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FINDING FAULT IN MICRO OWNERS

Dear Sir,
Almost every month your magazine prints letters in which the writer is claiming that his own micro is better in every respect than one of its competitors.

There is little point in the lot of mild praise and it seems to me that, in most cases, these people are simply trying to convince themselves that they have invested their money wisely.

For example, in the April edition of your magazine, Gary Campbell claimed that the sound on his Atari 800 is superior to that on a Commodore 64. He illustrated this by naming some of the best software.

I would like to point out that these programs are the state of the art as far as Atari sound goes and, if they are to be used, it is only fair that they should be compared to the best Commodore software.

It is only recently that software using the 64's facilities to the full has begun to appear. Perhaps Gary should look at recent releases from the Task For software company.

It would be a great help to prospective buyers if, instead of blindly praising their machines, owners would honestly admit the facts. It is easy to find out the good points but it is not so simple to discover the bad.

All home micros have their own strong but they also all have their faults. For example, the lack of string arrays and the high price of software for the Atari, the slow tape loading (up to 30 mins for a long program) and lack

of basic sound or graphics commands on the Commodore 64, the squishy keyboard and hopeless single key entry on the Spectrum, the bugs in the C64 ROM, the rotten graphics on the Dragon, the lack of memory on the BBC — the list is endless.

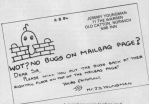
Let me say here that all of these are good machines and in most respects are better than my own micro which is a Video Games, although it too has its advantages. So please, Gary, stop banging your head against the wall (it makes a mess of the wallpaper) and start banging your fingers on the keyboard and let the owners of other micros do the same.

I would also like to take this opportunity to air my views on a subject which has up to now received scant attention. This is the practice some software companies have developed of giving away free bugs with their programs.

While the bugs in your cartoon strip are cute little creatures, it is no fun to find one resulting in an expensive game program.

Software companies are quick enough to complain about software piracy but perhaps they should just think of my houses in order first. Anyone who buys faulty goods which are not fit for the purpose for which they were sold has the right to his money back. This includes computer programs which crash and behave in an incorrect manner.

Perhaps if more people demanded their money back rather than accepting a replacement, then the software companies would debug their programs



before releasing them on an unsuspecting public.
Jan C. Jones
Warrington
West Yorkshire

WE'RE REVIEWING THE SITUATION!

Dear Sir,
I'd like to present the *Beginner's Guide to Writing Reviews the CSVO Way*.

1) Open your review with some witty lines of ethnic tolerance to the game. For example, "Arm, Jim left" or "Here abouts the monkey".

2) Next, a paragraph or two full of mind blowingly vital information like how close you live to the game's author or does the game have any political relevance to the situation in Africa or even a brief description of the actual position in the CSVO office of your desk where you are writing the review.

3) The next three lines of your review should be unashidly devoted to the actual game itself.

4) In the last but one paragraph, you must

mention your tactics and have brain-crushingly bad you were at the game.

5) For your final paragraph, you may include any of the usual stretching and witty comments below:

a) This game deserves to find itself a place in any — name of micro — owner's library.

b) It's addictive to the point of madness — I couldn't leave my joystick alone!

Yes, but follow these guidelines and TDD can do it the CSVO way!

Sorry about that Sir I do think your reviews could be a bit more descriptive. The photographs almost make up for it. To be honest, I really enjoy your magazine. It's great fun and unbiased.
Mark Hagger
North Ayrshire
Somerset

Editor's reply: Well Mark, you've got such a sharp wit that one day you might cut yourself on it! We'll attempt to get a bit more descriptive into the reviews for you. Or at least tell our reviews computer to do it for us!



TOP OF THE FLOPS - PART 1

Dear Sir,
I like it, I like it. The Top Ten Disaster! Well done, Mr Kipper, someone should have thought of this long ago and saved us hundreds of thousands of pounds.

As I know that you have little time to waste, here is a list of the ones which, in my opinion, must take to top disaster:

1. Victory Software: 717-pilot (Vic-10)
2. A-Technology: Mail Saver (Vic-20)
3. Rabbit Software: Chess (Vic-20)

I will have my 2 1/2 year old Vic-20 as it surpasses me the Rabbit software has never released Night Flight which knows that really doesn't 717-Pilot into a cockpit bar. For its day, the Night Flight was a masterpiece of programming. For my Spectrum, I want no disaster programs.

For my CBM's, however, here's another list:

1. Rabbit Software: Monopoly
2. Ager Productions: Night Saver

Well, there you are, if this is of any help. But I must stress, having written many of my own programs, that in my opinion the disaster for me must and will always remain that appalling Victory 717-Pilot because it meant buying a £24,000 Expander and was recommended by a Commodore magazine reviewer! I think that that was adding insult to injury.
Yr. M. Marquand
59 Lawrence
Jenny

PIRACY - IT'S ALL A QUESTION OF PRICE

Dear Sir,
I am writing to you about the ever increasing controversy on software piracy. This has, of course, been brought up in your magazine as well as in many others and I would just like to express my point of view.

Yes, I do copy computer programs from my friends' tapes as do my friends from me. I know that this is that but, personally, I do not really care. Computer software is just

like music tapes — people copy them because they cannot be bothered to buy that particular item.

I quite often buy music records and I also tape a lot because I have been fleeced enough by the record companies. To pay \$5 plus for a record is quite a lot, just as it is for software manufacturers.

I own a Vic-20 computer and, at the moment, the only decent and cheap software around is the range of Mastertronic games.

As it says in another magazine I read, Mastertronic believes that £1.99 is the right price for a game and I amongst others agree.

Andrew Phipps,
Hemel,
Herts.

GHOULS, GHOULS AND MORE GHOULS

Dear Sir,
About your review of Ghoul's in the July edition.

I called the game a second rate rip-off. I disagreed with your reviewer when he suggested the company had aimed at Atari (Ghost for the Atari, Right?) My friends and I all think that Ghoul's is a cross between Donkey Kong and Pac-Man.

Your reviewer never commented on the terrific effects in the game, the scrolling and materializing of the screen. How about the Ghoul's' struggle at the death of the little monster, or the great race played when the hi score enters his name? These are effects overlooked by the reviewer.

It is unfair that your "Getting Started" category looks at the length of time

loading the game in question. If a game takes long to load, it could be, I think, that it is complex, more interesting and playable. Thus I suggest that you consider the loading time in the "Playability" category.
Tim Cooper,
Barnack,
Norfolk.

Editor's reply: What do the rest of you think of C&EG's reviews? Should we change the ratings? Let's hear from you!

ORIC I IS ALIVE AND KICKING

Dear Sir,
I would be grateful if you would assist our Users' Group and your readership by bringing to the attention of Oric/Atmos owners that, contrary to recent rumours that Oric/2 has ceased to function, we are in fact alive and kicking furiously in support of our system. Although we have suffered from illness amongst our key personnel which gave rise to a quiet period in our activities, this did nothing more than cause slight delays in our operations.

We have been extremely busy, behind the scenes, restructuring our organization and producing new products for the Oric/Atmos machines.

Although it appears to be a popular belief that there is little support for the Oric-1/Atmos system, rumours such as this can do little but give weight to these beliefs, which is a pity.
Ean Kendrick
Oric Owners Users Group
London

2. 9. 87

JEREMY THORNTON
11 THE GRANARY
OLD CATTON, SPENCER
WILT SH



WO? NO BUGS ON MAILBAG PAGE?

Dear Sir,
Pleased to see bugs back on the mailbag page. They were perfectly on there.

Yours faithfully,
J.T.

2/9/87 H.L. 2/9/87

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SAVINGS SUCCESS FOR SAVAGE POND

Dear Sir,
 Your July issue was the usual excellent standard that we have come to expect, but a number of your readers had grouches about Atari Software. As fellow enthusiasts, we are very sympathetic to some of the points raised and we are trying our very best to bring the fun back into computer games before everybody becomes disillusioned by the very professional looking which seems to be creeping in.

One of your rivals has just published a chart showing the readers' choice for home entertainment. In the Atari listing, *Savage Pond* is shown in the top three, in the illustrious company of *Pole Position* and *Star Raiders*. Coupled with the delightful letters of approval that we have received, it indicates that we are achieving a measure of success.

This game has now been translated for the Commodore 64, BBC Micro, and the Electron. As we can divide production costs and

advertising, we have passed the saving on to our customers by reducing the price to \$7.99. It seems support on instead of receipts, we have more questions to offer and we will be able to reduce prices still further.

Incidentally, we have no knowledge of anyone named O'Reilly ever as much as getting his feet wet in our Pond. I think he's one of those infelicitous names.

Tom Jones
 Starcode
 Director

CHESS IS ON ITS WAY FOR TEXANS!

Dear Sir,
 On behalf of Texas TI-99/4A users, I feel I must complain about the listing for Chess on pages 122-124 in your July issue.

I have seen some listing errors in magazines before, but none as bad as this. In fact, there is no way that this program will ever run on a Texas machine without changing the ROM. So either there has been a drastic misprint or you have been hoodwinked into believing this program will run on a

Texas. Or perhaps it is you who are trying to hoodwink us Texas owners to buy C&VG?

I have always found C&VG quite good value, considering that you're about the only magazine to print listings for Texas machines, but feel that on this occasion you have let us TI users down.

Come on C&VG! play the game. I wouldn't like to buy a software cassette for my Texas only to find it runs on a Vic-20. Would you?

Geoffrey Newman
 Pattisland
 Bristol

Editor's reply: We've been hanging our heads in shame all month. Geoffrey, The Chess program was for the Dragon not the Texas — a printers' gremlin crept in to confuse us all. Sorry, Texas everywhere! But we have in our possession a real Texas Chess listing which we are currently testing and we will publish it as soon as possible!

GREETINGS FROM ABROAD

Dear Sir,
 As very little software is available in Oman for Atari home computers, I have to order it from abroad and your magazine has now made it easy for me to choose. The News, Reviews, Listings and Features of your magazine are well written and most informative. Keep it up! Al Saadi Musa
 Bani
 Oman

Editor's reply: Thanks Al! It's always nice to get letters from overseas. Especially ones paying us compliments!

GASPS ALL ROUND FOR C&VG!

Dear Sir,
 I am just writing to you so that I can understand how you manage to bring out a truly fantastic magazine every month. I have not seen any other that even comes close to C&VG's high standards.

First, you always bring out a fantastic colour front page.

Then there's Mailbag in which you try to solve readers' troubles.

And the games listings. Oh the games listings! How fantastic they are! Better than in any other magazine! Even for the simple 2600, the games are both original and playable (well, most of them are).

And there's also a lot more, but the thing that made me put pen to paper was the great idea of listing readers' send-in adverts in for free. Brilliant! Good show C&VG! Keep it up! Davon Jones
 Blue Farm
 South Wales

TOP OF THE FLOPS —PART 2

Dear Sir,
 With regard to Mr. K. Sawyer's letter in your August issue, I think that it is a good idea to know which games are not worth buying. So my worst games that I have seen or played are:

1. 3-Strip Space Vic 20.
2. Alien Soccer Vic 20.
3. Claccha Starline Vic 20.

I would also like to know if there is a (free) type game for the Vic 20 (unexpanded or 1MB).
 Steve Marshall
 Madfield
 Cheshire



MEET THE POP TWINS!

Welcome to the Thompson Twins Adventure! If you manage to solve the riddle of the Twins Adventure, you could be sitting in the best seats in the house at a forthcoming Thompson Twins concert and also going backstage afterwards to meet Tom, Alanah and Joel.

PLAY THE GAME

If case you didn't notice, attached to the front of your favourite computer games magazine is a fantastic flexi-disc with a great program imprinted in its grooves. There's also a special message to Computer & Video Games readers from the Twins. Tom, Alanah and Joel have also allowed us to feature their hit record Doctor, Doctor — which has quite a lot to do with the plot of the Adventure.

Elsewhere on this page you'll find details of how to use your flexi-record. But before you start loading up the program, listen to the message and the Thompson Twins track!

If you have never played an Adventure style game before, here's a few hints and tips. The computer will present you with a graphic screen displaying the Twins in various different locations. Below the picture you'll see some text which will describe the location and then ask you what you want to do.

The computer will tell you which directions you can move in — north, south, east or west. You can also move in or out, up or down.

But you'll need a wider vocabulary than that if you are going to solve the mystery of the Thompson Twins Adventure and win the prize!

Usual words are: TAKE, READ, DO, LOOK and OPEN, short for inventory. INV will tell you what the Twins are carrying. They will need various items during their journey — so be careful not to pass anything up without thinking about it carefully.

The Doctor plays a big part in this Adventure, so listen to the Thompson Twins carefully — it might contain some clues.

Now all you have to do is solve the mystery — and you could be the lucky Computer & Video Games reader who gets to meet the Twins backstage after one of their forthcoming concerts. There will be other great prizes for runners-up too. Closing date for the competition is November 1986.

Below you'll find some hints on how to play the game and some advice on how to use your free flexi-disc. But we don't want to make it too easy for you, so we're not giving away too many clues right now. All you have to tell us is what sort of poison the Doctor has created... O.K?

That may sound mysterious now, but when you've played the Adventure for a while things should become clearer. The first poison to solve these riddles in to us will get the chance to meet the Twins! So get Adventuring — right now!

DO'S & DON'T'S

First, remember that this is NOT a floppy-disc. Don't try to use a disc drive to load it!

If you only have a record player and not a tape deck, you can load the

Spectrum version directly from the record into the computer. Connect a lead from the headphones socket of the record player to the EAR input on the Spectrum. Set the record to a medium volume and turn off the loudspeakers, if you can. This will prevent you from hearing the awful screech!

If you have a record deck connected to a cassette recorder either separately or as part of a music centre, tape the record onto a normal cassette and then load this into the Spectrum. Check on the recording meter that the level is about half way across the range. If you have a VU meter, it should read +2.

The Commodore 64 will load only from cassettes, so you'll have to tape the record first.

Do not try to put the record into a disc drive as it won't work. In fact, it will probably damage the disc drive.

Once you have a working copy on cassette, try loading it into the computer. If it doesn't load, tape the record again at a different level. If you still have problems, listen to one of your Commodore games through a normal cassette recorder. Listen for how loud the tape sounds and to the tone. Now, tape the record again and try to get your recording to sound like the other tape.

See how easy?

THOMPSON TWINS/COMPUTER & VIDEO GAMES ADVENTURE COMPETITION

The secret of the Doctor's poison is...

Name

Address

My entry is valid unless on this form.

We're afraid that flexi-discs aren't enough space on our flexi-disc for the full message — so we're using Commodore 64 cassettes who want to enter our Thompson Twins Competition to 64 to be complete before and send it all to us. You'll also receive one very rare Commodore 64 version of the Thompson Twins hit disc Doctor, Doctor — complete 1986! Don't forget that we've extended the competition deadline date so Commodore cassettes have just as much chance to win the prizes as Spectrum cassettes — but it's advisable to get these cassettes in quickly!

SEND THOMPSON TWINS AND COMMODORE FLEXI-DISC OFFER

Please send me the FREE Commodore Thompson Twins Adventure:

Name

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Send to: Spectrum & Video Games, Commodore Distribution Office, P.O. Box 1, 20-21 Corporation Lane, Hammersmith W6 7LW. Please allow 28 days for delivery.



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The ultimate new game... Jump Challenge... has been produced for you by Martech, with a lot of help from Eddie himself!

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Just like Eddie, you'll start by trying to clear barrels on a bumpy... gradually working up to attempting Eddie's daring leaps which have killed millions around the world!

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my rapidly
I shoot

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CLIFF HANGER

AUTHOR - JAMES DAY ORIGINAL MUSIC - BRIAN DOE

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

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

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

shoota
ids, then
ota you!

In the shops
from November 23rd

Shoot the Rapids

AUTHOR - PAUL BUNN

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

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

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

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

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FANTASTIC VOYAGER!

In August, we asked you to take a voyage into the world of thinking taps and cryptic outwords to come up with answers to a poser set by Voyager Software — and the response was phenomenal!

Not surprising since there was over £2,000 worth of free games up for grabs on a wide range of machines — Vc-20, CBM 64, Dragon and Spectrum.

The answers to the Outword are below and the lucky winners will receive either *Avenger* on the Dragon, *Mover Mania*, Vlc 20; *Aster 4*, CBM 64; *Quasar*, CBM 64 or *Crusty Come on the Spectrum*. Prizes are on the way. *Crusty Come* winners will receive their copies but off the press in a few weeks time.



Quo Vadis?



Lots of you seemingly spent most of your spare time lately attempting to solve the mystery of Quo Vadis?

In case you've forgotten, Quo Vadis? was the special three part adventure mystery developed by the computer pop band, Machine.

The prize for the first two people to crack the mystery and answer all the questions correctly was a wonderful Coleco Adam computer system, which comes complete with printer, tape player and joystick.

The last two people to win the CBM 64 memory kit were James Cloos of Shepperton, Middlesex and Stephen Ayle of Wigan, Lancashire. Well done! Your Adams will soon be on the way.

Top runners up will be receiving copies of Machine's latest album, called *Tenants of the Labyrinth* and two more will be getting the amazing *Computer & Video Games* tee-shirt! Every one a winner!

CROSSWORD

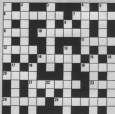
This is another in our series of brand new CBPC crosswords. The first three correct answers out of the CBPC memory list will get an amazing "The Champ" tee-shirt. Just send your completed crossword to *Computer & Video Games*, Crossword, Priority Court, 30-32 Farringdon Lane, London EC1R 3AD.

Clues—Down

- Subtly ally in Star Trek (7)
- Type of chess piece (not the Queen or Knight) (3)
- Optical BASIC statements (3)
- End (3)
- Meters (segment) (4)
- Legal organs for speech synthesis? (4)
- Sam (3)
- Earth's largest satellite (4)
- Computer information (4)
- BBC Teletext (3)
- Set of code used in retailing (3)
- Colour micro — from Nintendo's lamp? (3)
- Orbital (3)

Clues—Across

- Good at games (3)
- The display on a TV screen (3)
- Positive electron (3)
- Chess piece that moves diagonally (3)
- Billie Holiday, for example (3)
- 1 in binary (2)
- Film in which a home computer threatens global destruction? (3,5)
- Large military aircraft (7)
- Household (3)
- How computer games will run on a



more powerful machines (3)

- Strategy (3)
- Friendly ally in a film (3)



So you want to know the right answers, do you? Well, here they are: 1. a) Quasar b) Control C 2.a) Row many bits in a kilobyte? b) 1024 3. a) 50 January 1790 b) St Mary, Newington. 4. facts: Alex Kot (The Die is Cast) 5. a) 0800 b) Dragon. 6. Mainframe 7. Agusta A6A Helix. 8. Dramine Dingo Nee (Lord, Direct Us).

Well good everyone who entered — and watch out for another Machine mystery in the *Computer & Video Games Yearbook*.

Cryptic clues, twisted words and words pulled out of hats seem to be the order of the day, with many winners's excoorsed. Well, a fair number of you managed to come out relatively unscathed with all the clues right.

The first three correct entries to be mailed from the pile have all won "top shirts". Congrats to M. G. Stephenson, Northumboland; Paul Mason, Cambs and M. Kaye from Swindon.

The next crossword will be appearing in all rev but glory in the December issue — look out for it if you want an exclusive CBPC "The Champ" t-shirt.



8	12	6	JACK & THE BEANSTALKER	THORN	SPECTRUM	●
9	25	4	TRASHMAN	NEW GENERATION	COMMODORE 64	●
10	17	8	TRASHMAN	NEW GENERATION	SPECTRUM	●
11	-	1	MICRO	ULTIMAPACE DATA	ALGOMORCO	USER
12	14	6	POSTPON	ACTING	SPECTRUM	●
13	-	1	KOSMIC	KANGA	MICROMANIA	●
14	7	12	FIGHTER	PILOT	DIGITAL	INTEGRATION
15	6	8	HUNTER	MELBOURNE	HOUSE	●
16	-	1	WORLD	CUP	FOOTBALL	ARTIC
17	18	11	MAINE	MINER	RESOURCES	SOFTWARE
18	18	12	ATAC	ATAC	ULTIMATE	●
19	-	1	PILOT	64	ASICS	●
20	23	11	NIGHT	RUNNER	DIGITAL	INTEGRATION
21	-	1	FOOTBALL	MANAGER	ADVENT	GAMES
22	-	1	DECATON	ASTROTRON	COMMODORE 64	●
23	-	1	HARRIER	ATTACK	CURFELL	●
24	28	2	FLIGHT	PILOT	737	AMROS
25	28	7	INTERNATIONAL	SOCCER	COMMODORE 64	●
26	8	10	COPE	NAME	MART	MICROMANIA
27	28	2	SPACE	PILOT	AMROS	●
28	-	1	MAINE	MINER	SOFTWARE	PRODUCTS
29	-	1	LEGO	ALEGRA	COMMODORE 64	●
30	18	3	ARABIAN	KNIGHTS	INTERCEPTOR	●



Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.
Plus the complete 'Top 30' in Computer & Video Games as your newsworld on the 15th of every month.

Information compiled by R.D.P. Market Research Ltd.

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G·A·M·E·S N·E·W·S

JOINING THE ELITE

ELITE

When a software company which has quietly and modestly produced some of the best computer games around over the last two years, phones you and tells you it has a great new game coming out, you have to sit up and take notice.

The name of the game is *Elite* and it certainly ranks with a handful of other games as one of the main launches of the Autumn-Christmas period.

To achieve *Elite* status, you require many skills. First, you need to master the controls of your Cobra space ship. Secondly, the manufacturer of *Elite*, does not expect anyone to achieve *Elite* before Christmas.

There is a certain reverence in Neil Kaine's voice when he talks about *Elite* status. He is the man who wrote *Planetfall* and, most recently, is the man with the highest score on *Elite*. "I have been playing it more or less solidly for four weeks now and have achieved the rank of "dangerous" which is three ranks away from *Elite*. We launch the game in September and I doubt if anyone will achieve *Elite* before Christmas".

Mastering control of the Cobra is like a game in itself — a space age flight simulator.

The Cobra Mark III is equipped with lasers, defence shields, fuel tanks and a highly sophisticated radar capable of long-range and short-range scanning. The good thing about the Cobra is that it is capable of being upgraded, providing you have enough cash to purchase the required enhancement.

This is the key to becoming *Elite* — having a truly souped up Cobra Mark III.

In order to get the cash to do this, you have to buy and sell commodities from other planets. The computer will give you an information briefing on the planet you want to trade with, for example, its type of government, currency, and prices of all the vital

MINEFIELD FOR MONTY!

MONTY MOLE

Flying pickets, man-eating fish, manic coal drills, deadly hair-spray cans and the fearsome Arthur Scargill have all teamed up in a fascinating new game that has a definite political slant.

WANTED: *Monty Mole* is a climbing game in the *Monty Mole* tradition. The game is set in a coalmine deep underground in South Yorkshire. *Monty the*



Mole has made his way secretly into the mine, intent on finding his way to Arthur Scargill's underground castle to steal the secret ballot papers and the votes casting slot.

But Arthur's no fool when it comes to the heavy stuff and his personal bodyguard of super 11:

guinea needed to support life.

If you trade shrewdly, you may have enough cash to buy some military hardware — such as a powerful laser, a very useful



pickets and deadly flying hair-spray will do anything to stop *Monty* rigging the election.

The program was written by Peter Harrop, a Mine Safety Officer's son. Greenin, the company producing the game, claims that *Monty the Mole* is not an exercise in poking fun at the miners' dispute. To prove their point, Greenin has already donated £250 to the Miners' Welfare Fund and a further 50p for each copy of the game sold will be given to the charity.

WANTED: *Monty Mole* runs on the 48k Spectrum and the Commodore 64 and is available from Greenin Graphics — £7.95 for the Commodore game and £9.95 for the Spectrum version.



enhancement as it can blast pirate ships at very long range.

The important thing to grasp about *Elite* is that it's more than just a 3D-style shoot-'em-up. It combines elements of

strategy, flight simulation and arcade gaming all in one game.

If you enlist in the *Elite* corps, you will be able to keep a check on the latest high scores in our Hall of Fame as *Elite* will be joining with *Planetfall* and *Alien* in the UK's most exciting high score chart.

Elite is in the shops now at £24.95 for the cassette version and £17.95 on disc for the BBC.

HERE TO STAY

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G·A·M·E·S N·E·W·S

FROM TIME TO TIME

TIME ZONE

Time Zone is a new release for the Commodore to which promises "some of the very best and certainly the most original" graphics on the 64, according to *Chessnut* & Software, the people behind the game.

The scenario goes like this. You have to battle against alien life forms which have mutated to look like creatures and objects from five different time zones — ranging from prehistoric times to the future. These alien come on tape and will cost £6.95.

Ziggy, the star of several Fantasy's games, including the *Pyramid*, has come out of retirement to star in a series of three games which the company is heralding as the first, true graphical Adventure games.

Caverns of Solje is the first of a new series of games entitled *The Backpacker's Guide to the Universe*.

The game comes in two parts. The first program contains the actual arcade game

ZIGGY'S BACK WITH A BACKPACK

ZIGGY

while the second is a huge guide to the paths you and Ziggy will take during your Adventure, giving you advice on which routes to take and which monsters to avoid.

Caverns of Solje is scheduled to be launched for Christmas, the second early

in the early New Year and the last of the trio — *The Final Conflict* — later in the year.

Nearer the present, Fantasy is releasing a new game for the Spectrum called *Time Warp* in the game, you take on the character of Dozi, the pilot of a deep space cargo.

Time Warp and *Backpacker's Guide to the Universe* are produced by Fantasy Software for the Spectrum and will cost £5.95 and £7.95 respectively.

DESIGNER OF THE MONTH

NAME: Tosta Panayl.

BORN: Manchester, 1957.

GAMES: *Tornado Low Level*, *Android 1*, *Astral Conroy* and two ZX81 games published on Michael Owen's compilation.

You would think that Tosta Panayl would be soaking up the sun with his relatives in Cyprus, following the success of *Tornado Low Level*.

No such luxury for Tosta — he is steadily hard at work on the sequel to F.L.L. "It will be a progression from F.L.L. — though on a much grander scale with lots of extra features, making full use of all we learned on F.L.L. and *Android*."

As with *Android*, the Commodore 64 version of F.L.L. will be released soon by Ocean which has acquired the rights to the conversion.

"I first got hooked on computing when I bought a ZX81 by mail order from Sinclair. I learned Basic from the manual and was soon writing my own programs — though in my spare time as I was working during the day for British Aerospace on infrared systems.

Tosta is never far from the world of Spring as, when he is not huddled over a Spectrum keyboard, he is leaping out of



places with a parachute on his back.

Vortex is described by Tosta as a family firm, "my brother-in-law is the company secretary."

Tosta is now working full time for Vortex and hopes to produce the sequel to F.L.L. in less than the six months of previous that it took to produce the first game. "I have now refined my techniques."

Favorite Food: Chinese.

Favorite Color: Orange (jane).

Favorite TV Programme: *Birds of Prey*, *Young Ones*.

Favorite Computer Game: *Fighter Pilot*.

Countries Visited: Cyprus, Crete, France.

The thing about computing that most makes me want to throw up: *Flaccy*.

BATTLES OF THE WORKSHOP

GAMES WORKSHOP

The new Games Workshop has always been connected with fantasy board games like *Dungeons & Dragons*. Until now that is. The gamesmen at the Workshop are bringing out two new titles for the Spectrum 486. The first, *Battlecarr*, is based on the board game of the same name and involves racing about

in heavily armored deathmobiles challenging other drivers to a duel to the death. It's a two player game and the screen displays three real-time map windows simultaneously plus other instrumentation necessary for a *Battlecarr* duel.

There are two different scenarios, a speed-chase or a town centre laybath.

The second new game is called *2-Day* and is a graphic war game based on the 1944 Normandy landings. Two players battle it out over four different locations.

Both games should be available around October and will set for £7.95.

SPECTRUM 48K

THE EDGE



Win one of five BMX bikes playing the only game ever to enter the Computer and Video Games' Hall of Fame, before its launch!

See September or October issues of C&VG for details, or write to The Edge.
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

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G·A·M·E·S N·E·W·S



More than just a flight simulator.

Commodore's latest addition to the wide range of games software for the Vic 20 challenges you to pilot a World War II fighter bomber on a mission over hostile territory.

As pilot, you fly your aircraft to the target, identify it and then return to base (simple). But wait... first you must identify the most strategic target, weighting the risks carefully. How much time is available to complete the mission? What is the best

BOMBHELL FROM COMMODORE

type of weapon? How much fuel do you need?

Enemy intelligence is good and an attack on your airfield is imminent to prevent your mission getting off the ground. You must take off before your aircraft is blown up on the ground.

Once airborne and on the correct course for your target, watch your radar screen carefully for enemy fighters. Shoot them down before they

BOMBER MISSION

damage your aircraft - but don't forget the other instructions! Fly too high and your fuel lines will freeze, too fast and your engines will overheat, too slow and you will stall.

Once the target has been located and ascertained you get safely back to base and land, the de-briefing screen appears. This enables you to measure your performance on a 1000pt

scale, the success or failure of the mission.

Aircraft control, including speed, flaps, undercarriage, vertical, horizontal movement and firing are achieved by a combination of joystick and function keys. The program also includes a full range of realistic sound effects.

Available for both the beginner and the advanced. Bomber Mission runs on an expanded Vic 20. It will set you back £4.95.

KNIGHT LIGHT!

RAPIER PUNCH

Commodore reckon that there is still a huge demand for software to run on the unexpanded Vic 20, so they have just released two new games. Rapier Punch and Starbase have been added to the wide range already available by Commodore.

In Rapier Punch, you see a knight in a darkened room searching for a hidden treasure chest. Only the area immediately around you is lit. As you move the knight around the room with the joystick, new areas light up revealing their contents.

The aim is to find the treasure before the three restless gnomes and move on to the next level of the game. But also hidden in the room are a host of spinning crosses, Daggers and Dagger eggs, determined to end each of your three lives and prevent the treasure.

The game has 100 levels and the top line of the screen gives constant details of your score, game level, number of lives remaining and, of course, time left to complete the game.

Starbase takes you forward in time to the Planet X22 where a team of scientists are preparing the surface for colonisation. The aim of the game is to prevent these men from being captured by an alien force attacking the planet and to destroy all the alien spacecraft.

To achieve this, you must patrol each of the four quadrants of the planet. The alien ships are destroyed automatically once you have them in your sights, which is controlled via a joystick.

Available for both the beginner and the more experienced games player. Rapier Punch and Starbase require a joystick and include full sound effects. Recommended price for the cassette is £4.95.

BUG-EYED BEASTIE

BORZAK

There has just been a very good party on the planet Gordon and, unfortunately, one of the party-goes called Borzak didn't quite get his route home worked out right... he crash landed on earth.

Borzak is a new release from Channel 8 Software for the Spectrum and Commodore 64.

It's a fast action, arcade-style game where Borzak is trying to get back to his under-maintained space ship.

The journey is divided into six sections and, for practice, any section can be selected for a training mode, but full points are only awarded for players starting at level one. Borzak can be made to run, jump, duck, dodge and even do a limited number of anti-grav, assisted jumps with either keyboard or joystick control.

Borzak, the amazing bug-eyed beastie from Betelgeuse, is available on cassette and costs £4.95 including VAT.

LICENCE TO THRILL

SOFTWARE PROJECTS

Software Projects, the power behind *Miner Willy*, and *Sierra-On-Line*, one of America's largest software houses, have completed a licensing agreement which means that the Liverpool company will be producing award-winning American software for games players this side of the Atlantic.

This exclusive deal allows programs originally designed for use on Apple, Atari and IBM machines to be converted to suit the popular UK micros. Work has already commenced on BC's *Quest for Tires*, a high-res animated cartoon game, which was reviewed some time ago in C&VG. The game will be available immediately for the Commodore 64 on disc and cassette.

This is the first of many such deals.



BEN WILLIAMS

ATIC ATAC

- 1) R. Leeds Cardiff — 1,316,795
 - 2) Daryl Mwaia, Camberley, Surrey — 323,269
 - 3) Ben Williams, Bellingham, Oxford — 620,295
 - 4) Wesley Kerr Glasgow — 482,483
- 5) Stephen Liversack Selby — 870,918

SABRE WOLF



ANDREW HUNT

- 1) Edward King, Golden, Netherlands — 382,284
- 2) Andrew Hunt, Wilsey, Bradford — 851,480
- 3) Gareth Brown, Kendal, Cumbria — 312,796
- 4) John Robinson, Kingscliff, West Mids — 188,918
- 5) Robert Scott, London, SW15 — 132,918

PLANETOID



ALEXANDER MARCO

- 1) Alexander Marco, Jerseyville, Massachusetts — 2,563,290
- 2) Neal Wyles, Welwyn, Herts — 1,618,300
- 3) Daniel Poon, Newark — 782,873
- 4) Paul O'Malley, Ramsey, Herts — 688,550
- 5) Richard Thomas, Danbury, Bucks — 99,690

DIAMONDS

- 1) Ian Johnson, Thame, Dorset — 9,282
- 2) Simon Marley, Dorking, Middlesex — 5,999
- 3) Michael O'Malley, Republic of Ireland — 3,990
- 4) Clive Parkhouse, Lissane, Cardiff — 2,483
- 5) Peter Schofield, Colne, Lancashire — 5,878



IAN JOHNSON

ZALAGA

- 1) Mark Davies, Suffolk — 1,284,178
- 2) J McAlpine, Glasgow — 1,933,790
- 3) Neil Barnes, Preston — 1,893,580
- 4) Mark Simpson, Woking, Herts —
- 5) J M Rivers, Witney, Oxon — 1,580,540

OUR HALL OF FAME GAMES

Oh all you fans! — now get this! If you've been seeing all the joyists during the summer months, taking time out watching the Olympic Games, now's the time to get your computer skills into shape.

There's a very good reason why it's time to sharpen up your mastery of the joystick and the button — because we have prizes. And when we say prizes, we mean PRIZES! I'm not just talking about The Champ! Tee-shirts and your name in ours. I'm talking 880 tokens, new computers and free software.

This month we launch our fabulous SabreWolf like challenge with no less than five of the super athletic machines to be won between now and next January. So if you think you can notch up a mean score on this and some other games in our Hall of Fame, watch this space every month to see what super prizes your gaming skill can win!

DIAMONDS

Michael O'Malley won a £280 diamond for his 3,567 high score on Diamonds. English Software's other big game — Jet Set Willy for the Atari computers and so on — will now replace Diamonds in Hall of Fame.

JET PAC

My Jet Man around the screen collecting the three sections of his space ship, avoid the nasties, assemble the rest and blast off to the next planet. Pure ambition for the computer, BBC and Vic 30.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blocks are now available on Atari, Vic 20, 64, and T-8000 from Asterisk.

MANIC MINER

The zany 20 screen climbing game that introduced Miner Willy. Spectrum and 88.

JET SET WILLY

What Miner Willy did next. This time there are 80 screens.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system built into the game.

ZALAGA

Splendid arcade clone for the BBC. Based on Dargis.

SABRE WOLF

Similar to Atic Atac but twice as tough and twice as pretty.

PSYTRON

Beyond's first big hit for the Spectrum. The Psytron is a computerised defence system for the planet Strata II.

Why do we have all these Hall of Fame games? Well, see below!

JET PAC

- 1) Paul Raftery, Perth, Scotland — 16,750,739
- 2) Graham Farthing, Potchins, Brighton — 9,123,127
- 3) Paul Kowalski, Allon House, Bishop's Cleeve — 7,504,324
- 4) John Robinson, Romford, Essex — 5,293,700
- 5) Stephen Holmes, Middleborough, Cleveland — 3,867,527

MANIC MINER

- 1) Paul Raftery, Perth, Scotland — 19,610,730
- 2) Stuart Milne, Bannings, Malborough — 18,830,290
- 3) Martin Johnston, Bradwell, Newcastle — 17,204,205
- 4) Jonathan Coxson, Sheffield, South Yorks — 12,212,200
- 5) John Wilson, Whitby, Cumbria — 12,852,652

PARSEC

- 1) Andrew Smith, Alton, Scotland — 8,283,300 (8 hours)
- 2) Andrew Jones, Ramsey, Herts — 7,849,400
- 3) Brian King, Canterbury, Kent — 6,833,600 (6 1/2 hrs)
- 4) Nicholas Taylor, Cleveley, Essex —
- 5) Roger Roberts, Kettering, Northants — 182,600



ANDREW SMITH

11 winners please note that Donkey Kong by Asterisk is now in Hall of Fame. Get's have some high scores, see brackets!

PSYTRON

- 1) Matthew Cape, Brentwood, Essex — 4,784,578
- 2) Barry Scott, Gilling, Cumbria — 1,834,826
- 3) Paul Hughes, Cockell, Wolverhampton — 1,338,480

HALL OF FAME

Name: _____

Address: _____

T-shirt size am med lge

I scored _____

Time taken _____

Game _____

Computer _____

Witness's signature _____

WALL OF FAME

WALK UP TO THE EDDIE, STEADY, GO!

You've all heard of Eddie Kidd, that young daredevil who enjoys jumping over double-decker buses on high-powered motor-cycles. Well now his exploits have been turned into a computer game requiring as few cool nerves!

Just recently in Gothenburg, Sweden, Eddie broke his own world record by leaping over 18 buses. We're offering you a chance to equal that — and maybe even go a few buses better! But firstly you don't have to be able to ride a bike to do it — just own a Spectrum, Commodore 64, BBC or Electron.

Along with our friends at Software Communications, we're offering 50 copies of the official Eddie Kidd Jump Challenge based on the Martech label.

All you have to do is answer the simple questions about Eddie and his exploits below and then mark the coupon off to Computer & Video Games.

WIN A BMX!

Softtek are offering five BMX bikes as prizes between now and January. The very top prize is a customised Raleigh Burner which will be awarded to the person who can reach up the very highest score on Star Bike Software ride and the publication of our February edition next year.

And it's no good settling in bogus scores either, as Softtek have a foolproof method of verifying all high scores.

But if you are about as handy with a joystick as a lumberjack with a butter knife, then don't despair. There is more than one way to win.

By matching the numbers printed below with the numbers printed in your cassette tape, or on the special Star Bike entry form obtainable free from Softtek, you could win a bike without so much as tasting an alien.



Eddie Kidd Competition, Priory Court, 10-12 Farrington Lane, London EC1R 3AT.

Software Communications are also running their own competition based around the game — and if you win a copy you'll be able to enter this too! Names of the winners will be published in Computer & Video Games.

The game features several of Eddie's leaps. Just like the daredevil bike, you begin by jumping barrels on a bicycle.

Eddie started jumping at the tender age of 12 and by the time he was 18 had smashed the world record with an astounding leap over 18 double-decker buses. Can you match his skill and nerve? Find out by entering our great Eddie Kidd Jump Challenge Competition!

Please remember to mark the outside of your envelope with the make of computer you own. Closing date is October 30th.

1. A film about a famous person inspired Eddie to start practising leaps over oil barrels at the age of 12. Who was his person?
2. Where did Eddie Kidd set his world record in 1978, when he jumped 190 feet over 14 double-decker buses and still retained control of the bike on landing?
3. Eddie has had a starring role in a film. What was the title of this film?

EDDIE KIDD JUMP CHALLENGE COMPETITION

Name

Address

Computer you own BBC Spectrum Commodore 64 BBC

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COMPETITION



SYSTEM 150000

THE REAL TIME GAME

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SYSTEM 150000 The different game with the NEW "TOTAL REALISM" concept developed by **AVS** sets you firmly in the middle of an international conspiracy where you have to use your computer together with **SYSTEM 150000** to recover \$1,500,000. The game is a 'real time' investigation that realistically captures the excitement of accessing computers by telephone and breaking their codes to obtain vital information.

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AND GAMING COMPUTER SYSTEMS

2ND EDITION



1 HIGH NOON

MACHINE: CEM 84+
PRICE: £6.99

This game looks certain to be one of the best sellers in the Commodore market this year. It was written by the author of *International Shooter* and you play the part of a trigger-happy sheriff.

The game starts by playing the theme music from the original High Noon film and I've never heard anything as good as a piano as this opening tune.

There are five skill levels and you can select which one you want with the joystick at the start of the game.

The scene opens. You, as the sheriff, walk out of the jail only to face a street of chaos. The bank is being robbed and robbers are being shot out from the saloon. Only Big & Morrie, the undertakers, are happy. As someone gets shot, the undertaker comes out of his shop and drags away the body. Rather nice, really, but the graphics are great!

In fact, the whole game's excellent. On the harder levels, there are riders on horses. As they gallop across

the screen, a shot with your pistol will send them hurtling to the ground.

The finishing touches really make the game: The two-door saloon is beautifully drawn — and I don't mean that it looks like a Mini Moke! The doors actually swing a few times as someone gets in or out.

On harder levels, the other people in the street fire much faster than normal, so you'll need quite a few hours of practice to beat them. But it's well worth the effort.

All in all, one of the best games for the 84. If we had a category for sound effects, I'd certainly give it ten.

- Getting started 7
- Graphics 8
- Value 8
- Playability 8

2 B.C. BILL

MACHINE: BBC
SUPPLIER: Imagine/Bess-July
PRICE: £6.99

This is definitely not a game for feminists of either sex! The basic idea is to go around slaying females, turning them into wives and feeding

them while they have children. Really amusing, I don't think.

B.C. Bill is a caveman, who doesn't excuse his behaviour. The object of the game is to help Bill collect as many wives as possible by slaying them and dragging them back to his cave. Once there, they start having baby bills.

Wives and kids need feeding, so Bill has to go out hunting with his club. If he fails to keep them happy, they will desert him and he will die of a broken heart. *Steamer!* & C titles also available for the Commodore 64, Dragon and Spectrum. The C&W team view this game a real video nasty. Forget the *Evil Dead!* The tune drives you mad after a while, too!

An indicator at the top of the screen tells you how many more points you have to pass through. Once you have achieved your quota, you are then faced with the added hazards of the Space Hoopers. These are not groups of children on inflatable toys but small, dangerous creatures who take their name from the way they move.

You have to shoot a certain number of the Space Hoopers and again the indicator tells you how many you will need to get before moving on to the final stage of the mission.

This is in two parts. Firstly, the planet surface disappears and you find yourself floating in space. You have to destroy a number of flying saucers as they come hurtling towards you at quite a speed. Once the first has been obliterated, you can aim for a direct hit on the motherplanet. Your mission is now complete and you can move on to another level.



3 BUCK ROGERS

MACHINE: TI-994a
SUPPLIER: Peco Electric
PRICE: £27.99

Yes, it's time to save the universe yet again. This time, you take the part of Buck Rogers, fearlessly flying through the planet Zork's some time in the twenty-fifth century.

For the first part of your mission, you have to guide your ship through the electron ports. These look like electricity pylons and are positioned in pairs so that you have to see through them like a kangaroo.

On subsequent skill levels, the ports are closer together and you have a larger number of aliens to hit in each stage.

Texas business folk had a bad deal when it comes to arcade software. Although the States is flooded with good games, so can't they ever brought any over to Britain. But now that Peco Electric has changed that, we should be seeing more of this type of game in the future.

Buck Rogers is the best game that I've ever seen on a TI. The graphics are smooth and the sound is realistic.

Buck Rogers comes on a cartridge of £27.99. You may think that this is expensive.

R·E·V·I·E·W·S

but it's well worth spending the money if you want only the best for your machine.

More details from Paco on 0424 44835.

• Getting started	8
• Graphics	9
• Value	9
• Playability	9

4 FLIP AND FLOP

MACHINE: CMM 64
SUPPLIER: Starsoft
PRICE: £9.95

If you thought Qbert was great, but it's a 2-D game, you will be pleased to learn that a square-hopping game featuring the main marquisian from down under is now on sale.

Flip and Flop introduces Flip the Kangaroo and Mitoh the Monkey — heroes of Starsoft's latest American import.

Starsoft are the latest American games import business to get themselves up in competition with import leaders — U.S. Gold.

Unlike Qbert and his pyramid, Flip and Flop uses a jagged, crossword-puzzle-like city board with staircases connecting different levels.

Flip has to jump onto each flashing white square as they flash and then colour in each other square after the flashers have been seen to — all before the timer runs out.

If Flip completes his mission, it is Mitoh's turn and the play board turns upside down. Mitoh has the tricky job of swinging from square to square and up and down the ladders to change the colours, as well as facing against the clock like Flip before him.

In subsequent screens, certain nasties are introduced who try to catch Mitoh and Flip and take them back to the zoo. The stockpile shrinks after Flip and sends his red bounding after Mitoh on screen five.

Qbert fans will enjoy Flip and Flop. It takes the basic



idea of the game a step further and adds lots of entertaining features.

A word of warning, though — it's got one of those maddening engines that will have you reaching for the volume knob every time you play.

• Getting started	7
• Graphics	7
• Value	8
• Playability	7

5 ARABIAN NIGHTS

MACHINE: CMM 64
SUPPLIER: Interceptor
Price: £1.00 tape, £9.00 disc

This is the story of Ibrahim, the Kalender prince, and his quest to free the beautiful Princess Azira from the clutches of the evil Sultan Saladin!

Tales of the Arabian Nights, from Interpreter Micros, is based on those age-old stories reputedly told by Scheherazade, an extremely famous storyteller. Famous among Bedouin tribesmen in the deserts of Arabia anyway! These tales were written down in a book, called Tales of the Arabian Nights — which you should read if you haven't already.

Interpreter's computerised version of these tales is great fun to play. You have to guide Ibrahim through the many hazards he encounters in his quest to save the princess. There are some baffling climbing-style screens and some air action shoot-'em-up sections which take place on

a flying carpet. And it takes More about that later.

The game is decidedly Jeff Minterish in execution, with some original-looking graphics, like Frenzy being captured.

Ibrahim's quest begins aboard Girbat's ship where he has to swing around in the foggy, windy seas and avoid nasties like the giant octopus and the vulture, while collecting a series of golden jars.

Each jar has one letter of the word "ARABIAN" engraved on the side. Ibrahim has to collect these jars in the right order to spell out the word in order to move onto the next screen.

After the perilous sea voyage, Ibrahim finds himself in the delta of the river Ahris. He is swept up stream — but must avoid the giant boulder raining down into the river until he reaches the bewitched cavern of Al-Khewad which is full of horrible gasses out to do our hero a mischief and stop him reaching the princess.



The cavern is another climbing screen — and those golden jars set him another spelling test.

Escaping from the cavern on a magic carpet after solving the mystery of those jars, Ibrahim finds himself en route to Baghdad and the Sultan's palace.

But the Sultan's squadron of flying carpetners are out to stop him — and there are snakes lying lethal across all his foot the ground!

Survive this and it's on to the Sultan's palace where the beautiful princess awaits.

More climbing-style screens and, you guessed it, those golden jars again and then Ibrahim finally gets to rescue the princess and whisk her away into the sunset on his flying carpet.

Interpreter has scores up with an interesting combination of a Magic-Monotype climbing game with a dash of scrolling shoot out to add spice, and produced a real winner.

And to make the game even more interesting, it speaks to you! Yes, you'll believe a Commodore can talk that you've played Arabian Nights! A puff! Arab speaking voice introduces each screen and describes the next part of Ibrahim's quest. Great music too from the keyboard of Chris Cole.

Arabian Nights will take you some time to master and you'll have fun attempting to reach that elusive next screen. One minor criticism is that you lose all the letters of the word "ARABIAN" if you lose a life — I'd prefer it if you could retain them and not have to start a screen from scratch.

Get Arabian Nights and you'll be playing happily ever after.

• Getting started	8
• Graphics	8
• Value	8
• Playability	8

6 PSYCHO SHOPPER

MACHINE: Vic-20 plus 64
SUPPLIER: Mastertron
PRICE: £1.99

Psycho Shopper is the latest line in Frogger from Mastertron.

There are three roads to be heaped across and cars to be collected en route. The coins earned the shopper go in the till.

For those of you who were still tadpoles when this game started out in the arcade, the idea is very simple. Help your frog to the other side of the



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 looked away in your bedroom with it?



load avoiding the traffic as you go. I can't say for sure whether or not you are supposed to be a frog in *Psycho Snapper*. Certainly you are green, but then you appear to have several legs. Maybe you're supposed to be an octopus. Are they green?

Anyway, the game plays a reasonable game of Frogger even if the graphics leave a lot to be desired.

I'm sorry this review is so short, but what more can you say about a third-rate cover version of a boring old game like Frogger?

Available now from Mattelhome at £1.99 for the 16-bit with an 8k RAM pack.

● Getting started	6
● Graphics	4
● Value	4
● Playability	3

1 CUSTARD PIE FIGHT

MACHINE: BBC
SUPPLIER: Comsoft
PRICE: £4.99

There's little else to bring more boring than snatching in a field of round custard pies at someone. And that's bashing away on a computer, pretending to throw custard pies at someone.

In the latest release from Leeds-based Comsoft, you have to snatch your opponent by aiming a custard pie at him. The game is for one or two players. In the two player version, the BBC is just acting as a primitive TV game console and not actually taking part in the action.

You do have the option to play against the computer,

though. You have to move your little man up and down the screen, avoiding the custard pies which the chameleon on the opposite side is flinging at you. And if you can splat a pie or two into him, then so much the better.

The sound effects in *Custard Pie Fight* are the best part of the game. The graphics for the players are all right but the custard pies look like they've come straight from a British Pastry cart.



Come to think of it, this game is similar to the Wild West games of years ago where the custard pies would have been bullets.

Once you've been hit three times, the game is over and you can either start again or put away the controller. Personally, I put away the computer. This game is about as boring as watching rain form on a bowl of custard.

● Getting started	6
● Graphics	7
● Value	4
● Playability	6

6 BURGERTIME

MACHINE: T-800s
SUPPLIER: Peco Electronics
PRICE: £27.99

Chains straws in the business again with the release of *Burgertime* for the Texas.

This is the official version as available in America. Luckily, Peco has decided to import it into Britain. It's a shame though, that it took until the machine's start to be phased out for them to decide to bring the software across the Atlantic.

This version of *Burgertime* has all the features of the arcade original.

In case you've never played the game before, the idea is that you play the part of Peter Pepper, the chef. Your job is to put together four hamburgers from a bun, the meat and some lettuce.

The ingredients are arranged in layers on the screen in a maze and, as you walk over something, it falls down a level, gradually making a complete burger.

Hindrance comes in the form of hot dogs, pickles and eggs which chase you round the screen. Delance is pepper-pot shaped. A quick puff of sneezing dust and the neerules will be paralysed for long enough to enable you to make good your escape.

Ice cream cones and coffee cups are bonuses and give you more points and also extra shakes of pepper.

This game would be as good as the original if it was



not for the speed — or rather the total lack of it. This version is amazingly slow. It takes so long for the chef to climb up the ladders that your joystick hand starts to ache. And the less said about T joystick the better.

Sound is good. The traditional *Burgertime* tune plays during the game, but has a habit of stopping for a few moments while layers of burgers fall or neerules are destroyed.

Apart from this, it's still a good game for the Texas, and is superior to most of the software available at the moment for this machine. All credit to Peco for importing it.

You can get a copy by mail

● Getting started	8
● Graphics	9
● Value	6
● Playability	8

3 MAD HATTER

MACHINE: BBC Spectrum
SUPPLIER: Comsoft
PRICE: £5.99

The problems involved in organising a tea-party. It's the Mad Hatter's party. It's his birthday and he hasn't prepared any food.

Why an an-birthday, though? Don't ask me, it's Lewis Carroll's fault. In this game, you have to help the Hatter to collect the food from around the screen and put it on the table ready for his guests.

There's a number of sweets on the screen which need mounding up and a chocolate roll at the bottom. You can't get to the roll, though, until you have five sweets. Once you have collected the right number of sweets, you can go for the roll. Then, put it on the table at the top of the screen to claim your extra points.

Get five rolls and you've made it to the tea table. Here, everything gets faster and there are more bouncing objects to avoid.



Like it not easy on the fast level, though. There's a mouse and some poison, which are both out to get you. And one luck item that however and you've had it.

Arcade Action...Thrills & Chills...

NEW RELEASES

Have you got what it takes to build your very own monster?

FRANK N. STEIN



Frank N. Stein

Frank N. Stein is a science fiction horror game for the Spectrum 48K, Spectrum 64, and Commodore 64. It is a single player game where you play as a scientist in a laboratory. Your goal is to build your own monster by combining different body parts from various animals. The game is available for the Spectrum 48K (£5.95) and Commodore 64 (£7.95).

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Poltergeist



Commodore 64

FRANK N. STEIN ... Join the crazy Doctor as he races around his laboratory, available for the Spectrum 48K £5.95

POLTERGEIST ... The ultimate horror story, available for the Spectrum 48K £5.95

HYPER BIKER ... Your chance to really show your skills, BMX thrills and spills, available for the Commodore 64 Cassette £7.95

HYPER BIKER





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Getting started: This not only governs how easy it is to load the game, but also how good the instructions on the cassette tray are. A low mark means the game takes ages to load and the manufacturer hasn't bothered to tell you just what that fuzzy green thing in the corner of the screen is.

This game would be fairly average except for a bug which makes it almost unplayable. The character of the mad Hatter keeps moving, even if you're not pressing a direction key or holding the joystick.

The Hatter will move to the left by about three character squares and will even shoot off course when you're trying to move him in a straight line. Until this is sorted out, I wouldn't buy this game. Mad Hatter runs either from the keyboard or with a Kempston joystick.

Getting started	5
Graphics	7
Value	5
Playability	5

15 ALBERT

MACHINE: Dragon II
SUPPLIER: Agony
PRICE: £8.50

See, it can be done! You really can get a decent arcade game on the Dragon and Agony have proved it.

This is a version of Space Panic, originally written for the Apple computer under the name of Apple Panic.

The screen has a number of platforms, linked by ladders. There are monsters patrolling the platforms and the idea is to send them to



their death. To do this, you have a banner which can be used to knock holes in the platform. If a monster walks over a hole, he will use his body as a bridge and slide in the hole. You can then knock him right through with the

11 KODOLON WOLF

MACHINE: Cbm 64
SUPPLIER: Elite
PRICE: £4.95 (tape) / £3.95 (disk)

Life was never easy one million years BC.

This is a simple Commodore 64 or C64G to keep you occupied. And everyone was beginning to get a little fed up with classical burghish, dinosaur on toast, dinosaur in the heat.

As Kodolon Wolf, you have to travel through different time zones, starting at one million years BC. All the normal pre-historic animals are out to stop you, plus other objects intent on your destruction.

The game is a multi-screen Adventure, similar to *Atari Adventure* or *Alchemist*. You have to fly round all the screens and collect enough objects to enable you to progress to the next time zone. There are over 80 screens and you can cover them in any order. You can even go back to an earlier screen if you wish.

banner and collect the points.

The game runs quickly and the graphics are great. There are few colours used on the screen and the animation really is good. The title isn't actually wrong.

Bonus effects are kept to a minimum to ensure that the game runs fast. But there's still the pain of tiny jaws as the monsters patrol the walkways.

The game is for one or two players and works with the keyboard. The cursor keys are used to move in four directions and another key activates the banner. I found no difficulty in controlling the game. A high score table is also included.

If you like top quality arcade games on your Dragon then you've probably had to look quite hard recently. Well, *Albert* and *The*



Anything that moves will instantly lose you one of your lives if you touch it. And most of the other stationary objects will lead to the same fate.

The game won't work with the keyboard. Wolf is guided round the screens with the joystick. It took me some time to master the intricacies of control, but I soon got the hang of it.

There are no sound effects at all, but the computer does play "Consider 'fuzzell', from *Cliver*, during the game.

Graphics are good and the animation is smooth. The game is certainly not easy, but it's not as hard as, say, *Cliver Miner*.

Kodolon Wolf is certainly worth a try if you like this sort of adventure.

Getting started	5
Graphics	5
Value	5
Playability	5

Monsters is an excellent one.

Getting started	5
Graphics	5
Value	5
Playability	5

12 BARIER PUNCH

MACHINE: Ws-30 3.5in
PRICE: £4.95
SUPPLIER: Commodore

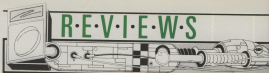
Barrier Punch is something of a miracle as far as programming goes. Someone has managed to fit 100 screens into an unexpanded 10k.

Each level is set in a darkened room. Somewhere around you is a treasure chest and you have to find it. But there are enemies in the room with you and you may not be able to see them until it's too late.

As the game starts, the screen is black with a white square in the centre. You are at the centre of the white square and this shows you how much you can see in the dark room.

You move yourself with a joystick and, as you walk round the screen, so more of it changes from black to white. This will reveal the whereabouts of the treasure chest and everything else in the room.

The objects include dragons, dragons' eggs, spinning crosses and barriers. Barriers are small boxes through which you cannot move. Dodging them would be easy until you remember that you can't see them until it's too late. Crosses can be destroyed at certain times, but often they will destroy you. Their fate depends on the sounds which



the computer is making so you have to listen carefully.

You can fire at the snakes, but if you hit a dragon's egg (even if it will hatch and the dragon will start to fight back).

At the top of the screen, a timer ticks away. You have to find the treasure chest before you run out of time, otherwise the game is over. You receive a bonus for reaching the chest depending on how fast you managed to find it. And for every 10,000 points, you get an extra life to add to the three which you started with.



If you're always on the lookout for good games for your unimpaired Vic, then you've found one in this game. It's not Jet Pac but then again it's not Mastertronic either.

The graphics are reasonable and Frano's sound effects are well.

This will certainly keep you occupied for some time as you try to explore all 100 rooms.

● Getting started	7
● Graphics	7
● Value	8
● Playability	8

ALCATRAZ

MACHINE: 486 Spectrum
SUPPLIER: Mastertronic
PRICE: £1.99

I don't want to alarm you but Mastertronic has just made escaping from Alcatraz about as easy as punching your way out of a paper bag.

OK, so it's only a computer game, but it's just as well. For if this were all that I took to

escape from the world's toughest prison then those killers wouldn't be looked up for very long.

All you have to do is wander around a 20x10 grid collecting 30 items, dump them in a compound (made of the ropes, pans or ladders is used for anything), and then pick a safe route to the north wall to where a hole in the fence has been conveniently ignored by the guards for you to escape through.

If you are expecting sharks, sea-serpents and where then forget it — all you get in Alcatraz Harry are a few static drawings of guards and dogs which are simple to dodge by plotting their position on a piece of graph paper.

If you stumble inadvertently into a screen with a guard in it for a second time, it's curtains. They're sporting chains, the guards in Alcatraz Accabaz, for when you walk past them for the first time they stand completely still.

In order to escape, you have to take with you some secret files that are hidden at the tail of one of the many grids scattered around the grid.

This doesn't add any challenge though, as you are told which sector you are looking for at the beginning of the game.

If you are completely stupid and assemble down the wrong grid, you will have your head blown off by a firing squad.

Alcatraz Harry is written in Basic and lacks both speed and smoothness in scrolling. The animation is amongst the worst I have seen in a computer game.

Many moves around screen as if doing an impersonation of one of John Deere's city winks.

Alcatraz Harry is about one hour's fairly boring entertainment for £1.99. It runs on the 486 Spectrum and is in the shops now. If you want a decent escaping, collecting, maze-style game then get

Acc Abaz — it's only just over twice as dear as Alcatraz Harry but it's incomparably better.

● Getting started	6
● Graphics	4
● Value	1
● Playability	1

MONTY MOLE

MACHINE: Spectrum
SUPPLIER: Gremlin
Graphics:
PRICE: £8.95

It's not often that the release of a computer is a big enough story to warrant giving it a couple of minutes of airtime on ITH's News at Ten. The added ingredient that caused the interest is Gremlin Graphics' Monty Mole: the inclusion of a famous headline maker in the starring role — namely the president of the NUM, Arthur Scargill.

The scene is set deep down a coal mine in South



Yorkshire. You play the part of Monty Mole, a spy who has been fired to infiltrate Scargill's underground fortress and wreck the secret plot by starting all the wrong ideas.

The graphical representation of the characters is good and overall the screen-effects are very pleasant. The colours used also make it easy to see what you are doing — a fact often overlooked by a lot of software houses and their programmers!

But, to be honest, the game offers very little that is new. Monty Mole is just an amalgamation of Master Miner and

Dog Bone's Antica and The Mine and the Boss.

Containing games packed with ladders, ramps and conveyor belts are very old hat. And I'm sure there are very few people who would disagree — even Gremlin Graphics themselves.

This is not a wholesale criticism of the game's worth or playability, but I could not justify recommending Monty Mole to the readership of this magazine, knowing that the mine could prompt interest of either Master Miner or Antica to buy the game.

● Getting started	6
● Graphics	6
● Value	7
● Playability	7

SYSTEM 18000

MACHINE: 486 Spectrum
SUPPLIER: Crag Communications
PRICE: £9.75

Breaking the law with a computer is the idea of this game.

Hacking, as it's called, is all about linking your mine to the telephone system and trying to break in to other companies' computers.

The aim in System 18000 is to break into the computer of a bank and transfer \$1.5m from one account to yours.

But don't worry. This game is perfectly legal and won't cost you a penny on your phone bill. It's only a simulation of the real thing, but it's just as fun and very realistic.

With the cassette comes a letter from a fellow hacker called Mike. He tells you that Richard's company has been tipped off to the tune of \$1.5m and the police have got nowhere. The only way that you can help is to transfer the money back into Richard's account by getting into the right computer.

You are given a phone number and a password to start with, so you enter this number into the computer. After the realistic dialing

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sure, you are through to the computer of the local Politician.

If you use your banking skills here, you'll be able to find passwords and phone numbers to other systems and eventually crash the Minister Bank.

If you get far enough, there's even some American computers to bank, complete with different telephone tones.

More details on *Bankopolis* (0296) 59452.

- | | |
|-------------------|---|
| ● Getting started | 8 |
| ● Graphics | 8 |
| ● Value | 8 |
| ● Playability | 8 |

GATECRASHER

MACHINE: BBC
SUPPLIER: Quicksilver
PRICE: £8.95

If you're tired of always losing to hordes of aliens every night, then this may be the game for you.

It's totally friendly.

There are no aliens to kill and none to kill you. There's no need for all that frantic blasting of the fire button which will help both your key-board and your fingers.

What you may not like about this game is that you actually have to think while you're playing it, which is something not many shoot games ask you to do.

On screen is a maze of narrow passages. There are eight ways in at the top and nine exits at the bottom. It's similar to those games where you have to guess which exit is linked to which entrance.

At the top of the screen is a man with a barrel and at the bottom are nine gaps, with one gap under each of the barrels. The idea is to drop a barrel down one of the tunnels and get it to land in the gaps. The ultimate aim is to get a barrel into each of the gaps, by working out which tunnel the man should drop the barrel into at the top.

But it's not as easy as that.

As the tunnels make their way down the screen, there is a small gate at many of the bends. The gate marks one of two ways. And will determine which direction the barrel will take if it hits that particular gate.

If you drop a barrel from the left hand side of the screen, it may well fall into a gap at the right hand side, depending on the luck of the game. "So what?" you ask. Well, if you drop a barrel into a gap where there's one there already, then both of the barrels will disappear. The gates change direction whenever a barrel passes through.

You have 50 barrels on each level, so you have to think carefully before each move and work out where is the best place to drop the barrel from.

If, after studying the screen, you think that there's no way that you're going to be able to get that last barrel in place then you can also scroll the maze up and down. The gates will still point in the same direction, but some of the routes may change.

If you're desperate, you can start an earthquake. This will not move the maze itself, but will sweep some of the gates so that they point in the other direction. This may often be the only way out of a sticky situation, but it will cost you one of your 50 barrels to start an earthquake.

There are seven levels. In the first four, you must get one barrel into each of the exits at the bottom. For levels five and six, you have to get a set of numbers into order by dropping a barrel on each of the gaps. The number which you hit will then swap with the number to its right. If you manage to drop the barrels in the right place, then you should be able to get the numbers in order.

Gatecrasher is difficult. I played for a while during the day, I still can't get past level five. It's very tricky, but fun to play. You'll find that it's not too hard to get all but one of the barrels in the right places,

but aiming the last one will usually wipe out all your previous hard work. If you're prepared to stick with the game, then it's probably gone on you. It certainly did with me.

If you become really good at it and you can reach level seven and break the code which sets me free, then you could be in for a prize. Championships at the game have a chance to win £100, so drop a line to Quicksilver if you think you qualify.

Meanwhile, you can get your copy from your local dealer or branch of W.H. Smith.

If you're tired of endless blasting then you'll like this game. But be warned, it may come as a shock when you realise that there's more to contemplating than blowing things up.

- | | |
|-------------------|---|
| ● Getting started | 8 |
| ● Graphics | 8 |
| ● Value | 8 |
| ● Playability | 7 |

RHAFKA

MACHINE: IBM
SUPPLIER: US Gold
PRICE: £8.95

Caverns of Rhafka was written by Paul Morrison, who recently brought some to our VDU's with *Forbidden Power*.

Caverns is just as creepy, but there's a lot less blood around — fortunately. It's a multi screen Adventure controlled by a joystick and the screen scrolls in four directions.

The aim is to recover the five sacred seals to the temple of the Pharaoh's temple. Once you have collected them, you can enter the temple and collect the ultimate treasure from within.

Transport within the rocky caves comes from an ancient steed, nearly as dangerous as the one we at C&VG left behind at Harbal Hill.

The joystick moves the steed up and down, and

you can hop off whenever you feel that the time is right for a bit of exploration. But beware — this is not to be undertaken lightly!

There are some very eerie sound effects throughout the game, which help you to identify what is around you. Just when you think that it is safe to explore, a giant bat may fly out of the blackness and render you well and truly dead.

You also have to watch out for things like falling rocks and rolling boulders.

The caverns are also the home of some deadly turtles. Your body can endure five bites, but the sixth one will be fatal — and you'll never get out alive.

There are 13 different functions, each of which is controlled by the joystick. This is done by using all eight directions, plus the fire button for some movements.

It takes time to learn how to play and that, for example, moving the joystick up and to the left with the fire button pressed is used to throw the rock. But after a while you should be able to start aiming for the lost seals.

The graphics in *Caverns of Rhafka* are impressive, even if they are a little similar to *Forbidden Forest*. The machine's capabilities are used well and the game certainly is worth the money.

- | | |
|-------------------|---|
| ● Getting started | 8 |
| ● Graphics | 9 |
| ● Value | 8 |
| ● Playability | 7 |

SUICIDE CROSS

MACHINE: BBC/joystick or keyboard
SUPPLIER: Beas International
PRICE: £4.95

Stand by for yet another space shoot out. I thought to myself while watching *Suicide Rebel*

Decide how. The graphics are not up to the Beas's considerable capabilities, I thought, as the first screen flashed up.

And the sound, well that's not great either.

But slowly I found myself quite enjoying actually playing the game, despite my reservations — which only goes to show that appearances can be deceiving.

Here's the scenario. You are a space fighter pilot on a mission to destroy rebel droids who have escaped from the labour planet where they were banished by the Empire. They must not be allowed to return to Earth. Shades of *Blaster Plumber* here, I think!

The rebel droids have stolen various spacecraft to make their escape bid. And they come diving at you on a suicide mission to help their droid buddies reach freedom.

There are several stages to the game. You begin flying blind in a dark cloud and the rebel ships spiral out of the gloom to attack you. Your ship can take ten direct hits before it is destroyed and you cannot dodge the droids' suicide runs. So it's kill or be killed!

You move down in stages toward the surface of Ordworld during your pursuit of the rebel droids. On the surface, you must destroy their landing pod if you are to continue your mission.

As already mentioned, the graphics are not up to the best's high standards. The ships are drawn in vector line graphics style. You have the option of playing using the keyboard or joystick — but I found the keyboard version fairly difficult to control.

Game action is not bad but, although I quite enjoyed my session with the game, I was still wondering just how long the appeal of blasting droid ships would last.

● Getting started	7
● Graphics	5
● Value	5
● Playability	5

DEATH STAR

MACHINE: CSM 64
SUPPLIER: System 3
Software
PRICE: £9.95

The large amount of software that seems to pour relentlessly into the shelves of computer retailers might lead you to form the opinion that games companies are turning off a new game every day.



ACTIVISION

vs

DALEY THOMPSON'S

MACHINE: CSM 64+
Version
SUPPLIER: Activision
PRICE: £9.95

As aophile, Daley Thompson came back from the Los Angeles Olympics with a gold medal in his pocket. Will the computer version of his exploits win a gold in the software market?

We staged a run-off between the original *Decathlon* game — now available to the Commodore from Activision — and Daley's new game.

Daley's game made a good start — the graphics are the closest we've seen to Track & Field, the arcade game. The screen layout is almost a direct copy of Track & Field. Two cartoon graphic-style athletes compete against each other in a series of track and field events — including the 100 metre dash, hurdles, pole vault and discus.

Daley's *Decathlon* is divided into two discs. Quality with enough points from the first set of activities and you'll get through to the real set. The Activision version allows you to compete in the full set of decathlon events and has an option which allows you to choose events as you go — very useful for getting in a bit of practice.

In the case of *Death Star Interceptor*, this couldn't be further from the truth.

The game's producers, System 3 Software, have spent over a year and a half perfecting the program, making sure that they have taken advantage of everything the Commodore 64 has to offer to produce a top-class shoot-'em-up.

Death Star is a multi-screen shooting game — there are 12 levels in all — and has clearly been influenced by several arcade machines, including *Galaxi* and *Bluck Wagon*; although the programmer says he was

MACHINE: CSM 64+
Version
SUPPLIER: Ocean
PRICE: £7.95

The Activision *Decathlon* has far more realistic graphics — with a larger screen presentation of the track and the athletes, the Activision sportsman has a better and more fluid action when running and moving. The sound effects are slightly better too.

Both games are extremely hard on the joystick. As with the Atari VCS version, you really have to pound the stick to death.

Ultimately, you have to pay your money and take your choice. If you want a superior version of the arcade Track & Field machine, go for Daley's *Decathlon*. From Ocean, if you want a more accurate graphic representation of an athletic event with realistic movement, then go for the Activision *Decathlon*.

Personally, I reckon that Activision's game gets the gold with Daley's version of a close contender to the silver.

Activision Decathlon:

● Getting started	8
● Graphics	8
● Value	8
● Playability	8



Daley's Decathlon:

● Getting started	8
● Graphics	8
● Value	8
● Playability	7

working on the game long before the arcade machines appeared. The game hasn't suffered because of it and is sufficiently different to be seen the embarrassment of being labelled a version of an arcade game.

The first part of the game is a battle in outer space. Swarms of aliens descend from the top of the screen to attack your ship, which can move forwards and backwards as well as left and right (all like in the arcade machine *Gal*).

Once you have defeated the first wave of attackers, you can enter into the

branches on the *Death Star* surface in search of the ship's only vulnerable point — the nuclear reactor's exhaust port.

Hundreds of obstacles are in your way as you race down the tunnel.

Death Star is a competently written shoot-'em-up. It no means a classic game but certainly one that's worth spending a few of your hard-earned pounds on.

● Getting started	8
● Graphics	8
● Value	7
● Playability	8

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COMMODORE

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Can Tim save Cate-Cluck from the hungry dinosaur? Only you can help. At first, he only has to jump rocks and holes. Then the most jumps and duck, almost simultaneously. To avoid the logs and low hanging tree limbs in the Perilous Forest.

As Tim can get across the river to help on the further banks. These turtles sometimes get tired and submerged. At the wrong moment, much to Tim's dismay! To add to Tim's difficulties, his arch-enemy Fat Fred is waiting on the other side to ambush him.

If Tim's timing is good, the Downy Bird will help him over the lava pit. If he jumps too high, just when Timmy Bird is overhead, the probability bird will grab him up and carry him across.

Tim must build up plenty of speed during his downhill run before the cave. Timing is crucial, too. If Tim's momentum is off or he is too slow he will crash into the rocks or the face of the cave.

Once over the cave, Tim faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Tim must cross the river on the further banks. Then, at last, he must face the dinosaur!

If Tim can get past the dinosaur and into the cave, he has only a short way to go to rescue Cate-Cluck. On his way, Tim must duck under mushrooms and jump over watermelons to avoid catching.

If Tim does crash, don't worry: he has five rebats. But Tim Loves is eating him, so we see our angry and cunning to help him rescue Cate-Cluck!



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The housekeeper, Maria, however, takes a very clear view of all his antics, and finally after a particularly heinous prank she puts her foot down. When the lead of the house disappears down the drain in the Italian Mania, all Willy can think about is crawling out in the rear porch. But Maria won't let him into his room until ALL the discarded glasses and bottles have been cleaned away.

Can you help Willy out of his dilemma?

We haven't explored this mansion properly yet (it IS a large place and the RAM does VERY busy) and there are some very strange things going on in the Italian recesses of the house (I wonder what the last owner WAS doing in his laboratory the night he disappeared).

The splendid manager D.K., though you will probably find some boards have been up on the roof and I would check down the roof and on the beach if I were you.

Good luck and don't worry, all you can lose in this game is sleep.



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ARCADE

ARCADE SPY



While the rest of the CBBC team were beavering away in hot, sweaty London, I grabbed at the chance to pack my bucket and spade and headed for two days of fun and games in the playground of the North — sunny Blackpool.

From recent spying activities, reports had filtered in about the Golden Mile, the Pleasure Beach and arcades in every conceivable shape, size and form. The reports weren't far wrong either.

The area is geared up to cater for the holidaymaker's every whim on the amusement front, from Blackpool Tower — which could keep a family, even Grandma,

— Blackpool's six entrance fees. The piers carry either one or two arcades in varying sizes and a fine mixture of hotels and arcades jostle with each other in the area between each one. Though if you really want to be at the centre of things, my advice is to take a train to Central Pier and walk north or south from there.

Blackpool Tower was my first stop. The entrance price is £2.00 for adults and £1.20 for children — not bad as the Tower has so much to offer.

A train then whisked me off to the North Pier which boasts two arcades though the one at the end barely qualifies for this title as it's very small and contains mostly fruits and shooting games.

The arcade at the entrance to the pier is on a much grander scale and offers a far larger selection of all types of games to the dedicated arcadeer. Old favourites featured heavily but stood alongside newer games as well. Playing in Blackpool is a lot cheaper than in city arcades — 10p is a pretty standard price to play with newer games costing 20p. Cheap for the dedicated player — Huh!

It would be impossible to mention every arcade in Blackpool as there are hundreds of them tucked away in the back streets, and anyway my feet were beginning to hurt. However, I did manage to sneak round quite a few mostly the big hitters: ones at the seafront and a few smaller ones spotted from the top deck of the train. A common factor in all the arcades was the large number of seaside type



games — penny waterfalls or pushers, grab machines and a larger number of older videos than are found in city arcades.

Central Pier is the main pier and, apart from deckchairs, seaside shops selling shells and other exciting accessories, it has a theatre where during the summer season well known comedians descend to entertain the holiday makers for a small fee.

The Golden Goose is the large arcade at the entrance to the pier and at the time had 34 video games, loads of pins and a huge electronic bingo section which was very popular. In fact, most of the front spaced large where a smattering of players binged throughout the day.

Some of the latest games



Central Pier, Blackpool's main pier, lit up at night.

amused for a while day — to the Pleasure Beach, the three piers and countless amusement arcades. And if you don't want to rush around shoving pennies into machines, there is always the beach — if you can find a patch of sand to lie down on.

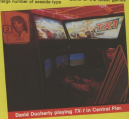
The whirl of fun and chips affected me most strongly — the smell was everywhere, emanating from hundreds of little stands. In fact, the whole place smelt like a giant chip fryer! All probably due to a blazing hot day and no breeze.

The small side — if it's games you want to play, Blackpool is the place to come to. There are three piers, North, Central and South and — a definite plus

On the ground and first two floors are three arcades — each one containing similar machines, mostly the old favourites like Pac-Man and Galaxian, and a large number of penny waterfalls, silver waterfalls (S), grab machines and fruit machines.

The third arcade contained a number of games, namely TX-1 — 20p for one play and 50p for three plays — Say Hunter and Teet & Field, the only game with a crowd round it (probably the entire family) cheering on the exhausted competitors.

One place worth a visit is the Dome of Discovery — a room showing how music, light, sound and mirrors can be used to create different sensations and effects.



David Docherty playing TX-1 in Central Pier.

ACTION



were on display here and made seemed to be fairly busy considering the sweltering day. I expect they do even better when it rains! It was on Central Pier that I met David Docherty from Scotland happily whirling

whole of Europe. The place is huge and offers all sorts of entertainment as well as a super arcade on the ground floor. A good selection of games here — even Punch-Out, one of the latest games and one of only a couple in Blackpool.

Almost next door is Mr B's



South Pier. Here you'll find First Leisure's arcade resembling a Big Top.

round T&T's Grand Prix track. David was on holiday with his family for four days and said of the pride of Atari's fleet: "It's great, it's the first time I've played DX-1, but I'll definitely come back to it. I don't play the arcade when in Scotland but I do like to play when I'm on holiday".

Travelling south from Blackpool Tower to Rigby Road is the area with the highest ratio of arcades. In fact, the place is teeming with them. Coral Island, part of the Bess Leisure Division, is said to be the largest leisure emporium in the

Amusements which has the largest frontage I've seen in an arcade. It also boasts two floors of machines of every design to cater for all tastes, from kiddies' rides to bingo and the inevitable grab and bust machines, to a good selection of videos.

Other arcades worth a mention along this stretch of the prom are Purple Palace, small by Coral Island's standards, which contains a good selection of machines and Pin Fair and Coin Castle.

It's a pleasant walk to the South Pier end, once reached, it's well worthwhile

KEY

- 1) North Pier: see arcade
- 2,3,4) Blackpool Tower: see arcade
- 5) Sea Fort
- 6) Purple Palace
- 7) Mr B's Amusements
- 8) Pin Fair
- 9) Coin Castle
- 10) South Pier: see arcade - table
- 11) Grand Amusement
- 12) T&T's Grand Prix
- 13) Purple Amusements
- 14) B&B of Fun
- 15) South Pier: see arcade
- 16) Lady Rita
- 17) Pleasure Beach: will see the train - see its route etc.

on the gaming front. First Leisure who own the arcade have seen fit to deck it out in the form of a circus Big Top. Pink and white candy-striped fabric is hung up to give the illusion of the inside of a circus tent — really startling and very original. The games are great, too! Lots of space and some good new ones although the majority once again tended to consist of popular titles.

Next along the promenade is the Pleasure Beach — I nearly got lost in here — it's a good thing that they provide maps of the place! As well as advertising the fact that the Pleasure Beach contains the largest number of "whizz-knuckle" rides in Europe, they also contain details of a large number of arcades in various sizes — all situated on the North Beach.

In one of the larger arcades, I found Dave

Johnson, 21, deep in concentration over Firefox. After he'd blown up all the enemy MIGs, avoided countless mines and got the Firefox to safety, I asked him what he thought of the game.

"I suppose Firefox is my favourite — probably because it needs a certain element of skill and awareness. My hi-score is 8,000 and I think the challenge of being the best and beating everyone else is what makes it so addictive. I would like to estimate what I've spent on it, though I also really like Dragon's Lair — it took me three days of concentrated playing to learn and cost me about £20.00".

Some of the arcades on the Pleasure Beach can hardly be called arcades in the true sense of the word — a few seem to be a little more than a collection of machines lurking behind bus stops.

You'll also find clusters of games in cafes and entrances to pleasure areas — in fact anywhere where people may pause for a moment. Those they stand, waiting to relieve passers by a few pence.

I don't even have time for a quick dinkie ride before the train left for London... still, maybe next time.

Blackpool's well worth a visit and if you're there on holiday, I guarantee you won't be stuck for things to do.

Just remember the word "amusements" and head off down to the promenade!



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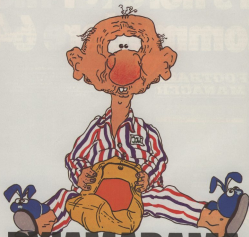
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My personal favourite is the salary management system. This feature allows you to set the salary of each player in the club and you can see the effect of this on the club's finances. It's a great feature and it's one of the reasons why I love the game so much. I've been playing it for years and I still love it. I've been playing it for years and I still love it. I've been playing it for years and I still love it.

When I first started playing Football Manager, I was a bit nervous. I didn't know what I was doing and I was a bit lost. But I soon realised that the game was really easy to play and I was able to get the hang of it quite quickly. I was able to get the hang of it quite quickly. I was able to get the hang of it quite quickly.

A feature that I really like is the ability to set the salary of each player in the club. This is a great feature and it's one of the reasons why I love the game so much. I've been playing it for years and I still love it. I've been playing it for years and I still love it.

The official rules are available in the game manual. I've been playing it for years and I still love it. I've been playing it for years and I still love it. I've been playing it for years and I still love it.

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MIKE SINGLETON'S 5th. COLUMN

A player's guide to strategy and war games

ALL TIME IS GAME TIME... ... Reveler? Ever fancied yourself as the new, improved Douglas Khan, Julius Caesar minus the noble intricacies of strategy or, perhaps, not being an ambitious type, Emperor of the Galaxy? Well, there's a first time for everything I'm told — this may be yours!

I suspect you are thinking, gentle reader, that you have somewhere bookmarked into the corners of the magazine devoted to appreciative dictators and that this column might be more aptly titled *Magical Dictator Corner*. Sorry to disappoint you: The Fifth Column is here to bring you inside information on games of strategy and it is just a fact of life that the struggles of men for power offer the richest themes for computer simulation — struggles that mean war on the battlefield, in the boardroom or at the ballot box.

So, I will make an apology that the Fifth Column will be discussing war-games software that an historian would apologise for having to mention the Battle of Hastings. Suffice it to say that, in any case, venting a burst for power or destruction at the keyboard (if that really is what makes people play war-games) is a damned sight healthier than venting it in real life. As far as the Fifth Column is concerned, all time is game time and any connection with reality is purely coincidental.

REMOTE CONTROL

Games that need more than one player are always beset by one crucial problem — finding enough sane, rational human beings who are away or quiet enough to bring away their valuable time actually playing them with you. A lot of games solve the problem by assigning the computer the role of opponent but, let's face it, there is something psychologically more challenging in playing against other people.

Imperial Software's unique selection is *Empire*, a game of galactic warfare involving both military and economic decisions. The game is beautifully packaged and comes complete with four cassette tapes, four rule-books, four galactic maps

and a pack of blank index cards.

My only major criticism of *Empire* is the patience and dedication it needs to see a game through to its conclusion. On the other hand, if you do get to play *Empire*, you will find the sheer time-scale creates all the tensions and nail-biting of a classic struggle. If you want a game that will keep you engrossed for months, this could be it.

LAST-CELLAR SOFTWARE

The ladies have retired to the dining-room, the satellite armada of brandy and cigars awaits waiting for the air and Carthage is energetically manufacturing the missiles, which he slyly refers to as the 21st Planet Division, across the desert of the tablecloth. Now is the perfect time to introduce your imaginative guest to *Leibnizien's Confrontation*.

It's a clever concept. It's not just a war-game but a whole system for discussing any modern warfare scenario you choose. The Master Tape allows you to design your own war, select your own units and set your own objectives. Your selection is made from a comprehensive range of terrain features and unit types, including air squadrons and jets as well as conventional ground units, so that virtually any land battle of the 20th century can be simulated.

Three of the tapes of player tapes. The fourth is the umpire tape, and this is the key to the game. Imperial Software has created a play-by-mail system which uses cassette tapes as the medium for passing information and orders back and forth.

Your personal player tape enables you to load and activate the latest turn's data which the umpire has sent you on a cassette. At your leisure, you check the status of your battle fleets, the probability of your mining compounds and ponder the significance of newly explored solar systems. It may take you hours to decide on your next moves — it may take you days! Eventually, you give a fresh set of instructions to your computer which then records the data back onto the cassette the umpire sent you. Now you may return the tape to the umpire for processing.

Having received a fresh batch of tapes from all the players, it's the umpire's turn for some fun. Using his special umpire's tape, he first collates and processes the data that's been sent to him. Ships make landfall on new planets, battles rage in the starry blackness, great fortresses accrue in the interstellar townships but each event is handled impartially and automatically by the umpire's Spectrum which finally records the new turn's data to be dispatched to the players.

So where's the fun? Well, the umpire has access to a lot of information that the players don't. Whereas an individual player knows only the location of his own ships and mining operations plus the odd enemy force he has glimpsed often, the umpire knows all. Imperial suggests that the umpire uses this knowledge creatively to leak facts selectively to individual players. The umpire's task, if he so chooses, is to add the spice of his imagination to the game.

The game itself is well presented on screen, all information about your race's galactic dispositions being routed through a convincing representation of a computer console and attention to detail is good. Imperial has even designed a different character set for each interstellar race.

A pity, then, that the outstanding concept is not quite so outstanding in actual play. It is interesting and can be exciting but somehow it doesn't stimulate quite as well as it simulates.

The battle system which gave so close as to damage inflicted, saw a brutal disappearance of a unit from the screen, was needlessly unobtrusive.

In particular, the on-screen map, which was very attractive to look at casually, was not quite as nice to look at when you were trying to decide if your unit was surrounded, machine-gunned, ambushed or whatever. This is what comes of trying to cram a large map onto a small screen. If only Leibnizien had gone for a scrolling screen and units occupying four cells instead of one! Still, care is not to reason why. It's an ideal simulation if you're not quite like a hawk and an eidetic memory. Sometimes, I suspect all of my opponents have!

Full marks, Leibnizien, for originality but please spare a few thoughts for the poor old player next time. We aren't all perfect.

SUNSHINE HOLIDAYS FOR ALL!

So, you've just come back from your summer holiday and all you've got to look forward to is going back to school or work. Humdrum, isn't it? But never fear, Computer & Video Games is here to bring you new joys. Along with our friends Lethlorien — the premier war games publisher — we can offer you a spring holiday for real interested! That read on...

The competition, being organized by Lethlorien, is based around their Special Operations war-game. The game challenges you to set up a commando mission and steal some secrets from the Germans.

All you have to do to win a holiday in the sun is complete the Objective 4 version of the Special Operations game, which involves successfully making a sample of an experimental rocket fuel.

If you manage to complete the game, just fill in the entry form you'll find ONLY in Computer & Video Games telling Lethlorien just how long it took you to complete the game.

Don't forget to save your successful game on tape. You will need it to win the final prize. You must also send the special competition tag out from the cassette tins of the Special Operations game as proof of purchase.

The competition is open to Spectrum, Commodore 64 and Amiga owners. Each category has a holiday



in the sun, some time in March next year, as the top prize. Second prize is a colour TV.

The best 25 entries for each machine will be required to send their save game as proof of their achievement. The top five competitors for each machine will be invited to a great Special Operations play-off in February next year in front

of a panel of selected judges. Now for the bad news — you have to purchase a copy of Lethlorien's Special Operations game before you can enter. But the first 50 entries in the Special Operations competition who use the Computer & Video Games entry form will receive a special bonus prize — a FREE Lethlorien tape.

C&V/LOTHLORIEN SPECIAL OPERATIONS
COMPETITION

Name.....Age.....

Address.....

Completion Time.....Telephone No.....

Closing date for the competition is January 31st 1985. Remember to complete the official entry form on this page and send it to M.C. Lethlorien, 56a Park Lane, Poynton, Cheshire SK12 1AE NOT Computer & Video Games. Entry forms will be found in the November and December issues of C&V. Entry is open to all except employees of Lethlorien and EMAP.

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Toy Crowther

Over today's brightest and most creative game developers, editor of national gaming title as Game Magazine and Toy of Magazines. A Crowther classic - it's not just a game but an extraordinary opportunity to design one of the best-selling British games competing with the best.

Peter Harrop

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on Spectrum 48K



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PART TWO

BY DAVID BRIMLEY

Enchanted Castle

RUNS ON A BBC MODEL B

David Brimley's superb game, *Enchanted Castle*, certainly checked our review team into a fever of enthusiasm.

Basically, the game is a graphical Adventure set in a deserted castle, but we guarantee the graphics will knock your eyes out.

The one problem with the game is that, as it is so long, we published the first half of the listing in last month's issue of *COMP* and this month we present the second exciting instalment.

If you missed last month's issue, you can buy a copy from our back issues department. Just send a cheque or postal order for £1 made payable to Computer & Video Games in Competition House, Farnham Road, Market Harborough. Please make it clear which issue you require.

1072H0V60, 400 D094000, 400 H0VE1
270, 200 D0941270, 1024

1072H0VE000, 400 D096000, 000 D09
H000, 000 D096000, 400 H0VE000, 000
D096000, 000 D096000, 050 D096000
, 050 D096000, 000
1074010P000

1075010 H0VE0, 200 D0941270, 200
D0941270, 1024 D0960, 1024 D0960, 2
00 D096400, 400 D096000, 400 D0961
200, 200 H0VE000, 400 D096000, 000

10760H0H000, 000 D096400, 400 H0V
0400, 000 D0960, 1024 H0VE000, 000
D0941200, 1024 H0VE000, 000 D09600
0, 000 D096400, 400 D096400, 000 D0
96000, 000

10770H0P000

10780H00000000 SCREEN 100 4444

1079010 H0VE000, 000 D096400, 000
D096000, 000 D096000, 000 D096000
, 000 H0VE000, 000 D094420, 700 D09
H000, 700 D096400, 700 D096000, 700

1000H0VE000, 000 D096000, 000 D09
H000, 000 D096000, 000 D096000, 000



1001MOVE0,200 DR640,1022 DR641270,1022 DR641270,200 DR640,200 M
0420,400 DR6400,400 MOVE000,400
DR641200,400
1020DRPROC
1000DR144444 SCREEN 154 41144

1004MOVE000 CLC DR6400,400 D
DR6400,000 DR64000,000 DR64000,4
00 DR641200,200

1025MOVE0,200 DR640,1022 DR640
0,000 MOVE000,000 DR641270,1022
DR640,1022 MOVE0,200 DR641200,20
0

1000MOVE400,400 DR64000,400 MOV
E000,400 DR64000,000 MOVE000,400
DR64000,000 MOVE700,400 DR64700
,000

1007MOVE1270,200 DR641270,1024
1020DRPROC
1000DR1444444444 SCREEN 154 4114

1001CLC MOVE0,200 DR64000,400 D
DR6400,000 DR64000,000 DR6400,4
00 DR64000,400 MOVE0,200 DR640,1
022 DR641270,1022 DR64000,000

1002MOVE1270,200 DR641270,200
DR640,200 MOVE0,1022 DR64000,000
MOVE1270,200 DR64000,400

1003 MOVE400,700 DR64000,000 DR
64000,700 MOVE000,000 DR64000,40
0 DR6401

1024DRPROC
1025CLC MOVE0,200 DR640,1022 DR
641270,1022 DR641270,200 DR640,1
022 DR64000,400 DR64000,400 DR640

200,200 MOVE000,400 DR64000,000
DR641200,1022

1020MOVE100,000 DR640,1022 MOVE
400,000 DR64000,400

1007MOVE400,250 DR64000,250 DR
6400,250 DR641000,250 DR64400,25
0 MOVE000,250 DR6400,250 MOVE00
0,250 DR6400,250

1000MOVE400,000 DR64000,000
1000DRPROC

1000CLC MOVE000,000 DR64000,000
DR64000,000 DR64000,000 DR64000
,000

1101MOVE025,020 DR64025,400 DR
64075,000 DR64075,020

1102MOVE050,050 DR64050,050 DR
6400,050 DR6400,000 MOVE000,050
DR64000,000 DR64000,000 DR641200
,050

1103MOVE400,000 DR64400,050 DR
6400,050 DR64000,000 MOVE000,050
DR6400,000 DR64000,000 DR6400,050
DR6400,050 DR6400,000,000,000

1104PLOT05,050,050 PLOT01,050,0
00

1105PLOT05,050,050
1106MOVE0,200 DR640,1022 DR6412
70,1022 DR641270,200 DR640,200

1107DR64000,000 MOVE000,000 DR
6400,1022

1108MOVE000,000 DR641200,000
1109DRPROC

1110CLC MOVE0,200 DR640,1022 DR
641270,1022 DR641270,200 DR640,2
00 DR64000,400 DR64000,400 DR640
200,200 MOVE000,400 DR64000,1022

MOVE000,400 DR64000,1022
1111MOVE400,400 DR64400,450 DR
6400,450 DR64050,400



Illustration: Robert Taylor

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1112MOVE200,200 DFN42500,200 DFN
40250,200 DFN40250,400
1113MOVE750,200 DFN47500,200 DFN
47750,200 DFN47750,400
1114MOVE525,200 DFN45250,200 DFN
47500,400
1115MOVE575,200 DFN45750,200 DFN
52575,200 DFN45750,575
1116ENDPROC
1120CLG MOVE0,200 DFN40000,400 D
FN42000,1022 DFN460,1022 DFN460,200
1121MOVE200,1022 DFN41270,1022
DFN41270,200 DFN460,200 MOVE10270,
200 DFN41070,400 DFN41070,1022
1122MOVE1070,400 DFN4200,400 DFN
42000,200 DFN42000,200 DFN4400,20
0 DFN4400,400
1123MOVE110,500 DFN4210,200 DFN
42100,200 DFN4270,500
1124MOVE210,200 DFN4290,200 DFN
42900,200 DFN42950,250 DFN4350,200
DFN4350,200
1125MOVE40,200 DFN4340,200 DFN
43400,200 DFN4400,200 MOVE1050,200
440400,200 DFN4500,400
1126MOVE10,150 DFN450,200
1127MOVE300,150 DFN4300,200
1128ENDPROC
1131CLG MOVE0,200 DFN4100,250 D
FN41100,250 DFN41200,200
1132MOVE0,200 DFN41270,200 DFN4
1270,1024 DFN450,200 DFN450,1024 DFN
45100,250 DFN4100,1024 DFN41100
,250 DFN41100,1024 MOVE0,1022 DFN
460250,1022
1133MOVE0,200 DFN4000,200 DFN
40200,200 DFN40700,200 DFN40000,400
PLOT05,200,200 PLOT05,200,200
1134MOVE000,200 DFN40500,200 DFN
40700,200 DFN40750,200 DFN40770,200
PLOT05,270,275 PLOT05,275,200
1135ENDPROC
1140CLG MOVE0,200 DFN400,1024 DFN
401270,1022 DFN41270,200 DFN400,2
00 MOVE0,400 DFN40000,200 DFN40000
,200
1141MOVE1200,400 DFN40000,200 DFN
40000,1024 MOVE200,400 DFN40000,2
00 DFN40000,200 DFN41100,400 DFN4
200,400

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1142MOVE1200,200 DFN41100,200 DFN
41100,200 MOVE400,200 DFN41100,200
MOVE1200,200 DFN41100,200
1143MOVE300,200 DFN49000,200 MOVE
8050,200 DFN40500,200
1144MOVE400,200 DFN40000,200 DFN
40500,200 DFN40700,200 DFN40700,200
1145MOVE300,200 DFN40000,200 MOVE
8200,200 DFN40700,200
1146MOVE400,200 DFN4100,1024 MOVE
200,200 DFN4000,1024
1147MOVE650,200 DFN4050,1024
1148MOVE650,250 DFN4050,275 DFN
4700,275 DFN40700,250 DFN40500,275
PLOT05,270,275
1149PLOT05,200,275
115000=00+00
1151ENDPROC
2000ENDPROC
4000ENDPROCendhp
4001IFL=550THENPRINTEND SCROLL
L=ENDPROC
4002IFL=640THENPRINTEND SIGN
ENDPROC
4003IFL=750THENPRINT*TO ENTER C
ONDITION TYPE THIS CO
NDITION*NUMBER* PRINT ENDPROC
4004PRINT*I WOULD LIKE TO BUT I
CAN'T*
4012ENDPROC
4000ENDPROCendhp
4021L=L-1
4022IFL=140000000=0THENL=L+1
PRINT*THE DOOR IS IN THE SKY*
4023IFL=90000000=05THEN L=L+10
L=L+1 PROCscreen ENDPROC
4024IFL=40THEN L=L+100
4051ENDPROC
4052ENDPROCend
4053IFM="N"THENL=L-1
4054IFM="O"THENL=L+1
4055IFM="E"THENL=L+100
4056IFM="W"THENL=L+100
4057ENDPROC
4060ENDPROCend
4001IFL=5500000=0THEN SCROLL*Y
HENPRINT*the wizard is a magical
thing which wizard always
wear.And if you have a fish and
the wizard will appear!* END
PROC

```



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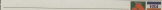
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NAME _____

ADDRESS _____



```

4002IFL=550RND#="READ SIGN"THE
MPRINT"HERE LIES THE VAMPIRE OF
THE CASTLE" ENDFRC
4003IF#="READ SIGN"ANDL=753THE
MPRINT"the mad doctor lives here
...behave." ENDFRC
4004IFL=551RND#="READ SCROLL"
MPRINT"the combination is "L4"
ENDFRC
4005IFL=551RND#="READ SIGN"PRI
NT"THE SIGN READS "bar"" ENDFR
OC
4006IFL=750RND#="READ SIGN"THE
MPRINT"BAR IS THE SECOND COMBIN
ATION....." ENDFRC
4007IFL=550RND#="READ SIGN"THE
MPRINT"THE SIGN SAYS...good luck
!"...
4008IFL=150THEMPRINT"THE TWO SI
GNS REFD SOUTH is a door and NO
RTH is the goblin palace!" ENDF
RC
4009PRINT"READ WHAT"
4000ENDFRC
4000ENDFRC
4000ENDFRCopen
4010IFL=550RND#="OPEN CUPBOARD"
THEMPRINT"IT'S ALREADY OPEN!" E
NDFRC
4011IFL=550RND#="OPEN BOX"THEM
PRINT"YOU HEAR A VOICE SAY this
is a magical box and cannot be
opened...you can tidy up if you
like." ENDFRC
4013IFL=750RND#="OPEN SAFE"AND
COR=8THEMPRINT"YOU NEED THE COR
INTION" ENDFRC
4013IFL=550RND#="OPEN COFFIN"R
NDR=8THEMPRINT"YOU OPEN THE COP
FIN,AN ANGRY VAMPIRE JUMPS OU
T AND ATTACKS YOU"PRINT"OH DEAR
YOU SEEM TO BE DEAD!"PRINT"pr
ess a key"K=GET:PROCQuit
4016IFL=550RND#="OPEN COFFIN"R
NDR=1THEMPROCcoffin:ENDFRC
4018IFSD=1ANDL=751AND#="OPEN D
OOR"THEMPROCopentrap:ENDFRC
4019IFSD=1ANDL=751RND#="OPEN D
OOR"THEMPRINT"YOU NEED A KEY!"
ENDFRC
4024PRINT"OPEN WHAT!!!"
4000ENDFRC

```

```

4400DFPROCenter
4402IFL=550RND#="ENTER HOLE"AN
D#R=2THEMPRINT"i CAN'T YET...I'R
H TO SIG" ENDFRC
4403IFL=550RND#R=2RND#="ENTER
HOLE"THEML=L+1:PROCScreen:PROCC
lose:ENDFRC
4404IFL<>550RND#="ENTER HOLE"
MPRINT"i DO NOT SEE IT HERE!"
ENDFRC
4405IF#="ENTER FIREPLACE"ANDL=
110THEML=50:PROCScreen:PROCLac
e
4440PRINT"ENTER WHAT!!!"
4300ENDFRC
4501ENDFRCin
4502INPUT#
4502ENDFRC
45040ENDFRCloop
4500SOUND4,-15,100,70:FORM=1T01
00:MOVE550:RND(200),RND(500):LAW
RND(1200),RND(1000):NEXT
4500PRINT"WHAT A SHAME HE'S JUS
T BLOWN YOU UP!"PRINT"you seem
to be dead"PRINT"press a key":
M=GET:RESTORE:PROCQuit
45000ENDFRCandle
4610PORT=1T0300STEP4:SOUND3,-15
:T,1:NEXT:ENDFRC
4610ENDFRCopenScreen
4614PRINTTRAK6,37# DAVID DRINK
EY PRESENTS 8"PRINTTRAK5,103"TH
E ENCHANTED CASTLE"
4615PRINTTRAK19,203"PRESS A KEY
"3V=GET
4616ENDFRC
5000ENDFRCoff
5001IFL=550RND#R=1THEMPRINT"YO
U PUT IT IN THE CUPBOARD" ENDFR
OC
5002IF#R=2RND#="GET RPULET"TH
EMPRINT"i DON'T SEE IT HERE!" EN
DFRC
5003IFL=550RND#="GET BOX"THEM
PRINT"this can be PUT but not GOT
!" ENDFRC
5004IF#="GET CROSS"ANDL=750RND
ZIG=1THEMPRINT"YOU TAKE THE CROSS
8"OR=1:ZIG=2:ENDFRC
5005IFL=550RND#R=1RND#="GET KE
Y"THEMPRINT"YOU TAKE THE KEY"SD
=1:ENDFRC

```



```

5005IFL=1000AND GC=1THENPRINT"
YOU HAVE GOT IT ALREADY....BILLY!"
1:ENDPROC
5007IFL=1000THENPRINT"YOU TAKE
THE CROWN":GC=1:ENDPROC
5009PRINT"I CAN'T GET THAT!!!"
5009ENDPROC
5001DEFPROCopen1to
5002IFL=0THENL=0
5003IFL=1 THENL="1"
5004IFL=2THENL="2"
5005IFL=3THENL="3"
5006IFL=4THENL="4"
5007IFL=5THENL="5"
5008IFL=6THENL="6"
5009IFL=7THENL="7"
5010IFL=8THENL="8"
5011IFL=9THENL="9"
5012IFL=10THENL="10"
5013ENDPROC
5014DEFPROCcombination
5015IFL=143AND104AND103=OVET
ENDPROCopen door
5016IFL<7500THENPRINT"I CAN'T D
O THAT HERE!"
5017IFL=7500ANDGC=2THENPRINT"NO
CHECKING PLEASE!!":ENDPROC
5018IFL=7500ANDGC=2ANDRIGHTIN=
1=L=1 THENGC=1:PROCopen1to
5020ENDPROC
5021DEFPROCopen1to
5022CLG MOVE20,200:DRW420,1000:
DRW41250,1000:DRW41250,200:DRW42
0,200:MOVE20,200:DRW400,400:DRW
400,800:DRW420,1000
5023MOVE400,800:DRW300,800:DRW
41250,1000:MOVE900,900:DRW400,4
00:DRW41250,200
5024MOVE900,400:DRW400,400
5025IFC=0THENMOVE500,410:DRW4
00,400:DRW4570,440:DRW4570,500:O
RW400,500:DRW4600,500:DRW4600,5
00:DRW450,500:DRW4600,500
5026IFC=0THENDRW4600,400:DRW4
50,400:DRW450,410:DRW400,410
5027FOR1=100TO200STEP4: SOUND1,-
10,T,1: SOUND2,-10,T+2,1: SOUND3,-
10,T+7,1: NEXT: FOR1=200TO100STEP
4: SOUND1,-10,T,1: SOUND2,-10,T+2,

```

```

1: SOUND3,-10,T,1: NEXT
5028PROCclose
5029ENDPROC
5006IFL=002THENPRINT"THINK YOUR
RE!!":ENDPROC
5008ENDPROC
5000GFPROCopen1to
7001CLG MOVE500,200:DRW400,700
:DRW4200,1000:DRW4000,1000:DRW4
00,200:DRW4000,200:DRW4000,200
7002IFGC=1THENMOVE
7003MOVE620,400:DRW700,400:DRW
4700,200:DRW4670,500:DRW4670,500
:DRW4700,520:DRW4700,540:DRW4670
,540:DRW4670,500
7004DRW4700,500:DRW4700,700:DRW
4500,700:DRW4600,600:DRW4625,600
:DRW4625,400
7005MOVE620,620:DRW4670,600:DRW
4500,600:DRW400,620:DRW4670,620
7006IFK=1ANDGC=0THENPRINT"I AM
LOOKING INSIDE THE COFFIN":PRINT
"I SEE A KEY"
7007IFK=1ANDGC=1THENPRINT"I AM
LOOKING INSIDE THE COFFIN":PRINT
"I SEE NOTHING"
7008IFK=0THENPRINT"AM ANGRY VAN
PIRE JUMPS OUT,BUT SEE'S YOUR
CROSS AND RUNS AWAY":PRINT"IN T
HE COFFIN IS A KEY":K=1
7100IFK=1THENK=0:GOTO171
711:ENDPROC
7150K=GET:GOTO12
7200DEFPROC
7201DEFPROCopen trap
7202PRINT"YOU TAKE THE KEY AND
OPEN THE TRAP DOOR":PRINT"YOU CA
N NOW GO DOWN!"
7203SOUND1,-5,7,150: SOUND2,-4,1
00,120: FOR1=100TO200: SOUND3,-6,F
,1: NEXT
7204GOTO171
7205DEFPROCdown
7206IFL=148THENL=900ELSE IFL=75
1THENL=150
7207PROCscreen
7208PROCplace
7210ENDPROC
7211DEFPROCup
7212IFL=150THENL=751:PROCscreen
:PROCplace

```



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user**
THE SPECTRUM & QL MAGAZINE

```

7312IFL=50THENL=140:PROCsreen
:PROClace
7314IFL=50THENL=30:PROCsreen:P
800Clace
731500PROD
730000FFROCGoblin
731000LG:MOV00,300:DRW00,1000:LR
A41270,1000:DRW41270,300:DRW00,2
00:DRW4200,400:DRW4300,300:DRW0
00,500
731100R000,300:DRW4100,500:MD
VE100,200:DRW4100,500:DRW41000
,700:DRW41000,750:DRW41000,750:0
R41020,500:DRW41000,500:DRW4100
0,300
731200VE000,300:DRW4100,300:MD
VE000,500:DRW4100,1004
7313FL0700,1000,775:FOR=1T0100
0:NEKT:PL070,1000,775:PL070,30
0,750:0RKT=1T01000:NEKT:PL070,0
00,750:PL070,975,710:FOR=1T010
00:NEKT:PL070,975,710
7314FOR=700T02100TEP=10:PL070
,975,T:0UND1,-15,T:4:PL070,975
,T:NEKT:PL070,975,T
7315PRINT"THE GOBLIN PICKS YOU
UP AND THROWS YOU OUT OF A WIND
OW":PRINT"SPLAT...oh dear you are
n to be dead":PRINT"press a key"
7316X=GET:PROCsuit
7317G0T012
740000FFROCGeandor
750000S0ND1,-15,RNDK10,10:0UND
2,-15,RNDK10,10:0UND0,-15,RNDK
10,10
75050000=1:PRINT"YOU OPEN THE
DOOR":L=140:PROCsreen:PROClac
e:ENDPROC
750700FFROCGelves
750010PRINT"Y-O":T:0A
75001000="Y":THEB00=1
75001000="O":THEB00=2
7511K2=RNDK2)
7512IF K2=00 THENPRINT"YOU DR
00R THE DOOR...00 dear...00FFROCG
"
7513IF K2=00 THENPRINT"OH DE
00R THEY DIDN'T LIKE THAT...00 ELF
00R00S HIS SWORD AND R00NC YOU
00R000H...YOUR DEAD.....00press
000 key."
7514X=GET:PROCsuit

```

```

751500FFROCGwit
760000L:PRINT"YOU SCORED "SC"/1
00"
7700IF SC=0 THEN SC=HI:PRINT"TH
ATS A HIGH HIGH SCORE"
7701FFROCGHE THENF000
7710PRINT"ENTER YOUR NAME:"
7711INPUT HIS
7712IF HIS=0C THENPRINT"HELL COME
"HI"
7713PRINT"press a key":XC=GET:0
0T012
7800PRINT HIS" HAS THE HIGH 000
00"
7900PRINT"press a key":XC=GET:0
0T012
791000FFROCG000check
7911IFL=1000AND GCX2THENPROCGob
lin
791200PROD
800000FFROCG000
0001IFL=500AND00="D00P:0R0W":THE
00YNT"YOU DROP THE CROWN...IF HI
IS THE FLOOR AND DIS00P00RS!"
00=0
8002IFL=50THENPRINT"YOU CAN'T
DROP THAT!"
800300PROD
800400FFROCG000
8005IFL=300AND00=1THENL=00:PROCG
X
8006IFL=300AND00=0THENPRINT"YOU
HAVE NOTHING HE WANTS,HE IS VERY
ANGRY AND WITH ONE SHIF BLO
W OF HIS SWORD YOU FALL TO TH
E GROUND,your dead! press a key"
:XC=GET:PROCsuit
8007IFL=000THENPRINT"I DON'T SE
E HIM HERE"
800800PROD
800900FFROCG000
100000002,0,21,30,0
100000010,0,1,0,0,0:SC=100
100000000:CLR:PRINTTRK1,00"YOU P
00RY THE GUARD WITH YOUR GOLD HE I
S SO PLEASD HE AGREES TO ESC00R
T YOU OUT OF THE CASTLE,HE LEAV
ES YOU AT THE MAIN GATE....YOU'V
E 00NE IT!"
100000000:FOR=1T0200:0UND1,-0,RNDK2
00,1:0UND2,-0,RNDK200,1:NEKT:
0UND0,0,21,30,20:1:00CALLT

```



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Home computers.

The report
you've been waiting for:
simple, factual,
honest, comprehensive
and 100% biased.

All you need to know about computers can be summed up in one word: Commodore. (Well, we did tell you this would be biased).

We make everything you'll ever need to get the most out of home computing: all the *Hardware* and all the *Software*. (And if you don't understand what that means, simply look under "H").

That's what these three pages are all about: explaining what computers are (without the scientific jargon), how they work (without any technical mumbo-jumbo), and how you can get more enjoyment out of them (without much difficulty).

BASIC. Most home computers speak the same language. It's called BASIC. This is a friendly way of saying "Beginners All-Purpose Symbolic Instruction Code."

There are different kinds of BASIC and, like languages, some are a little easier to understand than others. Like, for instance, BASIC 3.5 in the Commodore plus/4 and Commodore 64 computers. NOOBIE you can read "Teach Yourself Computer Programming With The Commodore 64" and "Programmer's Reference Guide."

CASSETTE. Just as you keep your favorite TV programmes on video cassette, and your favourite music on audio cassette, you can keep your favourite computer programs on cassette too. You can buy pre-recorded programs in a shop, or you can write them yourself. Cassettes are just one form of program storage and playback - see also Cartridges and Disk Drive.

The Commodore 1540 and 1541 cassette units have been specifically designed to get the very best out of our computers, and provide consistently reliable results.



CARTRIDGES. These are programs that plug directly into the back of the computer itself.

CPU stands for Central Processing Unit. This is the computer's "brain," and basically it's what does all the hard work.

CHIP, micro. A very complex electrical circuit that has been miniaturized in silicon. Unlike other home computer companies, Commodore manufacture their own chips, so first class-quality can be maintained.

DISK drive. A program storage system, like cassettes, but much faster. You can find the programs you're looking for in seconds instead of minutes. Disks, which can be used again and again

for recording or re-recording programs, are placed in the disk drive which then transfers the information or instructions to the CPU.

EDUKATION software from Commodore. We are continually working with educationalists, improving our range of programs for the pre-school to "C" level age groups and beyond.

Many claim computers are an essential educational aid. We tend to agree!

Our "Get Ready to Read" series, with its lovable character called BE, The Bear, is recognized as an excellent example.



of how it is possible to develop reading and writing skills in pre-school children.

ELEPHANT well-known symbol of the Commodore 64's enormous 64K memory. And don't you forget!

FOUR is for Commodore plus/4, our very latest home computer with fast, very popular built-in programs: wordprocessing, spread-sheet (financial planning), data base filing, and graphics.



It has an extensive 64K memory with an exceptionally large 80K available for use. The plus/4 comes equipped with the Commodore BASIC 3.5 with over 75 programming commands.

Other features include comprehensive graphics, 121 colour and sound facilities.

GRABBIT and the Microchip is a unique programming course for children of all ages, that links learning exercises with a space adventure story GRAPHICS.

The pictures and diagrams on a monitor or TV screen, either high or low resolution.

All Commodore home computers have 66 graphic symbols to create low resolution pictures and diagrams, or high resolution modes that allow you to specify a highlighted (or dot) on the screen.

(There can be up to 64,000 of these).

GAMES. Commodore produce them all, from shoot 'em up games, to games of adventure and complex strategy.

HELP. On the Commodore plus/4 computers there is a very special feature: a HELP key. It does exactly what it says: it helps you to debug (which is a flash way of saying "identify and correct errors") when you're programming.

It highlights errors right down to individual instructions.

HARDWARE. The computer itself - you can touch it. Whereas software's a program you can only see or hear (on the monitor) when it's running in the computer.



INTTEGRAL software is software that's actually built into the computer, as on the Commodore plus/4, the very latest in home computing.

INTRODUCTION to BASIC, just as you don't need to understand how a car works to be able to drive it, you don't have to understand how a computer works to be able to use one.

But you will definitely get more enjoyment out of it if you do have a basic knowledge of programming.

Which is why "Introduction to BASIC" has become the most popular software tutorial.

It comes in 2 cassettes and an easy-to-follow step-by-step booklet.

INPUT/output: the part of the computer that allows data to be transferred between its own internal memory (like RAM memory) and an external device (like a cassette unit, disk drive or printer).



JOYSTICK and paddles.

As well as improving speed and accuracy, these make games more real by putting the control of whatever it is on the screen directly into your hands.

KILOBYTE is 1,024 bytes. So "K" stands for a unit of 1,024 on 2¹⁰ A 64K byte memory unit contains 64 x 2¹⁰ or 65,536 bytes of memory. And if you don't understand all that, don't worry.

All that's important is knowing you can run more complex programs through a computer with a large memory than one with a small memory.

LANGUAGE. This is a system of coding that can be understood by a computer. It allows you to "speak" to the computer, and for the computer to "speak" to you. Most home computers speak BASIC, but there are also other languages available for Commodore computers that have been designed for specific uses.

For example, LOGO and PLOT in education.



MONITOR: this is the screen on which you can see what you've typed into the computer, and also what the computer is saving back to you. You can use an ordinary TV screen, but more preferable is a colour video monitor, like the Commodore 1701.

This is a special device that produces much higher resolution than a TV, and so offers superb reproduction and clarity.

On top of which it allows the rest of the family to stay tuned-in to their favourite TV programme while you're tuned-in to your favourite computer program.

MODEMS allow computers to connect via a telephone line to other computer systems. Commodore 64 modems owners can communicate with other owners, join systems like Protel/Micronet and an exciting new system called Compuserve, where quality software is available cheaply or even free.



MEMORY. There are two basic types of memory: ROM and RAM.

Read Only Memory (ROM) is the computer's permanent built-in memory which tells the computer what to do. It doesn't disappear when the computer's switched off.

Random Access Memory (RAM), however, is temporary storage.

It's the part of the computer's memory that's free for you to use. It can be erased and used over and



over again. It stores data and instructions during the execution of a computer program. These are lost when you switch the machine off—unless, of course you store them on cassette or disk.

NUMBER ONE. In the whole wide world, Commodore is No. 1 in microcomputers, and the Commodore 64 is the No. 1 best seller.



ORIGIN of the computer. In the 19th Century an Englishman, Charles Babbage, invented the first true computer. But his "Analytical Engine" was so ahead of its time, it turned out to be impossible to build!

The modern computer first appeared around the time of World War II. Britain's "Colossus" was vast, consumed vast amounts of electricity, required its own air-conditioned room, was unreliable and difficult to operate.

It had its limitations. Then came the amazing transistor, integrated circuits... and microcomputers.

The first desk-top microcomputer in the world was the Commodore PET (a friendly name for Personal Electronic Transactor), in 1977.

In other Commodore hardware bags, systemless machines accessible only to engineers, reduced the size and price, and put them into the hands of ordinary mortals in ordinary offices.



PERIPHERALS. These are outside the main body of the computer, but are connected to it.

They perform a definite function, which is usually input or output.

PRINTER. One of the ways a computer can "speak" to us.

It means you can actually keep, on paper, the fruits of all your labour.

The Commodore range includes four printers and one printer/plotter.

The MPS 802 dot matrix printer has a print speed of 30 characters per second (about three times as fast as the fastest secretary).

The MPS802 dot matrix (friction fed) printer has a print speed of 80 characters per second.

The MC5800 dot matrix colour printer has 7 colours and prints 18 characters per second.



The CPS1100 daisy wheel printer (called that because, surprise, surprise, the print wheel looks a bit like a daisy), produces superb quality print on all letters, reports and documents (the kind of quality one desperately requires on a letter to the bank manager). There's a range of alternative typefaces available on additional print wheels. Speed: 18 characters per second.

And the 1520 printer/plotter (illustrated). This has 4 colours, and opens up a whole new world of graphic print-out ability. You can draw pictures, create graphic designs, plot graphs or construct bar and pie charts. Speed: 14 characters per second.



QWERTY - the top 6 letters on a typewriter. Unlike lesser machines, all Commodore computers have full-size, professional typewriter keyboards. The Commodore keyboard has a solid, responsive feel to it. (The problems with rubber or membrane keyboards is they have a soft, spongy feel to them - you press a key and immediately wonder if the message has got through).

RANGE. The range of Commodore software is enormous. There is something as they say for everyone: educational, business, home and games.



STARTER PACK. The Commodore 16 Starter Pack has been specially designed to introduce you to computing.



It contains everything you need to start home computing, complete in one box: a 16K computer, cassette unit, four superb software programs, and introduction to BASIC Part 1.

It has a Help key in case you get into difficulties, and incorporates Advanced BASIC which has been specifically designed to simplify the programming process.

Other features include: 4 colour keys, 2 joystick ports, an astonishing 121 colours, plus excellent sound and graphics capabilities.

TUNES. Commodore make software to help you compose your very own music.

All our home computers have great sound and music capabilities.

USER friendly. This is a program that explains (such as it goes) along, in a computer that people can easily operate.

Every computer manufacturer now claims its products are "user friendly" but only Commodore really demonstrates it. For example, our Help key and use of Advanced BASIC.

VERTICAL integration is not as complicated as it sounds. All it means is that Commodore make everything to do with computers, from the micro-chip to the computer casing.

So we have complete control over everything, from design to distribution.

Also, everything has been specifically designed to get the very best out of your Commodore computer system.

WOMEN also are discovering computers - and not just in offices, but at home. Computers aren't sexist.



They were invented for everyone, and the fact that they're fun, exciting, educational, practical and time-saving are benefits that apply to women just as much as to men.

XMAS. There's no better time to give or receive a Commodore present.



YET! Yes, now you know (or should do) that computers are really interesting. They're not just about space games with horrendous monsters. Nor are they horrendously complicated machines that you need a maths degree to understand.

Computers are the future, and it's important that you and, even more so, your children don't get left behind in the past.

With a Commodore computer and a peripheral or two (and we now know what those are, don't we?) whole new leisure and business opportunities will immediately be opened to you.

Make the choice now and (just so long as it's Commodore) we promise you will never regret it.

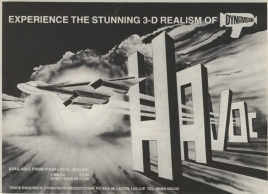
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don't worry about typing the machine code in separately as it's all included in the Basic listing here. The screens are

arranged in difficulty order, so luckily there's a demo mode so that

you can see what you're missing if you can't get past

the first few screens. Nigel, who wrote it,

says that he has over 80

different sheets at home so

watch out for additions to the

program in a future edition

of C&M. Use keys G,A,D

and P to steer. Any

key on the bottom row

will apply the brakes until

you press one of the

direction keys. Time is

displayed during the

game in tenths of a second, but

on the half of time it's shown in

seconds. The record time is 98.8 seconds

— so what are you waiting for?

RUNS ON A SPECTRUM

BY NIGEL CAMPBELL

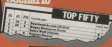
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```

1300 FOR J=0 TO 50 STEP 5 FOR
1310 TO 10 PRINT I; AT
1320 TO 10 PRINT I; AT
1330 AT 10; NEXT I
1340 NEXT J
1350 LET A=50
1360 FOR I=0 TO 50
1370 PRINT I; AT 10;
1380 FOR J=0 TO 50
1390 AT 10; PRINT I;
1400 NEXT J
1410 NEXT I

```

```

1420 RETURN
1430 TO 100 LET C=100 FOR
1440 TO 100 LET C=C-10 PRINT AT
1450 NEXT C
1460 PRINT
1470 TO 100 LET C=C-10 PRINT AT
1480 NEXT C
1490 PRINT
1500 TO 100 LET C=C-10 PRINT AT
1510 NEXT C
1520 PRINT
1530 TO 100 LET C=C-10 PRINT AT
1540 NEXT C
1550 PRINT
1560 TO 100 LET C=C-10 PRINT AT
1570 NEXT C
1580 PRINT
1590 TO 100 LET C=C-10 PRINT AT
1600 NEXT C
1610 PRINT
1620 TO 100 LET C=C-10 PRINT AT
1630 NEXT C
1640 PRINT
1650 TO 100 LET C=C-10 PRINT AT
1660 NEXT C
1670 PRINT
1680 TO 100 LET C=C-10 PRINT AT
1690 NEXT C
1700 PRINT
1710 TO 100 LET C=C-10 PRINT AT
1720 NEXT C
1730 PRINT
1740 TO 100 LET C=C-10 PRINT AT
1750 NEXT C
1760 PRINT
1770 TO 100 LET C=C-10 PRINT AT
1780 NEXT C
1790 PRINT
1800 TO 100 LET C=C-10 PRINT AT
1810 NEXT C
1820 PRINT
1830 TO 100 LET C=C-10 PRINT AT
1840 NEXT C
1850 PRINT
1860 TO 100 LET C=C-10 PRINT AT
1870 NEXT C
1880 PRINT
1890 TO 100 LET C=C-10 PRINT AT
1900 NEXT C
1910 PRINT
1920 TO 100 LET C=C-10 PRINT AT
1930 NEXT C
1940 PRINT
1950 TO 100 LET C=C-10 PRINT AT
1960 NEXT C
1970 PRINT
1980 TO 100 LET C=C-10 PRINT AT
1990 NEXT C

```

```

1995 FOR J=0 TO 50 STEP 5 FOR
2000 TO 10 PRINT I; AT
2010 TO 10 PRINT I; AT
2020 AT 10; NEXT I
2030 NEXT J
2040 LET A=50
2050 FOR I=0 TO 50
2060 PRINT I; AT 10;
2070 FOR J=0 TO 50
2080 AT 10; PRINT I;
2090 NEXT J
2100 NEXT I
2110 PRINT
2120 TO 100 LET C=C-10 PRINT AT
2130 NEXT C
2140 PRINT
2150 TO 100 LET C=C-10 PRINT AT
2160 NEXT C
2170 PRINT
2180 TO 100 LET C=C-10 PRINT AT
2190 NEXT C
2200 PRINT
2210 TO 100 LET C=C-10 PRINT AT
2220 NEXT C
2230 PRINT
2240 TO 100 LET C=C-10 PRINT AT
2250 NEXT C
2260 PRINT
2270 TO 100 LET C=C-10 PRINT AT
2280 NEXT C
2290 PRINT
2300 TO 100 LET C=C-10 PRINT AT
2310 NEXT C
2320 PRINT
2330 TO 100 LET C=C-10 PRINT AT
2340 NEXT C
2350 PRINT
2360 TO 100 LET C=C-10 PRINT AT
2370 NEXT C
2380 PRINT
2390 TO 100 LET C=C-10 PRINT AT
2400 NEXT C
2410 PRINT
2420 TO 100 LET C=C-10 PRINT AT
2430 NEXT C
2440 PRINT
2450 TO 100 LET C=C-10 PRINT AT
2460 NEXT C
2470 PRINT
2480 TO 100 LET C=C-10 PRINT AT
2490 NEXT C
2500 PRINT
2510 TO 100 LET C=C-10 PRINT AT
2520 NEXT C
2530 PRINT
2540 TO 100 LET C=C-10 PRINT AT
2550 NEXT C
2560 PRINT
2570 TO 100 LET C=C-10 PRINT AT
2580 NEXT C
2590 PRINT
2600 TO 100 LET C=C-10 PRINT AT
2610 NEXT C
2620 PRINT
2630 TO 100 LET C=C-10 PRINT AT
2640 NEXT C
2650 PRINT
2660 TO 100 LET C=C-10 PRINT AT
2670 NEXT C
2680 PRINT
2690 TO 100 LET C=C-10 PRINT AT
2700 NEXT C
2710 PRINT
2720 TO 100 LET C=C-10 PRINT AT
2730 NEXT C
2740 PRINT
2750 TO 100 LET C=C-10 PRINT AT
2760 NEXT C
2770 PRINT
2780 TO 100 LET C=C-10 PRINT AT
2790 NEXT C
2800 PRINT
2810 TO 100 LET C=C-10 PRINT AT
2820 NEXT C
2830 PRINT
2840 TO 100 LET C=C-10 PRINT AT
2850 NEXT C
2860 PRINT
2870 TO 100 LET C=C-10 PRINT AT
2880 NEXT C
2890 PRINT
2900 TO 100 LET C=C-10 PRINT AT
2910 NEXT C
2920 PRINT
2930 TO 100 LET C=C-10 PRINT AT
2940 NEXT C
2950 PRINT
2960 TO 100 LET C=C-10 PRINT AT
2970 NEXT C
2980 PRINT
2990 TO 100 LET C=C-10 PRINT AT
3000 NEXT C

```

THE NEW ADVENTURES OF... THUNDERMAN



Can anyone get away with building a skyscraper without making a donation to the city? The model's tallest building!



Are they calling me home in trouble? That there may mean trouble for me! I'm the assistant to the architect of the tallest building!



WARNING! DO NOT TRY TO GET TOO CLOSE TO THE BUILDING! YOU WILL BE KILLED!



RUNS ON A TEXAS SR

So much for town planning! The largest building in Los Angeles has just been opened, but no one seems to have told the builders how deep to dig the foundations. And what's that in the sky? Is it a bus? Or a Russian spy plane? No, it's Thunderman! And only he can save the people trapped in the fancy building. Help our hero, Thunderman, to rescue the people from the building before disaster strikes. You can guide him up and down the empty SR shaft with E and X keys. Once you have picked up some survivors, guide them to the safety of the helipad on the roof. Remember that even a superhero can't carry more than six people at once.

BY ANDREW SANDISON

```

220 REM INITIALIZE VALUES
230 CALL CLEAR
240 F=3:
250 S=3:
260 T=3:
270 FT=3:
280 FIF=3:
290 SF=3:
300 MET=0
310 LOST=0
320 DET=0
330 TOT=0
340 RANDOMIZE
350 REM DRAW CHARACTERS
360 CALL CHAR(126,"000000000000")
370 CALL CHAR(129,"9999748E776
5783")
380 CALL CHAR(136,"1010097F0000
1434")
390 CALL CHAR(137,"1010097F0000
1434")
    
```

```

400 CALL CHAR(132,"0000000E1420
7899")
410 CALL CHAR(144,"999900000000
9999")
420 CALL COLOR(14,4,1)
430 CALL COLOR(15,8,8)
440 CALL COLOR(16,9,1)
450 CALL COLOR(17,8,1)
460 CALL COLOR(18,8,1)
470 CALL SCREEN(16)
480 REM SET UP SCREEN
490 CALL VCHAR(1,4,45,24)
500 CALL VCHAR(2,4,45,23)
510 CALL VCHAR(1,5,128,24)
520 F=INT(224/RND)+1
530 CALL HCHAR(5,129)
540 FOR ROW=4 TO 24 STEP 4
550 CALL HCHAR(ROW,7,45,23)
560 CALL HCHAR(ROW-1,4,32)
570 NEXT ROW
580 CALL HCHAR(3,7,144,4)
    
```

```

540 MB="MET"
550 C=11
510 GOSUB 660
520 MB="LOB"
530 C=21
540 GOSUB 660
550 GOTO 710
560 FOR L=1 TO LEN(MB)
570 CALL HCHAR(2,C,L,ASC(255)+
    MB,L,1)
580 NEXT L
590 RETURN
700 REM MOVE
710 CALL KEY(3,K,ST)
720 IF ST=0 THEN 1020
730 IF K=9 THEN 750
740 IF K=89 THEN 930
750 GOTO 1020
760 P=P-1
770 IF P=0 THEN 820
780 CALL HCHAR(P+1,5,129)
790 CALL HCHAR(P,5,129)
800 CALL SOUND(150,-3,0)
810 GOTO 710
820 P=1
830 TD="TOT+MET"
840 RET=C
850 CALL HCHAR(2,16,48)
860 FOR I=1 TO LEN(STR$(TD))
870 CALL HCHAR(1,6+I,ASC(88+10*
    I+TD))
880 NEXT I

```

```

590 CALL HCHAR(1,6+1,155)
990 CALL SOUND(150,45,3)
710 CALL SOUND(100,88,0)
720 GOTO 1020
730 P=P+1
740 IF P=25 THEN 990
750 CALL HCHAR(P-1,5,129)
760 CALL HCHAR(P,5,129)
770 CALL SOUND(150,-3,0)
980 GOTO 710
990 P=24
1000 GOTO 710
1010 REM RESIDE ON FLOOR
1020 C=INT(10*RAND)+2
1030 DN C GOTO 1040,1090,1140,
    1190,1240,1290,1340,1390,
    1440,1490
1040 RM="1"
1050 C=C+P
1060 GOSUB 1390
1070 P=C-DL
1080 GOTO 710
1090 RM="7"
1100 C=C+5
1110 GOSUB 1390
1120 S=C-DL
1130 GOTO 710
1140 RM="1"
1150 C=C+7
1160 GOSUB 1390
1170 T=C-DL
1180 GOTO 710
1190 RM="15"

```



WHAT WILL HAPPEN NEXT? CAN HE SAVE THE BUILDING? OR ARE THEY ALL DOOMED? ONLY YOU CAN DECIDE...

```

1200 COL=FT
1210 SOSUB 1390
1220 FT=COL
1230 GOTO 710
1240 REM=19
1250 COL=FIF
1260 SOSUB 1390
1270 FIF=COL
1280 GOTO 710
1290 REM=22
1300 COL=88
1310 SOSUB 1390
1320 88=COL
1330 GOTO 710
1340 GOTO 710
1350 GOTO 710
1360 GOTO 710
1370 GOTO 710
1380 REM MOVE PASSENGERS
1390 CALL HCHAR (ROW,COL+1,32)
1400 IF (COL=8)+(COL=14) THEN
1500
1410 CALL HCHAR (ROW,COL,136)
1420 COL=COL-1
1430 CALL SOUND(50,500,0)
1440 CALL HCHAR (ROW,COL+1,32)
1450 CALL HCHAR (ROW,COL,137)
1460 CALL SOUND(100,500,0)
1470 COL=COL-1
1480 RETURN
1490 REM CHECK
1500 CALL BCHAR (ROW,5,82)
1510 IF BCT(129) THEN 1620
1520 CALL SOUND(100,440,0)
1530 NET=NET+1
1540 IF NET>6 THEN 1620
1550 FOR I=1 TO LEN(STR$(NET))
1560 CALL HCHAR(2,15-I,ASC(STR$(NET),I,1))
:
:
:
1570 NEXT I
1580 COL=31-82
1590 IF COL>8 THEN 1610
1600 COL=8
1610 RETURN
1620 IF COL>8 THEN 1630
1630 IF COL>8 THEN 1630
1640 REM MOVE PASSENGERS
1650 FOR SOUND=1000 TO 110
STEP -20
1660 CALL SOUND(50,SOUND,0)
1670 NEXT SOUND
1680 DET=DET+3
1690 LOST=LOST+1
1700 FOR I=1 TO LEN(STR$(LOST))
1710 CALL HCHAR(2,26+I,ASC(STR$(LOST),I,1))
:
:
:
1720 NEXT I
1730 IF LOST>10 THEN 1780
1740 COL=31-DET
1750 IF COL>8 THEN 1770
1760 COL=8
1770 RETURN

```



```

1780 FOR DELAY=1 TO 2000
1790 NEXT DELAY
1800 GOTO 1920
1810 REM
1820 FOR OVERLOAD SEQUENCE
1830 FOR E=ROW TO 24
1840 CALL HCHAR(E,3,32)
1850 CALL SOUND(50,70,0)
1860 NEXT E
1870 CALL HCHAR(24,3,32)
1880 CALL SOUND(250,-7,1,110,0,
115,0,120,0)
1890 FOR DELAY=1 TO 2000
1900 NEXT DELAY
1910 CALL CLEAR
1920 PRINT "YOU SAVED" TAB 70; "PASS
ENGRS"; "YOU LOST" TAB 70; "PASS
ENGRS"; "LIVES";
1930 INPUT "PRESS ENTER TO
START AGAIN";A$
1940 GOTO 230

```

SPACE AGE 2101



"I travelled space for 2000000000 and 93 days, collected my TRACTOR BEAM, LAZER BOOSTER, EXTRA SHIELDS, FUEL UNITS, PASSENGERS, 89 DAY WINDSHIELD, 1 YEAR FOOD SUPPLY... AND finally left for Zedron with the Zedron bomb. I had earned and spent a total of 3670001.00 before leaving for the outer limits of the Mhyken Solar System".



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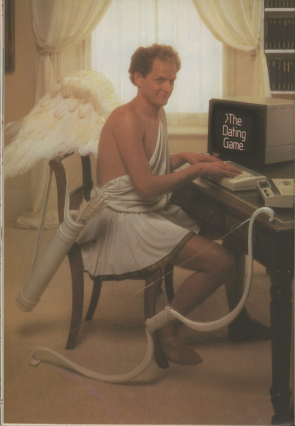
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```

10 SOUND 1000
20 G=INT IF: POSITION 13,4:7 A: " :POSI
TION 13,4:7 T: " :POSITION 13,7:7 P:
" :POSITION 23,3:7 O: "
30 POSITION 23,4:7 H: " :POSITION 23,5:
7 L: " :POSITION 23,4:7 J: " :POSITION
23,5:7 K: "
40 POSITION 7,1:7 G: POSITION 13,3:7 INT:
I: " :IF E:0 THEN POSITION 13,3:7 T:
" :GOTO 2000
45 IF PEEK(255+19450)=27 THEN POKE 25+194
5,30:POKE 25+1945,30:GOTO 47
46 POKE 25+1945,129:POKE 25+1946,129
47 IF PEEK(25+1979)=179 THEN POKE 25+1949
9,30:POKE 25+1790,30:GOTO 20
48 POKE 25+1979,129:POKE 25+1790,129
50 IF B=0 THEN G=INT(255+255*17+19450)/17+19450
F+1:K=INT(255+21*17+255*16+255)/17+19450
52 H=INT(255+21*17+255*16+255)/17+19450
70 IF H=255 THEN H=0+255
80 L=INT(19450+255*10+17+19450+255)/17+14
THEN 2000
90 G=200+L:G=0+H:IF B=0 THEN B=0+255
100 IF B=100 THEN B=0+255
110 IF B=200 OR B=255 THEN C=0:POKE 322
51,0:GOTO 130
120 C=0:R=220+R*100/1000:R=POKE 32251,1
22+R/1000000
130 IF ABS(H-21+14) OR 340-ABS(H-21+14) TH
EN 132
131 GOTO 190
132 POKE 32248,10: SOUND 0,100,0,10:FOR 1
-1 TO 300:NEXT I:POKE 32250,0:POKE 32249
0,0: SOUND 0,0,0,0:G=100
133 J=INT(255*10+255)
140 B=PEEK(32211):IF B=25 THEN 170
150 IF B=0 THEN B=0+25:IF A=0 THEN A=0+25
0
160 IF B=10 AND B=0 THEN A=0:IF B=255
THEN A=0+250
170 IF PEEK(32210)+14 OR B=0 THEN 270
180 P=0+25:IF P=0 THEN P=0:GOTO 220
190 FOR I=1 TO 100: SOUND 0,1,10,15:NEXT
I:POKE 32+16,32:POKE 32+22,29:POKE 32+
77,32:POKE 32+70,59
192 POKE 32+81,14:POKE 32+82,14:POKE 3
2+73,32:POKE 32+74,59:POKE 32+77,14:P
OKE 32+70,14
195 SOUND 0,0,0,0:POKE 32+73,14:POKE 32
+74,14:IF T=0 OR C=0 THEN 220
200 POKE 32248,122:P=1945+347: SOUND 0
,150,0,10:FOR I=1 TO 300:NEXT I: SOUND 0
,0,0,0:POKE 32248,0
210 IF P=0 THEN POKE 32251,0:G=0+17+0:G
=0

```

```

220 H=0+17:IF P=0 THEN 250
225 IF P=0 THEN 270
230 POKE 32249,0: SOUND 0,0,0,0:IF Y=0 OR
C=0 THEN 270
240 POKE 32248,122: SOUND 0,200,0,10:FOR
1=1 TO 300:NEXT I: SOUND 0,0,0,0:POKE 322
48,0:POKE 32251,0
245 B=0+10:G=0:GOTO 270
250 IF PEEK(3444)=1 OR T=0 OR B=0 THEN 27
0
260 T=1:POKE 32249,122:P=0: SOUND 0,250
,2,15
270 B=0+17:IF X=1 THEN X=1000+0:P=0: T=1
+J:INT(255+10+255)
280 B=0+21:IF B=100 THEN B=0+240
290 IF B=100 THEN B=0+250
300 IF B=20 OR B=25.5 THEN POKE 32250,0
1,0:G=0:GOTO 220
310 X=122+100+R*100/1000:R=POKE 32250,0
320 IF P=0 THEN P=0

```

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534 PORE 77,8100D 29
 1000 000PHIC0 01PORE 710,01FOR 1=03200 T
 0 77001,PORE 1,00MEXT 110-100-P=ET=01D
 010-001E
 1010 PORE 02,01PORE 750,1000 10000 01,4
 ,0, 701 1PORE 023, 2,00+P00K 000+250+P00K 1
 01: POSITION 0, 1
 1012 T - TTTT U U 0000 0000 0000
 TTTT
 1013 T - T U U 0 0 0 0 0 0 E
 T -
 1014 T - T U U 0000 0000 000
 T -
 1015 T - T U U 0 0 0 0 0 0 E
 T -
 1016 T - T 0000 0 0 0 0 0 0000
 T -



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Raising your face to the sky, you swear revenge on the Dark Lords of the West. But first, you must warn the King of the invasion, retrieve Sommerward and then use it to beat off the attackers. There are now two exciting LONE WOLF adventure games. Each one requires you to assume the mantle of Lone Wolf, make all his decisions for him, and actually fight his combats move by move. You really are Lone Wolf.

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You swear

THE LESSONS OF COMBAT AND ENDURANCE

When you were training with the Kai Lords, you acquired many secret skills and disciplines. Now you may need to use them. You may need to improve some, and disregard others.

"Combat Skills" may be needed to defeat the enemies you encounter on your way to reaching the beleaguered King, and while saving your country. You will need "Endurance" to survive. Each decision you make can alter the course of your adventure. So choose wisely, for you will often be totally surprised by the effect your choice may have on your survival.



THE SURVIVAL DISCIPLINES

Over the centuries, the Kai Lords had mastered the skills of the warrior. As you proceed through your

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You can learn how to hide undetected amongst rocks and trees of the countryside. In a city, you can look and sound like a native which may help you to find shelter.

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When you entered the Kai monastery you were taught to fight with daggers, spears, warhammers, axes and swords.

The evil Darklords, though, have the ability to attack using "Mindforce". Lone Wolf can learn the discipline of "Mindshield" and also "Mindblast", the old Kai Lord's ability to fight using the forces of the mind alone. You, Lone Wolf, control the combat, you decide whether to fight or not, and you alone can manipulate the moves.

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You set out with just an axe, a leather pouch of gold crowns and a map of Sommerlund which you

THE LONE WOLF ADVENTURES

The creator of LONE WOLF are Joe Dever and Gary Chalk. In 1982, Joe won the Advanced "Dungeons and Dragons" Championship in America.



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

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BUG HUNTER'S GUIDE TO

RECENTER/216-243

There are more perplexing errors for the Spectrum than for any other micro at the moment. Maybe it's because the Spectrum's hardware is so much that other companies decided to copy the existing practice.

DE Trivick makes a program keyboard for the machine, an *ds* Pad. These are quite expensive but certainly make the computer a lot easier to use.

If you're fed up with using cassette, the Microdrive are now freely available. They cost £69.99 and the same again for the Interface 1 which controls them. They will load most games if around 10 seconds, but the extended one will compressed at 64.56 each.

The most popular keyboard interface are made by AGY and Logotron, although the official Sinclair Interface 1 is catching up fast.

The Sinclair ZX printer is no longer being made so you may be able to swap to one clearly as hardware try to make a name. Consideration as for an alternative is which of 100, a great value and that better print quality. This can also buy a Centronics interface to connect the Spectrum to a program printer.

You can talk a Spectrum up to Microsoft with a 1775 8000 modem. More details from Microsoft on 01-276 3143.

Changes from there's always the TTS 2000 Teletext software from CIE. This will run your Spectrum into a Ceebox and Oracle receiver. The interface costs £120 but, once paid for, all of Ceebox's and Oracle's programs are free. And there're no telephone calls, either.

This is the second of the C&VG Bug Hunter's manuals. You'll find everything that a beginner needs to know about the Spectrum on this page, including all the best games. So cut it out and stick it on the wall next to your machine, and you'll never be lost for the facts.

SPECTRUM GAMES PAGE C&VG

We try to publish at least one Spectrum listing in every issue of C&VG. There's all games, but not all when listing keyboard-based.

For the ultimate in any strategy games, there's *Traveller* by Miles Stewart (England) Software. This fits the economy of a 60k machine and also looks up into a few years in March '84.

If you do board games, then by Microdrive from May and if you had it hard to use your PC, then the soap opera *TV* to read your copy of C&VG, but you can't have missed *Popcorn's* special soap edition, complete with a page based on a certain well known soap opera.

JUST IN THE SHOPS

There's never been any shortage of games in this category, as in their time for the Spectrum.

The classic board games are for *Trigo* and *Black* from the publishers *Proton*. There's also the *Proton* *Star* for *Blax*, *Abel* and *Salon* from *Proton*, whose developer's name must be noted to be followed.

For the more of 10k, but the best need a 16k machine. *Proton's* *Revenge*

series is also very popular, as is their *Scrabble* game.

Top of the Adventure league for many a month was *The Hobbit* which is still good value. And if you are going for it, it's available from *Logotron*.

For the top-selling games, keep an eye on the C&VG's *Daily Home* which is published in each issue of the magazine.

LOADING AND SAVING

The Spectrum is very reliable when it comes to saving or loading a program. To save a basic program, type *SAVE* "name". When it has saved, use the *VERIFY* command to check, and you can do all this without any problems. There is no way to recover your program if you find that it did not save properly.

If you want your program to auto-load, type *LOAD* "name". This will load the program from the 16k to work at it is loaded.

You can change the 16 to any number to start at the line you wish.

If you want to load an auto-loading program but don't want it to run, use *SAVE* instead of *LOAD*. You won't be able to do this with a program as *auto-load*, though.

THE SPECTRUM

UNUSUAL BARS

Shorter words than ever, in fact to be used on the Spectrum. It is almost to that used on the IBM, but has more commands including those to handle the extra registers and word handles. It's within any other version of the language and can be added to most if you are used to programming, say, a BBC or a Commodore machine.

If you're trying to learn machine code as a Spectrum, but Microdrive from publishers the complete Spectrum ROM. Obviously, this is the best game to start, for beginners and experienced programmers alike. A good assembler program is *Harold's Dipper*.

ABOUT OTHERS

You can get further information on all of Sinclair's hardware and software from their office at Brookside Road, Camberley, Surrey GU10 2PH. Or telephone them on Camberley (04170) 658100.

Sinclair publishes a Spectrum software catalogue with details of all their programs for the machine. If you've ever bought anything from them by mail order, then you'll already be on their mailing list for leaflets and catalogues.



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Just Arriving New!

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Computer
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For a complete listing of Spectrum dealers, please write to: Spectrum Computer Services Ltd, PO Box 1, Church End, Boreham, Essex, SSO 9 5JF. Telephone: 0206 880100. Fax: 0206 880101. Telex: 940403. Commodore UK, PO Box 1, Frampton, Gloucestershire, GL54 0BQ. Tel: 0452 51211.

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Spectrum

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Britain's No.1 Weekly Software Chart



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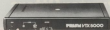
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Son Of ERIK!

So what do you do after starring in the best comedy series of the past 10 years? Write a book, of course!

Then along comes some computer whizz who wants to make a game based on your words! And then the best computer games magazine around organises a competition so its readers can win copies of the game. Fame and fortune all over again! C&VG's Ace

Adventurer Keith Campbell has been finding out about how Monty Python star Terry Jones and his creation, Erik the Viking, became the latest stars in the ever growing universe of Adventureland

I ventured warily into the dark cave above the rocky face of the fjord and there before me was the waiting Enchantress. "Come in," she beckoned, "and close the door..." I entered, my heartbeat quickening. "Take the choice," she whispered. I took it, entranced by her charms. "Now drink," she breathed.

The Saga of Erik the Viking from Mosaic Publishing is a remarkable Adventure game. It carries all the hallmarks of a Level 8 Adventure — puzzles, text display and size of map — with graphics of a standard I have not yet seen before in an Adventure. The former is not surprising, since Level 8 were commissioned to write the game by Mosaic; what is remarkable is the sight of their best venture into graphics AND the fact that they have done all this on a BBC memo.

The Saga of Erik the Viking is a modern book of old-fashioned fairy stories written by Terry Jones (yes, the Python who always wears a tie while playing the piano) and lavishly illustrated by Michael Foreman. It relates the exploits of Erik and his band who called the Golden Dragon in search of the land where the sun goes at night.

Danger, excitement, magic and mystery are the ingredients of the book, and no less, of the Adventure game. The action takes place some years after Erik's last saga, but all his old mates are there, Ragnar Forkbeard, Thorhild et al, and many of the places Erik visits with his motley crew contain scenarios familiar to the reader of the book.

You, of course, play the part of Erik and your first problem is to get the necessary supplies and equipment to sail the Golden Dragon in search of your kidnapped family. If you can, common sense over, that is!

The sea is full and logically, but navigation can be aided by the use of

one or two magical devices, should the Dragon not be up to the course you set. So I set sail and started to explore the many fjords and beaches where the Dragon could land. Sail to Jorvik and you might get a pet cat — if you have the price. Sail elsewhere and you will be set a monumental task of the legendary type — to return with, among other things, the root of a mountain and the head of a woman.

Erik's adventures at each port of call interconnect, the obstacles at some places must be overcome in order to achieve the full potential at others necessary to complete the game. Thus, the game is similar to the book, in which each chapter is complete in itself, but links with successive ones to form the complete saga.

The text is plentiful, though obviously less varied than can be achieved with a non-graphical Adventure. I see varied, for it is fairly verbose, but not a little repetitive. The graphics are something else!



"There was a roar and Erik and his men turned to see a terrible creature glaring down at them."



The book contains many fantastic full-colour illustrations and the Adventure's computerized equivalent does them more than justice. Each picture is authentic inasmuch as it is based on extensive research, so indeed, is the setting for the whole game. You can, for example, visit a "Viking" inn, a sauna complete with some stoves, or take a trip to find a stave church or an Oakley croft. In this respect, it must be mentioned that there are many empty locations, but they are interesting to pass through in their own right, as the graphics make for a scenic journey. They are fun to display, with an earthy colour (it is TV) and are a credit to the design and programming capability of Level 8.

Another authentic touch is the score feature. To complete the game,

1,000 points are needed, but these are arranged in five hands and if, like me, you are not too clever, you might be staid as a Theat, or worse still, a Skelling!

Unfortunately, since the book is not available in paperback, it will not be supplied with the game, although certain passages from it will be provided to give the player sufficient background information to enable him to play and enjoy the Adventure. It is doubtful in my mind whether a paperback version of the book would do it justice anyway, since it is about A4 in size and one of those books, printed as it is on high quality paper, that is a delight to handle.

I played a pre-production version of Erik on a BBC Micro (the machine on which it was developed) at the



stage of beta testing. This is where a program is handed, previously unseen, to people unconnected with its development to see if they come across any errors, which I duly reported back to Level 9, and so I am pleased to be able to say I actually helped in a very small way to improve the final version.

On the BBC, there won't be quite so many pictures as on other machines — nevertheless, there are an incredible number. I saw the last scene they were, at that stage, on a separate program from the last game and still it is integrated.

The Saga of Erik the Viking is from Mosaic Publishing for the BBC B, Commodore 64 and Spectrum 48k and will be available from mid-October at £2.95.

PINING FOR THE FJORDS!

One very cold night, when the snows laid on the ground, Erik and his men were lying awake in their cabin. They listened to the howling of the wolves and thoughts of their families, wondering if they would ever live to see them again.

"My son is 15 years old now," said Erik proudly, "and protecting his mother back home." And so they all joined in a discussion of their children and what ages they were.

Gunnar Longshanks became quite excited when he discovered that the combined ages of his sons equaled the age of Erik's, but Erik said sadly: "Do you realize that those of us whose names begin with a vowel, all have less sons than any of you others?"

"Don't be upset, Erik," said Ragnar Forthward, "for you do not have the least number of sons of all and your is the oldest of all our sons."

Meanwhile, Thorolf had noticed that he and Ragnar both had the same number of sons who, between them, were all born in successive years. The youngest of the group had been born five years ago that very night.

The wind outside the hut whistled and the wolves howled and Erik's men continued their conversation. It turned out that some of Erik's men had an oldest son and only Sven the Strong had a youngest. Sven's sons' ages spanned three years and his youngest son's age was a prime number. "And what is more," added Sven, "neither of yours, Ragnar, is the same age as any of mine."

Thangbrand One Hand also had something to say about Ragnar's sons. "There is the same age difference between Ragnar's sons as

there is between mine," he remarked and added: "But the ages of my sons differ from the ages of all the other sons."

Gunnar, who had been quiet for some time, now spoke: "The ages of my sons, too, are unique, whereas those of Sven's sons are not," he stated.

"But the age of your youngest son is the same as the total ages of Thangbrand's sons," remarked Olaf Hamundson, who had more children than any of the men and twice as many as Ulf Sarpsson, whose oldest child was but one year younger than Erik's.

Erik, as usual, had the last word. "Of all of us, only Sven and myself had a unique number of sons. What is more, adding the ages of all our sons together and you will find that, between them, they have lived for 60 years."

How many sons did each man have and what were their ages?

Mosaic Publishing are offering a copy of The Saga of Erik the Viking Adventure to the first ten readers whose correct solutions are opened on 16th October. Erik is available for the 48k Spectrum, BBC Model B and Commodore 64 micros, so don't forget to mention on the envelope the computer for which you would like a copy if you are a lucky winner!

Entries MUST be on the coupon provided and should be addressed to: Erik the Viking Competition, Computer & Video Games, Priory Court, 38-39 Farrington Lane, London EC1R 3AJ. Normal C&V competition rules apply.

CREW	NUMBER OF SONS	AGES OF SONS
ERIK THE VIKING		
RAGNAR FORTHWARD		
THOROLF		
THANGBRAND ONE-HAND		
GUNNAR LONGSHANKS		
SVEN THE STRONG		
OLAF HAMUNDSON		
ULF SARPSSON		
NAME	_____	
ADDRESS	_____	
COMPUTER	_____	



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SOME PEOPLE SAY I TALK ROBBISH. THIS ISSUE I'M TALKING ABOUT TRASH—AND HOW TO COLLECT IT. SO WHY NOT LEARN HOW TO BEAT



TRASHMAN

The game is now available for the Commodore 64 as well as the 486 Spectrum. Professor Wizard's strategy tips and may vary relevant to both versions. The only difference is that the buildings in some of the advanced streets of the Commodore version require a slightly more roundabout route — plus, if you get killed in this version, an ambulance comes and carts you off to hospital.

I have now heard two conflicting tales of where *Trashman* Evans got the idea for his trash-n-game — *Trashman*.

One story has it that someone said to him: "Trash, that's what the kids want these days". The other that the idea came to him whilst sitting on something that all of us have in our houses but which isn't a chair.

Where ever the idea came from, *Trashman* certainly is the most original and entertaining game idea of the year.

For those of you who have never played the game, it's basically a dash-in, round simulation. You are the *trashman* collecting and emptying the bins. There are three streets that unfold vertically as the screen scrolls smoothly upwards.

Trashman can earn bonus points by collecting extra rubbish from the house basements.

All the authentic hazards are here to prevent *Trashman* doing his job properly like dangerous drivers, vicious dogs, lamppost accidents, and the ever-looming public house which can cause our hero to stumble awkwardly around the screen if he steps too much as whilst inside.

There are seven streets to be cleared of rubbish — each more difficult than the last.

Street sense

Street sense is the key to success in *Trashman* — following the correct paths and studying the rhythms of the traffic.

To help you improve your street sense, Professor Wizard has produced a map of all the streets in the game and superimposed a series of arrow routes on the map-plan to show you the best route to take to gain maximum points.

Understanding the Movements of the Cars





After the cars pass, there is a pause until the next one appears. This time can be used to dash across the road.

Match the movements of the cars and try to identify patterns. Mastering the traffic is essential in *Trashman* as, if you are hit by a car, it's curtains and you lose a life.

Try not to cross the road near to the edge of the screen because you will have no time to



KEY

-  The continuous yellow line shows the direction to take without the bin, is what you are walking to the next house or street and crossing the road.
-  The dashed yellow line is the route to houses and other buildings to collect bonuses.
-  The blue line is the route back to the building with the emptied bin.
-  The red line is the route to take with full bins.
-  The blue circle shows the position of the bin after it has been emptied.
-  The red dot is the bin position before it has been picked up by *Trashman*.
-  Starting position.



take massive action if a car suddenly starts to scroll up or down screen.

Don't Walk On The Grass

If you walk on the grass in the house owners' gardens, your time clock will start ticking down at great speed and pretty soon you'll lose a life if it goes down to zero.

Other penalties for walking on the grass are that a dog will scamper out and take a snap at your leg — this causes Trashman to limp slowly for several seconds and makes it more difficult to empty all the bins within the time limit. Trashman will also not be offered a tip by the house owner if he gets bitten by the dog. The dogs on Lansdown Road and Milcom Street will attack even if you don't step on the grass.

After the third street, Grove Street, Trashman will also have to avoid the grass verges. This grass is so different to house-towners' lawns — if you step on it, you lose time at the same rate.

Sometimes you may have to stand on the grass verge for a split second to dodge the cyclist who is riding on the pavement. It is better to step on the verge in this instance than to sustain a gummy leg.

A Word on Pubs and Cafes

Entering pubs and cafes is basically a bit of a gamble. You may emerge with a nice time bonus but, on the other hand, you may emerge drunk from a pub or bloated from a cafe.

If you are drunk, you will stumble around the screen like a true drunkard. If you eat too much in the cafe, you will become so full up that it will be difficult to move. In the event of this, the only cure is to go behind a house and be sick.

Sometimes you will have to take the gamble of going into a pub or cafe as your time bonus will be so low as to not take the gamble would result in certain death anyhow.

If you do manage to get to Lansdown Road and Milcom Street — where the first pubs appear — it is worth going in anyway just to see Trashman stumbling around the screen, wappy blurring!

If you have successfully collected all the bins on Milcom Street — the shortest and loughest street in Trashman — you will have been award the Diploma of Trashmanship.

For bin boys who have not quite reached this level, don't





WELL, THAT'S THE PROBLEM! YOU'VE GOT TO FIND OUT WHAT'S GOING ON IN THIS TOWN!



design for CD 90 can result for the first time in any publication in this country: what the Diploma says and what follows, Trashman I.

Yes, you guessed it. It's Trashman II — and CD 90 has the first pictures from the game as well as 50 free covers to give

away in our fun to artist competition.

Your diploma entitles you to go both into and out of the world of trash in Trash with Trashman for the 4th Spectrum — and for the 64 later in the year.

At the start of the game, you

STREET BY STREET GUIDE

Street Name	No. Houses	No. Bins	Additional Hazards
1. Montague Road	5	5	
2. Portney Road	6	6	Cyclist Mopeds
3. Snow Street	7	7	
4. Lycombe Lane	8	8	Houses close together and cyclists
5. Woburn Hill	8	9	Cyclists
6. Lansdown Road	8 and a pub	9	Violent dogs, cyclists and the pub



are given a set some of cash and shown a map of the world. Choose the country you want to visit and set off for a really busy adventure.

Each country offers a different challenge. And Trashman can choose to accept the job offered or travel on to another country — provided he has enough cash.

In Spain, he has to clear up the roses that have been trampled into the ring in addition of a favourite matador. No easy task this as the bull has suddenly found a new lease of life.

If Trashman survives his Spanish toils, he might find himself in Red Square where he just can't resist picking up some litter. Trouble is it's no litter at all but some social documents that belong to the KGB. Trashman has a little explaining to do.

Trashman's love of beer takes him to Germany where he is hired to clear away the empties at the

annual beer festival. He also takes a trip to Israel where his discoverer that the worshippers at the wailing wall in Jerusalem have the unlovely habit of wiping away their tears and dropping their leaves. Trashman can't stand the mess at this holy place

and sets to clearing it up.

Other countries are still being added to the game while I am writing this but I am told by New Generation that they will include Hong Kong, France, Samoa, Mexico, USA, Africa and Australia.

To win one of our 50 free copies of *Play!* with *Trashman*, answer the three questions below and tell us in not more than 50 words what you would most like to find in a dustbin if you were a real life Trashman.



HOW YOU
LEARN'T ALL ABOUT
TRASHMAN I TRY TO
WIP' UP THE MESS IN
OUR EXCLUSIVE
TRASHMAN II
COMPETITION

QUESTIONS

- 1) In a famous song about a bin man, the dustman in question was carrying something called "Daisy roots". What are these?
- 2) How many tons of rubbish are produced by London's homes in one year?
a) 2 million tons. b) 3½ million tons. c) 5 million tons.
- 3) *Wastecore* and *Red Trains* are New Generation Software's two
a) twins b) friends c) brothers.

TRASHMAN II COMPETITION

1) 2) 3)

If I were a real life Trashman, I would most like to find a

.....

.....

.....

.....in my bin one morning (use not more than 50 words).

Name

Address

.....

.....

Please mark your entries *Dusty Bin Competition*, C&PG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

THE RAMJAM CORPORATION
PRESENTS



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What's in it for you?

Open up this edition of *Micro Personalities* and you will find over a dozen reviews to help you compare, contrast and make your own mind up about the latest software and hardware packages being sold at the moment. In our previous issue we had a special section on the software that will be available for the new 16-bit PCs and this time we have a special section on the software that will be available for the new 32-bit PCs. In addition, we have a special section on the software that will be available for the new 64-bit PCs. In addition, we have a special section on the software that will be available for the new 128-bit PCs. In addition, we have a special section on the software that will be available for the new 256-bit PCs. In addition, we have a special section on the software that will be available for the new 512-bit PCs. In addition, we have a special section on the software that will be available for the new 1024-bit PCs. 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SPELLBOUND IN CLAYMORGUE!

Have you ever been led right up the garden path? Not? Then you've not played *The Sovereign of Claymorgue Castle*.

Claymorgue is No. 13 in Scott Adams' original series and starts off in a field separated from a castle by an enclosed river. The drawbridge is raised (of course). A quick dip in the river reveals a sleeping monster and getting back reveals one of the most awful puns ever perpetrated!

An inventory check shows you have been endowed with an impressive list of spells, but no instructions on their use! Try one and it may work as well. In many cases, you'll be none the wiser why or what, either way! If you've played *Plato*, then the TOHO spell might suggest something to you — but as for the others, they're wicker!

After staggering around an enclosed forest for far too long, only to have my advances rejected by the trees, I was determined to get the upper hand. After all, I thought, I must at least be needed in this quest for I floundered around and came to a courtyard. All castles have a courtyard, but as courtyards go, I've not seen one as weird as that in my entire attention in a magic fountain — how very odd! Score obviously means what he says about needing to be young in mind to play *Adventure* — but there is a limit and by the time you've solved this one you could be feeling far too old for another!

There are few obvious exits from the courtyard and these appear to lead nowhere special — except more problems. Conventional thinking in a severe disadvantage in solving these! Think "What?" Think "Not!" Think "Over!" Once your mental inhibitions are gone, you will start to progress.

After a while, I was pining myself on the back, feeling I had been pretty slick ("GMP's *Adventure* is primo — who else?"), only to discover that, while my solutions were valid, they were not the right ones. They couldn't be! I had been tricked into thinking I was right. So the same problems had to be solved all over again — a rather wear! And then again!

SPOT THE FUNNIES!

R. Howard made an interesting point when he wrote from Mughal. He took issue Adams was being modest when he claimed his games were popular purely for their logic. Mr Howard thinks that another reason is their great sense of humour. "A well placed joke is just the thing to break the tension and relieve frustration and even's thing is inescapable," he writes.

Among his favourites are the "Dear Dearly" letter in *Cross* and the answer to "weigh anchors" in *Mean*. The "Poof! The game's destroyed" message in *Plato*, annotated by many, got Mr Howard wondering how many jokes and hidden messages that rarely see the light of day are written in to *Adventure* programs?

One such comes from Jack Warton:

A chandelier swayed by rope is crying out for an accident, whilst the castle kitchen doesn't seem to be over hygienic, with its dubious diners. What is the real purpose of the large oval? How do you get out of the water droplet? What is the solution to the *Adventureland* localities problem? This one is aimed at *Adventureland* players who are likely to get more than hot under the collar, giving back a devilish laugh at their expense!

So get ready to *SAVE* your game time and again. You need to be able to test different theories repeatedly. Don't worry if few come to you at the start — they will!

It is interesting to note that this is the first of Scott's games to demand four letters for the verb and five for the noun. He had the words neatly wrapped up, including set only necessary words, but usage that you're likely to use but aren't needed, so beware! And read even the most innocuous replies carefully!

Sovereign of Claymorgue Castle is full of demanding problems. For clever puzzling and amusement, it is second in Scott's best. I'm glowing about it — definitely a game not to be missed at if you're a beginner. I suggest get some experience in

of Manchester. Type P31 on an Atari and you get some programmer information — P36L, a number and D12, and the number that is D11. (No so my TBS-80 version though — I checked it out.) I also saw that comes with the package, though, concerns the pot in *Wonder Castle*. Try smoking it!

There must be quite a few under-covered families, I would think, for surely the commands required to get back replies are not the same ones needed for the solution itself.

If you think you have spotted a new joke, then write and let me know about it!

I will publish a collection if there are enough there here to time! Write to me at *Chimpanzee & Vulture Games*, Poultry Court, 36-37 Farmington Lane, London EC1R 3BJ!

before you try to tackle it, though.

It is available from *Adventure International UK* for a wide range of prices at varying prices, depending on whether you choose the disc or tape version, with or without graphics.

A MYSTERIOUS TALE

Ian Jones of *Livingstone* wrote to say he has been taking my recent double-act with *Golden Atlas* further on a Spectrum and a 64. He's found he can't go north after solving the well, or he could on his *Genie*. The answer is GO FORTH, I suspect, which should take him to the same place as WORTH did on the *Genie*.

How did this difference come about? Back in 1980, Brian Hewitt spent the dark winter evenings learning to write machine code on his TRS-80. Inspired by an obsession with Scott Adams' *Adventure*, he strung together a few scenarios left over from his D&D days into what he describes as "something resembling a playable *Adventure*." The game was *Golden Atlas*.

Thinking it might be worth trying to get it published, he sent it off to

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ADVENTURE HELPLINE



WHAT SHALL I DO NOW?

The joys of *Passes* Adventures from All Square heavily this month, with problems in *Escape from Traam*, *Earthquake ARQ* and *Crowley Manor*. Stephen Murray keeps being eaten by a monstrous creature in *Crowley*; James Pettus can't start up his lighter in *Traam*; despite the fact that he has a light match; and D. Hall of *Chatterbox* can't open the safe or get through the boarded up doorway in *Earthquake*.

Mark Grayson writes from St Albans to say that he is troubled in *Knock's Quest*, trying to use the ferry boat and killing the elves. He has also found a fancy in *Levels of Time*. If you cannot get past a character, type **COME DOWN AND AFFIXE** (assuming you have them). After that, type either **YES** or **NO** and — lo and behold! — the character vanishes into thin air!

Who can help Craig Fulton of Irvine open the huge skull in *Mineshaft of Kat*? He has discovered that, with the lamp off, you cannot be killed so he stepped from picking things up, even if guarded.

Three wretched Adventurers from Perthshire in *Cheshire* combined forces to bring me their problems. Mike Jarvis, Christian Butler and Andrew Parker ask — how do you open the iron box and get past the locked gate on *Telegraph Hill* in *Earthquake*? How do you bridge the chasm, get the shovel and pass the serpent in *Heroes of Exart*? How do you return after rescuing the Princess in *Wizard of Azzard*?

Banana from *Castle Dread* is troubling Steven. Entry of *Shield*. How can he get to the castle to effect the rescue, he wonders?

No sooner is there a new Adventure about, than you can guarantee that questions start appearing! Gateway to *Racco* has

suddenly been mentioned in despatches. Hevya Sugiura from Sicily has lowered the water level in the mountains and found a treasure. Is this it, he asks? Or is there another secret passage. Guess there must be. Sugiura, if your score is only \$11 so be.

Game: *Wizard of Azyra Plains*. Hardware: Missing; Key: Question: Where? Search: A very grateful Miss Oberon of Coland.

And please tell me again, someone, how do you get out of the MSF message and what are the coloured stars for in *PG*?

CHEATS CORNER

If you can't beat 'em, cheat 'em! That seems to be the motto of many an Adventure these days! And why not? Getting underneath methods to work can be just as exciting as playing the game itself!

For BBC owners with Level 5 Adventures, Jonathan Lovis of Fiddley sends the following tips. After pressing **BREAK**, to restart type **CALL 6326**. This works — I can vouch for it! Jonathan also sent a method to let the vocabulary of Level 5 Adventures which I have modified slightly and, typographers willing, this one works too!

CHAIN "SNOWBALL" (for any Level 5 game)

PROCC BREAK
PROCC RETURN and you should get **SNTAX ERROR** and the prompt **PROCC CTRL M**

Type in the following:
FOR I = 61000 TO 61000 : IF TI >= 60 AND TI < PRINT CHERE : NEXT BLUE PRINT - : NEXT

Press **RETURN** and the words (with a few odd extra letters) will scroll up the screen. When you have read a scrollful, tap **SHIFT** for more. You can then return to the game with **CALL 6326**!

For *Phosphor's Quest*, however, says Jonathan, try:
FOR I = 1 TO 300 : PROCC NEXT after **RESCAP**-ing from the program.

So for those who can't stand the strain of playing fair — don't forget! Only **OMG** Adventure Helpline offers a full service for below-the-belt players!

HELP IS AT HAND

Credits to Scott Macintosh, Ian Sibley of Wigan, David Bennett of Redgate, Dave Vandera of Macclesfield, Neil Wiles of Wals.

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Hello again from the peak, but first at Priory Court.

If you'd given up typing in last month's Sea Diver listing for the Texas because of a few lines which were hard to read, then all is not lost. Line 195 says FOR 2=1 TO 12 while 110 is CALL COLOR(2,18,1). Line 179 says FOR T=1 to 360.

MOTOR RACER

Why is that it's always our Texas listings which have problems? I assure you that I don't know!

July's listing was Motor Racer and, although it works perfectly, it needs a joystick to control the car.

However, we said that you use keys S and D to go, for the benefit of all those who don't have a joystick, here's how to convert the game for keyboard control. All you have to do is add these line lines and the cars should then understand the S and D keys:

```
1360 CALL KEY (S,E,S)
1420 IF K=83 THEN 1485
1431 IF K=88 THEN 1485
1432 GOTO 1433
1433 X=2:1
1434 GOTO 1435
1435 X=2:1
```

You can thank Jeffrey Hayes of Mailfield for this little snippet. A crisp cheque for \$10 will be with you soon, Jeffrey, and that goes for anyone else who got mentioned on this page.

ENDLESS DIAMONDS

Here's some useful information for Atari 400/800 owners, courtesy of J. Owen from Chester. This trick will give you endless free on English software's Diamonds, but it won't work on the XL series. Don't forget, though, that if you've upgraded to an Atari XL and some of your old software won't run, you can get a program, called Transistor which will make your XL behave like a normal 400/800. It costs £9.95 and, I'm told, Niles Shep usually has them in stock.

Anyway, this is what you have to do for Diamonds. Turn on the computer and type:

```
POKE 0: POKE 344,16
X=USR404663
```

Now enter the following program and run it:
10 RESTORE 1000:FOR X=1 TO 35:
20 READ INO:POKE 190+X,INO:NEXT X
30 DATA 189,98,141,38,8,32,8,8,18:
40 29,241,80,21,189,89,141,81,21,189,1:
50 141,52,21,26,88,18
60 END

Now, insert the Diamonds tape and type X=USR404663 and press return. Press return again after the beep and start the tape.

When the title page appears, you have to press system reset within 1.5 seconds so keep your typing finger handy.

Now type X=USR12800 and the game will load. You now have endless lives. Incidentally, if you have a disc system, then don't load any of DOS before using this routine.

WILLY—THE MISPRINT

So much for those POKEs for Jet Set Willy on last month's page! I must have been concentrating too hard on Coronation Street again, when I was supposed to be checking the Bug Hunter page.

On the list of 4 POKEs, the last two had misprints. Change 58861 to 58862 and change 58874 to 58876 and you'll have no more trouble.

WHICH SPECTRUM?

Confusion still reigns over the three different versions of the Spectrum which are in circulation.

The last few batches to leave Clive's factory were issue one. Because of the problems with the quality of the TV display, issue two was born. Then some time later the main chip was upgraded and issue three came into existence.

The problem is that some of the IN commands changed with the introduction of issue three. Because this is the way of reading the keyboard in machine code, some games will not work with all Spectrums.

In the mean time is still to check with a dealer that the game you're about to buy will work with your computer.

BACK TO SCHOOL

Well, the summer holidays are just about over and it's time to get back down to some work.

Do you use computers in your school? If so, what do you do with them? Are they just used in maths lessons or have you found anything more interesting? We're doing a special feature about computing at school in a couple of months, so if you think that your school deserves a mention then I'd like to visit you.

If your school has found a good use for the computer and would like to be part of the feature, then I'll need a letter from your headmaster or headmistress. Go on, knock on the door and ask them to write to me. They won't bite, you know!

LLAMAS AND GOATS

After all those cheating codes for Jet Set Willy and Mania Miner, here's one for Revenge of the Mutant Camels. The secret word which you need to type is GOATS. Then, just press C to change screens.

MORE ON MUD

Our feature on MUD in July's issue sparked off a lot of interest. Loads of people have asked for more info, so here's the go-ahead to write to...

His name is Richard Barle and he actually wrote the game. You'll find him at The Department of Computer Science, University of Essex, Wivenhoe Park, Colchester, Essex.

And don't forget, if you're already into modems and you're a Microsoft subscriber, you can contact me directly on Mailbox. My number is 01-275 8898.

And so we come to the end of yet another thrilling episode of Bug Hunter. You can phone me during the day on 01-251 8122 and ask for extension 2478. Alternatively, dial 01-251 8633 and you'll get straight through to me. If you'd rather write, my address is at the top of this page.

BY ROBERT SCHIFFRIN

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AT THAT MOMENT

OH TOY, ARE YOU GOING TO GIVE ME THIS PEEK! DICK ADVENTURE PROGRAM!



THE PROGRAMMER INTERS THE BUCK

WHIRR!

LISTEN! WE'RE INSERTING A PROGRAM IN THE DRIVE.

GROAN!



JUST BARE CALL. I SURELY WE'D BETTER GO AND SOB IT FOR HIM!

I BET IT'S SOME BORING OLD SWAMP PROGRAM. I'M SICK OF JUST MAKING HIS BUMS COME OUT WAGG!



BY!



A BEAUTIFUL SUNNY BEACH! JUST THE PLACE FOR A HOLIDAY.

WHEE! THIS MUST BE AN ADVENTURE PROGRAM.

OUR PROGRAMMER IS GETTING STUCK IN TO THE GAME

HMMMM! "YOU HAVE FOUND A SOREL" I'LL PICK IT UP AND...



BACK AT THE BEACH

THIS BEATS SWIMMING... DON'T WASH SAND AND...



SUDDENLY

YARCH!

SEE IF ANYTHING HIDDEN IN THE SAND.

GROO!

A SOREL!



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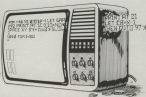
ENOUGH TO BLOW ANYONE'S FUSE.

Every month, SINGLAIER PROGRAMS features extensive listings for the Sinclair Spectrum and ZX81, as well as graphics and routines, letters, 'game of the month', and even a special section for beginners. See you in a month's time!

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THE 1984 ARCADE CHAMP



Mark Payne is the 1984 Computer & Video Games Champion! He won the title in an action-packed event at a posh London nightclub. Clare Edgeley, C&VG's Arcade ace, reports.

The new Computer & Video Games 1984 Arcade Champions took his crown in the glowing maze of a nail-biting contest at Excess, a posh nightclub in the heart of the West End of London.

Sensational arcade bonhomie battled it out as a sweltering August day over a series of bouts using Dragon's Lair, Truck & Field, Olympic and Star Wars.

Joak Hillard, vice president of The Tube, Channel 4's pop show, then invited the four finalists, with the highest scores on each machine, to tackle each other in a grand final on *Pitky*—a brand new game awarded for the first time at the C&VG championships. *Pitky* features a mother duck and her chicks involved in a series of death-defying adventures.

Mark Payne, elected by Joak to go

first, scored a magnificent 28,800 in his first minute's attempt, setting a tough task for those to follow.

Stephen Mason and Michael Christie found it a little more difficult to control *Pitky*, the motor duck, and her chicks and both came away with some 14,800 points.

Finally, David Bashby played and almost reached 28,800—but the white noise *Phew! A close finish* which left a beaming Mark Payne from Redcar, Cleveland the C&VG Champ!

Joak Hillard presented Mark with a table top version of *Manchuck* provided by Taitel, who co-sponsored the championships.

Taitel also presented Mark with a new games cartridge for the machine—*Amazing West Attack*. Mark will be able to swap cartridges in his prize machine for a different chal-

enge. Two games in one. Not bad!

He'll also be able to go back to Taitel for more cartridges for the machine whenever he gets too good at the games we provided!

Mark, who qualified for the final on *Truck & Field* with 84,000, satibly deposed in a pair of running shorts and trainers said, "I put the gear on just in case I got too hot playing *Truck & Field*."

"I really enjoyed myself and I'm glad I've won. I'll be looking around for some new games to practise on to enter into next year's championships. I'll probably put *Manchuck* in my bedroom!"

All the finalists must have with special C&VG certificates, a hand held paddle game and watch from C&VG and the soundtrack of *Electric Dreams*—a brand new film release from Virgin Films.

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**ALSO JUST
OUT**



The time has come to talk of many things. Of great graphics, neat routines and above all, your favourite games! Yes, it's Golden Joystick Award time again. Time for you, the respected Computer & Video Games reader, to sit down and work out your nominations for the best games of 1984.

The Computer & Video Games Golden Joystick Awards are the only awards made to the games software industry decided exclusively by the games player. And because of that fact, the software houses regard our awards as being among the most worthwhile to receive.

You'll find a form below which details the categories and asks for your choices. Fill it in and rush it off to C&VG. We'll be announcing the date and venue for the awards ceremony shortly. Meanwhile, we'll give you a better idea of what we want you to think about when you make your nominations.

Game of the Year — this is pretty easy to work out. Any game, whether it's an arcade-style shoot-out or a graphic Adventure, qualifies for this award. **Software House of the Year** — does your favourite software house produce high quality games? Does it offer good after-sales service? Do you always look out for a new game? If so — then enter it here!

Best Original Game — again this is pretty easy to explain. What's the most exciting new game you've seen this year which has a totally original concept and/or design?

Best Adventure Game — text or graphic Adventures can win their own Golden Joystick Award for the first time this year. How about The Hobbit? Or Lords of Midnight?

Best Strategy Game — another new category for 1984. This includes war games, board game conversions, simulations other than sports, and all the original strategy games that are booming up the charts like Magic, Payton, and Where Things Happen at Sea.

Best Arcade-style game — found a great space shoot-out? Or the ultimate version of Star Wars? Nominate it now in this category designed exclusively for computer games that first saw the light of day somewhere in an arcade — or look, as if they should have done!

Programmer of the Year — The third new category for the 1984 Awards. This gives you the chance to show your appreciation for all the hard work that goes on behind the scenes at C&VG favourite games designers. **Best Sports Simulation Game** — 1984 has been the year of the sports simulation with dozens of games for all the popular realisms.

To mention a few that have already won the C&VG/Goldy Three Top Trophy — International Soccer, Kick'n'Ball and Match Point.

Jet Set Willy is out in front of the Game of the Year category, though Fighter Pilot, Sabre Wolf and Marchback are all pulling up fast.

Software Projects are edging ahead of last year's winner, Ultimate, in the Software House of the Year category.

There is still plenty of time to vote, though, as in all the categories. Other companies doing well here are Ocean, Gamesoft and Microdeal.

The Adventure Game category looks like being one of the most fiercely contested this year with Gwentforda, Twin Kingdom Valley and Lords of Midnight making the running so far.

Original games nominated for a Golden Joystick this year are Teacher which is in the lead, with Scuba Divers and Fred hot on his heels. There is still bags of time to vote. So sit down and have a good think and fill out the form below. The closing date for entries is 31st December 1984. Remember, it's your vote that counts in the Golden Joystick Awards, so make sure you use it.

Remember, we really NEED your votes. Every one counts towards the final result. Without you the awards just wouldn't happen.



Watch out for the Computer & Video Games Golden Joystick coupon in the next issue. Remember — we need your votes!

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PICK YOUR OWN PROGRAM

A new system from America is about to change the way you buy games for your micros.

But don't worry. You'll still be able to wander round the shelves looking at rows of empty cassette boxes. The change will come when you've selected the empty box and decide that you'd like to buy that particular game.

What would normally happen is that the assistant in the shop would go into the store room and find the cassette which belongs to the empty box that you have just selected. Which is fine for you, but not so good for the shopkeeper.

The reason why shops don't like this system is that they have to keep copies of as many games as possible in stock at any one time. And this is expensive. What's even worse is that, if they are left with programs that they can't sell, they've wasted their money in buying them. So shops usually buy only a few of each game which means that they may often be out of stock if the program becomes popular.

With the introduction of the new system, the shop wouldn't have to keep any copies of programs at all. They would simply keep a whole load of blank tapes, discs and cartridges. When you have chosen your game, you will still take the empty cassette box to the assistant but this time he won't need to go hunting for your game in the store room.

Instead, he or she will take a blank tape or disc. Then, it is put into a special recording machine and within half a minute you'll have a copy of the game.

The machine can store at least a thousand games in its memory, so there's a good chance your favourite game will be in stock. And they'll never run out of the game, as it is simply copied from the machine's memory to a blank tape for you to take home to play.

The system will initially be able to cope with nine different cartridges, including Coleco, Atari, Intellivision, Commodore 64 and Texas. It will program cassettes for Atari, Commodore, BBC, Dragon, Cric and Sinclair machines. As more machines are launched, so the system will be upgraded to work with these machines as well.

It will even copy data files for Commodore, Atari, Apple and IBM PC.

I spoke to Nick Alexander, the chairman of the Guild of Software Houses, about the new system.

Nick had mixed feelings about software sold like this. Software has become a disposable object, he said, and people don't place as much value on a cassette as they used to. Created with the lack of proper delay and instructions, he doesn't think that people will buy games like this. But, said Nick, this electronic distribution will certainly introduce ideas to people who wouldn't normally have seen them.

The special box of tricks comes from a company called Program Express and, built in America, it's similar to the Kansas system which Program announced a few months ago. But Program's system is still under trial and may not be officially launched at all in this country. The difference between the two is that, while Kansas is based on irreplaceable cartridges, the Software Machine from Program Express will download onto cartridge, cassette or disc.

An added bonus of buying software this way is that the machine has a built-in system to show names and graphic screens of games before you decide to buy.

EachSoftware Machine is linked by telephone to a central mainframe computer in Edinburgh. As new releases come out, they are transmitted down the phone lines overnight and Edinburgh has each Software Machine automatically. The new game is downloaded in the shop and does not need to be sent down the phone lines when someone buys a copy.

Last month, the computers in Edinburgh will show the various shops and the computer in the store will tell Edinburgh how many copies of each game have been sold. Then the retailer will receive his bill which he pays Program Express.

With each Software Machine containing a 40,000 word disc drive and version of the very fast word processor, a high-speed has obviously been put into the security of the system.

If the machine is stolen, it immediately wipes the operating system, making it impossible for any copies of games to be made. If the machine is recovered, it can be reprogrammed via the telephone link, let's just hope that no one manages to crack the main-Edin-



burgh system!

Another way of organising the system, if the shop doesn't have enough shelf space for all those empty cassette display boxes, is to package all games in the same container.

You would select the game you wanted from a catalogue or by watching a demo on screen. Then it would be downloaded onto tape, disc or cartridge and put in a general Program Express box. A printer is connected to the machine and the instructions are printed out and are put in the box with the program.

Games which normally come with colourful inserts and booklets are no problem as the shop can get these separately to give away when you buy the program.

Selling software like this is much cheaper than normal methods. Think of all those boxes of tapes which normally have to be duplicated, packaged and delivered to shops. The new system does away with all this, saving the retailer money.

But there's savings in not be passed on to the customers. Games bought this way will cost the same as they did before. Although, if shops find that they are selling more software, they may offer their own special offers.

Nick Alexander thinks that the retail price of games sold like this will have to come down. People just won't pay the normal price if they're not getting the full colour inlay cards like everyone else, he said. Software sold on Microcart sells for between 20 and 30 per cent off, and this is what it should be. He also goes on to say that selling his brand on Microcart had been a disaster.

The first dozen machines will be at some shops by Christmas and there are hopes for at least 1,000 machines within the next three years.

As to whether normal shelves of games will become a thing of the past, we'll have to wait and see.

I personally would like to see people's computers at home linked directly to the mainframe in Edinburgh, saving even the walk to the shop.

SEND US YOUR GAME

Have you written a really great game for your micro recently? Do you think that it's good enough to be published in *Computer & Video Games*?

If you do, then why not let us have a look at it for you. If we think that it's good enough, then we'll publish it in a future edition of the magazine.

And as well as having your name featured on the pages of the best games magazine, you also get money too. We now pay £25 to the author of any game which we print.

We'll need a cassette or disc of the game and also, if possible, a listing on paper. If you have a printer, then use a nice dark ribbon so that the listing will be clear when it's printed. If you haven't got a printer then don't worry. We'll

provide a listing for you.

But in all cases, we'll need some information so that we can test your game properly.

If you have used a special routine in your game, then tell us about it so that we can pass it on to everyone else. And a list of the variables would be useful in converting the game for other machines.

If you send us a program, make sure that you keep a copy of the game as we won't be able to return your cassette or disc to you.

So dip out that game which you were so proud of and send it to us. We'd love to see it. If you don't want to cut up this page, then a photocopy will do.

Program name:

Machine make: Model:

Other models it should run on: Number of K needed to run it:

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Author's Christian name: Surname:

Address:

Tel: Date:

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Loading instructions:

Game instructions: (if not included in the listing)

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Date received:	Evaluator's comments
Acknowledgement sent: <input type="checkbox"/>	Good enough to publish <input type="checkbox"/>
Name of evaluator:	Needs some tidying up <input type="checkbox"/>
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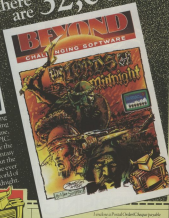


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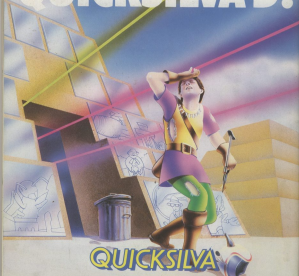
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