

JULY 1985

95p

044 70

0048

# COMPUTER & VIDEO GAME

**SHADOWFIRE**  
THE COMPETITION  
PLUS FREE E-TEAM  
POSTER INSIDE

**FREE 007** → **FREE**  
GIANT 007 POSTER  
& COMPETITION

36 page BOOK OF GAMES,  
LISTINGS FOR SPECTRUM,  
C64, ATARI, AMSTRAD, BBC, VIC 20

**WIN**  
**AN OMNIBOT**  
**A TRIP TO THE**  
**LONDON PLANETARIUM**



**CREATE YOUR OWN**  
**MAX HEADROOM**

**SUPERGRAN,**  
**AIRWOLF**  
**— PRIZES TO**  
**BE WON!**



# BOUNTY BOB STRIKES BACK!

THE MOST  
ADDICTIVE  
PLATFORM GAME  
YET DEVISED

Twenty-five all-new levels  
Multi-channel music  
Automatic Demo Mode  
Level 'Warp' ability



Available for

AMSTRAD

4

SPECTRUM

BBC

Bounty Bob™ returns in this new and exciting follow-up adventure to "Plan 9999". This time around it's even tougher than before and Bob needs your help (yes, that's right) to guide him through the mine. The mine's corridors have multiplied and overrule the mine's existing machinery to extremely difficult to navigate. The layout of the underground passages is constantly changing. Using the high-powered special equipment in the mine, it's your job to help Bob's only hope of achieving his objective of securing the mine and defeating the plans of the evil "Talon Robot".

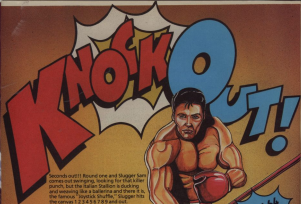
CASSETTE £9.95

DISK £14.95



HEALTH WARNING: BOUNTY BOB CAN SERIOUSLY DAMAGE YOUR SANITY!





Seconds out!!! Round one and Sluggo Sam comes out swinging, looking for that killer punch, but the Italian Stallion is ducking and weaving like a ballerina and there it is, the famous "Joystick Shuffle." Sluggo hits the canvas 1 2 3 4 5 6 7 8 9 and out. The Stallion wins and can now go on to challenge for the heavyweight title of the world. Better than a ringside seat be there in the ring swapping punches but never feeling a thing. Box clever with **KNOCKOUT** the fight game of the century.

CBM 64  
Spectrum  
48k

**ARE YOU THE MICROWEIGHT CHAMPION OF BRITAIN?**

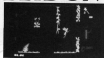


**£6.95**  
Alligata Software Limited  
7 George Street, Sheffield S1 4BP  
Tel: 01629 757516



Send for your free full colour product brochure (enclose a stamp)

# ELIDON



Elidon is a secret forest hidden from mortal eyes. It is a place of magic, inhabited by tree spirits and the six fairy folk. They dance and flitter in the crisp morning air.

In a time long since past, Queens Flawless was the ruler of this magic place.

She foresaw troubles would one day befall Elidon and let magic flowers that would protect it from outsiders. Each year they must be collected to make sure Elidon may survive.

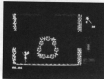
Once gathered, the flowers are made into a garland that the Queen wears at the May festival.

Now the magical world of Elidon has been captured by Cephos in a computer game.

And Computer of Video Games and Cephos have come up with a great magical fairy competition.

Top prize is a Commodore 64 computer and the ten runners-up will receive copies of Elidon in hand-made wooden presentation cartons.

All you have to do is answer the three simple questions printed with the entry coupon.



Send your answers with the printed coupon to Elidon competition, Computer of Video Games, 30-32 Fitzroy Lane, London EC1 1AV. The closing date is July 31 and the editor's decision is final.

## CEPHOS/PHILIPS ELIDON COMPETITION

Name

Address

### Questions

1. What is the name of the person in William Shakespeare's play, *A Midsummer Night's Dream*, who ends up with an ant's head?

2. Jim Barrie wrote a story about Never-Never Land. What is it called?

3. A sprite is another name for a fairy, spirit, elf or goblin. But what is a sprite in computer language?

I want to win this competition because

### DESIGNER OF ELIDON

Name: John St. Marshall  
Born: London, 1955  
Works: Elidon

John Marshall was conceived and created in Southwark, Suffolk 18 long years ago. The slight but somewhat plump child lived in the country both his paper world and purchased an IBM 14. This created the demand, and with a part exchange allowance, after months negotiating, he graduated to an IBM Superboard 200. With it, while a few games, selling them through PMS, and got used to his job—programmer (as well as the IBM). His first professional work was a mystery romance from A1, with 50 games a string of games — *Demons* and *The Lotus* for PMS, followed rapidly by *Maniac* for Taurus.

John joined Cephos full time last November

and most of his time has been spent on Elidon, his first title for the Commodore 64.

His occupations, apart from gold-plating his teeth, are to produce more high quality games such as *Elidon*.

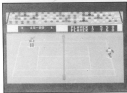
His most loving past and is always several steps on the way to being the best.

Favorite food: Cheese (Swiss) Tomatoes, Escarole, Bacon, Potatoes.

Favorite TV Programme: Young Ones, Country House, America, Portugal, Jordan, Football, Opera, Saturday, Austria.

Favorite Computer Program: Lotus 1-2-3, Star Trek, Asteroids, Frogger, Lunar Jet Man, Asteroids, Marble Madness, Big Country, Chess. The thing I hate most about the computer industry is...

# H·O·T G·O·S·S·I·P



## FACE THE ACE

**B**atley water at the beach. I settled down to play Commodore Tennis on my 64. Accident strike of "You cannot be serious", I took the computer on at level four — the hardest level — and proceeded to get well and truly thrashed.

Having got that out of my system, I can tell you about the game! Commodore Tennis takes the tennis from Prince's Matchpoint on many points. It has larger, more life-like graphics, a clearer score display and a far touch at the end.

There are four levels of difficulty for a one player game and the obligatory two player mode — Almost all sports are better against a friend. You can also choose whatever colour kit you like.

It is the best of three sets and is played to proper LTA rules. You can control your position on serving and the pace by prudent paddling of the fire button, and all court mobility is essential to cover those volleys and drives. The feel of the game is close to Prince's and in this respect there is little to choose between them.

The graphics are on the same line as International Soccer and are large and well defined. The court is set horizontally on screen the Palm version has a vertical view.

The crowd are wilder in the Commodore version — they reach feisty pitch at the setten balls up.

Guess who's the tennis fan in real life?

The scoreboard is set laterally behind the playing court and is large and clear, as is the marking of points to players.

When the match is over, you lift your arms in triumph and your opponent runs off in disgust. You are then subjected to film style scrolling credits for the production of the game and the final statement that this game was "A CBM Sports Presentation". Whatever next?

I am a great fan of the Palm original but I feel the time has passed and the Commodore version is better.

It will be available on tape for £5.99 and will be released around Wimbledon time.

## BRUNO'S OK K.O.

It's seconds out for the latest hit game from Elite. And when we say HIT we mean it — champion boxer Frank Bruno is the star!

You become Bruno in a game for the computer boxing world title. You take on worthy, beefy big and bouncy opponents in eight three minute bouts which really test your skill and stamina.

The graphics — as you can see from our screenshot are some of the best around for the good old Spectrum. And there will be Commodore and Amstrad versions of Frank Bruno's Boxing too. The Spectrum graphics feature some of the largest animated characters ever seen on this machine.

If you've ever played the arcade game called Punch Out, you'll have some idea what this game is all about.

You control Bruno's powerful punch.

The more hits you land on your opponent the more powerful your punch gets — working up to the killer KO punch which leaves your opponent. But your power points are knocked off if you let the other fighter knock you about!

If you defeat your opponent then you get a back at the next one. After each victory you'll get a mode to enter which makes you to feed up the next fight. This means that you don't have to go back to combat the "lesser" fighters again once you've played the game a few times.

We'll have a full review of Frank Bruno's Boxing from Elite, plus an exclusive Elite/Nike sportswear competition next issue. Don't you dare miss it!



The world famous Man of Steel will be coming up against a mighty Moushitz soon. Yes, Superman the

evergreen DC comic hero, will be the star of a new game on a new label. Beyond Software are the people behind Moushitz so you can be sure of a high quality game.

The Superman game has been licensed from the DC company First Star Software — the Boulder Dash people.

# H·O·T G·O·S·S·I·P



## MERCENARY MANOEUVRES

Wouldn't it be nice if you could have the three-dimensional graphics of *Eto* and the true playability of *Star Flight*? Well now you can — in a hot new game called *Mercenary*.

The game, for the C64 and Atari, is from *Stargate*, and the programmer is a very talented man by the name of Paul Woker. Paul has spent eight months so far creating his 3D masterpiece — when I saw the game it was still six weeks away from completion. But the game is so amazing, I can't wait any longer. I HAVE to tell you about it!

You take the role of a 21st Century Mercenary who travels from a colony ship orbiting the planet Targ to the planet below in search of supplies and strange crystals.

You are presented with two basic scenarios, flying above the planet, or exploring below in the underground chambers. Visually this game is truly stunning — air-lick bugs at the ready flying above the planet, you will encounter radar posts, airports, a bridge, pylons, roads and a Cuboid to name but a few spectacular 3D constructions.

To help you along the way is Benson, a ninth generation robot. He will inform you — by a series of scrolling text

messages — of your current status and will relay any messages from the colony ship in easy.

You fly down to the planet surface to seek out various objects. All the objects are drawn in wire-frame and the



3D routines are in a class of their own!

You can fly into, up, around, down and across some of the planets' installations.

Playing this game is so exhilarating! The way you can approach objects from a distance and enter them and move around inside them in TOTAL 3D perspective is an experience you will not forget. Two objects that really stunned me were the 3x3 Cuboid and the bridge.

I entered the Cuboid from the top. flew straight down it, looked back up, moved

from corner to corner and heeled away from it into the distance in complete 3D perspective. Amazing!

The bridge was also unique. I flew over it, did a 180-degree loop the loop and dived down below its "legs".

I have concentrated on the graphics heavily but game play is equally absorbing.

On the planet there are Mechanoids who are willing

to bribe you to work for them. However, YOU will have to work out how to communicate with them.

This game is NOT a flight simulator and incorporates 8 flight sequences, tapping and some adventure puzzles.

You will start every game with varying amounts of fuel — and possibly other variables still to be determined by Paul — plus random planet features. So every game will be different.

On your travels, you will find passages leading underground. You enter these by swooping out of the sky and zooming down a tunnel into an underground hangar.

Now the puzzles begin. You can leave your craft and hot-foot around trying to find crystals and other goodies to line your pockets with.

However, there is a more

with "Do Not Enter" on the door. Now do as you are told and leave this room well alone. I know its secrets and they are TERRIBLE!

To leave the chambers, you must find your way back to your spaceship and carefully manoeuvre through an opening to the surface.

The planet's surface is well over 1,000 screens long on the 64 version and around 500 on the Atari. It comprises sectors each of around 250 "screens" to be investigated.

Just one final mention of the solar grid on the surface. This is shaped like an oblong leaf and rotates a full 360 degrees as you approach it from any angle. You can actually fly into the curved disk as it rotates around you! Such is the power of Paul Woker's 3D plotting routines!

*Mercenary* will be released for the Commodore 64 and Atari around the beginning of July. There are plans to convert it for the BBC/Microware, Spectrum and Amstrad. It will retail for £9.99 on tape and £12.99 on disc.

1. Prepare for the invasion of the 1970s. Commodore are set to release around 50,000 1541 disk drives to the public. This will be in the form of a disc club where a disc drive is given free but you are committed to buying a set amount of software over the coming year.

2. Talking of drives, I received a fan letter from a hacker. It's called Dave MacKintosh. It long I looked at my 64 and ran it and he drove them wanted to play a game. "Come Dave give me your address so I can talk to you."

If I must have taken someone an awful long time to program, or has Commodore installed a new 3D chip in its drive?

# The Gremlin's always got

JOIN TODAY

Only **£9.99**

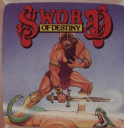


The Gremlin Game is a comprehensive collection of software titles that the opportunity to buy the original software to get a whole range of titles at the price of one. It's a bargain that you can't resist and the Gremlin Game is the best way to get the most out of your money. It's a bargain that you can't resist and the Gremlin Game is the best way to get the most out of your money.

Please describe the software you want with a cheque or postal order for £9.99 payable to the publisher. Please send your order to Gremlin Games Ltd, Room 11, 100, High Street, London E15 2JL.

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
Postcode: \_\_\_\_\_ Age: \_\_\_\_\_

Over the 0482 0482 0482 0482 0482 line



Armed with only his magical sword, the wandering and valiant knight Sir Roderic, must overcome the forces of the evil King of Darkness in order to reclaim the throne and rid the land of evil. The story is set in a fantasy world of magic, dragons and knights.



Experience the ultimate in arcade-style action with Darius. This classic game is now available on home computers.

HITS on Spectrum 48K



The original adventures of the famous Monty Mole. Searching for gold in a dark, underground world, Monty Mole will have to face the challenges of the mighty King Arthur and his powerful knights, armed to the teeth with magic and sorcery.



Grumpy Gumphrey is the most famous detective in the world. He's a bit grumpy, but he's got a sharp mind and a keen eye for detail. In this classic game, you'll follow Grumpy Gumphrey as he solves a series of mysterious cases.

The Gremlin master enjoys his computer entertainment just as much as all his helpers have devised this classic collection that'll guarantee hours of fun. Colour, Outstanding Graphics and lots of Intrigue are the features that give Gremlin the reputation for quality soft.

So when you next sit down at your keyboard, follow the Gremlin's lead and put your fingers over a Gremlin joystick.



Available from all good soft



# his finger on the buttons ...



## TYCOON TEX

Tycoon Tex is a cowboy - all cowboys in the west will want to know, how leading, the fastest he can make his sprawling prairie this quarter so not only is his horse lightning fast, his on horse can't fall. Tex is specially bred as he fights off the dangers of falling horses, arrows, snakes, horses, horses, and other dangers.

HITS  
on  
CIB

ALL  
GAMES  
£6.95



Created by master, animals and a team of underwater species. Created by Peter... appeared at the thought he done one pushing, but never looked for a... life of water, not the peaceful rest he has always sought for.

## WHERE IS HE NOW? MONTY'S ON THE RUN.



The underworld prize hunting world is only this. Founded follows three off the... of... and Ted... life is a similar... that even the most... can... the... and... can... the... on his journey to the... part...

... everyone else that's why he and his team of specialist... and absorbing challenge from your computer. Skill, which the Gremlin master has established his... software. The Gremlin master's example and run your... software stockists.



Alpha House  
10 Carver Street,  
Sheffield S1 4FS.  
Tel: (0142) 753425

### ELIDON

With the awakening of Spring, in the secret forest of Elidon, comes the seven magical flowers of Flawanna which will grace the crown of our Queen. I have been chosen to search for the ethereal flasks of pollen needed to make the flowers bloom. Yet the forest has dark, evil places where jealous tree spirits whisper and hide, hungry for the dust that sustains me. I have only you to guide me, in my hazardous task. A stunningly animated arcade adventure for the C-O-M-M-O-D-O-R-E 64



Orpheus Ltd, The Smithy, Unit 1, Church Farm, Harley St. George, Nr. Sandy, Beds SG19 3HP

Please send me.....copies of Elidon @ £8.95 P&P free (UK only) £2.00 P&P overseas.

To.....

Address.....

AS SEEN  
ON  
T.V.

# ELIDON



C-O-M-M-O-D-O-R-E 64

## ROMANTIC ROBOT present

### New! TRANS-EXPRESS 64.2

The only fully automatic and professional utility for transferring Microsoft programs from Commodore 64 to the Commodore 64.2.



"An essential piece of software"  
\*\*\*\*\* Features \*\*\*\*\* Performance \*\*\*\*\*  
A Machine Utility for conversion saves.....  
Transfer in Microsoft 64.....

Commodore 64 to 64.2.....  
Commodore 64.2 to 64.....

### Wiggler



A wiggly worm which copies, sorts, grades and writes in uppercase and lowercase letters, all functions, all of letters and characters, without an art. Now, being addition, copying.....

A WINNER! \*\*\*\*\*  
\*\*\*\*\*  
\*\*\*\*\*  
\*\*\*\*\*

### New! MUSIC TYPEWRITER 64



COMPLETE MUSIC SYSTEM FOR THE ZX SPECTRUM

Using professional grade of programming, this feature enables music composers to save, manipulate and modify musical notation. Formally, users freely, in any order, generate and modify.....

\*\*\*\*\*  
\*\*\*\*\*  
\*\*\*\*\*  
\*\*\*\*\*

Please send S&M for details.....  
I enclose a cheque/PO for £.....  
or debit my.....  
Name.....  
Address.....  
Signature.....

Video cassette versions.....  
\*\*\*\*\*  
\*\*\*\*\*  
\*\*\*\*\*

Please send me/look in appropriate: WIPPOGLER.....  
MUSIC TYPEWRITER £9.95  MT Supplement £4.95   
TRANS-EXPRESS.....  
part..... only.....  
all parts on tape.....  
all parts on tape.....  
all parts on tape.....  
\*\*\*\*\*  
\*\*\*\*\*  
\*\*\*\*\*

**ROMANTIC ROBOT** 77 Styles Road London W19 5ZB tel: 01 874 8455 orders: 01-826-8465



# JAMES BOND'S

**D**omark's game, created by the Softstone programmers, faithfully follows the plot of *A View to a Kill*. It's a three part arcade adventure game with an explosive ending!

The first part of the game takes place in the streets of Paris — you play the part of Bond who drives off in hot pursuit of Mayday, a young lady who has just parachuted off the top of the Eiffel Tower!

The one-way system of the Paris streets may hold you up — but the French cops are more of a problem

as they chase after you!

Your aim is to get to the place where the girl lands and extract some vital information from her which will help you save the world! Well, America anyway...

Part two of the game takes place in San Francisco's City Hall — which has mysteriously caught fire. Your job is to escape the flames — but first you have to rescue a beautiful Bond girl and solve some puzzles along the way.

The third part happens underground in a mine where the super-

villain has planted a bomb which will destroy half of sunny California if it detonates. Your job as Bond is to defuse the bomb and rescue Mayday, who has suddenly become one of the good guys!

The game will be available for the Spectrum, C64, Amstrad and the Enterprise and is on sale now!

But before you rush out to buy the game or see the film — enter our *A View to a Kill* competition — you might just win yourself a brand new Enterprise computer!



## THE C&VG JAMES BOND INTELLIGENCE TEST

1. Name the writer who created James Bond.
2. Name any two actors who have played the part of 007 on the big screen.
3. Goldfinger, Octopussy, The Eiger Sanction, Thunderball, For Your Eyes Only, Never Say Never Again. Which is the odd one out?
4. Name the Bond film which featured the NASA Space Shuttle.
5. James Bond works for a special branch of the British Intelligence Service. What is it called?

**Y**ou've admired our best covers, gapped at our giant free 007 poster which fell out at your feet when you opened this extremely special issue of C&VG — and now you can win an exclusive C&VG James Bond prize, thanks to our friends at Domark.

Domark, the people who brought you *Essex*, are all set to launch an exciting trio of arcade games based on the brand new Bond movie *A View to a Kill*.

C&VG has been bringing you top secret information about the new 007 game over the last couple of months. And now we're offering YOU the chance to win a special Bond prize.

*A View to a Kill* will be the first real blockbuster game available for the new Enterprise micro —

and we're offering an Enterprise 128 computer as first prize in our spectacular *A View to a Kill* competition.

Answer the James Bond Intelligence Test below and rush your entry form to *Computer & Video Games*, James Bond Competition, Priority Cases, 30-32 Farringdon Lane, London EC1R 3AJ. Before the closing date July 18th.

The winner will receive an Enterprise 128 computer, plus a special Domark *A View to a Kill* t-shirt and a copy of the theme tune by supergroup Duran Duran.

Twenty-five runners-up will get a Domark *A View to a Kill* t-shirt, plus a copy of the Duran Duran single. And all you have to do is answer these simple questions...

### C&VG/DOMARK "A VIEW TO A KILL" COMPETITION

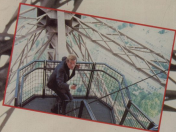
Name.....

Address.....

My answers are:

- 1.....
- 2.....
- 3.....
- 4.....
- 5.....

# A VIEW TO A THRILL





# PLAY THE BIG FIST

Now, meet eight of the world's most unlikely heavyweight contenders in the boxing simulation to beat 'em all!

**FRANK BRUNO**  
GREAT BRITAIN

## (THE CHALLENGER)



**1 CANADIAN CRUSHER**  
CANADA  
The big, prodding lumberjack from Canada, with the density of a prizey bear and the speed of an elephant.



**3 RUNG LONG CHOP**  
JAPAN  
All the way from the land of the rising sun is Rung Long Chop, a Karate arts master of No-Cam-Go.



**5 ANDRA PUNCHEDOVOV**  
USSR  
Andra is a fast, clawing Russian who goes to your head faster than a meat pie of vodka.



**6 TRIBAL TROUBLE**  
AFRICA  
Tribal means trouble for anyone, his fast & furious Thai gets the better of you landing the punches with unerring accuracy.



**5 FRENCHIE**  
FRANCE  
Frenchie may appear to be cool, suave and sophisticated but this deceptive facade hides a rather menacing individual, ready to make you see stars.



**6 SAWOLI MAFIOSI**  
ITALY  
Fewell is not a man to mess with, he knows all the dirty tricks, and goes there without a care in the world.



**7 ANTIPODIAN ANDY**  
AUSTRALIA  
Fed on a diet of empty lager cans, this man feels no pain, runs an uninterrupted punch power.



**8 PETER PERFECT**  
USA  
World Famous, World Champion Peter Perfect. The most neat and accurate boxer in history is set to drive his engine of glory all over you, could anyone be a match for macho man!



Every single issue product carries the unique 100% Heliospheric Water. Make sure your copy does, it's your guarantee of quality.

Mail Order: just send a cheque or P.O. payable to 100% or quote your SWI number.

SPECTRUM  
\$6.95  
COMMODORE  
\$7.95  
AMSTRAD  
\$8.95

COMING SOON

# Frank Bruno's

# BOXING

## GAME FEATURES

- Eight fiery opponents, each with their own distinctive fighting style.
- Smooth-scrolling camera action, giving the best view of the fight at all times.
- Furious three minute rounds with 'knock-down' and 'knock out' features.
- 'Warm-Up' and 'Autoplay' sequences.
- K.O. Meter, Best K.O. Time, Score and Bonus displayed on screen.
- Additional boxers to load from tape.
- Hall of fame.
- Endorsed by Heavyweight Champion - Frank Bruno.



# elite

# R·E·V·I·E·W·S

BLITZ  
GAMES



## KNIGHT LORE

**MACHINE:** Amstrad  
**SUPPLIER:** Ultimate  
**PRICE:** £9.95

Ultimate, the software house every other company compares their software to, have released their first game for the Amstrad CPC 484. And it's a real cracker.

Knight Lore is a multi-screened graphic adventure placing you in the shoes of a young explorer who has been

curse with a spell that turns him into a werewolf at sunset and doesn't return him to normality until dawn.

Your quest is to help the explorer find the wizard Malchior and cure him of the werewolf curse. But it must be done within 40 days as the spell will become permanent, and he will become a werewolf forever.

The game is an adventure through literally hundreds of rooms, displayed in three-dimensional perspective. Unlike the Spectrum version

of Knight Lore, the game has more than one colour on the screen at the same time. The difference this makes to the game is extraordinary.

The detail contained in the graphics actually shows up, instead of being hidden by a murky screen bathed in the same coloured light. It also makes it simpler to guide your character around the dungeon, as you can actually keep track of what's going on even if you'd played the game before. If you'd played the game before, you know where to go, instead of frantically having to search for a tiny corner of his head poking over a wall.

One interesting part of the game is that you can actually push objects from room to room. And, according to the manual, you need to do this if you are to stand any chance of completing the game.

Overall, I find the game — which is not something I could have said about Knight Lore on the Spectrum. The extra colour to the game does add a startling new dimension to the program, but I wouldn't like to see the next Ultimate game for the Amstrad to be a clone of Knight Lore.

I mean, why buy more than one Ultimate game nowadays, good as they are? It's not worth paying ten pound each for games which are often so similar to their predecessors that it's hard to tell the difference between them.

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



## KNIGHT LORE

**MACHINE:** BBC  
**SUPPLIER:** Ultimate  
**PRICE:** £9.95

You avoid the rising of the moon with fear and dread for, as the sun sets, the vile disease takes hold — your limbs writhe, your face contorts and you become a fabled werewolf.

Which makes it all the more imperative to discover the secrets of Knight Lore castle, wherein the aged Wizard Malchior weaves his spells. For he, and he alone, can save you.

Yes, you have just 40 days and nights to explore the vast and sprawling castle, avoid the ferocious traps, collect the charms and cast the spell

which will free you from the curse of the werewolf...

It's great stuff — certainly the first game I've ever played where you keep turning into a werewolf at the most inopportune moments — and the graphics do full justice to the plot. They are really superb.

The adventurer, in human shape, is an intriguing little creature in a huge tan hat who toddles gamely about the simple but beautifully realised castle locations. There are a myriad enemies to watch out for, including phantoms, demons, armed guards and sunbry members, not to mention some really ferocious traps.

There are moving floors and stairways, an unlimited portfolio, ball chains and golems. Know what, all

apparently inert on your destruction. The 3D perspective, which makes the scenario particularly realistic, also makes the game a lot harder to play — you're hopping up a twisted staircase, as each step you reach starts to sink, while trying to work out the direction and height of the next step, all in a split second!

The animation is smooth and very impressive, particularly in the way your adventurer changes into a werewolf. It's a painful process to witness!

There are charms to collect — they're not easy to find — and objects to pick up if you can.

You'll probably find the controls uncomfortable at first. You use hot or the cursor keys to 'turn' your

adventurer left or right, if to go forward — I lost count of the times I went straight into a wall or threw myself over a precipice — A is jump and Shift to pick up or drop.

I was hooked right from the start. Great to look at and great to play.

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





# R·E·V·I·E·W·S



## GRIBBLY'S DAY OUT

**MACHINE:** CBM 64  
**SUPPLIER:** Henson Consultants  
**PRICE:** £7.95

Something strangely cute is about to hit our computer

screens — an amiable, one-footed character called Gribbly. Could this be the debut of a new cult figure?

In its first original game for Henson Consultants, Andrew Beesbrook could be on to a winner with Gribbly's Day Out.

Gribbly lives on Malago, a world of elevated islands, forests and cozy caves.

He shares this world with the young Gribbels, whose hard shells conceal their developing brains from the sunshine.

Gribbly must collect these Gribbels and get them to

safety on a ledge away from the nasty primitive creatures that inhabit Malago.

Joystick mastery is vital as Gribbly bounces and twirls over 36 screens, each springing to more than 30 times the screen display area.

Gribbly has an unusual way of seeing off these unfriendly creatures. Deadly rays or massive explosions are not for him. He simply blows bubbles at them.

Gribbly's Day Out features some very smooth scrolling graphics and multiple sound effects. It's fun to play, especially for the younger

gamers.

But the real star is Gribbly. His large eyes, cooie expressions, and bubble-blowing antics are a real treat.

We defy anybody not to smile at him.

Gribbly's Day Out comes complete with a small booklet explaining all about life on Malago and the joys and perils to be found there.

• Graphics	5
• Sound	5
• Value	5
• Playability	5



## JOCKE WORKS

**MACHINE:** Spectrum  
**SUPPLIER:** Sirenssoft  
**PRICE:** £6.95

Not only has this game pinched the name from one of my favourite bands but also nicked its theme from one of my favourite games! Jocke Works is basically a reworked version of Boulder Dash — but without much of the dash.

The idea is to guide your character through various rooms, constructing various ladders from the parts you find buried in piles of snowballs — which roll around Boulder Dash fashion as you burrow through them.

The scrolling is slow and jerky and the graphics are pretty naff.

I was quite disappointed when I first saw Jocke Works.

I expected a lot more from the company that brought us Boulder Dash and Fias.

But for Boulder Dash 1 and 2 to appear for the Spectrum — coming soon from Beyond.

• Graphics	5
• Sound	4
• Value	4
• Playability	4

## TALADAGA

**MACHINE:** CBM 64  
**SUPPLIER:** Audiogenic  
**PRICE:** £9.95

Ready, steady, go! Put your foot down to become a sleek car sensation with Taladaga, the high-speed race thriller.

In Taladaga you get the

chance to sit behind the wheel of a 250mph speed machine and race against Richard Perry, king of the American Super Stocks car race scene.

First you complete the qualifying lap, then ride the killer curves in the 90 lap main event — all in 3D race graphics — including 48

powered sound effects and animated pit-stop sequences.

The game hasn't got the long lasting appeal of games like Pole Position or Approach I loved for the BBC. While I could happily sit in front of the Atari race game for hours watching several hot-pole bands, I'm afraid that Taladaga just sends me to

sleep at the wheel.

Of course, Taladaga's fun for a while but its lasting appeal could be limited. For race track addicts only.

• Graphics	5
• Sound	5
• Value	5
• Playability	7



## BIG GROG'S REVENGE

**MACHINE:** CBM 64  
**SUPPLIER:** US Gold  
**PRICE:** £9.95

After having completed the Quest for Fire, Thor is back looking for the meaning of life.

And that means another before-and-after ride up mountains and through

caves, collecting items as goes.

Flocks, porcupines, direbeasts and the mighty Grog all compare to Pheon! Thor's progress.

US and Hawaii is one of America's most successful cartoon strips. The cartoonist, Johnny Hart, supervised the graphics throughout the game's development and it shows in

the quality of the cartoon-like characters.

If you liked Quest for Fire, you'll probably like Grog's Revenge. Also available soon for the Atari, Amstrad, Spectrum and BBC.

• Graphics	5
• Sound	7
• Value	5
• Playability	5



# R·E·V·I·E·W·S



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

## GHOSTBUSTERS

**MACHINE:** Amstrad  
**SUPPLIER:** Activision  
**PRICE:** £19.95

Ghostbusters on the Amstrad closely follows the theme of the highly successful film.

As one of the Ghostbusters, your task is to visit the city of its paranormal occurrences and keep New York's psychokinetic energy as low as possible, ensuring that the ghosts won't escape.

You must first set up a Ghostbusting agency with the \$10,000 dollars a bank has lent you. Then you must buy a car

of some description, ghost traps, incense burner and a laser containment system from the remaining money.

Once you've bought all the equipment you can afford, the game flips to a map of central New York.

This shows all the buildings in the city's centre including the Temple of Zuul. If one of the buildings begins to flash red, it has become haunted by a ghost and your help is desperately needed.

So it's into your car and off to the scene of the haunting as fast as you can.

On the way to the haunted

building watch out for the Roamers. Steer your vehicle towards them and absorb them up.

This keeps them from getting to the Temple of Zuul. Zuul one that roasts a Zuul boss the city's PK energy. And that's not to be encouraged.

Once you have reached the building, you must lay the ghost traps and activate your streamer bank pack to suck the ghost down into the trap.

If you actually catch a ghost, you'll get paid and the money will be deposited in your bank account. If you fail,

you'll lose one of your lives.

On the city map, there is sometimes a marauder alert when an enormous monster made from marauders transpires over the city. If you fail to catch him in time, the money for the damage is deducted from your bank account.

Ghostbusters is based on to be one of the biggest sellers on the Amstrad this summer.

■ Graphics	6
■ Sound	6
■ Value	7
■ Playability	6

## KISSIN' KOUSINS

**MACHINE:** BBC Electron  
**SUPPLIER:** English Software  
**PRICE:** £4.95

Back in the good old days of the film, a man had to prove he was a man before he got his gal. In Kissin' Cousins, our hero sure has to do a lot of proving. Lying between him and his sweetheart are a whole lotta obstacles in his path — like obstacles, fire hydrants, stoves and bushes, and a whole lotta no-good wannabes to devote, like planes

dropping bombs, frogs, canteeniers and bats.

You'll need your wits about you. Although there's nothing very original about this straightforward arcade-style game, it's punishing on the reflexes. Jumps must be timed exactly right from the first screen, and the moving opponent is particularly hardily timed.

The graphics aren't bad at all, although the clearest small-screen scenery seems odd at variance with the mayhem in the streets. I particularly liked the lethal

lying kangaroo which tend to swoop down and flatten you just when you think you're getting somewhere.

An amusing game, and cheap at the price. Electron owners will find their version on the B-side of the tape is a good idea. I'm sure C16, Electron and ZX81 owners agree!

■ Graphics	6
■ Sound	7
■ Value	6
■ Playability	6

## DEFENCE 16

**MACHINE:** C64 16/Plus 4  
**SUPPLIER:** Probe Software  
**PRICE:** £3.95

Poor old planet earth. Yet another invasion to cope with.

Once again, aliens from a far distant galaxy try their luck with a touch of string art, tactics and the odd mutation here and there.

This time the aliens are called Swimmers and Walks.

Probe Software sees there are 255 lightning attacks waits at nine levels. Get juggling!

There has been quite a void of Commodore 16 software for someone since the machine was originally launched. But Defence 16 seems to indicate an upturn in the quality — and perhaps even quantity of C16 software.

■ Graphics	7
■ Sound	6
■ Value	5
■ Playability	6

## THE WIZARD AND THE PRINCESS

**MACHINE:** C64 16  
**SUPPLIER:** Multimedia House  
**PRICE:** £6.95

We're off to see the wizard ... but will the one from Oz.

This wizard is decidedly evil and holding a princess captive, guarded by all man-

ner of monsters.

Armed with a selection of spells — including a cure of wounds and one to conjure up a fireball — the quest covers five different stages. The first is an obstacle course of mountains and trees in which you are attacked by wolves, cats and trolls.

At each stage is completed, the next part is automatically loaded. Or, if you

are playing over a long time, each stage can be loaded and run individually.

The idea of loading in section after section makes good use of the limited memory size.

■ Graphics	6
■ Sound	6
■ Value	7
■ Playability	6

## STRANGER

**MACHINE:** C64 16  
**SUPPLIER:** Activision  
**PRICE:** £6.95

Hold the front page! Film star Polly Madison is in town, ideal for a front page picture for the Daily Star.

But getting the exclusive is easier said than done — as ace reporter and photographer Stranger finds out.

As the paper's deadline nears, Stranger has the hard task of finding the exclusive star in the penthouse suite of a local hotel.

Not only that, he must also

collect his equipment — camera, flash bulb, press pass and the key to the suite — which has been hidden in various rooms of the hotel.

And just to complicate matters, Stranger is chased from floor to floor by hotel staff determined to throw him out.

The game features cartoon-type characters, five skill levels and full joystick control.

■ Graphics	7
■ Sound	7
■ Value	6
■ Playability	6

# JUMP JET

**CBM 64**  
**CASSETTE** £9.95  
**DISK** £11.95

Written by  
Vaughan Dow  
Jump Jet Pilot

Every pilot has the dream of flying one of these unique and complex fighting machines. Here is your chance to do what few pilots have the privilege to try.

Depending on your skill, confidence and courage, you have the choice of remaining near the landing pad, learning to hover and land, or venturing higher to practise your approaches. When you think you have mastered these, then accelerate the Jump Jet into an attack fighter. Use the radar and range finder to seek and destroy the enemy, by launching heat-seeking air-to-air missiles. Beware! His radar and missile systems are as good as yours. Riskless pursuit is ill-advised; you must maintain a fuel level that will enable you to relocate and return to the aircraft carrier, executing the skills you have learned to achieve a successful landing. You are now ready to proceed to the next skill level to face additional hazards, such as unpredictable swell and treacherous cross-winds.

Be warned, this program is not a toy or game. You will need to co-ordinate your hands, eye and mind to successfully complete each mission. Do not hope to achieve in a short time that which took the earlier three years to learn as a Jump Jet pilot, and over a year to record on this computer program.

## AMROG



# R·E·V·I·E·W·S



## GHETTOBLASTER

**MACHINE:** CDM 64  
**SUPPLIER:** Virgin  
**PRICE:** £9.95

Look mame, could it be I'm falling in love. I've made eye to eye contact with GhettoBlaster and it sends me so far away that I want to spend the night playing it.

Rockin' Rodney is an ace dude born with an unforgettable fire to dance to the rhythm of the night and go walking on sunshine during the day.

But the heat is on for Rodney who works as a messenger for a record company called Intendia. They give him no rest. His job is keeping on a groove.

He has to deliver 12 some tapes to the company's head office in Funky Street before the day is through.

But first he has to find the tapes which are hidden all over town. As he proceeds around, ghettoBlaster peeped on his shoulder, he faces all sorts of dangerous

dukes cruising the mean streets.

They include Jack Flash, Gangsters of the Groove, Hamlets of the Beat and The Tone Cool Walkers. Get into a duel with them and you'll do more than cry. The message is don't come around here no more.

Besides delivering the tapes, Rodney must also get the people dancing in the streets by blasting them with music.

As Rodney enters various houses and shops around Funky Town, messengers appear telling you how he is doing.

And the music is truly funky — with 12 original rockin'

rhythms. Turn the sound up and the walls come tumbling down.

If the CDM64 games ratings were higher, GhettoBlaster would get 10.

I was born to love you, GhettoBlaster. Would I lie to you?

If they get really mean, they'll damage your ghettoBlaster or — even worse — they could damage you?

Watch out for Jumper! Jack Flash. He could give you a new groove.

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



## STRANGELOOP

**MACHINE:** CDM 64  
**SUPPLIER:** Virgin  
**PRICE:** £9.95

"Dare you accept this mission?" — that's the tempting lure for the "new and improved" StrangeLoop.

StrangeLoop first came out for the Spectrum towards the end of last year. The CDM 64 version, however, has "completely new puzzles and enhanced graphics."

But the plot remains the same. Your mission is to regain control of a robot factory on the edge of a far distant solar system.

The factory has been invaded by an alien force which is reprogramming the robots as they come off the production line, turning them into force killers.

The action ranges over 250 locations — only 240 with the Spectrum — and the aim is to

find the control room.

Armed with just a laser gun and an old leaky space suit, your spaceman must brave the perils of no oxygen, zero gravity, scorching temperatures and sharp pieces of industrial waste.

The graphics and sound are great and the joystick gives smooth and easy control of the spaceman.

It also comes with a game-save facility.

## CAVE FIGHTER

**MACHINE:** Vix 20+ 1.6K  
**SUPPLIER:** Battle Bus  
**PRICE:** £9.95

Battle Bus have converted their popular Cave Fighter and come up with a good game for the unexpanded Vix. You have to guide your pitiable person through a maze of caverns — leaping, jumping and fighting off snakes as he goes.

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

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



## KOMPLEX

**MACHINE:** Spectrum  
**SUPPLIER:** Legend  
**PRICE:** £9.95

Legend have a habit of making pretty looking games which don't live up to their promises. After the disaster of the Great Space Race —

probably the most heavily hyped game of all time — Legend make a comeback bid with Komplex.

Komplex is a giant maze-dé which just happens to be making a passing visit to earth. It is said to contain evidence of an alien culture — and the baffling want someone to pilot a probe to discover its secrets. Just a slight similarity to Arthur C. Clarke's Rendezvous with Rama here, eh guys?

Your probe can slip Komplex zapping into the galaxy again by getting hold of seven modules hidden in the many different levels of

the alien maze-city. Well, I think that's the case — but the instruction sheet is so badly written that it's hard to tell.

Once you are on the surface of the meteorite, you find yourself in a landscape consisting of alien telephone boxes and telegraph poles which fire at you. The telephone boxes lead to other levels of the meteorite via service tubes.

There are guardians of the meteorite called Monsters and Wizards which you can zap with your laser.

The game also features an "aster" which enables you to

disable lasers and change features of the game to suit your mood. You can also change the map of the Komplex system at will should you wish.

Legend have done it again — or rather they haven't. They will soon end up with the title of producer of the world's greatest one hit wonders.

It's a game that just doesn't quite make it — too Komplex you could say!

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

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

# R·E·V·I·E·W·S



## DT'S DECAATHLON

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

Despite the fact that the next Olympics won't take place for another three years, I'm sure that Ocean Software's Daley Thomson for the Amstrad will spring into as many homes as the Spectrum and CSM 64 versions.

I think that this game, above all the others I have seen for the Amstrad, proves its undoubted superiority over the Spectrum and Commodore computers.

The background graphics are superb and the animation of Daley as he runs and jumps across the screen is brilliant. His gaily expression after he fails to qualify for an event adds a little comic humour to a perfectly executed simulation which looks and plays more like the arcade game Track & Field than the game's previous versions on other machines.

Instead of an indistinguishable blob for the main character, more like the arcade game Track & Field than the game's previous versions on other machines.

of Daley has been produced — which doesn't exactly fit across the screen, perhaps "movers" is a better word.

To make Daley run, you move the joystick from side to side very rapidly.

The faster you move the stick, the higher the power meter rises and the more energy Daley has to run, jump or throw a shot.

The game simulates the Decathlon exactly. There are ten events to be completed over two days, including the 1,500 metres and the shot put.

In each event there is a qualifying time or score which you must beat to accumulate points on your way to an Olympic medal. I'm afraid I'm

going to have to go into some fairly hard training before I can collect my winner's medal. Many of the events, including the high jump and shot put, were beyond me — I just couldn't get the correct angle to get a high enough score.

I'll just have to give up legs, boost and playing that strip poker game until 4 o'clock in the morning!

A gold medal to Cowen, mate again?

I don't think I need to answer that!

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



## CONFUSION

**MACHINE:** Spectrum/Amstrad/  
CSM 64/SBC/Heaton  
**SUPPLIER:** Incentive  
**PRICE:** £6.95



The only confusing thing about Incentive's latest release is why it's not in the top ten yet! This fast-moving puzzle game will have you hooked as soon as you start playing.

Remember those plastic puzzle squares you used to get in Christmas crackers? The ones where you have to shuffle squares around to make a picture or word? Well, Confusion's a bit like that. Except you have to shuffle squares around to make a

pathway for a spark which is locking to get to an unexploded bomb spinning away at the edge of a square — which looks a bit like a circuit board.

Once you've made the correct connections with your shuffling squares, the spark reaches the bomb and detonates it. Then it's on to another puzzle square — bigger with more bombs. Later squares feature added hazards to your face, including a drop of water which chases you around attempt-

ing to put out your fire!

I played the Amstrad and Spectrum versions and both were totally addictive.

So when you're next looking for a game to spend your cash on, don't be confused by the huge choice which confronts you at your local store — go for Confusion!

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



## ROCKY HORROR

**MACHINE:** Spectrum, CSM 64,  
Amstrad  
**SUPPLIER:** CRL  
**PRICE:** £6.95



Despite what the hero of the Rocky Horror Show keeps telling you — it is easy to have a good time, especially if you're playing CRL's

computer game version of the cult rock music show.

Load in the game and you'll find yourself inside the weird mansion home of Frank N. Furter. You can become either the hero or heroine — Edward or Janet — but you are the same. To find the dismantled parts of the Commodore machine, and activate it before the mansion transforms itself into a giant alien space craft and blasts off to the stars! You also have to save your partner along the way.

The mansion is inhabited by some odd people — Frank, of course, plus the evil Dr. Fort, and Magenta, Frank's assistant.

Rocky Horror looks good,



sounds good and is very addictive — just like the show itself! You'll have to excuse me — I'm just off to do the Time Warp again!

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

# Pastfinder.

For serious arcade players  
who also want  
to stretch their brains.

WHAT THE CRITICS SAY

"No action packed science  
fiction shoot-'em-up which  
breaks the standards of old  
arcades yet again."  
PERSONAL COMPUTER NEWS

"There is plenty in this  
game to keep the hardened  
player going for hours."  
Zzap 64



"Simple, semi-abstract,  
beautifully animated, this  
game should keep all arcade  
enthusiasts entertained  
for weeks."  
MUSIC, EVENING POST

"A very worthy addition to  
the growing Activision range."  
Zzap 64

"Very original game that  
takes arcade action with  
exploration and adventure...  
From the company that gave  
you Christmas."  
GALZ & PIZZ

It is 8000 A.D. Exploration has become a  
thing of the past.

Everything there is to know about our  
universe is known.

So it is natural to look backwards.

An elite group of interstellar explorers  
have been given the critical task of journeying  
back through time to uncover the mysteries and  
adventures of the past.

The Pastfinders.

To join their ranks, one must possess a

rare combination of qualities.

The stamina to search carefully through  
hundreds of uncharted lands. The ability to detect  
complex traps.

The perception to select only the proper  
tools for survival, and the unending desire to live  
dangerously. Pastfinder stretches all your game-  
playing skills to a new level.

It is truly three dimensional.

It insists that you use your brain at least  
as much as your co-ordination of hand and eye.

AVAILABLE ON COMPACT DISC AND CARTRIDGE ONLY.

**ACTIVISION**  
HOME COMPUTER SOFTWARE



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



### LAMPS

**MACHINE:** CBM 64  
**SUPPLIER:** Activision  
**PRICE:** £19.95

Fast the L-gates and get set for a top-to-bottom, three-dimensional magic carpet ride to meet the Master of the Lamps.

Your task is to help a prince return a bunch of mischievous genies back to their lamps and gain his rightful place on the throne.

Easier said than done. Flying through twisting tunnels to confront the genies is hard enough. But once there you must solve riddles of magic, memory and colour to proceed.

There are three games to select — Magic Carpet, Seven Trials and Throne Quest. Magic Carpet is for flying practice only — essential if you want to conquer the tunnels to the genie's den.

In Seven Trials mastery of the genies is achieved on completion of one seven-piece lamp.

But in Throne Quest three seven-piece lamps must be completed. Then you must fly through one more tunnel back to the palace to claim the

throne.

Master of the Lamps contains some great sound — vital to solving some of the game's stages — and exciting graphics.

Is this a work of GENIE-GENIE? Perhaps not, but there's definitely a bright spark behind Master of the Lamps.

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



### CIPHOID

**MACHINE:** CBM 64  
**SUPPLIER:** GB (London)  
**PRICE:** £9.95 (boxed)  
£14.95 (disc)

Ciphoid is a game that fathers to deceive. The graphics are great. With lunar — and futuristic city backgrounds on the disc

version.

But when you get down to it, it's really just a simple operation: shoot out!

The disc version includes "attacks" on earth cities like London and Paris with authentic looking skylines. Cassette owners will be able to get these on a follow-up tape called Ciphoid 2 — Earth Attack.

It's very pretty — but a pricey way of getting pretty pictures on your C64.

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



### SAMAZOOM

**MACHINE:** Spectrum  
**SUPPLIER:** Silversoft/Dynasoft  
**PRICE:** £8.95

The games from Spain won't be going down the drain if Saimazoom — produced by a Spanish company Dinamic — is

anything to go by!

This is a Wizard's Lair/Labre Hit-type game set in a steaming Amazon jungle.

The graphics match anything from British software houses and the game will soon have you hooked.

Saimazoom is the first of a trilogy of arcade adventures playing that Indiana Smith. The second part of the adventure is called Escorta.

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



### GLASS

**MACHINE:** Spectrum  
**SUPPLIER:** Quinlax  
**PRICE:** £7.99

It's 2185 and the Planet Hygon has fallen to the pseudo-conscious Metalbot! And as usual you are the lone chosen to blast the aliens back to where they came from!

This is the scenario of the latest game from the

reversed Quinlax organisation. It's basically 3D shoot-out — but with lots of added ingredients. Super Blast meets Star Wars!

You begin your mission to destroy 14 alien outposts in a launch tube and you are blasted into a hostile sector full of Metalbots. Survive your first in one sector and you warp into the next where more dangers await. Some sectors take place among Star Wars type towers — you race through megasections avoiding them. Others take place in space where 2070-type space craft pass before your laser sights. These space ships are simply stunning. The graphic detail on them is superb.

And talking of graphics, these are really what make

the game different. The programmer has made a big effort to include original ideas. The destruction of the alien Citadel is pretty neat too.

Glass is an extremely well presented and playable game. But even the novelty of the best graphics has worn

off how long will the appeal of the game last?

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





### BOUNTY BOB

**MACHINE:** CBM 64  
**SUPPLIER:** US Gold  
**PRICE:** £9.95

*Bounty Bob* is the follow-up to the marvellous *Miner 2049er*. And a worthy successor it is, too.

*Bob* is once again back in

Nuclear Ned's mine, dealing with a multitude of mutants intent on over-running everything.

It's the same format as *Miner 2049er* but a lot tougher. *Bob* must walk and jump between the various platforms bringing death and destruction to the mutants.

There are 26 screens for you to tackle, many containing new features such as suction tubes, grain lifts and levers. And *Bob* needs every bit of help in one screen, there are 26 mutants to deal with.

We defy anybody not to be hooked instantly and it will be many hours before you complete the progressively

harder platform.

Jostleing around the mine, *Bob* comes across various items left by Nuclear Ned — such as a mobile suction unit, powerlevers, elevators and tools.

A real feature of the game is the delightful scoring system. As the high scores and players change, birds fly back and forth picking up individual letters and numbers before putting them into the correct order. A joy to see.

• Graphics	7
• Sound	7
• Value	9
• Playability	10



### ROLAND RAT

**MACHINE:** CBM 64  
**SUPPLIER:** Ocean  
**PRICE:** £3.95

*Roland Rat*, the star of TV's air is now starting in his very own computer program.

The game begins with *Roland Rat* finding *Paul* his car

won't start in the morning and he must get to work in time for the beginning of the show or the TV producer will give him the sack.

So *Roland* decides to go back underground, to the scene of his life before becoming a super-star rat — the sewers of London.

You enter the sewer and run around looking for the parts of the secret door. Once you've put them in place, you must find the key to open the door and free your two friends. You then must find your way through the maze of tunnels and sewer pipes until you happen upon the tube train.

Then you must get on it at all costs and take the tube

to Camden Town — the nearest stop to TV air's studios.

As you guide *Roland* through the maze of tunnels, you are pursued by many varying opponents and obstacles which you can immobilise temporarily with your glue gun.

But be careful because you yourself can become glued to the floor.

Amusing if not particularly stretching. Suitable for younger gamers.

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



### REVS

**MACHINE:** BBC  
**SUPPLIER:** Acornsoft  
**PRICE:** £14.95 (casual) £17.95 (hard)

Acornsoft is presenting *Revs* as the "most advanced race simulator yet." A bold claim but one which is probably justified.

Both the car and the race track are painstakingly modelled on the real thing.

The car is the Acorn sponsored Formula 3 Fiat

RT3 driven by David Hunt during 1984 and the circuit is Silverstone.

David Hunt, brother of the former race ace James, worked in close collaboration with software author Geoff Crossland to produce this simulation.

All the working elements of the car have been considered — engine, downforce, gears, levers, 45 valves and brakes.

The authenticity also extends to the track itself. All the other cars are doing their best to win. Slow down in front of you and the result could be a nasty collision.

The graphics are excellent and the view from the driver's cockpit is very realistic.

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

### CHICANE

**MACHINE:** BBC  
**SUPPLIER:** Kempton  
**PRICE:** £7.95

The public's demand for racing simulation games seems insatiable. *Chicane* from Kempton, invites direct comparison with Acornsoft's *Revs*, also for the BBC. But that would be unfair. *Chicane* is a lot cheaper and comes with far less packaging.

It's not as sophisticated as *Revs* in its attention to the details of driving the racing car or the quality of the graphics.

But at the same time it's a far easier game to get into and have fun with.

Reaction is longer to trigger but *Chicane* offers more at less instant race action.

For example, *Revs* gives the player a view of the track

circuit from the driver's cockpit, while the view from the car in *Chicane* is higher up.

But the advantage of this is that there is a better chance of seeing tight curves in advance.

*Chicane* is based on Formula Ford 2000 single seater competing in the British Championship. It was written with the help of Kempton Micro Racing Team.

The game features a choice of six Grand Prix racing circuits including Silverstone and Monaco, gear changes, working wing mirrors, spins and crashes. Good fun and value for money.

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





# THE HITS

THE NUMBER	LAST NUMBER	TITLE	DEVELOPER	PUBLISHER	PRICE IN DOLLARS
1	1	SOFT AID	SP CO	QUICKSILVA	8
2	3	SPY HUNTER	SP CO	US GOLD	2
3	2	WORLD SERIES BASEBALL	SP CO	IMAGINE	2
4	10	COMBAT 1798	SP CO BB & AM	ORIGI	26
5	22	BRIAN JACO'S SUPERSTAR CHALLENGE	SP CO BB & E	IMAGINE	4
6	8	KNIGHT LORE	SP BB AM	ULTIMATE	20
7	7	BRUCE LEE	SP CO AT	US GOLD	20
8	14	STARWON	SP	WOLVERINE HOUSE	2
9	5	DEBARGE	SP CI CO BB E	ADVENTURE A1	4
10	4	CHOCOLATES	SP CO AM AT MS	ACTIVISION	22
11	12	PIESOP 2	CO	ORIGI	3
12	19	SHADOWS	SP CO	BYRON SOFTWARE	2
13	11	FOOTBALL MANAGER	SP CO CI BB E	ASSOCIATIVE GAMES	27
14	5	DAVEY THOMPSON'S DECAHLION	SP CO BB	ORIGI	2
15	29	SCOREY	SP CO AM MS	ORIGI	8
16	21	ARMY OFFICE	SP CO BB E AM	DATAWARE PUBLICA	2
17	9	INTERNATIONAL BASKETBALL	CO	COMARCONI	2
18	20	IMPOSSIBLE MISSION	CO	ORIGI	14
19	28	CALL SIGN	SP CO	PHALX	2
20	48	SPYTRON	CO	ULTIMATE	1
21	18	FRYBONE'S A WASTY	SP CO	AMMOGON	2
22	19	BASE BACKSL	SP CO CI	IMAGINE/SONIC	12
23	28	CHUCKLE FOO 2	SP BB	A & F SOFTWARE	3
24	26	SCOTT	SP CO	PHALX	24
25	29	FRIGOR KEEPERS	SP	IMAGINE/SONIC	23
26	24	MIGAL JACKED	SP CO CI VE BR	IMAGINE/SONIC	23
27	17	ARM WOLF	SP CO	ORIGI	19
28	25	BLAZN BOMB INTERCEPTION	SP CO AM	SYSTEM 2	8
29	49	HYPERSACK	SP CO BB E VE	ORIGI	26
30	15	BASE OVER MOSCOW	SP CO	US GOLD	20
31	24	POB POSITION	SP CO BB E AT	A1AM	8
32	25	GRAND NATIONAL	SP	BLT	2
33	16	GYRON	SP	PHALX	2
34	9	ARCADE CHILLS	SP CO	IMAGINE	2
35	44	CHILLER	SP CO	IMAGINE/SONIC	20
36	44	BRIBBLE GIG	SP CO BB AM AT	LEVE 4	7
37	50	FLIGHT PATH TEST	SP CO CI BB E	AMMOG	20
38	27	ALAN 8	SP	ULTIMATE	5
39	40	FORMULA ONE SIMULATOR	SP	IMAGINE/SONIC	20
40	24	POHNS PILOT	SP CO BB AM	ORIGI/IMAGINE	22
41	31	WARRIOR WARR	SP CO BB AM OR	SOFTWARE PROJECT	27
42	32	BLOODSUCKERS	SP CO BB E	WALDEN	10
43	27	JET SET WOLF	SP CO AM BR MS	SOFTWARE PROJECT	27
44	28	MATCH (part)	SP CO	ORIGI	2
45	36	TOWER OF BIL	SP CI CO VE	CREATIVE SPARKS	2
46	42	BLIT	BB E	ACCOMMOD	20
47	26	MINDER	SP AM	EX TRONICS	1
48	22	DRAGON TONG	SP	PERSONAL CONSULTANT	1
49	41	STEVE DAVIS SHOOTER	SP AM	COE	20
50	33	DUCKIN	SP CO BB AT OR	US GOLD	26

SPECTRUM TOP 10			AMSTRAD TOP 10			COMMODORE C64 TOP 10			
1	8	SOFT AID	VARIOUS	1	KNIGHT LORE	1	1	SOFT AID	VARIOUS
2	1	SPY HUNTER	US GOLD	2	DAVEY THOMPSON'S DECAHLION	2	2	PIESOP 2	ORIGI
3	2	WORLD SERIES BASEBALL	IMAGINE	3	CHOCOLATES	3	3	INTERNATIONAL BASKETBALL	COMARCONI
4	3	STARWON	WOLVERINE HOUSE	4	SCOREY	4	4	IMAGINE/SONIC	COMARCONI
5	4	SHADOWS	BYRON	5	COMBAT 1798	5	5	IMPOSSIBLE MISSION	ORIGI
6	7	BRUCE LEE	US GOLD	6	POHNS PILOT	6	6	CARTRON	ULTIMATE
7	10	CHUCKLE FOO 2	A & F SOFTWARE	7	JET SET WOLF	7	7	FRONTIER	ULTIMATE
8	21	FRIGOR KEEPERS	IMAGINE/SONIC	8	BRIBBLE GIG	8	8	WORLD SERIES	IMAGINE
9	28	BRIAN JACO'S SUPERSTAR CHALLENGE	IMAGINE	9	ARMY OFFICE	9	9	BRUCE LEE	US GOLD
10	4	GYRON	PHALX	10	STEVE DAVIS SHOOTER	10	10	ARMY OFFICE	ULTIMATE

\*SP-SPECTRUM CO-COMMORE; BP-BB; E-ULTIMATE; CI-CIS; AM-AMSTRAD; MS-MSX; AT-ATAM; BR-BRIDGE; VE-VE; BR-BRIT; OR-ORIGI

# QuickShot™



## Shoot to win!

Winning is all that matters when playing video games. SVI "QuickShot" joysticks give you a better grip on games which are getting tougher each day. That's why over 4.5 million have been sold since 1982.

SVI "QuickShot" is the original, award-winning joystick that offers true one-hand control with features like a hand-contoured controller, thumb-trigger fire button and suction cups that give the thrill of arcade game play.

SVI "QuickShot" joysticks are getting better each day. They have more winning features than ever. There are models with auto-fire switch, touch-firing pad, interchangeable controllers and for the latest MSX computers.

Go with the winner and see the wide range of SVI "QuickShot" joysticks at your nearest dealer.

**SVI "QuickShot" Joysticks.**  
**4,500,000 Sold Worldwide.**

**SVI**™ INNOVATIVE COMPUTING  
FOR TODAY AND TOMORROW  
SPECTRAVIDEO

SOLE AGENT:  
Spectravideo Ltd.  
180 Dorch Road Morden, Surrey SM4 4LH U.K.  
Tel: 01-3301101 Telex: 28704 MM-HWN G

MSX is a registered trademark of Microsoft Corporation.

# BEYOND

CHALLENGING SOFTWARE

THE FIRST ADVENTURE GAME WICKED THINGS

BEYOND  
CHALLENGING SOFTWARE  
THE FIRST ADVENTURE GAME WICKED THINGS

BEYOND CHALLENGING SOFTWARE  
THE FIRST ADVENTURE GAME WICKED THINGS

BEYOND  
CHALLENGING SOFTWARE  
THE FIRST ADVENTURE GAME WICKED THINGS



# SHADOWFIRE

SHADOWFIRE IS AVAILABLE NOW FROM BENTLEY  
1-800-368-7242 EXT. 2000  
MAIL ORDER ONLY  
BENTLEY, INC., 10000 W. 10TH AVE.  
DENVER, CO 80202

1-800-368-7242  
EXT. 2000

© 1992 BENTLEY, INC. ALL RIGHTS RESERVED. BENTLEY, INC. IS A REGISTERED TRADEMARK OF BENTLEY, INC.



Lothlorien's



# THE BULGE

**BATTLE FOR ANTWERP**  
For Spectrum 48K and Commodore 64

**Accurate  
strategic simulation.**

**Real-time combat with  
full scrolling graphics.**



Liberty House,  
322 Regent Street,  
London W1R 7DB  
Telephone 01-432 0866

**LOTHLORIEN**

The hooded figure sits quietly at the desk. He begins to manipulate knobs on a strange panel. Behind him, a metal figure stirs to life. The dark and astonished henchmen look on nervously, awed at the control their master possesses over the mechanical man . . .

Once upon a time you'd read this sort of thing in cheap pulp comics. Cowled villains created fantastic robots to wreak havoc and destruction. But now we've caught up-even with the wonders featured in films like Fritz Lang's *Metropolis*, and such control is now not just possible, but affordable as well.

Nolan Bushnell pretty much started computer gaming when he created *Pong* — the original hot and ball arcade game — not so many moons ago. You'd expect the originator of Atari and the Chuck E. Cheese Theme Time restaurants to create something that'd knock your socks off. And his new company, Atari,

object. Or just about anything you'd like.

The manual is well written, and, thank goodness, understandable by those of us who want to use computer programs — not write them!

ANDY won't be able to save you breakfast in bed, or even bring your slippers, but what a painless and fun way to get started in the exciting world of robotics.

But some people are never satisfied. What more? FRED — the Friendly Robot Educational Device — has what it takes to fill your year for a bit more "bite" in a mechanical man.

FRED is one of a series of sophisticated robots from the California-based Androbot Corporation. TOPO is the flagship of the line — an advanced, and expensive, machine that can be programmed for independent movement and voice. FRED shares the same talent as his older brother, as they both have distinctive geometric shapes. Unfortunately they differ in price. He retails for

# LETTER

delivers the goods with ANDY, the \$118.00 programmable robot.

Atari's ANDY is made of metal and high impact plastic. He's certainly not impressive at first glance, but he's kind of cute, being barely over a foot tall, all in white with black trim. But it's what he can do that will impress you and your friends.

ANDY can be linked to an Atari or Commodore 64 computer by a long cord which attaches to the second joystick port.

Providing that you keep his four batteries fresh, this little guy will move at your command, spin, and blink his eyes on and off. He'll produce sounds to your specifications and has sensors that can be programmed to respond to light and/or sound.

Two programs are provided on disc. The demonstration program responds to letter-indicated commands and also allows ANDY to be joystick controlled. Also included is the Personality Editor program. This lets you really tailor ANDY to your wishes.

It uses English commands to set up IF/THEN statements which can then be incorporated into the operation program. You could create an "angry" personality, making ANDY to react by beeping and spinning around every time he bumps into an

\$499.00. That's a far cry from TOPO and a mile from the eldest, BOB — Bruce on Board — who retails for over \$1,000.

FRED may only be 14" tall, but he doesn't stand short when you examine his specs. He can be directed by a wireless remote unit, or used with an Apple or Commodore 64. An optional interface is required when a computer does the directing and is used with FREDSOFT, a Logo-like language — sold separately for \$79.00.

FRED's sister is a 30 foot infra-red light link.

One of the neatest things about FRED is his digitized voice. He "knows" over 50 words which can be programmed into sentences. In fact, he'll speak out when his batteries start to run down. It makes him hard to ignore.

## ELSEWHERE

In a recent letter from Hung Kong, a reader, Lester L, asks about the status of the LucasFilm games, *BallBlazer* and *Starline* at *Frontiers*.

What happened was that the original LucasFilm/Atari programs were plotted left and right months before their planned release in June of '84. These Atari word order and everything got put on hold.

Eyes of *Sonyvale* is now releasing



updated versions of these titles on disc for various computers, including the Atari — which reader Lester is most concerned with. So they should be available in the UK soon. Lester would also appreciate some tips on level 87 of *Lode Runner*. Anyone out there with answers?

Speaking of games, did you ever wonder what kind of colour monitor game reviewers prefer? After all, they tend to spend hours before a toy screen muttering to themselves about the "mechanics" of each program.

My solution is to blow everything up on a projection television. Games look great and you really feel like you're part of the action. It may not be the highest resolution, but what's good really shines when it's bigger than life. And it's a lot easier on the old eyeballs too. Add a pair of wireless joysticks and it's an unbeatable combination.

It's a good thing I stay in shape, because all this month has been one long adventure. I've been battling everything from worms to monsters, moving through strange and mystical lands — including one that is all too real. You'll find out about that soon!



bridges, leaping across space and solving puzzles. Seven separate screens pit Conan against dangerous adversaries, each screen to be defeated before finally confronting the evil Vaisa.

Grabbing my wit, I begin Master of the Lamp from Activision (C64). As an Arabian Prince, your mission is to rescue the Genie who has escaped from his lamp. But first you must fly your magic carpet through ever-spilling geometric shapes. Falling off means you to the start. Successful navigation with the joystick brings you into his magical Den.

Quick thinking will enable you to ring the colored bells so that they match the notes the Genie is blowing down at you. Beware, though, as each note has the power to push you right out of the Den and back to the start.

A piece of the lamp is a reward for completing a level — you win when the lamp reassembles itself and contains the Genie once again. But then there are two other, more deadly, Genies yet to face!

many years, and all that's missing are the correct alliances.

The mainline brings a late arrival. Perfect timing — it's the Adventure Construction Set from Electronic Arts (C64). Designed by Brent Smith of *Ali-Baba* and *Serena of Heracles* fame, this arcade/graphic program enables you to create whole worlds of adventure and fill them with creatures and objects of your own choosing.

Imagine being able to play Zeus and control the pattern of events for mere moments to follow.

The program comes with a mini-series of adventures that act as a tutorial, and there are three subjects to use — Fantasy, Spy/Mystery and Science Fiction. A full-blown game called *Rivers of Light* is also included. I wish I had had this kind of control before.

I think I'll quit adventuring for a while. I've had fun, and can't stop checking behind doors for hidden traps.

Maybe it's time to go back to blowing up aliens!

# FROM AMERICA

A kaleidoscope world is integral to the game and combines with the music to create an atmosphere that is both pleasant and terrifying.

Now comes a change of pace from mystical worlds to a setting stranger than any we imagine — perhaps the greatest adventure of all, more terrifying than anything you've ever known. It's *NYC*, the Big Apple (Amstr/C64). How dare Synapse Software create a game that parallels life here so well! NYC isn't so much about gaining points as it is about just plain survival.

You play the part of a tourist driving your car around a graphic representation of the City.

You can park in a pay-lot or take a chance on a vacant space. You then move your small square about the various buildings.

Points are accumulated as you try to post mail, capture stray animals in the Central Park zoo, and eat lunch.

All the while, the City is conspiring against you. You could get hit by a car and forced to pay outrageous hospital fees. Or watch with horror as your car is towed away. Or experience any of the many other arcade-style dangers.

This is a superbly entertaining game that will have you climbing the walls — graffiti covered of course! I've been living in New York City for

Manufacturer's information:  
**ADVENTURE CONSTRUCTION SET**  
Electronic Arts  
2780 Campus Drive  
San Mateo, California 94403  
**ARDY THE PERSONALITY ARCHIT**  
Aolon, INC.  
1881 Lawrence Station Road  
Sunnyvale, California 94086  
**COMAR**  
Available in the UK from US Gold,  
1990

The Androber Corporation  
280 Chaucer Avenue  
San Jose, California 95131  
**CONSTONE WALLBORN**  
Strategic Simulations, INC.  
980 Stella Road, Bldg. A-200  
Mountain View, California 94043  
**MASTER OF THE LAMP**  
Activision Home Computer Software  
2200 Raphael Frontage Road  
Mountain View, California 94043  
**NYC-THE BIG APPLE**  
Synapse Software  
201 Central Avenue  
Redwood, California 94064

Author's bio:  
When not operating his photographic studio in New York City, Maximal M. Rosenthal is a computer columnist for a number of publications dealing in computers, video and high technology.

Strategic Simulations are best known for their series of wargame operations. *Conquests Warrior* (Apple/C64) is an exception to this, being an excellent addition to the list of arcade-style adventures.

You have been chosen to recover the long-lost gemstones. Passing through a mystical gate takes you through a myriad of screens, each filled with mystery, treasure and danger.

Using keyboard and joystick, you must fight off monsters and demons as you strive to set the world right. Magical objects discovered become part of your arsenal and you must always be prepared to fire arrows or hurl magical fireballs. Each screen is loaded from disc, and access time is amazingly fast even from the Commodore disc drive. Adventure lovers will find this most intriguing.

Robert E. Howard's barbarian, Conan, has made the transition from the printed word to comic-books and movies. Now he stars in his own video game (Reviewed in *C&A* April 88 issue).

Conan's Conan (Amstr/C64) has the muscular hero jumping over

# AIRWOLF COMPETITION



Two first prize winners will get a very special Airwolf digital watch. We've also got 50 copies of the game for second prize winners and 50 glossy, full colour, giant 8x8 Airwolf posters for the runner-up.

Airwolf the game, is available for the Spectrum, C64, Amstrad, C16, Am1 and Entech micro.

All you have to do to win a prize in our Airwolf extravaganza is tell us how many differences you can find in our two Airwolf illustrations.

Once you've decided how many differences there are, fill in the coupon and rush it to Computer & Video Games, Airwolf Competition, Pitney Court, 35-37 Farringdon Lane, London EC1R 3JF. Closing date is July 16th, normal C&VG competition rules apply and the editor's decision is final.

Airwolf stars Jan Michael Vincent, who plays Stringfellow Hawke, an ex-Vietnam chopper pilot and the only man who can master the billion dollar helicopter known as Airwolf. Although the TV super 'copter is fictional, it does include features actually built in to some of America's latest military helicopters. It is designed to look like an ordinary executive aircraft or fast in really a wolf in sheep's clothing!

## C&VG/ELITE AIRWOLF COMPETITION

Name .....

Address .....

There are ..... differences.

Computer owned: .....



# BEYOND

CHALLENGING SOFTWARE

Now for  
Spectrum 48K  
and  
Commodore 64



Spy vs Spy is two player cartoon fun!  
The black and white spies chase each  
other around the embassy.

They steal secrets and plant  
traps, playing against each  
other on a split screen display.

Available from software dealers everywhere or direct from

**Beyond** Competition House, Fennell's Row, Market Harborough, Leicestershire LE16 9NR

Access/Bardoccard telephones: 0858 34567. Price £9.95 inc. P&P



# OUR ARCADE GAME HITS, WE BROUGHT

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



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



innovative as one chart-topper has followed another.

But why should the arcade players have all the fun? We're asked. Of course there was no reason at all and so we decided to bring our games home and let all the family have a piece of the action. We have re-written the programs for many of the popular home computers and now your kids from junior to grandma can have a go!

Like chasing the mighty ape up Monkey Mountain in CONGO BONGO number 1 in the Billboard Chart in 1984. You'll ride hippos, dodge changing rivers and do battle with jungle creatures that make sure you don't end up as a lunch time treat for man-eating fish!

Or you can have a smashing time with Billy Midway's UP'N DOWN. This is a frustrated motorist's dream: you bash your way over rough roads,



lay dead ends, canyons and crash anyone who gets in the way! No. 1 in the Play Meter Coin-Operations Poll. UP'N DOWN is one smash hit that really is a smash!

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

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

\*Available in Europe following Sega's introduction to the region. \*\*Not available in the UK. Sega, the Sega logo, the word Sega and the Sega logo are registered trademarks of Sega Enterprises Ltd. All other names and logos are the property of their respective owners. Sega Enterprises Ltd. 1988. All rights reserved. Sega Enterprises Ltd. 1988. All rights reserved. Sega Enterprises Ltd. 1988. All rights reserved. Sega Enterprises Ltd. 1988. All rights reserved.



·JONAH·  
·BARRINGTON'S·

# SQUASH

FEATURING  
*Repro-sound*



**A**ll the speed and excitement of championship squash is now available at your fingertips in a game so realistic — you'll need a shower afterwards!

Written with the help of Jonah Barrington, former World Squash Champion, the game loops to the International Squash Racquet Federation rules as far as is possible. You serve in a 30 glass-backed court to play against your computer, or, using the game's two player option you can challenge a friend!

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

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

So get in training for this high powered action game now.  
It's your tennis next!

FOR

Commodore 64  
and all  
48K Spectrums  
£7.95

**New  
Generation  
Software**



FREEPOST, Box 842 4TD, Tel: 0225 316924

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



# Dear Bug Hunter...

Dear Sir (writes the very polite Carlos Garcia Fernandez from Espana).

I write about the MEE program *Major Tom*. I have hunted a bug. Line 130 says IF STRIGCO THEN GOTO 80 ELSE GOTO 120.

I think that the line should be IF STRIGCO = -1 THEN GOTO 80 ELSE GOTO 120.

I wish, if it is possible, you publish more MEE programs.

Actually, Mr. we're both right. Next time you sit down at your keyboard, try typing PRINT 2-2=4. You'll find that the computer prints -1. Next, type PRINT 2-2=5 and you'll find zero printed instead. What this shows is that, to the computer, -1 is the same as "true" and 0 is the same as "not true".

Now, when you type IF STRIGCO, what you're actually saying is IF STRIGCO=0 THEN, which is the same as IF STRIGCO=-1. The opposite of IF STRIGCO, by the way is IF NOT STRIGCO. It may make the program a little less easy to understand, but it does save memory. I hope this is of use to you, Sir, and hope that you can find someone to translate my reply for you.

I was wondering, says Gary Beth if you could get up a bulletin board where people could subscribe to. Then I could get CBYO through my modem.

Gary's friends and several others speak the MIRCOSPEL language for what things? Not for others. You'll find most of CBYO's Spectrum and BBC programs up there from now on, so if you're a member you can get every your typing bugs. However, here you ever send pictures as good as CBYO's on MIRCOSPEL. At the moment, you just can't do it. In a few years, though, Picture Frontal will mean picture-quality bulletin boards, but the cost of a Picture-Frontal terminal is about the same as a 280 year subscription to CBYO.

Dear Bug Hunter,

Can you tell me something about the new BBC micro that was launched last month. Is it better than the model B? Is it worth the extra

money?  
Yours enthusiastically,  
Rebecca Corwell.

The BBC model B+, just in case you didn't know, was launched at the beginning of May. The price of the plain old model B is still £399, while the B+ enters the market at £499. At almost £500 for a 64k 6802 micro, it's twice the price of other machines in its class and the number of improvements over the old original model B can be counted on the knuckles of a camel.

There's 64k of RAM, which leaves a minimum of 32k free whatever software loads you're in. And there's more ROM sockets, which will save you having to pull out VIEW with a screwdriver when you want to load SNAKE.

And there's a built-in Disk Filing System (DFS) to those in the know, with FORMAT and VERIFY commands included.

Actually, the software division of Acorn, have no plans to introduce any software exclusively for the B+, though the same can't be assumed for other software houses. If you do a lot of programming, the extra memory will be useful. But, if you have £500 to spend on a micro, stick to the standard BBC and buy yourself a few games with the change.

Barney Long has a little warning for you. It's a pity, it's a pity, by really, for means, for means, records, and last games, perfectly, but you'll save any "What's out I do about it, please."

Well, assuming that you remember to press RECORD when you save, I can't see for what, it may be that your head for the counting, records, silly, is dirty and affecting the quality of the recording. Alternatively, it could be the Spectrum. Find a friend with a Spectre, if you can, and ask him to try loading one of the games that you're so sure. If it turns out to be the Spectre at fault, and it's still under guarantee, return it to the shop where you bought it and ask for it to be replaced. If it's the cassette recorder, do the same. But before you do anything like that, try cleaning the head with some hand-cleaning fluid on a cotton bud, but DON'T use

one of those cleaning tapes as they tend to wear your head away.

Now here's something interesting. Five minutes ago I opened a letter from Nick Phillips who says that using a name of COWBUSTERS and an account number of 00166666 on that certain well known game will give you a million dollars. I put it aside, to decide whether or not to print it, when I came across a similar letter from Neil Shuster from Birmingham. If you have COWBUSTERS, he says, try using a name of COWBUSTERS and an account number of 00166666 and you'll get \$5,000 dollars. Strange, eh?

Hey, what's that? Another letter about COWBUSTERS? This time it's from Robert White in Harpendee. Hey, guess what? he says. Eh, it's not how to get \$5,000 dollars, is it Robert? Or a million? No, \$93,000. Really! How? Just type in a name of COWBUSTERS and an account number of ...

Dear BH,

Is the new Spectrum machine worth buying? I've heard good and bad reports, and can't seem to settle up my mind.

The new Spectrum 48k is the same as the 48k, but with built-in disk drive. It comes with CP/M and LOGO. While LOGO may not be the most popular language under the sun, it is £25.95 free, and makes a change from BASIC. And CP/M, in case you didn't know, is the most popular operating system for 286-based micros. Which means that loads of software should soon be available, though it'll mostly be serious stuff like word processors and business software. As a game machine, it's similar to the Spectrum and, if you ever see Knight Love on it, you'll agree that it's a pretty good buy for the money.

Well that's about it for this month. Remember, if you have a problem with your micro, or there's something in the manual that you just can't get to grips with, drop me a line to the CBYO office or to the Bug Hunter account on MIRCOSPEL, number 0127665726. Please mark your envelopes Problem Page, so that we can separate the problems from the Bug Hunter letters.



# Herbie Briggs has just destroyed the myth that all floppy discs are created equal.

They seem equal. Until you look at the seams.

That's where equality ends.

Most companies seal their discs with a spot here, a spot there. Leaving most of each seam not sealed at all.

Sooner or later, the seams might do what comes naturally: they bulge. Warp. Pucker. Open up.

Pens, pencils, fingernails—even a four-year-old's, like Herbie—can catch and snag in those wide open spaces.

That's sloppy. And dangerous. Because if you put a sloppy floppy into your disc drive, it can jam your drive. Ruin your drive head. Lose your data.

So much for their seams. Ours are different.

## THE SLOPPY FLOPPY:

Sealed with a spot here, a spot there. Leaving unsealed seams everywhere.



Memorex uses a process we developed, called Solid-Seam Bonding.

Solid-Seam Bonding seals shut every inch of every seam of every Memorex® floppy disc. Tight as a drum. That makes the Memorex

floppy stiffer. Stronger. And your data safer. To resist bulging, warping, puckering, or opening up.

## MEMOREX SOLID-SEAM BONDING:

Every inch of every seam is sealed shut. Tight as a drum.



To resist all the things that can jam your drive, ruin your drive head, or lose your data.

Which proves that a Memorex floppy disc isn't equal to all the others. It's better.

Solid-Seam Bonding is just one example of the extra care that goes into every Memorex floppy disc. Be it 8" 5¼" or the new 3½" Extra care that lets us guarantee every Memorex disc to be 100% error-free.

The next time you're buying a floppy disc—or a few hundred of them—just remember this:

It's always better to be safe than sloppy.

For more information on the full line of Memorex quality computer media products, including computer tape, call Memorex U.K. Ltd., 96-104 Church Street, Staines, Middlesex. Tel: 0784 51488



Your Data. When it matters, make it Memorex.™

# MEMOREX

# STAR SEEKER

Watch the skies this autumn and you'll see a spectacular sight. Halley's Comet is streaking across the heavens and will be close enough to be observed with the naked eye by the end of this year. It only comes around every 76 years — so don't miss it! While you're waiting for the comet to turn up, you could be observing other interesting objects in the skies — not just passing UFOs either. Our M&S expert, TOM SATO, who also used to study astronomy and often spent time conducting observation work at the University of London Observatory in North London, now looks at the odd goings on in the night sky and some of the new astronomy software which can help you enjoy the wonders of the real universe . . .

**T**here's no doubt that the arrival of Halley's Comet will be one of the most spectacular celestial events of the decade.

This comet has fascinated our history every 76 years with awesome display. The earliest record of an appearance was in 240BC. For many centuries the great comet terrified people. It was blamed for famine, revolution, plague and wars. Now we know better, but it was not until 1910 that astronomer, Edmond Halley discovered that the comet appearing that year was the very

same one that had appeared in 1486, 1531 and 1682. We did some calculations and predicted that the comet would appear once again in the year 1758. When the comet returned on cue, it was named Halley's Comet to honour the astronomer.

Between November this year and March 1983, you too will be able to witness this great event. It will appear low in the western sky just after sunset. It will be more easily observed in the southern hemisphere and it should be visible to the naked eye in the skies above this country.

You'll also be able to watch it on television. The Americans, Japanese and Japanese are sending spacecraft to take a closer look at this fascinating object. The European Space Agency is also sending a probe, called Giotto, launched (photo), using the Ariane launch rocket. The space craft Giotto is now being held by British Aerospace and will approach the comet at close as 300 miles to take TV pictures of the comet's surface.

temperature. The solar wind, then carries this plasma away from the comet nucleus to form the "tail".

While you are waiting for the comet, you could still see some amazing sights in the night sky. It's good for solving the mysteries of the universe and there are many fascinating phenomena you can observe simply by looking up.

If you go full watching in mid-summer, and if the air is clear enough and dry lights is enough away, you can see many streaks of light appearing in the sky. Often the streaks are so fast that you might think that you were seeing things that you were looking in a tropical meteor shower. A good meteor shower to see is the Perseids in mid-August. You'll see about 10 meteors per hour.

What are meteors? Well, they are dust particles smaller than a grain of sand floating about in space. When they come near to the Earth, the gravitational pull of the Earth attracts these grains and they start to fall.

When they reach the Earth's atmosphere, the particle starts to burn because of the friction. Most meteors just burn up in the upper atmosphere and rarely make it to the ground but every day the Earth is showered with these objects.

Occasionally, the Earth passes through a patch in space where there are a lot of these floating dust particles. It's thought that they are left over from passing comets. As comets whirl around the solar system, they gradually break up and leave a dust trail behind them.

These dust particles tend to travel together and that's why there are streams of meteors which the Earth passes periodically.

Recently a number of software houses have realised the potential for astronomy software to cater for the growing interest in astronomy, as Halley's Comet approaches. Three astronomy programs have just been released which are now available for the BBC, Star Center by Century, Star Seeker by Marsland and Astronomy by IBC publications.

Star Center and Star Seeker are star map programs which show you what can be seen by the naked eye.

The Marsland Star Seeker



same one that had appeared in 1486, 1531 and 1682. We did some calculations and predicted that the comet would appear once again in the year 1758. When the comet returned on cue, it was named Halley's Comet to honour the astronomer.



Many astronomers now widely believe that comets are just huge snowballs containing rocks.

When they approach the Sun, the intense radiation evaporates the surface of the comet and gas and dust are blown away as a glowing plasma at an extremely high



program was devised by Dr Paul Phillips of University College London.

Star Seeker allows you to move the cursor to the position of a star and find out all the facts about it of which over 300 are covered. The package includes a program called Solar System which shows the position of the planets and also works out where Halley's Comet is. Most useful in the evening months.

Star Gazer is also a star mapping program but it includes a 190 page book on astronomy written by Heather Cooper, who is the current President of the British Astronomical Association.

If you would like to hear up-to-date news on astronomy, why not give British Telecom's SpaceLine a ring. It is run by Dr David Whitehouse and updated every week. To hear the recording, phone (01) 240 0955.

Spectrum owners can look to the heavens using software packages like Starfinder from the aptly named Kolyzer Software. Starfinder can plot 200 stars in 40 constellations and is more than 10 times a year of the entire night sky which can be rotated to show how the star patterns change with the passage of time.

Space Scan from MacMillan is an educational package. It won't give you star maps - but it will show you the shape and position of any one of 15 constellations. You also get a quiz option to test your knowledge.

Explosoft's The Solar System is a set of Black Hole's Guide to the objects "captured" by the gravity of the Sun". The menu allows you to select various text information about various objects - combined with graphic illustrations.



#### STAR SEEKER

MACHINE: BBC B/Ch/Spectrum/  
MSX  
PRICE: £1.95  
FORMAT: cassette  
PUBLISHER: Microsoft

#### STARFINDER

MACHINE: BBC B  
PRICE: £12.95  
FORMAT: cassette  
PUBLISHER: Century  
Communications

#### STARSPHERE

MACHINE: Spectrum  
PRICE: £6.95  
FORMAT: cassette  
PUBLISHER: Eclipse Software

#### SPACE SCAN

MACHINE: Spectrum  
PRICE: £5.95  
FORMAT: cassette  
PUBLISHER: MacMillan

#### THE SOLAR SYSTEM

MACHINE: Spectrum  
PRICE: £1.50  
FORMAT: cassette  
PUBLISHER: Explosoft



## WIN A TRIP TO THE PLANETARIUM!

If we've aroused your interest in watching the heavens then why not enter our newly revised Star Seeker competition! There's more than one way to learn about the stars - but we reckon the best is to take a trip to the London Planetarium where you can watch all the wonders of the universe unfold around you. And you don't need a ticket to ride on the Space Shuttle to get there!

All you have to do to win a FREE ticket for two people is post answers to this intergalactic house of fun to answer the simple astronomy quiz below.

We've got 50 double tickets to the Planetarium to give away, thanks to the people at London's big tourist attraction and Microsoft, publishers of the Star Seeker program. 20 winners will get a copy of the Microsoft Star Seeker tape, which

comes nicely packaged with an information booklet.

Once you've answered all the questions, fill in the coupon, not forgetting to tell us which computer you own, and send it to Computer & Video Games Star Seeker Competition, Pwery Court, 30-32 Farnborough Lane, London SE18 3RU. Closing date for the competition is July 16th. Employees of Mirror Group Newspapers, Penguin Press, their agents and families are not eligible to enter. Normal C&VG rates also apply and the editor's decision is final.

#### THE QUESTIONS

- 1) What is the Pole Star also known as?
- 2) How many planets are there in our Solar System?
- 3) Which planet is furthest from the Sun?

4) When was Halley's Comet last seen from Earth?

5) Which famous astronomer was the first to use the telescope?

#### C&VG/MICROSOFT STAR SEEKER COMPETITION

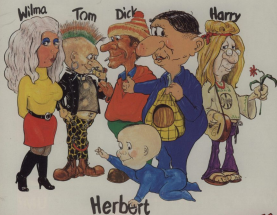
My answers are: .....

- 1.....
- 2.....
- 3.....
- 4.....
- 5.....

Name.....  
Address.....

Computer owned (tick box):  
Spectrum  Ch  BBC  Geminet   
MSX

# Meet the Gang!



Herbert

## “Everyone's a Wally”

**1**ST EVER MULTI-ROLE ARCADE ADVENTURE

Includes Hit Single on reverse "Everyone's A Wally" performed by Mike Berry

Spectrum 48K £9.95

Commodore 64 £9.95

Amstrad CPC 464 £9.95



## MIKRO-GEN

41 The Broadway, Bracknell, Berks. 2366 427317

# MAMA LLAMA



computerstore 

Price £7.50



Llamasoft

ORIGINAL SOFTWARE DESIGN

AVAILABLE FROM W.H. SMITHS, BOOKS, WOODWARDS AND MOST COMPUTER RETAILERS OR FROM  
LLAMASOFT 45 MOURE PLEASANT, TADLEY, HANTS (TEL. 07556 4478) SEE FOR CATALOGUE & NEWSLETTER  
"THE NATURE OF THE BEAST"

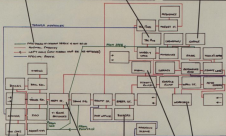
**PROFESSOR  
MAP  
SPECIAL  
VIDEO'S**

**H**ere they are! YOUR maps in print! Ever since our dear old Prof. began giving lessons, his office has gradually been disappearing under a vast mound of maps sent in by his loyal students. So he managed to get hold of the editor and persuaded him to use some of these masterworks in the magazine.

We've got maps of *Everyone's a Wally*, a wally, *Slavik of Karnath, Always, Finders Keepers, Bruce Lee and Wizard's Lair* — plus the winning map in our GMI from the Gods contest.

So if you've sent the Prof. a map, dive between these pages to see if he's picked out yours!

# EVERYONE'S A WALLY





**H**is first role was in *Automania*, then *Pyramania* and now the epic *Empire* is a Wally. Who? Wally of course!

In this game, the object is to open the safe in the local bank and retrieve the money contained within, in order to pay your family — The Gang — wages for work they've done. First, though, each character must do his work. Each character — there are five — has their own special abilities. Wally is the Craftsman, an odd job man. Dick is a plumber, Tom the Punk is a mechanic, Harry the Nipple is an electrician and Wilma is Wally's wife and, aside through it is, her speciality is shopping! By the way, there appears to be a few clues to the game on the song by Mike Berry on side one of the tape, but my lips are sealed.

There is a sixth character, Hubert, Wally and Wilma's baby, but he is uncontrollable and lowers your endurance on contact. The whereabouts of any character can be found by pressing keys 1-5, which will cause the name of the street or building they are at to be printed. Without further ado, I will give you some help in getting into the game.

**TO MEND THE FOUNTAIN:**

- 1) You must be **DICK**.
- 2) Go to the Doctors and take the Monkey nuts.
- 3) Go to the Post Office and take the plunger.

- 4) Go into the Zoo and swap the nuts for the Monkey wrench. Without the nuts you are not allowed into the zoo, and you get thrown into the Aquarium — one of the "arcade" sequences, not unlike *Devotion*. You can also get thrown into the Aquarium by standing on top of the fountain, or by going into the safe without a piece of the combination.
- 5) Stand on top of the fountain in the town square. The fountain is now needed!

**TO BUILD THE WALL:**

- 1) You must be **WALLY**.
- 2) Get the bucket and the sand.
- 3) Stand in the fountain — bucket fills.
- 4) Go to the cement mixer and move around it until you hear a noise.
- 5) Get the gravel and go to Wall Street.
- 6) Walk along the wall and the wall is now built!

**TO MEND THE FUSE:**

- 1) You must be **HARRY**.
- 2) Get the fuse wire and the fuse. The fuse is now fixed!

**TO REPAIR THE ELECTRICITY Pylon:**

- 1) You must be **HARRY**.
- 2) Jump into the telephone booth and play *Automania* until a short time is needed.
- 3) Leave the Booth and get the good insulator (Wilma usually has it).
- 4) Get the screwdriver from the Railway Station.
- 5) Go to School Lane, the sparks will

move away and you can climb to the top of the pylon and replace the insulator.

**TO STAMP THE PARCEL:**

- 1) You must be **WILMA**.
- 2) Get the rubber stamp and the parcel.
- 3) Walk to the end of the Post Office, and it will be stamped.
- 4) Now you have to bring it to the docks. But I'm not sure where to put it!

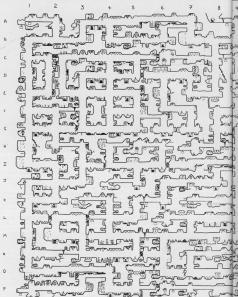
**TO REPAIR HOOK:**

- 1) You must be **WALLY**.
- 2) Get hook and sugar glass.
- 3) Go to workshop, jump around the equipment and it will be fixed.

You'll have to work everything else out for yourselves folks! Anyone who has any more problem solutions for *Empire*'s a Wally should send them to Prof. Video's Workshop One last thing, if you're wondering how one screen can be entered from the centre of the lower one, it's easy, just walk into the blank space between a building and a bush or whatever and press the Exit/Enter button. Now you know why the map is the way it is!

Micro-Games have started a special Wally phone-in helping for unfortunate addicts of the game. Comfort and help can be found on 0344 56447. A soothing voice will issue hints and tips on the Wally games.

# BACKPACKER'S GUIDE



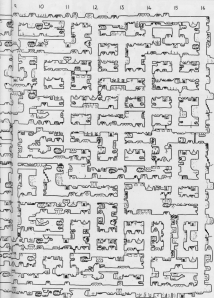
- KEY**
- |   |   |                |   |   |                 |   |   |           |   |   |           |
|---|---|----------------|---|---|-----------------|---|---|-----------|---|---|-----------|
| A | ☐ | Library        | D | ☐ | Faculty Office  | C | ☐ | Classroom | T | ☐ | Tram Stop |
| B | ☐ | Student Union  | E | ☐ | Student Society | H | ☐ | Hotel     | K | ☐ | Kitchen   |
| C | ☐ | Student Centre | F | ☐ | Faculty Office  | J | ☐ | Hotel     | L | ☐ | Laundry   |
|   | ☐ | Student Centre |   | ☐ | Faculty Office  |   | ☐ | Hotel     |   | ☐ | Laundry   |

**BAC**  
UNIVERSITY

One of the Prof's wise advisers, the legendary Don Clappole from Pittsburgh, came up with this massive map of The Backpacker's Guide. We had two choices of what to do with this masterpiece — wallpaper

the entire CMFG office with it or stick it down to show today's wanderers of modern technology and stick it in the map. As you can see, we dealt with it that way. Big or small, Mr. Clappole's map is a real winner!

PROFESSOR  
MAP  
SPECIAL  
VIDEO'S



**BACKPACKERS**

# The Staff of KARNATH

NORTH TOWER LOWER	KITCHEN	STORE-ROOM	EAST TOWER LOWER
SERVANTS QUARTERS	GREAT HALL		LAUNDRY
NEST TOWER LOWER	APPRENTICE	LOWER GUARD ROOM	SOUTH TOWER LOWER

## GROUND FLOOR

### LOWER GUARD ROOM

Use "Flashin'" on screen.  
ALMOURY.

Go to Dungeons.  
WEST TOWER LOWER.

Control fireplace.  
SERVANTS QUARTERS.

Use "Flashin'" on globe.  
NORTH TOWER LOWER.

Using "Flashin'" on the splitter releases the piece of the pentangle in the staircase.

### GREAT HALL

Tap the piece of the pentangle in the fire with the "Aeulur" spell.

### KITCHEN

Use "Flashin'" and fairy fireplace.

### EAST TOWER LOWER

Walk to the skull to go to the right and grab the piece.

### LAUNDRY

The cross from the upper guard room is needed to get in here. When in, just grab the piece.

### SOUTH TOWER LOWER

The vampire guarding the door to the laundry will move only when you have the cross from the upper guard room.

### STORE ROOM

Place in the cobweb. To get it use "Flashin'" on the splitter in the room (you'll see a spider and make a run for it).

### UPPER GUARD ROOM

Use "Flashin'" to deal with the witch temporarily. There is a cross on the shield which is hanging on the wall. This is needed to move the vampire from the laundry door in the south tower lower.

To get in, fire zap the shield with the "Eucobul" spell. When the cross falls onto the floor tap it with the "Ompholur" spell and pick it up.

### TIMELESS ROOM

To get the piece on the bed, fire the "Flashin'" spell on the copper and then run once it before it levitates.

### WEST TOWER UPPER

Use "Flashin'" on the wall.

### TREASURY

"Frozzin'" causes the spiders to levitate.

### NORTH TOWER UPPER

"Slay" shuts down the electric door long enough to get through.

### BALCONY

Use "Flashin'" on mark, also use "Flashin'" to shield against electric shocks from the suits of armour.

### MORNING ROOM

From left hand side of room zap flowers on table with "Flashin'" until they fall off the table.

### LIBRARY

Fire "horboos" at the piece of pentangle before picking it up to stop the skeleton attacking.

### EAST TOWER UPPER

Walk under the skull when it dies.

### WAITING ROOM

Wait a minute and watch the wall above the fireplace.

## UPPER FLOOR

NORTH TOWER UPPER	MORNING ROOM	LIBRARY	EAST TOWER UPPER
TREASURY	BALCONY		WAITING ROOM
NEST TOWER UPPER	TIMELESS ROOM	UPPER GUARD ROOM	SOUTH TOWER UPPER

### SOUTH TOWER LOWER

Nothing is here.

### DISBURSERS

"Flashin'" stops the coil in his tracks for an instant. Walking between the second and third coffins raises the red skull further to the right in the dungeon to reveal a piece of the pentangle. When you hear the trap, run to the skull as it closes away quickly. The ghosts guarding the coffin can be stopped with "Flashin'".

### ABOVE OF KARN

"Flashin'" can be used to deal with the gargoyles.

### ONE DO

Use "Bounce" to enter of 18 pieces of the pentangle into the cabinet. When the last piece is inserted, the side of the cabinet will rise up to reveal the coffin of Karnoth. When it is revealed, quickly select the "Mandr" spell and zap the coffin.

### TIPS ON PLAYING

1) To dodge the missiles from the bird in the "Abode of Karn", walk on the left hand side of a horizontal post of the path. When the bird is about to fly over you, quickly move to the right. This will cause the birds to miss.

2) Stop off collecting the horde pieces. The way the going gets easier and if you get killed collecting one, losing a piece is less at the start is a lot better than losing 10 or 14 pieces after a half hour of play.

3) If trying for a horde post and energy is getting low, get an extra piece and go back for the horde post later on when the energy level is higher.

4) Horde pieces are namely:

Dungeons (two pieces)

Firebox

Library

Lower

Great Hall

Laundry

2) Move often than not, strategy gets better results than firepower.







2



3



4



5



6



7



8



9



10



11

**O**n the screen is the courtyard of an ancient Chinese fortress with red tile roofs and paper lanterns. By the stone lion stands a battle in taking place between Bruce Lee and the Green Yama, a giant Japanese wrestler with green skin. With a wicked chop to the head and two flying kicks, the Green Yama is easily dispatched. But a Ninja appears, and knocks our hero down with a hidden stick! No, this isn't a scene from Enter the Dragon but from Bruce Lee, the game distributed by US Gold for the Amstrad Spectrum and Commodore 64.

You play the part of Bruce Lee and must break into the Wizard's fortress to destroy him. To gain access to the various secret chambers, lanterns which hang from the ceiling must be collected. Along the way you must defeat the vicious Green Yama and his Ninja army, evade electrical discharges, gas-lights and exploding Tsung-in bushes and master parts of random puzzles. To help you defeat the Wizard, here is a picture map of the Wizard's fortress along with some tips for conquering each chamber by C&VG reader, Hans Hsu of Cambridge. The screens are numbered in their order of appearance.

If you would rather fight the Wizard without help then read no further, but do bear your eyes on the superb pictures from the Atari version of the game and contemplate the previous adventure that awaits you. Otherwise, fellow martial artists, read on.

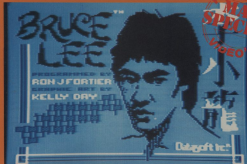
**Dreadful Combat Skills**  
It takes three hits to defeat the Green Yama and two hits to defeat the Ninja. The flying kick is the most effective blow to use, although the chop can be effective in close quarters. When the Green Yama and the Ninja attack together, it is best to get the Green Yama first before turning your attention to the Ninja.

One effective attack formation used by the computer is with the Ninja in front and the Green Yama closely behind. A kick or chop knocks the Ninja down, but it leaves you vulnerable to a kick from the Green Yama. The strategy to use here is to kick and then duck.

While you are ducking you are impervious to the Green Yama's attack, however, the Ninja can come and poke you with his hidden stick.

#### Screens 2-4

These three screens are the front courtyard of the fortress. You must collect all the lanterns in these three screens before you can proceed to screen five. The entrance to screen five is a trapdoor in the bottom centre of screen three. If the lighting becomes too intense for you to collect the last lantern, just wait in another screen briefly and then return. You will find that the Green



Taro and the Ninja have magically disappeared to give you a chance to collect that lantern. Once the trapdoor has opened, you can gain some extra points by standing next to the opened trapdoor and, as you are attacked, kick your opponents into the gaping hole. This is somewhat tedious, but these extra points will add up to gain you a valuable extra life.

#### Screen 5

This is the first underground chamber. Note that Bruce Lee is in the ducking position mentioned above. Turn your left to the bottom levels to raise the electrical charges. Only the lanterns on the bottom level need to be collected to gain access to the next chamber.

#### Screen 6

In this picture, Bruce Lee is jumping to the next chamber. Only the left lantern needs to be collected to proceed to the next chamber. Avoid the white spikes while you are climbing up the path of random particles. Turn your left to the next chamber to avoid the electrical charges.

#### Screen 7

Exploding Trung-In bushes first appear in this screen. They are activated by the pressure of your foot as you run over them, and moments later send forth a deadly shower. They are quite useful for disposing of a closely pursuing Ninja on Green Taro. All the lanterns in this screen must be collected. Collect all the lanterns on the top two levels first to



12



13



14



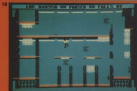
15



16



17



gain access to screen eight. In screen eight another lantern must be collected to gain access to the bottom level of screen seven. It takes good timing over the streaming pan lights to get the last lantern in this screen. If all else fails, continuous forward jumps work pretty well.

#### Screen 8

First get the leftmost lantern to gain access to the lower level of screen seven. Collect the lantern in the lower level of screen seven to gain access to the remaining lanterns in screen eight which will give you a route to screen nine. Avoid the white spikes. If you get stuck on the path of random particles, just let it carry you to the top. Eventually it will change directions and carry you down.

#### Screen 9

All the lanterns in this screen must be collected to gain access to screen ten. First collect the lanterns at the bottom level. The pan lights in this screen stream away from you, so it is possible to get across without jumping. Wait until the pan light appears at the left edge and run after it. If you are late, you can always jump the last few steps. Once the lanterns on the lower level have been collected, go back to screen eight and climb up the path of random particles to gain access to the upper level of screen nine. After all the lanterns in screen nine have been collected, a door will appear in the

upper right hand corner.

#### Screen 10

Collect all the lanterns and exit to the left. You will find yourself in screen five. Go through the doorway at the top of the path of random particles and emerge into screen three. A sign warns the Wizard that you have been ahead has a red engraved definition. Proceed right, into screen four and past the stone line into the next screen.

#### Screen 11

Go up the ladder, across the scaffold before they disappear, down the ladder, collect both lanterns and down the hatch into screen 12.

#### Screen 12

Collect the bottom lantern, then jump on the white wire frame and climb to the next level. Collect all the lanterns and then exit at the upper right corner.

#### Screen 13

Go up the path of random particles and avoid the black spikes. The three doorways lead to screens 14, 15 and 16.

#### Screens 14-16

All the lanterns in these three screens must be collected before access is gained to screen 13. In screen 14, be sure to get the lantern on the upper level before dropping down to the middle level as there is no way back up.

#### Screen 17

This is one of the most difficult

chambers. Good timing is essential and there must be no hesitation once you've started across. Do not attempt to run and then hop to avoid the pan lights. Instead, jump forward in one motion and continue to jump until you get across. Note that you can rest before crossing the top three levels, but there's no safe resting place for the bottom level.

#### Screen 18

Collect all the lanterns and then proceed right into screen 19.

#### Screen 19

This is the most difficult screen. First collect the lanterns on the bottom level, then climb up to the middle level. Don't forget to duck to avoid the electrical charges. Hop across to the left to get to the mass and then climb up to grasp the rail. Now go head over head to the right and climb on the top level. Go across the streaming pan lights, being careful that the electrical charge doesn't take your head off! Climb up the vines and go head over head to the right. Time your drop down the shaft to avoid the electrical discharges and exit to the right.

#### Screen 20

You have made it to the Wizard's chamber. To destroy the Wizard, dash across to the right and get that last lantern. But watch out for the Wizard's deadly breaths.

#### Screen 21

Victory! The Fortress is in flames!

# PREPARE YOURSELF FOR THE HIGHWAY ENCOUNTER.



APPROACHING FAST...

BRAIN-BLOWING GRAPHICS...MEGA-BLASTING POWER...FAST-ACTION PLAYABILITY...  
'HIGHWAY ENCOUNTER'...A TOTALLY NEW DIRECTION FROM VORTEX.

ONCE YOU'RE ON IT...THERE'S NO TURNING BACK.

HIGHWAY ENCOUNTER FOR SPECTRUM 48K £7.95

VORTEX SOFTWARE (UK) LIMITED, VORTEX HOUSE, 24 KARL MARX ROAD, SOUTH LANCINGHAM ROAD, SHIPBOROUGHT, SUSSEX



# PROFESSOR VIDEO'S

## GAMES WORKSHOP

**A**t last, the powers that be have realized how important I am and this month I've been given two pages to play with. So, let's get on with it!

### BEACH HEAD

Fast of all let's finish off *Beach Head* with the help of Michael King. Last issue, I left you attacking the ships. Now we move on to the tanks — and you need a lot of concentration for this one.

Stick to the central route. Any other route will get you stuck between rocks or blown up by the gun emplacements. The more tanks you get by, the more obstacles you'll come across.

Deal with them all like this. Let the object fire at you then move so that you pass directly above/below the bullet, just before the missile leaves the screen, get down to the line of the attacking object and fire quickly — if you miss, move quickly back out of its firing range.

If you find this confusing or want to plan your route, press **PAUSE** and plot your moves. Now on to the final screen and the Gun. The Gun is placed on a mound which will have white squares appearing on it. You only get 10 seconds to shoot them all, so move quickly. Try lining the barrel of your tank gun up with the bottom of each white barrel.

Remember, the number of tanks you have to shoot with depends on how you manoeuvre your ships through the secret passage.

### AVALON

Now we have a plea for help from W. Carvalho of Amsterdam. He's been playing *Avalon* and is stuck in the labyrinth — where he doesn't know how to open the chests or what to do with the Egyptian Face. He also has problems in the High Temple of Chaos, poor chap. If anyone can get him out of his misery, write to Prof. Valdes and mark your envelope *Avalon* type.

### FINDERS KEEPERS

Shazzool Shangil has sent in some tips for *Marionette's Finders Keepers* and also to ask for help. First the hints.

**Excalibur:** Get the Blacksmith who is in the "Room with a View". Enter the silvery lower maze, go down to the bottom and turn **RIGHT, UP, RIGHT, UP, RIGHT, UP** and get the *Iron Box*. Second and last present!

**Gold Bar:** Enter the silvery lower maze, go **RIGHT, UP, RIGHT, UP, RIGHT, UP, RIGHT, UP, RIGHT, DOWN, RIGHT** and get *Philosopher's Stone*. Then go **DOWN, LEFT, DOWN**, get the bar of lead and the valuable gold bar.

Don't bother with Gordon's foot or the glass shoe. You can't light the candle with any of the fuses. A ship in a bottle — very valuable!

Clown's nose and Jester's hat do not combine. Don't take glue or sticky bun as you can't drop them.

## EAMON'S A WINNER

Meet the king of *Dragonsarc* — 14-year-old Eamon M'Ging, of Surrey.

He became the first person to finish the game on April 7, six days after buying it.

To mark Eamon attaining the rank of High Lord, Hewson Consultants, the game's publishers, have presented him with a citation. Pictured with Eamon is *Dragonsarc's* author, Steve Turner.

Says Eamon: "The more problems I solved, the more I wanted to go on playing it." Steve describes Eamon's six day triumph as "amazing" and adds: "It took three months to write some of the advanced scenes."

The quest that Eamon completed so magnificently was to seek out the five crowns of Britain which had been forged from the mystical *Dragonsarc* and free Meryl from the evil grip of M'Ging the Shapeshifter.

Andrew Hewson, commenting on Eamon's success, says: "It seems many people have been playing *Dragonsarc* into the wee small hours during the Easter holidays. In fact,



Eamon was the first by only a few hours — several more completed the game the next day."

Hewson has been inundated with requests for *Dragonsarc* clues. All those who send a stamped, addressed envelope to Hewson Consultants, 568 Milton Trading Estate, Abingdon, Oxfordshire, will receive a reply.

One startling block appears to be what to do when blown by a snake or spider.

Sometimes the poison causes tunnel vision. The screen goes black and only Meryl and the scroll are visible. The solution requires only the selection of the Heal spell.

# PROFESSOR VIDEO'S



GAMES WORKSHOP

Spells of life combine with pile of mud to create a Mud Monster. The moonbeam does not combine with Moonrock.

They're the hints. How can YOU help? Shamus is having trouble with the seal as he can not bribe him with masses of walk or new glass shoes. What does he see?

## DRAGONTORC

The "Tiptoeser" from Surrey has sent in a few hints for the first stage of Dragontorc. Take the seal as this opens the trapdoors — you will also need it later on. Don't go into Lorcral!

Kill all the wrigs with bats then get a jewel from the pond. Find a bow, then make those two for a message and a sickle. The sickle can cut the plant, so you can now enter Lorcral.

Fill the chalice by the pond, then put it on the pedestal to get a spell. There are three chests in the adjoining room — one is opened by the sword, another by the key you will find in the first chest and the last one by the key in the second chest.

The rest next issue.

## KNIGHT LORE

The following POECS for Knight Lore and Underworld add a REAL reusable facility to both games.

1. Load the first part of the game. Press BREAK as soon as you hear the first of the five beeps.
2. Enter: Underworld — POKE 04701,315;POEE 04701,160 Knight Lore — POKE 04701,309;POEE 04701,308;POEES 04700,65
3. Type CONTINUE, start tips.

## CASTLE QUEST

This set of hints for Castle Quest has been sent in by an anonymous reader from Kent. Let us know who you are!

Pick up the torch which is where the Red Men are. Just to the left of where you start.

To get the sword you must first squash all the Red Men together so that they look like one. Do this by chasing them with the torch into one of the two rooms and slowly advance until you can't go any further. Make sure all four are firmly squashed together!

If they are in the room at the top of the screen, chase them to the bottom and then stop them from coming back by standing at the top of the ladder.

They will eventually work their way left until they go up a few steps into the Spider's Room. The first spider will kill one of them on the way in. When you are in the centre of the room stop and store the torch and pick up the sword. The second spider will kill two more Red Men as they pass him and come back towards you.

As the last Red Man passes you, stay close behind him. The first spider will kill him and you can exit the room safely.

When you have the sword, you will be able to fight the Ogre, but not the Troll. Pass the Troll by throwing the ruby at him and while he goes to hide if you see past him.

Walk up to the Ogre with the sword in your hand and you will automatically fight them. You always win unless Troll comes up behind you. You are unable to fight on the stairs.

Dear Mr. Arce if you would like to get rewarded for your tips please get in touch, otherwise I shall have to put the proceeds into Prof. Video's retirement fund!

## STAFF OF KARNATH

Before we finish off Staff of Karnath, I have a correction to make to the list of tips that were in April's edition. Jim Donnelly has written back saying that to make the suspect rise it is the INCUBUS spell that should be used.

Use the following hints, courtesy of Eagle Shakin' to complete the game. Go to the Coffin next to the Dungeons. Wander up and down between the 2nd and 3rd coffin until you hear a high pitched PING! Then rush off to the dungeons where you see a red skull. It will lift up and reveal a poster, but, be quiet!

In the North Tower shoot the spider with the BRAKESH spell and you hear a high pitched PING! And then rush off to the stone room.

Upper Guard Room: Cast your eyes on the shield and shoot it with the THROEN spell and then with the CMBRALLS spell. A Cross should appear.

Get the Cross by simply walking over it. Now go to the South Tower lower and the Waiting Room. Just hang in there for a moment!

To destroy the Staff use the MENHR spell. That's your lot. I can't give everything away as the game wouldn't be worth playing, would it?

## SPIRIT OF THE STONE

Has anyone played Spirit of the Stone? Richard Downer from Bedfordshire has collected all the rare diamonds but, after that, he is stuck. Can anyone help him out?

## SHADES

Although you can carry eight objects, (six Shields of Bellet, seems so that to travel around most of the screens you need only five. The "Mould" is very useful because when your strength reaches goes into the red you can use the mould to refresh your strength to maximum. You can use this often.

The Orb is useful for tricky situations. When a creature is killing you, you can use the Orb to transport yourself to another part of the game.

The Wand can be used to kill numerous creatures. But beware — you may have to use it a few times to kill some of them. The Crossbow and Quiver have to be used together to kill creatures. But don't waste any.

Your experience goes up each time you kill a creature or find an object. If you have a lot of experience, you can kill almost everything.

The Sheder can be useful in luring you to a particular screen. Though at times they can be lethal!

If you open any secret doors, they will remain open until the game is turned off. Trap change position each time you view them.



A



B



C

Welcome to the first issue-driven competition! Shadowfire is Beyond's latest smash hit game — an original, all-action, issue-driven adventure featuring the sci-fi E-Team featured on our special pull out poster this issue. And YOU could be the lucky winner of the great original painting on our poster if you can answer the simple Shadowfire quiz!

All you have to do is match the seven names to the seven illustrations reproduced here, complete the General Zoff tie-breaker in ten words or less and then rush your entry to Computer & Video Games Shadowfire Competition, Postbox Count, 30-32 Farringdon Lane, London EC1R 3BJ.

The first prize winner will receive the framed original painting of the Shadowfire scene, by C&VG artist [of Battle, plus a copy of the game, plus an exclusive Shadowfire t-shirt.

In addition, ten second prize winners will get the Shadowfire game and a t-shirt.

Fifteen runners-up will get a t-shirt. So remember to tell us your t-shirt size — small, medium or large.

Now look at the seven illustrations, labelled A to G, and match them to the names, which are: MAUL, ZARK, MANTO, STYLIE, SEVRINA, TOBIK, DOFF.

Then complete the Zoff tie-breaker

## SHADOWFIRE COMPETITION



D

and get your coupon to us before the closing date which is July 1993. Normal C&VG competition rules apply and the editor's decision is final.

Only 100 Shadowfire t-shirts are being produced so they'll be real collector's items!

### C&VG/BEYOND SHADOWFIRE COMPETITION

Name.....

Address.....

Computer..... T-shirt size (S,M,L).....

My answers are:

Illustration A is.....

Illustration B is.....

Illustration C is.....

Illustration D is.....

Illustration E is.....

Illustration F is.....

Illustration G is.....

Tie-breaker: Remember, General Zoff is the author/illustrator of Shadowfire and dictator of the Cosmos. Complete this tie-breaker in 10 words or less. For example — "I, Zoff, command all Beyond players to bow before me!"

"I, Zoff....."



E



F



G



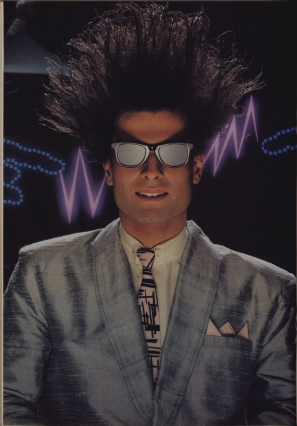


# Beyond

CHALLENGING ARE







# Nice Password. Shame about the Identity.

It's a unique combination.

Your Special Identity Number and Personal Password. The valuable key to huge databases teeming with activity, set on our Mainframes across the nation.

On Micronet 800, you're a valued individual, adding your own special flavour and personality to the database.

Take our exciting new "Gallery". You control your personal screens for all to see. The intriguing "Chatline" public conversation service gives you freedom to express your views and meet some remarkable people.

All part of a tremendous Communications section that networks you to 50,000 Micronet and Prestel users across the country. Try Tele-shopping, or interview celebrities live on "Celebrity Chatline" every Wednesday night.

And there's FREE (R instant) National Electronic Mail, plus International Telex, and the Contact and Swapshop bulletin boards.

Get computer news first on Micronet's daily (and controversial)

"Newflasher" and read up on the latest reviews and courses. Feast from our regularly changing menu of programs to download straight into your micro - absolutely free.

You also get access to Educational Computing's "School Link" and Prestel's huge 300,000 page database, including world news, business & share bulletins and optional homebanking. For only £16.50 per quarter, that's less than the price of a daily paper!

Micronet is unique amongst networks and bulletin boards as it keeps your phone costs very low with

special local\* rate calls whenever you connect up - that's around 40p for a whole hour's entertainment each evening.

The only accessory you need is a Modem, to get the best value for money around in micro communications.

Fill in the coupon for the full facts and send to Micronet 800, 8 Herthel Hill, London EC1R 5EJ. But be warned, Micronet 800 is a 'living' service with ever-expanding features. So maybe you'd be better to call in at your local Micronet 800 Action Station. There are thousands of Microneters waiting to meet you!



To: MICRONET 800, Daventry House, 8 Herthel Hill, London EC1R 5EJ. Telephone: 01 278 3141.  
Please send the full facts about Micronet 800.

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

Address (street of letters): \_\_\_\_\_

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

\_\_\_\_\_

Telephone: \_\_\_\_\_

\_\_\_\_\_

\* For 1979, of standard rates.  
Please refer to Micronet 800 Action Station for details.



# TEA FOR TWO

# ALL THE RESULTS



## ADVENTURE PLANNER

The 10 winners are as follows: **Darius Cooper**, Norfolk; **B E Pedersen**, Norway; **N Ellingworth**, North Yorkshire; **T Timmerl**, Dorset; **Allan James**, Cardiff; **Martin Schultze**, West Germany; **Paul Carruthers**, Glasgow; **J M Boucher**, London; **Mr N Karvins**, Essex; **Kelly Meder**, Miss.

## SILICA SHOP STAR WARS

10 readers have won themselves a copy of *Star Wars*. Have a look below and see if you are one of them.

**Schastian Sampson**, Surrey; **Gary Webb**, Essex; **J M Gages**, S Sussex; **Barry Gleave**, Northampton; **I Henderson**, Tyne & Wear; **D P Skella**, Newport; **Neil Collins**, Birmingham; **Sean Beattie**, Cardiff; **Mark Sharp**, Kent; **Stephen Lawrence**, Bahrain.

## GIFT OF THE GODS

Only one person could win the fantastic hand-painted diorama from Oman in the competition and that lucky person is **Andrew Critchley** from Cheshire. Congratulations, Andrew!

A further ten runners up receive software for their machine: **Jeremy Toward**, Lincoln; **C & A Nightingale**, Kent; **Ian Moore**, Northampton; **Andrew Poynter**, Clyde; **Timothy Curry**, Devon; **Stephen Powell**, Middlesex; **James Birch**, Leicestershire; **James Birch**, Leicestershire; **Paul Goodwin**, Kent; **Alister Knapp**, Berkshire; **Elizabeth Webb**, London.

## EUREKA

Eleven runners up receive: **Jackie Edwards**, Avon; **Anthony Brax**, Middlesex; **Michael Hamwood**, Edinburgh; and **David Reed**, Telford. Each receive a signed print from the *Blade* Handbook.

## DRAGONTORC

This competition proved to be harder than expected, but we did eventually come up with a winner and 50 runners up. **Neil MacGillivray** from Wales was the first person out of the box with the correct answers and so wins the *Amstrad* computer. Congratulations, Neil!

A full list of the 50 runners up is available from the CAVGOffice.

Is it a bird? Is it a jumbo rat? No — IT'S SUPER GRAN! And, thanks to our friends at *Synesoft*, she could be swooping down and swooping you off for a spot of afternoon tea at a secret location somewhere in London. You'll be able to talk to her about all her exciting adventures and enjoy some cream cakes at the same time.

To win this exciting day out with TV's most popular super heroine, all you have to do is answer the simple SUPER GRAN quiz below and match the completed coupons to Computer & Video Games Super Gran Competition, Priority Court, 30-32 Farringdon Lane, London EC1R 3AD. Normal CAVG competition rules apply and the editor's decision is final. Closing date is July 1985 — so get your skates on!

Ten runners-up will get a copy of the first ever Super Gran game from *Synesoft* which will be available for the CMSA, CIA, Amstrad and Spectrum. You'll get a tablet too! So don't delay — enter today ...

### THE QUESTIONS

1. Who wrote the Super Gran theme tune?
2. What is PC Leslie's first name?
3. Name the two famous footballers Super Gran's grandson was named after.
4. Who is the only person in the TV series who can render Super Gran powerless?
5. Name ANT three of Inventor Elck's inventions.

### CAVG/THE SOFT SUPER GRAN COMPETITION

My answers are:

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

Name: .....

Address: .....

Computer owned (tick box):  
 CMS  Spectrum  Amstrad  CIA

PROFESSOR  
MAP  
SPECIAL  
VIDEO'S

# FINDERS KEEPERS

The Magic Knight wishes to become a member of the Polygon table, so the King has sent him to the dreaded Castle of Spiriteland to prove his worth. You, as the knight, must collect as many valuable objects as you can and escape the castle, or you may collect as much treasure as possible.

You may collect and trade objects (shown on the map and in the game as triangles). Some of these objects will combine to form more useful, or more expensive, objects.

The bar of Lead and the Philosopher's Stone will create a bar of Gold, worth £200. The

blacksmith and the broken sword produce the fabled Excalibur (£200).

Beware the Tube of Glas, the Transmat key (see below), and the Sticky Bun — all worth £300 but impossible to drop.

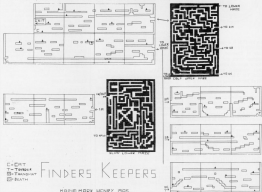
Upon starting the game, you will find yourself in the Castle Teleport Room. Among the collection of platforms overhead is a rotating corkscrew or similar looking object — standing on it will transport you through the roof and on to a different floor.

On both levels you will find mazes many times the screen size. Parts of the lower maze

are impossible to get to without first going through the upper maze and reaching its bottom left corner. There you will find a tunnel which is a one-way drop.

Getting rid of the cat blocking the Exit is done by collecting the charcoal and the sulphur and then dropping them exactly over the sulphate in front of the cat. Drop the magic flame onto this lot and say goodbye to the cat.

If you keep getting killed off, try MERGEing the first part of the program in and entering: F00E 34322.0 in between the LOAD "" CODE and the BAND USE.





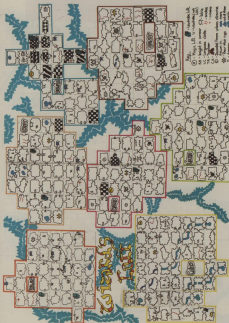
**W**e're off to find the Wizard, thanks to CEMC mapmaker Neil Shinnwell from Derbyshire, who has delved into the mysterious Lair and come up with a stunning technicolour map. Neil has mapped out all seven levels of this

magical Bubble Box game.

These levels are: 1) The Cairn Level 2) The Hawk Level 3) The Crypt Level 4) The Dungeon Level 5) The Vault Level 6) The Layer Level 7) The Lyons Level.

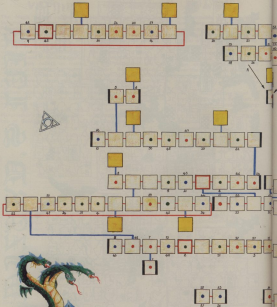
Enter at your own risk!

PROFESSOR  
MAP  
SPECIAL  
VIDEO'S

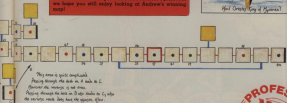


NEIL S. SHINWELL

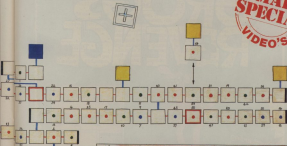
# GIFT FROM THE GODS



This is the first prize winning map in the C&WG Gift from the Gods contest, created by one map maker Andrew Crighton from Cheshire. Andrew won a specially created Gift from the Gods medal, made by Tim Clever for the Games Workshop plus £50 of Games tokens of his choice. As you can see, Andrew put a great deal of time and effort into his map - as did all the many hundred entrants in our Gift from the Gods competition. Thanks for all the hard work and better luck next time to everyone who didn't collect a prize. But we hope you still enjoy looking at Andrew's winning map!



PROFESSOR  
 MAP  
 SPECIAL  
 VIDEO'S



### Key to Gift from the Gods map.

- east facing door
- east facing up
- east facing up and down
- connecting nearby stairway rooms
- | door leading to chamber or other room
- dead end
- Chamber, each contain four Russian players
- Guardian's chamber. Control player may be placed here

Although the map does show up and down the labyrinth appears to be on one floor. The walls up and down act as "space passages". Any chamber with a number is linked to another chamber bearing the same number. Chambers identified by red squares are possible starting positions.



presents:  
for ATARI 64,  
BBC, SPECTRUM,  
AMSTRAD



# BUT GROG'S REVENGE

THE  
MID

Outstanding  
Cartoon-Style  
Graphics

It's time out to find the meaning of life but to get there he must have some fun, eat a food source, climb steep hills, dodge rocks and potatoes, jump through treacherous caves, avoid treacherous and the mighty frog!

Follow the frog and survive. Cross each ledge as you come to it. Use the high speed car that is provided and you can learn the meaning of life! Yes, it's worth every coin to use GROG'S REVENGE!



CO 75  
R08  
SCORE 200



CO 75  
R08  
SCORE 100



CO 90  
R08  
SCORE 200

DISK CASSETTE  
£14.95 £9.95

Commodore 64 version manufactured under license from Sierra On-Line Software. All other versions manufactured under license from System Development Corporation, 20-2048 Limited, Unit 10, Audley Industrial Centre, Renaissance Street, Birmingham B7 6JZ.

# BUG HUNTER

— WRITE TO ME AT COMPUTER & VIDEO GAMES  
PROPERTY COURT, 39-32 FERRINGHAM LANE,  
LONDON SE18 3AU OR PHONE ME  
ON 01-251 6227.



## **DOTMAN**

A number of people seem to have been having problems with the Amstrad Dotman program from the May issue. First of all, our printer has cleverly printed pound signs (£) instead of hash symbols (#) in lines 490 and 1850 — one of the problems of being British!

The other problem most people have had is with the graphics found in the PRINT statements (lines 1810 to 1840) which appear as just characters in the listing. Stephen Detherland, the author, helps out with the following two lines, which should be entered before typing the program:

```
1. FOR P=1 TO 19: READ A: KEY DEF
A,1,103+P*1+7,100+P: NEXT
2 DATA 44,28,48,37,50,74,37,37,50,38,
51,62,50,48,50,37
```

The PRINT statements can now be entered by hitting down the CTRL key and typing the appropriate letter, as shown between the inverted commas.

## **SMARTY BERTY**

To all those readers who couldn't get Smarty Berty to run on the BBC micro, who not? Having typed in the complete program myself (a very tedious task, I can see. Obviously you'll need a Model B. If you have a disc system fitted, type in the following before running:

```
FOR I%=PAGE TO TOP:
I%*=8400+PAGE-I%: NEXT
PAGE=8000
*TAPE
```

to download the program, leaving room for the 32k access mode.

## **PORTRAIT DUNGEON**

Errors within errors! Readers of last month's column will no doubt have been delighted to see the announcement to Portrait Dungeon. These included the elusive first program and a reprint of line 10, only they weren't printed. So here you are:

```
10 P *****POKE TRS,1:POKE
110,18:POKE 208,18:POSITION 837
** COMPUTER & VIDEO
```

```
GAMES** POSITION 10,817
**ADVENTURE HELPING**
10 POSITION 10,817 **PRESENTS**
10 POSITION 10,10:7
***** POSITION
10,11:7 *****PORTRAIT
DUNGEON** POSITION 10,12:7
*****
30 POSITION 11,307 **ST PAUL
COPPIN**POKE TRS,12858 "G":
```

```
and
10 POKE 8,38:POKE 128:POKE
2,188:TRAP 20200:POKE
83778,84:POKE 80,1:POKE
83,28:POKE 110,180:POKE
108,10:GOTO 38
Hopefully this will get an end to the finger twiddling and head scratching.

```

## **MEGA-MACHINES**

The new wave of 16 and 32 bit personal computers that will be winging their way to this country from America look set to revolutionise home computing. Dizzy graphics, post animation and poky little adventures crammed into a few miserable K of memory will soon be only a fading memory.

Atari and Commodore are leading this pack into more powerful machines at affordable prices. Atari's new range of ST computers include a 16 bit computer for under £400 with 128k built in — the ST 130 — and a 32 bit with half a megabyte of memory on board for £700 or £1,800 with a colour monitor.

The prices may not be peanuts in comparison to most games computers, but when you consider that the STs are compatible with the Apple Macintosh and even have some more interesting features — including 384 colours on the screen simultaneously (most of the Mac's black and white display — they start to look very good value for money.

Commodore's 128 and Omega computers will follow later in the year and promise to be as exciting and innovative as Atari.

Atari are also promising to stand the disc drive market on its head by offering £300 disc drives for all its makes of computers as well as other manufacturers' machines.

## **LOOKING AFTER YOUR TAPES**

I recently received a very interesting letter from Mr. A. Mathison in West Germany. He had a number of comments to make on handling cassettes (and one or two about our cover floppy discs). Here is at least part of his letter ...

I have a Spectrum, a ZX-81 and a Macrom 2 which I built in 1979, and as yet no discs. So I think I am qualified to give a few hints on problem free loading using cassette recorders.

1) The tape should be of good middle quality. Hi-Fi tapes are less important than having a tape completely free from droppings. Ferro tapes are adequate, with C9, C18 or C19 being the best class.

2) Tape heads and pinch wheels should be cleaned approximately every five to ten hours.

3) Always record up, or slightly above, level '0' VU.

4) On playback adjust the volume to get the "loading bar" on the screen. Spectrums only go to approximately equal thickness. Slightly thicker bars, on the first header track only, are sometimes helpful.

5) Pick a cassette recorder with variable tape level (no auto level), VU meters, variable output level, and most importantly AC erase and AG bias. To check whether a particular recorder has AC erase, look at the erase head (not the one in the middle) and if it has two wires coming from it then it is AC erase. No wires means that it must be DC erase, having a normal magnet.

6) A stereo recorder gives an automatic backup copy if you link the cassette inputs together. Then, if the left track fails, you can always try the right track. Don't try to read them both together because you'll get phasing errors.

7) Using a head alignment tape is always a good idea. You'll find adverts for these in electronics magazines.

Mr. Mathison claims to achieve 100% error free loading by following these guidelines. Certainly a lot better than I've been able to with the different cassette recorders!



## The MAX FACTOR

Max Headroom is taking TV by storm with his unique mixture of old jokes and fast music videos. Max is the first computer-generated superstar — but did you know that you can create your very own talking head? NIGEL WATSON tells you how.

Max Headroom may have all the best jokes — but you can create your own computer-generated head in the high-tech person without all the high-tech means and a video recorder.

The kind of slick images you can create on your computer and transfer to video tape does not entirely

depend on your programming skills either. There's a whole bunch of good graphic art utilities around which you can use to create complex computer pictures without complex programming.

### SETTING UP

To start making your own Max, simply set up your video and video recorder as illustrated on our diagram. You'll have to tune your diagram. You'll have to tune your video into the computer's signal — since you've done this, the graphics from the computer can be recorded directly onto video tape.

Basically what you are doing is recording your computer graphics or animation onto tape. If you create

graphic sequences, or have a video recorder with an edit facility, you'll be able to make your very own computer-movie.

The computer is sending visual images — but no sound — to the video in the same way as any broadcast that you can receive via your TV set.

Since videos have differently arranged controls for tuning in the signals that come in through the aerial socket, it is best to consult your handbook or dealer before you start doing anything you might regret to your machine.

When you play back the recording, you should DISCONNECT the video. If you don't, the computer will interfere with the pictures which are sent from the video to the television set.



# C&VG'S HALL OF FAME



**T**his issue we proudly announce a new look C&VG HALL OF FAME. We will still be printing top scores on your favorite games — but the REAL challenge will come when YOU take the C&VG Hotshot of the Month title.

How do you get to be a C&VG Hotshot? Simple, just get a high score on our nominated Hotshot Game of the Month and send your score in on the form provided to Computer & Video Games, Hotshots, Priority Court, 36-32 Farrington Lane, London EC1R 3AP.

Then we'll pick out the two highest scores and invite them to come to the C&VG offices in London where we'll hold a play-off.

The winner will get a special C&VG Handset prize package — and the runner-up won't be going away empty handed either. So don't delay — get your score into us today!

**THIS MONTH'S HOTSHOT GAME OF THE MONTH IS — DROP ZONE —** for the Atari and C64.

Drop Zone is a fast, all-action shoot-out set on a planet being attacked by hostile aliens. You play the part of a jet-powered space-captain out to save the streets on the surface from the evil aliens. C&VG voted this the best (available) Atari game for ages!

## C&VG HOTSHOT OF THE MONTH CONTEST

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 My score on Drop Zone was \_\_\_\_\_  
 Date \_\_\_\_\_ Witnessed by \_\_\_\_\_  
 Machine (tick box) C64  Atari

We're still interested in your top scores on other games — and remember the number one winner from each game we print each month gets a C&VG robot. And DON'T forget to send a photograph of yourself along with your Hall of Fame entry! We like everyone to see just what a C&VG Hall of Famer looks like!

## C&VG HALL OF FAME

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 \_\_\_\_\_  
 Name of game \_\_\_\_\_  
 I scored \_\_\_\_\_  
 Machine \_\_\_\_\_  
 Robot size: (S,M,L) \_\_\_\_\_  
 Witnessed by \_\_\_\_\_





# ON THE RUN



SPECTRUM 48K £6.90

Selected Design Design titles are available from:-



WOOLWORTH'S

COMPUTERS

COMET WHISMITH

and all leading software stockists, or direct from:-

**Design Design**

Design Design Software,  
125 Smedley Road, Cheetham Hill, Manchester M8 7RS  
Trade enquiries: - 061 205 6603  
Price includes p & p



RUN FOR YOUR  
LIFE  
WITH



# AMAZON WARRIOR

FOR

Commodore 64  
Price £7.95

Hot Line  
Mail Order Service  
0218 32624



New  
Generation  
Software

**D**eep in the steamy Amazon jungle danger lurks amongst the twigs and creepers. Armed only with a blowpipe and a limited number of poisoned darts, your journey takes you through some of the last unexplored areas of Rainforest.

Look out for voracious headhunters and vipers, while above you deadly anacondas wait to strike at easy prey.

Try and outrun them, but you'll have to stop, load and shoot constantly!

Your adventures take you through dark, some pass echoing with the sound of bloodcurdling vampire bats. Windy weather chase you out to face the climax of the game around a ruined temple.

Dodging the crumbling masonry you must avoid giant spiders waiting to ensnare you in their deadly webs. But are you accurate enough with your blowpipe to face the final conflict?

There are 4 levels of difficulty spread over 3 incredibly detailed 3D scrolling landscapes, and should you be caught out, the end you face is definitely not for the faint hearted.

Realistic sound adds to the thrill of the chase - make sure the screens aren't yours if you are dragged away by the awesome Quetzalcoatlus.

Load up, and be ready to shoot!

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



Become the hunter  
and the  
hunted  
in

000

# STREET HAWK

and burn tread on the streets

SPECTRUM 4.85h

**6-95**

COMPACTOR 6.4

**7-95**

AMETRAK

**8-95**

Game software is available from selected branches of

WOODWORTH WILLIAMS (01) 209

WATERLOO LAKERS, Bamberdown, COMET

Spectrum Shops and all good software dealers.

**ocean**

Ocean Software

Ocean House - 8 Central Square

Manchester - M1 3NS

Telephone 061 832 5633 Telex 669907 Ocean G

# Herbert's



## Dummy Run

*Trouble In Store for Herbert*

Spectrum 48K £9.95

Commodore 64 £9.95

Amstrad CPC 464 £9.95



### MIKRO-GEN

44 The Broadway, Bracknell, Berks. 0344 427317



## WELCOME JIM!

The *Welpine* team gives a new recruit its meatiest in Jim Douglas whose reviews you may have read in the March and June issues. In danger of being overwhelmed by an ever increasing number of *Welpine* letters, we decided the time had come for us to get extra help!

From Twickenham, Jim has been writing letters to the *Welpine* regularly for over a year and many of them reveal a good knowledge of the inner workings of the BBC and its Adventures. Jim is just completing his 10 levels and, as soon as they are over (sorry, there's a pile of letters waiting for you!), he will be joining Simon Marsh, Paul Coppin and myself in answering your cries for help and contributing reviews to the Adventure reviews section.

## THE A'TRAIL

Those of you who are subscribers to Microsoft 800, will know what the A'Trail is — my spot as Microsoft! For the uninitiated, A'Trail is the Adventure Trail and starts on page 80132 — the basic number of my "area".

A few weeks before Easter I was busy composing letters to form the basis of the Trail, using my BBC micro with a slick piece of software called MCTELE which emulates the Prestel editor. This way, letters can be built up off-line and saved on disc.

With the help of Matthew Lemming, who spends most of his school holidays working in the Microsoft offices, I started "uploading" the letters to the main Prestel computer on Easter Monday. Built uploading entails putting all the individual frames into a bulk up load file and then "smoothing" the file into Prestel format, using a special Novellata Rem. Finally comes the online bit, whereby the BBC is contacted via a modem to the appropriate Prestel computer and the smoothed output file is "bulk" uploaded. Immediately the uploaded letters are available for access to anyone logged onto the system.

So many C&VG readers write to the Adventure *Welpine* and, after the inevitable delay before receiving a reply, write back to say that they had solved the problem before hearing from us! Perhaps that is a better thing from the point of view of enjoying an Adventure — it saves you GAN solve the problems given time. At the same time, you have the comfort of knowing, at the end of the day, help is — hopefully! — on the way! What do you think?

If you are a subscriber to Microsoft, you can Mailbox me on System 00897181. If you are not, but are interested in joining, then write to Microsoft 800, Durrant House, 4 Market Hill, London EC1R 3JL, for details.

## THE PI-MAN — IS HE DEAD?

About a year ago, we thought we knew the annual date for claiming Pimania's Golden Sundial said to be worth £1,000. Wood had it that there was a very good chance of a successful bid for the prize. "That would make a great story for C&VG!", we thought.

So Eugene Lane, then C&VG's deputy editor, rang Christian Penfold and asked how about us being on the spot, complete with cameras, to cover the event for our readers? Mr Penfold obviously wouldn't reveal working at that stage, but promised he would give Eugene 24 hours notice of the time and place. We, of course, were sworn to secrecy.

The date we had in mind came and went — Eugene and I had kept a whole weekend clear! And now nearly a year has passed. When I spoke to Mr Penfold recently he denied the promise. "No, 20 minutes warning, if there was a claimant, it would be processed!", he said. Now how would he know, 20 minutes in advance, if anyone was going to turn up at the appointed location? And what use would 20 minutes notice be to us?

Eugene is quite definite that that was NOT the promise.

Let's not beat about the bush — we ALL know that the date is 23rd July, don't we? (23/7 = Pi, get it?) What we don't know is the venue.

Well, if we haven't heard anything by this 21st July, even if there is no claim on the 23rd, Pimania will be over. By next year the game and prize will be so dead that no one will ever think about it. So, if the Sundial remains unclaimed this July, here is our challenge to Mr Penfold. Publicly accuse the Golden Sundial and give the proceeds to Red Aid — or we'll know that with Pimania's Accountant perpetrating the biggest ever prize-adventure KIP OFF!

## COMING SOON!

There are some great new Adventure titles lined up for release during the summer and autumn!

The long awaited *Midwinter* from the keyboard of Brian Howarth should soon be making an appearance from Adventure International. *Midwinter* is being completely revamped from its original format and will have animated graphics and sound sequences. It will probably come in two parts on the same tape.

Treysoft plan to launch a *Super Great Adventure*. Guess who will be writing that? Brian Howarth and Mike Woodroffe!

September should see the release of *The Rat* which promises to be a very unusual game. Based on the book by James Herbert, it will be published by Hodder & Stoughton Software for the Commodore 64 and Spectrum, written by Fireways Software.

And of course, there's *Questprobe Jail* to arrive. Where has the Thing got to?

## CLUB OFFER

If you wish to take advantage of our exclusive £1 off offer on any issue of *Adventure International* cassette or disc, send this token, together with the coupon from the C&VG Adventure Club to Computer & Video Games, Adventure Club, Priory Court, 20-22 Farringdon Lane, London EC1.

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



## GRAMPIAN ADVENTURE

**M**ichael Bolan of Conquest, who wrote to say he had completely solved *Claymorgue Castle*, added: "By the way, I saw you on 4 Computer both the other night. Dear thought of becoming an actor? No! Well don't!"

I'm sending Michael the smallest t-shirt we've got — you never know, it might strangle him when he tries it on! And the bad news, Michael, is that people in the Grampian TV area will be having to put up with me again!

At the invitation of Patrick McDermot, I flew up to Aberdeen for the day recently, for a recording session with Bobby Hain, the presenter of *Grampian's Six 'n' Pieces* programme.

At the studios I met up with a very friendly crowd, including producer Peter Webb and his assistant, Sue Hough. After lunch I had a pint of the local brew with Tony Croxson of *Edler Watt and Slagger* game — but I'd better not mention arcade games in this column!

*Six 'n' Pieces* is a series of six programmes and will be screened from about mid-June onwards.

## ADVENTURE CHAT

Try dinking tidepool or lake water in *Savage Island* Part 1, says Jeff Beck from NIPCO 80 in Cyprus who gets a t-shirt for this *Adventure* fancy.

"Is there something wrong with the Commodore version of *Elvika* which crashes even after clearing the tape head?" asks Richard Mead of Turbridge Wells. It could be the head alignment is not, Richard — this is very critical on turbo heads. I can recommend the *Remtek Head Alignment* Tape from *Interceptor* which makes adjustment of the CBS Data-sette a simple operation — there's

even a special screwdriver included in the kit.

Darren Swain asks when the *Helpline* will be appearing next at a computer show? Well, word is, that we will be around again in September — more details later!

Carl Muller of Thornhill, New Zealand, sent a letter explaining how to write an *Adventure* in 544 bytes. He has ingeniously fitted an *Adventure* game into an unexpanded *Commodore PE-160*, using the exclusive string for input and storing text in string variables. "Use small line numbers for GOYOs," advises Carl, "and steer away from plots like *Shrekell*!"

Ivan Laxman and Simon Walsh of Dublin are working away to earn a t-shirt. As well as some really cunning methods of cheating, they have put together an excellent hint sheet on *Lords of Time*. A couple of their clues are in the update down section.

"Maybe we're after *CS/MC* t-shirt? Dead right, but not yet though, more next month!" they wrote. I couldn't resist sending one, on account, as it was!

## DESPERATE DEMANDS!

Hey! Is there a conspiracy about this month? After some peans on the market, Sphinx has produced the same fatuous cracked question in the same mailing! Where is the boat to cross the lake? Apparently Accrosoft are suggesting their customers write to CS/VO to find out — pay they didn't send me a copy of the game!

Takes of *Obal* is galling John Greenwood of Sheffield. What do you do in the throne room and how do you get past the door in the skull room, he asks.

Jason Thornton of Warley can't work out how to get past the velvet ropes in the Castle of Terror library, nor get through the baroness. G Torrance of Wiltonhall has got the madden but can no longer jump the spiked pit. I should drop the madden in it and make good your 'wren'

escape, Carl!

How do you get past the Hobo in *Wizard's Challenge* (BBC) asks Leonie Eyransie of Enfield.

"After seeing the demonstration of your *Helpline Database* on 4 Computer *Puffs*, and being very impressed, I might add ignored, creep! I have one question. Please HELP!"

That must be worth a full-size t-shirt for Timothy Smith of Colwyn Bay, who wants to know how to remove the retaining clips from above the books in *Palmer 7*, and where to drop the *Stilton* in *Sphinx* *Key*, that's two. I've been had!

Andy McDermot of Clydesbank is puzzling over *Labyrinth* of La Coche. What does *Clap* mean and how can one talk to the stranger in the forest?

David Muir of Co. Antrim asks: "How do you cure leprosy?" while Daniel Smith has a less startling problem in another game. He can't get the red of light in *Sea-Is of Anish*.

*Kingdom of Rens* has an old lady unwilling to part with her goblet and it is killing Darren Elliott of Canterbury.

What use can Chris Bacon of Darwen make of the first and plink of wood in *Zim Sala Sim*? Meanwhile, the Duckett family of Hinxton are languishing in a dungeon in *Zim* and have been trying to escape, without success, since December.

Commodore's *Quest*: The two headed serpent is slaying Sandra Philpotts and her neighbour in peaceful *Surbiton*. "Do we need the maze to overcome the problem and, if so, how do we get it?" asks Sandra.

How should Dave Bruce of Grange-over-Garnds combat the Snake God and Sable in *To Wa Mog*, and how can he get out of the library?

**QUESTS!** (1) How do you get into the village without being burned? (2) What to give the priest in *Arthurian*? (3) How do you get into the abbey avoiding the guard who says "Hold!" and how do you get through the minefield?

In Upper Gantree, does the *gypp*



## MORE GAMES WITHOUT FRONTIERS

8th Day Software is one of the new breed of "cut-price" software houses that have grown since the advent of the Quill. What makes the company different from most of the rest is that their games, once priced at \$1.75, still cost only \$1.50 each. The co-directors of the company are Michael White and Gary Keisler, who also write all the games using the Quill.

I asked them why their games cost so little compared with other Adventures, and their answer was quite controversial. Gary and Michael both think that 80 percent of Adventure games on the market are overpriced for what they contain and feel, to a certain extent, that many games are written badly, story-wise, with unoriginal problems. Naturally they also feel that their games are always original and worth every penny.

So I thought I'd take a look at this series, to see if it is all that its producers claim.

### FOUR MINUTES TO MIDNIGHT

This game was written by Michael White and is concerned with events after a deadly virus is released into the atmosphere from a high security research station in America.

The virus has killed most of the world's population and only a few, seemingly immune, have survived, including you.

You must learn the skills of the old technology and recruit five members to form a team to travel across the States to disarm nuclear weapons which have been left unguarded and will threaten the remaining population.

This game is well thought out, and quite difficult. At the start, you are standing at a petrol station. A few seconds later a car crashes into it and explodes. From inside the car you hear screams. If you manage to rescue the occupant, he will help you with your mission.

The game continues along these lines and is quite fun to play.

Personal Rating: 7

### QUARANTILLA

Without doubt, the best game of the series is *Quarantilla*, and I think this should be picked up by a major company. The story is of an evil empire that has fought a long and bloody war with the Just Foundation. The Foundation is losing, and your mission is to destroy some top secret manuals, kill a traitor and destroy a crippled space ship.

The game takes place aboard your flagship and progresses through space to a far-distant alien world. This may prove too difficult for beginners, but the experienced Adventures fan will love it, especially its weird objects such as the lead ball and lighter-than-air docking badge. Great stuff!

Personal Rating: 8

## REVIEWS



### ICE STATION ZERO

In this one, you are cast as a secret service agent who must defeat the evil genius (and his robot), who has planted a nuclear bomb somewhere near the south pole. Sorting out, you find yourself standing in the freezing snow, from where you move on to discover ice flows, polar ice, which must be overcome before killing the mad scientist.

Personal Rating: 7

### IN SEARCH OF ANGELS

This is one of the easiest of the series and is based upon Ian Fleming's early novels. You are cast as a rather poor man's version of James Bond and you find a dead CIA agent floating face-down in the Thames. From there you progress around the world trying to stop an organisation known as "The Company" from taking over.

Personal Rating: 5

### FAIRIE

This has to be one of the most spell-binding games available! It has nothing whatsoever to do with the notorious "Pink Fairy".

The plot is, to say the least, complicated with many sub-plots. You are sent off into the underworld to find the three treasures of In-Tarn, and it's not easy!

Personal Rating: 9

### CODDLES

Finally, Keith had a look at *Coddles*, another of the 8th Day series, and after being out by a "brooch" on his Terry's dress and finding he had to refer to it as a "brooch", and that all subsequent text referred to it as a "brooch" he says he could not bear to bring himself to continue with the game, let alone review it!

"Games Without Frontiers" are for the 8th Spectrum, priced \$1.50, and available from 8th Day Software at 16 Fleethill, Monroton, Wirral, Merseyside L49 7JH.

Simon Marsh

### GREEDY DWARF

There has been a noticeable increase in the number of new Adventure titles for the BBC, of late, and many of them are of a high standard. *Greedy Dwarf* is one such — it concerns a dwarf who has robbed King Arlango of his favourite gems. Naturally, it falls upon you to recover them.

At the top of the spiral stairs leading into the dungeon, where the dwarf in question is said to live, lies a convenient lamp, and down is obviously where the true adventure should go. Being perverse, I thought I'd have a look on the surface first, but that was not to be, because a guard quickly killed me for returning without completing my quest.

So down it was, where the many traps set by the dwarf lay in wait. A number of these were of the type where, having taken all the precautions of looking and examining things in advance, you move into the next location only to end up dead for no reason that can be anticipated. I tend to die very quickly of games of this sort but, to give Dwarf's fair crack of the whip, I tried and tried again. I soon changed my mind about it.

Having discovered where the traps lay, I learned, with a little skill and cunning, that it was possible to pass through these apparent dead ends. This was achieved with a combination of logic and hopes! Mind you, it was necessary to try a few different ideas out before I hit upon the right answer.

*Greedy Dwarf*'s a nicely presented text Adventure. It has a fast response and no spelling mistakes that I could find. The only bug seemed to be a tendency to tell me, every time I examined something that I shouldn't, that "I see no compass here!" So before entering the maze, I decided that I should look a bit further for a compass, and so I found one which later proved to be extremely useful!

*Greedy Dwarf* is from Goldstar.

Personal Rating: 8

Keith Campbell



# Could YOU get a Newspaper Scoop?

► Addictive launch **STRINGER** ◀  
Reporter Extraordinaire in 'The Hotel Caper'

**Stringer**

**SLURB**

**Pass**

**Addictive**

Stringer is an arcade adventure game in which you are a press photographer for the 'Daily Slurb', writing about everything you find in New Star Poly Park as it tries to overthrow your chief editor. Helpfully, game rules and the way to play are explained clearly on screen. Thanks to your knowledge the best staff are recruited and so you can achieve your main goal and your editor has not got a chance standing in the way of the truth.

The game has 8 plot levels and 10 scenes of amazing effects. It's available on playstation, originally priced at £24.99. Addictive - Addictive - Commodore 64/50

**ALSO AVAILABLE**

**Mad Max** £14.99  
**Mad Max 2** £14.99  
**Mad Max 3** £14.99  
**Mad Max 4** £14.99  
**Mad Max 5** £14.99

**Software Plus**  
 A series of 4000 books designed to educate children and young people on a wide range of subjects. Each book is written by a leading expert in the field and is illustrated with clear diagrams and photographs. The books are available in paperback or hardcover. For more information visit our website at [www.addictive.com](http://www.addictive.com)

When you open an  
Addictive Game, there's a  
new world of discovery  
waiting for you.



To: Addictive Games Ltd, 7a Richmond Hill, Gosport, Hampshire, GU8 5HE  
 Please send me:

- 1 copy of Stringer for \_\_\_\_\_ (minimum)
- 1 copy of Software Plus for \_\_\_\_\_ (minimum)
- 1 copy of Mad Max 1 for \_\_\_\_\_ (minimum)
- 1 copy of Mad Max 2 for \_\_\_\_\_ (minimum)
- 1 copy of Mad Max 3 for \_\_\_\_\_ (minimum)
- 1 copy of Mad Max 4 for \_\_\_\_\_ (minimum)
- 1 copy of Mad Max 5 for \_\_\_\_\_ (minimum)

Name \_\_\_\_\_ (please print clearly)

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Tel \_\_\_\_\_

Please allow 4-6 weeks for delivery. Addictive Games Ltd, 7a Richmond Hill, Gosport, Hampshire, GU8 5HE



## MINISHADOW

Who are you, where are you, and how did you get to be on a deserted beach on a remote island? That is the question you ask yourself as you stroll to see what's around the corner and find a sheer cliff — impossible to climb.

But people have been to the island before, for there is a decrepit wreck here and the remains of an old boat. Unfortunately, the most interesting routes lead to the quagmire!

You are itching to get off the island — could that be a ship on the horizon, or is it just an illusion — or just wishful thinking?

There are some of the problems that confused you at the outset of *Minishadow*, a graphic Adventure on disc, for the Commodore 64 and Apple. Since all the pictures are stored on disc, there is an inevitable delay every time you take an action, like taking or dropping an object, or moving to a different location. On the Commodore, on which I played, that can be frustratingly slow! How could they design a machine with such a slow loading system, I often wonder?

However, once load is in, the pictures are fast to draw and quite detailed, although, disappointingly, only in two or three colors.

The text responses are fast, and a chime announces the fact that there is more text to be read before you can start another input. Press a key and it will scroll up. Press RETURN and the picture will clear to reveal the last 24 lines of text, a novel and useful way of checking on your recent moves.

The problems are fairly well placed and the difficulty level provides for some hard thinking and exploration with ideas, whilst at the same



As you walk across the land you get a sudden sinking feeling! Ohh no!!  
 Duck-and!!  
 It seems that the game has ended.  
 Would you like to try again? (Y/N)

time not being too mind boggling.

There is an unusual HELP command which features the wise Cowboy, a bird who talks in semi-riddles about your problem. Which he



answers on most occasions, with an accuracy that the Cowboy will

only answer three calls in a game.

After a while, I managed to escape the island, and found myself aboard a pirate ship with an agile crew and a ship's doctor who looked like a half-wit and specialized in brain surgery. Don't think I'll use his services — or should I...? (Why not give it a try...?) Ed

*Minishadow* is from Activision on disc only for the Commodore 64, IBM PC and Apple.

Personal Rating? **7**

**Keith Campbell**

## THE JEWEL OF POWER

A game that I thought was going to be very mundane turned out to have some very novel features and puzzles. In *Jewel of Power*, you find yourself in an ordinary house — except I couldn't find a bathroom — but there is something most peculiar going on down in the cellar.

Here you get your clue as to what the Adventure is all about, and this is done in an original and interesting way, using graphics to great effect.

Leaving the house behind you to a mysteriously abandoned village, you make your way into the countryside, where there are some rather nice surreal buildings.

One of these is a mysterious monument in the middle of nowhere — a red tower with a dome at the base of all four sides. Inside, there are stairs leading up and down, but something very disorientating happens to you. Elsewhere you might be dabbled in the day for a giant, or become incarcerated in a prison cell. There is also the desert, with a very unfriendly oasis!

This is a machine code Adventure with instant response, including



but to the north.

You stand before a primitive, badly deteriorated hut.

# Charlie is here...

in *Charlie and the Chocolate Factory*

43  
ROOM  
+  
4 ARCADE GAMES + BOOK



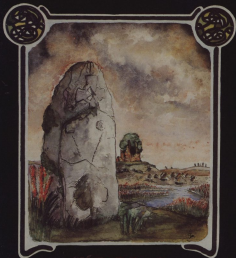
For the Spectrum

Cassette + Book £9.95

Cassette only £8.50

Warner Brothers

Hill MacGibbon



# DUN DARACH



GALLOWAY  
GAMES

SPECTRUM 48K  
AMSTRAD 464

£9.95

GALLOWAY GAMES LTD., 74 KING STREET, DUDLEY, WEST MIDLANDS DY2 8QB  
Telephone: (Dudley) 0384 236777 (General) 0384 237222

graphics. To start, the graphics are rather crude and garish, but they improve as you move away from the house. Some are very effective and they all interest with the game. What is more, they form an integral part of the game, for many of the features depicted are not mentioned in the text, but require reference by the player.

The commands required are mainly two words, but occasionally three words are needed as in "open front door."

My one complaint about the game is that on quitting or dying — which isn't difficult — the game cannot be continued without either reloading the program or data.

The end is somewhat inelegant, producing a STOP statement and basic line number. But don't be fooled into thinking that listing the text will give you any clues — all the text is hidden away in the machine code part. Fiddle around for seeking cheats, though!

The *Journal of Power* is for the MSX Spectrum. Steve Slegger Software.  
Personal Rating: 7

Keith Campbell

#### GROUND ZERO

International tension is rising and already law and order are breaking down. It's every man for himself. There are queues outside food shops, and if you join one you'll be told to clear off. Squads are out with rifles ready to shoot anyone caught looting. Nuclear war is imminent.

Your objective is to survive the attack and its aftermath using a number of potentially useful items lying around your house. How and where to use them to shield yourself is the problem. Should you risk a trip into the town to try to get in some supplies, or should you get on your bike and pedal away as fast as you can?

This is a text Adventure with two-word input and fast responses. As well as the overall strategy you must develop to survive, the plot hides other little problems which, pleasingly, the adequate vocabulary allows you to unravel without the frustration of word-hunting.

Although a well-written game, I found the subject too depressing to be enjoyable. Nuclear war is hardly a subject for leisure, and I didn't find any in the game. I do enjoy a bit of fun in an Adventure, which I think should be the relaxation and escapism through fantasy. This one seemed too much like a grim possibility — some would say probably. I know we should all be aware of the horrors that would ensue, but a game is not the right vehicle for this sort of education.

Personal Rating: 4

Keith Campbell

#### THE TALESMAN

Talesman is one of Games Workshop's latest offerings for the Spectrum and, after bawling my way through *Power of Dragons*, I was looking forward to match the same sort of action. Unfortunately, I was disappointed.

The introduction tells of an action packed arcade style Adventure for one to four players. There are over 80 graphics locations — a successor to *Valhalla*, perhaps? So I started into the game, and then came the crunch. After the initial novelty had worn off, I

#### REVIEWS



lost interest and it became a real bore to play, just like *Valhalla*. I have never liked these so-called "arcade adventures" anyway, as therein could be the whole problem.

The graphics in *Talesman* by no means come up to the same standard as those in *Valhalla*. They may be about ten times better, but they are reminiscent of a very old cartoon film, even down to clouds of dust and flashing words which surround the characters fighting it out.

Moving around on the screen is achieved by use of the two cursor keys. On reaching the edge of some screens, you are asked if you would like to go north, or whatever. I found that trying to step just before the edge of the screen was a little difficult — instead of stepping when I hit one of the keys, my little character kept on going all by itself.

That's, of course, not my personal view — if you are the sort of adventurer who enjoys playing this type of game then you may decide that it is the best thing since floppy discs, but for me the Adventure is summed up

in one word — *poor!*  
Personal Rating: 1

Paul Copples

#### THE PAY-OFF

Atari software is usually associated with zapping away at coloured blobs of light. That's fine if arcade action is your scene, but I find I prefer something that stretches the imagination more. Consequently, being an Atari owner, I have had a limited choice. That, hopefully, is about to change. For it would seem that Atari have mended their ways and moved into the world of Adventure.

So for those of us who have stuck with Atari here comes the *Pay-Off* in the form of a full text, text Adventure using a minimum of 48K.

There you are, standing in Luigi's betting shop in New Jersey, in possession of a real hot tip. Now New Jersey turns out to be the sort of place where making the gold fillings from your best friend's back needs to be the order of the day — and that's while they are awake! So, seeing that you owe a lot of people a great deal of money — boy, have you got problems!

Nevertheless, Luigi is not so bad an far as bookies go — he is the only one who is prepared to give you a second look, let alone credit. But, of course, there are conditions whenever you approach Luigi — you have the choice of paying what you owe him, or accepting his invitation to a paddle in the Madison river while wearing concrete waders.

Things are not all that bad because you hear of a man on the street who will part with \$40,000 to anyone who can supply him with the fabulous Jang-y-Bye Diamond. Taking up that offer would allow you to pay back Luigi, place that bet and start living again.

As you may have gathered, New Jersey is the type of place where even saying the word "Police" is guaranteed to get your head parted from the rest of your body. This is reflected in the puns and humour of this Adventure into the world of crime. For example, walking into a shop and parting with any of your money is remembered to be the world's greatest sin. The normal practice is to come out with more money than you went in with — plus some goodies as well. Also, there are many words in the game that have a double meaning, such as "tease" — use it in the wrong way and you could end up with a broken nose!

The layout of this Adventure is very similar to that used by Scott Adams, even down to the same amount of text that appears on the screen at any one time.

Personal Rating: 6

Paul Copples

## THE FOURTH PROTOCOL

It sure is tough mixing in the world of counter-espionage, high-powered politics, bluff and double bluff.

But that's the world of *The Fourth Protocol*, the new offering from Hutchinson Computer Publishing, based on Frederick Forsyth's best selling novel.

A crack Soviet agent has been placed undercover in Britain to work on Plan Azarov which could spell devastation for the United Kingdom.

Your mission as MI6 investigator, John Preston, is to head the operation to expose and thwart Plan Azarov — meanwhile, time races on towards an unknown deadline and an appointment with doom.

Preston has on-line access to the resources of Ciss Ciss, MI6's central communications computer, and use of the intelligence services of friendly allies.

During the game Forsyth's setting and progress are constantly monitored by the powers that be. If he fails to impress, the unfortunate spy-master could find himself moved out of his job to a less demanding position — perhaps in the Falklands as Chief Security Officer in charge of penguins.

The first sections of the game use icon-driven graphics enabling you to access the computer, use files, telephones etc.

They are easy and — above all — fun to use. Used properly, they will enable you to keep a close watch on all the information and clues gathered.

Needless to say, the C&MG team did not manage to save the world. But that would be that the game was a pre-production version which lacked certain screens, music, some graphics and one or two objects. No wonder we didn't get very far!



The *Fourth Protocol* will cost £12.95 for the Spectrum and Commodore 64 on cassette and £15.95 for the Commodore disc.

## CLUES 'O'

Here is another detective Adventure, with an awful pun as the title! You play the part of a Forsyth detective, but that is not to say you have to handle things!

You are outside "Chief Fawcett", about to investigate the death of Major Fawcett. Lying around the house are various chairs and using these you must put two and two together to solve the mystery of who did it.

There are various characters around who may be questioned, including the gardener, who gets very upset if you try to dig up his prize lemon!

The Adventure is quite well written, with graphics at many locations. Unfortunately, the presentation is very ordinary — the text display is only possible, for instance, "you also see:" remains on the screen even if there is nothing following it — and the graphics are rather mundane, although instant.

Of course, it is all very well joking about Sherlock and his bugs — perhaps one does that because one expects so much from it. However, Sherlock's very much more a game like *Clues 'O'* in the shade, for the characters seem lifeless and wooden in comparison with Basil, Watson and so. In fact, I mistook Mrs Fawcett, who I discovered in the cellar, to be a corpse! No "Good morning, Clues" or "That is brilliant, Clues", from her! In fact she let me kick her and poot her at will without any sign of protestation! She uttered one cryptic sentence when I questioned her, and promptly left the cellar!

There is some humour in the game, especially over the front doors, where the computer thinks you are getting English and French mixed up!

*Clues 'O'* is from Imperial Software, for the £15 Spectrum, priced £2.95. I think it is overpriced.

Personal Rating: 4

Keith Campbell





# DO YOU FIND CHOOSING SOFTWARE HARD?

At the **VIRGIN GAMES CENTRE**, we've worked long and hard to put together the **UK'S BIGGEST RANGE OF COMPUTER SOFTWARE GAMES**. We've got an unrivalled selection of... Arcade Games, Adventure Games, War Games, Classic Games, Family Games, Sports Games, Business and Educational Software. For Spectrum, QL, Atari, BBC, Electron, Commodore 64, Commodore C16, Enterprise, MSX and Amstrad machines.

Plus a large stock of utilities, peripherals, chess computers, books and magazines - and a range of Sinclair Commodore and Amstrad hardware. **And if you find choosing software hard, we have a team of knowledgeable staff to help you.**



## GAMES CENTRE

172 Union Street, Aberdeen • 94/96 Briggate, Leeds • 27 Oxford Street, London W1

# ATARI

EUROPE'S LEADING  
"ATARI"  
MAIL ORDER  
SPECIALISTS

## SOFTWARE EXPRESS INTERNATIONAL

**MATHS FOR SENIOR SCHOOLS** - A series of five learning programs (written individually) which follow the CSE and OCE 'O' level syllabus, with many excellent features.  
Year 1, 2, 3, 4 and Revision CD - **£9.95/£10.95** per year.

**NEW ATARI 1300E COMPUTER (128k)..... £199.99**  
Phone for availability

### ENTERTAINMENT

CONAN (C)	14.95	99% 20 (C)	9.95
SLAMMO (C)	9.95/14.95	OG BGC (C)	9.95
COLLEGE CHAS (C)	9.95/12.95	PACMAN (C)	9.95
FIELD OF FIE (C)	24.95	POLE POSITION (C)	9.95/16.95
ATLUM (C)	25.95	MAK OF THE SUN (C)	25.95
WAZZ (254k) (ROM)	12.95	BOUNTY (256 ROM)	PHONE

### MAGAZINES

ATARI	2.95	ATARI	2.95
ATARI	2.95	ATARI	2.95

SENDING YOUR  
ATARI MAIL SET  
PHONE FOR DETAILS

### PROGRAMMER PACK

ATARI FOR COMMERCIALS  
ATARI FOR COMMERCIALS 2  
ATARI FOR COMMERCIALS 3  
COMMERCIALS 4  
COMMERCIALS 5  
COMMERCIALS 6  
COMMERCIALS 7  
COMMERCIALS 8  
COMMERCIALS 9  
COMMERCIALS 10

**£29.95**

### BOOKS

COMPLETE GUIDE TO ATARI GAMES	7.95	THE QL USERBOOK	9.95
1217 PROGRAMS FOR ATARI HOME	7.95	THE QL USER	7.95
HOW GRAPHIC AND SOUND DESIGN	7.95	GRAPHIC THE QL	9.95
FORMAL USER NOTES	7.95	ATARI TECHNOLOGY	9.95

POST ADDITIONAL 7%

### UTILITIES

BASIC (ROM)	99.95	BASIC 64 TOOL KIT (C)	94.95
ICHOSS (ROM)	99.95	ACTRIS TOOL KIT (C)	94.95
MACRO (ROM)	99.95	BAC 64 TOOL KIT (C)	94.95
320 K (ROM)	99.95	BOSS (ATARI) SOFTWARE	99.95
NEW BASIC COMPILER (ROM)	99.95	BOSS (ATARI) IN 1/2 (ROM)	99.95
A 1 (Software and Hardware) (THIS COULD BE A VERY BIG ORDER)	79.95		

**INFORMS INCLUDES £1.95 PER TITLE + 7% POST & PACKING**

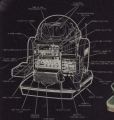
### PERIPHERALS

CRAMME 257 (COLOR PRINTER)	299.00
MIRACLE TECHNOLOGY (OCT) (VIDEO INTERFACE CARD) (SOFTWARE)	59.00
MIRACLE TECHNOLOGY (VIDEO) (MODEM)	149.00
PARALLEL	9.00

SEND SAE FOR OUR PRICE LIST.  
31 STONEYHURST ROAD  
ERDINGTON, BIRMINGHAM B24 8HA

**HOTLINE**  
**(021) 384 5080**





# OMNIBOT COMPETITION

100 BEST THING HUMANS I AM AN  
OMNIBOT LET ME INVAD  
YOUR HOME!!!

Want to have a mechanical pal who's fun to be with? You do! Then get your pen and paper out and start designing a Computer & Video Games office robot for us! If we like your design then you could win your very own Chatbot as well as an Omnibot!



First prize winner will get an Omnibot from Tomy, the robot experts. The Omnibot is the world's first home entertainment robot. It is programmable and has a built in digital alarm clock and cassette player. Omnibot comes with a remote microphone — so you can send it off on a mission to deliver messages to your friends or family! He has robot hands which can grip and carry almost anything.

So if you want to get an early morning call from your very own personal robot — carry him a nice cup of tea — enter this competition NOW!

Second prize winner will get a Chatbot — the latest thing in home entertainment trends. The Chatbot comes at its master's command and can repeat messages with its unique voice generation system. Chatbot comes with a remote control unit — like his big brother Databot — and is yet another giant leap forward in robot technology from Tomy.



You can choose your robot out of any material you want — as long as you can get it through the post! But remember to fill in the coupon and attach it to your entry.

There's another thing we'd like you to do. We want you to suggest a good nickname for the Omnibot and Chatbot. Make them as original as possible — just like your designs for the CAMCO office robot!

Once you've completed your masterpiece and thought up a couple of good names, fill in the coupon below and mail it to Computer & Video Games, Robot Competition, Priority Mail, 30-30 Ferrisgate Lane, London, EC2H 3HU. Closing date is July 15th, normal C&VG competition rules apply, and the winner's decision is final. Accept a great today!

## COMPUTER & VIDEO GAMES ROBOT COMPETITION

(Attach this coupon to your entry)

Name.....

Address.....

Age ..... My names for the Omnibot  
and Chatbot are.....

# ULTIMATE PLAY THE GAME.

48K SINCLAIR SPECTRUM  
AMSTRAD  
BBC MODEL B



48K SINCLAIR SPECTRUM  
BBC MODEL B



48K SINCLAIR SPECTRUM  
AMSTRAD  
BBC MODEL B



COMMODORE 64



COMMODORE 64



48K SINCLAIR SPECTRUM



AMSTRAD CPC 464



"ALLEN B", "KNIGHTHIRE", "UNDERWORLD", "SABRE WOLF", "EXTORTION", & "STAFF OF BARNATH" recommended retail price £9.95 inc VAT. "ATC ATAC" recommended retail price £7.95 inc VAT. Available from W.B.S.W.P.H.S., BOOTS, J.P.P.H.S., WOODLIFESHES and all good software retail outlets. Also available from

ULTIMATE PLAY THE GAME, The Green, Abbey-de-la-Zouch, Leicestershire LE6 5JD  
(0532) 400 400 (local) Tel: 0532 50 41414

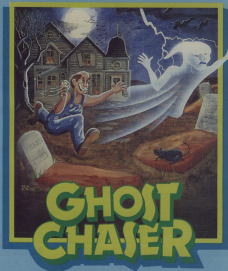
arcade action

detailed colour graphics

ADVANTAGE  
*Artwork*

sixteen screens

problem solving scenario



SCREENS 1200 THIS SERVICE, THE ARTISTS, PLAYERS AT THE HOUSE, CONDUCTORS 1000 1000 (FREE) ARE INCLUDED. TEL: 05-30-411483



Ghost Chaser features detailed graphics, sixteen game screens and an action oriented, problem-solving scenario. You'll need both the Ghost Chaser and a host of other programs as you explore the different rooms of Fairport Manor. Ready to start? Well, you'll need to solve the large puzzles that surround the action. The only way to capture these spirit adversaries is to find and collect the 8 keys necessary to open the ghost chamber. Watch out for the many tricky obstacles and beware of evil contact with anything that moves! They'll send shivers up your spine.

DISK  
**£14.95**



CASSETTE  
**£9.95**



Selected U.S. Gold software is available from all good computer shops and specially selected branches of WHITES '84, 2079 - 2084, 2085 - 2086, 2087 - 2088, 2089 - 2090

U.S. Gold Limited, Unit 10, Parkway Industrial Centre, Parkway Centre, Birmingham-B144Z. Telephone: 021-358 6881. Telex: 337286.

Buying computer games can be an expensive business. Some can cost anything up to \$14.

To buy all the latest titles as they come onto the market would cost a small fortune. And that's beyond the pocket of most people.

So it's no wonder that software companies have started producing a range of games costing no more than a couple of pounds.

Unfortunately, besides being cheap, some were very rusty and a waste of money. It seemed far better to save up and buy a top price game.

But such is the potential of the market that the quality of the games has improved while the prices have been kept low.

So Computer & Video Games thought it would be worthwhile to take a look at some of the

the hands of the Ghost Pirate as he searches through the hold of the Black Galleon in search of treasure.

Another favourite is *Gogo the Ghoat* on the Commodore 64 which has, believe it or not, 160 frames of haunted happenings.

New games shortly to be introduced into the Silver range are *Moskooon* for the BBC B, *Saboteur* for the Commodore 64 and *Don't Panic* for the 10k and 48k Spectrum.

Massteronic, formed in April 1984, now claims to be the brand leader in budget games

*Dragonstyle's Adventure* *Volcanic Lair* for the Commodore 64 and *Nicotine Nightmare* and *Self Destruct*, both on the Spectrum 48k.

The last two have proved so popular that Atlantis is in the process of converting them for the Amstrad — a move which again points to the growing popularity of the machine.

Mike Cole, of Atlantis, says: "We believe in the Amstrad as the next thing to come. It's a lovely machine. We will be supporting it."

Being launched this spring is The Sparkler range of games from Creative Sparks at £2.50.

Sandy Mackenzie, of Creative Sparks, says: "There is a need to supply good quality software at prices affordable to kids".

The company's decision to produce cheap software was

# THE PRICE IS RIGHT

current budget games on the market from software houses.

Firebird, British Telecom's software company, is now in the process of updating its Silver catalogue which was launched in October 1984 with great success, with all the games selling for £2.50.

Star of the original 30 titles was undoubtedly *Booty* on the Spectrum 48k and Commodore 64 which, claims Firebird, has sales now in excess of 100,000. It's now being converted to the Amstrad and should be available by late summer.

In *Booty*, Jim the cabin boy loses death by drowning or at

— His extensive range sells for just £1.99 each.

In its first 12 months of trading, Massteronic says it has audited figures of sales for two million games.

New developments for 1985 in the £1.99 range include two semi-educational games in its Massteronic titles — *Make Music* with *Mistermoss* and *Type Rope* — aimed at the six to 11 age range.

Earlier this year, Atlantis Software launched three games under its new Atlantis Gold label, selling at £2.99 each.

They were the *Dungeons* and

prompted to a great extent by the large number of excellent games sent in by amateur writers.

"By promoting games in the budget range," says Sandy, "we are opening the industry to new talent, and also serving the interest of games buyers by publishing good games at reasonable prices. After all, low prices doesn't have to mean low quality."

So it seems that pocket-money power is being recognised at last and computer star wars could become computer price wars. About time, too!

## TASKMASTER

MACHINE: CBN 64  
SUPPLIER: Creative Sparks  
PRICE: £2.50

Can you meet the challenge of seven deadly tasks?

The prize is great — the hand in marriage of the king's daughter.

But first you must rid his land of the cruel forces of sorcery and madness who menace it.

With each task there is a new challenge — either fighting off armies, wading swamps, devil worshippers or

blood-sucking bats. And then there is the ultimate challenge — the Cast of the Brimstone.

*Taskmaster* — part of Creative Sparks' new Sparkler range — is an action Adventure with great

graphics, good sound and a real challenge.

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

## IMX RACERS

MACHINE: CBN 16  
SUPPLIER: Massteronic  
PRICE: £1.99

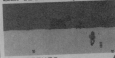
On your bike for the Massteronic Gold Cup.

Pedal power takes you over five hazardous and energy-consuming courses in this fast and gripping test of bicycle skills.

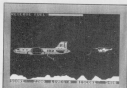
A standard race game for a nice price.

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

Score 02910 High 000000



Score 033480



## CHOPPER

**MACHINE:** IBM 84  
**SUPPLIER:** Creative Sparks  
**PRICE:** £2.50

Helicopter games seem to be all the rage at the moment.

*Chopper* is another variation on a well-trodden theme. This time you are the commander of the latest and deadliest helicopter gunship.

Your mission is to destroy the enemy base set in the side of a toweringly impressive cliff.

But first the helicopter has to run the gauntlet of enemy planes, helicopters and secret flying weapons.

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

## QUACKSHOT

**MACHINE:** Spectrum  
**SUPPLIER:** Creative Sparks  
**PRICE:** £2.50

Everything has gone quackier at the Acres Quackers of the Acres clockwork factory.

All is peaceful for the nightwatchman until the boys — led by large yellow ducks — stage a rebellion.

Armed with a stun gun and submachine bombs the nightwatchman has to shoot and blast the way out of trouble.

The nightwatchman also has to collect keys to open

doors to various levels of the factory and fend upon the wacky windups as they rampage over 16 screens of action.

Watch the feathers fly!

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

## FINDERS KEEPERS

**MACHINE:** MSX  
**SUPPLIER:** Mastertronic  
**PRICE:** £1.99

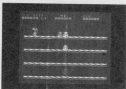
Computer & Video Games gave this a star game rating when the Spectrum version was reviewed in April's issue. And the same applies to the MSX version.

It features Magic Knight who is sent to get a birthday gift for a princess in the Castle of Spinnard which is packed with treasure — and energy draining monsters.

There are mazes and puzzles to be solved in this game which combines platform action with a touch of adventure.

There are two ways of winning — collect as much treasure as possible and escape the castle or collect enough treasure to please the king and his daughter. A hit.

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



## FOURTH ENCOUNTER

**MACHINE:** Vc20 + 8k  
**SUPPLIER:** Creative Sparks  
**PRICE:** £2.50

The future of the human race is in YOUR hands. It's a do or die fight to beat off an inter-planetary wave of ferocious aliens as they swoop down from the sky.

High scores are vital to gain extra lives to carry on the battle. Fast and furious action.

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

## PLUG IT

**MACHINE:** IBM 84  
**SUPPLIER:** Scorpion Gamesworld  
**PRICE:** £1.99

Sixteen screens of arcade action in which you must plug a gap at the bottom of the screen before a giant steel bomb to blow the bung away. Lose the game and green gunge fills the screen.

Not the greatest graphics in the world but not bad for the price.

• Graphics	5
• Sound	5
• Value	7
• Playability	6

## THE HELM

**MACHINE:** Spectrum  
**SUPPLIER:** Festival  
**PRICE:** £2.50

Have you the cunning, power and knowledge to crack the dark one's lair and discover the secrets of immortality?

Find this fabled object and wrest it from the grasp of Lich and you will win the gift of immortality.

The Helm is an adventure text game in which you have to solve puzzles and perform certain tasks to solve the entertaining riddle.

You may need a long life — if not immortality — to solve this.

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

## DON'T PANIC

**MACHINE:** Spectrum  
**SUPPLIER:** Festival  
**PRICE:** £2.50

Load a space cargo vessel with items scattered around a multi-level loading bay using a chrod.

An easy task until it comes time to face with the monster of the bay who happens to feel a little peckish. To complicate matters some of the cargo has been contaminated with a deadly toxin.

Don't panic! You can beat these deadly foes with your decontamination laser.

• Graphics	6
• Sound	3
• Value	8
• Playability	6

## JALOPES

**MACHINE:** IBM 84  
**SUPPLIER:** Scorpion Gamesworld  
**PRICE:** £1.99

Hello, Jim, gotta new motor? That's Juhoynd Jim's aim in life — to earn money by putting old wrecks together and selling them as cars.

But the rail monster and time bombs do not make Jim's job all that easy.

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



### CHICKIN' CHASE

**MACHINE:** CBM 64  
**SUPPLIER:** Firebird  
**PRICE:** £3.95

Save! Save! It's a tough job rating the roost in Chicken Chase.

The cockerel must defend the chicken house against hungry enemies, including hedgehogs, rats and stags, who are looking for eggs and chicks to eat.

And if he fails in his tasks, he ends up hot-packed.

A great game when the feathers fly. But don't get off your face.

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

### SUBSINK

**MACHINE:** CBM 64  
**SUPPLIER:** Firebird  
**PRICE:** £2.50

Condemned to Davy Jones's Locker, trapped in a stranded nuclear sub, your only hope of rescue is if you find out how to send a distress signal.

SubSink is a test adventure with graphics which will test your powers of logical thinking.

A nice teaser which will have you well and truly puzzled.

• Graphics	5
• Sound	5
• Value	7
• Playability	6

### HELICOPTER

**MACHINE:** Spectrum  
**SUPPLIER:** Firebird  
**PRICE:** £2.50



Put a sparkler into your computer — with the help of Computer & Video Games and Creative Sparks.

We've got 40 of the latest professionally printed Sparkler priced games and you could win by entering our simple competition.

The titles are Taskmaster (CBM 64), Chopper (CBM 64), Clashator (Spectrum 48k and Fourth Encounter (Vic 20 + 8k).

### SKYJET

**MACHINE:** CBM 64  
**SUPPLIER:** Mastertron  
**PRICE:** £1.99

Danger is all around in Mastertron's explosive SkyJet.

A helicopter pilot has to finish a constant barrage from tanks and jets to transfer supplies to safe bases. At the same time submarines carry enemy reinforcements and must be destroyed.

Great fun, good graphics, nice and noisy — that sums up SkyJet. A real bargain.

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



### DON'T BUY THIS

**MACHINE:** Spectrum  
**SUPPLIER:** Firebird  
**PRICE:** £2.50

Don't Buy This claims to be a collection of the five worst games ever. We believe it.

Firebird proudly boasts: "This is the beginning of the end of games as we know them."

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

### NICOTINE NIGHTMARE

**MACHINE:** Spectrum  
**SUPPLIER:** Atlantis  
**PRICE:** £2.99

Save the world from the evil weed — tobacco, that is.

Your task is to break into the cigarette factory and work your way through the various departments switching off the production lines and bringing the factory to a halt.

An arcade adventure that's a bit of a whizzer. Soon to be released for the Amstrad.

• Graphics	6
• Sound	5
• Value	7
• Playability	7

### SHORT'S FUSE

**MACHINE:** Spectrum  
**SUPPLIER:** Firebird  
**PRICE:** £2.50

The evil Bomb is holding the world to ransom... by planting multi-detonator bombs in the major cities of the world.

But Sam Short is out to defuse them or get blown up. And when one city is cleared, Sam is off to help out another beleaguered capital.

But is this really a good subject for fun and games? Terrorism for entertainment? Short's Fuse is a cheap and nasty game.

• Graphics	6
• Sound	5
• Value	6
• Playability	6

### SELF DESTRUCT

**MACHINE:** Spectrum  
**SUPPLIER:** Atlantis  
**PRICE:** £2.99

Your manned station develops a serious radiation leak. The order to evacuate is given and the station's self-destruct mechanism is set.

But your escape suit is still in the control room and the rate is set to rise if you can get to it before the big bang.

• Graphics	7
• Sound	5
• Value	7
• Playability	7

Game titles are Maze Man, Fido 7, Wizard Willy, Fido 2 and Fruit Machine.

It's hard to rate games that are published as being bad. But they are good for a laugh. Perhaps it's the start of a new era.

As Firebird warns: "Approach. This tape will caution."

And don't forget to tick the box to indicate which computer you have.

**COMP SPARKLER COMPETITION**  
 (Please attach this coupon to your entry)

Name.....

Address.....

Please tick the appropriate box for your type of computer.

CBM 64  Spectrum 48k  Vic 20 + 8k

# LAUNCHPAD SOFTWARE



The best of British software for the Spectrum, CB44, BBC, Electron, Atari, Amstrad, Vic 20

## OVERLORDS SP, 48K £6.95 LOTHLORIEN 5\*\*\*\* GAME



Maximum action-packed new games with eye-catching graphics. For two players. L2s for networked across two Spectrums. Intuitive interface compatible. Action replete. Battle scenes feature exciting. Levels of play. Friendly action for the death. Well worth the price status awarded by Service Line.

## WITCH SWITCH CB64 £8.95 'Sheer Magical Brilliance'

From English Soft.

Wizards, dragons, sorcery, power, evil... this game has it all. Incomparable, steady course, dramatic turns, gripping battles. Last minute look but worth the wait for this. Local multiplayer. On line for family with you too.



## CASINO ROYAL SP, 48K £5.95 VIDEO POOL SP, 48K £5.95



Classic games from GIP (GAMES INTERNATIONAL) for Spectrum and Plus2. Casino and Video Pool compatible. Incredible graphics and game play. 100% match consistency. 100% play. VIDEO POOL includes the local tournament play for LAN play. In a few nights. Broken free. Can make and win. Should be in every Spectrum library.

## STAIRWAYS THOR CB64 £8.95

From GIP Soft, Spectrum and Amstrad.

The night club is in full swing, the legend is being met some dramatic story told. The music is really great. Now there's a new action on the dance floor. Start out trying to keep ghosts to avoid the red beam on stairs get to see the star energy level and another table. There are no other. There are no other. There are no other. It is important to keep playing as the builders are helpful concerning all an impossible attack on things needed. The overall effect is an amazingly amazing game that should be within the class. Totally original and completely entertaining. How hard to be quick to accomplish the game before your energy runs out and it, as a whole you will enjoy.



## CHUCKIE EGG

Following on its success on the BBC Spectrum, Duggan, CMML, NCT have completed the conversion of the classic arcade game into the Amstrad £7.95 and Atari £9.95 version. More than ever you'll still enjoy 'Chuckie Egg'. Popular Computing Weekly "Continued to become a Spectrum Classic" (They were right!)

## NIGHT WORLD BBC/ELECTRON £7.95 ALLIGATA

A chilling and addictive adventure in search of the golden throne. Several intriguing episodes. Loads of cool passages and the ultimate level of all the challenges. The ultimate where the demon level rules. A thrilling and scary with the devil's own that changes our way being from human to goblin as a demon.



## PLUMB CRAZY VIC 20 & 8K £6.95 TERMINAL SOFTWARE



Here is a game and happen though your favorite character to the max. This is a fun that there's no doubt that they got the skills. But how far can you take the character. This is the problem. A quick look to show to take up with characters. You'll be a fan for the day. But the word to launch the Plumb Crazy. It can be used for a surprise to see what fun and adventures to see what to see what to see.

What a minute! What's the amazing great thing happening down towards you?

- 100% Mayhem code edition
- 100% graphics
- 4 full color - 10000 colors in 16 color features
- 5 levels and 11 phases of progressive play
- 100% with 100% in a hand
- 100% with 100% in a hand

## MAYHEM MSX £7.95

It's fun all the way with Mr. Micro's Mayhem.

Beats! Beats! Beats! capturing. Micro, time, surprising reality. The wonder the miracle happens is going to stand up to this. It's a great game to play. The game is fun. It's one of the best yet for the MSX. Not done, and very colorful graphics.



Dealers: Launchpad Software is available on full S/D/E, through R & R Games; Greyhound; Twang; Waylarc; Limehouse; Pcs Ireland and other distributors. Please contact GOLD TAPE LT PO BOX 130 DERRY TEL 0332 518940 IF YOU HAVE ANY DIFFICULTY.



# THE ROCKY HORROR SHOW

## COMPETITION

Let's do the Time Warp again and step backward, forward and sideways in the weird world of *The Rocky Horror Show*!

Fans of this cult rock opera won't want to miss out on our great Rocky Horror Show! Thanks to C&A, we've got our hands on a very rare copy of *The Rocky Horror Show Audience Participation Double Album*. It's got all the catchy title numbers from the show on it — plus the correct responses from an audience full of Rocky fans. Strange — but there's nothing quite as strange as a Horror Show fan anymore!

The first prize winner will be able to join in with all those weird people who dress up in Rocky gear and perform their very own version of the show. He or she will get the exclusive shrink-wrapped double album, plus a

C&A Rocky Horror Show t-shirt and a copy of the game for the C64, Spectrum or Amstrad. Tuesday morning will get a copy of *The Rocky Horror Show*, C&A's latest hit game.

To win, all you have to do is be a fan of *The Rocky Horror Show* — because then you'll be able to answer the Rocky quiz below.

Once you've done that, rush your entry form to: Computer & Video Games, Rocky Horror Show Competition, Priority Centre, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is July 15th and normal C&A rules apply. The editor's — and Rocky's — decision is final!

### THE QUESTIONS

1. Who invented the Rocky Horror Show?
2. What are the FULL names of the hero and heroine?

3. The world famous Time Warp dance song goes like this: "It's just a jump to the ... and just a step to the ...". Fill in the blanks!
4. Frankie says: "It isn't easy having a ...". Having a what?

### C&A/C&V ROCKY HORROR SHOW COMPETITION

Name: .....

Address: .....

My answers are:

1. ....

2. ....

3. ....

4. ....

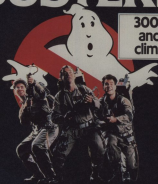
I own a C64  Spectrum   
Amstrad  (tick box)





# CHART BUSTERS!

300,000  
and still  
climbing.



© 1984 ACTIVISION INC.

There's never been a computer game like Ghostbusters.  
It's broken all records, not just in the UK but around the world.

If you don't have yours already don't panic.

Just get on down to your local software store.

Ghostbusters is there, ready and waiting.

Available on Commodore 64 cassette and disk, Sinclair

Spectrum, MSX, Amstrad and AHC Disk.

**ACTIVISION**  
HOME COMPUTER SOFTWARE

AVAILABLE FROM SELECTED BRANCHES OF BOOTS, WH SMITH, JOHN MENZEL, LASKY'S, SPECTRUM ALARMONS, WOODWORTH'S  
AND GOOD COMPUTER SOFTWARE STORES EVERYWHERE.



## ADS ADD EXTRA VALUE

Dear CBMG,  
In reply to A. Haynes's letter in your February issue, I personally find the adverts an essential and most enjoyable aspect of your exceptional magazine. Being a devoted Commodore 64 fanatic, I find most of the glossy full page adverts from renowned software houses like US Gold and Micro Power a rather splendid treat, especially when they show a couple of screen shots as well. Oh yes, and who is the artist for Talent software? That fellow still on page 44 of your January issue is really fantastic — do you know if Talent possibly produce posters of the same thing? Anyway, just one point: I'd like to make before I finish and that is this: Why, why, why do you REFUSE to number all your glossy pages? In Jan's issue, 89 pages (that's 89.8%) of the magazine was left devoid of a page number! Well, who gives a damn anyway!

Oh yes, and a message to all you budding printers out there: I personally find a giant many other respectable computer functions as well (no doubt) but that a cheap, second rate copy of a classic piece of software is NOTHING to be proud of!

There's nothing wrong with making copies of your expensive games, as long as you have the original as well, using the built-up copy rule, as your tape recorder can wear the hell out of the copy instead of the original. You'll be getting your own brains if you continue to copy (or rather steal) someone else's hard work.

Stewart Wood

Hambro  
New Zealand.  
Editor's reply: Thanks for the high praise, Stewart. As for page numbers — like you say — who needs them! Seriously, sometimes the design of the page makes it impossible to squeeze a number on, strange as it may seem. We don't know about Talent's artist — but agree about the artwork.

## GET RID OF ALL THE ADS!

Dear CBMG,  
For the sake of mankind I decided to write and complain about all those stupid adverts you show. When I spend my 80p on CBMG I want some comparing techniques — not ads.

If I was running the mag, I would do the following: 1. Sack Tim Meinhardt. 2. Give Robert Schulman an extra two pages for *Dragonfire*. 3. Destroy all ads that come within 50 yards of the magazine. 4. Bring back the Page 6. Bring back the Top 45. 5. Put the Page back on the top of Mailbag. 7. Bring the price down to 50p.

If you follow these instructions, you will have the best mag in the world. 3. Matthew  
Dunhampton

Editor's reply: Well, Mr Matthews, you've certainly given us a lot to think about. Tim is being reprogrammed even as I write! The CBMG team page is back in this issue — the Page 6 may be back — the *Dragonfire* has a special guest appearance. We can't destroy the ads as they help make this magazine economically possible. And we like to think we already have the best mag — 91,000 readers each month can't be wrong.

## UNFAIR ON THE FAIR SEX?

Dear CBMG,  
I felt I had to write to say that I agree with Sandra Saunders's statement that women should be encouraged to use computers. Many people seem to think that computers are intended for boys rather than girls and find it strange that some girls might prefer alien tapping to reading romantic novels!

There have been campaigns to encourage girls to think of engineering and building as careers, so why not a campaign to interest more girls in computers? I have had a 10-100 1/4 for two years which I enjoy using both for playing games and for programs.

Thanks for your great support of the 64 and well done for producing a fantastic magazine at such an unbelievable price! Louise West  
Newford

## WHY NOT THE RIGHT SHOT?

Dear CBMG,  
Over the last year or so, many software houses have started putting screen pictures of their game on the retail cards which is good because it gives you some idea of what the game is like. BUT, why do some games have the screen picture of another computer's version? The Spectrum version of *Space Lee* shows a screen from the Commodore version. Also the Commodore version of *Overline* shows the screen picture from the Spectrum version.  
Adrian Matthews  
Widnesborough  
Editor's reply: Packaging is a funny thing, Adrian

— but there is nothing sinister about it. More than likely the first version of the game ready to roll is used for screen shots for the cassette labels which — like magazines — have to be printed well in advance.

## GAMES WITH MAGNETIC APPEAL

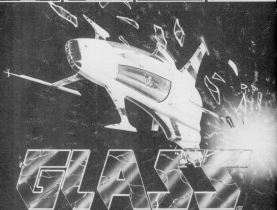
Dear CBMG,  
Why don't one of those big computer firms invest a program reader to magnetically pick up the listing from magazines such as yours. If your listings were magnetized, as numbers on cheques are, then, when the magnetic reader is passed over the listing line by line, the program could be quickly picked up. Otherwise somebody cleverly types in the program, spending hours over it, only to find the program not to their interest or full of bugs. I think this invention would be gratefully appreciated by computer nuts.  
David Lee  
Fyne & Wear

## Editor's reply: So would we! COMMODORE GAMES "UNPLAYABLE"?

Dear CBMG,  
Having owned an Atari 800 since 1982, I decided recently to buy a Commodore 64.  
What has struck me is the slower playability of the few games which I now have for the C64 64. Of the five I own, only one is playable enough to hold my attention.

But of the 30 Atari games I have, only two are in the impossible-to-get-going stages.

Have I been unlucky with my choice of Commodore games? J. Adonopoulo  
Beller



# GLASS

Battle your way to three enemy bases.  
Do you have the courage, stamina  
and skill to become a Game Lord?

**£7.99**  
SPECTRUM 48K

From

# QUICKSILVA

*The most powerful games in the Universe!*

Available from all good software shops.

In case of difficulty write to:

**QUICKSILVA Ltd.** Liberty House, 222 Regent Street, London W1R 7DB tel. 01 439 0506



# Don't Buy another tape...

(OR DISK!)

Until you've seen the low, low prices in our Spectrum and Commodore 64 Catalogues, light on your bank manager's face by getting Shadowfax for just £5.95 (using £3), steel yourself a bargain with Spelunker at only £4.95 (Spectrum) and £6.45 (Commodore 64), or make a megalomaniac on Megabyte at £14.95 (using £5). Need we go on? There are over 200 more products we could tell you about.

So what's the catch we hear you say? How many tapes must I commit to buy in a year? The answer is none. Once you have joined our Club, for an annual subscription of £5.00 you need buy nothing!

But wait. There's more to this Club than just the £'s you'll save on software. As a member you will receive a bi-monthly magazine, packed with in-depth reviews (including lots of screen photos), competitions to enter, game playing tips and lots, lots more. Here's more. If you apply for membership within four weeks we will give you a £7 voucher towards your first purchase. So send off the coupon now and we'll send you our most recent Club Magazine by return. If you are not absolutely delighted we will give you your money back!



## Mr. Software

KELVIN HOUSE  
TOTTENHAM AVENUE  
HIGH WOODS  
HP12 6XX  
(0294) 83283

### MEMBERSHIP APPLICATION

CWS 3/86

Please send me as a member of your Software Club, for which I enclose £5.00. I have a:

- Spectrum/Spectrum+  
 Commodore 64

I understand you will send me your most recent Club Magazine by return post but if I'm not completely satisfied after two issues I can claim a refund.

Name (please print) \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Cheque/Postal Order No! \_\_\_\_\_

Do charge my Access/Wis account

(VAT applies to UK & EFTA only. Delivery rates for EC Europe, US USA & Middle East, C/D Australia, Far East & S. Africa.)

### LET SET WILLI IN THE RING

Don't imagine a computer screen is enough to get your thrills. After all, it's the virtual action of the computer that makes the game work, but watching the walk alone in a ring is a virtual experience that the different games from this line can't take over. It's the virtual action that makes watching a boxing match on the screen so real. After the final round, the crowd goes wild. The crowd goes wild and a boxer bows.

As the crowd goes wild, the boxer bows and the crowd goes wild. The boxer bows and the crowd goes wild. The boxer bows and the crowd goes wild. The boxer bows and the crowd goes wild.

Boxing is a sport that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people.

### WINSTONBACK AT THE GOLFTRACK

Winstonback is a golf game that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people.

### WYPERBALL

Wyperball is a game that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people.

### RINNY

Rinny is a game that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people.



## Summer Excitement from Software Projects.

**SPECIAL OFFER!**  
 SAVE 10% ON ALL GAMES  
 ORDER TODAY!

SOFTWARE PROJECTS

GAME	BACKLOG	PRICE

Please add \$1.00 for all orders outside U.S.

SOFTWARE PROJECTS

NAME:

ADDRESS:



Software Projects Ltd.  
 Bear Road Complex, Whiston Road,  
 Whiston, Liverpool L35 7SF  
 Telephone: 051-608-888 (in Lancs)  
 Telex: 352224



The game that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people. It's a sport that's become a popular pastime for many people.

Wyperball	£ 9.95
Binky	£ 9.95
Rinny	£ 9.95
Winstonback	£ 9.95
Let Set Willi In The Ring	£ 9.95
Horseback Olympics	£ 9.95
Mary O' Myer	£ 9.95
Wyperball	£ 9.95

# Wish you were here!



**Get Set Walk!**  
 The ultimate dog book. From an A-Z of breeds to a guide to dog training, this is the ultimate dog book. It's a must-have for every dog lover.

**Author:** [Name]  
**Pages:** [Number]  
**Price:** £ [Amount]



**The Dog's Guide to...**  
 A comprehensive guide to everything you need to know about your dog. From nutrition to behavior, this book covers it all.

**Author:** [Name]  
**Pages:** [Number]  
**Price:** £ [Amount]



**The Dog's Guide to...**  
 A comprehensive guide to everything you need to know about your dog. From nutrition to behavior, this book covers it all.

**Author:** [Name]  
**Pages:** [Number]  
**Price:** £ [Amount]

Vertical text on the left edge of the page.

Master Of The Lamps  
A Unique Adventure In Home Computer Software.

# The King Is Dead. You're Next In Line.

But wait. Before you put on the jeweled turban and lift the royal sash, there are a few "formalities" you must go through. Sometimes... "deadly" formalities.

When the king dies, three lamps are shattered, the pieces scattered to the wind and three evil genies escape. Now your journey to the throne begins, the perils await. As prince you must retrieve each piece of each lamp and capture each genie.

Fly with the wind on your carpet of magic. Enter, if you dare and if you can, the incredible world of each genie. Hold on to your carpet as you swoop, dive, bank and career

through always-moving, diamond-shaped gates. Gates that guard each genie's domain. Calculate. Plan. Consider. Quickly. Quickly. Your heart is racing. Your mind must race ahead.

Each genie will challenge you with his ancient, mystical trials.

Concentrate. Listen to the tones. Watch the colors. Remember: Home to their sharpest, your mental and physical reflexes. Each trial is harder.

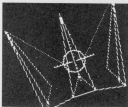
And the time to respond gets shorter.

The throne awaits, but not forever. The gong is struck, it tolls...



ACTIVISION  
HOME COMPUTER SOFTWARE





COMPUTER AND VIDEO GAMES

BY ROBERT

NEWS  
REVIEWS  
FEATURES



# YOU HAVE BEEN WARNED!

Face the word...changes are in the air at Computer & Video Games.

Yes, the universe's most popular and successful games magazine is going to get even better. HARD TO BELIEVE, BUT IT'S TRUE.

We like to think we've already told you about reviews, features, competitions and giveaways. And from our circulation figures - officially 98,000 each month and rising - you all agree.

But for free reading on our boards, C+VG is shaping up to meet the challenge of the future.

That's why your favourite magazine will soon be getting an exciting new look. Over the next few issues we'll unveil more of our plans. So if you don't want to be left behind, place a regular order for Computer & Video Games with your local newspaper.

YOU HAVE BEEN WARNED!

**C+VG**

# ARCADE ACTION

## OUT ON A LIMB

Imagine a planet where you have to collect together the scattered limbs from your torso before getting down to a spot of alien basking.

That is basically the scenario of *Magnax*, a new game from the Japanese company Nichibutsu. On starting, you are equipped only with the torso of a robot, happily armed with a machine gun. Head, shoulders, arms and legs are all scattered throughout the various levels of the game and, once collected, you'll feel about seven feet tall!

The planet's landscape is totally flat and laid out in a series of well defined paths. The view actually looks more like a patchwork of fields seen from a great height.

### Kung-Fu Master

*Kung-Fu Master* has proved a great success and, for those wishing to save Sylvia, here are some tips from Stephen Bryson and Brian Hill from London.

#### Hour One: Master Of Stick

Try to punch as much as possible as this will double points for any business hit. To get past Master Of Sticks, jump into him while he still has the stick behind his back and punch once then move forward and repeat until he falls.

#### Floor Two: Master of Boomerang

Kick baskets falling from ceiling; yellow baskets contain fire-breathing dragons — if hit by flames, half the energy is lost. Green baskets contain snakes which crawl on the floor and take half your energy. Beakies which hover blow-up and are sheeplike which fire you takes half your energy. Wait until he throws the first boomerang, move toward him and kick at his feet.

#### Floor Three: Master of Brute Force

Only business, dwarves, and bunnies are on this floor. To kill Master of Brute Force wait until he punches and kicks

Aliens tend to be fiddly, and they are more of the robot type. The human element doesn't figure much in this game. Although there have to remain stationary, they are a lethal bunch moving up and down on the surface of the planet and can bring you to your knees — if you've got any — by spitting fast rotating balls on a collision course with you. These often travel in tight formation and, for the unwary, there is little escape.

When you stumble across a part of the robot — it is normally the head first and legs last — it becomes attached automatically. As the body is assembled, more weapons are added to your arsenal.

Once the robot is assembled, then move in, duck and kick.

#### Fourth Floor: Wizards

To get past butterflies, walk straight on without stopping and jump over lowest hole before a butterfly awakes.

To kill the wizard you will be thrown his first bomb and then walk into him until he is driven back towards the stairs. Then duck and punch.

## HINTS a TIPS

before he fires. If he creates another image then wait until one fire and then attack that wizard.

#### Floor Five: Head of Organisation K

Last Floor: Behind this man is your beloved Sylvia.

To kill the Master of Organisation K, you have to combine all moves because he blocks your punches and kicks. He jumps over your foot sweeps, but also kicks and punches back.



ed, greater care should be taken as a hit from a rolling ball will instantly cost you a pair of legs and take you back to square one. It is not only the legs that go first — bird-like creatures will quite happily knock your block off,

if given half the chance.

The game speeds up as you progress deeper into the planet's core via a series of pits. The pace gets hectic, aliens are faster and more intelligent, resulting in a battle of wits.

# HYPER SPORTS

Beat the athletes at their own game. Cameron McCade from Wakefield in Yorkshire has come up with some tips for *Hyper Sports* which will get you amongst the medals.



#### Swimming:

If you can manage to go with the computer controlled swimmer, you will be treated to 1,000 points!

#### Archery:

Try and score a "Bull's" with every arrow. If you are successful, three apples should appear which can be shot for 1,000 bonus points apiece.

#### Shooting:

Shoot every target and wait for the flying grid to appear. If it appears from the right, shoot it in the left hand and vice versa if it appears from the left. This will give you a perfect bonus score. A small bird will then fly across the screen. Shoot it as many times as possible and earn 1,000 points for each hit.

#### Long Horse:

Jump off the horse as normal, but to the man once his head. Let him fall and, as he bounces along the floor, the tail from the javelin bounces after him awarding bonus points.

#### Weight Lifting:

After you have successfully lifted a weight, you will drop the barbell. Press both run buttons at the same time as it hits the ground. If your timing is correct, three gems will fly up a cord with 1,500 an it — your bonus.

#### Pole Vault:

If you can clear the bar with your speed you at maximum — 100000/sec — a mole will dig his way out of the ground and award you with more bonus points.

SPECTRUM 48K · COMMODORE 64

# FRANKIE

GOES TO  
HOLLYWOOD



ONLY

**9.95**

Extraordinary Arcade Animation  
An amazing journey to the Centre  
of the Pleasurezone  
Discover the secrets of the  
final screen!

**FREE! FREE! FREE!**

Unique LIVE recording of RELAX, never released in the U.K.

Exclusively from **ocean** in **idolatrie**™ twin cassette pack.

Ocean Software Limited  
6 Central Street, Manchester M2 5PQ  
Telephone: 061 852 6633

Ocean Software is available from selected branches of  
**Woolworths**, **W.H. Smith**, **John Laskys**,  
**Funnelways**, **COMET**, **Software Shops** and all good software dealers.

**ocean**

# FROM GAMEBOARD TO KEYBOARD!

## MONSTER TRIVIA

CASSETTE  
\$9.95  
DISK  
\$14.95



OVER 3,000 QUESTIONS  
1-4 PLAYERS - ARCADE GRAPHICS

U.S. Soft Landing, Inc. 10 Parkway Industrial Center  
Herndon, VA 22061 (703) 441-1001

**SUPER HUEY** HELICOPTER FLIGHT SIMULATOR  
Commodore 64 £8.95 £14.95  
machines only Casette Disk



**TALLADEGA**  
Commodore 64 & Atari  
£6.95 £14.95  
Casette Disk



**M**

DOMARK

presents

**YOU** as...**007**

# **A VIEW TO A KILL**

## **THE COMPUTER GAME**

From 7th June,  
**YOU** will become  
**James Bond**  
 in his first arcade/adventure on  
 Spectrum 48K, Commodore 64,  
 Enterprise 64  
 and watch out for  
**Amstrad, MSX and others**

ORDER YOUR COPY NOW!

CALL 01-847 8281

**M**  
 DOMARK

 To: Domark Ltd., 208 Maple Road,  
 London SW20 8PH  
 Telex: 884475 G

NAME: BLOCK LETTERS \_\_\_\_\_

ADDRESS \_\_\_\_\_

COUNTRY \_\_\_\_\_

POSTCODE \_\_\_\_\_

Please send me \_\_\_\_\_ copies of "A View to a Kill - The Computer Game" at £10.99 (includes postage and packing).

I enclose a cheque/P.O. for £ \_\_\_\_\_

My computer is \_\_\_\_\_

You may order by Access  Visa  American Express  by post or telephone (01-847 8281).Please debit my CREDIT CARD  Signature \_\_\_\_\_

Account No: \_\_\_\_\_

Expiry Date: \_\_\_\_\_

© Domark Productions Ltd. / Games Publications Ltd. 1989

Domark Ltd., 208 Maple Road, London SW20 8PH. Tel: 01-847 8281 Telex: 884475 G



◻ N · E · X · T ◻ M · O · N · T · H ◻ N · E · X · T ◻

◻ N · T · H ◻ N · E · X · T ◻ M · O · N · T · H

◻ M · O · N · T · H ◻ N · E · X · T ◻ M · O · N · T · H ◻ N · E · X · T



Just what is the Max Factor? And just who is this Max person anyway? Find out in August's C&VG when we bring you an exclusive interview with the world's first computer generated TV presenter - the one and only **MAX HEADROOM!**



Want a fight? Then rush out and pick one with top British boxer, Frank Bruno! Scared now, eh? Well if you want a ripside seat for a very special C&VG competition, based on Elite's brand new Frank Bruno's Boxing game, then you won't want to miss the next issue of C&VG. It's a knock-out!



Want to annoy the neighbours? Then enter our Virgin Games Photoobstacle contest and win one of those monster machines. You won't believe your name when you turn into C&VG next month!



Did you know that some software houses are sitting on a whole bunch of great games and they just won't let you get your hands on them? Find out all about the games THEY refuse to release in C&VG next month!



OK Atari owners - this is where YOU get the special C&VG treatment. We've got a spectacular Atari equipment feed up for our August issue packed full of news, reviews, listings and competitions. YOU asked for it - so here it is! In C&VG next month!

## C&VG/ALLIGATA BLAGGER COMPETITION

NAME \_\_\_\_\_  
 ADDRESS \_\_\_\_\_  
 City \_\_\_\_\_ Tel. No. \_\_\_\_\_  
 Unique Blagger Code (scratch-off code Number - supplied with every game) \_\_\_\_\_  
 My username is: \_\_\_\_\_  
 I should like to go to Hollywood because (complete in not more than 11 words) \_\_\_\_\_  
 All entries must be received by 29th July 1983 to



Alligata Software Ltd.  
 11 Orange Tree  
 Court, W. 11th St.

**PLUS:**  
 win a computer holiday,  
 find out all about  
 graphics packages,  
 discover who is C&VG's  
 first Hall of Fame  
 challenger, news, hot  
 reviews and lots, lots  
 more...

◻ E · X · T · M · O · N · T · H ◻









# Gyron Software

THE ULTIMATE GRAPHICS PACKAGE FOR THE  
COMMODORE 64

## ARTSTAR

Producing high quality colour graphics on the Commodore 64 has never been an easy task, yet almost every program benefits from well designed graphics, displaying information in a more readable form and an almost essential part of computer games.

The methods of producing such graphics previously ranged from expensive hardware add-ons, such as tablets and touch pads to tedious and time consuming paper and pencil techniques or primitive sprite or character editors.

UNTIL NOW THAT IS.....

ARTSTAR is a professionally written and comprehensive graphics package covering full screen multi-colour bit mapping advanced sprite and character design including sprite animation.

ARTSTAR has been written with the user in mind and being menu driven, requires little or no knowledge of computer programming to use, yet providing high quality colour graphics which may be incorporated into your own programs with ease, in a fraction of the time previously required.

FOR ONLY  
**£15.95**  
CASSETTE  
**£17.95**  
DISK

- ★ BOX MACHINE CODE    ★ FULL MULTI-COLOUR AND HI-RES SPRITE CREATOR AND EDITOR WITH USER DEFINED SPRITE ANIMATION (SPP) AT    ★ FULL BIT-TO-COLOUR AND HI-RES CHARACTER CREATOR AND EDITOR    ★ MULTI-COLOUR FULL SCREEN PAINT BOX INCLUDING:    ★ BLOCK MOVE
- ★ VERTICAL AND HORIZONTAL RESIZEMENT    ★ RAMP FILL    ★ DIAGONALS ETC
- ★ FULL 16 COLOUR PALETTE    ★ KEYBOARD, JOYSTICK OR LIGHTPEN CONTROL    ★ SAVE SPRITES, CHARACTERS AND MULTI-COLOUR SCENES FOR USE IN YOUR OWN PROGRAMS    ★ GRAPHICALLY SAVED SPRITES, CHARACTERS AND MULTI-COLOUR SCENES FOR ALL TERRITORIES



SPRITE EDITOR



MULTI-COLOUR PAINT BOX

This free package comes complete with full description manual & graphical aids, and is available on disk or cassette for the Commodore 64.



CHARACTER EDITOR

# Gyron Software



P.O. BOX 194, MANOR PARK, LONDON E12 6QL

01 472 5567

Sold according to Gyron Software terms of trading copies of which are available on request

Now after the glory of gold enter

# Daley Thompson's SUPER-TEST



PISTOL SHOOTING

SPRING BOARD DIVING



TUG O' WAR



GIANT SLALOM



CYCLING



ROWING



PENALTIES



SKI JUMP



SPECTRUM 48k

COMMODORE 64

AMSTRAD

6-95

7-95

8-95

Ocean Software is available from selected branches of  
WHOLEMARTS, WHOLEMARTS (S)P  
LEASERS, Rumbalones, COMPTON  
Spectrum Shops and all good software dealers.

**ocean**

Ocean Software  
Ocean House - 4 Central Street  
Manchester - M2 1JG  
Telephone (061) 832 6631 Telex 669977 Ocean G