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elite

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 - Oh yeah guys, Oh Marci de Capitan again! If you don't like the Game of the Month then there's something wrong with you. No, let me put it another way: if you don't like the Game of the Month there WILL be something wrong with you. Don't the idea? It's called *Meats* and it's all about gangsters and private eyes and shooting — my favorite subjects. There's a few colder game too — like the extremely unusual *Space Scouts* and the excellent *Enigma Force*.
- 83 ARCADE ACTION
 - All the action from the A&E show — where all the hot new games are announced.



The advertisement features a blue border. At the top, there are two small tables with columns for 'WINTER SPORTS/20' and 'WINTER GAMES/20'. Below these are two smaller images: one showing a person on a snowy slope with the text 'TETVQ KRAN' and another showing a person on a snowy slope with the text 'UK RIN'. The main image is a large illustration of a snowy mountain landscape with a person on a red sign in the foreground. The text 'WINTER SPORTS/20' is at the top and 'WINTER GAMES/20' is at the bottom of the main image.

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The advertisement features a dark, grainy image of a creature's face with large, sharp teeth and a wide, menacing grin. The text 'VIDEOS TAPED/93' is written in a bold, white, sans-serif font at the bottom of the image.

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THIS ISSUE

Greetings, *Runestone* crew! You have just made the purchase that will change your life — for the next 28 days anyway. If you've never grabbed a copy of *C+VG* before — well, where have you been? You don't know what you've been missing! Here's what you'll miss this issue if you decide to buy *Practical Frogmasher* instead of the world's best computer games magazine. There's a games player's guide to the hottest games to hit the shelves since *Bambis*. It's *Andrew Braybrook's Orbikron* — a fast and furious super set to take the short sport. We've got a special set of maps plus hints and tips on game play straight from the (preparatory) mouth. There's an exclusive peek into the mystical world of *Bambis* and *Barony*, the ultimate *3d* games for the Spectrum. We've got a map of the first description plus hints written by *3d* programmer *Mark Simpson*. *3d* players just can't afford to be without this special guide.

Then there's a peek of some exciting new games from *Elite* — the Commodore people — who have game loads to the credits in being you a computer simulation of *Roberta's* exciting a moving graphic adventure game.

More adventures in the shape of *Keith Thompson's* special *Interway* series of *Lord of the Rings*, plus all the hints and tips you could ever want in the shape of the one and only *Adventure Magazine* — often imitated but never equalled. Then there's competitions like the truly magnificent *Master Computer Quiz*. We could run a copy of our *Game of the Month*. How there's an offer you shouldn't refuse . . .



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THE BUGHUNTERS



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SPACE DOUBT POSTER/55



BACK TO THE FUTURE/26

A MESSAGE FROM THE ED . . .

There I was, sitting peacefully with my feet up on the deck watching *DREX* trying to get through the 10th level of *Orbikron* when I started hearing these voices in my head. It was the 'be going away or anything — *ORBIT CODE*' (it got their employees with a translocated synchronous device. It fits into the back of your neck. It runs USA, The Big Boss, 'em," he said. We're on that team (bring you know [whatever, whatever] "where going to have to put up on the price of *C+VG*," "WRRT" I thought back to him. How you ever tried to think synchronous market? It's very difficult. "Why?" I asked.

"Well, our insurance premium has gone up because of all the damage Big Red has been doing to children's homes. Malware's clothes bill is pretty high and then there's the cost of keeping that cheap Campbell in the postoffice."

What all that means is that your *C+VG* will cost you 50p from this issue. But rest assured *C+VG* will be even better value for money from now on. And we promise to keep that away from the children's homes! If you want to keep up with what's happening in the wonderful world of computer and video games, put an order in for *C+VG* from your nearest shop.

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KUNG-FU



CADE
LOT
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PING PONG

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NEWS

TWISTER C+VG COUPON NO.1

■ The mighty **MS-DOS** has taken yet another software house under their corporate wing. But this time it's not a company from the other side of the Atlantic. This software house is British and has won C+VG's Software House of the Year Golden Award for five years running. Yes, it's **Miles** — how did you guess?

The two companies have merged and U.K. Gold will now take control of international manufacturing, promotion, marketing and sales of Ultimate Games. The Miles people say they are going to concentrate on games development and expect to release at least six new titles for major micros during '93. The production begins with the release in January of three Ultimate games, **Paragon** and **Imaginedale** for the 3rd and **Cybernet** for the Spectrum. Does this mean that the supply of good American games is drying up?

■ **What's News of the Year?** The follow-up to the classic **Expanding Flat Earth** tells what Milesware House tell us that the Aussie programmers are becoming stony on this planet again as you read this. The game will be out much later this year. Our world-class experts can't wait.

■ They found **Maguy's** back in them — looking for trouble? The comedian **Maguy** the progenitor from Milesware House also starred previously with his good-looking graphics about 18 months



back. Well, he's been away "waiting" for a while but now the Milesware House gang have sprung him and he's out looking for revenge! This looking even better than when we last saw him and the action — well it's pretty flat (and flat) if you want to know more, just keep watching this game — or look out for **Maguy's Revenge** on the Spectrum — he'll be coming your way soon!



■ There's a glimpse of the latest thing yet seen on the Amstrad. English software **Elektra 66666**, already a hit on the Atari and C64 is destined to hit the screens of the Amstrad in March. It'll feature the tunnels, hot-spicing levels and neat music of the other version. With two channel sound (available on the Amstrad) it should sound pretty special. The game will sell for £8.99 on tape with the disk price to be announced.

■ Prepare for a trip you'll never forget. A trip that takes in all the planets in our Solar System! **Marble** takes a ride from the arctic coldest to wish you away through the stars. Their next episode will be **The Planets** based on our fascinating Channel 4 TV series starring our

astronomer Heather Couper. The program will apparently allow you to visit each planet in turn, diving down across the surface and gathering information about the planet as you go. Watch this space for more details as we get them.

■ Picture a bouncing tennis ball, odd a touch of basketball and what do you get? Spencer's new **Commander 64 game Boulder**, that's what.

You control a bouncing tennis ball and move (jumping from square to square). Hit all the squares on the game, some are set further apart.

Miss the square and end up on what **Gravelin** describes as mountainous terrain and a life is lost. Extra hazards include lava pools and what appear to be aliens scurrying around. Some other squares have question marks on. Land on these and you could gain an extra life or lose one.

C+VG received a preview copy of the game, so changes could be made to the game which goes on sale.

The game is certainly different and difficult. But why, we ask, is it called **Boulder**? Perhaps **Gravelin** hope it will take the earth by leaps and bounds.

■ Steve Turner, the man who brought you **Archie**, **Doggett** and more recently **Auto Chase** is currently working on an exciting new arcade adventure called **Explosion**. Steve says the game is a 16 bit **Hyperstone** — featuring 3D graphics (supported by robots and stuff. Like there's other games this will be released by **Hewson**.

Meanwhile, watch out for another new release from Hewson, called **Lighters**, which stars a bunch of Egyptian explorers. Steve's **Explosion** will be released for the Spectrum in April and will cost £7.95.

■ How hard's that one call a SPECIAL offer. A whole £3.00 off Virgin's mega-collection of 40 games for the 3rd and Spectrum — **More Games 2!** The collection originally sells for £9.99 — but the **EMAP** Group executive managed to persuade Virgin to knock some cash off the price (after revealing that they had some pictures of the Virgin team dressed up in rabbit suits).

How do you get it on this wonderful offer? Simple. Just send a cheque or postal order



for £7.99 made payable to Virgin Games Ltd, together with the special C+VG **More Games Offer coupon**, to Virgin Games, C+VG More Games Offer, 2nd Avenue Road, Portobello Road, London W2 2EX.

What do you get on the tape? The 3rd version has **Archie**, **Charlie Egg 2**, **The 50g**, **Quicker** and **World Cup 3**. The Spectrum version has **Archie**, **The 50g**, **Quicker**, **Charlie Egg** and **World Cup**. Don't delay. Get your coupon in TODAY!

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Ever wondered what it was like to take part in a medieval tournament? You know, jousting, archery and all that. Well now English ballroom will get you in the picture with a real taste of all those sport simulations. **Blades** comes in a sort of Ye Olde Dubey's Superfont.

Instead of all those mundane

collected events you get to chance your arm at sword fighting, one-on-one, archery, quarternell contests to name but a few. You can take part in eight different events in all on your finished CD.

The demoed version will be out on the oval of February at £8.95 while CD gamers will have to wait until March.



KNIGHT GAMES

Doesn't every shop that absolutely spilling wizard of the air. **Blades**, is all set for take off in a new computer game from Microsoft.

The game will be based on the exploits of Will John's hero in a film due for release this spring.

Details of the game are still vague at the moment but Microsoft says it will be a multi-part game and load in several sections.

The **Blades** film is to be given a Royal premiere.

Plans looking at your CD owners who have everything will get over the window when they get their hands on the **Paint** **Technik** **White** **Digitizer** which you used to create those neat pictures of Hollywood Greats like Humphrey Bogart, Ingrid Bergman and Judy Garland.

One obvious application of the video digitizer is to produce digital pictures for use in tutorials and simulations — or even adventure games. Pictures are displayed on the 64k screen using four colours — black, white, and two shades of grey — but any of these colours can be changed to make a more colourful picture.

The digitizer takes 4 seconds to produce a 256 by 256 pixel image, of which are 160 by 200

pixel section can be displayed on the screen. Although the output is essentially black and white the input can be monochrome or colour — so you can digitise about four old movies — or the latest pop videos!

The **Paint** **Technik** **Digitizer** costs £149 (inc VAT), you'll need a Commodore 64 or 128 with disk drive. A version for os/2ware-based users will be available shortly. (Contact Superbit on 01604 7104 for more details.

Mandatory madness has gripped C-140s readers — and anyone who has played the game will know why! But even so you poor unsuspecting folk are learning how to cope with the **Player** of **Lang** during cunning people on **Managers** are working on **Mandatory** 8. This will take your soldier of fortune off the planet **Lang** and into the surrounding planetary system.

Managers from **Event** **Jordan** says that in this sequel you'll be able to visit two or three nearby planets — where you know what will be waiting for you! In the meantime **Managers** are publishing the **Lang** **Survival** **Kit** (a novel called **Mandatory** **Language** on **Lang**). If you can't wait then simply grab a copy of C-140 next issue when you'll be bringing you a games player's guide to life on **Lang**.



There are a couple of movies to watch out for in '86. First up is **Explorers** a film directed by the **Swedish** man, **Joe** **Deane** it's a sort of **Galactic** movie **83**, and features a group of teenagers who build their own spaceship out of scrap in their backyard.

Explorers stars a cute alien called **Yak** — destined to become the real star of the show.

Another one to watch out for

is a German production called **Beating** **Miss**. This is directed by **Shelley** **Perkins**, who also brought you **Maneater** **Story** — but don't hold that against him as **Beating** **Miss** looks to be a much tougher proposition with some exciting **love** affairs. The film is set on a interstellar cruise which travels from planet to planet carrying out mining operations — and gets tangled up with some aliens.

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NEWS

HOT GOSSIP

BY TONY SANDERS

Have many more spectacular moves? I can tell before I can see them!" I asked, my features contorted with the pain. "Just five or six. Glasshopper" he said without emotion.

"But Master, must I study up the whole in full and show the five buttons?" I pleaded, spitting out a mixture of stressed red plasma and sweat.

"Yes, it is vital training for you. Commader games are damn hard. They never give up — no matter what you!"

"AAAAA-OOOOO," I groined. A few hours later, armed with this vital piece of information, I slipped in my false teeth and set down to play the latest and greatest US Gold release, *Kung-Fu Master*.

Kung-Fu Master is the officially licensed and very truly re-creation of the five arcade games of the same name. It's available now for the Commodore 64 and comes on cassette or disk at \$19.95 and \$24.95 respectively.

The game casts you as the Kung-Fu Master out to rescue your girlfriend from the clutches of the evil wizard. You move in and through five floors of his danger riddled temple to reach her. Each floor is represented by a passage way. You can move freely left to right or vice-versa.

Along the way some real mean hand-to-hand try to stop you reaching the stairway to the end of the passage which takes you to the next floor.

As a *Kung-Fu Master* you can defend yourself with double kicks or punches.

The range of moves is impressive. You can kick or punch high or low to the left or right. You can also leap straight up or sideways while delivering a kick. You can toggle between kicks and punches by pressing the space bar. Sounds complicated but in fact this control system works very well.

The player can start the game on any of the five levels and in

either one or two player mode. The play screen shows two gauges, one for your strength, one for your opponent's. The more hits you take the more strength you lose and you'll lose one of your lives if the gauge hits zero.

There is also a time bonus counter on the right you start a floor the higher your end of score bonus.

There are three main types of hand-to-hand. Tall purple and smaller who are punch holder — they present no real problem. A short green man, like the Green Yami from *Street Ace*, who is a real pain. And a short brownish Chinese who looks like the O'Connor game wrong.

Timing is all important. It takes a little while to get the true feel of the game but when you have, *Kung-Fu Master* is so GOOD!

You can put together some beautiful, speedy combinations as you are attacked from both left and right and high and low on the upper floor.

Coupled with this action is a catchy, rhythmic, looking tune that only stops to create a lovely twinkling sound when you hit your opponents.

The ability to choose which of the five floors you wish to play is very nice for these special practice sessions.

Yes there are only five levels, but *Kung-Fu Master* is so good! The levels are hard and VERY difficult.

So much is made of a game being dozens of screens to work through these days. Five screen packed, skilled screens are truly much more than most others offering ten times that — *Glasshopper*!

Once you've grasped the basic timing of the game these detailed questions at the end of each floor will pose the real problem.

They do their darndest to stop you reaching the stairs and the next level hand-to-hand.

Each question has a special stacking quality. On the first



floor he attacks Chunks and before you realise it you stand on his wings from him. To beat him, stay close to his body and hit him with punches.

The question on level two is mean. He throws a spike like something of you which must be dodged as you deliver a barrage of body blows to drain his energy.

Level three has a huge question — twice your size. I leave this game for you to crack.

Your end time just get worse, but in the most, challenging possible way!

The higher levels also feature falling vases, energy sapping dragons, exploding balls (mind the debris), like glow worms (well, their what I call them!) and head-butting little green men (don't!).

In *Bravestars* this present a small challenge but the mix of attack from both sides and at different heights really makes for a truly awesome battle.

Kung-Fu Master will be available from February 1st.

But here is to mind. If you are thinking of buying this game then remember it is a very, very, very hard to get the journey done ... unless you've just had to eat it all over!

□ For your mind look to September and the Personal

Computer World show and you'll recall that *Bravestars*, the original computer video-A&I, was actually produced in about 15 months out of the last bits of games software for this magazine. He wasn't giving anything away about the game, called *Bravestars* from his new company called Progress — something about computer magazines being made to him in the past. Still, now the game is completed and £4,995 managed to get a peak at it.

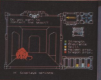
Bravestars is probably the first bit of home grown games software — sorry, "interactive video" — for the 12. It's also available for the Apple II and Commodore's design. Software for machines a lot above your normal home class. But with the 12's price dropping who knows ...

Meanwhile, back of the game. The instruction manual begins with an odd bit of preface to the steps of a game from John Barlow which reads: "All works of mine must have a price in proportion to the skill, taste, time, expense and risk attending their invention and manufacture. These things called for are, when fully estimated, the cheapest. All this just to tell the fact in that the people behind *Bravestars* think it's the best's knees.

□ Just a quick glimpse of *Bravestars* Col version of *Duke* in preparation for our next issue. This version of the game featuring your favourite mechanical robot has been considerably enhanced — and, dare we say it, looks and plays better than the Spectrum original. Details out for our Player's Guide next ish.



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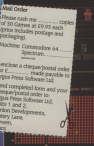
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Elite

EXPLODING IN



Top Secret...Top Secret... C+VG presents an exclusive glimpse of some new games from Elite, the people who brought you *Commando* and *Frank Bruno's Boxing*.

The games include the arcade favourites *Bombjack* and *Ghost 'n' Goblins*. And there's also that cartoon smash *Scooby Dog*.

So read on for the latest information on games from and for the Elite.

Following the success of *Commando*, the number one game at Christmas, Elite is pleased to announce the software charts this spring with new versions of arcade hits, *Bomb Jack* and *Ghost 'n' Goblins*.

And despite what you've read in other magazines, Elite will never release its computer cartoon adventure, *Scooby Dog* in the *Genie* mystery for the *Atari Spectrum*.

Hitting the shops first will be *Bomb Jack* for the Commodore 64, Spectrum and Amstrad. *Bomb Jack* has been around in the arcade for approaching two years and it's surprising nobody has snapped up the rights from Taitan before now.

The game is simply fast, but at the same time it's extremely addictive and challenging — as the game's long life in the arcade proves.

The idea is for 1988, a jolly misanthropic and rapid character, to keep around the screen collecting bombs, avoiding enemies and filling up the points.

Jack can collect the bombs in any order, but if he follows the correct sequence — indicated by flashing boards — extra points can be obtained. And if you can get the power ball — the ball with a P on it — you can defeat all your enemies.

The Greek-looking temple, castle and a cityscape, original. There are four screens, the settings being the pyramid, the Greek-looking temple, castle and cityscape.

The screen mode differs here from the Commodore 64 version and is almost complete. The main difference from the original version is that the moving screen — except *Jack* — will be slightly smaller.

Once the four screens have been completed, the sequence is repeated but with increased difficulty. *Ghost 'n' Goblins* should be released by the end of March, again



N TO ACTION



The knight has five kinds of weapons to destroy the attacker. But all these gruesome creatures touch you and you are once again unharmed. If touched again you turn into a skeleton and collapse into a pile of old bones.

Swordy Dem in the Castle of Mystery will be released in April, says Eric Isaac Stone Wilson, but it will be different from the version which has been heavily advertised.

Eric's programmers found that having created the very impressive cartoon graphics, there was not enough memory left in the IBM Spectrum to make the game playable.

Eric says there's the idea of a Bomber game is too good to drop completely and work has had to start all over again.

Right, here's your chance to get in on the explosive action of Eric's **Bomb Jack** with this exclusive offer in **Computer+Video Games**.

In the cheap **Bomb Jack** will cost you **£7.95** on the Spectrum, **£8.95** on the Amstrad and **£9.95** on the Commodore 64.

But if you send the token on this page to Eric you'll get 12 off the price of the game for your machine.

Send your cheque or postal order plus the token to Eric Systems Ltd, Anchor House, Anchor Road, Aintree, Merseyside L99 0PL



for the Commodore 64, Spectrum and Amstrad. Those who've played the Capcom game in the arcade know it has a vast amount of screens — so many, indeed that the makers say very few people have completed the game.

Eric's version will take a selection of the best screens from the game which is packed with the walking dead gnomes and many other nasties.

The game starts at the edge of a graveyard where a princess — tending the wounds of a knight — is abducted by a messenger of Hades. The knight, dressed only in his clothes, sets off to rescue the princess.

But in respect for the knight must pass through six gates guarded by Satan's generals to reach Hell itself. Generals attack the knight as he progresses.

As the knight sets out on his mission he almost immediately stumbles on a suit of armour. Then it's into the graveyard where the undead rise from the ground and chase in our valiant hero.

C+VG BOMB JACK OFFER

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48K Spectrum

chronicles of the land of fairlight
1. a prelude: the light revealed

Fairlight



BY BO JANGEORG

(author of "The Artist")

"Maybe the game of the year!"
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"... one of the most sophisticated games the Spectrum has ever seen."

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Popular Computing Weekly, October 1985

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WINTER GAMES v WINTER SPORTS

- Machine: Spectrum/CDi
- Supplier: E.S. Ltd
- Price: £19.95
- Machine: Spectrum/Amstrad
- Supplier: Elexis Dreams
- Price: £19.95

Can Winter Games or the Spectrum be as good as the CDi version? And what's this — another contender in the computer Winter Olympics called Winter Sports? C+VG's reviewers assessed their skills, watched a couple of 3D demos on BBC2, and prepared to go on the piste for a battle royal between these two

recreational sports simulations. First let's take a look at the money you get in both packages.

Winter Games gives you Figure Skating, Free Skating, Speed Skating, Ice Dog, acrobatic stunt skiing, ice-jumping, bobsled and bobsled racing.

Winter Sports gives you three sorts of sailing, Slalom, Giant Slalom and Downhill, Ski Slalom, Speed Skating, Bi-

athlon, Bobsled and the Bobsled.

First we have to say that the figure and free skating events in Winter Games are pretty pathetic on the Spectrum version reviewed. The skating figure is simplistic and the background boring. The good news is that you don't have to bother with these two events unless you want to compete in everything for an overall score.

The quality of the games improves by leaps and bounds once you've got past the skating. The ice-jumping, bobsled, bobsled and speed skating events have similar graphics to the CDi.

My favourite event is the Bobsled — a combination of cross-country skiing and rifle-shooting. The idea is to complete a cross-country course in the quickest time — at the same time falling as many lengths as possible along the way. The Winter Games version has a "buddy" feature which maintains how tired your skier is getting.

You must wait until you push your sled through to avoid 30 before attempting the shoot or trigger. Otherwise the more time spent governed by your pushers you will be jumping up and down across the target at an impossible speed! You can make sure your pushers are timing by ensuring your timing screen is as smooth and controlled as possible.

Next best event is the Bobsled — extremely difficult to do right and featuring some excellent graphics. You see a plan view of the course with a marker showing your position on — or off — it.

Hot Dog Skiing is, in my book, different and challenging. Speed skating is a bit like that. Like racing events in other sports simulations, you've got to get the rhythm right so be as good. Ski-jumping is fun too.

If the figure and free skating are a disappointment in Winter Games then the ice hockey feature in Winter Sports is

equally unattractive. The teams are unrealistic and the game itself is too simplistic to be challenging. Much too soon to become bored is a computer opponent.

Up to four players can compete in Winter Games, too in Winter Sports. Both games give you eight teams to choose, but only Winter Games has the useful practice mode for experts.

So which package gets the gold? For our money the Winter Games simulation just has the edge on presentation and playability — despite the soft skating bits.

Winter Sports comes a close second, however, because it features straight skiing games. How can you miss winter sports without downhill skiing? I guess we will go back to watching my wife...

	Games	Sports
• Graphics	8	7
• Sound	7	7
• Value	8	7
• Playability	8	7



- Machine: Spectrum
- Supplier: Festival
- Price: £19.95

There's no dispute that Rasputin is a good-looking game. And at the price it's a real bargain. But when you play this Ultima-clone you'll have to be good indeed before you're moving about. Otherwise you'll end up going no where fast!

Meanwhile, back to the scenario. The spirit of evil old Rasputin, once slain near at the Russian Czar's winter palace, has risen from the multi-dimensional planes and means to bring chaos to the world.

Your job is to enter the multi-dimensional domains and find the jewel of the Russian Plains. To reach the jewel you have to negotiate the eight spells that have been cast by Rasputin.

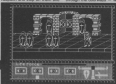
To do this you have to enter

RASPUTIN

the courtyard of the darkside and enter the world of the Seven Plains. You are armed only with a sword and shield which have limited uses. Find the stones with the mark of Rasputin and step on them and

you will absorb the power of the stones.

You begin on a 3D outdoor domain with obstacles generated by various powers. You can either avoid or fight your way through the obstacles — or solve



you'll find one of several amusing-looking 3D "sprites" involved in odd creatures.

Some of these systems are quite stunning in their complexity. You have to watch you don't fall from the catwalks or ceilings — you plummet downwards only to be rescued by a little fluffy cloud which carries you back to where you started from. But the more you fall the more life-force you lose.

Rasputin isn't an easy game to play. You'll need to spend some time on the game to get the most out of it. It's graphically excellent — but game control leaves something to be desired.

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

Zoids

- Machine: Spectrum
- Supplier: Matrix
- Price: £2.99

The battle against the mighty Red Zoids begins with this, the best game from Matrix so far. It's another fun, always game — but don't be misled into thinking that you don't need all your arcade skills to beat the game. Fast reactions and quick thinking are essential if you are to succeed in your quest to rescue the Blue Zoid's super weapons, Zoidsite.

The basic idea of the game is to use your skills to locate the different parts of Zoidsite, hidden across empty City Downs, rebuild the mighty machine that can peak out the Red Zoid's secret, destroy the Terrible and Destroy him.

Once you've located the game you'll see your Zoidsite's current panel. You begin in a relatively simple landscape — but as you find lots of Zoidsite your machine is upgraded and becomes more powerful.

The panel consists of various control items plus a main view

screen which shows without your view of your surroundings (depending on which mode you find is operating in). This main screen is your main link with the outside world. You do have a radio link with your home base which is activated by moving your heading cursor to the appropriate icon.

Above the icons and main screen is an LCD window which shows your Zoidsite. As you are supposed to have merged units with the Zoid this is pretty important.

The game uses a nice windowing technique to report any other messages relevant to the player. The same applies when you decide to launch an attack on a Blue Zoid building with your onboard missiles — or if the Zoids are attacking you! Each Red Zoid has a power level, a time alarm (how Zoids are manufactured) and a radio beacon. All these must be tracked out and the city zones searched for lots of Zoidsite and the all important Zoider Power Pods. If you don't get hold of



power then you won't last long. You'll also find these units decreased Zoidsite.

It is a good idea to call down an attack from your base as the power point to begin with. This means power will be directed from the City Downs outside and you'll be able to attack them with your Zoid's missiles.

Don't bother to waste your missiles before the power station has been hit. It takes about 30 seconds for your base to find a missile — in the meantime watch out for enemy attacks and laser firing.

Once you've discovered a city zone scan the landscape using your onboard scanner.

You must scan all Zoidsite — otherwise you could miss something important. Fear of the cities don't have any lots of Zoidsite — but they may have essential power supplies for your Zoid.

Zoids is one for those of you who like a game that tests. This one will keep your machine for some time to come. If you're not into thinking games or want instant success, steer clear — or try Matrix's City Command.

- Graphics: 4
- Sound: 3
- Value: 3
- Playability: 4

BACK TO SKOOL

- Machine: Spectrum
- Supplier: Mongoose
- Price: £5.95

I received Mongoose's disk and went to review this game. Requests for a review came but in ideal cases. Well we went out and taught a class to find out if Mongoose could follow through for all last year. Students are first given Back to Skool looks very familiar.

But exploring further into the game you discover there's a lot more to Back to Skool. The scenario goes like this. You managed to steal your school report during the last days of term and spend the whole holiday copying teachers' signatures to make yourself look really smart, clever and helpful. All you've got to do is get the report back to the headmaster's safe without anyone finding out.

All the old teachers featured in Skoolhouse are back, plus the pupils, friends and other people you claim to know in the original game. You can change the names of all the characters if you wish, at the start of the game.

In Back to Skool you aren't

limited to the interior of your school like the first game. You can actually get out into the playing fields or pay a visit to the nearby girls' school to get the all round round of class. Miss and hope this is big part in the report!

Like Skoolhouse you must avoid getting too many lines — given by the teachers and the head if you're found doing something you ought not to be doing over 10,000 and you're expelled.

Also like Skoolhouse the teachers speak to you in speech bubbles — often they give lines or ask questions.

You can explore the three

rooms of both schools as well. You are armed with a cutout — and can feel other

"waves" by searching through desks in both establishments. Water pistols and stick bombs are useful.

The graphics are not bad and the animation of the characters is pretty good — although the game does tend to stop dead for a couple of seconds when instructions — which appear in the form of the bottom of the screen — appear.

There's more to Back to Skool than meets the eye. If you were a fan of Skoolhouse you'll enjoy the follow-up.

- Graphics: 3
- Sound: 3
- Value: 3
- Playability: 3



THE DEVIL'S CROWN

- Machine: Amstrad
- Supplier: Peto Software
- Price: £7.99 (amstrad £9.99)

Doesn't that go to 11? Well, does you know the mysterious deaths in search for The Devil's Crown?

Legend tells of a hidden magic ship containing the all powerful treasure, guarded by ancient forces, hidden in great places, like fish and other mysterious places.

Your quest will be to find the crown and the secret which revealed from it and become master of the world.

Easy? Don't believe it. Around the world are various teaching systems. Each must be explored with a magic requirement. Then the teaching system is revealed — which also must be explored in a total quest.

The graphics are clear, sharp and colourful. Not a game of a game, but great fun for adults and children alike.

- Graphics: 4
- Sound: 3
- Value: 3
- Playability: 4

DOCTOR WHO AND THE MINES OF TERROR

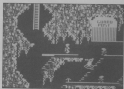
- **Machine:** BBC (varies)
- **Supplier:** Spectrum, Commodore, Amstrad
- **Supplier:** Manxman
- **Price:** £14.95 (varies)
- **Price:** £14.95 (varies)
- **Box Contents:** £19.95

My, but what a huge package! Looking rather like an exaggerated videocassette holder, this game demands attention! This is the follow-up to *Doctor Doodle* and takes liberties, though the "MIRA (Microvision)" system has regressed to the standard of A20 titles "Junior".

The MIRA here is without too much to do, merely having to bend all the legs inwards as they'd stay in the dammed holes! And the program loaded beautifully with no trouble at all. A quite successful title screen appeared and the MIRA placed the well-known theme tune.

This is another game with lots of instructions to wade through. Unfortunately, you won't get far unless you do just that. Mapping the keyboard to French and Spanish, I eventually found out what was going on...

Carrying through the walls, here in the mission, you have to go into the mine, stop the alarm, disable the mechanism, another, disable the instrument, stop death-and-destruction, and whip the place so the Master can't make another one. If it has been changed into a mine, no ordinary message though. This one turns into a pink bubble when it moves. Of course, the highlight feature gives an integral part in solving



the game, so — as much as the idea appeals — you can't turn him off a stick. Instead, the Doctor, under the right control, will give a good number of bits. Alternatively, describe the game as "Brain to brain control". I see "Brain to galaxy not impact" would be more like it.

The scrolling is pretty acceptable. It isn't flawless as such, but not a patch on *Castle Quest*. The graphics are colorful, and while you can see what everything is, "slaty" is the only adjective that really fits.

Fairly complicated instructions can be given to the Sphinx here, and as it is useless to the player, it can be pretty handy. In the game's finest, it is very big, and will take a long time to solve. It has been thoughtfully placed and represents an impressive challenge.

However, it is provided (initially) by rock-driven things which look vaguely like a Urist between a Dodo and a Raven. Actually playing the game is pleasant enough. I'm not sure it frustrates itself, but something when advised.

After a VERY short time I found myself not particularly caring what fate the Master had in mind for the universe. If you like games of this ilk, though, you will probably love it.

Did I say that you'll buy the game and may be disappointed? Of course, they could be extremely satisfied. Ask the dealer for a demo before you decide.

- **Graphics:** 4
- **Sound:** 4
- **Value:** 4
- **Playability:** 4

- **Machine:** Amstrad
- **Supplier:** Ardaban
- **Price:** £13.99

Being in a disappointing mood, it should be pointed, however for sport and entertainment, how far you get!

But very first, but having also happened to be extremely exciting. I mean, I am when Stephen Davis and William Brown had said me for on my back with a small sense of comedy.

Steve McGowan's *World Championship Boxing* offers you the chance to take on 19 real-life named boxers (including the mighty McGowan). You get to see an excellent level ranging from decent to master, and various training, strength and agility levels. There is also pre-fight training which allows you to build up the boxer's lower strengths to compensate for weaknesses.

The boxing action is seen from the side. The lighting and range of punches is much the same as other boxing games available and is quite satisfying. For Advanced boxers seeking a boxing game, it's a straight choice between *Steve McGowan* and *World Grand Prix* from EMI, who think *Punch* just has the edge.

- **Graphics:** 5
- **Sound:** 5
- **Value:** 5
- **Playability:** 5



GAMING CHAMPIONSHIP WORLD GRAND PRIX

REPTON 2

- **Machine:** BBC
- **Supplier:** Superior Software
- **Price:** £14.95 (Commodore, £12.00 (Duo))

Not content with the success of the original *Repton*, Superior Software has gone up with a sequel which is a definite improvement on the original's old world.

In BBC A20 format, the change only becoming apparent on occasion.

The game is a definite improvement on the original. The controlling "dodo" (which is really you as the game is "dodo") is a real old horror stuff! It's just about understandable if you don't look at the words as they are reproduced in the screen, and surely don't be let the dogmen about to keep out at

REPTON 2

you from your computer, but a preview of a forthcoming speech package from Superior.

The sound continues to impress all the way through the game, with distinctly alien sounds from the world it's a fitting accompaniment to the quality of the game itself.

"You are in a maze, hunting for diamonds as big as yourself. There are 1024 of them, and you must get them all before you can complete the game. You also have to collect earth, 4,344 pieces of it, all at 16 monsters lurking in the maze, each of the 84 companions which walk

you off to different parts of the maze and collect 42 pieces, purple pieces.

Apart from monsters, there are other hazards — falling masons and boulders, spins, and all-making skills which all at a South. One of the many problems of *Repton 2* is that you can't kill monsters directly — you must arrange for boulders to fall on them, not an easy matter.

Great cutting and dismounting is involved. The only way to get rid of the spins is to lock them into cages, where they turn into diamonds.

Some diamonds are hidden in holes, and to open them you must find the combination key. From this, you have to plan your route most carefully, what situation that you don't get out off by falling rocks, or block off a location containing a vital diamond, companion, key or figure piece.

If you allow a boulder to seal off a passage containing so much as one diamond, you cannot complete the game.

The graphics are colorful and very colourful, and the game is a whole in demanding and absorbing.

- **Graphics:** 5
- **Sound:** 5
- **Value:** 5
- **Playability:** 5

▶ CONTINUED FROM PAGE 23

▶ CONTINUES ON PAGE 36 ▶

ROCK'N' WRESTLE

Rock'n' Wrestle—the first truly 3 dimensional combat sports simulation game. Dynamic graphics, state-of-the-art animation, 1 and 2 player mode, brilliant gameplay, 10 different opponents and complete rock sound track. Moves (joystick moves that you imagined possible - over 20 - including the atomic drop, airplane spin, piledriver, body slam, back breaker, arm bar, elbow drop and lumberjack fly).

Rock'n' Wrestle—the challenge begins here!

Available for Spectrum £29.95, C64 and Amstrad £25.00.



from **MELBOURNE HOUSE**



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BACK TO THE FUTURE

- **Machine:** CD-ROM
- **Supplier:** Pacific Dreams
- **Price:** £29

You've seen the film, read the book, got the stickers out of your favourite breakfast cereal — now play the game!

Marty McFly's computer incarnation of the illustrious Doc! Brown's adventure to repair the DeLorean and save the

the film.

All your favourite characters are there — Marty, Doc, Bill the butly, Lorraine and, of course, Marty's steppe Dad, George.

The spirit of the game follows the rest of the film — you, as Marty, must get your future mom, Lorraine, to fall in love with your future Dad, George — otherwise you won't even be a trouble in paradise.



eye. There you must get Back to the Future and receive your everyday existence helped by the Doc's time-busting DeLorean papers.

To get George and Lorraine to fall in love you have to make use of several items which you'll find dotted about the various locations.

You can visit Doc's house, the school, coffee bar and the dance hall. Each location contains something useful. And each item or object has a specific effect on the rest of the characters in the game. You have to discover which does what, and to whom, in order to succeed.

The main screen is divided up into four main areas. That's the main playing screen which

shows you the different locations — you begin on the mainstreet of Marty's hometown, Hill Valley. Other locations can be visited by walking up to the doors of the places you want to enter and pushing the picture up.

On the right hand side of the screen you'll see Marty's family picture. This is your indication of how well you're doing. Had to get George and Lorraine together and back of the picture disappear. Once it's disappeared completely the game is over — and Marty has to follow!

On the left hand side of the screen is a picture panel of Marty — a diagram will form the film. The behaviour in a similar fashion to the family



- **Machine:** CD-ROM
- **Supplier:** CIG
- **Price:** £29.95

Let's hear it for the crew of the U.S.S. Cleveland! They gotta try to get where they only look like laser beam before and often end up out to lunch.

Forget the disappointment of CDL's *Basic Number* and run along to your local game store for a copy of *Bop It!* It's the most fun you'll have with your old aunt trying to balance it on the end of your nose.

The idea of the game is basically this: You are in control of three arrows inside the large ship. Arrows bound for the panel resemble with a ball full of gubb for the steering

inhabitant.

There you are having a nice peaceful cruise until your crewmates alarm suddenly the ship's automatic systems that you cut. An emergency! Bop-iters are attacking the ship and breaching your food supplies.

The Bop-iters have this unique habit of shifting through the ball and changing the size in size. As the ship has many items and targets, you can't rely on the Bop-iters. The Bop-iters will attack. But you do have a few weapons and are ready to take a fight to end the fear.

Once you're debriefed you must start by a power ball. These are your only means of defence, and your only means of repairing the gaping holes in the ship. They can be quickly exhausted so you can't use Bop-iters — and used up in one go if you use one to mend a hole.

Fortunately power ball dispensers can be found dotted around the ship. It's a good idea to make a note where you find them because things start happening extremely quickly once the Bop-iters break in. And

they aren't vegetarians. They go for the taste of human's wrapped in space suits — so don't let them get too close!

You've got a sort of radar screen view of two levels of the ship on each screen. You can move between levels by using the elevator buttons which connect each floor at various points.

These can be used to go up or down by simply moving your spectator up to the control panel and pressing the fire button. It takes a bit of practice to jump out of the lifts at the right time. Careful timing is needed unless you want to stay floating up and down in the halls for half an hour!

The graphics are excellent and have an original cartoon feel to them. The sound, provided by CDL's friends, Columbia, is fun — a mixture of *Class Encounters* and *James Brown!*

There's no doubt that *Bop It!* should sell like a hot tin. If it isn't I'll see my Bop-iters — or should that be the other way around?

- **Graphics:**
- **Sound:**
- **Value:**
- **Playability:**



Amiga

the screen is a clock which tells you how long you've been playing. The clocker you complete the game the more skilled you are.

Just below the main screen are four "character icons". These come in George, Lorenzo, the Dog and Bill.

Whenever they flash white when they come into contact with Marty in each other. These help you keep track of who's doing what and where. Useful for telling when George and Lorenzo are together.

Above the main play screen are the "object icons". These represent the objects, a target, a new oil well, a generator and a windmill.

If you've seen the film you'll have a better idea of what effects these objects will have on the characters when you attempt to influence them.

BTW is a nicely presented and cleverly thought out game, but will it capture the imagination of game players currently caught up in all the action Commodore-Amiga trend? That remains to be seen.

- Graphics
- Sound
- Value
- Playability

Machine DEMO**Supplier Midway****Price \$2.95 (incl. GST)**

The only thing missing from this excellent graphics and graphics simulation are the graphics who step into the ring and bash their best favourite wrestler!

Back at Wrestle brought to you by the Art people — capturing all the atmosphere and fun of the wrestling ring.

Basically the idea of the game is quite simple. Play a round on the computer and test your opponent. Couldn't be easier, right? Wrong! The computer is a tough sucker of your (loser) wrestler when you play. Round effects — all the grunts and groans — are terrific, too. But the game could've benefited from some sound effects to add that extra bit of realism. Instead you get a fairly little tune which plays along in the background.

There are ten wrestlers to compete against — or if you're

you'll never learn all their moves right away — it'll take several games before you've really got total control over your wrestler. But it's FUN getting to know them all.



The wrestler graphics are 3D, very attractive and totally convincing. You really take in the character of your (loser) wrestler when you play. Round effects — all the grunts and groans — are terrific, too. But the game could've benefited from some sound effects to add that extra bit of realism. Instead you get a fairly little tune which plays along in the background.

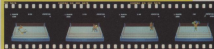
There are ten wrestlers to compete against — or if you're

playing a friend, you can choose which of the characters you want to become. Playing against the computer you HAVE to be Gorgeous Greg — something of a disadvantage as both the other wrestlers look like ruffians from the old American group The Village People — there's a red hairy, a leather man, a cowboy etc. etc.

Rock 'n' Wrestling is exciting and a good game, but it needs to be played for about 10 minutes to get the most out of it. You'll have to be a real fan of wrestling to get the most out of it.

Wrestle is one of your local software shops most — you won't regret it!

- Graphics
- Sound
- Value
- Playability



STRANGELOOP

Machine Amstrad**Supplier Virgin Games****Price \$2.95**

What's the best game around for the Amstrad? "StrangeLoop" that's what. Who created "StrangeLoop"? The multinational Gang of Five at Virgin. And now this game presents the control last game for the Amstrad. The game is a sequel to the Amstrad game "The Gang of Five". The game is designed on the same principle as the Amstrad game "The Gang of Five".

Great graphics, sound effects and highly addictive game. This game is C+VG's top choice. This is the best version of the game.

What's the idea? Well it's simple really. You have to repair various of a robot factory controlled by a strange alien force. This force is manipulating all the robots to destroy Earth. You have to defy indestructible robots, leave the dangers of debris-filled rooms, generate various systems and generally save the world.

You are beamed into the factory with eight lives, a laser with a limited supply of charges

and patches to mend holes in your spaceship caused by the firing bits of metal you'll encounter in the rooms.

You'll find lots of useful items along the way, which will help you in your quest — food, useful in the old game which will help you to fly and reach the planet, which is a part of Super Space.

The main aim is to complete a series of rooms and stop the alien force from manufacturing any more robots.

What you shows you are a series of rooms in the Amstrad right hand corner. Each room is a maze of the rooms. You can move your robot, plus machines on your laser charge status, number of patches left, plus objects you are carrying in your pockets. You find these objects along the way and some will be extremely useful.

Any purchases your own spaceship will be automatically repaired as long as you are carrying a patch. You can carry a maximum of 99 but you'll find some free and bonus patches.

You can use your laser to blast the robots away — but



don't go over the top. There's only a limited supply of extra charges inside the factory.

Make a map as you go if you can. You can help you get most out of the game.

If you get an Amstrad for Christmas then "StrangeLoop" is the best game to rush out and

buy with your Christmas cash. You won't want to play ANY other game for months!

- Graphics
- Sound
- Value
- Playability

● CONTINUES ON PAGE 29 ●

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C+VG MAR ARENA

- Machine: Spectrum
- Supplier: Loriciels
- Price: £9.95

The year is 2027. The world has become a very different place. An annexed area of Canada has been designated a battle area (A1) as a punishment (in England, you enter this state to defend your country's honour).

By command you can take your five ships, each with a limited amount of ammunition, out of the tank in this war game, spaced with precise control, will prove disastrous. A battle field that occupies the main screen. The tanks are destroyed in various which can be moved around. A battle tank takes if the enemy is encountered.

If you're into shoot-out which stand an extra lot of tank tank, this could be the one for you.

- Graphics: 7
- Sound: 7
- Value: 7
- Playability: 6

- Machine: Spectrum/Amstrad
- Supplier: Brain
- Price: £7.95 (Special £5.95 limited)

This release is not just a war game, it's a strategy and war game. It's not just a war game, it's a strategy and war game. It's not just a war game, it's a strategy and war game.

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Software REVIEWS 9

BATTLE OF THE PLANETS

- Machine: Spectrum
- Supplier: MicroGen
- Price: £9.95

Don't expect to see any of the 12 Planet stars of the TV cartoon series Battle of the Planets once you've loaded in Mike Gorn's latest release. When you can expect is an excellent non-action oriented space shoot-out in the 12th century.

The 12th century is a time of chivalry by their standards — but what you get are some really fast and smooth moving graphics, exciting action and a touch of strategy to space things up.

John's space invasion fleet hovers each planet and are leaving them (unless you kill them) — unless you can get to them first.

You have to clear the area around each planet of alien craft and then set down to the planet's surface — six five. When you set down, you're where you'll find the nearby planet (unless you can get to them first).

Destroy them, Paradoxus with your and fast craft on the surface and then it's back to space to find a planet and a quick you and the next planet.

The 12th century is a time of chivalry by their standards — but what you get are some really fast and smooth moving graphics, exciting action and a touch of strategy to space things up.

You have to clear the area around each planet of alien craft and then set down to the planet's surface — six five. When you set down, you're where you'll find the nearby planet (unless you can get to them first).

amounts of punishment before they are destroyed. Some also can avoid your torpedoes. Approximate torpedoes at your disposal.

The graphics are the best and smoothest video style to be seen on the Spectrum, but only movements as the alien craft or torpedoes move across the screen.

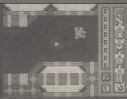
One minor criticism. The explosions are a bit weak. The craft detonate into a bubble which makes a silly sound.

Apart from that little price the game is worth your money. It's a nice little game to play and has a decent saving session should you have a copy of Battle of the Planets (today).

It's not just a war game, it's a strategy and war game. It's not just a war game, it's a strategy and war game. It's not just a war game, it's a strategy and war game.

- Graphics: 10
- Sound: 10
- Value: 10
- Playability: 10

N.O.M.A.D.



It's not just a war game, it's a strategy and war game. It's not just a war game, it's a strategy and war game. It's not just a war game, it's a strategy and war game.

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watch how you move, the won't stop instantly but starts to stop. It's a good idea to go changing into an unknown area — so you'll have to learn how to control the N.O.M.A.D. to find out what's behind the next door into the game.

It's not just a war game, it's a strategy and war game. It's not just a war game, it's a strategy and war game. It's not just a war game, it's a strategy and war game.

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

• CONTINUED FROM PAGE 23

• CONTINUES ON PAGE 30

MASTER OF MAGIC

- Machine: CMMI
- Supplier: Mastermind
- Price: £2.95

If you're a 64 owner avidly awaiting the publication of Wizard and Sorcery, why not while away the time with the Master of Magic? This is the latest excellent release on Mastermind's mid-price M.A.D. label.

Master of Magic takes you into a magical underground world where you battle strange creatures in a quest to find the lost secrets of immortality — and regain your own freedom!

This is a text-driven, graphic interactive adventure in that D&D style.

The game screen is divided up into four main areas. Top left of the screen is a plan view of your immediate surroundings. You can move through the terrain that you currently occupy, plus any adjacent squares in the same way.

Selecting a square causes you to move there and you can then use your magic spells to move across something you wish to bypass or pick up or shoot something or someone attacks you. Then you can look to the menu and pick the option you need to deal with the situation.

Options on the menu change as you move through the adventure.

When the game begins you are armed only with some spells. These only work if you have enough spell power to operate them.

Get a weapon as soon as you can by hitting off an Orc or skeleton using magic, then hang onto your magical powers — fight using weapons as much as possible.

Below the option screen is another full screen window which shows in detail objects you encounter during your

quest. Like the monsters, processes, objects etc. if you manage to kill a monster a very satisfying red D&D stamp appears across the graphic.

Master of Magic might not appeal to adventure gamers — but anyone who's played in D&D will get hooked pretty quickly and magic abilities will find there's enough realism to make them happy too.

Master of Magic is quite simply tremendous value and extremely addictive. Once you've entered Theoria's realm you won't really want to stop.

- Graphics: 7
- Sound: 10
- Value: 10
- Playability: 9



HARVEY SMITH SHOWJUMPER

- Machine: CMMI
- Supplier: Software Projects
- Price: £7.95

With a list of a riding crop, a whip, a pair of the spurs and a set of Cow-Ga, Harvey Smith canter into the show ring, the latest in a seemingly never-ending list of "horses" very far from reality to entertain a computer game.

Nothing wrong with that, in fact, it helps sell the game, or so the software house hopes. But you can't help thinking that the majority of those "horses" have never been into a computer.

So let's forget about Harvey's "hobbyhorses" and look at Software Projects' offering.

Showjumper offers a selection of 10 events for you to tackle. Up to six other real computers squared each other over a selection of 12 courses. Joyous control enables you to watch the horse work, control, gallop, jump and turn.

For anybody who is into showjumping, the game should prove very entertaining.

- Graphics: 7
- Sound: 8
- Value: 10
- Playability: 7

COSMIC WARTOAD

- Machine: Spectrum
- Supplier: Ocean
- Price: £7.95

It's not often that you get a game made exclusively for one computer these days — but Ocean Design and Ocean have come up with an exclusive for the Spectrum in Cosmic War-toad.

Due to 80's style, the game is slowly presented with nice graphics and sound, nice looking screens and good packaging complements the picture. But when it comes to game play, Well, it's basically a shoot-up with bells.

The usual elaborate Ocean screen titles with the game. And it goes like this. The Queen of the Cosmos War-toads has been captured by the Rigelian Space Beasts — (described merely as fat-faced — and transformed into a human female. Only the Space Beasts know why).

The events for take beneath a galactic guillotine in the Slave King's Lair. The player takes on the role of a heroic Cosmic

War-toad. You must battle across the Rigelian time-wind, and eliminate the Rigelian guillotine before it turns the Queen into prime meat.

To complete the task you need to acquire a Cosmic Fuel Kit. These eight items are scattered throughout the time streams of the Rigelian time wind. They include immortally useful items such as an Intergalactic Mirror, 250 Intergalactic Light Bulbs, and a Cosmic Ray Breaker Gun.

To travel, the player must use through the time grid windows which contain various levels of "masses". When these time grid windows Cosmic Wily — a teleporter — comes to the player's aid. By acting as a courier he enables the player to select which time rods he wishes to occupy.

You start the game with a view of the "time-grid". You move the teletopic control to the one you wish to visit and hit the flip button. Then you enter into a shoot-up with the alien creatures which inhabit that

particular "node". On each control screen you get a "balance of power" readout which shows how you are doing in comparison to the alien creatures. Let a weapon be in the alien's favour and you're done A.M.

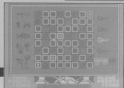
Clear a screen and you get up more of the "time grid" — in similar fashion to Starline.

You can only move your War-toad in strictly adjacent "nodes" although there are eight linked nodes which allow

you to learn about the time grid more easily than you have discovered them.

Ultimately — although the game is extremely well presented and documented — it gets repetitive and boring. Some nice ideas well executed — but let down because there's not much of a game in evidence.

- Graphics: 8
- Sound: 7
- Value: 8
- Playability: 8



▶ CONTINUED FROM PAGE 39

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AND THERE ARE

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THE SOFTWARE CHART



Not all the games in the latest C + V Software Top 30. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest C + V Software will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knockout.

■ MARCH

TOP 30 / ALL FORMATS

# THIS WEEK	LAST WEEK	TITLE	FORMATS	MANUFACTURER	# WEEKS ON CHART
1	2	The Air King Po	PC, CO, AM, BB, MS, S	Imagine	3
2	1	Commando	PC, CO	Elite	3
3	4	Winter Games	PC, CO, AM	Epyx US Gold	3
4	3	Banjo	PC, CO	Orion	3
5	5	Formula 1 Simulator	PC, CO, AM, C	Mossoft	26
6	6	MSX Soccer	PC, CO, C	Mossoft	23
7	7	They Sold a Million	PC, CP, AM	Art Javel	3
8	8	Computer Mils (30)	PC, CO, AM, BB, S	Best, Jaffe	3
9	9	Archon	PC, CO, C	Mossoft	26
10	10	Archon Silver	PC, CO, C, AM	Mossoft	26
11	11	Phobos Knights	CO, AM, S	Mossoft	23
12	12	Bravador	CO	Orion Software	1
13	13	Soft Football	CO, AM	Mossoft	4
14	14	Spellbound	PC, AM	Mossoft	3
15	15	Excelsior 2nd	CO, S	Advision	2
16	16	Elite	PC, CO, AM, S	Acornsoft/Orion	23
17	17	Hypergraphics	PC, CO, AM, BB, MS	Imagine	3
18	18	Way of the Exploding Fist	PC, CO, AM, BB	Multimedia House	3
19	19	Seaquest II	PC, CO	High	4
20	20	Transcend	PC, CO, AM	Orion	3
21	21	Big Man	CO, C	Mossoft	2
22	22	King Po Kid	C	Orion Software	1
23	23	Caves of Doom	PC, CO, AM	Mossoft	4
24	24	Subzero	PC	Small	2
25	25	Armed and Dangerous	PC, CO	US Gold	2
26	26	Seaquest	PC, CO	Digital Integration	2
27	27	Cricket Fever	PC, CO	Small	4
28	28	The Man and the Bird	PC, CO, AM, C	Mossoft	2
29	29	Infamy Thompson's Tiger Test	PC, AM	Orion	2
30	30	Armed and Dangerous	PC, CO, AM, BB, C, S, Q	COI	2

AMSTRAD/TOP 10

1	Formula 1 Simulator
2	They Sold a Million (1st Javel)
3	Phobos Knights
4	The Air King Po
5	Computer Mils (30)
6	Second Mile Software Inc.
7	Sold of a Million (Orion)
8	Caves of Doom
9	Hypergraphics
10	Excelsior 2nd

SPECTRUM/TOP 10

1	Winter Games (Epyx US Gold)
2	Commando (Elite)
3	Banjo (Orion)
4	The Air King Po (Imagine)
5	Spellbound (Mossoft)
6	Subzero (Small)
7	Seaquest (Orion)
8	S. Thompson's T.C. (Orion)
9	Elite (Orion)
10	Formula 1 Simulator (Mossoft)

C64/TOP 10

1	Bravador (Orion Software)
2	Formula 1 Simulator
3	Commando (Elite)
4	Banjo (Orion)
5	1st Y8 (Orion)
6	Winter Games (Epyx US Gold)
7	MS Soccer (Mossoft)
8	Archon Silver (Mossoft)
9	Little Comp. (Orion)
10	Cricket Fever (Small)

C16/TOP 8

1	Soft Football (Mossoft)
2	Big Man (Mossoft)
3	MSX Soccer (Mossoft)
4	Formula 1 Simulator (Mossoft)
5	Archon (Mossoft)
6	King Po Kid (Orion)
7	Excelsior (Orion)
8	Yeggs (Orion)

BBC/TOP 8

1	The Air King Po (Imagine)
2	Way of the Exploding Fist (30)
3	Bravo Parole (Orion)
4	Beast 1 (Orion)
5	Hypergraphics (Orion)
6	Excelsior (Orion)
7	Dr Who & Mines of S. Moor (Orion)
8	Cricket Fever (Small)

MACHINE KEY

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CO	COMMODORE 64	AT	ATARI
AM	AMIGA	S	SPECTRUM
C	C64	BB	BRODERICK

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To the IDEAS CORPORATION and yours truly, Melissa B., send YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and sheets to Melissa Bevelhaves, IDEAS CENTRAL, Computer + Video Games, Priority Court 20-22 Farringdon Lane, London EC2M 3BA.

BACK TO SCHOOL

Yes! Say! Sit up! Get your attention. Which then requires you to reading under the Desk? Computer + Video Games and Lady for you, say if it had been any other than that highly esteemed journal, you'd have been in detention for a week.

Which don't it's got hints and tips on Back to School, that don't keep them to yourself. Read them out to the whole class.

Take the key to the safe is round the neck of the girl's friendliness. She hates traps. Put the key in a cup in the girl's kitchen so you can knock it down on her head.

Remember the bike. Prigs are kept in the locked science laboratory. Examination papers are held by the minister's. Get them drunk. Merry is in the headmaster's cupboard which is only unlocked when she is sure of the boys are back in school. Fill water pistol by jumping up to battle. But there is school use and use output to knock enemy pipe systems.

Stick bomber. Head will open window if you drop one when he is near.

Catapult. If you knock him out with a wooden food tin, catapult out of top window of school you can get by him.

Bike chained to canteen tree. A few number combination has to be written on blackboard to release it. Both master knows your number. Cook them with water by breaking water-filled cups with catapult while they are under them.

Water pistol and stickbombs. They are hidden in desks. Remember there are desks in the girl's school as well.

Water makes flowers grow. Water Catching them is fun. Letting them go in the girl's school is even funnier.

Lines. If you get lots of lines, be extra nice to your girl friend. Study sheet. Only the head can open it — you'll have to jump up to reach the safe.

HACKER

Are you fixated on Hacker, the Attention game which gives you no instructions or help? Both Drexler, Steve Central is in the room with these hints and tips from David Sharp of Purley.

Pressing U at a city sends your robot to the surface. C summons a spy and D will return the robot to the tunnel — but only after the spy has offered his two items for sale.

If the country is in darkness, pressing I allows you to explore.

When in a city you can travel around to greet the spy by pressing the right key or forcing the joystick to the right. If the spy walks past, turn a little to the left. Do not do this in Russia as the spy will then refuse to trade with you.

Don't panic if you hear your "M" as you will still have several minutes on line.

Avoid all satellites as these will hamper your progress, but if you are caught these are the answers to the security questions. 1) Magna, Ltd. (Check you insert the correct spaces and punctuation.) 2) A&A-000000. 3) Hydrolic. 4) Australia.

Australia also serves as the key on word. And, says David, the biggest Australia, Texas is the biggest word for the Commodore 64 version and it stops the satellites.

The locations of the various items found in the game are as follows:

Money (already present): Chronograph (France); Emerald (South Africa); Statue of Lord Hanuman (Egypt); Gems (France); Books and Books (New York); Cultured Pearls (Hong Kong); Silver Camera (Hong Kong); Jade Carving (China); Beater's Album (Great Britain).

Bond has also included the route he installed and the items offered in various countries for information.

1) France — money. 2) Egypt — Chronograph. 3) Greece — Emerald Statue. 4) Russia — Statue of Lord Hanuman. 5) New York — Books. 6) Hong Kong — Books and Books. 7) China — Cultured Pearls. 8) Brazil — Silver Camera. 9) Great Britain — Jade Carving. 10) San Francisco — Beater's Album.

MERCENARY

Simon Miles, of Birmingham, has completed Mercenary, his computerized Navy SEALs. Navigation excellent game.

When the game starts, he says, buy the Dominion Dart membership — or steal it if you can — and travel to location 04-56. Destroying any buildings on the way will incur the wrath of Polzer or the Marlborough forces.

When you reach that location use the elevator to go down to lower levels where there are several types of doors.

Explore the rooms and collect any items — you can only carry one of a time. To find other rooms you may have to find other elevators on the planet. These are at 04-56, 04-55, 04-53, 11-13, 04-50 and 04-51.

Continues on Page 76

WALL (see before only)

By searching the city and beyond you will find other powerful vehicles, one of which allows you to fly to the Palace Colony Craft orbiting at 60,000 feet. Objects found can be dropped in specific rooms in the city to gain large amounts of credits — Mechanism (conference room), Wack-a-batter (laboratory), containers (warehouse), catering supplies (kitchen), 10000 (warehouse), energy supplies (conference room), energy crystal (power room), gold (warehouse), large box (interior). Items also have some general uses. Save your position to home or disk, as you, before making any drastic decision. There is a high altitude and look down on the city for a better idea of where you are going. Explore beyond the city.

CITADEL

The quest for the five crystals in Superior Technology Citadel on the BBC should be a little easier following this help from Susan Brown, of Naples.

Crystal one: In the room above the Main Hall.

Crystal two: In the utility room. To get it you must kill the witch. Collect green acid from top of Water Tower. Get transformer to bounce on top of utility tower. Go down chimney. Jump over condition and the shield will drop in. Now go to pink object and put it in corridor. Go the stairs with grey object from terminal and then the witch will die. You can then go to the hole to get the crystal.

Crystal three: This is above the wall in the lab. First get in crystal from the ceiling. Go to foot fence where water is. This will have frozen and you can get key. Go into wall (black) and throw the switch. Check compass from the machine and generator from the screen above the screen. Go down the wall to the second screen and go right. Walk into screen and it will fire the ball through the wall. Go and get the crystal.

Crystal four: Found in the central tower. First get to screen to the right of tower and throw switch. Go to top of first tower and jump off left side and fall diagonally onto the top of the Centre. Can killed by monk. Robots fall also diagonally and you will land on the wall. Go to the left and throw the switch. Have to screen left of Centre tower, get in the lift and when

it reaches the highest point jump to the right. You will land higher up the Central tower. Go through door and take crystal.

Crystal five: Get the Egyptian Head from top of the wall and take it to the Pyramid. It will take into the Pyramid where up until you're level with top cube. Walk into Pyramid. Find crate through the Pyramid. Find crate through the Pyramid. Then go down and drop the head. This will stop the machines chasing you.

Go back and get other head from above the Pyramid by using the transformer. Put this head in the utility room screen, two screens below the first one. Go to temple. To get gold Wall Question get the chicken from the screen. Drop into the kitchen box to cook until it red. Move it across the bridge to the temple. The chicken will disappear. Keep moving right past the Star Point to the other side of the island to the screen where a multi-colored ball chases you. Take the green screen back to the Pyramid and go to the bottom of the fourth. Stand on the middle of the hole and the last crystal will appear.

Bob Miller from Isle Wightshire has sent in a few hints and tips for the game to collect all the objects in the maze. Two things will help you progress — the force field and fuel, although there are a number of fuel cans scattered around.

In the maze you will find some orange-drops which when taken leads to the control position, will double the force field. The number of force fields goes from 0 — 11 and are automatically placed in the top left hand corner of the maze. The chips are random.

There are also ten talisman charms and ten keys. Each will take you from any chamber to a specific chamber if a message key is used, always carry a pocket, because you are transported to an enclosed room.

The key to the maze goes like this — Fuel = 0; Object = 0; Billion Chip = 0; Power Field = 0; Return to Base = 0; Return to Base; Unit = 1; Talisman = 1; Key = 1. Each key has a certain name and these can be found by pressing F2 key. One other problem you may come across is the speed at which the fuel runs out, so here is a quick tip: to be used only if you have a spare battery.

HELP!

Who can help Richard Atten of Atari who began work on the Star Hawk? That exciting game and has been stuck in the console for the last month?

Rich Rick has reached (sorry about that, Rich, but Chris couldn't resist the pun — Mattias) these three hints near to the office for the Spectrum game (Starhawk).

The first two levels are fairly easy, but when you reach screen 1, level 3, things might start getting a little difficult. You will encounter a narrow ledge with four magnets on it. You must stand quickly through these magnets, but be sure to clear down after that, otherwise you will repeat the last down the ledge and will still lose the glass and over the edge.

If you get this far on your first attempts you can normally score straight into the space, if not, wait for the second alert to go into the further right corner and then move quickly. You will now be on the fourth level. Hit too many difficulties here. The first screen of level four is the same as the rest of the level. Travel slowly and think before you move!

ONE FOR THE TEXAS!!!

'No Texas Games, your computer has finally made it onto these pages. Pick yourselves up off the floor and read on to find out some tips on Texas seen in Rigger's World of Entertainment.

After you have learned the controls and got the title screen, press any key to begin play. At the bottom of the screen the Texas law is being message comes up. Do not press/hold, go to the top of the screen so far as possible by pressing the B key, then get your ship moving as slowly as possible backwards, let go of the B key and you should still keep on going. Normally your ship would come to a halt but if you hold down the B key after releasing the B key your ship should ignore the barrier and keep on going.

When you release the B key, your ship will stop and, by quickly pressing B and/or B, you can get yourself in such a position that both your ship is on the left hand side and the fuel coming out the back is on the right. Press fire to begin. The advantages of doing this

are apparent when you are on the narrow belt or when fighting opponents or you can cut into the fuel coming out of the tank so a marker to fire up your ship.

When fighting the killer machines being moving and firing all the time because the machines fire fire do not deactivate fire before reaching you.

THREE WEEKS IN PARADISE

The Manager's Three Weeks in Paradise turned into Paradise lost for you? Don't dream! Michael Tipler, of Wakefield, offers the following solutions.

Get the ball on from the screen with the frog and flip-flop from the landing point. Go to the side geyser and jump off the view on the right. Quickly run under the water. Go onto the sand and press Enter when near to the crab. You can now collect the crab's pieces. Take this to the right of the screen where Herbert is kept and press Enter. You can now get past the two lions.

Now get the small white crocodile screen and take them by the red thing in the temple where all the events are on the wall. Press Enter and the fire will start. Get the ball and press Enter. You can now get the hot water. Keep the ball and go to the witch doctor. Press Enter and the storm cloud will produce lightning. Use the ball to lighten the cloud to the hot which will burn down allowing you to collect the treasure!

Take the shell to the well, go down and press Enter under the stone to get it up above to the right and press Enter to check back out of the well. Go to the place where Herbert is held and press Enter by the bar and you'll have Herbert.



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C+VG COMPETITION



Art for art's sake — that's always been C+VG's motto. And here's something to enter your paints — or perhaps in this case, pixels — if you're ever had designs on being the owner of a Spectrum 128K computer.

Well that's the fantastic big competition prize C+VG's offering thanks to our friends at *Random Software*, the people behind the DCP Art Studio, which is probably one of the best graphics packages available for the Spectrum.

How can you win the 128K? Just read on.

When we want you to do a design, print or draw a trading screen for your favourite game. And if you have a graphics package for your computer, why not use that to create the screen.

Send your entries — either in the form of artwork or on tape — to *Random Art Studio Competition, Computer + Video Games, 30-32 Kensington Lane, London, EC2 1AT*. The closing date for entries is March 1985 and the winner's deadline is final.

The new merchandise will soon get the DCP Art Studio gallery.

The Art Studio cares for the complete service to the professional designer. Not only is it exceptionally comprehensive in its facilities but the package is very easy and — above all — fun to use.

Once you've created your image — using either keyboard, trackball or mouse — you can make it smaller, larger, rotate it, add different textures, patterns or shades.

Triangles, squares, rectangles and circles are dead easy. And, of course, if you don't like what you go, there's the "undo" facility and you can start again.

Right, get in the drawing board if you want to be in with a chance of becoming a proud owner of a Spectrum 128K.



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Senior

HOW TO SURVIVE!



So you want to know about *Uridium* do you? In that case you couldn't have come to a better magazine.

As you can see we've provided you with an exclusive player's guide to the game, created by our IDEAS CENTRAL experts, plus hints and tips from the programming genius himself, ANDREW BRAYBROOK. What more could you ask for?

A Minotaur fighter with armor like Big Red's and firepower which packs a punch like Jackson T. Kolliver, that's what!

The solar system is under attack! Enemy Super-Dreadnoughts have been placed in orbit around 26 planets in this galaxy sector. They are draining mineral resources from the planetary cores for use in their interstellar power units. Each Super-Dreadnought is sending out a different metal for its metal core.

It's your task to destroy the Dreadnoughts. First you must attack the defense screen of enemy fighters, then control the surface defenses before you land on the Super-Dreadnought's main runway.

Once on land you must pull as many fuel rods as possible from the metal core before you take off for a final landing run on the Dreadnought's superbase.

You are piloting a Minotaur class Space Fighter which is engaged to each Dreadnought in turn. Your fighter

comes out of an interplanetary hangar and begins a low-level landing run. You must avoid the sensor shields and communication arrays which are the superbase of the Dreadnought.

Fighter defenses appear in waves. A bonus is awarded after landing if all ships in a wave are destroyed. You must attack surface features to score bonus points.

Bonus of the landing mine which eliminates any landing ground points — and land you down.

When the "Land Now" message

appears at the top of the screen, move as soon as possible to the right hand end of the Dreadnought and fly the rest of the main runway from left to right.

You will automatically land and pass into the fuel rod

DREADNOUGHTS

• Stay clear of areas with shadows



1988



chance.
Here you must select your

bonus or "Opit" by pressing fire at the right moment. You must quit the chamber before the countdown at the top of the screen reaches zero.

On take off, reverse and seal any remaining surface targets at the Super-Dreadnought viewport.

That about covers the basics of the game. But what you have to remember is that *Outburn* is fun. VERY fun. Don't go rushing into the attack. Take time to master the considerable speed and maneuverability of your Manta

fighter — and to work out the layout of the Dreadnought decks.

Our flightpath maps will help you — but only on the first few of Dreadnoughts. And they don't take into account the antics of the deadly defender ships which come after you with varying degrees of nastiness.

The worst of defending ships are procs. So when you've watched them come at you once you'll get a good idea of their hostility and response factors. One crucial point to remember is to NEVER try and fight them from the front. O.K., the old lady ship will wipe out an advancing craft — but results in the scoreboard for a big score, so try and blast them from behind.

Procs win if you choose this technique because you tend to get carried away by the chase and end up crashing into one of the many hazards on the Dreadnought.

In later stages of the game some types of defender ship will chase after YOU. These appear around about the third or fourth Dreadnought. Use the endless acceleration of your Manta to get you out of trouble — remembering these hazards on deck!

Then there are the mines. These appear from the flashing generator ports. Listen out for a whizzing sound followed by a tail-tide hissing. This informs you that a mine has been launched and is on your tail. If you are around a generator port when a mine appears try not to be on a diagonal line with it. Mines are deadly on diagonals! They only have a limited life span — so you can dodge them if you maneuver around slowly. Don't panic, you'll survive them.

Remember there can only be six moving objects on the screen at one time — so if there's a mass of five ships coming at you there won't be a mine coming to surprise you from behind.

The six objects rule will help you to beat the system. It also affects the firepower of the ships. Say if you've knocked out two out

of five, there will be a greater chance of the remaining three ships shooting at you. It DON'T hang around in front of them.

Watch out for the LAND SNOW message which flashes at the top of the screen. Once that appears you can take to the rear of the ship, land and get into the sub-game.

Like Parasitoid, Andy wanted to put something in which gave the player a run from all the basic action. This sub-game is simpler than Parasitoid's — but you'll need pretty quick reactions runs so.

When you see a "pyramid" of twin indicator lights which flash on and off with a bonus score or the word "quit". You have to guess the direction when the indicator with the bonus score inside is lit. This adds to your score. But you must hit a "quit" before the countdown counting at the top of the screen reaches zero.

Timing is all important in this part of the game. You have to get into the rhythm of the lights. Try imagining that the light is moving from left to right across the screen and that there's a "tilde" indicator in the center. Then you'll want get into the groove.

Advanced players might like to hang around the Dreadnought's master control for a while to boost their score. The Dreadnought defenses throw more and

Continued on page 44

URIDIUM

more evil things at you the longer you stay airborne after the LAND WORM message appears. This is a dangerous tactic — but workable for some pilots.

Once you've printed the desired sequence it's back to the action. Your Manta blasts off the runway on automatic — but you must take control again to keep back over the Dreadought as it slides into space, blasting anything you left behind on the fire run.

Andy says there are ships and installations on later levels that you **WON'T** be able to get and you're on the way back.

Your Manta fighters in



extremely maneuverable. It can perform near 180 degree spins with ease. But you must remember to lose enough room

behind your ship when you do a 180 flip — or the craft does some backwards a little. There are times when you'll need to get out of

right space this way. Practice makes perfect!

You can also get your Manta flying on its side — but you must be flying fast enough. You slow and your ship won't budge! You'll need to fly on your side to get between the cold haired Andy (he built into the Dreadought). And remember the ship has built in inertia — so it won't stop dead or turn immediately.

■ **Uridium** is available now for the C64 and costs £19.95 on tape and £12.95 on disk.

COMPETITION

We've travelled on the maps, gazed at the playing tips — now it's to win the game. On games to be exact. **Hiweman** will present a complete range of state-of-the-art, Commodore and Amstrad software on the three winners of C-150's great Uridium competition. And 25 runner-up will also get some fantastic Hiweman software for their computers.

What do you have to do? Design a Paper Dreadought, that's what. Andy's game shows just the top lot of these space-ships. But what does the rest of the ship look like? That's what we want you to tell us.

You can draw or paint the spaceship of your dreams — and, if you're a winner, see it printed in a future issue of C-150. You can send us a blueprint of your Dreadought, or an artist's impression of the hardware that has seen ships down the spine of a million alien space-warriors.

Once you've completed your Dreadought send it to **Compuart and Video Games, Dreadought Competition, Priory Court, 20-22 Farringham Lane, London E6R 5AL.** Remember to attach the competition coupon securely to your entry. Closing date for the competition is March 1985.



THE PRIZES

The prizes have been divided up by machine. The Spectrum first prize winner will get the complete range of Hiweman games for their machine. There are **Arkanoid, Dropzone, Technician Ted, Southern Belle, and Aero-Cross.** The C64 winner will get **Paradise, Lantana, Harkness International, Grubby's Day Out and Uridium.** The Amstrad winner will receive **Southern Belle, Dropzone, Technician Ted, Harkness International and Paradise Diamond.** We'll throw in a Big Red credit for each winner, too! The 25 runner-up will be able to choose between **Spectrum Action-Cross, C64 Uridium and Amstrad Technician Ted** as prizes.

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URIDIUM



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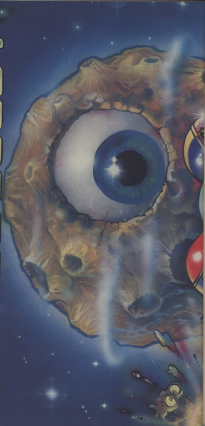
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SPACEBOAT





HUNCHY

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● CBM64

Generals is in trouble but don't worry, Quasimodo is ready and willing to come to her rescue.

Use the L, C and SHIFT keys to guide Hunchy through the game's 35 screens. Guards, rocks, arrows and acid drops will kill Hunchy if he touches them.

You start each game with seven lives. Complete four screens in a row without losing a life and a super bonus is awarded. **Paul Hammond**

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HUNCHY

HIDE AND SEEK

● ATARI

Squares, pats and points — that sums up *Hide and Seek*.

The object of the game is to find as many as you can.

Movement of the "I" is controlled by the joystick and pressing the trigger button reveals your selected square.

In the one player mode you must find as many hidden pats in the minimum of moves. The maximum number allowed is 30.

In the two player options the idea is to find more pats than your opponent. The amount of points awarded for each pat found varies. For example, two taps or spanners are worth one point, kettles or pots two points, ladders or forks three points.

● Colin Hill

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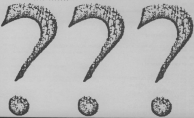
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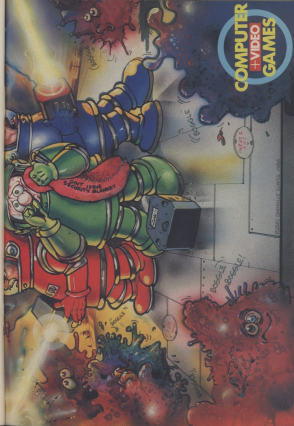
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COMPETITION



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Scene One: The cheap business hideout of the notorious C + M gang. Two shady figures, their faces illuminated by the unsteady glow of a naked electric light bulb, whisper furiously with each other.

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"Okay, Fingers, where's the loot?"

"What loot, boss?"

"The competition prize, you great idiot. The copies of Inspector's Movie game — 29 for the Spectrum and 25 for the Amstrad."

"Eh, you, don't worry boss, I got the stuffed away safe and sound. What do we do with the game?"

"That depends on the market, Fingers. They've got to come and bid to get in on our great competition copies."

"What have they got to bid, boss?"

"Get's easy, Fingers. All they've gotta do is answer our questions on famous detectives and detective movies. Read these questions out, Fingers."

"Okay, boss, here goes."

"Question one: Who created the famous crime-busting duo of Sherlock Holmes and Doctor Watson?"

Answer:

"Question two: In which Ford piece? a futuristic detective in the film Blade Runner. What was the character's name?"

Answer:

"Question three: Which actor starred in these three films — *Conan the Barbarian*, *The Mad Max* films and *The Big Sleep*?"

Answer:

"Question four: Agatha Christie created half of the most famous detectives ever. Name them."

Answer:

"Well boss, Fingers, I don't know you would read."

"I can't, boss."

Send your answers with the printed coupon, to Movie Competition, Guinness + Video Centre, Priory Court, 30-31 Harrington Lane, London, EC2R 4AL. The closing date is March 28th and the winner's decision is final.

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SWORDS

QUADRANT 1



QUADRANT 3



words and letters

is the ultimate computer simulation of the classic Dungeons and Dragons role playing game. It was our game of the Month in

January and is bound to become one of the most popular games of all time.

There are many 32K modules to come from the progressive WIZARD SIMULACRA but here we bring you a look at the map of the first level — plus hints and tips from the man who wrote the game. You descended to... I+12" is proud to present it.

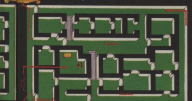
Lev

S & SORCERY

QUADRANT 2



QUADRANT 4



Level 1

The *Stairs and Tips* for
the *Stairs and Sorcery*
Map begin on page 71.

Released in 1995
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then came his
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SWORD & SORCERY hints & tips

As with all role playing games, whilst there may be specific books to complete the experience of the player, it is to make a super character.

In most one of the game it is easier and quicker to purchase magic and hold up a high degree of skill, but this makes your character very vulnerable in close combat situations.

There has been a lot of disagreement over what type of character is best for S&S it is generally agreed that it is easier to think with a Magic User, handle with a fighter and handle well with an unarmed combat specialist. But the best style of character is the most powerful.

One of the most important things you must do in order to build and use a S&S is to maximize your food supply. Try to make food as possible in the beginning as the other world seems big, uncomfortable and relatively easy to find throughout the game, while food is scarce in quarters two, three and four.

MOVING

- Keep your strength well high and you will defend, plus, to do this, avoid attacking others and try to pick the lock. Unwielding them open will increase your strength however.
- Mindful, be on all when they are because they go "BANG" when you stand on them. They will reduce your magic and strength statistics. You can't jump over them but you minimize the damage they cause by standing through them.

- Move Careful. Always set up your armor before opening a door. If you want to start talking to someone, and when FRIENDLY GREETING and be ready to the select button when you walk through the doorway.

MAGIC

- The Magic Staff boosts your magical power and gives you more spells. It only works if you magic strength is greater than your lightning strength and if you are holding the staff. Just handling it can be fatal if you are predominantly a lightning character. Using the Magic Staff will kill any creature in form of

you but will permanently cripple you in terms of magic power. Subsequent USPs will kill you — and more!

- The Pendant of Protection. Bearing this will protect you from paralytic spells.
- The Magic Sword. Gives a general bonus is useful, but more especially allows you to kill the Mage User who is immune to normal weapons — eg the creature in the 1st Time Maze Hall.

• The Ring of Jumping. This is essential to get through apartment three. The rings are not better than you. We have increased jumping skills while making the ring.

WHERE TO GO AND WHAT TO DO WHEN YOU GET THERE

1. There are four parts of the first amount of S&S to be returned to find out. Includes five corners and two Overseer (by arrows).
2. We need three keys to open the exit.

3. Take the keys to the Dungeon. Kill and get a magical reward.
4. Get the first part of S&S amount from the Magic Staff, but note that the creature is very difficult — immune to fireballs and weapon damage.

5. If you are carrying spent items, paralyze the creature as more health.

4. Get the creature to let you feed a snake. Every time you start a battle your vitality starts to increase. Every time a creature starts on it a document. Vitality adds to the creature's health. If you started the last battle, the creature got weaker.
7. If you get into conversation, creatures become more dangerous.

8. If you are blinded, their coverage and handling leads increase sharply. Similarly, but less so, if you are paralyzed.
9. If you are wounded, they become more dangerous, but may be less health.

10. The using the book to read right.

MELÉE

- If on hitting a creature "EFFECT RESISTANCE" appears, then it is immune to those that the weapon you are using. By switching the

- For every three monsters you kill, one point will be added to your lightning or magic skill (not depending on which one), you need prior to the monster's death.

- If you want to improve your lightning skill, don't go through BATTLE. Instead your attack occasionally.
- A few points of unarmed combat will give you the defense dodge.

- Here are examples of attack + defense results:

DEFENSE — magic LUNGE
SHIELD — magic LUNGE
LUNGE

STAND — is not a good defense
ATTACK — does not stop to attack, but damage done to the defender is also taken by the attacker.

BACK — does nothing + RETREATING for

FRONT — a good option, most defense but slow loss damage and over normal combat will be very good if which can the ITEM needs will help to appear.

Other attacks and defenses it is possible to get are: kick, throw, punch, grapple, block.

The monster shows their attack and defense will, lower than that. We can change your after they have shown.

• The monster shows their attack and defense will, lower than that. We can change your after they have shown.

CONVERSATION

- Always give a response if you want to talk.

- Monsters which grow can be helped with food.

- Unlike a monster or CREATURE it is necessary before trying to get it to give information.

- Use the monster's EVALUATE THIS response to help clarify magical items.

- If you have BLESS monsters, they will never have anything to give.

- If you get a monster in a random you must not sleep for example. Thanks and bonus are good for this. However if you make it too easy, it will attack, as it must be purified from time to time.

START UP SEQUENCE

The order of practicing with each of the creatures is as follows:

DRAG: Gives you 50 lives. This is essential. Only the first day of practice does something.

DOG: Improve your sword fighting skills.

SCAB: Improve your spear fighting skills.

GHO: Improve your staff fighting abilities.

THE WITCH: Improve your strength, damage and carrying capacity.

YELL: Improve your character skills (learning, picking locks etc).

JACK: Improve your jumping ability.

GREYER: Increase your initial vitality statistic. This improves monster reactions towards you. Only really seen.

DEATH: Improve your unarmed combat abilities.

VENGE: Adds one to your initial hit points.



• Always give a response if you want to talk.

C+VG SURVEY

Every month Computer + Video Games tries to bring you the most comprehensive, informative and fun-packed look at the world of computer games. Most of the time we're pretty pleased with the way things turn out, but we're not that big-headed to think everything is perfect.

That's why we're asking you to tell us what you think of C+VG. Go on, tell the truth, we're tough enough to take it.

What we want you to do is answer the following questions and send them to Computer + Video Games, 30-31 Partridge Lane, London SE18 3AL.

The survey is divided up into sections based on the regular features in the magazine. Most will involve straightforward Yes/No answers with space for a brief comment, but there is also the chance for you to give your opinions on the magazine in general.

To help us to help you by taking part in our survey.

REVIEWS

What do you think of the reviews?

Comment _____

NEWS/HOT GOSSIP

What do you think of the news and the Gossip?

Comment _____

BUGHUNTERS CARTOON

Do you enjoy the comic strip? YES/NO

Comment _____

DEAR BUGHUNTERS

Is the Dear Bughunters column and telephone advice useful?

YES/NO

Comment _____

IDEAS CENTRAL

Are the hints, tips and ideas useful? YES/NO

Comment _____

LISTINGS

Are the program listings interesting to you? YES/NO

Comment _____

ARCADE ACTION

Do you like the Arcade Action? YES/NO

Should it be longer? YES/NO

Comment _____

ADVENTURE

What do you think of the Adventure page?

Comment _____

TOP 30 SOFTWARE CHARTS

Are the charts of any interest? YES/NO

Comment _____

MAILBAG/PEN PALS

Should more letters be printed? YES/NO

Are those that are printed interesting? YES/NO

Comment _____

HOT SHOTS/HALL OF FAME

Could there ever feature be improved? YES/NO

Comment _____

FEATURES

C+VG publishes a variety of different features, some from America, films, videos etc.

Do you enjoy these? YES/NO

Do they have a place in a computer magazine? YES/NO

What other sort of features would you like to read?

MAPS

Are these useful? YES/NO

Comment _____

GENERAL

Do you prefer the new look C+VG to the old one? YES/NO

Comment _____

Is there anything you would like to see in the magazine that isn't in now?

What other computer magazines do you read?

What computer games, what other hobbies or interests do you have?

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Everyone who's anyone in the Atari world will be there. Already many third-party suppliers are planning to use the show as a launching pad for products still on the drawing board.

If you're a long-standing Atari user the show will bring you right up to date on all the exciting developments now taking place in the ever-expanding Atari world.

And if you're one of the many thousands of newcomers to Atari computing it will open your eyes to the vast selection of Atari hardware and software that is now available for the whole Atari range.

It's a show you cannot afford to miss!

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The Atari Computer Show will be a shop window for Britain and something that not even our American cousins have witnessed. - **Mike Reynolds**, Sales Director, Software Express.

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ADVENTURE NEWS

DAN DARE

A few months ago I discovered that the early chapters of the *Phantom*, in the archival manuscripts where the say 'em games are listed, and numerous titles named with a number, and my eyes were caught by a faint name. Not an ordinary book name, but an original drawing, much larger than the printed version that ends up in *C+VG*.

"Dan Dare?" I gaped, and suddenly memories of pastures came flooding back. "Was they didn't Frank Hampson draw it?" asked the Bo, instantly recognizing that it was not the work of their creator, the best comic strip artist of all time.

It was then that I learned of Frank's death last July. I was saddened, for when I was a kid, Frank Hampson was my hero. I was never tired of getting up in the morning, but Frank was different. I couldn't wait for the paper boy to call. I'd run up the wall before breakfast to get the latest issue of *Dare*, to read the greatest adventure strip ever — Dan Dare, Pilot of the Future.

Every Christmas obviously has a long memory, for what should have up to my window, but a quality paperback called *The Man, Who Dares Tomorrow*. In it was the full story of Frank Hampson, and the work that went into *Dan Dare*, together with beautifully reproduced examples of artwork from the strip.

After reading it, I dug out all my old Dan Dare papers (1960 to 1965) and relived the story of the

successes, problems, sickness, and turmoil of the team behind them, as described in the book.

The Man, Who Dares Tomorrow tells the incredible story of how Frank got together a stable team of eight artists, who worked round the clock to fast the *Empire* deadline. Full scale models were built to recreate the world of the comic, and the consistency in the drawings of buildings and weapons from whatever angle they were drawn, and the artists used to pose for photos, to check against the drawings for balance effects and the realism of positions.

It is also the story of how, after leaving *Dare* with Milton Free, his business partners finally rescued their share of the assets of EPC. The copyright of Frank's own creation has for many years been held by EPC, who allowed others to profit from spin-offs.

Frank himself was only permitted to share the likeness of Dan in magazine form.

And yet not only did Frank draw and define the original characters, but W&A Dan, just as the letter was by Milton Glaser. They actually used to send his photographs so artists could get an authentic look for their characters.

In the mid-seventies Frank Hampson was honored with an *Aldo Sargent award* as the creator of the first *Adventure* strip.

If you want to know what the best ever comic that existed is was like, and could have still been, then this book will transport you back to the times when it all happened.

The Man, Who Dares Tomorrow is by Martin Chapman, and published by Who Dares Publications, priced £2.95.

TIN NA NOG

In December, reader Dave Thorne wrote with a burning question about the origins of the game *Tin Na Nog*. Who it based on *Pedders Bridge* by John Howard, he asked. Mike Woodcock of Noddy, Co. Dublin, and Colin Buckley of Ballydoyle, Dublin, two of our many Irish readers, replied independently, revealing the game's links with the book and the game, and their story gave readers a total insight into a subject long ignored.

Tin Na Nog is not based on the work of William Fitzgerald, but an ancient Irish legend. Properly written 'to be in *For*' and pronounced 'Ten Na Nog', the words are actually Irish.

Clearly for 'The Land of the Fairy' as named in the most obvious regards are said to be eternally young.

Curiousities (found of *Curiousities* in *Curious*) was the original form of the *Linnane* and was composed in two lines around 800 BC. He explains further in his old work, 'The *Curiousities*'. The 'Wilder' (in Irish legends the 'Dance of the Wild') from *Dare* (Dan Dare) is the last population of the countryside.

So there's the answer.

INFO-COM GETS LITERATE

Two Stone Lines quietly stand guard over a massive archive. A building preserving our

knowledge and the wisdom of ages. Oh, it's not some mysterious temple hidden in a foresting jungle, but the impressive New York Public Library overlooking Fifth Avenue in Manhattan, where *C+VG* (Stone-age eye Member of America).

Walking inside, conducted by courteous escorts (imitating with excellent manuscript and loads of help) from a growing stream of new visitors, you find the printed word. What better place for letters to introduce its spirit, most literate adventure? Random quiet walls of dark wood, a *Man of Letters* Reading is underway. In *AVV* is the first in the new Interactive Plus series from Inform, featuring an expanded 1700 word glossary indicating its understanding of words and sentences. A price is asked though, an *AVV* copy is 100¢ of memory. But in return you get a novel game.

You see *PHED*, the first truly interactive computer of 1981 *AVV*. You have been discovered and now you (thinking eye were James, when actually of you have known and experienced his new lines construction of your memory bank.

You have been given this 'randomly' for a reason. The United States of North America is in turmoil. A plan for starting all research done has been abandoned, but will it work? Through the use of a simulation mode, you will enter a future which has undergone the 'plan', and check out how such a system will affect the future.

It *AVV* is a game which is necessary — not just solving riddles and answering problems. Part of the fun is in interacting with the new world and finding out more about it.

Dear Keith,

I'm afraid I have collected a lot of impossible problems, well, impossible for some outside like me, but not for mighty warriors like yourself.

The *Book* has also hit me, for was it the case, in looking for me, and for me reading of some bits. What can be it?

This appears in *Man of Letters* but both have but still can't see the words.

There there's this letter trapped in the treasure room of *Castle of Thorne*, but can't remember a certain letter.

Meanwhile writing all in *Curiousities*

Speaks for a close about to get him out of the coffin — that didn't help as there were no words that were yours, sorry.

Building of *Man of Letters*, I was sure it had died in a world, and I read in the *Den C+VG* of someone who had problems, so someone, at least, is obviously still playing it.

E.H. Doyle,

Dear Keith,

Here's the note to the mill, get there to assemble the barrel, and use the file to pick the wooden bar. Don't forget to take the only *THORN* in a mill bar to pick. Seriously though, these are some chess on page 71.

Dear Robert Dudley,

I've never read a letter before, but I now feel I must. Why? Well, it's simple, and I would like a *C+VG* letter to bring me some more mail. But only that, I would like to connect on the *Man of Letters*. The review was good, and the *Adventure* *Man of Letters* was an interesting feature. How far the last period?

The *Man of Letters* was not a lot of old tips which had been published before, and had been reprinted for this edition.

I assume *C+VG* is, as the name suggests, a computer may 'Wily' Sam, am so subjected to work involving pictures as those

of the *Man of Letters* team? Are you about to change to *Curiousities* 'Wilder' problem? I suspect you all keep down to *Man of Letters* and live some times paper from, but the number of letters will be only from each previous year.

Michael Pearty,

Great.

Keith: Do check study the concept *EXE* and *EXE* enough. *Michael* The new tips were named *EXE* and appeared on page *EXE*, while the columns named *EXE* clearly stated that these were a collection of all old tips from *Man of Letters*, and they were continued forever.

MAIL BAG

ADVENTURE HELPLINE

In his penthouse apartment in the IDEAS Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time-consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems.

This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

HELP

Got a problem?

Don't suffer in silence. Write to Keith Campbell's Adventure Helpline.

Poetry Court,
33-33 Farringdon
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EC9 2AU.

HELP

CRINGING CRIBS OF HELP!

When is no time to sleep on the beach, but Mark Evans of Manchester is doing just that — it isn't his usual thing! Can anyone lend him a hand in the *Rescue!* lab?

Chris White, Mate of Cheshire, is stuck on a German tank in *Exodus* — he wants to access the tank but he doesn't know how. He has figured out the tank to think it over, and here at a complete loss. Help, mate!

Steve White is having the hard in *The Infanter*. He's stuck slipping, but that doesn't seem to help, and he's a bit put out by Steve, who hasn't shown up in two months, leaving messages. Daily text reading the papers, but that is in a foreign language he can't understand, so who can offer help or a translation?

The *Bombardier* game is a two player that all adventures should have in their options, writes Mark Bishop of Lancashire. It's a shame that not many have seen heard of it, he says. His problem is to find the command that will get him past the machine on the planet.

Mr McCann of *Managers* is getting the end of Fourth Period. I have looked to fight day of going down about this game, as the format doesn't lend itself to being played here. Can you lend me a strategy file.

Hi mate, Mr McCann is in need, mate, of a few short snappy answers! What about the you answers! How often? Where do you go? Paper prints. Where do I happen? Mr C thinks *Paradise*. How was mine received? Mr C thinks *John King*, *John King* is also right! What does *EVERETT* mean? The island, going to get into the second part of the game!

Success of *Exodus* has surprised well, and continues to get mentioned in the press. Although the situation is fairly tentative with sales, it has highlighted recently the popularity of the question, "Where is earth in *Exodus*?"

The *Rebirth* of *Rebirth* has also raised some controversy by asking an unreasonable question. How should he deal with the *Rebirth*, and how can he buy a house in *Rebirth*? Steve said I'd just passed of The *Rebirth* levels, Andrew

Lewis of York in *Northumberland* has enlightened me it is a *Quality* adventure by *David Play* and it is wrong to level always question, the *TRICKS* in the letter box is nothing as simple as the thought. It is mainly an *adventure*, what about *TRICKS* will come? "Northumberland" says Andrew, "how anybody here how to get into the pub opposite the house!"

Paul Gilbert finds many places in *Ys* that are too dark, and has to take levels off, and has to have a screen of light. In the crystal world, and why does it only show in certain places? he asks.

Paul is also wondering about *Rebirth*. How can he get the lot of the *Rebirth* *Rebirth*'s tank, and what can he do to get the floating cube?

Who plays adventures on an IBM PC? How do I know? I've only been with *Adventure* in *Exodus* where *Adventure* (I've never got past the start) had me in the *Rebirth* if you know the answer?

Hi mate! There is an eye at large in the town of *Exodus*, writes Mr McCann of *Exodus*. He is playing with *Exodus* and not being able to pass to *Exodus*, in *White* *Exodus*. Any help to get into this predicament, or to open the south door of *Exodus* in the strange zone, will bring relief of mind in the *Exodus* house!

Finally, what should *Denis* play? *Exodus*, or *Exodus*, or *Exodus*, or *Exodus*? I know what I would give him — a *TRICK*, a *TRICK*, *TRICKS*, and some more things in a *TRICK* zone!

DOUBLE, DOUBLE, TOIL AND TROUBLE!

This month sees a letter from a *Maniac* fan from *Exodus*, who, not having any friends in the game for months, thought the game had had a crash.

Adventure has a long life and *Exodus*, being called *Exodus* (I'm sure), it seems that it has been used this time by the problems from the wrong places to reach the *Exodus* *Exodus* *Exodus* in *Exodus*.

Maniac, many have given up, so with the help of others that might be forthcoming as a result of these plans, perhaps those who led by the example may be encouraged to try again!

Michael Spiter of *Exodus* in *Exodus*, *Exodus*, has only just finished the first part, and has not given up *Exodus*, that is, except for the question of the mail. "How can you describe today's events in three words?" (the screen a *TRICK* screen?) Perhaps from *Exodus*'s point of view *TRICK* *TRICK* *TRICK*, might be apt!

It is quite likely that *Exodus* (Steve of *Exodus*) may still be able to help *Exodus*, for he is into the third setting. However, she can't get out *Exodus* main problem that in the screen where the key is hidden, with all the keys and *Exodus*, with an indecipherable "something" seen a man lying in the foreground. Assuming that these objects have some relation to the game, *Exodus* is unable to find the correct vocabulary to decipher what they are. How therefore cannot get out of the screen, so none of the other objects depicted are actually explained by the program.

In the land of us, Mr. Quinn of *Exodus*, who receives the secret of the cat and thank in the *Adventure* *Exodus* section. "Can somebody about some 'light' on *Maniac* of *White* this?" "I can't!" I think I could "Oh yes, I could find the *TRICK*, but" she says, adding: "I just love the *Adventure* section. How, mate and *TRICK* please?" And I just love *Exodus* like you, Mr. Quinn. More coming up in a month's time!

ADVENTURE CHAT

John McCann of *Exodus* has been playing *Exodus*, and he is impatient! "How volume mentioned that I can't write the mail adventures-viewing, with hundreds of excellent locations, and people looking near to finish them."

"They don't and 100-1000 later I am disappointed. They tell you to save your position regularly, and then take a point off you every time you do it to get 1000-1000 you have to play the game in one go!"

"I suppose that is the ultimate challenge since you know the solution! But all adventures are played like every game on the market. *Exodus*, most every good game! It's all a matter of how or getting it! *Exodus* *Exodus* are just not the real *Exodus*!"

Closing the mail is a lovely feature for *Exodus*, so many players of *Exodus* will love.

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COMMODORE 64/128

The most anticipated Adventure of all time must be *Lord of the Rings*. So when the hefty packages arrived — carried by some odd looking dwarfish characters in hooded cloaks — we sent them straight off to our ace adventurers Keith Campbell and his apprentices Jim Douglas and Paul Coppins. Now we present three views of Philip Mitchell's translation of the Tolkien novels.



REVIEW SPECIAL

JIM'S QUEST

When *Lord Of The Rings* arrived at C-WE, I'M DOUGLAS looked at the package and found a useful way of keeping the Fellowship clear.

This is probably the most professionally packaged game to come from Melbourne House. The large box fits the box and its contents snugly inside of quality!

The manual makes a commendable attempt. It is impossible to tell quite how important it is to read the book before you actually start the game. I shouldn't think Melbourne House would include

There is a napping thing between entering each location and the magic re-arranging. When (re)arranged at last, you may spend more time thinking about your next move, and the machine has to wait for you!

Lord of the Rings matches all expectations. It is a very good game, but certainly not for the uncommitted adventurer. Don't get off with expectations of solving it — just explore, experiment, and enjoy!

PAUL'S QUEST

PAUL COPPINS started looking Lord of the Rings, and went out

possible to become trapped inside Muggo's trapdoor with no means of escape. The only problem in part two seemed to be that the program didn't know the Rings were far from!

Lord of the Rings is without doubt a far superior game to *Robin Hood* and *Star Trek*. I would even go so far as saying that occasionally I believe this to be the best from Melbourne House so far. I can't wait for the second part of the trilogy!

KEITH'S QUEST

Paul and his disappeared with a Hobbit and a pile of Mithrilian records to escape Chetivara, leaving Keith with nothing but a "he, good, not so", a "heh", a "heh", and a half-rotten bottle of beer...

LOOK OF THE RINGS

The magical ring of Sauron is in the possession of the Hobbit Bilbo, master of Bag End. Bilbo is aging, and, increasingly wary, decides to set out to visit the wizard who is a long holiday, probably never to return.

The Ring is a source of evil power, sought for by the Lord of Mordor, and using it can turn its owner to evil. Before the Wizard Gandalf can be killed, he persuades him to leave the ring in the keeping of Frodo, who is to be the new master of

Bag End. After some years, it becomes clear that the pressure of the ring is a threat to the well-being of the Ring, and must be destroyed. But it is said that Sauron's Power can only be smothered by Sam's Fire, and there is no Dagg's Fire but enough to smother the one Ring of Sauron.

There is only one way to find the Cracks of Doom in the depths of Mordor, the Mt. Mordor, and use the ring to there... Gandalf tells Frodo.

In Frodo's case, it is the company of fellow Hobbits Sam Gamgee and Pippin Took to dispose of the ring, but what does it mean to see it, but to see power corrupt him.

"You are in a comfortable house with a second window and a green door to the west." So says the first Lord of the Rings adventure game, based on the Fellowship of the Ring, one of Tolkien's famous trilogy.

The package from Melbourne House is a thicker than computing for paperback version of the book, plus two cassettes and an instruction booklet. The game is in two parts, one on each tape. On the second side of each is a "beginner's version, a cut-down adventure in which the player takes the role of Frodo.

In the main game, the player can not play the part of any of all of the four main characters. During play, he can change his role to any one of the characters he has chosen, by entering "become..." This is used to

You are Frodo.

Being carried by you are a bag, a canvas backpack, a small gold ring and a blue book.

Merry waits. Pippin waits. Sam waits.

You go west.

You are in a comfortably furnished cottage. You can see a table. On the table is a welcome seat.

Possible exits are west through the yellow door and east through

the fire door. Merry enters. Pippin enters. Sam enters.

35:

if it is completely useless, however.

The instruction book is mainly an explanation of language, a few legends and bits, and a general introduction to Adventures by Design. The program itself doesn't want to admit that it's looking for you left with a floating red and green border throughout most of the process — most disappointing!

The game is very similar to the Hobbit. The graphics are acceptable, although not up to the standard of its predecessor.

There is a chess system whereby you can choose which characters you wish to play, which, of course, enables you to play the game with friends.

Using the modified you are more likely to get another character to do exactly as you request, instead of making leaving it for the computer to work out.

for being unobtrusive. Before being seen delivered to the Fellowship, Frodo had completed the adventure and washed it down with a glass of beer...

Although the text is very descriptive and well-written, the graphics are not up to much. The picture level is easy to produce, the main difficulty being where the plot writes from that of the book, in particular, copying the Hobbit line of three.

One very good feature is the ability to give other characters commands, which means that you can tell others to carry out the lower tasks, while you take on the more important task. There are three means to do all, one in part one, and two in part two. But this is by far the better, having a better sense of humour, and so perhaps! There is a log in part one which makes it

You are Frodo.



You are on a broad paved highway with grassy shoulders, running east-west through the Shire. H

36:
33:

ADVENTURE

LORD OF THE RINGS

enable a number of people to play the game, each taking a separate character. In it alone, but it does not enhance the game any more than a group of people play together, operating all characters. In fact, there is little need to swap between characters unless you decide to quit the party or, since "highlight," that will happen from whatever command happens, except phrases like **GET TO SANCTUARY BACKPACK**.

The opening sequence of the game requires the acquisition of suitable objects to prepare the party for the journey and this is quite a long process, but there is a lot of stuff going around the

BUT POPPIN HAS IT SAM NEED TO PUT THE LONG ELABORATELY CARRIED POPS IN THE CAMPUS BACKPACK BUT POPPIN HAS IT SAM NEED TO PUT THE CAMPUS BACKPACK

And of course, the more often you try to become with the commands, the more likely you are to get a reply such as **I DON'T GET ANY IT POPPIN MATCH THE BACKPACK TO TALK TO POPPIN**.

As of this time a remarkably long time, it is highly recommended to save the game (note you have got your party loaded up and out of the house). There are no medals or death lurking in the forest, and

printed is shown in highlight. I discovered after introducing a game which I had saved on that, that I was listed as having Frodo, whom who I had taken to the game **I QUOT**. The top bar also was not updated with **I MESSAGE** accordingly.

Below the border is the landscape window, increased by those who wish to see the list, on which appear portraits of characters not present at the current location.

While the program waits out who is going where during a change in location (average seems to follow everybody else) it shows and re-positions the portraits one at a time, resulting in a slight increase in response time while those flash off and on and flip from column to column.

The overall response time is sluggish compared to its a few seconds delay AFTER all the replies have been given, before input can be accepted, but it total time of waiting between 10 and 20 seconds when moving from place to place.

The last window mentioned for completion is it — there are occasional pictures which would up to be replaced with text on hitting any key. They are not particularly large, and to me they resembled merely another degradation of response time.

Below the top window is the command input area, and manages that are not part of the game, such as **DO NOT BE SILENT** when you try something that isn't possible (although probably fairly sensible), appear here.

The trouble with this is, that

some managers are too long for the three lines allocated, so the top half often scrolls out of sight under the next window before it can be read.

Key depressions cause a short delay, which is particularly marked on the keyboard, since it is so easy to press a key all centre without noticing that it hasn't registered on the screen. Type-ahead of one character is possible, but this causes a problem, since the last character entered in the line that is displayed when that prompt finally arrives.

This is particularly annoying when using quotes. In some cases, there is a delay of almost one second between leaving a quote, and its appearance on the screen. If you get into the habit of typing a sentence, it is all too easy to find you have the wrong quote following the opening quote. This makes **SAYING TO** rather tedious.

If the program of ploughing through the book seems a bit daunting, then, if you didn't see the files when it was chosen on TV recently, you might consider watching the video, available from most good video libraries. This will put you on the right track, but to get the best enjoyment out of Lord of the Rings adventure, you really should read the book. So there we will have a few better ideas of what the game is all about, and how to meet its various objectives.

- Vocabulary
- Atmosphere
- Personnel

You are Frodo.



You are in a large green square, planted with loads of flowers, and shady trees. There is a hole

TU:
TU:

more

turns.

When Frodo's inventory list is hit, it is necessary to transfer equipment to suitable members of the party.

This involves a list of either **RECEIVED** or **SAYING TO**, and some backspace are provided for putting things into the white inventory area (however, boards involved unless the player keeps careful note of who is carrying and wearing what, and where everything is at any given time).

I accidentally had Frodo pick up some backspace, and confused with the keyboard by three minutes before I could transfer one of them to Sam! After one of my more ambitious multi-mouse attempts, I required the following keyboard recipe: **SAM TALK TO TAKE THE MAP BUT POPPIN HAS IT SAM TALK TO PUT THE MAP IN THE CAMPUS BACKPACK**

to be caught without a saved game, hence you will have to reload initializing data, and go through the **SAM TO SAM TALK BACKSPACE AND GET MAP AND WEAR BACKSPACE AND PUT MAP IN BACKSPACE** routine of over again.

In having commands to different people in turn, it is possible for things to get a bit out of step, and there is nothing more substituted to treatmate the player attempting to get a grip on those memorable Hobbit class **POPPIN HAS IT TALK TRAVELLING TALK** in the middle of it all!

The game has an unusual screen layout. The top window is a slightly out-of-focus landscape screen, with a top border displaying a row of portraits of your selected characters.

The currently active character is named on the screen, and his

You are Frodo.



You are at the entrance to a dark tunnel, going east under a high hedge which would be too high to open door

TU:
TU:

more

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ADVENTURE

REVIEWS/1 MASQUERADE

◆ **Supplier:** All American Adventure

◆ **Medium:** Commodore 64 (disk)

◆ **Price:** £24.95

Alright! It's driving me mad! I've come across this lady in a steady hotel room, and I'm after Mr. Big, the brains behind a crime syndicate. There's a knock on the outside in just under the hour, and it's a dame, the hotel will be reduced to a pile of rubble. But will it matter?

Peeking the lady, and making off with everything useful, I head downstairs, past by a movie theatre (more movie than I can afford) and head for the sea, where I can just about save the price of a ticket to get in. If I haven't got a lady in my back by now, I can find one on sea, and it's not only those of the quality! A mysterious and sinister figure is lurking in the shadows, watching my every move.

After a quick look at the sea, I realise this could be Mr. Big's HQ, and maybe that hidden key in the office building.

Otherwise, why would the guards need to kill me like going up?

Come to think of it, I've a whole lot of questions, and not many answers — not much of a 'Yes, sir?' I've scanned out that the hotel window open in my window in (I think) and I think I know why I want papers — if only I could afford to buy some!

But why in the future identified — and what's behind it? What secret does the hotel in the middle house hide — and how can I get at it without

recessive leaps being made into me? Why the hell? Surely it must be useful if I can take it! And why does it fly away when I release it by the stairs? Surely that's not how things should work, should they?

Oh, I have a theory about that, and like the movie, it's all tied up with cash — there's simply not enough money! Expense reports are brilliant — there's nothing someone makes than carrying an unlabelled gun — open it! It is a .44 Magnum!

Masquerade is an intriguing street set for you to solve, with

the aid of a Commodore 64 and a disk drive. It is pleasant to play, for although only two-word commands are accepted, the vocabulary is well handled, and the responses to instead if played in fast only.

The graphics are very good, and courtesy in style, but when you've come to pictures more than enough (and this will happen quite quickly, I can assure you!) you can wonder 'WHY?' mode, which allows you to toggle them on and off by use of the RETURN key.

This is one of the few disk graphic adventures I have come

across that actually seems to load the graphics when in fast-only mode.

If you want to subdivide the pictures, then you have only to press RETURN a second time, and the current picture is read in.

Apart from my reservations about the price, this is a necessary and enjoyable Adventure I can recommend without hesitation.

Keith Campbell

Right, I quit go now. Can't hang about. I've got to work out just what the layout on the box does when I press it... dare I press it?



MOUNTAIN PALACE

◆ **Supplier:** Duxford

◆ **Medium:** Commodore 64, Amstrad

◆ **Price:** £19.95

In the opening moves of this game, I found a hidden road that would not talk, and a stored that so was, no love, was allowed to be made to the! Reacting in mind that it was the very thing I needed to discover a large pile of rubble blocking my way. I found the word.

However, after a few minutes of wandering about with very little happening, with the sign of a tip (which the more than to prove the key in watching the

adventure. From this point on, things started to look up.

The game opens with you standing on a mountain ledge outside a hidden palace, hidden, that is, until you found it!

You have limited resources of vast wealth lying inside the long led palace, and you need only walk in to collect your prize.

Unfortunately this turns out to be a little more difficult than you imagined. Gaining entry in the open part, it is a puzzle! You're not again that is tricky, for there are some very strange inhabitants living (or perhaps 'hidden') in a lower world in the palace, and this turns the most part of the adventure.

For example, there is a headless ghost that hangs out and throws things down at — guess who?

Some rather unusual vocabulary is required to solve this game.

Words like KILL and ATTACK don't have the same meaning that most of us have grown to expect.

The answer to some of the problems are a little disappointing too. In this world, the happy, throwing quest, for example, experience would suggest that you would need a cross or other religious object.

But here, you fight them back using an axe! Oh look

Occasionally which quit

(Despite all this, I found that after I had been playing for some time, I had come to like the game! Perhaps that was largely due to the truly useful prize that dropped up here and again!

Then, and other humorous episodes appeared to me, making this an enjoyable adventure to play.

The game is worth a quick play — you may find you like it!

Paul Gouppin

- ◆ Vocabulary 4
- ◆ Atmosphere 7
- ◆ Puzzles 7

REVIEWS/2

MINDSHADOW

- ◆ **Supplier:** Activision
- ◆ **Machine:** Spectrum, Amstrad CPC (disk and cassette) and 500 BASIC (disk)
- ◆ **Price:** £19.95

Mindshadow was originally released on disk only for the Commodore 64, an increasing trend for adventures originating from the USA. It is very rarely that any games to mentioned twice in CHOC, but this release of Mindshadow is a cassette version, not only for Commodore, but also for both Spectrum and Amstrad computers, in cassette.

I allowed the chief opportunity to see how a game that needs no graphics from disk while it plays, turns out on tape. Such a comparison could also be a comment on the capabilities of the respective hardware.

To recap on the full review (CHOC July 1989) you had yourself strangled on a sea monster (which on a tropical island, with no idea of why you are or where you come from. No, this is *not* Great!)

The main drawback of the cassette version is that Mindshadow returns in two and a half parts. Most fun of the game cannot be played until part one is completed — saved data must be loaded from one part to the other.

Nothing wrong with that, of course, if it standard procedure in large tape-oriented games such as *War of Wonders*.

However, for a faithful recreation from one original part, the plot must have a structure that prevents returning to locations requiring its part one, when playing part two of Mindshadow for the rest of the plot.

The half-part is accounted for by the built-in tutorial, which is played on its own disk, but which must pass through the cassette head whether used or not, on the tape version.

In both tape versions, the lengthy instructions were incorrect. The Amstrad produced a 'Memory full' error whilst loading the main program after the tutorial, using the special command **Q**. It appears that it is necessary to press all letters loading the main program.

The Spectrum had a worse problem. No warning is given in the instructions about the lack of water control. To stop at the correct position to continue after the tutorial, it is necessary to stand by to stop the tape automatically the tutorial has finished.

The command **Q** takes the computer back to BASIC, but the program name given to load the next part, **SHDL**, is incorrect.

This isn't important if you are at the end of the tutorial, since one can tape **LOAD " "**, but it may well be beyond the tutorial altogether, you would need to tape **LOAD "TLET A"** (tape player name) at the start.

The basic question did the tape version rate in comparison with disk? I compared the situation, and the response time in loading from one location to another, when the program has to be reloaded and response is at its slowest.

The Amstrad loads the Commodore disk in response time; the graphics are not only faster in loading, but more noticeable, and have higher resolution. My only criticism is the use of red in place of green, giving the game a slightly better quality appearance.

The response time in the response instructions of the Spectrum version, for most movements, the Spectrum is barely quicker than the Commodore, in some cases it is noticeably slower. And anything that is slower than a Commodore load is slow!

The pictures are an excellent copy of the originals as I imagine it is possible to produce, given the different graphics characteristics of the machines.

The text in all versions is, as far as I could tell, identical.

How the Amstrad lost out a little, for in using the 50 columns text mode, the text was a little difficult to read on an ordinary television set.

A feature you becoming aware in *Adventures in GORGONYE* and *GOCKLEAD* — a boss to bury adventures (like me) who are about to undertake a risky move.

Usually this means a vote to RAM, or indeed it does in the specific version of Mindshadow. However, on the disk version, although the process is similar, it is far less certain, as the position is moved in the game database. So here, both the cassette version and the Amstrad version, are tanks down.

In conclusion, these tape versions show up in a good light against the Commodore disk version. You won't get anything less — even the 'change to full-screen text' toggle is provided.

Keith Campbell



Greetings, featherless cohorts. I am
the Godfather, rarest of birds, most
precious in a line of bird-kings
stretching back to the stone age.

AL-STRAD

- ◆ **Supplier:** Activision
- ◆ **Machine:** Amstrad, C64, C65, C66
- ◆ **Price:** £19.95 (Mail-order only from Britain with the Bridgeport Action Channel, Chester CH1 1AD)

It is very easy to overlook a cassette with a plain label, especially if it is not a game release copy of a previously 'big' game, and accompanied by a suitable impressive press release. By **AL-STRAD** I mean a game that, good or mediocre, is going to sell well because of the hype leading it.

Looking then, that I didn't overlook **AL-STRAD**, I found

have missed an excellent adventure. Written by Paul Gill, **AL-STRAD** is a last-only adventure with a strong sense of fantasy, and a fundamental theme of the computer games world. One of the objects is even a variant of *Clash of Clans* of the Month, 1979.

Starting off in a fairly modest town, the adventure is more laid out in that with a combination side and a tower. No point for pausing that he isn't a star what the combination of falling the tower causes the flow to move, and the final tunnel happens in an underground computer game chamber of towers.

The Masterchronic offers a unique pile of rubble, while in *Adventures in GORGONYE* also a way model of Rob. This step a pile of man's imagination. Think it, there's a dead and bare, and so looking well.

Overcome the obstacle only with a cross, and discovering how to navigate it comes as a lot of a plot. But there's no time in that!

There a double dead-end appears one, by a short robot ship guarded by a fierce dog, and the other, by a pool of bubbling quackwater, for which a timely response also can be found in a nearby room.

None, when of other

possibilities are advanced, the adventure is based into reaching the end, the success of which was really to his pain all the time.

AL-STRAD is a game of classic medieval fantasy, wrapped in a well-thought out way to make the game increasingly more and wanting to play at the start, but culminating in a few scenes that will leave the experienced adventure moviegoer, if not leaving his head.

Keith Campbell

Woodbury

Amstrad

Amstrad

Amstrad

ADVENTURE

REVIEWS/3 RAPID ROUNDUP

Some old and some new, here we catch up with a few recent adventures that didn't make it to these pages.

In *Dynasty* took a look at *Supertales* and awarded it a Personal Fantasy 4.1, while Kent Campbell's *Haunted Classroom* (Crown, PB), *Mystery House* (PB), *Monsters Gold*, PB.2.

• *Champion* has stolen the editor's *Challenge Gold* Cup, and the headmaster supports you, in *Champion Chess*, for the Spectator, from *Castle Solitaire Ltd.* Plus quality newspaper graphics family good, which is a very quality visual adventure with little atmosphere, in which you must enter the arena and find the cup.

No one can show, and when

you do more, many directions are allowed (by going south is not always the reverse of going north).

Moving from window to hallway path, through the playground and up the road might be fun for some, but not until they learn the date of the Battle of Runestones?

Personal Rating (PC) 1.
• *Run from the Central Solitaire*, and in the same series is *Champion Chess*, in *Champion Chess*, in *Champion Chess*, in *Champion Chess*, in *Champion Chess*. All in code with a piece in search of Black Lake, leaving you in charge.

When the game begins I was presented with many pretty devious graphics, and the available predictable "What

are you?" as a prompt.

Pretty soon I realized I wasn't going to get anywhere without the correct items necessary to begin my journey. Cash wasn't hard to come by, and I soon was a "big fat man" at poker, which as well as being uninteresting, didn't show up in my inventory.

"There is a slightly frustrating "the last thing," someone which appears every so often, and doesn't advance the game at all, and leaves you to get lost and look between various water sources. I suppose it is a suitable inclusion, but...

Certainly not a great game.

Personal Rating (PC) 2
• *Runestones* follows here, polished to a degree of last adventures for the *Runestones*, both

reasonable without being spectacular. *Runestones* shows you off on the first of response, in the opening minutes. Predictable problems but for all that not too bad a last adventure.

Personal Rating (PC) 3
• *Runestones Gold* is another adventure from *Runestones*, and is in the same format as *Mystery House*, but in the short form of *Supertales*, after the gold rush, there is still some gold in the bank's side. The job is to discover the combination, parts of which have been hidden in different places by the magical messages. This game has more atmosphere than its stable mate, and some nice to see problems.

Personal Rating (PC) 7

RUNESTONE

- Supplies: *United Nations*
- *Modern Spectator 4.1*
- *Price: £12, Canada*

The huge and ready treasure debate of originally will no doubt get a good airing when the game is released by the Adventure world. In all respects and programs it is very very similar to *Castle of Midnight*.

No those of you who have somehow managed to avoid the *CCM* game, with its personal graphics and huge game map, here is the state of affairs: you take the role of different characters and move about the land collecting other people to add you to your quest. This usually involves interesting scenarios, or reviewing a long list of items, or simply searching an advancing army of warlike.

However has managed to show out people and judges of

apparently strong history. It's well-written stuff, but unfortunately predictable. The land of *Runestones*, it's a fantasy version of round *Runestones* (which). They are instead on riding the land, and are having a good deal of fun depending from why appear there.

This is where you come in. *Runestones*, *Runestones*, and *Runestones* are the three main characters, and by typing *CHAMBER* *TC* you can become each of them. You are presented with a little portrait of whatever you are controlling, the *TC* state of the landscape, and the *Runestones*. The best will usually mean "I want to" standing on (open ground etc.) looking (direction) towards (direction).

The graphics are quite small,

but this doesn't detract from their value. A strip at the top of the screen shows the state in blue-on-white. Individual items such as keys, levers, boxes and containers are all shown in perspective, and are quite attractive.

Whatever you need a character (other than the *TC*), who are a machine (which) that I give up trying to follow in favor of a good personal one you can talk to him, though conversations are not really possible. The most suitable course of action seems to be to get all of your characters together and then tell everyone to follow everyone else. That way you should all stay together, giving you a better chance to find, and greater carrying ability.

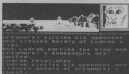
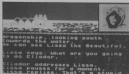
Your first land is unattended, you can set off on your quest, dropping objects, entering traps, firing arrows and saying "cheer" and "thank you" a lot.

It is quite possible to attend yourself. "Wanted" changes forward and shows details of *Runestones*'s life. I'm not sure if this is intentional, but during your own (which means a little entrance) will continue to be supported, though not directly (which means a little entrance) by communication, and characters (which) look amongst themselves.

The game is in real time, with the available time game message appearing every few seconds when nothing is being typed.

Runestones is good value if you haven't got *CCM*. It has some elements of *Runestones* (which) will! *Runestones* will be disappointed if you've got an eye, mind and enjoy a quiet moment, this is certainly worth a look.

- *Runestones*
- *Runestones*
- *Runestones*
- *Runestones*



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★ ARCADE

Clare Edgley, *Mean Creek's Arcade Spy*, has been on the trail of the hottest new games to enter your Arcades. This month she reports on the industry's biggest show of the year — the ATEL.



● TIMBER

Are you lumberjack material? All bulging muscles and chested arms? Well, if it shows you lack those two necessary traits, you can still show off your skill by spending an hour at Billy McFalls' finest game facility.

Run down and there to go. No time to stop for a break. You've got five trees to chop down before the boss likes to whistle — loud enough to start a massive storm season. So get chopping!

You start off in an empty back yard. But a tree in sight just a few plants of grass. However, some giant logs, felled by a boss, a fully grown tree sprouts from the ground. Run up to it quickly and position yourself to cut it. Now swing the axe by moving the joystick — the faster you manipulate the joystick, the faster you will chop the tree.

A word of warning: If you come into the last, you'll knock yourself out and lose valuable seconds. So don't find it easy

in half of the trees before the whistle blows, or you'll have the boss roaring up to offer his congratulations. However, should you fail, the ground will start to shake, the trees will shake and you will fall to your knees on the screen because a log. The boss doesn't believe in half measures.

The next screen is incredibly more difficult and involves three tree stumps — three trees to fall instead of five. An angry bear with a bowtie and a pink featherless bird.

As you reach around falling the trees, the bear starts to get irritated. Suddenly he can take no more and leads a lumberjack in your direction. Dodge that and return to the job. If you're not unfortunate enough to be hit, the bear will start to demand you and eat all your clothes.

It's a sorry sight to see a red-faced, muscle lumberjack in his underalls. All this is time-consuming, leaving you exhausted. Break the back. The bear is now roaring red and follows you from tree to tree with his angry meow.

The pink bird is just another nuisance. As you fall the tree his landing in, he keeps swooping from the branches and trees around the yard. Don't fail to earn 1,000 bonus points, take too long and the whistle will blow.

One of the four stumps-up will be horribly bored by timber, but the simplicity of the game will probably attract more younger players.

● ARCADE SHOW '86

Having been teased around in a somewhat vague letter? Or what about a trip to the excellent suburban mall you visited? Or maybe you'd prefer to run all and chase stripes in the hot seat of Roger's latest venture into hydrology?

Remember how different times and this year's Arcadesmen? Look! Evolution International — the ATEL — had an show a range of games to test everybody whether your skills be in intelligence (and strategy) (straight shoot-em-ups) or games that will make you swallow laughing. They were all there, and hopefully will blow into your local arcades over the next few months.

Whooping sound as your craft enters gently back on its rollers. (The stronger velocity leads like something from outer space, with its black, black, modern cockpit mounted on an aluminum pedestal. You could easily park a Mini in the space the game takes up. I wonder whether inland arcade operators will have the space available to display such a game.)

Getting into the cockpit is rather like climbing into a very high sports car. With your legs stretched in front of you and leaning back at a slight angle you prepare for take-off. The instructions state you have to jabby eight times, double within five seconds. Building your cockpit window into the depths of space.

You have both fire power and



Perhaps the games to steal the show were Roger's Space Hunter and Billy Karmali's Strike Against Bully Games (a crowd pleaser, and the reason — the joystick would have more up and down in the same direction you pull your joystick. Operated by Hydrology, the controllers are the most realistic I've seen to date, and coupled with large speakers, blowing out the sounds of the battle, you could almost have made your reality — that is, used your game time eyes out. Then it's back to work with a

leaner game set to shoot the drums and offer many staff, the other to larger than fuel tank which burns towards you.

Armed (instead your target area prepared the direction of the markers and, as you move the joystick, the craft barrels from side to side to simulate that movement. It's a fabulous experience. There'll be more in future issues.

Space Hunter is just an exciting and features a similar cockpit, though this one is easier to climb in and out of. The play



DE ACTION



a dropper-bomber whose sole purpose in life is to run and fly through as many object zones as possible, defeating a meticulously constructed design at the end of each screen.

The screens are off to 3D with floating, three-dimensional landscapes and realistic graphics. At a multitude of objects, look on the ground and in the air come flying at you, those on the ground you must avoid, those in the air you must hit. They include flying machines and those of rock, insect droppings and butterflies, pop-up shaped objects which always come in threes, amongst others.

The game moves very fast and to stop it all, you've got to battle with the dragon at the end. It breathes great gusts of fire which threaten to engulf you

... avoid those and aim for its face, legs and eggs. It disappears into the distance only to turn round and face another go at you. Fortunately there is a continuous play facility, allowing you to get in many innings as you please, from the point you left off. Think you are an expert, you will find it very difficult.

It proved almost impossible to play Nintendo's Super Mario Bros. due to a couple of experts begging the game. At first it seemed to work in and you thought you had a high degree of dexterity and a lot of patience is needed to succeed in it one of those games which looks very simple and yet has a large number of hidden features and bonus screens to add an extra degree of difficulty.



... You play the part of a disoriented Mario who's got a thing about bricks and mushrooms, leaping through screen after screen, help those leaping the brick with his jumping up and punching them, bonus screens of levels have to be embedded in them... for those and you might release a mushroom which will help you get in extra and enough. Other sections of brick give bonus points, some release stars which allow Mario to change and act in extraordinary brown and grey mushrooms.

There are others of levels, sunset pictures, bonus to jump into and slide down for extra points, versus My Frog, grid like life, gray columns to keep on and a host of other facilities for bonus points. Super Mario Bros. looks like a classic arcade game and one which should be a great success and remain in the markets for a long time.

Ball Brk. Prices games have just made their debut in a three-year game which pays out money. The amount you win depends on various factors — whether you score the maximum each round to gain a high enough score to purchase the most important. The amount depends on how much money is in the machine at a given time.

There are five categories to choose from — Sports, General Interest, History/Geography and Entertainment and eight sections in which to choose the questions. The speed at which you answer the questions is directly related to your score — so the faster you answer, the larger your payout will be. It is hoped that the new Q&A games will give a boost to the video game industry.

Bob's Kingdom is a weird game and one which you could be shocked embarrassed to play. Watching others in hilarious but it's a difficult matter when it is you who are being laughed on the floor.

The game consists of a square grid divided into nine squares on which you stand, these correspond to the nine squares which make up the screen. The game has a field for instead of a pyramid, the reason is clear



when you play.

The aim of the game is to jump on the clouds so that you across the screen to take a short cut of a pipe of clouds to the middle of the screen. As this cut through the grid, you are supposed to climb on the corresponding square on the ground. As you do so, a footprint is etched on the grid. If an insect happens to be made that square it goes 'Goo!' As the games goes faster and more than one insect happens, the player must be doing a strange type of rock dance in an effort to stop them out, see what I mean about understanding? Well it's all good fun and everybody should be it.

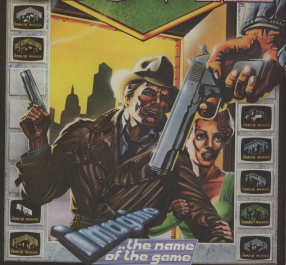
Bob's Ball is from an American Company, Entertainment Sciences — a long established name but a very good game. It is the simplest and games and is probably a clear cut one. You start off on the surface of water. Floating monkeys on they swim towards you, also dinosaurs as they slide across the water. If you are very good, you'll have the opportunity to shoot down objects on the animals which are out of the way.

Further screens take you to the screen itself, where many more make each you. To begin with you have to do a certain number of fields to allow your sub to fly.

What makes it so interesting other than the fast and exciting game play and clear bright graphics, is that the machine will adapt for itself how profane you are, and change the level of difficulty accordingly, sometimes within the same screen. The screen, if you are opening, further screens are mixed with, and a number of items will appear on screen depending if you are very good, there will be extra features to each screen.

More about Bob's Ball soon.

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There's no doubt you'll be spaced out with our *Space Doubt* competition.

Top prize — thanks to our friends at CRL — is a fantastic Toshiba Ghettoblaster. Sounds great, doesn't it?

The next 25 runners-up will receive copies of the Commodore 64 *Space Doubt* game.

The game is about a food ship travelling between earth and another planet which is in need of supplies. A meteor storm damages the ship, allowing aliens to enter the craft and start eating the food.

The hero of the game must get rid of these hungry aliens and patch up his ship.



Here's how to win. We've reprinted our *Space Doubt* cartoon and we want you to make up an appropriate caption to go with it.

Send your answer, together with the coupon printed below, to *Space Doubt Competition*, Computer + Video Games, Priority Centre, 30-32 Farringdon Lane, London EC4R 3AU. The closing date is March 16th and the editor's decision is final.

C+VG-CRL SPACE DOUBT COMPETITION

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Mailbag

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■ I have just finished reading your excellent mag (January issue) which was read. Computer Mag of the Year in our school's annual survey.

As soon as my mag came through the letterbox I caught it — before it was hit the floor — and opened it up. I was looking forward to the mag of the Subscribers game, Starquake, as I had only bought the game a week before and was anxious not to complete it. However, when I opened the mag, I discovered that the mag was less than one week the size of the one I had completed. My best is 25 per cent with a bonus of 25.45.

I would appreciate it very much if someone could inform me of any other codes or tips on how to find the other half of the mag.

Joe Donovan

Gloucester

Tip

Editor's reply: Thanks for the article of Computer Mag of the Year. In fact, we're sorry we could not show more of the Starquake mag. Originally we had high hopes of printing every screen but, because the game is so vast, we found we could not show pages of text too fast by law. Keep your eye on Issue Control for hints and tips.

■ This is inevitable: Some time ago you did a feature on 26-D that a few games company feature on Spectrum. They — most highly ranked and ranked by a few, but having opened a host of imitations — then this Combat Zone game. The only real part of my hobby which is safe is the postal game!

Actually a lot of people like the idea of games magazines, but I find it an experience. Well, I think I can help. In about 2000 Dave Jackson Games U.S. — coming in the with Fighting Army: Dave Jackson — introduced a game called Battle.

This was based on a role game played in U.S. colleges in which players studied each other. Anyone who knows 2000A's Masters Club, or has read The Three Clangers Game will get the idea.

This game uses rather simple equipment than the program. I must warn people that trying to simulate Combat Zone with an attempt is incredibly dangerous

and could lead to a tragedy. I have been terrified by talk of trying this — and want to explain carefully about Battle.

The game takes many hours, and often involves unexpected situations, almost 'clock 'bombing' and subtle attempts at 'poisoning'.

A killer victory is being forced in Party 26 Edwards and often involving to join or start this very group can come to you at 22 Whitehall Avenue, Party 26 Edwards, Suffolk. The rules are not commercially available so I'll supply any information needed. I, J, Jones

Party 26 Edwards

Editor's reply: DON'T try to do this with a regular magazine. The Combat magazine are specially designed to be safe and are working like commercially available magazines which can be held in the hands of unexperienced people. If you are interested in 26-D game why not drop him a line.

■ OK, Francis Crowder, who do you think you are saying that there is no 'solitary game worth buying' for the Atari computer? Are you living on the moon planet or the one of us?

If you want games worth buying then here is a list for you: Puppies, Rescue on Fractal, Ballistics, Komodo Kill, Rip to Rip My Do, The Last Starfighter, Flip and Flop, Necromancer, Shoulder Charge, Blue Miles, Blue/Globe, Shadow Warrior.

Open your eye and take a look around at the software market. There's more to Atari than Star Raiders. Gary Truitt, Southport, Southport, Cheshire

■ I have a few things to say about some of the things which appeared in your Mega Man issue.

Firstly, F Crowther wrote into Mailbag saying how he had seen one game worth buying for his Atari. It had apparently purchased a 160000 after four years of 400. I have loads of games most of which are of an excellent standard. Doesn't he read the ads in your mag? Why don't you get off your backside and look at Komodo Kill, Shadow Queen Chase, Heavy Metal and Mercury, and How

can you say that Atmosphere is not? It is a totally fantastic game. Anyway, it's been gathering dust on my shelf for weeks.

Now I've got that off my chest, better come meet for you to close on.

■ I would certainly pay £2.00 for a mag which gives loads of goodies away at Christmas.

■ I liked the idea of you giving us a free magazine but the Atari guy obviously told 'Pobster' why not give us a straight answer — is it out, or is it not?

■ Thanks for the poster. That's great, I now have six of our in bedrock wall.

■ Like a lot of support to Atari owners, well you've promised us that more monthly ads and all we get is two reviews and a competition. You really make us like the Spectra with all these reviews if he being serious.

In my first letter to you, please, please don't confuse us with loads of Spectra reviews in the future. On the other hand, I've decided that your mag is one of the best on the shelves. F Thacker

Editor's reply: Elite is not, unfortunately, available on the Amstrad.

■ After reading my hair and short into pieces on a new adventure game, I finally shut down my computer and walked down to read the latest issue of your magazine. I really don't know how you guys can come up many brilliant ideas in one magazine.

Take Fun Group, for instance, it really helps you to track with the entire world. And your competitions! Please! Look at those prizes are brilliant. Am I live in Australia, software here is very expensive. Can you please send me the software that you no longer want.

Cherry Utting, South Perth, West Australia

Editor's reply: Sorry software is an expensive in the land of sheep, kangaroo, sheep, kookaburra and sheep. It's not until you any of our because it's all stocked away in the C+VG stockroom. We'll be back in the UK soon so we can pay a few bucks really easy on the

bedroom eggs overhead.

■ The trouble with your magazine is that it is too good. We have plenty of material and great advertisements — which make great posters to cover coffee stains on the walls — but when I run down the shops the shelves are called 'empty' and I see the shelves at WH Smith or Boots has never heard of the game, and never will by the look on its face.

So — I hear someone saying — send off for the game in the post. But the only problem with that is the cost and the fact that by the time you've received it, it's been out in the shops two weeks ago.

So I have thought of an obvious solution to the problem. All you have to do is print the release date somewhere under the advertisement.

Markus Pindson, Birmingham

Editor's reply: Some software houses are so vague about release dates they wouldn't see print their on advertisements. Anyway, how many people make a money coffee stain that it all ends up on the walls?

■ Hi, all computer freaks! My name's A. Chalmers and I live in Ireland. You got an Atari 8000, and the average game for the Atari costs about £15. C+VG costs £4 here.

But since I want to buy C+VG, I usually buy my games from the UK by post and I can buy some too. I like the postage service very much because I can get some games up to £6 per one cheaper now.

I would like to thank all UK software houses, libraries and magazines for their service. A. Chalmers, Ireland

■ I am the owner of an Amstrad because it is a good computer, I have decided I would like a new computer. My mum said if I did well in my exams I would get a Spectrum or C1664. But as far I haven't done well.

I like your magazine in great. Can please publish some more stuff for the C16, like a review or two, or perhaps a couple of listings.

Alexander Blake-Dennis, Bolton

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NEXT MONTH IN



Mercenary madness has gripped the nation's gamers — it seems everyone with a C64 or an Atari is trying to curtail the inhabitants of the planet Yarg. But lots of you are encountering problems — so **DEAD CENTRA**, contacted the Mercenary mastermind of Nougton and asked for the lowdown on the lowlife on Yarg. Next issue we've got an **Ultimate** games player's guide to Mercenary, created by Nougton's Bruce Jordan and Mercenary programmer Paul Weston. If you're a real Mercenary you can't afford to miss it. Check out your nearest **DEAD CORP** supplier on February 28th!

Born in the U.S.A.! A special bulletin from over the Pond, including the Atari 520 ST and Commodore's Amiga — we take a look at these two super-computers, plus some of the games software available. Will these machines change the face of games playing as we know it? Find out next issue.

More Unbeatable entertainment in Letter from America, plus a look at Star Master, the latest sci-fi Dice action role playing game to reach the U.S.

Remember the Atari VCS dedicated games machine? This defunct machine was the hero of hardware that changed many a games player's life. Now the Japanese company Nintendo are launching the look into the dedicated games machine with their brand new Entertainment System. Read all about it next issue — and prepare to start saving your pennies!

TWISTER OFFER

Twister, System Three's eagerly awaited new game, introduced in last month's C+VG, will be released soon. And, thanks to **DEAD CORP** and System Three, you could save some cash if you want to get your hands on this new fun game for the Spectrum, C64/128, Atari, Amstrad, and BBC, if you were sensible and kept last month's Twister Coupon (you'll be able to skip our coupon here before and

send both of them to Computer and Video Games, Twister Office, Priory Court, 95-97 Farningham Lane, London SE21 3AB) together with a cheque for £5 made payable to System Three Software — that's a whole £2 off the £7.95 shop price! If you missed that issue or decided to spend your '95 on something less sensible than C+VG, we'll forgive you. You can save coupon here on file over, with a cheque or postal order for £5 if you still want to take advantage of the offer, which only goes to those few sensible it is to look a regular order for C+VG with your magazine. We can only bring you the best magazine in the world but we also save you money!



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PLUS A special Spectrum magazine next issue called the **Wizard of Telegon**. It's a D&D style adventure created by Mike Turner of Star Dreams who also wrote the Lordman adventure praised by Keith Campbell. If you don't want to lay in the listing — and it is a bummer — we've got a special offer on tape copies of the game **XXXXXXXXXX** to C+VG readers.

Coming soon to a C+VG near you: **Tour of the Universal Zoids** and **Star Wars** — player's guides, **The Think!** challenge, **Amiga** games software, **The Nintendo** Games machine... and much, much more in the months to come. Why not place a regular order with your magazine TODAY!

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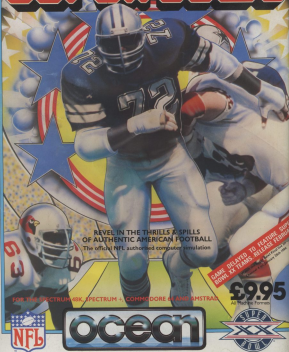
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