight back into the ground because I've forgotten one of the 25 different things I have to do in the 30 seconds after the plane has left the ground. Microsoft's Spitfire 40 on the other hand is a little more forgiving than most games of its ilk.

Things like the speed at which you are travelling are still important, but the smallest mistakes don't mean instantaneous death. Human mistakes, though, like not firing at your own carriage as soon as you have left the ground, will cause the Spitfire to crash and — you don't usually survive.

As with most night

simulations, there are three levels of difficulty — one is a practice flight, the second is combat practice and the last is a full scale mission in which you must take off and destroy the incoming enemy planes and return to the landing strip before you run out of fuel. If you choose the third level, your successes, and defeats, are recorded at the end of the tape into a kind of electronic logbook where you can monitor your progress in your quest to pick up as many military decorations for bravery as is possible as well as a duty office job somewhere in the RAF.

The instruction manual that is supplied with the cassette shows the game being extremely well presented — the instructions and diagrams are simple, concise and easily understood, which, in comparison to most similar programs, is a minor miracle.

Overall Spitfire 40 is a genuinely excellent game that allows 'normal' people the chance of a fight in a Spitfire without having to pass an exam in reading badly written 100-page instruction booklets.

- Graphics 9
- Sound 7
- Value 8
- Playability 8

David Thomas Smith



**10.**  
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**DON'T BUY THIS** Compilation  
Five of the world games you have ever seen



**THE HACKER** Arcade/Strategy  
Terminal to modern telephone network to mainframe



# FORMULA 1

**B**y the time you read this, the very first Grand Prix of the new Formula One World Championship season will have taken place in Brazil. It's the first of a gruelling series of races which take place in exotic locations all around the world.

It takes a combination of many things to make a World Champion racing driver. He must be extremely fast and talented, he must have a good car and a good team of expert mechanics to back him up. The person who has to make sure that the drivers get that perfect mix is the team manager.

CRL have just released a game for the Spectrum called *Formula One* which casts you in the unenviable role of a Grand Prix team manager. So, with the new season approaching, it seemed like a good opportunity to find out just what a REAL Grand Prix team manager thought of the game.

CNGV visited the home of the Williams Grand Prix team in Oxfordshire to meet Peter Collins, the man who saw Keke Rosberg and Williams take the World Championship in 1982. Peter has also worked with Lotus and ATS Formula One teams — so he's well qualified to give an opinion on CRL's attempt to recreate the fast moving world of F1 Grand Prix racing.

## THE GAME

CRL's *Formula One* challenges you to win the Drivers' Championship and the Constructors' Championship for your team. You pick the team you wish to manage — up to six people can play — select your drivers and



Peter Collins

sponsors and then go on to build up a championship team by spending money wisely on your cars, drivers and pit crew.

The game takes you through a full 16 race championship season — with a graphic display for each race. You have to make pit stops for tyre changes or repairs (which is where your pit crew — and your joystick skills — come in).

There are several skill levels, ranging from novice to expert — succeed in one season and your rank improves in the next. There is also a "saver" game feature — essential if you want to make it to the "expert" grade.



## THE EXPERT'S VIEW

Peter took a break from a busy schedule — preparing the Williams cars for the first race of the new season — to take a look at the game. He swapped his place in the pits for an armchair in front of a TV screen, plugged in the Spectrum and sat about winning his first computerised Grand Prix.

First he commented on the lack of documentation. "No values have been put on the various aspects of the game — you're not told how much cash each sponsor puts in, the relative merits of the

drivers or whether you have an established team or are starting from scratch with a new team.

"You also don't know about the regulations. All the F1 teams have to work to regulations governing fuel, tyres, car construction, for example.

"The race parts are OK. Except they are a bit too random. Some drivers are harder on tyres than others — so, for instance, I'd put Keke an harder slicks at the start of a race. There seems to be no allowance for this sort of thing. It's really just like throwing a dice. There's not enough of a skill element.

"You should be able to bid for sponsorship at the start of each season — which is what actually happens. The budget should be more detailed. More attention should have been paid also to the actual abilities of the drivers and their various styles of driving.

"I think people who know a bit about the sport would be disappointed with this. But maybe I'm being a bit hard on

and drivers and cars get imposed efficiency ratings, there is still no real indication why the efficiency improves — short of simply doing well in races.



The lack of documentation is terrible for such a complex game as this and does the program no favours at all.

Basically *Formula One* is an entertaining game for strategy fans — well presented despite the lack of instructions and information given with the cassette. But Grand Prix enthusiasts will soon find the novelty wearing off.

● Graphics	7
● Sound	2
● Value	6
● Playability	8



it — looking at it from a professional point of view!

"I think that there's a fantastic game to be made out of the sport — but this one misses out all the important bits!"

## THE ENTHUSIAST'S VIEW

At first glance, and first play, *Formula One* is an entertaining strategy game. But after a couple of seasons, the enthusiast may well become a bit annoyed with the details that are missing from the game — details already outlined by Peter Collins.

Although your team does progress season after season

Williams have won two World Championships — first with Alan Jones and then more recently with Keke Rosberg. Peter Collins hopes that this year could see another World Championship coming his way. The team have a new car, designed by Patrick Head, and two top drivers, Keke Rosberg, champ in 1982, and former Lotus driver, Nigel Mansell. Complete the picture at Williams for the 1983 season. We wish them all the very best of luck. And don't forget, you could be watching the Williams team in action if you enter our fabulous Pitstop competition on page 38 of this magazine!

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# AIRWOLF



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## STARION

**MACHINE:** Spectrum  
**SUPPLIER:** Malibuware

**Price:** £1.95

Calling all Spectrum owners! Don't hang about waiting for Elite to appear for your micro — rush out now and grab a copy of Starion from Malibuware House!

The company which has made its name with mega-adventures like The Hobbit and Shenmue takes a bold step forward in arcade-style game technology with an innovative and addictive game.

The scenario goes like this. The year is 2010 — but there's no sign of a post-child anywhere! You are Starion, fresh out of the space academy and rated as one of the top new pilots. Your mission is to fly the first ever TimeShip, the ZS Starline and to correct the devastation caused by — you guessed it — an evil race of aliens.

The game is big — 240 screens of space-time filled with scuttling war-grip ships and other dangers.

To save the universe from collapse, Starion has to

engage and destroy enemy ships in each of the time-zones. But it doesn't stop there. Each ship is carrying a cargo which materialises in space as a giant letter of the earth alphabet.

You must collect all the letters from each time zone until your on-board computer asks you to unscramble them to identify the original cargo displayed in time by the enemy.

Once you've done this, you must find a time warp and fly into it. Then the time grid is displayed. Now you have to decide in which of the eight neighbouring time zones your unscrambled cargo belongs.

You then jump to the selected time zone, land on the planet you find and then see if your cargo can solve the particular problem being experienced on the planet.

Get it right and your fuel and oxygen supplies will be replenished and it's off into battle again. Get it wrong and you have to destroy enough enemy ships, mines and missiles to create a new time warp in order to make good your escape.

Once you have corrected history in all nine zones of the first time grid, you'll be asked to take the first letters of each particular bit of cargo you've

used to save planets in this bit of time — and apply out a password to get into the next time grid — sounds a bit complicated — but once you get into the game you'll be hooked.

Now get it running as you progress through the game. The ultimate reward is Creator — as at the very end of the game and by the odd logic of time travel you've ended up at the beginning of time and well, you're all there!

Prepubescent David Webb, a 13-year old student, spent nine months working on Starion — and if there's any justice in the world he will be rewarded with a number one lot!

• Graphics	9
• Sound	8
• Value	10
• Playability	10



## SHADOWFIRE

**MACHINE:** CMM-64

**SUPPLIER:** Beyond

**Price:** £3.95

Beyond's new Adventure game for the Commodore-64 can best be described as different. Since they have a history of producing role-adventure-type Adventure games including The Lords of Midnight and Goemoria's Revenge, you'd expect Shadowfire to be a bit special.

Although it's not an arcade game, everything's against the clock. You know, just 100 minutes to save the universe! Ah, you're thinking, but what about those of us who can't type very quickly. Fear not, Beyond have solved this problem by using icons — oft talked about in Apple Macintosh circles.

These are just little pictures which appear on the screen to represent various items, such as a character, a weapon, a monster, and so on. Consequently, it's possible to play the entire game with a single joystick.

So if you wanted one of the characters to pick up the laser rifle, you just move the joystick over the character you want and press fire. This takes you to the character's personal screen, showing, amongst, status and such like. Now move the cursor to the yellow monitor icon and press fire again to get the weapons screen. You can then move the cursor to the pick-up icon, followed by the laser rifle icon to get the weapons. Easy isn't it?

Now to the game itself. The bad guy, General Zoff, and his cronies have stolen the plans to a revolutionary new space-ship. Shadowfire's which you must retrieve.

At your disposal are six characters making up the Engine team: Dark Master, Dark, Devine, Maria, Torik, Isaid, and Mario.

The mission of this rather odd assortment, who look as though they have walked straight out of a comic book, is to recapture the plans.

To do this, you teleport the team to various parts of Zoff's sky fortress, where you dash about, battling with the badies and collecting objects for later use. Having six characters to manipulate independently, there's always something to do.

The game itself is thoroughly enjoyable with excellent sound and graphics and is no doubt the time-waster of many more of its ilk. Though the die-hard text adventures will probably ridicule it, the game is well worth trying. I can't wait for the further adventures of the Engine — promised by Beyond.

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



# R·E·V·I·E·W·S



## 3 GRAND LARCENY

**MACHINE:** Cbm 64  
**SUPPLIER:** Melbourne House  
**PRICE:** £7.95

There I was stuck on the landscape outside one of the world's most exclusive hotels wondering just how to sneak in through the open window and steal the secret plans.

Frustrating but fun! That's *Grand Larceny* the latest in a series of innovative and under-rated scrolling ( joystick-controlled graphics) Adventures from Melbourne House.

You take on the role of a Government agent sent after a *Suitch* of thieves who stole the plans to a top secret super computer.

You have tracked them down to their hide-out in a posh hotel and have until midnight to get the plans and make good your escape.

The screen is split into a graphic "window" which shows your spy and his immediate surroundings. Below is the text area which gives a written description of where your character finds himself and any other interesting information.

The hotel has many floors — and a good few surprises. You must use the joystick — or keyboard — to move your character around the graphic screen and, as in all good Adventures, you have to input text commands.

You can issue text commands to your spy, to search, examine or get various objects for example.

The unique combination of scrolling graphics and Adventures makes *Grand Larceny* an intriguing and challenging

game. Check it out — before the thieves check out of the hotel and get away with those plans!

• Graphics	2
• Sound	0
• Value	10
• Playability	8

## 4 ICE PALACE

**MACHINE:** Cbm 64  
**SUPPLIER:** Creative Sparks  
**PRICE:** £7.95

Like *Shadowline*, *Ice Palace* is an Adventure which doesn't need any text input from the player.

Unlike *Shadowline*, the *Creative Sparks* game doesn't use icons — but a simpler text menu which you scroll around and select options from. But it's just as addictive!

The game has a basic fantasy scenario. You play the



part of a brave warrior on a quest within the wicked Ice Queen's palace — a quest for the seven bits of the Ice Crown which once belonged to your father.

The game has two screens — the game screen which shows you a bird's-eye view of the palace and the assorted evil hordes who attack you.

The palace consists of many hexagonal shaped chambers. You can manipulate the chambers using your joystick — rotating the walls to alter entrances and exits as you make your way through the maze like structure.

Some chambers contain useful objects — others contain deadly dangers.

The second Adventure screen shows you an inven-

tory of the items you are carrying, the scrolling text menu of commands, the sections of the Ice Crown that you have discovered, your good/evil alignment and the time you have left to complete the quest.

The text menu is extensive and includes commands like pickup, use, unlock, open etc. and a useful "Help" command which prompts simple clues. Your good/evil rating changes as the game goes, on and if you become totally evil the game ends with you in the power of the evil Ice Queen. But you can find the old king and teach him for added goodness!

*Ice Palace* is a really different game — one of a growing number of hybrid interactive Adventures. The graphics are good, the sound excellent and game play totally addictive.

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

## 5 WHIGGLER

**MACHINE:** Spectrum  
**SUPPLIER:** Romantic Robot  
**PRICE:** £5.95

Not only do you get a great game when you get your hands on the *Whiggler* — you also get *Jack-in-the-box* *Jack-in-the-box* music to play as you play!

The *Whiggler* is a cute maggot — and he's competing in the great Annual Maggot Marathon, the most dangerous and spectacular event in the insect sporting world.

You have to guide your maggot through a massive maze-like course of 255 screens which begin peacefully enough in the garden, move on the scrubland, into the underground then finally to a mansion and off shaft. But whatever you do — don't go to Hell!

There are lots of puzzles to



be solved along the way and various creatures to be avoided. But at least there's lots of cups of tea to be had along the way!

The graphics and sound are excellent and the game is totally addictive.

I particularly liked the way the *Whiggler* "dies" when you run out of energy — or into a nasty. He is reduced to a crumbling pile of dinosaur-like bones!

This is Romantic Robot's first venture into the games market — and if this is an example of the quality of their product then they are a name to be watched.

• Graphics	8
• Sound	8
• Value	10
• Playability	10

## ANDROIDONI

**MACHINE:** Amstrad  
**SUPPLIER:** Bontas  
**PRICE:** £7.95

Can you destroy the reactor before the reactor destroys the world? *AndroidONI* One tells you this tale.

Your android is armed with a brick-blasting laser and must shoot his way through barriers, avoid the lethal guardians of the reactor, and find his way to the core.

Not a very original game — but fairly playable. Graphics are adequate but by no means stunning. Overall, a bit over-priced for what you get.

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



# R·E·V·I·E·W·S



## ROCKETBALL

**MACHINE:** CIB-64  
**SUPPLIER:** UK Software  
**PRICE:** £7.95

UK Software, better known in the past for producing games for the Oric, have turned their attention to the Commodore 64 and produced a fantastic new game based on the cult film *Rollerball* which thrilled thousands with its action-packed skating scenes.

*Rollerball* begins with a metal ball being shot into the rink. Two teams of five players must chase after the ball, pick it up and throw it into the opposition's goal tube.

Controlling your player is not only a test of dexterity — it is also a test of memory because the joystick controls are so complicated you need to be a near genius to remember them all. The joystick is used to skate up and down, move faster or slower, jump, crouch, scoop up the ball, shove an opponent and throw the ball at the goal tube.

I faced better against a human opponent rather than the computer and I think I prefer the two player option, not because I sometimes win that way but because it's such a nice feeling knocking the stuffing out of one of your friends and still being able to buy him a drink afterwards.

• Graphics	8
• Sound	7
• Value	8
• Playability	9



sure that the game has been produced by an English company with British programmers.

Odd as it may seem that the best baseball simulation I have seen to date should be from an English software house, the programmers have kept the game's American origins well and truly in the foreground of the game. The US's national anthem plays at the beginning of the game, the stars and stripes batters gently coast the stadium and the cheerleaders, vitally important to every genuine American sporting occasion, frequently rush onto the pitch shouting and waving.

As in real baseball, your aim in *World Series Baseball* is to outscore your opponent in nine innings — extra innings are played if the game is drawn after nine.

The game begins by asking you to choose how many players are taking part and what colour strips you want the teams to wear. You usually begin the game as the fielding side, pitching the ball at the opposition's batters. The game enables you to throw the ball in several different ways, including fast and slow balls, curving slow and fast balls and low and high balls.

Actually hitting the ball, as you've probably guessed, isn't straightforward either. You can choose a fast, slow or ordinary swing, although most of my attempts ended up with me fouling three times in a row or being caught by one of the fielders without moving from the first base.

Overall the game is enjoyable to play and a treat to watch. One piece of advice for would-be baseball champs

is to play against a friend to practise your batting and testing technique because the computer opponent doesn't take any prisoners.



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



## SUPERSTAR

**MACHINE:** Spectrum  
**SBC/Electron**  
**C64/Amstrad**  
**SUPPLIER:** Marsch  
**PRICE:** C64 (£12.95 cash)/  
£12.95 incl.  
**Rest:** £7.95

Brian Jacob's *Superstar Challenge* must be the first sports simulation where thinking really about the way the joystick doesn't always get you anywhere!

Marsch's new game — which follows the *Decathlon* Hyper-sports style — includes a new feature on the C64 as version called *Powerstyle*.

This means that you have to follow closely the action on the screen and gradually build up the power levels as you swim or run — just like real life.

The game challenges you to beat Brian Jacob's over a series of eight events. These are swimming, cycling, archery, football, 100 meter sprint, equal thrusts and arm dips.

Perhaps surprisingly I found the graphics on the Spectrum

version better than the C64 64 — they have a slightly more "finished" look about them. But game play on both versions is great fun. You'll soon find yourself hooked on trying to beat the computer-led *Superstar* champ.

A worthy successor to Daley's *Decathlon* for all armchair sports fans. The game demands a great deal of tactical thinking as well as stamina and — of course — a tough joystick!

• Graphics	9
• Sound	8
• Value	9
• Playability	10

## SQUASH

**MACHINE:** C64/Amstrad  
**SUPPLIER:** New Generation Software  
**PRICE:** £7.95

It's a smash! New Generation Software has come up with a winner with *Jonah Barrington's Squash*.

Fast and furious action, superb graphics, topped off by one of the best systems of voice reproduction C64 has ever heard.

The game can be played by one or two players. They can be moved left, right, backwards and forwards. Depressing the fire button enables the player to make forehand or backhand strokes.

By timing the stroke, you can alter the angle at which the ball leaves the racquet.

And throughout the match, *Jonah Barrington* calls the scores.

New Generation has achieved this amazing voice reproduction using a system called *HyperSound*. It had wire sampling system which enables the voice to be reproduced using software only.

• Graphics	9
• Sound	10
• Value	9
• Playability	9

## WORLD BASEBALL

**MACHINE:** CIB-64  
**SUPPLIER:** Imagine Software  
**PRICE:** £7.95

On first appearances, *World Series Baseball* appears to be an accurate, entertaining and very professional adaptation of the popular American sport. This may at sound very ordinary until you

# R·E·V·I·E·W·S



## BROAD STREET

**MACHINE:** CSM-64  
**Spectrum**  
**SUPPLIER:** Argus Press  
**Software**  
**PRICE:** £7.99

You'll have to make lonely nights with your CSM-64 or Spectrum if you splash out on the game of the Paul McCartney movie — *Give My Regards to Broad Street*.



The theme of the game is similar to the movie. You have to chase around after parts of a lost song — each part is held by a different friend. You have to dash around the streets of London in hot pursuit of these people who are all travelling about on the tube.

If you are outside the right tube station at the right time then you'll get a note and you can dash off to find the next person until you've got the entire song.

Then it's back to Abbey Road station to mix the tune and present it to your manager who is threatening all sorts of nasty things unless you get that bit single to him by midnight.

Each person — they include Linda, Ringo and former Beatles producer George Martin — has different "computer personalities" and likes to be at different places in London at different times.

You must read their biographies and work out which station they are likely to use — and be there on time!

The main screen display shows your car and a bird's eye view of the streets of London. That is unless you've hit the fee button when you're

outside a tube station, in which case you get a detailed view of the station entrance and some neat London skyline graphics in the background. I particularly liked the graphics of St Paul's Cathedral.

The bottom of the screen is split into three parts. One shows you where a certain character is and at what time he or she used a particular vehicle. In the centre there is a large scale plan of your location in London — surrounding roads, stations etc. Finally, there is another read-out which shows the time and the number of musical notes you've collected.

The package includes a poster sized map of inner London and the tube network — which you'll need when starting to play the game to find out just where you are.

Car control can be a bit tricky to start with — but you should soon get the hang of it. You need to think fast and learn your way around the streets to get the most out of *Broad Street* which is ultimately a fast paced strategy game.

The graphics are good and the sound is nice too — but I'm not sure how many times I could listen to the CD-quality version of *Stand on the Run!*

Overall, the McCartney game should be a top ten hit.

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

## ZAXXON

**MACHINE:** At M6X  
**SUPPLIER:** Exotic  
**Software**  
**PRICE:** £71.99

There has been much talk in the press about old games being re-fashioned for new machines, but classics such as *Zaxxon* should not be denied any more over.

This Zaga version is one that all M6X owners will want to add to their collection.



An extra useful feature is noted in the loading, slide one of the cassette loads at 1300 baud, side two at 2400 baud. Although quality monitors are recommended for the higher rate, I tried a fairly cheap one with loaded in *zaxxon* 2400 baud every time. Options give a choice between one or two players, keyboard or joystick and a selection of four still levels.

The fuel gauge is shown on the bottom right hand side and you will notice that it falls at an alarming rate — the only way to sustain flight is to shoot fuel tanks to top it up. Watch for base missiles, gun barrels, and the great robot missiles.

The craft is very responsive with the stick or keys, in fact far better than most flight simulators I've tried. Wiping out installations and missiles of any description scores points, as outlined in the excellent instructions supplied.

When you leave the asteroid, you encounter enemy fighters armed with guided missiles. These look good, silhouetted against the black sky.

Once past these, you arrive at the next asteroid, which is guarded by robots who hurl missiles. Get past these and you are confronted by the mighty Zaxxon.

Scores and remaining craft are shown at the top left hand screen. Excellent graphics and every effective sound and the order of the day in *Zaxxon*. This is definitely one to look out for.

• Graphics	10
• Sound	10
• Value	9
• Playability	10

## NORSEMAN

**MACHINE:** At M6X  
**Exotic**  
**Supplier:** Exotic  
**Software**  
**PRICE:** £8.99

Saving mankind in the theme of many games, *Norseman* combines this in an arcade and strategy style game set in days of yore.

The task set our Norse fighter is to defend the heights of Power from the heathen hordes. There are ten levels of play which can be selected from the attractive title screen. The monsters arrive in waves of five and there are five waves per round.

To do battle, move into a monster's "thax" and have a close encounter — leaving a monster dead, or if you lose, a ghost in the spot you have vacated.



Monsters and hero move alternately, random choice selecting the monster to move next. Depending on the levels, a monster's moves are single or multi-directional.

The movement of the monsters and *Norseman* is quite quick, so the game needs all your attention, coupled with quick decisions.

That Golden Helmet can be left — carrying it slows down progress — but of course it is then pay to the mauling monsters.

This is not an easy game to play, but if it was that easy, there wouldn't be much point! The smooth graphics and good animation are supported by excellent music.

• Graphics	90
• Sound	9
• Value	9
• Playability	90

continued on page 172



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# GHOSTWRITERS!

A couple of months ago we asked you to send in your ghost stories, and 25 winners would win a copy of the Ghostbusters game by Activision. Maybe it was the cold winter nights that got your imaginations working, but for us here in the office it was a scary experience reading them while the winds howled outside and the rest of the building was in darkness. A full list of winners is available from the CNET offices, but, in the meantime here are a couple of stories to whet your appetite.

As a chill wind blew over Sandston, a tall white sheet blew from a window and went up into the bedroom of resident 34 Kingsford Road. It landed on the chair in the warm corner of the room and it was there that the sheet took on its paracornal shape, a work on its paracornal figure that lay horrible, ghastly figure that lay changed in the chair. It seemed to be the sound of a computer game. It was colored.

We returned to the game. After a while he became bored of playing the game and decided to get in on the act. He told down in the bushes and hid down in the back of the television. To his surprise, the ghost was there. He heard himself inside the case. He was terrified until he saw a yellow hole, much open, coming in his direction. Then it really hit him. He was Paul-Blaze and Paul-Blaze is not a ghost. The man who looked at the book and realized he must move faster, the ghost, shot upwards. He was an extremely red ghost, which was then unfortunately changed by Paul-Blaze who was in a bad mood by

Jasper turned the corner just avoiding a power pill. He got to where he had come in, faced out of the back of the television, and down the wire. He arrived at the plug, happy that he was still in one piece. At least Jasper was

1000

It was a quiet evening. I was sitting in my favourite chair, watching my favourite television programme, munching my favourite chocolates. It's a hard life being a student – especially in the holidays. JS had just been shot – again – when there was a screech of tyres outside, a burst of disco music and ... and ... Silence. Then my favourite ...

There was a brief pause, then a stocky youth clambered through. He was dressed in black overalls with no-smoking signs stuck all over them and he was carrying a large backpack. The music started up again. There was a pause, then, "CHICKENPATES!" he screamed, "I choked on my coffee, come."

He waited patiently until I recovered, then in a cool, brisk, professional manner he asked me, "Is this it? Windmill Island?"

"No!" I replied in a somewhat less  
and manner. "It's 173 Hawth  
Crescent". Another pause. He  
appeared to be listening for some-  
thing, some sort of cue. "CHUCK-  
LESTERS!" he bellowed again.  
"Oh absolutely!"

On absolutely no comment again, helpfully. In truth I was writing slightly irritated with the conversation. I don't object when people snark in the double-dipping at 8.30 pm on Wednesday evening. But I do get annoyed when they have nothing intelligent to say.

He regarded each other slowly behind his on the sofa. What was of her? What did I had just seen? When he again turned to face professional, practiced movement. He found ... and blew up the dust. As the first dust down, he turned to address. Happened all the time. Sorry about the mess. Nice meeting you." He disappeared out of the window, and a few seconds later his head popped round the corner.

And remember, if you're seeing things running through your head, what you want is calm.

misled. I muttered about going to phone the insurance agent.

[Full text available at](#) [www.ingenta.com](http://www.ingenta.com)  
[Full text available at](#) [www.ingenta.com](http://www.ingenta.com)

**Richard Gere**  
PS Who was the mysterious stranger who came in while I was being questioned? Did he ever really exist? Was it all just a figment of my imagination? The car thief, yes.

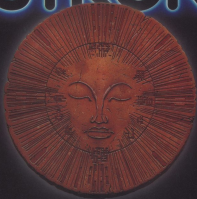
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see page 10 for details

· TAKE THE CHALLENGE ·

# GYRON



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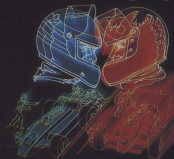
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# PITSTOP II



**T**here's nothing quite like the outdoor noise and spectacle surrounding a Formula One Grand Prix. And there's nothing quite like actually being at the trackside when 24 high-powered racing cars blast away from the grid!

And now, thanks to CBS and CAPO, you can experience the thrill of a World Championship race at first hand. We're offering you the chance to win tickets to the British Grand Prix at Silverstone in July in our exclusive *Pitstop II* competition.

First prize winner will get a pair of tickets to the Grand Prix, plus a choice of six items of CBS products — software OR records! The race winners will include a special pit pass — so you'll be able to see how the real racing pit crews work.

Second prize winner will get race tickets, plus pit passes and a choice of three items of CBS products. Third prize winner will get race tickets only — plus one item of CBS products.

And 50 runners up will be able to choose between software or records

and tapes from CBS.

CBS have games like *Impossible Mission*, *Discards*, *Clash of Peas*, *Jumpman* and, of course, *Pitstop*. They also have pop stars like Paul Young and Alison Moyet on their record label. You'll be able to choose from the extensive CBS record and software collection if you're one of our lucky winners!

And all you have to do is answer the simple Grand Prix quiz and rush your coupon to Computer & Video Games, Pitstop Competition, Priory Court, 30-32 Farnington Lane, London EC1R 3NE. Closing date is June 16th and normal CAPO competition rules apply.

## THE QUESTIONS

1. Name the last British driver to hold the World Championship title.
2. Name the Grand Prix team which has won the greatest number of Grand Prix races.
3. Name the 1984 World Champion. What team does he drive for?

4. Name two CURRENT British drivers who will be competing in the 1985 Grand Prix season.
- The-breaker:** Name the British Grand Prix team who once raced a car with six wheels.

## CAPO/CBS PITSTOP II COMPETITION

My answers are:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_

The-breaker:

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I would like CBS software/ records/audio cassette (delete where applicable).



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# FRANKIE

GOES TO  
HOLLYWOOD

Welcome to the Pleasuredome, my friend! Frankie has allowed me, a mere mortal by the name of Tony Takashi, to enter his abode and bring you an exclusive peek of the game called — *Frankie Goes To Hollywood*.

Frankie wants you to be a well rounded and complete person and to this end he has set a challenge. To enter the Pleasuredome, you must first pass through the outer chambers. These chambers require you to possess true control of both your mental and physical abilities.

You start your journey through one of the four doors which represent Love, Hate, Sex and War. All four doors give access to the same variety of rooms, although each door leads to a different room within that nucleus.

The challenges involve both strategy and a fair measure of juggling — in some respects it is close in style to *Pyramania*. As you solve the task set in each room, a doorway opens to the next room. This is done by a window opening up. You step into it and the window closes again and it then re-opens in the next room.

Your character, Frankie, can roll around each room either pointing his "Zap" finger to examine objects of local interest.

When you have to solve a strategy puzzle, you are presented with a menu of choices in a "window" and can select an action by pressing a cursor key.

Certain rooms will give you a higher rating in one of the four qualities — Love, Hate, Sex and War. When these ratings reach a set level you can enter the Pleasuredome and its secret will be revealed to you. I promise they will be more than a little colorful.

Rooms you will encounter along the way include The Gas at Home (shades of the cartoon movie *Yellow Submarine* featuring these other Liverpool Superstars here). This is a strategy room where you have to judge

what hole to step into and where it leads to on the screen.

The Maze is exactly that — with a 3D maze to wander through. It also contains its mysteries. It will spin up holes for you to leave by. This one is particularly to solve although there are landmarks to help you along the way.



The ZTT puzzle is also wickedly tricky to crack. It involves you choosing the right combination of buttons to create the ZTT symbol on a six piece map.

For those of you hardening after a good whodunnit, there is also a bloody mystery to solve. You have to investigate all the clues and suspects taking special note of the surroundings and personalities. I still think the killer did it! Take a closer look at that letter.

There are over 60 rooms to investigate and you have one unlimited life in which to reach the status allowing you entry to the Pleasuredome.



*Frankie Goes to Hollywood* is quite unique in its concept and you can enter the game's earlier stages from one of four portals (Love, Hate, Sex and War).

The boiler you are at



[ ♪ | ♥ | ✚ ] - BANG



playing the game, the more  
rooms you can open from  
room to room. The more  
rooms you have access to,  
the greater the possible  
rewards you can earn, thus  
achieving 25% faster  
through the combat balance  
of the four ratings.

The game impressed me  
as it has the best of both  
worlds — action and  
strategy — and there are a  
number of slick touches  
that will keep you on your  
feet.

Many games taking the  
name of famous characters  
or groups have tended to be  
quite poor — relying on the  
name to sell the game. It's  
rare to see a game that can  
match the quality and the  
style of the group.

*Frankie's Games* is a  
Hollywood comic, from  
Gross and is available on  
tape for the Spectrum and  
the Commodore 64 at £9.95.  
Finally, I must be the only  
Frankie fan in the known  
universe who does not have  
one of THOGG T-shirts.  
Frankie, if you should be  
reading this...



Welcome to the Pleasure Zone! This is the part of  
your favourite computer magazine devoted to  
giving YOU the chance to win a very special  
Frankie prize! We've persuaded the band to sign  
three copies of their latest LP, *Welcome to the  
Pleasurezone*, exclusively for C&VG readers.  
Copies are also giving away copies of the first ever  
Frankie computer game being released for a wide  
range of computers. What do you have to do to  
win? Simple — just answer the Frankie quiz  
below, fill in the coupon and mail it to Computer &  
Video Games, Frankie Competition, Priory Court,  
38-32 Fernington Lane, London EC1R 3AU.  
Closing date for the competition is June 1989,  
normal C&VG competition rules apply and the  
editor's decision is final.

Three first prize winners will get a signed  
Frankie LP, a t-shirt plus a copy of the new  
game. 20 runners-up will get a copy of the Frankie  
game for their computer. Keep the vampires from  
your door — enter today!

#### THE QUESTIONS

1. What was Frankie's first number one hit?
2. Name the members of the band.
3. Which American rock superstar wrote a song  
featured on Frankie's *Pleasurezone* LP?
4. Name the other supergroup who started life in  
Liverpool.
5. Frankie's producer, Trevor Horn, used to play in  
a group. What was it called?

Name \_\_\_\_\_

Address \_\_\_\_\_

Computer owned \_\_\_\_\_

My answers are:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

Other games worthy of  
mention this month are  
*Super Pipeline 2* from  
Tehkan. The original *Super  
Pipeline* became a classic  
on the 64 and *Pipeline 2* is a  
worthy follow-up.

★★★★

I am not too enthusiastic  
over *MSX* — but Konami  
have released *Tie Ar King  
Pa* and *King Valler* on  
cartridges for the MSX  
series. These are *SUPERS*.  
If you own an MSX machine  
buy them!

★★★★

*Gun Dancin*, the long-  
awaited follow-up to *Tie Ra*

*Mag* is due to be released  
by Corgyle Games on May  
30.



Described as a "prequel"  
to *Tie Ra* *Mag*, *Gun Dancin*  
is said to contain "stunning  
fire-type animation". It will  
be available for the Spectrum  
and Amstrad, price  
£9.95.

Are you BORED, feel lim-  
less, tired and generally  
FED-UP with playing  
games?

Now there is an answer,  
thanks to ace programmer  
Tony Crowther. Tony told  
me in his latest game,  
*Olympus*, he found he had  
165 of memory to spare, so  
not to be wasteful he wrote  
a boredom machine.

By pressing B you can  
lick the screen to show a  
well-known television test  
card. To get back to the  
game, simply press H.  
Thanks Tony, but we don't  
get bored playing your  
game!

I recently had the good  
fortune to interview an  
American called Bill  
Beady, president of an  
American software house  
called Microprose, at P/O  
Strike Eagle, NATO  
Commander and Self  
Rightness.

He is really quite an  
amazing character and I  
have picked a quote from  
the interview to illustrate  
my point! — "The  
Spectrum? Well, Jesus,  
we in the US looked at it as  
some kinda dogshit!"

★★★★

**H·O·T G·O·S·S·I·P**



## MORE FROM BEYOND

Watch out for the Spectrum version of *Spy Vs. Spy* from Beyond. It promises to be closer to the actual Mad magazine cartoon strip than the C64 original as it features some unique black and white graphics. Beyond say that the playability has been improved too.

Beyond also will be releasing *Requiem* and *For the C&M* very soon. The sequel to this classic arcade game will again feature *Requiem*, but beware, the screens are much more devious and challenging – if that's possible! You'll get both *Requiem* 1 and 2 on the same tape. A genuine bargain!

**WIN A TRIP TO  
THE U.S. OF A.**

Smaller, Quiksilver and the Observer Magazine have teamed up to stage a Home Computer Championship — which has a trip to the Disney Sports Center in America as first prize.

Entrants will have to answer questions featured in the *Observer Colour Magazine* before going on to a grand final being held at a London Hotel later this year.

Finalists will have to play a game and write a program on the Spectrum. The winner will get the trip and runners up will receive £1, machines or software.

## I-N-B-R-I-E-F

- [illegible]

**Abstract**

- [illegible]



## BUGHUNTER GETS BUSTED!

**REDACTED** Reddfern, former CM-OTF flag number and Milwaukee colleague, has been arrested for suspected computer "hacking." — Breaking into computer systems. It has been alleged that Reddfern hacked into Federal's teleprint, main computer which broadcasts Milwaukee's 24-hour radio show.

Computer systems, like Frenzel's, which are broadcast along the telephone wire can be accessed with a microcomputer and an add-on called a modem. By installing the hardware and securing

numbers, it is possible to enter restricted areas, as happened when a hacker discovered Prince Philip's personal mailbox — an electronic notice board where messages can be left — and tampered with

Robert Solofsky and another Marxist journalist, Steve Gold, author of the *Microphone* column, have been charged under the Espionage and Counterfeiting Act. This will be a test case because no other individual has been accused of having a place of electronic assembly.



# Minder

IS A EUSTON FILMS PRODUCTION



Arthur (Gielgud, North London's most notorious small time crook, has turned a once reputable software house into a dealer of rubber vest suits, rat traps and adult magazines. Dix Tronies have decided to turn their back on the law and launch *Minder*, a game that lets you take Arthur's place in the shady second-hand car market and dabble in free market trading — in other words selling 100 stolen garden gnomes. Seamus St John slipped into his camel-hair coat, found a spare trilby and some dark glasses and set off in search of our Arthur...

**I** suppose it was inevitable. After all, computers are a big earner — and no respectable coo-man would be seen without "the latest on the market, hardly ever used, made in Taiwan, 100% genuine rubber computer with all the paraphernalia, not forgetting our low-tech wobbly discs and a couple of crates of Space Invaders. For you, pet, and I'm casting my own three here, just a monkey".

Don Priestly, author of the *Minder* game, spent several weeks stuffing Thames Television's broadcast catalogue — a list of all the programmes Thames have produced over the last few years — trying to choose a TV programme to convert into a game.

In his mind there were only two which really fitted the bill — *Minder*

and *Dangerous*. In the beginning, he would have preferred to have written a game based on *Dangerous* but the rights had already been sold to Creative Sparks. But now he's glad that he had to work on *Minder*.

Deciding to write an *Adventure* simulation instead of an arcade game was easy for Don. "The TV programme is about people's characters. It's not an action packed programme like *A Team*, for instance, and wouldn't have worked as a ladder and platform game." He added, with a hint of pride, "I didn't want to write a 'war' game. I would have refused if I'd been asked."

He is quick to point out, however, that *Minder* is not an *Adventure* game in the normal sense and has more in common with the simulation game *Dynasty*, which Don also wrote, than games like *The Hobbit* or *The Wolf*.

In most *Adventures*, once you have solved a problem or puzzle you can solve it every time. *Minder* does have some of these "adventure qualities" but relies mostly on your skill at sticking up bargains with dealers, making sure you don't land up in hospital by double-crossing someone or letting Detective Chisbold find any stolen gear at your lockup.

One detail of the game which may disappoint many *Minder* fans is that Arthur is the main character and not Terry McGann. There is no option to take on the part of Terry.

Priestly is quite adamant that he was right to use Arthur as the central figure for the game. "Arthur is the most

important character in the programme — he controls Terry".

Explaining the lack of a two character option, he said: "A two character game was considered, but we shelved it because it would have taken up so much memory that it would have ruined the game. There's not really much point in it anyway. Terry does nothing on his own initiative — apart from getting Arthur out of trouble every now and then."

Trying to get the humour and dialogue right was a very big problem in *Minder*'s early stages. Once the first "draft" of the game had been finished, it was tested by a panel of six games players. After all trying the game for several weeks, they each came up with the same criticism. *Minder* was probably the most mind-numbingly boring game that they had ever played so it was back to the drawing board. The other big problem with the first version was that the conversations and remarks in the game became very repetitive and the jokes weren't funny. By the sixth time you see them, they start to get on your nerves.

So Don incorporated a huge "dictionary" of replies into the game. No character will repeat the same thing twice to you. Also *Minder* will never tell you that it doesn't understand a word or phrase that you have typed in — an annoying feature of many *Adventure* games. Instead, the person you are talking to will carry on with the conversation and eventually become more and more tired by your non-

occasional reports and will threaten to leave unless you stop gibbering like an idiot.

Quite simply, the basic idea of the game is to buy and sell goods, trying to make the biggest mark-up possible.

"Minder's all about wheezing and dealing," commented Priority. "You have to learn the skills of haggling if you want to turn yourself into a second Arthur Daley," quipped the ex-sociologist teacher.

Not only can you sell merchandise that you already have, you can arrange to supply someone with 60 pairs of boots even though you haven't actually got any. The dealer will usually ask you to deliver in a couple of days, giving you the chance to find someone else who is willing to sell the boots at a lower price than you arranged to sell them for — and there's your profit.

You can, of course, decide not to honour a deal for any 50 lb tags and try to find 30 videos for another of your customers. If you do this, the other dealers are likely to get quite annoyed with you and refuse to buy anything else from you. It's best just to let them cool down for a couple of days before you try to approach them again.

What is worse for your reputation is selling stolen property. If you buy some boot shoeplike coats in an unseemingly purchase and Chabot finds the stuff in their warehouse, they'll be given a big fine. If you meet someone in the Winchester Club who you've double-crossed, he is more than likely going to put you in hospital for a couple of days, so it's always wise to bring Terry along to mind you if you think a dealer's after your blood.

Even if you quit a game and start again it is not unlikely that a dealer will approach you and accuse you of double-crossing him — so there's no getting away from the consequences of your actions.



All this wheezing and dealing may seem to be fairly complicated stuff and many would perhaps class this as a difficult strategy game, limited to a small minority of dedicated gamers.

Don Priority disagrees. "I think Minder will appeal to a wider range of people than any normal computer game. Once the simple rules are learnt, the game becomes interesting to play but is not easily beaten. I also think that, because it is based on a well known television series, it will make it more accessible to people". He does admit, though, that Minder isn't a game with "instant appeal".

One aspect of the game which worried Don was the use of bad language in the program and whether it might deter some people, especially parents, from buying the game. The earlier versions of Minder did include quite a lot of swearing, but after a while he decided that it only detracted from the game and

removed most of it after studying all a past splendour, convinced that she was very little swearing in the magazine anyway.

Don's hard work and research has certainly paid dividends and produced a smooth, slick and professional program. He seems to have hit just the magic something that makes game special. His recipe for a successful game like Minder — "a dash of meaningful graphics and atmosphere and interesting text". He and Don Truitt seem to be onto a sure little market.

## THE GAME

The main aim for the player is to make as much money in 14 days as he can. You start off at Arthur's looking up with £2,000 in your pocket and some stock that's in the garage, which can be anything from cheapie coats to 30 boxes of plastic spots or even *Blue Peter* pressies. And this is where the skill of the game comes in — how much is a *Blue Peter* pressie worth?

From here, you can go to one of a number of places, either the Winchester Club, Terry's flat, or one of the dealer's places, back to the look-up or back home or 'n indoors.

The best place to begin is at the Winchester Club. Most of the people you do business with go there for a drink some time during the day and many of the local shops also pop in now and then to do some business.

Each of the people in the club is represented in eight portrait frames on the screen. Each one has a number, the one with the lowest number will be the first person to approach you, although if you're quick you can get to the person you want to speak to without being side-tracked by a stranger or being button-holed by Detective Chabot looking for a hundredweight of stolen mosaic tiles.

Each one of these meetings or conversations, no matter how short, takes up at least of your time. So it's important to plan your day carefully because if you hang around too long talking to strangers the person you came to see is quite likely to have left.

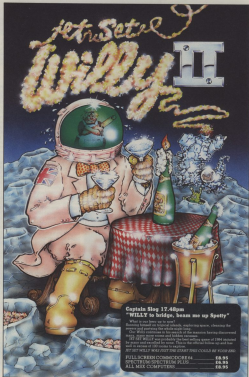
Your first aim is to find a dealer who is ready to do business. There are eight dealers in Minder who regularly sell to and buy from you. You'll need to be able to identify their faces because there are so many other people who drop up while you are playing.

Minder incorporates a face generator in the game which can create 30,000 different faces, so you are hardly likely to see the same person, apart from the dealers, during the course of a game. This obviously makes it much more difficult, and again prevents the repetitiveness common to most *Adventures*.

Inside Terry's flat on Day 2 of the game.



A screen of the Winchester club featuring some of the local shops.



**Captain Jack 17.40pm**  
**"WILLY to bridge, beam me up Spotty"**

What a nice face you've got!  
 Beyond the great air control controls, exploring space, choosing the  
 nearest and greatest the other world of the system being discussed.  
 One World continues to be worth of the system being discussed.  
 "WILLY to bridge, beam me up Spotty"  
 The game and control for the first time since 1984 included  
 the game and control for the first time since 1984 included  
 the game and control for the first time since 1984 included  
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Depreciation	\$10.00



Revenue	100.0
Cost of Sales	10.0
Gross Profit	90.0
Operating Expenses	10.0
Operating Income	80.0
Interest Expense	1.0
Income Before Taxes	79.0
Taxes	1.0
Net Income	78.0
Dividends	1.0
Retained Earnings	77.0



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[illegible]

**Figure 1**

**WCHH**

1000

Phonetic codes: 11, 22 (for all numbers outside U.S.)

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

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## SOFTWARE PROJECTS



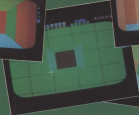
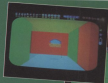
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# THE WRECK

## COMPETITION

If you want to get your hands on some of the buried treasure which the C&VG salvage team have brought up from the murky depths then keep reading! Electric Software — the company behind the first arcade adventure for the MSX machines — are offering a JVC MSX mikro as a prize to a Computer & Video Games reader who can solve our Wreck competition.

And 100 runners-up will get a copy of *The Wreck* arcade-adventure as a consolation prize. Interested? Then slip into your underwater gear and answer the seafaring questions we've set you. Fill in the coupon and mail it to Computer & Video Games, Wreck Competition, Priority Court, 30-32 Farringdon Lane, London EC6R 3AU. Closing date for the competition is June 1989 and normal C&VG competition rules apply. The editor's decision is final.



I entered the waterfront bar with just enough money left to buy a miserable couple of drinks. Tomorrow I'd have to sell the boat and the rest of my salvage gear just to pay of my debts — and I can't even afford to drink my sorrow properly!

If only I'd had another week to explore that wreck I found out on the reef. There's something fishy about the wreck of the **Beachcom Anne** — and it ain't just the name of it that was worrying!

The old man I sat down next to at the bar looked in the same sorry state as me. Just to be friendly I ordered him a drink.

As the barman poured the drinks, the old man started to talk. I really wasn't listening until I heard him mention a narrow escape from a foreign treasure ship when it went down out on the reef.

The ship was carrying gold and naturally greed ran riot among the crew when they found out. The crew started a mutiny and began chasing the Captain for the combination of the ship's three safes. The gold was locked in one of them.

The old man said he had told the skipper to hide — but the Captain, who wasn't at all shipshape in the region of the brain, blurted about his tale eating things on the wall!

When the crew found him, he was calmly mopping his brow with a handkerchief. The nightwatchers warned the skipper — but he revealed nothing.

At the first chance he got, the old man helped the Captain into one of the lifeboats and they both escaped into the night. Suddenly there was a massive explosion — the ship was doomed! The captain, still holding on tightly to his pocket handkerchief, smiled as the ship sank beneath the waves.

Three days later the old man and the Captain were still drifting about. The skipper was in bad shape — but before he went he pressed the blood-stained handkerchief into the old man's hand and whispered:

"You can't read or write so the secret's safe with you. Keep the cloth — it might make you rich one day..." Those were his last words.

"What happened to the bottle?" I asked. "It's still on the *Billy Anne*, I told you — she went down with all the gold on board!"

"Now I'm in trouble with Mr. Yen. He wants the handkerchief and says he'll kill me to get it. I don't know why — it's only covered in lemon."

I was just wondering on both more drinks when there was a commotion at the door and Big Barclay crashed in.

Barclay is an American heavy



employed by Mr Yen — and he's built like an express train. And it looked as if his first stop was at the bar!

"Mr Yen wants to see you — NOW!" he growled, grabbing the old guy by the collar. He was about to hand the old man away when something clicked in my mind. *Billy Anne* — *Beachcom Anne*!

I never did like Barclay much. The only casualty of the evening rumble was the bottle I broke over his head. It was an expensive weapon — but who cares. Me and the old guy are partners now...

#### THE GAME

**The Wreck** is the latest arcade Adventure from Electric Software, the people who take care of all your MIX games out there! The game takes place in a wooden ship that is located on the edge of an undersea ridge — and it is in danger of slipping off!

You have to go for gold through the side of the wrecked ship and tackle the maze-like decks until you find what you're looking for — the clues left by the Captain and the safe where the gold is hidden.

There are three safes on board the wreck — as you must pick the right one. And, of course, you only have a limited amount of air to use.

Each deck is literally a maze! Map making is essential — and to help you log all your movements Electric are giving away a special write 'n' wipe driver's-style pad with every copy of the game. So you can use it over and over again.

You are armed with a harpoon — and you'll need it to defend yourself against the voracious Guardians of the wreck — horrible blue creatures with tentacles.

Each safe has to be opened using a special combination — which you should get by deciphering various clues on each deck — but beware the Captain has left a few surprises behind him to protect the loot.

The graphics are striking and the sounds are pretty neat too. You "hear" yourself breathing as you move through the wreck. If danger is near then your breathing rate increases.

The screen displays shows the view through your face mask — with some details and oxygen level indicators etc.

You also get a 32 page illustrated booklet with the game, the wipe clean driver's chart, a special pencil and the Captain's handkerchief — covered in — guess! Great value for MIX owners with £24.95 to spare — even better value if you win one in our competition.

#### THE QUESTIONS

1. Which wreck caused massive oil pollution in the English Channel and was bombed by jet fighters?

2. Which wreck had a royal sailor, Prince Charles, who dived down to see the ship before it was recently raised?

3. Which passenger liner hit an iceberg and sank on its maiden voyage?

**TIE-BREAKER:** Which famous French undersea explorer and TV personality designed the modern aquarium?

#### COMPOSITE SOFTWARE WRECK COMPETITION

My answers are:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

The tie-breaker: \_\_\_\_\_

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

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

# SPACE ODDITIES

They came not to inform or instruct — but just to do a bit of shopping! The Morons from Outer Space should be invading your local cinema very soon. **C&EG** thought you might like prior warning of their arrival — so here it is!

**I**f you thought caravan holidays were boring — wait until you've seen *Morons from Outer Space*, the brainchild of Mel Smith and Cliff Kays Jones.



*Morons from Outer Space.*

The Morons — a bunch of the most ordinary aliens you've ever seen — are taking a holiday cruise around the universe in a wacky old hired space ship. They take a wrong turn somewhere out on the Miller Way and realise that they're lost in space. And there's not a Little Chief anywhere in sight! The usual family argument develops — we've all seen it before haven't we!

While everyone is arguing about what to do next, one of their number called Bernard, played by Mel Smith, goes outside for a game of spaceball.

Inside, Desmond irritably bustles the control panel and inadvertently launches the little pod into inhabited by the rest of the group and sends it

on a crash course for earth. Bernard is left floating helplessly above the mother-ship.

Desmond, his wife Brenda and the fourth Moron, called Julian, manage to crash land the pod on the M1-motorway just outside London. They get the usual B-movie welcome, with missiles and the heavily be-wigged army arriving — only to discover the aliens are extremely ordinary.

Scientists carry out interviews and tests and come to the conclusion that earth's first visitors from outer space are completely stupid and mawkish.

The same could be said about Graham Smeedley, the junior TV reporter, played by Cliff Kays Jones, who helps them escape from the

government establishment where they are being kept prisoner. Graham becomes the Morons' manager as they become international celebrities and pop superstars.

Eventually the trio are signed up to stage a big pop concert at Shea Stadium in New York — which is where the fourth alien, Bernard, comes back in.

While the other Morons have been having a great time, poor old Bernard, rescued from space by a passing ship and then thrown out in California, has not been enjoying himself at all.

Because he hasn't got pointed ears or three heads (orbits on earth believes him when he tells them he's an alien. Well, would you?)

After escaping from a mental institute, Bernard eventually makes his way to New York and — you guessed it — Shea Stadium where his fellow aliens are about to stage their big show...

And that's where we have to leave the Morons for now — catch them when they land in your High Street — if you can spot them that is!

From the ridiculous to the sublime with the long-awaited sequel to Arthur C. Clarke's sci-fi epic 2001.

Back in 1968, 2001: A Space Odyssey was the most ambitious and sophisticated sci-fi film ever made. It looked very pretty and left everyone baffled with a weird ending.



In 2000, scientists discovered that a strange "spaceprobe" in the shape of a mysterious jet black Monolith was having a profound effect on the evolution of mankind. A Monolith found on the moon sparked off an ill-fated flight to Jupiter and the ultimate creation of the New-Child.

*28 M* picks up the story with an international team of space experts taking off to Jupiter once more to attempt to find out just what happened to the crew of the *Discovery* and the super-computer on board called Hal 9000.

They find *Discovery* — and the mysterious Monolith that swallowed the last remaining crewman from that Marie Celeste of the stars.

What happens next is as mind-blowing as the original and features some amazing special effects created by Richard Edlund, the man who did the business on such films as *Star Wars* and *Close Encounters*. Don't miss it.

Finally, a film with a game attached. *Conan* have already got the rights to produce a game based on *The Neverending Story*, a new fantasy film in the *Dark Crystal* mould.

It's all about a boy called Bastian who discovers a book called *The Neverending Story* in a bookshop. As he reads it, he finds himself being drawn into the land described in the book — a land called Fantasia, inhabited by many weird and wonderful creatures including Tessa Wrenny and his racing snail and Falcor the Ice-Dragon.



2010: The game we made contact.

Fantasia is being threatened by a destructive force known only as *The Nothing* — and of course Bastian has to come to the rescue!

The film, made in Germany at a cost of \$27 million, features some stunning models with more than a passing resemblance to those you've probably seen in *Dark Crystal*.

All these films should be heading your way very soon — but meanwhile lots of sequels are on the way too. There's *Terminator II* with the very busy movie-maker Arnold Schwarzenegger who is also working on *Conan III*. The Robert E. Howard heroine, *Red Sonja*, featured in several *Conan* stories, will also be getting her very own movie. Then there's *Alien IV* in preparation... Fantasy fans are going to be spending a lot of time in the dark this year!



The Neverending Story.





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PALACE  
SOFTWARE

# CAULDRON

START



DOOR  
LEADING TO  
PUMPKIN'S  
LAIR



LEADING THE ST



DOOR LEADING TO  
HEMLOCK  
CAPTAINS



### LEADING TO THE LAVA CHAMBERS

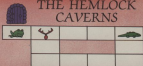


EXIT DOOR  
FROM THE  
LAVA  
CHAMBERS

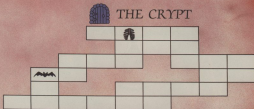




## THE HEMLOCK CAVERNS



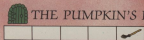
## THE CRYPT



## THE LAVA CHAMBERS



## THE PUMPKIN'S LAIR





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# CHESS

At any one time, half the manufacturers of chess computers will be telling you that their machines are the strongest in the world while the other half are telling you that strength is not the thing to go for at all. Look instead, they cry, at the impressive range of features our machines offer, admire their elegant styling in Swisspagan Badger wood, thrill as they hear selections from The Sound of Music.

This second group have a point, even if they are only making it because they know their machines are not the strongest around. For the average buyer strength should not be everything. There are a lot of other factors to be considered — although I have never been that keen on Julie Andrews myself.

All this may be true, but you cannot get away from the fact that in the world of chess computers there is nothing more intriguing than pitting one machine against another and sitting back to watch the result. So it is not surprising that there have been many official and unofficial computer championships held over the last 18 years.

The latest of the official tournaments is the Fourth World Microcomputer Chess Championship held at the Madsen Program Hotel, Glasgow in the autumn of last year. Almost all the big names in micro-chess were there — the only important absentee was the Navag machines from Hang Kong which would certainly have been in with a chance of some of the top prizes. The manufacturers gave no less than seven reasons for not entering which makes you wonder how anybody else could have decided to turn up to be fair. Navag have been very active in entering their machines for human tournaments. This may well provide a sternest test of strength as well as better publicity.

The final line-up in Glasgow featured 18 entries from half a dozen countries. No fewer than six entries came from the redoubtable American Dan and Kate Sprackles, who had their Sargon III program running on three different computers, while VE Pashman of Sweden provided three assorted competitors. Others confined themselves to one effort which, when you think of the work involved in giving birth to a halfway decent chess program, is no surprise.

Any event of this magnitude needs financial backing. In this case the major sponsors were Computer

Games Limited and Lange Supreme Whisky with help from Stakis Hotels, the Turing Institute and Strathclyde University. The Championship formed part of the centenary celebrations of the Scottish Chess Association which organises play for more human north of the border. They held other commemorative events throughout the year including a tournament won by the Soviet grand master Lev Polshin and a four player contest on the summit of Ben Nevis.

Meanwhile, back at the hotel, the early leader was Richard Lange's Pison program running on a Sage II. In round one, it defeated the Spectacular Pishane line with some incisive play in a level looking position. In round two, it dethroned L'Empereur with some cool retreating and accurate tactics after a dodgy opening.

The tournament was played under the Swiss system where competitors with the same score are paired in each round. This assures that most of the top players will get to play each other and often produces a clear winner from a large field in only a few rounds. So in round three, Pison was faced with VE Pashman's Pishane X which had also won its first two games. The result was the best game of the week.

**White: Pison**

**Black: Pishane X**

**English Opening**

1 e2-e4 e7-e5 2 Nbd2-d3 Ng8-f6 3 Ng1-f3 Nh6-e5 4 e4-e5 d7-d6 5 d2-d4 Nd6-e4 6 Bb3-a2 Qd8-d7 7 e4-e5 Qd7-e6 8 Qd1-d2 Qd7-e6 9 Qd2-d3 Qd7-e6 10 Nd3-d4 Bc7-d8 11 b2-b3 a6-b7 12 Nd4-d5

White has a nice bind on the position and the knight on d5 is his star piece. Black must strive to get short of it without making too many concessions elsewhere.

13... Bb7-g4 14 h3-h4 Bg4-f5 15 Nf3-e5 Nf6-e5 16 Nd4-d5 Bf5-e6 17 Nd5-d6 Bf6-e7 18 Nd6-d5 Bf7-g8

The knight has gone, but White now has the better posted bishops and a mobile king's side pawn majority to work with.

19 B-d4 Bg8-d8 20 g2-g3 Bf7-g8 21 Kgl-e2 Kf8-e8 22 g3-g4 Bf7-g8 23 Kf1-g1 Bg8-f7 24 g4-g5 g5-g6 25 Kf2-g1 Bg8-f7 26 Kgl-g2 Bf7-g8 27 Kf2-g1 Bg8-f7 28 Kgl-g2 Bf7-g8 29 Kf2-g1 Bg8-f7 30 Kgl-g2 Bf7-g8 31 Kf2-g1 Bg8-f7 32 Kgl-g2 Bf7-g8 33 Kf2-g1 Bg8-f7 34 Kgl-g2 Bf7-g8 35 Kf2-g1 Bg8-f7 36 Kgl-g2 Bf7-g8 37 Kf2-g1 Bg8-f7 38 Kgl-g2 Bf7-g8 39 Kf2-g1 Bg8-f7 40 Kgl-g2 Bf7-g8 41 Kf2-g1 Bg8-f7 42 Kgl-g2 Bf7-g8 43 Kf2-g1 Bg8-f7 44 Kgl-g2 Bf7-g8 45 Kf2-g1 Bg8-f7 46 Kgl-g2 Bf7-g8 47 Kf2-g1 Bg8-f7 48 Kgl-g2 Bf7-g8 49 Kf2-g1 Bg8-f7 50 Kgl-g2 Bf7-g8 51 Kf2-g1 Bg8-f7 52 Kgl-g2 Bf7-g8 53 Kf2-g1 Bg8-f7 54 Kgl-g2 Bf7-g8 55 Kf2-g1 Bg8-f7 56 Kgl-g2 Bf7-g8 57 Kf2-g1 Bg8-f7 58 Kgl-g2 Bf7-g8 59 Kf2-g1 Bg8-f7 60 Kgl-g2 Bf7-g8 61 Kf2-g1 Bg8-f7 62 Kgl-g2 Bf7-g8 63 Kf2-g1 Bg8-f7 64 Kgl-g2 Bf7-g8 65 Kf2-g1 Bg8-f7 66 Kgl-g2 Bf7-g8 67 Kf2-g1 Bg8-f7 68 Kgl-g2 Bf7-g8 69 Kf2-g1 Bg8-f7 70 Kgl-g2 Bf7-g8 71 Kf2-g1 Bg8-f7 72 Kgl-g2 Bf7-g8 73 Kf2-g1 Bg8-f7 74 Kgl-g2 Bf7-g8 75 Kf2-g1 Bg8-f7 76 Kgl-g2 Bf7-g8 77 Kf2-g1 Bg8-f7 78 Kgl-g2 Bf7-g8 79 Kf2-g1 Bg8-f7 80 Kgl-g2 Bf7-g8 81 Kf2-g1 Bg8-f7 82 Kgl-g2 Bf7-g8 83 Kf2-g1 Bg8-f7 84 Kgl-g2 Bf7-g8 85 Kf2-g1 Bg8-f7 86 Kgl-g2 Bf7-g8 87 Kf2-g1 Bg8-f7 88 Kgl-g2 Bf7-g8 89 Kf2-g1 Bg8-f7 90 Kgl-g2 Bf7-g8 91 Kf2-g1 Bg8-f7 92 Kgl-g2 Bf7-g8 93 Kf2-g1 Bg8-f7 94 Kgl-g2 Bf7-g8 95 Kf2-g1 Bg8-f7 96 Kgl-g2 Bf7-g8 97 Kf2-g1 Bg8-f7 98 Kgl-g2 Bf7-g8 99 Kf2-g1 Bg8-f7 100 Kgl-g2 Bf7-g8

Black has relinquished his material after some tactical adventures but White's passed king's pawn and active king give him a big advantage.

21... Kgl-g2 22 Kf8-e8 23 Kgl-g2 24 Kf8-e8 25 Kgl-g2 26 Kf8-e8 27 Kgl-g2 28 Kf8-e8 29 Kgl-g2 30 Kf8-e8 31 Kgl-g2 32 Kf8-e8 33 Kgl-g2 34 Kf8-e8 35 Kgl-g2 36 Kf8-e8 37 Kgl-g2 38 Kf8-e8 39 Kgl-g2 40 Kf8-e8 41 Kgl-g2 42 Kf8-e8 43 Kgl-g2 44 Kf8-e8 45 Kgl-g2 46 Kf8-e8 47 Kgl-g2 48 Kf8-e8 49 Kgl-g2 50 Kf8-e8 51 Kgl-g2 52 Kf8-e8 53 Kgl-g2 54 Kf8-e8 55 Kgl-g2 56 Kf8-e8 57 Kgl-g2 58 Kf8-e8 59 Kgl-g2 60 Kf8-e8 61 Kgl-g2 62 Kf8-e8 63 Kgl-g2 64 Kf8-e8 65 Kgl-g2 66 Kf8-e8 67 Kgl-g2 68 Kf8-e8 69 Kgl-g2 70 Kf8-e8 71 Kgl-g2 72 Kf8-e8 73 Kgl-g2 74 Kf8-e8 75 Kgl-g2 76 Kf8-e8 77 Kgl-g2 78 Kf8-e8 79 Kgl-g2 80 Kf8-e8 81 Kgl-g2 82 Kf8-e8 83 Kgl-g2 84 Kf8-e8 85 Kgl-g2 86 Kf8-e8 87 Kgl-g2 88 Kf8-e8 89 Kgl-g2 90 Kf8-e8 91 Kgl-g2 92 Kf8-e8 93 Kgl-g2 94 Kf8-e8 95 Kgl-g2 96 Kf8-e8 97 Kgl-g2 98 Kf8-e8 99 Kgl-g2 100 Kf8-e8

Black keeps the white bishop off



a b c d e f g h

the vital a2-g8 diagonal for the moment, but it soon threatens to come to e4 and so wins the rook in exchange for itself.

44 Nd4-d5 e4-e5 45 Nd5-d6 e5-e6 46 Nd6-d7 e6-e7 47 Nd7-d8 e7-e8 48 Nd8-d9 e8-e9 49 Nd9-d0 e9-e0 50 Nd0-d1 e0-e1 51 Nd1-d2 e1-e2 52 Nd2-d3 e2-e3 53 Nd3-d4 e3-e4 54 Nd4-d5 e4-e5 55 Nd5-d6 e5-e6 56 Nd6-d7 e6-e7 57 Nd7-d8 e7-e8 58 Nd8-d9 e8-e9 59 Nd9-d0 e9-e0 60 Nd0-d1 e0-e1 61 Nd1-d2 e1-e2 62 Nd2-d3 e2-e3 63 Nd3-d4 e3-e4 64 Nd4-d5 e4-e5 65 Nd5-d6 e5-e6 66 Nd6-d7 e6-e7 67 Nd7-d8 e7-e8 68 Nd8-d9 e8-e9 69 Nd9-d0 e9-e0 70 Nd0-d1 e0-e1 71 Nd1-d2 e1-e2 72 Nd2-d3 e2-e3 73 Nd3-d4 e3-e4 74 Nd4-d5 e4-e5 75 Nd5-d6 e5-e6 76 Nd6-d7 e6-e7 77 Nd7-d8 e7-e8 78 Nd8-d9 e8-e9 79 Nd9-d0 e9-e0 80 Nd0-d1 e0-e1 81 Nd1-d2 e1-e2 82 Nd2-d3 e2-e3 83 Nd3-d4 e3-e4 84 Nd4-d5 e4-e5 85 Nd5-d6 e5-e6 86 Nd6-d7 e6-e7 87 Nd7-d8 e7-e8 88 Nd8-d9 e8-e9 89 Nd9-d0 e9-e0 90 Nd0-d1 e0-e1 91 Nd1-d2 e1-e2 92 Nd2-d3 e2-e3 93 Nd3-d4 e3-e4 94 Nd4-d5 e4-e5 95 Nd5-d6 e5-e6 96 Nd6-d7 e6-e7 97 Nd7-d8 e7-e8 98 Nd8-d9 e8-e9 99 Nd9-d0 e9-e0 100 Nd0-d1 e0-e1

New most computers tend most humans would take off the bishop and allow Black to struggle on a little longer. Instead, Pison sees that by doing nothing for a couple of moves he can force Black to walk straight into checkmate.

51 Kf8-e8 Kgl-g2 52 e4-e5 Kf8-g8 53 Nd4-d5

White mate.

Exhausted by this notable effort, Pison stumbled in round four and lost to the Elite II, another Spectacular production, which itself went into a clear lead with 24 points.

At the other end of the tournament, the play was a lot less refined but there was still a lot of fun to be had. Take a look at this clash between two black machines from round five.

**White: Intelligent Chess Software**

**Black: Chessman 3**

**Queen's Gambit, Chigorin Defence**  
1 d2-d4 d7-d5 2 e2-e3 Nd7-f6 3 Nd2-d3 d5-d4 4 d4-d5 Nd6-e5 5 Ng1-f3 Nf6-g5 6 Nf3-e5 Nf6-g5 7 e3-e4 Nf6-g5 8 Nf3-e5 Nf6-g5

This game could be subtitled "How to get a lost position in eight moves without really trying". With 9 Qd1-b3, probably followed by 10 Qd3-d5, White might have brought the roof down even more quickly. Still, he does not do badly.

9 Qd1-b3 Nd6-e5 10 Qd3-d5 Nf6-g5 11 Qd5-d4 Qd8-d7 12 Nd4-d5 e4-e5 13 Nd5-d6 e5-e6 14 Nd6-d7 e6-e7 15 Nd7-d8 e7-e8 16 Nd8-d9 e8-e9 17 Nd9-d0 e9-e0 18 Nd0-d1 e0-e1 19 Nd1-d2 e1-e2 20 Nd2-d3 e2-e3 21 Nd3-d4 e3-e4 22 Nd4-d5 e4-e5 23 Nd5-d6 e5-e6 24 Nd6-d7 e6-e7 25 Nd7-d8 e7-e8 26 Nd8-d9 e8-e9 27 Nd9-d0 e9-e0 28 Nd0-d1 e0-e1 29 Nd1-d2 e1-e2 30 Nd2-d3 e2-e3 31 Nd3-d4 e3-e4 32 Nd4-d5 e4-e5 33 Nd5-d6 e5-e6 34 Nd6-d7 e6-e7 35 Nd7-d8 e7-e8 36 Nd8-d9 e8-e9 37 Nd9-d0 e9-e0 38 Nd0-d1 e0-e1 39 Nd1-d2 e1-e2 40 Nd2-d3 e2-e3 41 Nd3-d4 e3-e4 42 Nd4-d5 e4-e5 43 Nd5-d6 e5-e6 44 Nd6-d7 e6-e7 45 Nd7-d8 e7-e8 46 Nd8-d9 e8-e9 47 Nd9-d0 e9-e0 48 Nd0-d1 e0-e1 49 Nd1-d2 e1-e2 50 Nd2-d3 e2-e3 51 Nd3-d4 e3-e4 52 Nd4-d5 e4-e5 53 Nd5-d6 e5-e6 54 Nd6-d7 e6-e7 55 Nd7-d8 e7-e8 56 Nd8-d9 e8-e9 57 Nd9-d0 e9-e0 58 Nd0-d1 e0-e1 59 Nd1-d2 e1-e2 60 Nd2-d3 e2-e3 61 Nd3-d4 e3-e4 62 Nd4-d5 e4-e5 63 Nd5-d6 e5-e6 64 Nd6-d7 e6-e7 65 Nd7-d8 e7-e8 66 Nd8-d9 e8-e9 67 Nd9-d0 e9-e0 68 Nd0-d1 e0-e1 69 Nd1-d2 e1-e2 70 Nd2-d3 e2-e3 71 Nd3-d4 e3-e4 72 Nd4-d5 e4-e5 73 Nd5-d6 e5-e6 74 Nd6-d7 e6-e7 75 Nd7-d8 e7-e8 76 Nd8-d9 e8-e9 77 Nd9-d0 e9-e0 78 Nd0-d1 e0-e1 79 Nd1-d2 e1-e2 80 Nd2-d3 e2-e3 81 Nd3-d4 e3-e4 82 Nd4-d5 e4-e5 83 Nd5-d6 e5-e6 84 Nd6-d7 e6-e7 85 Nd7-d8 e7-e8 86 Nd8-d9 e8-e9 87 Nd9-d0 e9-e0 88 Nd0-d1 e0-e1 89 Nd1-d2 e1-e2 90 Nd2-d3 e2-e3 91 Nd3-d4 e3-e4 92 Nd4-d5 e4-e5 93 Nd5-d6 e5-e6 94 Nd6-d7 e6-e7 95 Nd7-d8 e7-e8 96 Nd8-d9 e8-e9 97 Nd9-d0 e9-e0 98 Nd0-d1 e0-e1 99 Nd1-d2 e1-e2 100 Nd2-d3 e2-e3



a b c d e f g h

White could just take the queen now, but why not threaten



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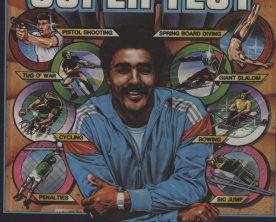
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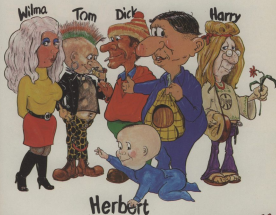
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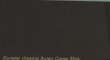
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# SFX IN SPACE



*Gunstar moving through Babylon Clouds*



*Gunstar chasing Alien Cargo Ship*



*Gunstar and Tenger fight*



*Digital Scene Simulation (sm) by Digital Productions, Los Angeles, CA. (c) 1984. All Rights Reserved.*

Our man in America, Marshall H. Rosenthal, has been diving into the magical world of computer animation and visited the company who put the word special into special effects for *TRON* and *The Last Starfighter*.

**I** used to love making my own Super-8 movies as a kid. My friends and I would dress up and run around screaming and shouting, playing spacemen and gladiators from the future. Sometimes we'd try to do special effects, like turning the camera on and off to make people appear and disappear.

Our "show-stopper" was the time we moved a set of playing cards from one place to another, while passing colored acetates over the lens. Shot at single frame, the cards moved all by themselves, while mysterious lights seemed to dance around them.

We didn't know it then, but our foray into "animation" was a prelude of the future, when not just lights, but entire sets would be created artificially.

Animation effects have been used for almost as long as film have been around. Early movies used models, even puppets, for speeches and reactions — the sort of the 1930s and 40s could never have gotten along without them! Others turned to the cartoon artist/animators to create that which only existed as fantasy.

Animation could be used to bypass a difficult effect — such as the flying sequences of the rarely seen *Supersonic* serial of the 1930s. Here, animators were called in to animate the Man of Steel because the directors had been told that line action was out of the question. So whenever Superman flew, it was actually an animated figure that went up, up and away.

Years later came *Star Wars* which revived many of the old model and techniques of miniatures, miniatures and models. Indeed this syndrome is demand the Nazis and so computers have stepped in with new ways for animation to create.

Standing at the peak of this technology is *Digital Productions*, the company that designed the awesome computer-generated effects for *The Last Starfighter*.

For those unfamiliar with the movie, we watch boy-internship, boy-mechanics, boy-spy-guy and serve the Universe. In a Star Wars-like scenario, alone battle each other amidst the stars and space destruction blast at planets and fighting ships. A potential automobile even turns into an intergalactic vehicle!

What makes *Starfighter* different from those that went before is that these effects were created totally in the computer. The "Starfighter",



Left, Gary Demos, Sr. VP and Right, John Whitney, Jr. Pres. Co-founders of Digital Productions.

"planets", and other forms weren't tangible models or miniatures. In a sense, they weren't there at all. Yet the film creates a belief in their reality.

John Whitney Jr. is president of Digital Productions based in Los Angeles, California. His interest in film and computers comes from 20 years of on hand experience. His father was an experimental filmmaker and the first to use a mechanical analog computer to manipulate artwork in the early 1950s.

Whitney Jr. conceived and laid out the construction for a hybrid optical printer which was the forerunner of the film printer Digital today. Co-founder Gary Demos used to be a consultant with a large corporation in the US and wrote the firm's software. He also developed the two-dimensional data input used on the Mass Space Shuttle.

Together, their process, the "Digital Scene Simulation", enables the computer to generate wholly realistic 2D images. Digital Productions has turned out 12 minutes of film a month — serves as encoding as a star going

down, or as mundane as a beer can.

The heart of all this is the liquid-cooled Cray X-MP computer. Don't expect one of these next birthday — this baby costs about 12 million dollars! Which is why Digital — sensibly — rents it.

Previously only available for government and other military-type applications, the Cray can do about ONE HILLION calculations a second.

A full array of data entry, encoding and movie previewing workstations are also part of the set-up. A Barco R10000 imaging/graphics display system allows technical directors to view rendered images before they are committed to film.

The amount of data that can be displayed is pretty amazing — 12800 by 1024 pixels x 24 bits per pixel, approximately four megabytes per frame. Hardware also includes a 1280x2048 pixel by 16 bit/color film recorder and a high speed custom interface to the Cray.

To most people, *TRON* was a cornucopia of computer-graphic special effects. In fact, there was less



than six minutes used. *Whitney* and *Dennis* were both comedians for the Disney film, which used various computers to generate the different images. It took a lot of time and cost quite a bit as well.

TROW's computer-generated effects averaged about seven thousand polygons per frame, each polygon representing a minimum of information in the computer that is used to "build" the surface of the object. There wasn't really any texture — the objects were untexturedly bright and definitely other-worldly.

This was okay since TROW didn't have to seem realistic.

*Starlighter*, on the other hand, had to co-exist in the real world. Digital created over 200 scenes, the average special effect frame having some 335 thousand polygons.

An extra bonus was that Digital's work saved the production company money. In fact, *Starlighter* had twice the amount of simulation as *Star Wars*, yet was accomplished in one-quarter the time and at one-third of the cost.

## HOW IT WORKS

Let's look at just how this amazing system works.

The first thing is to thoroughly understand what effects are called for and to make a detailed analysis of the scenes in which they are to appear.

A draftsman/scanner (DS) then takes an inventory of all the parts needed for the scene and assembles a detailed blueprint, almost as if he were going to make a model by hand.

This information is then fed into a VAX 11/780 computer by the DS who is working on a digitizing surface electronically linked to the computer.

Each line can be measured as a screen as it is entered and each and every part must be accurately laid. This is a painstaking, demanding task that takes weeks, often two to three months.



Software being created for "The Last Starfighter".

A technical director then wires each object which shows as a three-dimensional wire frame. He can then place it against an appropriate background.

The movie's director and production designer will look this over, reviewing the composition, lighting, and overall "look".

Then the *Cue* goes into action. The technical director decides on an object's color and what kind of texture it should have. The *Cue* then grids out the algorithms needed to render a scene, requiring from one to 15 thousand calculations per object — taking as long as 15 hours to execute.

A high-resolution film recorder is then used to print the image onto 35mm Cinemascope colour film. The result is a simulated space ship of substance, reacting to a normal universe really contrived by the computer. This film can be lens

combined with other actions using an optical printer.

Digital hopes to soon complete the development of a printer that will simultaneously merge live action from outside sources with the computer images, eliminating the loss of a generation and additional post-production time.

What about the future? Hopes for digitizing a human being remain high. *Whitney* admits, though, that full scale "people" digitized images are still a few years off. Even *Starlighter* had to make do with silhouettes and shadowy forms in that respect.

But once this becomes possible, he expects it to have an incredible impact on movie-making, on the whole visual industry.

Imagine James Bond stark white, executed by the computer — even long-dead actors resurrected. And all with the "solid" appearance of reality.



Technical Director at work on "The Last Starfighter".





at 01.15 hours on the evening of May 1941, 1942 a flight of specially prepared Lancaster bombers left Birmingham Airport for Germany. After months of planning and preparation Wing Commander Guy Gibson and his 617 Squadron were at last embarking on a mission so daring that it would guarantee them a place in the annals of history.

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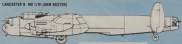
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**E**

# DEFUSE

NUCLEAR  
REACTOR  
KEEP OUT





## BY DAVID CRESSWELL

The program contains all the instructions to play the game, and even has a demonstration mode, so just type in the listing and you're away.

10 DIM 0.04 DIM 1.29 DIM 2.29 DIM 3.29 DIM  
E 4.1 DIM 5.4 DIM 6.2 DIM 7.13 DIM 8.3  
20 DIM 10.8 DIM 11.6 DIM 12.7  
30 SYSTEM OFFEND 248  
40 SYSTEM 248.0.0.0.0.7.7.31.31  
50 SYSTEM 241.0.0.0.36.68.255.255.255.255  
60 SYSTEM 242.0.0.0.36.68.255.255.255.255

# DEFUSE!

```

500 IF R#>1 THEN G=3
500 IF R#>2 THEN G=5
510 IF R#>3 THEN G=6
520 IF R#>4 THEN G=8
530 IF R#>5 THEN G=5
540 IF R#>6 THEN G=2
550 FOR K=LOCATE C(5,4)+1,K,G+3:PRINT CHR$(249);
560 FOR P=PAPER-3:OR+40+R#>LOCATE C(5,4)+1,K,G+1:PRINT CHR$(10)+PAPER-P
570 NEXT R#
580 FOR I=LOCATE 2,1:PRINT "DEFUSE"
590 FOR F=1 TO SK:LOCATE 6+2IF+.1:PRINT F:IF F=1:RETURN
600 I=TIME
610 IF DEND=1 THEN GOSUB 1270:GOTO 760
620 IF I>=IEN/20 AND THEN X=0:GOTO 760
630 IF I>=IEN/20 AND THEN X=4:GOTO 760
640 IF I>=IEN/7 AND THEN X=4:GOTO 760
650 IF I>=IEN/30 AND THEN X=0:X=2:GOTO 760
660 X=0:GOTO 760
670 IF X=0 OR X=1 OR X=2 OR X=3 OR X=4 OR X=5:
680 THEN GOSUB 960:GOTO 590
690 PS=IEN/20:GOTO 760
700 IF R#1 AND P#3 THEN GOSUB 1240:GOTO 590
710 IF R#1 OR R#2 AND P#5 THEN GOSUB 1260:GOTO 590
720 IF R#3 AND R#4 AND P#6 THEN GOSUB 1280:GOTO 590
730 IF R#5 AND R#5 AND P#8 THEN GOSUB 1300:GOTO 590
740 IF R#6 AND R#6 AND P#9 THEN GOSUB 1320:GOTO 510
750 IF R#6 AND R#7 AND P#12 THEN GOSUB 1340:GOTO 590
760 IF P#4 THEN GOSUB 1360:GOTO 590
770 IF P#4 THEN GOSUB 1380:GOTO 590
780 IF P#4 THEN GOSUB 1400:GOTO 590
790 GOTO 590
800 GOTO 1360:4.3.7
810 GOTO 1360:4.3.7
820 IF P#11 THEN GOSUB 1000:GOTO 540
830 IF D=0:GOTO 1360:GOTO 410:11-11-99
840 IF H=1 THEN RETURN
850 IF D=0:1 THEN THEN 750 ELSE GOTO 720
860 RETURN
870 GOSUB 1210:LOCATE 12,9:PRINT "YOU ARE INTO YOUR":LOCATE 13,9:PRINT "OAH AND SPECTIVE":LOCATE 13,12:PRINT "TRAIL AND 9999":RETURN
880 GOSUB 1210:LOCATE 14,9:PRINT "YOU ARE INTO":LOCATE 13,10:PRINT "THE ELECTRIC":LOCATE 13,12:PRINT "FORCE AND 9999":RETURN
890 PRINT:PRINT:PRINT:PRINT:PRINT
900 LOCATE 13,10:PRINT "PRESS THE SPACE BAR"
910 IF D=0:47:GOTO 760 THEN RETURN ELSE GOTO 760
920 MODE 1:LOCATE 15,9:PRINT "WELL COME 11":LOCATE 13,11:PRINT "YOU JUST SAVED L LOCATE 13,13:PRINT "THE NATION":RETURN
930 CLS:LOCATE 26,1:PRINT "DEFUSE"
940 PRINT:PRINT "WARR: THE CHIEF OF THE LISPONS"

```

```

1030 PRINT " IS TO DEFUSE ALL THE BOMBS
1040 PRINT " UNDER EACH OF THE NUCLEAR F
1050 PRINT " FACTORIES."
1060 PRINT PRINT " YOU DO THIS BY DIRECTI
1070 PRINT PRINT " THE YOUR TEAM"
1080 PRINT " (SHOWN AS A WHITE LINE) IN
1090 PRINT "
1100 PRINT " SWEEP THROUGH EACH OF THE B
1110 PRINT "
1120 PRINT PRINT " DO NOT DEFUSE THE BOM
1130 PRINT " IN THE WRONG"
1140 PRINT " ORDER, BUT ANY OF THE REAS
1150 PRINT " ORS OF RUIN"
1160 PRINT " INTO YOUR OWN RADIOACTIVE T
1170 PRINT "
1180 PRINT PRINT " YOU CAN START WITH AN
1190 PRINT " NUMBER OF"
1200 PRINT " BOMBS UP TO A MAXIMUM OF 51
1210 PRINT "
1220 PRINT " TIME YOU CLEAR A SCREEN THE
1230 PRINT "
1240 PRINT " OF BOMBS INCREASES."
1250 PRINT PRINT " YOUR CONTROLS ARE:"
1260 PRINT PRINT " Z = LEFT X =
1270 PRINT "
1280 PRINT " = UP / = DOWN"
1290 LOCATE 3,25:PRINT "PRESS THE SPACE
1300 PRINT "
1310 IF INKEY$="Z" THEN 1390
1320 RETURN
1330 MODE 1:COLOR 3,255,255,7,0,0,3
1340 FOR J=1 TO 10:GOSUB 1350:PRINT "
1350 CLS:GOTO 1390:GOTO 3:GOTO 3:CLS:RETU
1360
1370 GOSUB 1210:CLS:LOCATE 12,8:PRINT "Y
1380 PRINT "ONE" LOCATE 11,18:PRINT "OF
1390 PRINT "THE REACTORS ARE" LOCATE 12,32:PRINT "SE
1400 PRINT "THE BOMBS OFF" RETURN
1410 IF D<3 THEN GOSUB 1210:GOSUB 1360
1420 RETURN
1430 LOCATE 8,1:PRINT " " :D=D+1:A=2:RETU
1440
1450 IF D<2 THEN GOSUB 1210:GOSUB 1360
1460 RETURN
1470 LOCATE 11,1:PRINT " " :D=D+1:A=3:RET
1480
1490 IF D<3 THEN GOSUB 1210:GOSUB 1360
1500 RETURN
1510 LOCATE 13,1:PRINT " " :D=D+1:A=4:RET
1520
1530 IF D<4 THEN GOSUB 1210:GOSUB 1360
1540 RETURN
1550 LOCATE 15,1:PRINT " " :D=D+1:A=5:RET
1560
1570 IF D<5 THEN GOSUB 1210:GOSUB 1360
1580 RETURN
1590 LOCATE 17,1:PRINT " " :D=D+1:A=6:RET
1600
1610 IF D<6 THEN GOSUB 1210:GOSUB 1360
1620 RETURN
1630 LOCATE 19,1:PRINT " " :FIN=1:RETURN
1640 LOCATE 3,6:PRINT "YOU SET OFF THE"
1650 LOCATE 3,6:PRINT "BOMBS BY TRYING" LOCAT
1660 E 2,10:PRINT "TO DEFUSE THEM IN" LOCATE
1670 3,12:PRINT "THE WRONG ORDER" RETURN
1680
1690 IF TIM$="11:30 THEN GOTO 1690
1700 IF TIM$="11:35 THEN GOTO 1690
1710 IF TIM$="11:40 THEN GOTO 1690
1720 IF TIM$="11:45 THEN GOTO 1690
1730 IF TIM$="11:50 THEN GOTO 1690
1740 IF TIM$="11:55 THEN GOTO 1690
1750 IF TIM$="12:00 THEN GOTO 1690
1760 IF TIM$="12:05 THEN GOTO 1690
1770 IF TIM$="12:10 THEN GOTO 1690
1780 IF TIM$="12:15 THEN GOTO 1690
1790 IF TIM$="12:20 THEN GOTO 1690
1800 IF TIM$="12:25 THEN GOTO 1690
1810 IF TIM$="12:30 THEN GOTO 1690
1820 IF TIM$="12:35 THEN GOTO 1690
1830 IF TIM$="12:40 THEN GOTO 1690
1840 IF TIM$="12:45 THEN GOTO 1690
1850 IF TIM$="12:50 THEN GOTO 1690
1860 IF TIM$="12:55 THEN GOTO 1690
1870 IF TIM$="13:00 THEN GOTO 1690
1880 IF TIM$="13:05 THEN GOTO 1690
1890 IF TIM$="13:10 THEN GOTO 1690
1900 IF TIM$="13:15 THEN GOTO 1690
1910 IF TIM$="13:20 THEN GOTO 1690
1920 IF TIM$="13:25 THEN GOTO 1690
1930 IF TIM$="13:30 THEN GOTO 1690
1940 IF TIM$="13:35 THEN GOTO 1690
1950 IF TIM$="13:40 THEN GOTO 1690
1960 IF TIM$="13:45 THEN GOTO 1690
1970 IF TIM$="13:50 THEN GOTO 1690
1980 IF TIM$="13:55 THEN GOTO 1690
1990 IF TIM$="14:00 THEN GOTO 1690
2000 IF TIM$="14:05 THEN GOTO 1690
2010 IF TIM$="14:10 THEN GOTO 1690
2020 IF TIM$="14:15 THEN GOTO 1690
2030 IF TIM$="14:20 THEN GOTO 1690
2040 IF TIM$="14:25 THEN GOTO 1690
2050 IF TIM$="14:30 THEN GOTO 1690
2060 IF TIM$="14:35 THEN GOTO 1690
2070 IF TIM$="14:40 THEN GOTO 1690
2080 IF TIM$="14:45 THEN GOTO 1690
2090 IF TIM$="14:50 THEN GOTO 1690
2100 IF TIM$="14:55 THEN GOTO 1690
2110 IF TIM$="15:00 THEN GOTO 1690
2120 IF TIM$="15:05 THEN GOTO 1690
2130 IF TIM$="15:10 THEN GOTO 1690
2140 IF TIM$="15:15 THEN GOTO 1690
2150 IF TIM$="15:20 THEN GOTO 1690
2160 IF TIM$="15:25 THEN GOTO 1690
2170 IF TIM$="15:30 THEN GOTO 1690
2180 IF TIM$="15:35 THEN GOTO 1690
2190 IF TIM$="15:40 THEN GOTO 1690
2200 IF TIM$="15:45 THEN GOTO 1690
2210 IF TIM$="15:50 THEN GOTO 1690
2220 IF TIM$="15:55 THEN GOTO 1690
2230 IF TIM$="16:00 THEN GOTO 1690
2240 IF TIM$="16:05 THEN GOTO 1690
2250 IF TIM$="16:10 THEN GOTO 1690
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# QUASIMODO

*synsoft*

Quasimodo likes bells. They make him feel good—they make him happy—they are his friends.

All Quasi wants is to be left alone, but those nasty soldiers think that he stole the royal jewels. Quasi didn't steal them!

Quasi wants the soldiers to leave him alone. They fire nasty arrows at him. Quasi doesn't want to, but Quasi will throw big rocks at the nasty soldiers.

Quasi knows a secret! Quasi knows where the jewels have been hidden in the castle and only Quasi can climb there.

They better leave Quasi alone, 'cause Quasi is getting mad. Quasi better hurry and find the jewels. Not much time. Quasi sees lots of soldiers. Quasi has lots of rocks.

Now the noise has stirred up the bats in the belfry. The bats are mean. They make Quasi fall down. Quasi better jump away from those bats.

Quasi thinks he got up on the wrong side of the bed today.

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Quasi: For information on how to become a U.S. Gold stocked contact: Creative Software, Ltd., 100, The Arcade, 1st Floor, 1st Floor, leading distributors or write to: U.S. Gold Limited, Ltd., The Parkway, Industrial Centre, Riverside, Slough, Buckingham SL7 4EF. Tel: 0494 531100, Telex: 5377260.



1998-1999

# PROFESSOR VIDEO'S



## GAMES WORKSHOP

Welcome to my corner of the world, pupae. Get those brain cells working, 'cos here we have Jane's batch of hints, tips and jokes.

### TAPPER

Another new game to enter the Prof's pages this month is Tapper for the C64. This collection of tips comes from Roger Duckworth, Lancashire. Roger says he had to give up, with nine lives left, as he had sore fingers after continuous play. Don't you know, Roger, a bit of bling on the fingertips soon hardens them up and you are able to play for hours and hours! Try it and see.

Only collect tips when there are a lot of customers at the far end of each bar. Learn the patterns that the boks Bandit uses as these could be useful when you progress further and the more more faster.

Men drink faster than women (don't they always Roger?). To collect the glasses faster, run Tapper down the bar.

On the bottom bar, don't let the customers get too near the end of the bar as it will take a lot of soda to push them through the doors. In the Space Bar, watch out for the glasses because they move a lot faster.

### BACKPACKER'S GUIDE

Now is the time to get pen to paper and help out a fellow student. Matthew Walden from High Wycombe has been trying to play the Backpacker's Guide to the Universe since the beginning of the year. He has written to these pages in desperation as his problem seems to be that whenever he plays the game he ends up in the same old place.

Does anyone out there know how to help him? Indeed has anyone out there completed the game, 'cos I have never had any letters telling me

how to do it? So there's a challenge — who has done it and who has the key to the mystery of Backpacker? You know the address so get writing.

### POKE CORNER

I think after that we need a breather so, while I have a rest, look over these games and see what's useful.

SABRE WULF: POKE 40078,338/POKE 4000,358 — infinite Sabrewulf! POKE 64009,0 — Watch and see . . . . . (Will someone please tell me what this one does?)

POYTRON: POKE 38040/POKE 38056,0 — for lots of fun (LOAD all the parts except the last one, type BORDER 7 and the POKEs).

JOY JOY WILLY: POKE 38037,34 — Maria will let you go into the bedroom POKE 33040,0 — when you enter each room, the objects will jump in to your work.

JET PAG: POKE 3006,334 — infinite lives.

ATTC ATAC: POKE 30816,0 — infinite lives.

Big round of thanks to Mr Goodier from Israel.

### STAFF OF KARNATH

More tricks on Staff of Karnath, this time from Alec Pe of Wembley. Got to the upper-guardroom and shoot the shield once with THORNIN and hit it again with OPHIALOS, then walk over the cross.

In the treasury, shoot the snake with KNOCKOUT. To get the Pentacle in the great hall, shoot the fireplace with AROUS.

Once in the morning room, go to the left of the fireplace and shoot with the SKAHEM spell until the pot falls off the table. Most of the creatures can be destroyed with FORTHEIN and when in the waiting room just wait.

Alec tells me that he is trying to get the Pentacle in the library after the Skeleton lets him. He does know how to get it, as you have to be in a certain position but won't tell me. Now that's not a very nice way to treat the Prof, Alec, so come on all you other readers — tell me the secrets to the Staff of Karnath.

### BEACH HEAD

Now for a new one to the Prof's pencil Beach Head. These tips come from an old friend to these pages, Michael King.

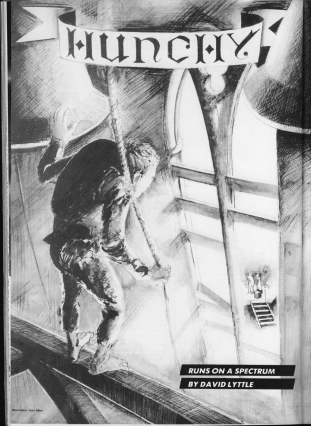
Michael recommends you go through the Secret Passage, as with practice you can steer your vessels through. One trick is to stay low and, once the first two torpedoes pass, make a dash to the left side of the screen. You gain 1,000 points per boat, so start practicing.

Move on to the airplanes. Whichever way the planes move, you follow and ALWAYS keep your gaze at 90° plus keeping your finger on the fire button as it auto-repeats very quickly.

Next thing on the horizon is three ships. DON'T go for the largest 'cos if you do the others will bombard you. Remember to always watch how far you are from hitting the boat. Only aim for the ship which is aiming for you.

That's all for this month, but, I shall return next month with more tips.





# HUNCHY

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**BY DAVID LYTTLE**





# Herbert's



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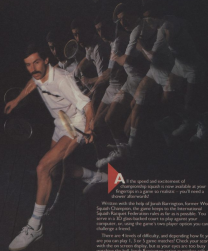
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FEATURING  
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JONAH  
BARRINGTON'S

# SQUASH



**A**ll the speed and excitement of championship squash is never available at your fingertips in a game as realistic — you'll need a *Shower* afterwards!

Written with the help of Jonah Barrington, former World Squash Champion, the game keeps to the International Squash Rackets Federation rules as far as is possible. You serve in a 3D glass-backed court to play against your computer... or, using the game's own player option, you can challenge a friend.

There are 4 levels of difficulty, and depending how fit you are you can play 1, 3 or 5 game matches! Check your score with the on screen display, but as your eyes are too busy watching the ball, Jonah Barrington acting as marker calls out the score for you. All this is due to a programming breakthrough that enables your computer to accurately reproduce the human race without any hardware add-on!

The game also incorporates a User Defined joystick/Keypads option which means that you can set your keyboard to suit you, or play with just about any make of joystick.

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COMMODORE 64



COMMODORE 64



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**Watch** out for the combies, snakes, spiders & orcs - get hit too many times and you're dead.

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Following on the success of the popular TV series, this module should be popular with all interested fans.

The object of the game is to collect the wounded men with a helicopter and get them to MASH 140 for surgery, using landward or seaward.

Among the options are rescue with tank fire and surgery, rescue with closed fire and surgery, rescue only with tank fire, and rescue only with closed fire.

Helicopter graphics and sound are well simulated and scores for both Trapper and Hardscape are displayed at the top of the screen during both rescue and success.

If you are using a speech synthesizer, then comments like "Twitter fingers", and other causal comments are heard, depending on your abilities in the subject.

If you've limbered up on *Missouriguts*, this kind of event should be common place. I did find that the overall response to the joy stick was not as good as the keyboard which got all the positive comments.

Points are awarded for each item collected from the questionnaire.

- |   |           |    |
|---|-----------|----|
| ■ | Geophiles | 7  |
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**SUPPLIES:** Paper, Pencils  
**WEIGHT:** 2 1/2 lb. 1000mm

While waves of demons attacking the outskirts of our planet would seem odd, occasionally a rare spark in programming comes up with something like *Demons*.

game out of the ordinary. Imagis have certainly managed this, with smooth graphics and the most imaginative demons I've yet

Using a laser cannon moving across the bottom of the screen, you are battling against six waves of attack by ten different species. Each generation gets faster and more agile and, since they are armed with fairly smart missiles, you need to be very quick.

Having succeeded in defeating the late beings, the cannon moves across a story background to their base, Pandemonium, on the inner surface. A demon, flanked on either side of what seems to be two giant coils, appears. Flame-like creatures descend at speed and they also shoot fast bursts with the twelve laser.



Having overcome these obstacles, the demon's head detaches itself, but is protected by suicide pallisers which prevent it from reaching its foe.

- |               |    |
|---------------|----|
| ■ Graphics    | 10 |
| ■ Sound       | 0  |
| ■ Vision      | 10 |
| ■ Playability | 10 |



Optional speech synthesizer  
SPEAKER: Parvus Electronics  
CODE: 1734, \$60.00/yr.

This is an opportunity for all Freebreds to fight the Klingon fleet in the privacy of their own home. After an impressive view of the Enterprise, we are welcomed aboard by the voice of our logical, long-served friend, Spock.

Commanding from the bridge of the Enterprise, you have sight of these scenes, giving you an overall impression of what you've got to do next with

The top left hand screen displays score, shields, power, and warp — top right shows radar scanner and lowest screen (D) shows

Control of all weapons and escape drives is either by joystick or keyboard, as is movement of the ship. You must bear in mind not to miss the amount of photon torpedoes, energy shield or warp left on the top left hand screen, while you're blasting away at all and sundry. Points are awarded for Klingons, assimilated saucers, beamriders and assimilated starbases. At the end of each sector number increases, so certain multiplying factors increase your score.

This is a fast response game that will keep you interested.

- Graphics
- General
- Values
- Miscellaneous



**SUPPLIER:** Penco Electric  
800/77-4733, 800/441-1111

My first introduction to Adventure games was via the Scott Adams "text only" games, and now I wished for something with some visuals! This was the idea.

This dream and is a sequel to *Prayer's Adventure*. Starting with a rather strange jumbled image from the inside of a box, the object is to locate 13 hidden treasures and deposit them in a secret place to obtain points.

Scott's humor is liberally sprinkled throughout the game which has interesting visual locations for you to become confused in. There are also clues for those who have not played *Prince of Adventure*, so you can get straight in at the deep end, so to speak. If you have a printer, there are options to use this to plan moves and partly played games can be saved to cassette, or, if you are more technosavvy, on a disk.



Making a map of your movements will aid your travels in the search for treasures, but don't forget that some of the clues are in the graphics which give very good descriptive views.

To those of you who like a little more than the text Adjustments offered by the TI — take a virtual look at this site.

- Graphics
- General
- Math
- Miscellaneous



## 5 MICROSURGEON

**Optional speech synthesizer**  
**SUPPLIER:** Paces Electronics  
**PRICE:** £17.50 (ROM)

Imagic developed this game for Texas which uses the speech synthesizer to good effect. If you have landed your chances as a part time surgeon, now is the time to put your skills to the test. Selecting from student, intern or (surgeon) expertise, you then have a choice from up to a 1,000 patients!

Various symbols identify the following conditions — tar deposits, cholesterol, gallstones, kidney stones, tapeworms (yuck!), and tumours. Using ultrasonic rays, antibiotics, or aspirin by selecting 1, 2 or 3 on the keyboard, you can then decide on the surgical probe speed by keying 7 or 8.

Movement of the probe is made by either keyboard or joystick, the modification chosen being released by the button or key.

The multi-screen graphics are superb and display the following: position of robot probe in body, status of patient with condition of individual organs and close up scanner with magnified position of probe and hospital room.

■ Graphics	10
■ Sound	8
■ Value	10
■ Playability	10

## 6 POLE POSITION

**SUPPLIER:** Paces Electronics  
**PRICE:** £24.95 (ROM)

This new legendary motor-racing game by Atari gives realistic racing effects using either joystick or keyboard control. Defeat from either novice, experienced or advanced level, choose the number of laps between one and eight, and you are away!

You must qualify before actually participating in a race and achieve a top time at its several or better. Sounds are

effective, ranging from tyre squeal and explosions, to bumping over the edge, and realistic engine noises. Atari have also been thoughtful enough to provide alternative key selections for both left handed and right handed players.

■ Graphics	9
■ Sound	9
■ Value	8
■ Playability	8



## POPEYE

**JOYSTICK ONLY**  
**SUPPLIER:** Paces Electronics  
**PRICE:** £24.95 (ROM)

You play the part of Popeye, and the object is to catch all of Olive's hearts, nuts, and crates for help before they hit the water and sink, while avoiding Brutus — I always thought it was Blue — Sea Hag, and vegetables.

Popeye has three levels — Sweet Hearts, Love Nuts, and H-U-L-P. We'll deal with the standard assets: Popeye can use on each level, the first being spinach. This appears randomly on each screen and, to use its power, place our neutral hero over it and depress the fire button. He can then attack Brutus and knock him overboard.



On level one, there is near the centre of the screen a punch bag and bucket. Should Popeye bump the bag when Brutus is underneath, the bucket falls, stopping Brutus in his tracks and gaining extra points.

On level two, a different scenario is set, in the shape of a house. Sea-saw, bouncing boxers and Brutus attack Popeye. At level three, sliding platforms help him escape

around, while he can punch marauding wretches which proceed down. Incidentally, Brutus has the ability to swing a punch from the floor above to KO Popeye.

The music is excellent, the graphics are the best, and the game is an authentic copy of the arcade version.

The price might seem a little hefty but, when you calculate how much you drop in the coin slots, it all becomes relative!

■ Graphics	10
■ Sound	10
■ Value	10
■ Playability	10

## 8 FATHOM

**Optional speech synthesizer**  
**SUPPLIER:** Paces Electronics  
**PRICE:** £17.50 (ROM)

Fathom is certainly different. You transform from a seagull into a dolphin to carry out a quest for bits of a magical incant.

Motion as a seagull is sustained by pressing the fire button to flap the wings, or alternatively D/L or R on the keyboard, with left and right stick, or L/R and D/R on the keys for left and right movement. While flying, touching objects gains you energy and hitting items depletes it. In the volcanic area, the lava loses energy at certain levels, so you are constantly fighting against a dropping figure on the screen, plus a female voice warning "beware your energy, mortal".



For the transition from the form of a seagull to that of a dolphin, press F or L key to put the joystick towards you while passing the fire button. While moving through the sea, try to avoid jellyfish, crabs, sharks and the s/w/ops guarding the wreck, as they all take energy away, as they do encounters with the coral.

■ Graphics	9
■ Sound	8
■ Value	10
■ Playability	10

## 9 TUNNELS OF DOOM

**SUPPLIER:** Paces Electronics  
**PRICE:** £24.95  
**ROM + cassette**

Tunnels of Doom is the first fantasy offering available for the 16 owner and offers two games. Perseus and Pluto is a game designed for children and demonstration



purposes. The dungeon is comprised of one to four floors and there are eight quest objects to find.

The game is for one player and options are given to construct a new dungeon or to select a previously prepared one.

Movements are made through the keys and "left" display the unexplored and chartered areas. Party status reports are available and selections are shown for levels of difficulty.

Quest of the King is the main adventure and does contain monsters, weapons, and magical items. For a sample quest, select "continue current game" from the display. These characters, Eric Seablade, Maurice d'Ormyre, and Forestall Grimm are displayed and are given the opportunity to purchase potions and weapons from the store.

They then continue to move as directed by the player. The characters are able to fight, negotiate and change weapons. Quest objects have time limitations and throughout the Adventure a "clock" counts the steps taken by the trio. If you do not locate objects within a certain time, they are destroyed.

Secret doors, vaults, in fact the whole gamut of fantasy is involved in Tunnels of Doom which is an Adventure requiring lots of dedication.

You are able to select from the amount of floors in the dungeon and are asked a series of questions, all of difficulty, armament, and nature of the player (fighter, wizard, thief or rogue).

However, the sample quest will enable you to establish the

feel of the game.

Moodily background music and superb graphics really show the Texas at its best.

• Graphics	10
• Sound	9
• Value	10
• Playability	10

## 10 MOON MINE

**Optional speech synthesis required**  
**SUPPLIER:** Peco Electronics  
**PRICE:** £14.95 (ROM)

This cartridge game is a worthy successor to *Paradise* which is regarded by many Texas owners as a classic. The screen is a view through the window of the USS Recovery, moving through a mine shaft on the moon. Beneath the screen are the status gauges, showing the temperature of the beam, the water level, and number of crew members remaining. The level of play —



there are 60 levels — together with our text and high score is also shown.

Perf comes on four sides of the screen represent lasers. The vertical lasers have limited mobility and unlimited range and conversely the horizontal ones have unlimited mobility and limited range.

Since the lasers are water cooled, it is necessary to replenish the supply which is done by ejecting a crew member into the mine shaft. While he is out there he only has 12 shots against miners.

The placement of the crew is achieved by pressing the space bar, as is the reload. There are also opportunities to retrieve stolen treasures back from the Zygoloid, using the space bar and fire button.

If you are fortunate enough to have a speech module, this works in both English and Spanish. When you hear "Maying be destructive super" you know you're in trouble!

• Graphics	10
• Sound	9
• Value	9
• Playability	10

## 11 SUPERSKETCH

**SUPPLIER:** Peco Electronics  
**PRICE:** £59.95

This particular sketchpad has been around in the States for some time and will now be welcomed by UK owners. It comprises a module which is connected to the graphics tablet by a cable. The tablet has various selection buttons at the top and the arm and pointer is utilised as you would a brush. On loading, the menu options are shown on the left hand side of the screen. By sliding the arm up and down, the cursor is also moved likewise on the menu.

Selecting from the 15 colours, you can opt to make your screen border, or start outlining from a range of nine brushes.

It allows you to place your "brush" anywhere on the screen before starting and any change you make can be altered, thanks to the *Freeze* option. The Fill and Swap screens are also present, enabling areas outlined by the brush to be coloured in, or colours exchanged as your artistic whim takes you. A warning, be sure that all lines are joined properly before using fill or, to-and-fro colour, you will have real to real colour!



The Texture facility allows mixture of colours in a cross hatch effect, giving more possibilities. The option *Expert* selects yet another menu, giving *Box* (creating rectangles and squares of any size) and *Horiz/Vertical* (and vertical lines). Another feature from the menu, *Slide*, gives straight lines from any point, turning out at lengths and angles of your choice.

*Load* and *Save* are the two remaining choices on the menu, giving you a chance to store your *Handprints* for posterity — or further improvement. When you *Load* a previously saved design, the formation of the picture is entertainment itself. For a user who wishes to repeat lots of circles etc., plastic stencils (available from most sta-

tioners) help you to get the most from your *Supersketch*.

The manual provided is good and some pictures are supplied which clip straight on the pad to get you started. Lots of fun for all the family in this flexible package.

• Graphics	9
• Sound	n/a
• Value	9
• Playability	9

## 12 SLYMOIDS

**SUPPLIER:** Peco Electronics  
**PRICE:** £19.95 (ROM)

This game presents three built-in slides. For our country hero — gliding slopes overlooking the sea, a castle, and some mountainous terrain as a backdrop. A well created effect is the background for hordes of black natives to appear from all over the screen.



You can select from levels one to five and the aim is to shoot the *Slymooids* who gradually get larger and move faster. Another danger is the *spikes* which look like a flying jellyfish which appears at the top of the screen before swooping down and lower.

On clearing the screen, the graphics move smoothly left or right, at your discretion. You cannot enter the castle until the little beasts, arriving from every nook and cranny, are wiped out. Likewise for the glass area. You then move into the caves, where even the stactacles are un-hinderance, dropping from the roof and scolding towards you.

From the back of the cave hordes of bats arrive which must be dealt with in the same way. Points are scored by the location and types of *Slymooid* hit — the more difficult the shot, the more points you earn.

Each type of *Slymooid* has its own sound, so you have an early warning system. A little bonus here, if spaces escape off screen or land on the ground, they change into three new *Slymooids*.

Should three *Slymooids* get together in the same area, a new *Slymooid* is generated. Many *Slymooids* won't lose this!

A lively game, with certainly different ideas. There are the usual excellent Texas graphics, with good use of sound and a joystick or keyboard option.

• Graphics	9
• Sound	9
• Value	9
• Playability	10



## 13 SUPERHOOD

**Extended Basic required**  
**SUPPLIER:** Peco Electronics  
**PRICE:** £7.95 (Kern.)

*Superhood* is job is to shift materials from the store to his brother on the scaffolding of a semi-finished house. On the way he is under threat from furniture dealers and dumpers which shoot backward and forward at alarming speeds on the air.

While you are able to use either joystick or keyboard to make *Superhood* airborne, this is very temporary and is usually accompanied by the sound and splendour of an ambulance awaiting in a test site.

Whenever he successfully delivers his bricks, another two layers are added to the structure at high speed by *Superbrick*, then it's back to the store for more punishment.

Points are gained by negotiating obstructions, dumpers and dealers, and by each layer built on the house.

When the house is completed, the next screen adds more obstacles, and so on.

While the graphics are rather Lego-like, they add to the appeal of this quite addictive game.

• Graphics	7
• Sound	7
• Value	8
• Playability	6



# Dear Bughunter...

Dear BH,

I was going to type in *Gold Rush* for the Spectrum from your February Book of Games but there were some characters that I couldn't get on my Spectrum keyboard. Please help.  
G J Anders

The characters you mention are user defined graphics, which are used to represent the players and other objects. You enter them by pressing a capital letter from A to U while in graphics mode, which you enter with CAPS LOCK. The problem is that you won't know which characters correspond to which letters until the program is run. So, enter the listing and leave spaces where the graphics should be. Type ROM and, after a few seconds, break in to the game. The characters should now be defined, so enter graphics mode and press the capital letters from A to U. You should find that they produce graphics, so you can go back to the listing and enter the correct characters.

Once everything is complete, don't forget to save the game to tape again.

Dear BH,

I saw your write up article about buying software through modems. I don't know much about this, so can you please explain it again? Thank you.  
Aun Chan

Program Express launched a machine in the middle of last year which was based on a system known as EDOS, which stands for Electronic Distribution of Software. The idea is that the micro shop has a machine connected to the EDOS computer in Edinburgh by a modem. If you want to buy a game, you load a blank cassette into the machine, pay your money and a copy of the game is transferred to your tape. This means that the shops can always have the latest games in stock, but cannot be overstocked, which costs money. Not a lot happened on the EDOS scene and everyone lost interest. But it seems that the company is well and truly convinced of the idea, and they told me at the recent LIC show that you will see EDOS machines in the shops any day now.

Incidentally, Program Express now has a competitor. Soft Store is based on a similar principle, but no modems are used. All the games are held in a special ticket-operated machine. You buy a ticket and stick it in the machine along with a blank tape. Kowatch, who made the machines, say that instead of updating by telephone, someone will come round to the shop with a special disk and update the machine whenever new games come out.

Seems a step in the wrong direction, if you ask me.

Dear BH,

Is it possible to save machine code bytes that exist in memory without having to convert them back to data statements first?  
J E Newton

Yes, it is. Use the CODE statement in the SAVE command. Type SAVE "name" CODE xxxx,yyyy. This will save the area of memory starting at address xxxx and continuing for yyyy bytes. The name of the file on tape or microdrive will be "name". So, for example, to save a block of 5000 bytes starting from address 10,000 under the name of TEST, type SAVE "TEST" CODE 10000, 5000

Dear BH,

My 64 won't load games. Well actually it will load about half of the games I buy but the rest won't load. They load on my friends' computers. I have had my cassette recorder replaced but still nothing works. Please help.  
Timothy Miller

If you've replaced the cassette recorder, then it probably isn't that that's at fault. If the tapes load into a friend's computer then it can't be that you have faulty cassettes. Therefore, I suspect that it's actually your micro that has the problem. It's a fairly common problem which your dealer should be able to fix.

If the machine is under guarantee then you're lucky. If it's not, then phone around some local shops first and get the best price. And make sure that the shop will guarantee its work.

Dear BH,

Please can you tell me how some programmers manage to make the 64 display a picture while it's loading a tape.  
Ian Kennedy

Computers can only do one task at a time, but they work so fast that it looks as if they are doing more than one thing at a time. For example, if a picture is on the screen while a tape is loading, the computer has to keep reading data from the cassette port and also update the screen at the same time. Obviously, the less things that the 64 is doing, the faster it can complete the one thing that it is actually doing. So, the machine turns off the screen while loading tapes to save time. However, some programs load in a small loader program which actually reroutes part of the routine that tells the 64 how to load a tape. That routine is almost the same as the original, but manages to keep the display alive while loading a tape.

I don't know of any utilities that let you do the same with your own programs, though you could try adapting one of the cassettes you already have.

Dear BH,

Since I bought a Commodore Microdrive for my Spectrum, I have had a lot of problems loading programs. Can you give me some advice as to what I can do about it? Anne Thorpe

It depends on how bad the problem really is. If it means that some games will take two or three attempts before they load completely, then I could live with the problem.

If it makes most of your software totally unusable then you could contact Watkyn Systems of Tuxbridge Wells, who have taken over the Commodore range, and ask them for a replacement.

That's it for another month. Remember, if your money's getting you down, we're here to give you advice.

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# ARCADE ACTION

## DRAGONBUSTERS!

Take a test out of St. George's book and try your hand at a bit of dragon slaying. After all, dragon busting used to be a sport with handsome young men who killed a few dragons for fun, married pretty maidens as an afterthought and lived happily ever after.

You have three fireballs and should use them sparingly — they will help to get you out of most tight spots. You can also leap forward, backwards and crouch — a great help when battling with a dinosaur that is several hundred times larger than yourself.



They were sometimes a bit too keen and somewhere along the line dragons became extinct. However, Ramon has given you the chance to breathe life back into a dragon for only 30 periods. For a few exciting moments you too can try your hand at dragon busting.

The start-off at the entrance to a map portraying three castles and a mountain hole-out. The path you choose will dictate which castle you reach first. On entering a castle you make straight for the dungeons, that is where dragons are known to hang-out, and looking ahead notice a skeleton coming towards you — and no escape route! Sword at the ready, you leap forward and the skeleton disappears. A wall opens, leading you deeper into the labyrinth beneath the castle.

Bers, beds and fireballs all try to drain you of vitality thus preventing you from finding the dragon. But at last, stumbling from exhaustion, you found a corner to come face to face with a rearing, fire breathing dinosaur. At least, that is what it looks like. The Japanese graphics artist obviously had trouble even a

Killing the dragon seems to be more a question of luck than skill, but when he finally disappears a door materialises to lead you onto the path to the next castle. At each stage it becomes harder to dispatch the dragon but the thought that there must be a prize to claim at the end of your journey goes on to greater endeavours.



Dragon Buster is colourful, easy to play and is apparently a great hit in Japan. I didn't have to fight my way through a thorn to play but it is one of the best in a very mediocre range of games that are soon to hit the arcades.



## REACH FOR THE SKY

Aerial acrobatics that would make even Red Arrow pilots shake in their flying boots are the only way to win *Available Dogfight* from Data East.

You take the part of a daredevil flying ace who resembles Dastardly Dick, though unfortunately Murley doesn't figure in this game. Hoo, Hoo, Hoo! Even the graphics are down to whacky cartoon style.

Bravely you stroll towards your waiting plane. A committee of generals salute as you climb into the plane to rid the skies of the enemy single handed. The plane gathers speed and slowly you nudge the joystick to ascend — instead you push it the wrong way and make a spectacular nose-dive from the grand height of two feet. One life lost before you are even airborne!

Once you're in the skies, events happen very fast. Enemy aircraft whizz past from all directions and you'll have to do some real

affect this dogfight.

Should you be unlucky enough to be hit, your plane will start to cough and belch black smoke. As it drops into a nosedive, you must open and open your parachute if you don't want to end up as a squashed blob on the ground. If you reach the ground safely, you can leap into another plane to continue the fight. This time a new breed of enemy planes will be waiting which are faster and more dangerous. Quicker reactions will be needed to catch these rigors in the sky.



Running out of fuel is normal circumstances is usually considered highly dangerous but if that happens in *Dogfight*, nothing could be easier. Just jump out of your plane and into one of the many's as it passes beneath you. Sounds simple? What would you try it?

*Dogfight* is one of these games that is instantly playable and does not need a great amount of skill. Its pace is fast, the graphics are colourful and well defined and it's recommended this game to anyone who needs a break from fast, dedicated shoot-'em-ups.

acrobatics to get in line to fire at them and dodge their bombs. You can loop the loop, fly upside down and even vertically upwards with the greatest of ease. The laws of aerodynamics do not



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The micro's futuristic looks tend to immediately set it apart from the competition. The black moulded case contains a built-in joystick and four-colour keyboard, based on the rubber-mat, Sinclair QW-type keys.

A hinged plastic strip along the top of the keyboard holds details of the eight function keys which, combined with "ESC", "CLR" and "ALT", allow up to 32 functions.

A ROM port on the left of the machine will initially contain the IS-BASIC cartridge, but leaves the way clear for other plug-in languages and game cartridges at a later date.

Along the back are a number of connectors for control of up to two cassette recorders, TV, monitor and hi-fi output, a power socket (for an external transformer), serial and parallel ports, and edge connectors for two joysticks.

Unfortunately, the choice of mainly edge connectors, rather than more standard sockets, is probably going to imply the necessity for interfaces, as on the Spectrum. The first interface most people will need will be to allow Atari-type joysticks to be connected. Finally, to the right of the machine is an expansion port for extra memory (up to a staggering 4MB), disc drives, and the like.

The basic processor is a Z80A running at 4MHz. The two most impressive chips on the board are, however, two custom-built chips to handle the sound and graphics. Additionally, the machine comes complete with a word-processor chip. If there are no cartridges plugged into the machine, then it will power up to the word processor.

This software has its faults and is comparatively special, however, it is simple to use and has all the essential features, so it will no doubt prove to be very useful. The programmer will also find life easier by using the word processor functions to edit BASIC programs.

The graphics are all handled by a custom-built chip, called Nick, which offers a bewildering variety of colours and resolutions. A two-colour graphics screen gives either 40 or 80 columns (the latter using twice as much memory), but the number of colours displayed can be increased to 4, 16 or 256 by halving the horizontal resolution each time. Additionally, there are two-text modes and a Spectrum-like Attribute mode, but on the Enterprise, each eight-pixel row of characters can have its own independent colours.

# ENTERPRISE

The first few models of a new microcomputer, called The Enterprise, are now starting to appear. Initially launched about 18 months ago, the computer has been plagued by delays and a change of name. Nevertheless, with superb sound and graphics capabilities, the Enterprise should fare well against more recent arrivals, such as the Commodore 16 and Amstrad. MARCUS JEFFERY investigates.



Those people wanting to write their own games will find the Enterprise very helpful. The IS-BASIC used is highly structured, having many similarities to Pascal, and contains many commands not normally found. Typical structures include a DO...LOOP, which may have the test conditions, WHILE and UNTIL at the start or end of the loop. Multiline IF...THEN...ELSE...ENDIF, and SELECT CASE structures are also supported.

For graphics programming, the main command to draw lines and move the cursor is MOVE. This can then be combined with such commands as CLAMPED and PAINT, for filling shapes, or FORWARD, BACK, LEFT and RIGHT to rotate graphics.

Also, when defining the number of colours and resolution, they are given a particular page (channel) number. This page could be very small and just be shown on part of the TV screen, possibly with other independent pages, with different colours and resolutions.

Alternatively a very large page could be defined and the screen then used as a window to show part of it. Then by redefining which part is to be shown, scrolling can be achieved. Many other possibilities exist, such

as displaying a sequence of pages for cartoon animation, giving a very flexible graphics system.

What game would be complete without sound? Here again, the Enterprise contains a custom-built chip, this time called Dave, to deal with things. With three sound and one noise channel, the Enterprise is immediately a rival to the BBC and Commodore 64 machines, but with multiphase envelopes, ring modulation and separate stereo output channels — when sent through a hi-fi system — the Enterprise leaps ahead of the rest of the field. As with the graphics, all the parameters are available through IS-BASIC, making the programmer's job as easy as possible.

Though an excellent machine for both the programmer and the game-player, the success of the Enterprise will undoubtedly lie in the range of software available for it. At present this looks pretty bleak, but a number of companies are supposedly working on games, and it is hoped that Spectrum and BBC BASIC conversion programs will soon be available, opening up a wide range of additional software.

8 BITS!

DON'T LET THE GREMLINS GET THE BETTER OF YOU WRITE TO...



## TWO YEARS ON!

The *Adventure Helpline* went into action officially two years ago and since then your letters have been arriving in ever increasing numbers. Following the March issue of *Adventure*, there was a two-fold increase overnight! So please excuse the delay if your reply was a little late in arriving! I still just managed to read all your letters, and I loved them!

Paul and Simon helped take the strain and, along with some secretarial help from Veronica Campbell, all your letters (well, nearly all) got answered. But to keep as helpy as in future, we're doing something and ask you for something in return.

Please make sure your mail is solely for the *Helpline* if you address it to us (no competition entry format) and PLEASE write clearly! There's nothing worse than struggling through a misspelled word!

Our contribution will be to introduce to you, next month, a new member to the *Helpline* team! You've heard of him — now who could it be?

## CHEATS CORNER

To Mail O' Mail of Country Eldons, a T-shirt. From Mail, this goes about the famous adventure commands **MOVE** and **TAKE**. If in *Pallophor's Quest*, you follow one of these commands with an object, you will go immediately to the place where the object is.

Chris Merchant, like many others, is having great difficulty getting into the *Castle of Terror*. But he has found his secret for soup improves his scores! Every time he types **GET SOUP** in the humble cottage, he gains five points. "I got 200 out of 260 before ceasing this pointless activity!" exclaims Chris.

"Rained Waldrud of *Firetop Mountain*," says Paul Hayes of Sheffield, "that if an arcade game has a pause button, it is possible to play over a period of days." Paul claims to have scored 51 million in three weeks,

playing *Schro Wolf* so there's at poor adventurers struggling for months to get a score of 100 in *Mutk* while joy-stick breaks are running up millions in mere days! Is it fair? No, readers cheer too! Paul admits he had the "infinite lives" poke in.

Talking of cheating, Paul Coppins asks: please don't write in asking for the charts for *Starman*. If you have a genuine copy, you will have all the necessary paperwork in the package. So don't ask us to help you see an illicit copy!

## PAINFUL PROBLEMS

Recent deaths at Lashdown are baffling a veritable constabulary! The most frequent problem is how to continue playing *Shedlock* into Tuesday. Lashdown has the nasty habit of wrapping the case up on Monday evening, just as you were doing quite well. So go along to Lashdown and challenge his conclusions. Beware! He will ask for proof, so you will have to test all and get it!

Excellent player Pauline Gurnett wants to find the right key to open the chest in Tyler's bedroom. She has the key, but the key doesn't seem to be within its folds, she finds. Come on now — who's got it? And, while we're on the subject, who can help Mark Barnfield across the moor?

"What are the shivering loam and lichen proof vest for in *Valtrye* 17," asks David Leech of Forest Hill, "and how do you get past the border guard in *Capetia*? It's better than any other game!"

Fantasia Diamond is troubling W. Mack of Grimsby who cannot do anything with the silver statue in the woodland, whilst Jack Locksley of Aylesham is through the window, but now he can't escape because he has no weapon!

Eve of Solton is killing Anthony Jones of Exetercliffe when he crows the boat to the island. He can't get over the castle wall either. Another victim, one full of terror, is troubling Paul

Hendrie. How do you pass the guards in the tunnel, he asks?

Collette Mason of Southwich poured out all her *Wick* frustrations when she wrote to *Helpline*. "I have solved many *Adventures*, but this one I just can't follow out. And another thing — I HATE GAB!" A question that has been cropping up frequently is: How do you get through the *Chief* *Stamman's* door in *Mutk*? Answer: You don't!

Pharaph's Tomb player Colin Davis of Atherton asks how do you unlock the iron tunnel, while Mrs Woods of Gorton knows how to kill the pirate in *Parsons of Ram*, but can't do it as she can't find *Khadin*. Will whoever had him last please put him back?

Paul Clifford of Walsall says *Spook* has got to be the funniest game ever, but he can't give the mail to Lancaster and gets drowned every time he attempts to swim from the island.

Our old friend the Rev Dave Syme has been spending a lot of time on the beach recently and he's not just enjoying the sun! The truth is, he can't get away. He says he's playing what one reviewer described as the "easy" part of *Macbeth*, which "shouldn't take more than an hour or so for an experienced adventurer. 'Just who is the idiot who makes these games up?'" asks Dave.

Ground Zero from Arns is coming under attack from 8 *Hampshires* who can't get a word out of his next door neighbour, nor enter his house. Whenever he builds his shelter the house falls down on him and when he tries to dig he can't as he has no spade — and he can't find one either!

Robert Stanley of Aintree was still awaiting his plan to be mentioned in another *Helpline* column when he read the March 1982. "90% letters answered?" he thought, "sounds promising!" So he put pen to paper again and, although I replied, I couldn't help! So who can send him a Message From *Andromeda*? He is trying to open the square plate next to the panel in the mirror room.

Cyrus Owen from Wembley has received a knighthood from Lord





## HACKING AWAY ON MULTIVAX!

Just as I was hitting out my heels with the necessary hardware to become a Microcracker, along came an Adventure called *Multivax 2000*. But in *Master*, it is not Dynadex nor Enterprise that is the host computer but Multivax, an altogether bigger machine.

Multivax is a massive computer that controls all mankind in a world dominated by Androids and Thought Police. People are either Priests or Programmers.

You are a Programmer, determined to become a Priestess, you illegally hook an ancient device into a Multivax line with the objective of changing your status. Beware — detection means immediate extermination.

The game starts with a Security Alert warning that hackers have broken into the system. The screen then clears to the words: Insert USER IDENTITY CODE. That's it! You're on your way!

What follows simulates logging on to a mainframe computer. First, if you know a valid ID (most unlikely when you start), you must also know the password to get any further. But there is a way in and it leads to a remote conversation with Rower V, a kindly Android with a sympathetic leaning towards hackers. Rower will work on your behalf from within the Multivax complex, feeding you back information that will eventually enable you to complete your game.

You control Rower with Adventure-type text commands, and he is your puppet. If you LOGOUT, you are returned to the screen asking for your ID — and no puppet to help! Then, the simulation of operating a terminal seems very real.

Within the complex heaving Multivax are untold Priests who spy poor Rower at the very slightest provocation. Rower must tread warily along the corridors, in the hope of finding something that may be of interest, something that will yield enough vital information to enable you

to LOGIN to Multivax as a valid user, rather than the way you did to start with.

Security isn't all it might be, though, for with perseverance Rower and I found a terminal that someone had left logged on. It didn't provide too much information, but was useful in other respects.

So it was that I penetrated the System Manager's office and eventually managed to enter the Multivax Control Room — as Rower did, on my behalf.

I have also managed to LOGIN to Multivax and this latest operation gave me just as big a thrill as if I had broken into a real system! Unfortunately, though, the Thought Police have removed the HELP facility and discovering a valid command, let alone how to use it, is just one more in the long queue of tasks waiting to be performed.

All this is implemented in a very realistic way, with a cursor scanning the screen ahead of the text, menu entry options when a computer console you, and a fair sprinkling of sound effects throughout the game. I found it great fun and a very refreshing change.

*Master 2000* is by Andy Mitchell. For the BBC B, it is from Manganese and I thoroughly recommend it.

## ADVENTURE CHAT

Sometimes readers are so keen to put their problems that they forget to mention the game that's troubling them! I pride myself on usually being able to name the game from the problem. So when Derrick Hardy asked how to get down from the window ledge and how to get past the block in the cave, I replied with some Privateersman. Well, wouldn't you! I got caught out. *Goldie*, a remarkably different game from Private, has two similar problems — though with entirely different solutions, of course! Vaughan Price from North wins a T-shirt for an interesting letter and says

he will wear it with pride as he finds that the CIBO Adventure column and review section is "by far the best of all".

He is well pleased with the reviews, for he reckons he has saved a lot of money by buying on our recommendations.

Mattias Danneberg of Turku in Finland sees a tiger with toothache and a mammoth jumping out of its skin. In *Lords of Time*, high in the Adventure-fantasy stakes. Not so funny, though, is what to give the sister, thinks Mattias. I disagree! Perhaps the answer is more than a job, Mattias?

Kerry Savage turned around as a result of a recent Claymango clue I gave. Trying to dry the towel, he has been burning everything in sight, with no success level-wise. Ashes and the charred remains of bits of wood are lying around all over the place and all that towel is now damp for Kerry's liking! If Kerry takes much longer passing over it, I fear what he needs may have turned to pumice! Mattias Chadderton of Selly Oak sent in some riddles, one of which read: "Don't pull the lever!" Oh-ho! Depends what you're pulling the lever for!

Mr Gibson panned on some comments about the trend towards complex and increasingly difficult games. This is no bad thing, he goes on, but too many have a very different problem, shortly into the game. He feels that the player should be drawn into the game and encouraged until he is well into a game, to create a feeling of achievement. Examples of games with hard early problems are *Pub Quiser* ("a disgruntled game"), *Mountain of Gold* and *Reveries of Earth*, suggests Mr Gibson, who knows many people who have paid me £5-£10 only to see the opening scenes before stopping dead.

There's an interesting talking point in fact, the Adventure Helpline was originally set up with just the aim in mind of helping people get the full value out of their software, when they had become genuinely stuck and therefore unable to complete the game for which they'd paid.

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A close-up of a hand reaching upwards, with fingers slightly spread, positioned below the text 'ACTION PROGRAM FOR YOUR'.

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and what does it, give a minimum  
unpublished in any other sports  
I've seen.

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**Abstract**



# OUR ARCADE CAN HITS, WE BROUC-

There it begins, we like to think we know a thing or two about quality. Our reputation has been forged in the World's most competitive market, the American arcades. Discerning arcade players and they know a thing or two as well, have voted our games some of



the best of all time. They've enjoyed high speed action, breathtaking graphics, thrills and spills, variety and



inspiration as one chain-topper has followed another.

But why should the arcade players have all the fun we were asked. Of course there was no reason at all, and so we decided to bring our games home and let all the family have a piece of the action. We have re-written the programs for many of the popular home computers and now everyone from junior to grandpa can have a lot

Like chasing the mighty ape up Monkey Mountain in CONGO BONGO number 5 in the Billboard Chart in 1984. You'll ride hippos, dodge charging rhinos and do battle with jungle creatures! But make sure you don't end up as a lunch time treat for a man eating fish!

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keep dead ends, customers and crash anyone who gets in the way! No. 1 in the Play Meter Computerized Roll, UP'N DOWN is one smash hit that really is a smash!

And if all that doesn't drive you to drink then TAPPER will! This has got to be the loquacious, wisest saloon bar there's ever been. The action gets truly out of hand as the overworked bar tender scrambles to serve his unruly (and very thirsty) customers.

	Commodore 64	Spectrum	Amstrad
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TAPPER	NOW	NOW	SOON
UP'N DOWN	NOW	SOON	SOON
CONGO BONGO	NOW	SOON	SOON
ZAXXON™	NOW*	NOW	SOON
BUCK ROGERS	NOW	NOW	SOON

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### GREMLINS

If you enjoyed the film there's little doubt that you will equally enjoy the Adventure! If you missed the film, the next best thing is to play the novel.

Gremlins, written by Brian Howard, follows the theme of the film fairly closely, especially at the beginning. It will therefore be easier to play if you HAVE seen the film — if not, then you will find an adventure that is just that little bit more difficult.

Your aim is to rid the world of Gremlins, and, of course, everyone knows there are some definite ways to deal with them. This is a classical text adventure in its own right, but with the addition of some really superb detailed graphics that are enough to convert the text point into an arcade fan! They display instantaneously, interact with the plot, and have the added attraction of animation which is applied in an imaginative and often humorous way.

In the Tavern, for example, you are likely to meet up with the "Basher" gremlin, who stands on the bar-top opening and closing his coal! Did I imagine it, or did he occasionally have a dirty leer on his face?

Then there is the "poor taste" side of the game, which I greatly enjoyed — of course like the gremlin in the blender, who, when you start it, falls in head first. His legs stick out of the top, and start revolving! It quite reminded me of the time I ran over a dog with the hover-mower!

There are plenty of other locations to explore, including the department store, cinema, swimming pool, and oil station.

The game has a nice easy feel to it being amusing and fairly easy at first, but becoming progressively more difficult towards the end.

So if you fancy your chances of killing gremlins, off you go — but

don't forget to take Gizmo with you! *Gremlins* is from Adventure International, and has graphics on the Commodore 64, Spectrum and Amstrad versions (price £9.95) and is text only on the Commodore 16, BBC, and Electron versions (price £7.95).

Personal Rating: 9

Keith Campbell

### MURDER BY THE DOZEN

Whofoamits seem to be all the rage at the moment. Recently we've had *Witness*, *Deadline*, *Suspect*, *Murder on the Zinfandel* and *Sherlock The latest* in this growing range of detective mysteries is *Murder by the Dozen*.

## REVIEWS



Games of detection are not quite Adventures in the ordinary sense, but require similar powers of logic and deduction to solve. Their format fall into two distinct categories: the orthodox Adventure-type approach with conversational text-in/text-out and the menu-driven game, where a selection is made from a fixed list of options.

One of the appeals of Adventure is its conversational approach because this means that the player's potential game actions are limited only by his imagination. The game will accept and act upon a rather more limited range of commands, but the player gets the feeling that the possibilities are limitless. Nevertheless, quite a competent game can result from using the fixed option technique, as in *Murder by the Dozen*.

*Murder by the Dozen* is a collection of 12 crimes, all contained in the town of Mirepoix and each providing a

separate mystery to solve. Up to four people can play simultaneously, vying to be the first to solve the crime. A player making a false accusation is out of the game.

After selecting the number of the case to be attempted, the would-be detective sets out with a note sheet from a pad provided in the package. On this is printed a map of the town, together with space to scribble notes under general headings such as Interviews, Suspects, and Motives.

The action commences in a pre-determined location, after a brief introduction to the facts surrounding the murder. I was investigating the death of Otto Teicher, an industrialist found run down in a parking lot, and found myself in his house. I had a choice of interviewing his widow, son, or housekeeper; searching his study, garage or kitchen; or moving to another location. To choose which, the appropriate option number is selected.

The computer's response to any of the first six options is to display a list of clue numbers which are then looked up in a book containing 700 two-line clues. After a set amount of time elapses based on the number of clues offered, there is the additional option of making an accusation. If this is selected, is a multi-player game, you announce who you think "dunnit" and explain why. You then look up the answer in a book of solutions, by placing a transparent sheet of red plastic over the appropriate page to render the text legible. If you are wrong, you're out and play continues without you. Otherwise, the case is dead.

Personally, I see no good reason why this should be a computer game. It would be far more relaxing played away from a keyboard, sitting in the comfort of an armchair.

*Murder by the Dozen* is from CBI Software for Apple II/IIx, IBM PC and Commodore 64.

Personal Rating: 3

Keith Campbell

### LEGEND

The instruction book read "Legend the game, is not based on or inspired by Legend, the book." This raised a big question in my mind as I loaded the game into my Spectrum. Why use the title Legend and then why include the 380 pages book?

These questions were answered just a few moves into the Adventure for, as I was bidding Karel the innkeeper farewell, he beckoned me over to kiss his three daughters, saying "You remember their names, of course!" Although the game does not follow the plot of the book, it is set in the world of Legend and the characters are the same. You must therefore read the book to find out

who's who and to answer some historical questions.

You take the part of Reik, adopted son of Hroth, with the task of becoming the Eagle of Bronze and raise an army to defend Dros Delnoch against the Naxia barbarians from the north. Not an easy task for, as well as trying to do all that, you must search the kingdom for the magic armour and sword of the Eagle.

The method of input and output is unusual, with full text used to describe the locations and answer the more complex puzzles, while multi-choice input is used for movement. Graphics come into play when you enter into combat with other characters, as in the length of a Circle of Doom. To negotiate these areas is rather like driving north up the southbound carriageway of the M1.

I found that coming to grips with some of the objects takes some thinking about. In a large number of locations you are given the option to search and in most cases get a reply like: "What would you like to find?" If, for example, you can deduce what you need to gain entry into a tower in the Valley of Tears that team will then turn up!

Should you become tired of playing the Adventure, you can flip the tape and play part two which is an arcade game. This recreates the final battle at Dros Delnoch but, finding it somewhat repetitive, I soon gave up in favour of part one.

Personal Rating: 5

Paul Coppins

## HERBES AND APOCALYPSA

This is one of the Myrmorian Adventures and is a veritable thoroughbred. The author is, of course, Brian Richards, who starts in short text, hard problems and superb style.

The command format is verb/noun and it is very comprehensive. Almost all the words and synonyms you would want to use while playing the game are recognised.

The game even knows the meaning of some choice words that shouldn't be used, and replies with a suitable prompt.

The story starts in King Polydoxus' palace where you discover your mission which is to slay Medusa and rescue Andromeda. Being too weak to accomplish the task on my own, I called upon the services of the Pink Fairy to help me in this world of Greek mythology.

Leaving the palace, I first came across a fairly beggar and, on questioning his third, was rewarded with a discussion which came in useful further on in the game. I prayed at various temples and some prayers were answered by the Gods. After a while, I had built up quite a large

weaponry and got a few tips on killing Medusa.

As usual, Pink Fairy eventually got stomped and was punting over an ivory pedestal in the Temple of Hermes. A small push in the right direction soon got me on my way!

Progressing further than the temple takes some guess work, but the solution to the problem is very original and very small. I finally got to another land and found a whole host of new problems.

This time there was a hungry beggar, but satisfying him was not easy as with the thirty one, so there was a wild hyena around who had the nasty habit of stealing the food right out of his mouth.

The game gets harder and harder as you progress — a welcome change from the trend that seems to be developing, where the poor player is faced with an almost insurmountable problem at the very beginning.

Herbes and Andromeda is for a range of machines and is available from Adventure International.

Personal Rating: 5

Simon Marsh

## ISLAND OF KHAM

Here solved and died only in a dirty ragged sack, you sit through your pearly lips as you are thrown into your prison cell by the king — for stealing wine.

The cell reeks of death and decay and you see the windowless granite walls in vain for some way of escape. For escape you must, not only from the prison, but the island on which it is situated. And to do this, you must not only be able to disguise yourself, but find enough treasure to pay for your passage.

A pretty powerful scenario and the game matches up to it. This is a text machine code Adventure for the BBC, and the great decrease in text only Adventures is a non-runner these days should think again. I don't want mediocre illustrations — here I can imagine myself smoking out into the freezing corridor and shivering through lack of clothes! I can see the evil guards in my mind's eye, even if I can't get the better of them — yet!

The problems are hard right from the start, but the sheer desperation of my plight soon got me wild enough to try anything — and something named up! A nice feature of the game is that when the program does not recognise either word of your two-word command, it tells you about both! For example, if you type UNLOCK WINDOW, the reply you get is I DON'T UNDERSTAND HOW TO UNLOCK OR WHAT "WINDOW" MEANS. I've never seen that before!

My sole criticism is that if you QUIT, you don't get the chance to resume

play. But it is so easy to get yourself killed, and thereby get the option to restart, that it's a problem easily overcome!

Personal Rating: 5

Keith Campbell

## CONFIDENTIAL

Confidential has been written using the Quill and is well presented on-screen with clear colours, plus an interesting history full of information.

The game begins in your office — The Craig Adams Creative Agency. One: What's that noise? I can't stop of EXHAUSTED. Ah, there's a phone on it. At the other end of the line is a distraught Mrs Richards who explains that she needs your help urgently. So off you go, or try to go, to her home. As a good private eye, you always keep your important belongings in a safe place. Car keys in the living cabinet, for example.

After the night problem (and the assurance of having to OPEN CAR ENTER CAR all the time) you soon arrive at Mrs Richards' house — The Gables. It turns out that hubby has vanished leaving her most useful and the local constabulary totally indifferent. Without any mention of the usual "1000 a day plus expenses", you are thrown headlong into the case!

Here I would like to give a warning to anyone considering buying this game and wanting to test it first — don't! You need to spend quite a few hours poring into the case before you begin to enjoy it. I was stuck for days trying to raise my score from zero which can become as frustrating as a almost pure you in a profitable mood! Once this barrier has been broken, it is really quite easy to go from place to place, taking notes and trying to solve who-dunnit.

A nice touch, I thought, was getting my car impounded for parking on double yellow lines! On the other hand, the tap in the back and department store is so small-crushingly dull that I can't understand how anyone would pass the correct word in the back, for example, there is a clerk behind the counter, and you have to cash a cheque. CASH CHEQUE would have been easy to use with the Quill's "fill through" method of decoding, but the phrase actually needed is CASH CHEQUE!

The scoring is slightly erratic, as I found when at a score of 99% I stumbled across Mr Richards and it jumped to 100% although there was clearly a good deal of the case unsolved. Incidentally, Radar is offering a prize for the first person who gives the most satisfactory solution to the case.

Confidential is for the 48k Spectrum from B&B Games, priced at £5.

Personal Rating: 4

Jim Douglas

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# ZOOMSOFT

## COMPUTER SOFTWARE SPECIALISTS

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## COUNTRY QUEST

This is a text Adventure running at machine code speed, enhanced with colour with a "quilted" feel about it.

On holiday at a farm in Dorsetshire, you hear rumours that the previous owner buried his wealth in boxes under the fields.

From the barnhouse, you make your way outside to visit cowsheds, vegetable fields, and many other places heavily laden with a country atmosphere. In fact, you can almost smell the village!

Despite the detail, much doesn't ring true! I've been through fields and farms, day and night, countless times, and not once been attacked by a cow — I was in Country Quest! There are locked gates at many field entrances in the game. With no key, I "can't go in that direction," yet five-bar gates just ask to be climbed!

However, the main trouble with the game is its limited understanding of what is actually going on!

**A CHICKEN CAT IS HERE.  
A CHICKEN CAT ATTACKS YOU.  
"GET CAT!"  
IT'S NOT HERE.**

For exactly the sort of dialogue to inspire confidence, is it?

One other grizzle while I am at it: The Quest command takes you straight back to the beginning without question, and a valid abbreviation is Q, Q is next to W (for West) on the keyboard. I rest my case.

Country Quest is for the Commodore 64 from Wye Valley Software.

Personal Rating: 3

Keith Campbell

## BLACK TOWER

Your quest is to find three keys and a sword and return them to the hut where you started.

With one or two exceptions, the graphics are not worth viewing. The text scrolls smoothly on a split screen under the graphics, but the response is painfully slow at about 10 seconds which is a long wait. Worse is the fact that key location details disappear under the graphics by the time the response is complete. Although there is time enough to read all the text, a quick look aside to jot down details on your map and you'll miss other vital information.

Other shortcomings include a GIVE with no RESTART, a failed TAKE that gets no response at all, and a blunder reply YOU CAN'T DO THAT... YET! to commands that are unrecognized.

Any attempt to examine either a character called Josh, who might be a man or beast for all I know, or any other feature results in the hilarious reply: CURIOSITY KILLED THE CAT.

This is a pity, since the map

developed in quite an interesting way and so did some of the events, like helping a servant with a crossword puzzle. Given a bit more thought, more memory and less graphics, Black Tower could have proved quite interesting and enjoyable.

Black Tower is from Endemol for the 48K Spectrum.

Personal Rating: 4

Keith Campbell

## REVIEWS



## LEVELS OF BABYLON

1,000 years ago some fabulous jewels were owned by master craftsmen in the old city of Babylon. They came into English hands in the 18th century, but were lost to pirates who left all but one of the crew of the boat that was carrying them for dead. This is where the Adventure begins, for you are the one who survived and have vowed to reclaim the jewels.

So it is that you find yourself on a bright pink ship off some remote island. Yes, it's bright pink, and no amount of fiddling with the TV will make it go the colour you thought 18th century ships were supposed to have been. The island itself is a place of golden sand and clear blue seas, but the place to spend a holiday — except for the cannibals!

The graphics are more or less instant and are among the best I have seen on a Spectrum. The text allows full-sentence input, although in most cases you have to get the wording just right.

Babylon is said to have over 100 locations, although most of these are maze rooms, making pen and paper a must for this Adventure. So is a "lore" tape, for there is plenty of wildlife about and a spider might just happen

to drop from the trees onto your shoulders, as a water snake give you the once over as you bask your way across a swamp. Most of the time, such encounters are just for fun, but there is always that chance that the spider will sink its fangs into your neck!

Most of the puzzles seem to be the "find your way around" or "get past something" type and, although they all seem to have logical answers, it's getting the right words in the right order that's the real trick. That made playing Babylon a little on the difficult side at times, but still a very interesting Adventure with lots of action.

Personal Rating: 5

Paul Coppin

## THE TRADER SIMULATOR

You find yourself at the headquarters of the IFA, on the planet Mongo, facing a man who greets you with the warmth of a Jovian winter. He gives you your assignment as head agent — capture "Wing", the notorious interplanetary criminal.

A spaceship is at your disposal and, after sorting out a few problems, you are all set for the galaxy trail, tracking down your quarry. The problems involve learning how to pilot your ship and how to get it loaded up for the journey!

The game comes on a double sided disc and has full sentence input which allows abbreviations and multiple commands. This means that, providing you know your galaxy (within the game), you are able to travel around and land on different planets which can be explored or exploited to further your quest.

A novel feature is the provision of a "living manual" which is loaded in separately from the game. This contains full information, with an on-screen demonstration of what form your input should take and how to play the Adventure.

There is a four-line text window below the graphics and, if a response doesn't fit, a "ping" announces that more will follow when you hit a key. The graphics lack the full use of colour, but are detailed and very fast to display. The response time when moving (when the graphics are redrawn) is a mere few seconds and, during this period, the graphics show to a full text screen showing the most recent conversation.

I found this a very enjoyable Adventure to play, giving the satisfaction of being able to get around a fair number of planets without any unduly difficult early problems.

The Trader Simulator is from Activision for Apple II, IBM PC and PCs, and Commodore 64 on disc.

Personal Rating: 5

Keith Campbell

# BUG HUNTER

— WELCOME TO ALEA'S COMPUTER MEDICINES  
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We are constantly trying to improve both the program quality and production quality of our listings. If you look at the Spectrum and Commodore listings in this issue, you'll notice that we've adopted a new approach to try to improve matters, and we hope things will get even better over the next few months. Nevertheless, one or two errors have still found their way into the final pages.

## PORTRAIT DUNGEON

Eagle-eyed readers spotted that the instructions to this listing in our April issue, referred to "both programs", but could only see one. Listed below are the missing lines from the header program. We've also reprinted line 18 of the main program for people with poor copies. In addition there are a couple of alterations:

(a) Change CLOSE = 2 with CLOSE = 1 in line 300.  
(b) Add line 188 as:  
[500 IF 0<C48.N]<>N8 THEN  
K8=M1) = "What and get my hands  
dirty" :GOTO 87

## SUPER CLOWN

We've had quite a few enquiries about this program in March. However, after consultation with the programmer himself, there appears to be only one error. This is the POKE statement in line 1818, which should read:

POKE 1818,P1

It seems that the original program was designed to work on a Mk machine, and this poke wouldn't allow it to work on any other, but P10 is set to the correct value in line 1808.

## HERO

We wrongly stated that this program would work on a 1.5k unexpanded Vic — but Mk expansion is actually needed. We would like to apologise to all our readers with sore fingers because of this!

## AMSTRAD LAUNCH

Amstrad, the producers of the CPC 464, the computer with a built-in monitor and cassette deck, have launched a new computer with a built-in three-and-a-half drive named the Amstrad CPC 664. Apart from a few changes to the graphics command and an enhancement of the disc operating system, the mine is exactly the same as the previous cassette-based CPC 464.

Although all programs written by Amstrad for the CPC 464 will run on the new computer, some games and utilities produced by independent software houses will not run on both computers.

So, if you've bought or are planning to buy an Amstrad CPC 664 then check with the manufacturers to make sure that their software works with your computer.

## FUTURE PROGS

A massive selection of reader's programs come into the office each month for possible publication. Unfortunately, many of these, though almost good enough to publish, are let down by trivial matters which could easily be rectified. Listed below are a few points which you may like to consider before submitting a program.

### Type of Game

Most games tend to be of the arcade type, simply because we receive more of these than any other. We sometimes print a good strategy game, or two-player game, especially if it's an original idea.

Adventure games don't, on the whole, fare too well. The most obvious reason being that if somebody has gone to the trouble of typing in the program, they have probably read all the solutions. One way around this is to code the data, which may also help the other main drawback of Adventure programs — their size.

We don't often print utility programs — after all, who wants yet another update designer? Nevertheless, we will consider any good, original programs in this category, if they would be useful to the games programmer.

### Language

Any printed program must be printed using a machine's host language, which will almost always be either Basic or machine code.

Even machine Basic programs can be difficult to type in at times. You should bear this in mind when writing the program. Try to structure the program, use meaningful names, don't let the line lengths get too long, and try to keep the unusual symbols to a minimum. Most typing errors tend to occur in the middle of a long line which is full of user-defined graphics, cursor movements, or the like.

We receive quite a number of machine code programs, and some of these are excellent games which can't be published because of the way they have been written. Any machine code programs or routines should be presented as a Basic loader. This can load either decimal data or character data, which is then converted.

If there is a lot of data this applies to ANY data, not just machine code, then include a checksum — this is just a counter which adds up the value of all the data to ensure that it finishes with the correct total.

### Presentation

It's surprising just how much the way a program is presented can affect its chances. It should go without saying that your program should be totally error free. Doesn't it?

In addition, try to make the program enjoyable. This can be done by making it "user friendly", ensuring that the user knows exactly what to do.

This doesn't mean that the instructions have to be included in the program — after all somebody will have to type them in — but make sure that the user knows what to type when you prompt him. Also check manually for any mistakes in the user's input, don't just leave it up to the computer to give an error message.

Finally, though we realise many people use monochrome televisions for their micros, try to make good use of colour wherever possible. Multi-lined graphics and a colourful screen can give a program that professional touch.

# A message from ENGLISH SOFTWARE™ to all owners of ATARI, COMMODORE 64, BBC B, ACORN ELECTRON and AMSTRAD Computers...

Software companies grow on trees... at least that's the way it seems from the number of new companies coming up every week!

**ENGLISH SOFTWARE** was launched three years ago with a smashing title game for Atari Computers called **ATARI SPASH HITS 1**, which quickly became one of the most popular U.K. programmes (given for the Atari).

Then, as now, Atari Computers were amongst the most advanced on the planet, but they were a **TRIFLE** expensive! But we knew that prices would come down, and that more people would soon appreciate the great range of Atari software produced by **ENGLISH SOFTWARE**. But Atari continued to be a funny lot, being heard to utter such gems as:

"It can't be any cop, if it costs less than £20!"

Nonetheless, that's what they used to say! Anyways, in the face of this rather strange attitude, we went ahead and committed the ultimate sin...

## ATARI GAMES AT £9.95!

We expected some slight resistance to these prices from Atari owners who only required high quality with high prices, but we were wrong. Everybody thought the prices were great, and the games too!

We even produced the fantastic **ATARI CASSETTE CHALLENGER** at £7.95, a superb utility program for BASIC programmers.

So now, for those of you who might have missed out on all our excellent Atari titles, we are releasing something very, very special:

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Five great games on one cassette for only £14.95, or on disk at £17.95!

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We have also just released **COLOSSUS CHESS 1.0**, the best chess program available anywhere for Atari 400/600/800XL/800XE computers with 48K. Very powerful, with lots of excellent features.

For our good friends with other home computers, our programmers are busy producing original games for you as well. They are also available on this page: **HENRY'S HOUSE** on the Commodore 64, and **JET-BOOT JACK** on the Spectrum are now available at selected branches of W.H. SMITH.

Selected English Software titles are available at: **HARRODS** and selected branches of: **LASHLY'S, BOOTS, GRAMMA COMPUTER STORES, CO-OP STORES, THE SILK SHOP** (Full Order and Retail) and all good software stores.

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# The BOND DIARY

*The game plans followed this scenario pretty closely - Bond's computer car could even make handbrake turns to avoid police road blocks! The screen display also included a tracking device based on secret service maps. How did those guys get their information?*

*In reality, Bond reached the place where the girl was going to land and captured her. In the game, if you miss the landing, the girl - known in Mappleby - gets into a car and Bond must chase her through the streets - with got more French cops on his tail! Well, there's one thing they got wrong. Bond *NOW* *ISN'T* into the girl.*

*Well, in this case, Bond extracted some notes from Mappleby before she escaped him again - and as a result he dashed off to San Francisco, where more roughmen awaited him. He got trapped in City Hall which had been hit on fire by another evil villain! The game got this bit right too. The designers call it an unusual situation. Bond called it something else afterwards - unpleasant, of course.*

*The game plan follows Bond's, but to escape from the burning building pretty closely - even down to having him hop a beautiful blonde escape from the flames. Programmer's notes say that the girl may well talk. Someone has been talking already!*

*Bond had to find the security code to escape from the building - and this part of the game includes that. Too close to the real thing.*



*From the information he picked up at City Hall, Bond knew he had to get to a man whose name was a brand. If the brand went off, the whole world would be endangered. Too far from he dashed into the subterranean and down the mine - and that's where the programmer's notes went into a code I couldn't crack. This was a job for our well-known back at HQ.*

*So what had we got? A video game in three parts based on some real exploits of the world's best secret agents with great graphics and sound. Who was this enough to Bond to know all this? There must be a hole in HQ's! My next job must be to find him.*

*SECRET. APT 51 10/06/1987.*



**S**eriously was tight - but not tight enough. I found an unmarked skylight and climbed into the building. Finding the safehouse office was easy after that and my trusty set of skeleton keys did the rest.

Slitting through the paperwork I found in the wall safe, I soon had what I wanted. I clipped out the micro-camera and snapped the plans of their new project.

Swiftly I replaced the papers and left the office. I could examine the plans in comfort later. Back through the skylight and down the fire escape - narrowly avoiding a guard walking a vicious-looking dog. In the car I sat back and relaxed for a moment - HQ would have been proud of the way I handled this mission...

\*\*\*

*Back on the floor I quickly developed the film and was studying the plans for - a new video game! What I liked felt and look for this! But even I realized why. It had been my - the so-called 'game' was a bit too close to HQ's last secret mission for comfort. As I examined the film, I remembered how Bond had saved the world once again.*

*It all started in Paris - and the game followed the same pretty accurately. Bond*

*was having lunch in the Eiffel Tower with a diversion when suddenly the girl burst in and blinks the guy. Bond takes off in hot pursuit only to see the girl leap off the top of the tower. Even HQ was impressed at this sort of behaviour. But he was even more interested to see the girl floating down on a parachute.*

*Bond rushed to the left and over on ground level grabbed a taxi, heading the driver out of his seat. He sat off after the girl, who by this time was floating gently over the streets of Paris.*

*One way system and the French police don't make for the best conditions for a fast chase. And even Bond had a bunch of cops after him.*





# Hi ... Rat Fans Roland's Rat Race



Well, it's me, your favourite Superstar, in my first saga game! I'll need all your help to find my funny friends in the nasty Racist World where all kinds of nastier meanings live. Hurry now, and I'll see you on your screen, from your caddy, adorable me, Roland Rat, Superstar.

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*it's  
brill!*

**THE  
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**CLASSIFIED:**

**EYES ONLY**

**VÖRGAN FIGHTER**



**ENGINE:** single turbo ionic  
**ARMAMENT:** six snub lasers,  
three per wing, twin disruptor  
cannon, cockpit mounted,  
sonic bazooka

scale: 1cm/1m

Nicholas Smith, 28 Rectory Road, Clonsa, Chesterfield, Derbyshire



Jonathan Egerton  
52 Melrose Avenue  
Buckley  
Milton Keynes



A full list of all the winners is available  
from the CMC office. Could the author  
of the above drawing please send us his  
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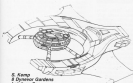
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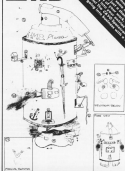
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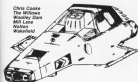
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Don Lee  
185 Arnold Road  
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Nail Porter  
243 Carters Wood  
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BY MIKE BRUNTON, AUTHOR OF THE BEST COMPUTER GAME, 1986

## RAMPART SEASON

It's quite appropriate that the season for napsteries is almost upon us because this month I have a number of them to hand out. The loudest must go to a game that's grandly called *Supapower* — The Final Strategy.

Plotted upon the unsuspecting public by Howard Marketing, it is without doubt a strong contender for the coveted Worst Game Of All Time award.

The principal elements of the game are highly derivative. There are 38 countries, each of which has different numbers of factories, armies, missiles and ships. The aim is to conquer the lot.

Extremists of the misnamed Personal Computer Games magazine will be familiar with this scenario — it's the basis of POG's Final Conflict, their multiplayer joint game.

In *Supapower*, however, all the subtleties of Final Conflict have been lost. With an updating track for nations, the designers of *Supapower* have even retained the orders you can give to one country per turn.

Since the orders you can give are simple — build armies, missiles, ships, factories or attack a neighbour (but only one of these) — the player is faced with making a series of hasty choices.

Although Final Conflict's options per country were equally simple, the fact that you had to give orders for all your countries in a single turn prevented the player with true strategic choices for each combination of orders would have a complex effect.

Apart from all this, the presentation of the game is awful. The continents you are supposed to conquer is a lack rectangle of squares and — you've guessed it — each country is a square. No attempt has been made at graphic fills — a nice little picture of a missile or factory for example. It's all bare words and numbers. Input of orders is equally annoying; if you make an illegal entry, the computer doesn't bother to tell you, it just waits dumbly for you to try again.

I do wish people like Howard Marketing would seek some professional or at least knowledge-

able advice before wasting a lot of time, money and effort trying to promote a disaster.

What's worse, they expect Spectrum owners to cough up £4.95 for something that would have been more entertaining if it had contained a blank cassette!

## A CASE OF INTITUDE

Now it's the turn of the C&S to have the odour of napsteries wafting in its direction. I speak of the Dragonriders of Pern, released by C&S Software in conjunction with Epyx. It's an arcade-strategy game of the sort where you do a bit of strategy, then you get a lot of action and so on.

The arcade section is very well done — although it seems to lack the variety a true arcade book plans for. Focussed on the back of your pet dragon, you roam the skies of Pern trying to incinerate the deadly Threaders that assail your planet.

The Threaders, which look like pieces of sting to me, are micro-organisms that learn flesh and consume all living matter. If you don't manage to stop them, your lands will become a barren waste. High quality graphics and action to be found here.

The designer of the strategy section, however, seems to have had a severe attack of lars. To quote, "a vivid map of Pern is displayed randomly throughout the Negotiation/Intitude phase", but since this is used mainly to determine who is going to intercept the latest Threadfall, it has little relevance to strategy.

The strategy phase is played entirely by manipulating lists and menus. The second screen is a table outlining the current events associated with each Weyr. A Weyr is a habitation of Dragonriders, so we are told.

The action menu/status screen lists eight different actions open to you and gives more details of your own particular Weyr. There is another screen which the instructions simply refer to as the list of major holds, craft halls and Weyrs, and lastly there is the attitude screen which lists the five attitudes you may select during negotiation.

The edition of Pern makes the Balzoni look like a piece of cake and the strategic options open to you are almost all to do with diplomacy (although you can opt to fight a duel).

Competition is fierce between the six Weyrs, up to four of which may be controlled by human players. This should make for an interesting piece of Machiavellian manoeuvre, but the fact that any of your actions, at best, results in a number or word in one of the many lists dramatically changing to another number or word makes the intrigue about as interesting as stalewater. To little attention has been paid to creating "atmosphere" that you might as well be manipulating school timetables or laundry lists.

In fact, you might as well forsake your computer and play the board game Diplomacy, yet to be equaled for back-slapping intrigue.

## U.S. MIGHT

*Attila for Normandy* is another game for the 84 from the seemingly bottomless coffers of US Gold. I hesitate to say from the bottom of the barrel because, like most American software, the game is superficially slick and well-presented. However, it lards in that most important ingredient, playability.

The format is familiar — larger than screen hex map in glorious technicolour that scrolls as you move the cursor, coloured squares with a variety of symbols to represent the different units, a small section of the screen devoted to messages and unit data.

All this works and works well, looking good at the same time. Unfortunately, it's not so much Rome's bombast that makes you quail as the barrage of statistics flung at you by the computer, all in garbaged-out mode (you know, so many abbreviations and numbers flung together that it looks like a high-security code). This alphanumeric nightmare occurs every time you look at a different unit.

When it comes to giving orders to units, all input is in garbaged-out mode. As you might guess, this is the reverse of garbaged-out mode; instead of trying to decode abbreviated data, you have to type it in!

For example, you may choose a defense level from one to nine. Each of the eight has a different meaning and it's a better memory-bank than I who wouldn't be able to play sensibly without the rule-book permanently in hand.



In fact, the rule-book gives two important clues as to the reason for this statistician's paradise. First, the game is designed by SSI. Second, few pages consist entirely of charts, lists and varieties of combat resolution tables. Conclusion: SSI, a well-known board wargame company, have simply taken their standard board game techniques and grafted them onto the CGA. Will someone please tell them that one of the joys of playing wargames on a computer is that you no longer have to bother with all those dreadfully boring combat resolution tables, all the fussy calculations and all the waiter of naked numbers? The use of game tables for table light-reading.

So far, so good: Archon could well be just a run-of-the-mill chess variant, but now it takes off at a tangent. If you so desire, you can miss out on an ordinary move and instead cast a spell. Six different spells are possible but they must be used with care since each can be used only once. This is just as well because some of them are pretty powerful.

Finally, and to the horror of all dedicated purists, there is grade action. Instead of simply moving to take a piece, the display switches to a combat arena where the two pieces battle it out in real-time.

Since each of the pieces has its own individual way of fighting and its own vulnerabilities, this is far from a simple shoot-'em-up. Even if you lose, the wounds you have inflicted on the victorious piece will make it less effective the next time round. It certainly adds to the fun, if not to the meditation, but the drawback is that you must have two joysticks to play.

If you do have two joysticks and you own a Commodore 64, you really should try Archon. It's rare, original and unusual and, as a fun strategy game, it's not to be missed.

#### YOU CAN'T FEEL NOTHING YET

Since games were first played, certain creative individuals have always been tempted to fiddle with the rules; usually, this is called cheating. On rare occasions, however, the new angle is recog-

nised as the stroke of genius it was always intended to be.

We all know how some clever clods invented Rugby Football by scratchily picking up the ball and running with it instead of sticking to the stodgy old rules.

Chess, in its long history, has been no exception. Indeed, it wouldn't be the game it is today unless a few brave souls had had the courage to defy tradition. What's more, chess variants such as rifle chess (you shoot pieces instead of moving to take them) and losing chess (you must take if you can and win by getting yourself in check-mate) are well-known and popular.

But, if you think that chess must surely have reached the end of its long road of refinement and elaboration, you ain't seen nothing yet!

Archeon from Arkissoft, via Electronic Arts, does for chess what Rugby Berkeley did for swimming pools and what Hollywood did for the Olympics last year.

It gives it the full treatment with hp, nerve and mazzamun. As it happens, I thought the opening ceremonies of the LA Olympics went pretty over the top and could do nothing but laugh when they wheeled out all those grand pianos, but Archeon, thankfully, stays firmly with the pole.

The board, while remaining an eight by eight array, has had a considerable facelift. Certain squares change colour rhythmically throughout the game, lending more or less power to the pieces that occupy them. In addition, five of the squares have become power points which can heal the wounds your pieces have suffered and can also win you the game if you capture them all.

The pieces have been completely transformed. Wizard, phoenixes, dragons, unicorns and a host of other fantastic creatures replace the familiar kings, rooks and pawns. Each piece, as you would expect, has its own particular modes of movement and attack, but it makes things more intriguing; each player has a completely different crew.

#### WITCHDOCTORS

Those of you with weary fingers will be glad to know there's no more fiddling to be typed in this month. Instead, I'm going to take some time out to explain the mechanics of the game in more detail.

First, let's look at the four statistical variables associated with each star — growth, centralisation, strength and power. A star's strength is a measure of its intrinsic economic/military assets and changes each turn in accord with the star's growth rate. It does not, however, directly influence the star's political status.

Power is the variable that determines which star rules which. The influence one star exerts over another is calculated from that star's power and the distance involved. If a star exerts more influence than any other star over the target (this includes the target's own influence over itself), then it becomes the ruler of the target star. Because of the distance factor, some stars may be rulers of nearby stars but be ruled themselves by a vastly more powerful but more distant neighbour.

The power of a star depends on its strength plus a proportion of the strength of stars it rules and minus a proportion of its own strength (strength that it lends to its own rules). This proportion is the centralisation factor.

Now, sociotype and epoch. Sociotype is the only thing that remains constant about a star. Basically, its sociotype determines how and when a star's epoch will change. For instance, a Zero Normal star can only have two epochs, Imperial and Communal. The Zero Normal sociotype subvariant will determine at what thresholds of strength, centralisation, power and growth the switch from one political system to another will be made.

Epochs simply determine how a star's growth and centralisation change with time. From last column's listing you will notice that as Imperial star's centralisation diminishes as its power increases while a Communal star's centralisation every phase.

Now comes the big question — what does the player actually do? Every phase he has the option (as Sidon planned for his psycho-historians) of intervening in galactic history and changing the epoch of just one star system. His aim is to shorten the time it takes for a single star to dominate all the others, thus re-establishing the Galactic Empire. As a yardstick for his degree of success, he can first let the game (or history, if you like) run without interference, to see how long it would have taken without his intervention. He can also compete with his fellow psycho-historians. If he's got any friends) to see if they could have done better with same galactic scenario.

This month, I'm going to ask for suggestions. We'll re-name the Zero Normal type stars after the person who seeds in the best subvariant for determining when Zero Normal star switches from Imperial epoch to Communal and vice-versa. There will be similar items for the person who designs the best new sociotype of star, complete with a bank set of epochs and associated realisms (although you can include the ones given already if you wish). Good thinking, all next time!



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

continued from page 20

## 11 IMPOSSIBILITY

**MACHINE:** C64  
**SUPPLIER:** Arkissoft/  
 Broderbund  
**PRICE:** £9.95 (cas.)  
 £11.95 (disc)

Nice game — shares about the graphics! Again, along with the classic Arkanoid, must be one of Arkissoft's most interesting games to date.

The basic idea comes direct from Dungeons and Dragons — you have to go on a quest through 13 dangerous dungeons in search of the seven crowns of the Middle Kingdoms, stolen by the evil cleric Wizard.

Zombies, snakes and other nasties inhabit the dungeons — but you can pick up various spells along the way which are useful when fighting of these horrors.

The dungeons are drawn 3D style and don't look that bad — but the rest of the characters you find look a little poorer.

The sound is good, the program well presented — with an extensive set of instruction screens on the disc version — and the list of game options is impressive. You can select which dungeon you wish to explore and the difficulty level.

There is a real live player game which features a unique 'construction' option.

• Graphics	5
• Sound	7
• Value	6
• Playability	7

## BORKS TRILOGY

**MACHINE:** C64/16  
**SUPPLIER:** CIG  
**PRICE:** £6.95 (each)

Arrgh! The Borks have arrived in terror! These action-packed invade games from programmer Jon Williams.

The bridge kicks off



with a Bork-naple shoot-out. The Borks have arrived — protected by their faithful flying phoms who cannot be killed, only stunned.

Your mission is to pilot your expanding terror fleet and destroy each Bork-infested area. 32 screens of mindless destruction — great isn't it! In Bork 2, subtitled Major Bink, you'll find yourself doing a lot of painting.

You have to guide Major Bink around various screens, filling in the squares with your paintbrush and avoiding the nasties. The further you get into the game, the more complicated it gets.

Bork 3 is perhaps the most complex of the three games. It's an arcade Adventure style game with a good deal of puzzling involved.

All the Borks games feature colourful graphics and good sound, but you really need a joystick to play them as the action gets hot and furious!

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



## 12 ENTOMBED

**MACHINE:** C64/64  
**SUPPLIER:** Ultimate  
**PRICE:** £9.95

Sir Arthur Penkagon, hero of the Staff of Xanath, is back in action in Ultimate's second offering for the C64.

This time he's trapped underground in an archaeologist's paradise, a labyrinth of connecting

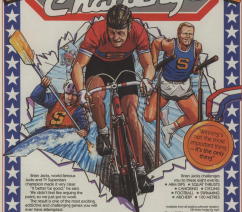
chambers, stuffed with treasure, secrets and some nasty surprises.

Excellent graphics and clever puzzles add up to another smash for Ultimate. The only gripe is that Entombed is a little too close to Indiana Jones.

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

NOW AVAILABLE ON THE AMSTRAD

# BRIAN JACKS SUPERSTAR Challenge



Brian Jacks, world-famous  
Judo and TV Superstar  
champion made it very clear  
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## MAMA LLAMA

**MACHINE:** CEM-64  
**SUPPLIER:** Llamasoft  
**PRICE:** £7.50

We make no excuses for delaying our review of Jeff Minter's new game. He has been a harsh critic of reviewers who don't read game instructions before they write — and before you start playing *Mama Llama* you have to read Jeff's very own version of *War and Peace* before you can load up the game.

He describes it as a very unusual video game. And it is. It must be the only game around which gives the player the chance to change the structure around quite so much.

You can set up each game you play exactly as you wish — which gives the beginner a chance to get into the game and an expert the chance to really show off.

The basic idea of the game is to protect Mama Llama and her twin babies, who find themselves in various hostile locations, using the unique

Kindroid facility. Jeff's continuing fascination with gravity also gets a look in as the different locations have varying gravity factors.

The game comes in two parts — the initial "grid" phase in which you select which wave location you wish Mama Llama to visit and the main "wave" system themselves. Some waves are simply shoot-'em-up screens — but others are puzzles.

The graphics are bright and bold and the sound — with musical arrangements credited to James Newey — are nice too.

*Mama Llama* is a game for dedicated strategists. Lesser mortals might find it a little too complex for them. It's essential to read the detailed instructions. **BEFORE** you even think about playing. But I still reckon *Antipol* is Jeff's best game to date.

Graphics	8
Sound	8
Value	7
Playability	7

## FRANKENSTEIN

**MACHINE:** BBC  
**SUPPLIER:** Ikon  
**PRICE:** £7.95

With *Frankenstein*, Ikon have managed to do the impossible and come up with an original idea for an arcade game. It could, however, have been better executed.

The scenario is strongly reminiscent of *Fantastic Voyage*, the movie in which a submarine is injected into a man's body to save his life. Here, you're inside Frankenstein's monster's body, a kind assembly of human parts, only the object is to do him in.

It's a great idea, but the graphics don't do it. The movement is jerky and a bit slow, and above all, it's too easy to dispose of the hazards. You won't feel challenged for very long.

Graphics	7
Sound	7
Value	7
Playability	7

**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 intro-screen appears? Could you spend hours locked away in your bedroom with it?

## FANTASTIC VOYAGE

**MACHINE:** Spectrum  
**SUPPLIER:** Quiksilver  
**PRICE:** £8.95

Although *Fantastic Voyage* was a fairly chronic film, the program from Quiksilver is far from that.

Cast your mind back to *Rescue Witch* and *Donald Pleasence* in charge of a submarine which was miniaturised and injected, along with its occupants, into the comatose body of a scientist suffering from brain damage.

Quiksilver hasn't followed the plot to the letter, but almost. Your submarine doesn't stand the shock of miniaturisation and disintegrated into six parts throughout the scientist's body. You have to put it back together again by finding all the bits and taking them to the brain.

If your knowledge of anatomy isn't that hot, don't worry because a complete body shows where you are. So, if you've never heard of the hepatic artery and you find yourself in it, at least you can see where it is in relation to the rest.

Unfortunately, the particular scientist is a sickly chap, prone to infections, viruses and poisons. Fortunately, you are equipped with a laser which blasts these nasties away as you swim across them.

Swimming is a pretty exhausting activity at the best of times, but in *Fantastic Voyage* you can log up your energy levels by absorbing oxygen — the red blobs.

Don't expect really spectacular graphics with *Fantastic Adventure* — but you have a great excuse that you're doing something worthwhile with your Spectrum if your team select!

Graphics	7
Sound	7
Value	8
Playability	8



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A matrix spectrum in the mass range  $m/z$  100-200 is shown in Figure 1. The spectrum is very similar to that of the parent compound in the mass range  $m/z$  100-200. The spectrum is very similar to that of the parent compound in the mass range  $m/z$  100-200.



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**Sound:** Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room? The C&VG review team don't judge games with their ears plugged up, we can tell you!

13

## GATES OF DAWN

**MACHINE:** CQM 64  
**SUPPLIER:** Virgin  
**PRICE:** £9.95

Stand on the threshold of a dream. Take one step over ... and try to discover the "enigma as yet unsolved."

That's the perplexing lure of *Gates of Dawn*, the 64 screen challenge from Virgin Games.

But what is encountered in this surreal world of dreams? ... bats and giant spiders, poisonous gas, an array of enigmas, ghostly visions and more moral!

*Gates of Dawn*, with superb graphics, animation and sound, combines joystick action with strategy, enabling you to plot your wits in an effort to solve the mystery of the dream and the "mystery of the mind."

And just what is that

you have to direct the character, who's standing on something that looks like a redwood, across a prehistoric stream which continuously scrolls past you even when you're standing still.

It starts easy. The first thing you have to do is jump over a hollow in the ground, and as you can still move left and right even though the landscape's moving past you it's not too hard. Then things

## BUCK ROGERS

**MACHINE:** AM MX  
**SUPPLIER:** Stern  
**Software**  
**PRICE:** £11.95

*Buck Rogers* has been available on a few other machines, but there are several features of the MX version which are new. The theme music from the TV series is a nice introduction to the game, which is the detail lacking, for example, on the Texas cartridge.

This version gives Buck's star fighter a rear view to shoot aggressors approaching from behind.

As the backdrop of the planet moves underneath you, the object is to steer between the pylons. An indicator at the top right of the screen shows the amount of pylons left, together with remaining cash.

Push the stick forward, or hit the cursor key, and the craft will accelerate, making negotiating the pylons more difficult.

After the first run through the pylons, the second is made more difficult, with saucer ships approaching from all angles, and this is where the rear firing laser helps.

The third run involves the space hoppers as well as the saucers and is more difficult. After successfully running this gauntlet, the battle continues in space, with waves after waves of saucers needing to be shot, before a final confrontation with the large mother ship. This needs a real pounding to destroy it!

The same sequence is followed, but this time the pylons emit bolts of energy and the hoppers fire back.

Good sound effects and title theme and smooth, colourful graphics make use of all the MX has to offer.



It's set in the shadowy world between sleep and waking — a world of pleasant dreams or of ghostly nightmares.

Your quest, as an armoured knight from a bygone age, is to travel through these endless, timeless passages in search of what Virgin calls "the subliminal experience."

Progress through this arcade-style game is charted on a chess board map. Objects encountered may be collected and an inventory is displayed below the map.

Another column shows lives and strength left plus current score.

central mystery?" That would be telling.

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

## CAVEMAN CAPERS

**MACHINE:** BBC  
**SUPPLIER:** Igo  
**PRICE:** £7.95

*Caveman Capers* is a significant improvement over some of Igo's earlier efforts — I remember *Space Station Alpha* in particular. Here

get a little more thought as you have to cope with such nasties as ropes and snakes while attempting to clear toughest obstacles, like ditches and some wretched mushrooms.

It's all good fun and the graphics are above average, with particularly smooth, jitter-free movement. The sound is tolerable, too, but in general I feel the game is a shade overrated.

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

• Graphics	9
• Sound	8
• Value	8
• Playability	10

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ARCHON is brilliant. There's something in it for all games addicts: arcade, adventure and strategy are all here. My only complaint is that it's best played against a human opponent — the computer's just too good and you can't give it a handicap.

**Bryan Skinner**

**Personal Computer News**

**Features** ● Play the computer or a friend ● Computer player gets tougher as you do ● 64 battle combinations ● Separate battleground screen ● Medieval pieces like the wizard and the sorcerer — magic spells and a board that changes as you play ● Deluxe boxed package includes full instruction and hints manual ● Joystick controlled \*

\*For the Commodore 64 and Spectrum. Not available for the Amstrad.

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# C&VG's Golden Joystick Awards

Ultimate swept the board at the second Computer & Video Games Golden Joystick Award ceremony. The company collected the Game of the Year, Software House of the Year and Programmer of the Year awards at a special awards luncheon held in London.

Laetise Stamper collected the awards on behalf of Ultimate — and thanked the many readers of C&VG who voted for them.

The C&VG awards are unique in that YOU decide who wins the prizes — not a panel of experts. Several thousand C&VG readers voted in our annual poll and threw up a few surprises in the process. You'll find full results detailed on this page — but don't forget to look out for voting forms for the 1985 awards, coming soon to these pages!



The beyond winners with Tim Melrose.

## C&VG-GOLDEN JOYSTICK AWARDS

**GAME OF THE YEAR:** Knight Lore by Ultimate Play the Game.

**RUNNER-UP:** Ghousteria by Activision.

**COMMENDED:** Avalon by Newnan Consultants, impossible Mission by CBS/EFTS.

**SOFTWARE HOUSE OF THE YEAR:** Ultimate Play the Game.

**RUNNER-UP:** Beyond.

**COMMENTS:** Newnan Consultants/MicroGen.

**BEST ORIGINAL GAME:** RIM by Asymmet.

**RUNNER-UP:** Dune II: Modine by Ultimate.

**COMMENDED:** Amigapal by Etemsoft, Pyramorace by MicroGen.

**BEST ADVENTURE GAME:** Chymergon Castle by Adventure International.

**RUNNER-UP:** Ark the Viking by Mosaic/Level 9.

**COMMENDED:** Runes by Domark, Rik the Mag by Gargoyle Games.

**BEST STRATEGY GAME:** Lords of Midnight by Beyond.

**RUNNER-UP:** Death Head by W.B. Gold.

**COMMENDED:** Battle for Midway by P.S. Meta Commander by Microgen/W.B. Gold.

**BEST ARCADE STYLE GAME:** Baby Thompson's Beethoven by Ocean.

**RUNNER-UP:** Boulderdash by Intelegraf.

**COMMENDED:** Merry Hole by Zenith Graphics, Starline by Realtime.

**PROGRAMMER OF THE YEAR:** The Ultimate Team.

**RUNNER-UP:** Mike Singleton.

**COMMENDED:** Roddy Crowther, Asymmet.



John Woods of Ocean Software.



Rod Crowther with the C&VG Joystick Award for RIM.



Christian Perfeld of Ultimate.



Tim Melrose of CBS/EFTS with John Melrose.



Laetise Stamper of Ultimate.



Shirley Singleton of Asymmet.



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# HALL OF FAME



## PARSEC

- 1) Mark Gibson, Croydon, Cheshire — 8,998,750
- 2) Paul Walker, Ruckingham Park, Western Australia — 1,468,100
- 3) Neville Harrington, Epsomham, Essex — 1,094,100
- 4) Andrew Scott, Sheffield — 528,800

## BRUCE LEE

- 1) Felipe Hayes, Ruckingham, Dublin — 134,175
- 2) S. Palfrey, Luton, Bedfordshire — 147,475
- 3) Trevor Anderson, Wals, Cheshire — 83,600

## CHM 44 GHOSTBUSTERS

- 1) Don Munnery, Tooting, London — 849,800
- 2) Andrew McDermon, Sutton Coldfield, W. Midlands — 5125,000
- 3) Paul Robinson, Coghlan's Quay — 505,000

## ID STARSTRIKE

- 1) Jonathan French, Great Yarmouth, Norfolk — 1,028,800
- 2) Justin McNaughton, Farnworth, Midlands — 1,335,100
- 3) Andrew Peery, Wimborne, Dorset — 697,000

## JET PAC

- 1) Simon Hughes, Chipping, Dorset — 57,423,500
- 2) Craig Humphries, Staines, Middlesex — 48,948,500
- 3) Roger Nigg, Lohi, Finland — 26,246,500

## ELITE

- 1) Paul Goldham, Sheffield — 26,981,900 (1st)
- 2) D M Barker, Wford, Essex — 10,000,45.9 (1st)
- 3) Mark Eardson, Preston, Lancashire — 5,189,581.2 (1st)
- 4) John Finney, Feather Hall, Hatfield — 862,791.4



JOHN FINNEY

## SABRE WOLF

- 1) Richard Brown, Gwentlands, Kington — 17,999,600
- 2) Peter Calhoun, Chesham, Surrey — 11,975,900
- 3) Andy Bradburn, Frodokead, Morway — 8,683,315
- 4) Christopher Hamblinton, Radcliffe, Manchester — 4,528,440

## OUR HALL OF FAME GAMES

Since we launched our Hall of Fame with 1989's new games, your history has been flooding in. Keep it up! If you look before, you'll see we've added a few more new games for you to try your skill at. There's *Starstrike* — the space game with a difference from *The Edge* — *Acromech's 25th*, a very sophisticated trading game and *Micro-Gun's Pyramarama* — a hard act for the Wolf!

## JET BOOT JACK

English Software's excellent platform adventure starring the man with the jet-powered boots.

## STARSTRIKE

Classic space shooter based on the Star Jet theme. For ace hunters only!

## JET PAC

It's Jet Pac around the arena collecting the three sections of his space ship.

## DONKEY KONG

The king of climbing games. The ape, the banana, and the Munch are now available on Amstrad, TMS 64, and TMS 6000.

## MANIC MINER

The rare 10-screen climbing game that introduced Manic Willy.

## JET SET WILLY

Willy Miner Willy did next. This time there are 48 screens.

## THE PYRAMID

The Pyramid has Fantasy's unique high score verification system.

## ZALAGA

Splendid arcade clone for the IBM.

## SABRE WOLF

Indie in this star but twice as tough and tricky prize.

## PSYTRON

Beyond's first flight for the Spectrum. The Psytron is a conventional defence system for the planet Beale 5.

## ELITE

Acromech's sophisticated space trading game. Great graphics and action.

## STARBIKE

The Edge presents a gold ROM bike to the highest scores in their own game.

## JUMP CHALLENGE

Edie Kidd's brand new computer game which features lions, herds and tigers. Flip table based is difficult!

## PYRAMARAMA

Willy steps into a sphinxman — and into C&P's Hall of Fame.

## D.T.'s DECATHLON

- 1) Simon Rayle, Sverrege, North — 524,801
- 2) Lee Sargent, Newcastle upon Tyne — 515,155
- 3) Richard Thomas, Chesham, Dorset — 504,100
- 4) Andrew Sharp, Ely, Cambridgeshire — 443,100



ANDREW SHARP

## PYRAMARAMA

- 1) Mark Bailey, Epsomfield, London — 100% (720 points)
- 2) Bob Wilson, Tricham, Staffordshire — 98% (1,745)
- 3) Tony Skidmore, Newbury, Berkshire — 97% (1,987)
- 4) Mark Hunt, Mayenhampstead, Devon — 91% (2,222 points)

## Spectrum

- 1) Stuart Wright, Birmmham — 100% (1,833 points)
- 2) Philip Norris, Farnborough, Hants — 100% (1,662 points)
- 3) Derek Grahb, Fife, Scotland — 100% (1,554 points)
- 4) A. Lawson, Forth Hill, Newcastle upon Tyne — 100% (1,715)



STUART WRIGHT

## Commodore 64

- 1) Andrew McDermon, Sutton Coldfield, West Midlands — 100% (4,589 points)
- 2) Nicholas Coffey, Dryoboken, Manchester — 100% (4,858 points)
- 3) Michael Phillips, Warrington, Surrey — 100% (5,412 points)
- 4) Brandon Brinkley, Sheffield — 100% (4,100 points)

## HALL OF FAME

Name.....  
Address.....  
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T-shirt size ☐ m ☐ mod ☐ lg ☐  
I scored.....  
Time taken.....  
Game.....  
Computer.....  
Witness's signature.....





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## MAPS

are where it's at says Prof. Video! And next issue we'll have a whole bunch of readers' maps for you to study. The secrets of the top games at your fingertips in July's C&VG.

We've got faeries at the end of the C&VG office — and an enchanted competition — thanks to the people at Orpheus who want to give you copies of their stunning new game! Get C&VG next month — it's magic!



Faery going out for tea with Supergirl! You could be enjoying some cream robes with FF's most popular faerie if you grab a copy of C&VG next month!

## My name is Bond. James Bond

And in next month's C&VG I'll be revealing a few top secrets from the *View to a Kill* files. Find out how YOU can win a copy of the new Bond game based on my new movie. PLUS A FREE BOND POSTER! Don't miss it — I won't miss you...



## AIRWOLF

that super-copier taps back to your TV screen for a new series very soon. In July you can win a special Airwolf Kit — with posters and games and watches — thanks to our friends at Elite — the software house named by C&VG readers.

## ANOTHER ACTION PACKED BOOK OF GAMES!

C&VG has become rightly famous for these collections of top listings for top computers. And there's another one coming your way in July featuring games for the Spectrum, C64, Amstrad, BBC, Atari and many more. Don't delay — place an order with your newsagent today!

## CROSSWORD



1. Computer memory that can be written to (10)  
2. Centre of the World of Warcraft (5,5)  
3. New standard of Japanese microcomputers (5)

10. Building in which software is written? (5)  
11. Places where public records are kept (5)  
12. The wilderness (5)  
13. Space top the Challenge? (5)  
14. Chemical symbol for mercury (5)  
15. Country — the Whippers (5)  
16. Felt that would be submitted in this month's photo (5)  
17. First release of BBC monitor (5)  
18. Game written in game and "The Last" (5,11)  
19. Most significant to (5)

### CLUE - CROSS

1. Store for mail and (any, 5)  
2. He up — is the recording studio (5)  
3. Author of Lord of the Rings (1,1,5)  
4. Movie that is most part in the game (5)  
5. Puffs for both (5)  
6. BBC's answer to follow (5) ...  
7. 1955  
8. Not clear (5)

9. World's largest ship (5)  
10. Name of the sparkling drink (5)  
11. Code cracked computer collection (5)  
12. Magic word (5)  
13. Not a game (5)  
14. What is the name of the city? (5)  
15. BBC's answer to follow (5)  
16. 1955







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