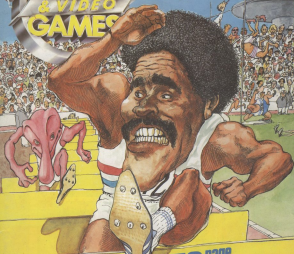


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PLEA FROM A TEXAN

Dear Sir,
Let's take a look at a situation where there are lots of Texas computer owners, whose only decent cheap games work with Extended Basic but where no Extended Basic cartridges are available.

Newly in Ireland and England, where computers are the latest growing industry, some bright sparks of a software company would see the potential for a successful business venture?

Selling the cartridges would pose no trouble, for there is such a demand that one leading software outlet for Texas is prepared to travel to America to bring a certain number of Extended Basic cartridges back. However, this would at least double the price, bringing it out of most people's price bracket.

This is a serious request, on behalf of all Texas owners who are being starved of software etc, now that the company has ceased to accept production, in any software company, in a least take a look at this situation and come up with the sensible solution.

Thomas Mathews,
Bullfinch,
Co. Antrim.

BLEEPS FOR THE 64?

Dear Sir,
I own a Commodore 64 and noticed in the last issue of Computer & Video Games a listing from Amiga. All and Gary Woodgate showing how to program the BBC to respond with a bleep when a key is pressed. Please could anyone tell me if it is possible to do this on a C64/64 and if so, how?

Bill, on the subject of bleeps, under the features

part of the contents I noticed the heading *Sounds and Tones*. Eagerly I turned to page 99 but was disappointed to find no listing for the C64/64. If there is a way to do this please, please could you print it. Keep up the good work.

Steven Proctor,
Sheffield,
South Yorkshire.

Editor's reply: We'd try to persuade our resident graphics expert to write a sound and vision program for the 64, Steve. In the meantime, can anyone help out with that 64 bleep?

PRICE WAR RAGES ON

Dear Sir,

I agree most strongly with Alan Pashley's letter (C&V6 May) about the high cost of American software for the Atari. Not only do English professed games equal them in terms of quality, but they also cater for the difference in TV standards, in 60 Hz mains and BBC colour.

Not only do the games cost at the wrong speed (possibly not a real problem, but the colours aren't always what they should be.

The Americans use a technique called antialiasing in order to increase the range of colours available on a high-res screen, by exploiting a peculiarity of the pixel layout. The result for no-poor users is sometimes disappointing!

Stuart Simpson's letter about the BBC strikes me as rather sour grapes, like a perfectly correct in saying that some software won't run, but side the "norm". This is really down to the programmer's use of illegal calls to the OS which would not fit to these as likely to be changed — an indeed has happened.

If he contains a copy of the Steve Shep catalogue, all the

"non-runners" are listed. The catalogue is also very comprehensive and, at the final analysis, the best way to see first — a worthwhile range for a good keyboard and mouse access to the extra-graphics modes, if best!

I also understand that Atari will sell you a copy of the 400/800 Basic to boot in if you have enough spare memory in Basic which won't run on the new models.

Gerwyn Croaker,
Wimbury,
Wiltshire.

PROBLEM SOLVED!

Dear Sir,

I am writing in reply to S. Simpson's letter, in May's edition of C&V6, about not being able to load some of the Atari-distribution

software. It is quite easy to solve. When loading a boot tape, you usually switch off the keep start pressed down and switch on. This is all right for the 400/800 but for the XL models you do as follows: Switch OFF, keep OPTION & START pressed down and switch ON. This is not very clear in the new manual that you get with an XL model.

After doing all that, you can still play all of your favourite games without any fear of them not loading.

J. Andrew,
Kingborough,
Northampton.

CROSSWORD ANTICS!

Dear Sir,

The idea for a crossword competition was a good one, but surely the answers didn't need to be printed on the following page.

Alan, has any Spectrum owner noticed that if you press CAPS LOCK, V and B all at the same time, the game 1 BREAK also programs, as if

the break key had been pressed.

Has anyone managed to struggle through *Art Attack*? After receiving 10 bonus-gifs, you are declared a real hero — receive a heroine — and presented with a solid gold medal.

A tip for bedding employers! There is a second mat near the top end of the great wall, useful for spare carpets and more jobs. Can anyone bear 40000?

Keep up the good work. Any chance of one of the crossword too alone?

Duncan Campbell,
Morpeth,
Northumberland.

Editor's reply: C&V6 has spotted our difficulties April mistake, Jerry, you don't qualify for a re-strike. Only the first half a million people who spotted the crossword scores qualified!

MEMO ON MEMOTECH

Dear Sir,

Having started computing on a Z80, I upgraded to a Spectrum and then had the intention of further upgrading to the QL.

However, not wanting to be at the back of a few-month queue, I decided to change to another manufacturer (whom I had had some experience with due to the high quality add-on for the Z80 G). I therefore purchased the MTC 312.

I would certainly recommend the Memotech series, with built in assembler/disassembler, four channel sound, 30 video RAM, 31 games and *MOUSEY* (after using BASIC's simple but relatively ineffective "Print" statements) to name but a few of its good points. What could be better?

S. Drakeford,
Buckley,
Birmingham.



NO MORE PEEKING!

Dear Sir:

Here are a few useful points for tracking *Comic II* owners.

Program Protection: *Comic II* obviously has the reset key.

Save # 1 (L.Pack) #199C at the start of a program is rather more effective.

When a program is **WTR**, any attempt to **DEACT**, **CRSE**—**C** or **DELETE** a line will result in a complete loss of program.

No more **PEEKING!**

David Clark,
Laugh-on-Sea,
Sussex.

PLAYING OUR TUNE!

Dear Sir: Editing-type person, hello there! The idea of having music while you play is good, despite comments from P. Kline suggesting otherwise. The *Hitler's Crocodile* files, available from Automata—well a saxophone, is this a clap?—for the price of 15, really helps me on *Pengo* from Watford. Please can you put *Pengo* in the Mail of Fame, because it is really good.

The *Archie* Action pages have been making their type for quite a while now. Please start printing tips again. Also, edited items is similar thing in the *Games News* paper?

Big Hunter and Program Games are all very well for short tips, but tips on the whole thing need to have their space as well.

Decision's *Decision*—a certain arcade company may start throwing *Archie* and such-like around, because *Decision* is very close to the arcade *Track and Field*, and it's got more events!

The *Big Hit* could be good

for *Decision* as the longer the stick is, the better you have to move it, thus slowing you down. It's never used on the *Archie*, though.

One final challenge. Do send us *Decision* as a Season, live-season! 3 Years, 30 Clones.

Yours

Editor's reply: *Archie* tips will appear from time to time on the *Archie* Action pages and we realize *Professor Faine* will keep game players supplied with useful tips on computer games.

DOWN ON THE UPSTART

Dear Sir,

With regard to A. Myers' letter in the May issue of *Computer & Video Games*, I would like to stick up for Keith Campbell's views on Richard Shepherd's *Urban Sprint*.

I have played this game longer than Keith Campbell has—but I still agree with most of the things he said. OE it's an original adventure and not your typical dragons and wizards cliché.

However, the graphics and descriptions hardly stimulate the imagination. In fact, the graphics could and should have been designed with to leave room for more rooms or better vocabulary.

Paul Sclford,
Ray G Edwards
Suffolk.

FLIGHTS OF FANTASY

Dear Sir,

I read with interest the article concerning *Fantasy* role playing games in your Book of Adventure supplement, as I have been playing such games now for a few years.

I would like to comment on a couple of points, *Champions* and *Dragon* is no longer the most successful game, having been overtaken by *Dragonquest*, which in my mind is far more logical and realistic.

Secondly, it is mentioned in the article that the *Dragon Master* creates a multi-level dragons, including monsters, etc. What this description should be in a form of play that has not been played on a wide scale for many years.

I would like to follow up by mentioning that a number of postal games are run on an amateur basis which, unlike games such as *Starlord*, etc. don't cost \$5 per box but for the return postage and a moderate annual fee to cover any photo-copying needed. Most such games are run in non-profit making societies, produced by one or two guys as a hobby.

Such games include *Diplomacy*, *Snail Revenge* and *En Gardel*—there is even a game called *Playboy* Suisse which uses a London Underground map as a board!

This leads me to say that if anyone is interested in postal or role-playing games, my own magazine *Konzo* (Glasgow sells for a mere 5p including p&p) and contains a number of openings for postal games. If people write a SAE, it'll also give them a random or role-playing games, including what they need to get started in this great hobby.

Richard Roberts,
Eastleigh,
Hants.

MAKING GOOD CONNECTIONS

Dear Sir,

In reply to Stuart Simpson's letter in the May 1984 issue, may I say that the old 4.00 recorder is quite easy to connect to the 408 XL as I

have one also. It is possible he has damaged the lead.

As for the software, cheap software should tell you that about 10 per cent of 160 party Atari software worth work, not as you say, most. All that software will work on the XL.

As for a 408, I am sure he must have heard of *POGE II* (the magazine). Even if not, it has in a special XL column which informs interested parties that a translate is available for the XL that boots the 4080 operating system which will allow virtually any program to run on the new range (with the exception of *Boyer*, *Barbie* and *Ali*).

I would also like to mention that in your review column you do not say whether the games have a version for other micros, that example, *Orbital's* *Damage* and *Forbidden Forest* are all available on other micros. It would also be useful if you would state which games run on the 4000L.

M. Dawson,
Corby,
Northants

TIPS FOR THE ATARI

Dear Sir,

I have a tip for Atari owners. The *POKE* 140 1510 routine allows the user to listen to pre-recorded music cassette or to access tape heads for clearing.

This can be taken one step further. If the routine is typed in and the **PLAY** and **RECORD** buttons are held down, the tape clear programs to make room for new recordings.

This will give us more money to save up for our expensive software rather than having to fork out on new cassette!

Richard Corde,
Skipton,
Aired.

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UNFAIR PLAY

Dear Sir,
I am writing to say that I totally agree with the comment by Alan Paskley in your May issue.

What infuriates me about Atari games is that they produce a range of their most popular games for the IBM 54, Spectrum, BBC, Electron, etc. and sell them for a cheaper price than Atari owners have to pay for the original Atari games.

Are the Atari users not good enough, I ask myself? Fraser Morrison, Canterbury, Kent.

C&VG IS NUMBER ONE!

Dear Sir,
I'm sure that you'll be interested to learn that the Computer & Video Games Daily Mirror Top 50 chart has gone straight to number one in the chart's first chart.

The full rundown is:
(1) Computer & Video Games Daily Mirror
(2) Personal Computer Games
(3) Your Computer
(4) Personal Computer News
(5) Music Dealer Top 50
Muz Newsman.
Amusement.
Bottleofchumsters.

COMMODORE QUERIES

Dear Sir,
Later this year I am thinking of purchasing a Commodore 64. I have a few questions to pose about this computer which I have not been able to gain answers for. I was wondering if C&V 64 would be able to help.

First, can an acoustic

coupler (in a peripheral that will allow the access to other computer data bases, etc) be bought for the 64? Second, do you know if Comarc or any other company for that matter are thinking of producing a speech unit for the 64? Third, can a video of any description be connected up to the computer in any way? Finally, is it possible to construct a robot arm to the computer so that it can be operated by commands from the computer?

I would be most grateful if you could answer these questions.
M. W. Perry,
Farnworth,
Leeds.

Editor's reply: You've in fact, Morrison is about to launch a competition for the Commodore 64 within a month or so. This will let you link up to the system. You can get details from Mircosoft on 01-837 8699.

Atman produces a speech synthesizer for your micro. You can find them in the adverts of this magazine. They're based in West Yorkshire.

If you want to connect your video recorder to the computer, just take the output from the back of the micro and plug it in where the TV aerial usually connects to the video. You can then record your favourite game and watch action replays of your best efforts.

I don't know of any robot arms, but if anyone out there does then please let me know.

STAR WARS SUPERSTAR

Dear Sir,
I am a regular reader of your magazine and I am particularly interested in your articles to scores. I have seen no mention of my favourite

game, Star Wars. I would be obliged if you could put my personal best on this machine: 8,888,884. I occasionally used "The Force" on seven five and 48 and continued the game to wave 59. Anyone else done any better?
Paul "Star" Lanning,
Dublin,
Ireland.

RETURN OF THE ATARI!

Dear Sir,
Congratulations! How do you manage to be so thoughtful? There were 24 computer game systems in last's edition, one of which, and this is the best part, was actually an Atari reprint! Absolutely unbelievable, isn't it?

I feel compelled to write and thank you for devoting such time, space and effort to an humble Atari fan who pays a mere 85p for what is not a full quarter of a page total of Atari-oriented material. This all seems very generous of you, considering that the Atari has such limited games playing potential. I mean a mere 288 colours displayable at one time, aptiles, high resolution graphics, only four voice noise-critical sound and pixel wrangling in any direction. What game writing such poor features could possibly be worth rehashing?

Oh, I can quite understand why the Spectrum and C64 64 have almost completely taken over the magazine, being such far superior machines. How dare Tony Dolman (Mailbag, June) suggest that you could perhaps devote a little more time and space to the Atari and render some of its software a bit more often. I mean, the "memorabilia" review of Atari software in Agate's edition does make-up for the past months and months when

the word Atari has made fewer appearances in your magazine, doesn't it? Of course it does.

Even more terrible, Mr Dolman suggests that you've got it in for the Atari! Talk about false accusations. Don't let accusations of inaction towards an Atari users put you off - just keep giving us the attention you have been doing lately and I'm sure that we will all keep buying your magazine for years to come.
Paul Fletcher,
Widmore,
Newcastle.

Editor's reply: Thank you for your comments, Paul. We've no intention of dropping the Atari and will continue to support it, as can be shown in this issue.

ADDICTED TO ANDRÉ

Dear Sir,
After buying your June issue, I rushed home to type in Matthew Smith's exclusive program "Andre's Night Out". It was great! I don't usually type in the listings but this time couldn't resist it. Knowing how good Mario Minor and Jet Jet Wiley are, it was a great idea for a game and I found it addictive. Here are my ratings for the game:
Action ****
Challenge ****
Addiction *****
Theme *****

I would like to say thank you to C&VG and Matthew Smith. Why don't you do it more often - I mean get more professional programmers to type in a program or two? By the way, I would like to hear from anybody who can get past the bot of the Miquelone, one of the sheets on Jet Jet Wiley. I've puzzled over it for weeks.
David Groom,
Bognor,
Hants.

A STEP BEYOND.



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ACES HIGH

Brings four of the most popular casino-type games to the screen of your computer in amazing, high resolution colour graphics.

● One to five players, several levels of play ● At no time can the computer "see" other player's hands ● Reserves, Suits and "aces" clearly displayed at all times.

BLACK JACK

Bets are placed on the first card dealt and from then on staying never is a necessity as you go for the "optimum".

Includes such features as doubling of stakes and splitting the hand.

PANTOON

To "look" to "twice" or to "buy". That is the question in the search for that elusive Pantoon or Five Card Trick.

DECK-POKER

All the features you'd expect: "talking", "clocking", "talking", "folding", discarding of cards and two rounds of betting.

STUD POKER

Cards are dealt one at a time with a round of betting in between. All the usual features and as in Deck Poker, the program recognizes all the standard poker hands.



ZX - SPECTRUM 48K

DAISIS

GREAT GAMES FOR GREAT BRAINS

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"Daisis seem to specialise in these 'trivial' games, and they do it rather well." (Cosh Magazine).

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BACK GAMMON

All the features of today's popular board game complete with full instructions and demo. (Sold separately: £4.95).

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THE WRITING ON THE WALL

How many times have you been tempted to get out from this service job and have a good sport if an exciting blank wall?

Steve Turner's latest brain-buster was designed to let the phobias of puzzle designers lead, by the end, to a puzzle guaranteed to keep even the most ardent solver at bay. With a chance to win one of five copies, with a chance to win one of five copies, with a chance to win one of five copies. Good luck!—*Continued on p. 112*

The winning spots for the contest were GS, SC and OS giving 1479 which totals 34.5.

Was any lucky winners are Martin, Mike, John, Steve, Paul, Tim, Mark, Alan, Peter, N. Robinson, P. Graham, Peter and Carl, Richard, Tom, David, Neil, John—*Continued on p. 112*

THE HULK IS ON HIS WAY

The Scott Adams (Hulk) adventure competition created the biggest parking we've seen here at OS/2 for some time!

We had five copies of Scott's latest Adventure—based around that amazing Marvel Comics hero, The Incredible Hulk—for each of the top micro. Total entries flooded in and we've only just started sifting through them. Anyway, here are the winners:

Spotlight:

Chris Orsini, Dallas; Clarence Salazar, Los Angeles; Marco Kave, Leningrad; Gary Perry, Norwich; C. Olinariu, Chelmsford.

ABC:

Richard Baum, London; Hayley Rush, Giffney; Chris Sharp, Epsomstead; Richard Smith, Trondheim; Richard Capewell, Salford.

Comments #4:

John MacAdam, Llanelli; Debra Williams, Barrow; Mark Fitch, Boston; Trent, Kent; Sander, Hollister; Greg Sandridge, Gosport.

Just:

Barney Mata, Newen; Lee Caldwell, South Shields; Chris Clark, Trowbridge; A. Blackley, Huddersfield; Warren Ray, Newcomenbury.

Apple:

Don Smith, London; Kay Tin Khan, London; Gary Solomon, Agincourt; Mark Luffman, Hemel Hempstead; Adam Wells, Woking.

Sorry we only had five games per micro to give away—but thanks to all of you who entered. The winners will be hearing from the Hulk very soon!

COMPETITION COMPETITION CO

MAKE A NAME FOR YOURSELF!

Ever wondered how software companies get their names? Do the company executives have strange visions in the middle of the night? Does inspiration strike as they sit glued to the latest episode of *Star Trek*? Or do they simply pull a name out of the telephone directory?

Well, we don't really know! But what we do know is that a few software companies called us the other day and said: "Look, we've got absolutely no idea what to call ourselves and we realize your readers could come up with a terrific name. How about it?"

We thought our readers could come up with a great new name too—so that's why we're asking you to send us a few ideas. Try not to copy any existing names—we want an exciting and original title for this new company.

There will be 25 signed copies of the brand new games from this equally new software house up for grabs for the best names—before they go on general release.

So, if you want to be the first on your street with a game HD CINE (we had backed before), get your thinking-caps on and come up with some really weird and wonderful names.

Once you've worked one out, fill in the coupon on this page and send it to: The Name Game, Computer & Video Games, Durrant House, 8 Herford Hill, London EC1R 5EP. Normal OS/2 competition rules apply, no correspondence will be entered into and the Editor's decision is final. Closing date for the competition is July 16th.

Just so you don't have to set about printing a name without a bit of information, here are a few details about the company you'll be naming.

It has a staff of four young programmers—the average age is around 17. They have about 30 years' worth of programming experience between them. And they really enjoy dreaming up original games!

That's all we're going to tell you for now. The rest is up to you!

COMPUTER & VIDEO GAMES NAME GAME

I think the new software company should be called:

.....

Name

Address

Where you live

THE MISSING LINK

What's the common link between Pitfall, Hunt, Tazman and Dr. Madman? They still can't see three dimensions! Well, done to R. M. St. Clair from London who is one of the six winners in our Pitfall Harry competition.

Our friends at Activision gave us the Atari VCS and three games cartridges for the six people who came up with the right number of hidden animals and the most original link between the three world famous explorers.

We especially liked Antony Tarbuck's offering of "They're all pig-people, lake-lungs, frog-breath, treasure-maps, snake-charmer, jungle-masochist, ooze-squirr, scorpion-jumpin' super heroes."

Further congrats to the remaining winners Gordon Strickland from Scotland for Hottin, Sockpoot, A. B. Waller, Harvey and Daniel Thompson from Belgium who will all be receiving their prizes shortly.



THE PRIZES

The prizes for this competition are something very special. The new software house—which could carry the name you send us—will be developing three high quality arcade-style adventures for the Spectrum and Commodore 64.

They plan to create the first such adventures featuring 300 completely different high-resolution screens created by a new "memory-matching" technique on which they have been working. The game will also feature another brand new programming technique called LISA—or large-scale animation. Sounds ready to go!

Anyway, with both of these techniques in operation, the new software house reckons that these new games will be pretty revolutionary.

GOING FOR GOLD!

Just when you thought you were going to end up on the beach at Brighton again this year, C&MG are proud to announce that we could make your holiday dreams come true.

No other magazine can top this—you could win ten days in sunny California to watch the Summer Olympic Games, flying out on a luxurious 747 and staying at the superb Glendon Anaheim Hotel.

Just a short bus ride away from where you'll stay is all the fun and excitement of Disneyland—if you can tear yourself away from the athletics that is.

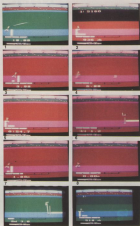
To make sure you take in as much of the Games as possible, your prize includes tickets for the track and field events for the duration of your stay.

Of course, you'll need spending money and the PFAA has generously dipped into his vast fortune to provide \$500 for you to take with you.

It really is the holiday of a lifetime and, just to make the event even more irresistible, we'll invite you up to London to meet the C&MG team and the PFAA—who will present you with your tickets.

All you have to do is study the screen shots from Acclaim's superb Decathlon cartridge and tell us the names of each event. Then, in the space provided on the form, tell us in not more than 20 words why you think Computer & Video Games sells more copies than all the other computer game magazines put together.

The winner will be notified before our next edition hits the streets on July 18. Normal C&MG competition rules apply. The editor's decision is final and no correspondence will be entered into. Go on—have a go. You could soon be winning your way across to the USA.



WIN A COSMIC CRUISE

Imagine have come up with the goods again and we are in the lucky position of being able to offer you 200 copies of their brand new arcade style game Cosmic Cruiser—100 copies each for the C&MG 84, Spectrum and Dragon.

If you still have an itchy trigger finger and are dying for another batch of those elusive aliens, put your laser gun aside for a few minutes and put out the coupons. The first hundred entries for each entry will be able to satisfy their

COSMIC CRUIZER OFFER

Name

Address

with Cosmic Cruiser and the name of the micro you own and send it to: Computer & Video Games, 8 Heron Hill, London EC7H 5JL.

DECATHLON COMPETITION

- | | |
|----------|-----------|
| 1) | 5) |
| 2) | 7) |
| 3) | 6) |
| 4) | 8) |
| 5) | 9) |
| 6) | 10) |

Computer & Video Games is the UK's top selling games magazine because I think you know in the space below, using not more than 20 words, send the editor additional address on page three, making your challenge harder.

Name

Address

System 3 Software ... Graphically Amazing!

DEATH STAR INTERCEPTOR

LAUNCH



Screen 1



FURNISH BARRIERS



Screen 4

APPROACH



Screen 5

INTERCEPT MISSILES



Screen 6

BATTLE



Screen 8

... Earth is threatened by an Empire Deathstar, can you penetrate its defences and destroy it before it destroys you? 50% of pure-machine code to give you 12 screens of 3D graphics, super smooth 3D animation, unbelievable sound & effects music, 4 skill levels and lifetime table... This is the ultimate challenge! This game has to be played to be believed! You have not seen what the Commodore 64 is capable of until you have played Deathstar Interceptor! - Commodore 64.

Available now at £3.99!

VICTORY



Screen 11

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BBC Model B - £8.99

COLONY 1

Colony 1 has funous 3D action, as you defend your colony's food stocks from the space pirates! The only game to use graphics in Unbelievable 3D landscape!
AT&T 480/500 XL - £9.99



HOW TO ORDER

To purchase any of the items above, simply fill in the coupon below with your requirements. Make cheques/P.O. payable to SYSTEM 3 SOFTWARE LTD and post to the address below. Please allow 7 to 10 days for delivery. All prices inclusive of P&P and 9% VAT.

ORDERING BY CARD

Please add £1.00 per game ordered.

Post to: SYSTEM 3 SOFTWARE, 20 MARSHALLS ROAD, LONDON SE8 3PL

Please send me the following items:

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(at £8.99 - BBC Model B)

(No. Req.) _____ DEATH STAR INTERCEPTOR
(at £3.99 - Commodore 64)

Name _____

Address _____

To (GAT)

To (TVE)

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CREATIVE SPARKS strikes again on ATARI

Now all Atari owners can appreciate these great games from Creative Sparks, some of which were previously only available at TCB.

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Priced from only £8.95 all Creative Sparks Atari games are available through good Atari stockists, but in case of difficulty you can complete the forms below.

NEW RELEASE



Play it! Design! Guide Java Jim around the screen (aggressive) against 'holes' as he searches for a 'hole' to exit.

Accompanied by exciting, tense, growling, howling from the still active volcano in this highly original game.

- Fun - get stugg!
 - VGA graphics, all action screens
 - 20 levels of play
 - High score feature
 - 1 or 2 player game
- Requires 512K RAM, Cassette £8.95



All action game with strong strategic element. Play down the middle of the road in a battle for the enemy's fuel dumps and you won't make good the advantage.

- Full 3D's, realistic 3D's game features
 - Separate sound and graphics
 - 30000+ action/strategy screens
 - Separate map screen to plan strategy
 - Play pre-arranged odd levels
 - One or two player game
- Requires 512K RAM, Cassette £8.95



Defend your castle against the rampaging hordes of attacking Dinos, with crossbows, rocks and arrows!

- The 100's, realistic scale game benefits from superb sound and graphics spread over four screens of exciting action
 - One, two, three or four player game
 - High score feature
 - Full pre-arranged levels of play
- Requires 512K RAM, Cassette £8.95



Interesting background scenario where you must save the female school passengers from a killer bus, the killer, the killer, and the killer - victims from Hell's bus!

- You will need good luck to keep up with the crazies this time! Excellent music, game sound, features and video sound and graphics over two screens
 - One or two player game
- Requires 512K RAM, Cassette £8.95



Attack and destroy alien ships flying over your town in this exciting game of strategy. Destroy them the more exciting action spread over three screens provided by this amazing game.

- Strategy a big factor in the USA
 - Supports scrolling screen in portrait mode and realistic sound effects
 - New game continues in middle of play
 - High score feature
- Requires 512K RAM, Cassette £8.95



Based on the hit movie 'War Games'! Using computer strategy and good thinking destroy the incoming missiles and avoid the fallout!

- Amazing game with superb scrolling landscape when tracking missiles
 - High score play when trying to track the code
 - Keyboard or joystick control
 - One player game
- Requires 512K RAM, Cassette £8.95

CREATIVE SPARKS

Peterson House, Chertsey, Surrey KT16 5AP

Please complete the coupon and send it with your remittance to Creative Sparks, Peterson House, Chertsey, Surrey KT16 5AP. Allow 28 days for delivery. Offer applies to UK only.

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ARTWORK

When it comes to the art world, the most interesting thing is that it's not just about the art itself, but about the people who create it. The art world is a complex and often confusing place, and it's one that's constantly evolving. The art world is a place where the boundaries between different disciplines are often blurred, and it's a place where the most interesting work is often done by people who are not trained in the traditional sense. The art world is a place where the most interesting work is often done by people who are not trained in the traditional sense.

PSY LAPSE COMICS BY

B **A** **N** **D** **E** **R** **S** **N** **A** **T** **C** **H**
ART BY



CARTOON

COMPUTATION

UNDER 12

Little did we know when we asked you to send in your computer cartoons just how many budding artists were out there itching to get in on the act. We received hundreds of entries—making this one of our most successful competition ideas ever—even if we didn't tell you what you'd be winning! C&G's art department have been up to their elbows in your entries for a couple of weeks now, deciding on the winning illustrations. It was no easy task, as many of the entries were of an extremely high standard and a lot of time and effort had been put into all of them. We'd like to thank everyone who entered—and apologise if your entry didn't win a prize. We wish we could give something to all of you! In the meantime, we hope you enjoy looking at this selection of the winning entries.



Left: *Tom Stone, 10 1/2*
 Mrs. Sturgesville Green
 Liphook, Hants
 5140



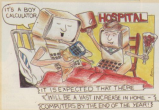
Left
 Jonathan Egginton,
 92 Manor Avenue,
 Betchey, Milton
 Keynes MK13 0PQ

Above
 Lucy Winslow,
 124 Weyington Road,
 London W12

Below
 Neil Armstrong,
 8 Vaughan Avenue,
 Ladbroke, West Wyo
 423



UNDER 18



OVER 18

THE PRIZES

So what do the winners get for all their hard work? Well, we nipped around to our local art shop and persuaded them to part with some really nice sets of Caran D'Ache coloured art pencils – just right for drawing cartoons with! Each winner will receive one of our C&YG "The Champ" tee-shirts as well. There were also a couple of consolation prizewinners who will be receiving tee-shirts in the post. Unfortunately, we didn't have enough space to reproduce their cartoons. Once again, we'd like to thank everyone who entered – sorry you all can't win a prize!



Below left
Robert Mace
2 Sparrows Home,
Bosidon, Essex SS16
6JH

Above
Mark D. Schooner
14 Ridgway Avenue,
Dunery, Birmingham,
Leicestershire LE12 4JG

Below
Michael H.
25 Wallington Road,
Ealing, London W5



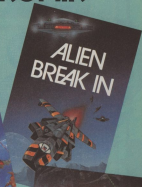
Far left
Sean Pearson
15 Cedar Walk, Farn
Way, Andover, Hants
SP11 2PH

Centre
Mark Rudman
27 Marlborough Road,
Green Heath,
Cambs. CB4 6JF

Left
Andrew Darks
Green Heath, Hill Top,
Rushmore Green, Near
Andover, Hants
Wincantonville City 262

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11	3	5	NIGHT GUNNER DIGITAL INTERGRATION	Spectrum					
12	13	5	RIDE THUNDER DISCOUR WILCOX	Spectrum					
13	8	5	NAME MINE SOFTWARE PROJECTS	Commodore 64					
14	7	5	SPACE PILOT ANDRO	Commodore 64					
15	5	5	BENCHBACK OCEAN	Commodore 64					
16	-	1	CHERRY EGG AW	BBC					
17	-	1	PIRTON STORY	Spectrum					
18	-	1	AMTOM ACCESSORY	BBC					
18	-	1	BLAZER ALGATA	Commodore 64					
20	-	1	FORTRESS PERFORMANCE	BBC					
21	24	4	SEGA BIVE DOREL	Spectrum					
22	-	1	STYLON ATTACK AW	BBC					
23	-	1	STINKERS MASCOT	Spectrum					
24	-	1	SON OF BLASSER ALBERTA	Commodore 64					
25	12	2	FOOTBALL MANAGER SUBJECTIVE GAMES	Spectrum					
26	26	6	ALCHEMIST MACHINE	Spectrum					
27	-	1	TWIN ENIFORM WALLY BUCRYTE	Commodore 64					
28	14	6	FREE DESSAN	Spectrum					
28-	-	1	ROSE OCEAN	Spectrum					
28- 22	2	2	PETRO MASCOT	Spectrum					
31	-	1	CRUSHER SOCS DRIVING MICROBALL	Dragon					



Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.
Plus the complete 'Top 30' in Computer & Video Games as your newspaper on the 14th of every month.

Information compiled by N.O.P. Market Research Ltd.

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Spectrum

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In perspective photos, it was easier for us to show more about Spectrum's exciting new computer. However, we all do find we have great fun with our Spectrum's. For more information, contact Spectrum UK, 320 Northfields, Croydon, Surrey, CR9 4TF. Tel: 0783 20011.

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G·A·M·E·S N·E·W·S

THIS AIN'T NO SOFT SOAP!

DALLAS

That double casting, scheming little head, known to millions as J. R. Ewing, has got his finger into the more lucrative pre-computer software.

The enormous popularity of soap operas here, and more especially in America, made the release of a computer game based on the script of a famous TV series a certainty.

Defiantly the first soap to undergo the transfer to a video. It has been authorized and then re-scripted by Lorimar, the program's producers, to make sure it matches up to Dallas's glamorous image.

The game is a graphical adventure and begins in the living room in South Fork, Texas. The game is heavily biased towards graphics and the manufacturers claim that anyone can play (Dallas successfully, well if they have had no previous experience of adventures).

Scott Stevens, of Centross, is also optimistic that the game will encourage more women to get involved in computers.

Dallas will be available from Centross in late June for the Commodore 64 plus disc drive, and will cost £11.95.



HORROR SPOOF OR A REAL VIDEO NASTY?

EVIL DEAD

This controversial title, *The Evil Dead*, provides the plot for a new Commodore 64 game which will go on sale this month.

Midwestern-year-old director, Sam Raimi, scored a hit with his terror spoof which was unique in that it was the first film ever to be released simultaneously in the cinema and on video.

Palace Software, the company behind *The Evil Dead*, say that the game sticks closely to the plot of the film which tells of a group of teenagers who get turned into crazed killers by the forces of evil.

Palace spokesman, Peter Stone, told ENR that, "The game contains no sex." The most horrific parts of the film have also been left out—these include limbs being bitten off by monsters and a rape scene.

Stone is ready to meet the criticism which he expects when the game is launched. "I don't believe it will make the kids want to see the film... and even if it did, they wouldn't be able to as it is 'R' rated."

A spokesman at Mary Whitehouse's National Viewers and Listeners Association said they would reserve comment until they had seen the game, although they were concerned that the Bright Bill—that seeks to ban video nasties—did not specifically include computer games in its terms of reference.

One effect of *The Evil Dead* is that computer games may now have to be submitted to the censor.

Any attempt by the government that would impede the software houses is likely to be strongly opposed by the companies who have been lobbying heavily for government help in the fight against piracy.

Paul Cousins, speaking for the game makers association, G.B.S.H., said "it is a licensed product and as such will be affected by the Bright Bill."

The game will cost around £8 and will be available on the Commodore 64.

TAKE A NEW LOOK AT ULTIMATE

SABER WOLF

Ultimate Play the Game, the makers of *Jet Pac* and *40x40x40*, are in the last stages of producing a brand new range of software for the 48K Spectrum and Commodore 64.

Saber Wolf is the first game in this series of software that promises to put all their present games in the shade.

Ultimate have been very quiet for the past few months—it has been almost six months since they launched *40x40x40*. This inactivity has led to much speculation as to the direction the company would be taking in the future.

The company are as tight-lipped as ever about their new games except that the Spectrum software will have new packaging, sell for £9.95 each and, according to an Ultimate spokesman, be "a gigantic leap forward in game entertainment."

It also seems likely that Ultimate software for the Commodore 64 will soon be in the shops. And that the evergreen favorite, *Jet Pac*, will be bringing 64 owners, too.

WIN YOURSELF A COSMIC CRUISE!

COSMIC CRUISER

The latest game for the Spectrum from Liverpool's Imagine Software is set in deep space on a besieged space station.

A visiting party from the nasty Ralphe Empire has taken over the space station and you as pilot of an outdated Cosmic Cruiser have to set off an effort which turns out to be a suicide mission. You are ordered to save the space station crew at all costs.

Bring your laser cannon, you have to blast open the space station's airlocks and then, by



G·A·M·E·S N·E·W·S



ALL AT SEA

WORSE THINGS HAPPEN AT SEA

Silverleaf have come up with an interesting idea for their new game—a ship simulation.

The title's not exactly short and snappy. *Worse Things Happen At Sea*, but, judging from this screen shot, the game looks like no sea dog.

As captain of the battered SS Sirocco, you have to get your vessel from port to port picking up and putting down various cargoes.

You set off with nothing more to worry about than a slightly damaged hull. Though lots more problems soon beset you.

Using your space suit's body propulsion unit, you have to leave the relative safety of your ship, rescue the floating crewmen and bring them back to the ship.

While helping the poor old crewmen back to safety, you must make vital second decisions as the Patrol fighters attempt to prevent your rescue bid.

If you use your head laser, the fleet will blow the crewmen back into space. If you wait until you can reach your ship-board laser cannon, it may be too late!

When you first arrive at the station, you must be careful which article you blast—otherwise you could find yourself face to face with a bunch of Patrols! They talk behind the hatchets as well as imprisoned crewmen just

to confuse you completely. The cargo can easily be damaged by water so you have to make good use of your pumps, as all spoilt merchandise will be taken from your profits.

The more damage you sustain, the more crew you will have to lose or, C. Death, as they are known in this game.

Other problems like getting blown off-course, the engine overheating and a looming reef all add up to make this a nightmare on the high seas.

Worse Things Happen at Sea runs on the 48k Spectrum and is available now at £2.95.

to confuse you completely.

You can play the game using keyboard or joystick. There are several levels of play and a "Hall of Honour" feature so you can enter your hi-scores.

Cosmic Cruiser was the brain-child of Imagine's Dave Lawson but was programmed by Dred Engineer Steve Lavacha. It's Steve's first major programming project for Imagine. Watch out for a review of the game in forthcoming issues of CGM.

In the meantime, Cosmic Cruiser is the latest in the series of free offers which our friends at Imagine like to put your way. Take a look at our competition pages and you'll find the form to fill in. If you are lucky, a free copy of Cosmic Cruiser could be yours.

YET MORE MONSTERS FOR MINERS

MATT

After their success with *Mini Miner*, BugByte has come up with a sequel to rival Software Projects' *Jet Set Willy*, called *Mini Gem Mining*.

BugByte has long wanted to produce a follow-up to *Mini Miner*. But up to now they have been unable to do so since the departure of Matthew Smith, the author of *Mini Miner* and *Jet Set Willy*.

The new game is loosely based on the original Spectrum program but makes use of the 64's more advanced features and larger memory size. Consequently,

teenage trying to escape the depressing round of job centres and folk queues.

Both games will be available in early June. *Mini Gem Mining* will cost £7.95 and *Hampton* £25.50 for the Spectrum version.

Software Projects are, at this moment, working on a Commodore 64 version of their start-upping game, *Jet Set Willy*.

Not satisfied with cramming all the 60 levels of the Spectrum game into the 64, they've added four more screens and trowed out a few bugs.

The company hope to avoid the delays that plagued the first program, and are confident that the game will be on sale in late July.



WHAT A LOAD OF RUBBISH!

TRASHMAN

You can never say that computers don't show you the monster side of life.

Trashman is certainly the most down to earth game I have ever heard of. Instead of bustling through the galaxy, you can help heavy dustbins full of rubbish along suburban streets.

The game will certainly convince you that collecting rubbish is called work.

G·A·M·E·S N·E·W·S

Walking on the grass from your points, carries a few disgruntled motorists from the owners of the houses and gets you a dressing down from your supervisor.

You will have to be nimble on your feet, too, to keep on the paths and dodge the traffic when you bump the rubbish in the dust cart and while crossing the road to more houses.

If you are too clumsy, and persist in walking across newly cut lawns, the occupants are likely to set their ferocious dogs and cats on you — and you will never be able to finish your shift.

Trochman is available for the Spectrum and the Commodore 64 and can be obtained from New Generation Software.

IT'S ALL IN THE COOK BOOK

COMPUTER COOK BOOK

Reg Bate, one of Liverpool's leading software houses, has produced one of the most novel and practical programs for the Spectrum to date.

The Computer Cook Book contains a set of programs that help you select an appropriate meal according to the ingredients that you have at hand.

The program chooses the recipe depending on the cost, difficulty of preparation, cooking time and country of origin — and will also select a wine to complement the food.

Costing for an army wouldn't prove too much of a problem — it can work out the right amount of each ingredient for up to 200 people, in metric or imperial weights.

The Computer Cook Book comes on two cassettes. The first is for one-off recipes and the second plans menus for dinner parties or large meals.

Funny Foodbook could have ended up with this!

The Computer Cook Book is available from Reg Bate Software for the 48K Spectrum and costs £3.50.

THE KEY TO SOFTWARE PROTECTION

SUZUKI BAT

A revolutionary new anti-piracy system has been launched for the Dragon 32, with versions promised for the Spectrum and Commodore 64 in the near future.

Suzuki Bat is the first commercial game to be released with a hardware add-on, or software key to the makers. Microbat cost

the innovation should go some way towards appeasing the software houses in their clamour against software piracy.

THIS WILL DRIVE YOU BATTY!

3D BAT ATTACK

A brand new company, Greensoft, has launched two new titles for the ZX Spectrum.



it, to prevent copying. The appon, known as a dongle, is inserted into the joystick port during loading and then removed before the player begins.

Although the program can still be copied, allowing the owner to make back-up tapes for their own personal use, they will not work without the magic dongle — and that can't be copied.

One small fact about Suzuki Bat may interest you — it is in fact an exact copy of the arcade game Joust.

game set in Europe. In Conquest you play the part of a power-hungry emperor of a small Mediterranean country, hell bent on ruling the entire continent.

Your aim is to gain a hundred squares of territory as quickly as possible. Other users and underground guerrillas (batteries) tend to murder you and bring your empire to its knees.

Players and civil wars occur with frightening regularity. Only the toughest and most ruthless player can hope to win.

3D Bat Attack and Conquest are available from Greensoft for the 48K Spectrum in early June and cost £3.95 each.

MASTER OF THE MARTIAL ARTS

BRUCE LEE

Games players may soon be able to award themselves a black belt, but only if they manage to master Oxford's new video game, Bruce Lee.

Bruce Lee, the all-time master of the martial arts, has been resurrected to star in a new, all-action, all-screaming game for the Commodore 64.

As Bruce Lee, you must penetrate the palace of the evil wizard and claim his accumulated fortune. If you succeed in your mission, eternal life and unbelievable wealth will be yours. If you fail... well, we don't like to say.

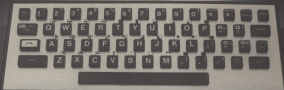
The wizard is far too wise to face your mighty fighting power alone, and he sends two of his most valued servants.

Wu is trained to use a fearsome array of deadly weapons and Faine is a green giant whose amazing power can crush bones, seemingly without any effort.

Over 20 different graphic locations must be conquered before you come face to face with Wizard and his awesome magical powers.

Bruce Lee will be available for the Commodore 64 in mid June and costs £9.95 for cassettes and £11.95 for the disc version.

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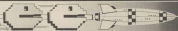
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G·A·M·E·S N·E·W·S



THE PRIZE

More prize money up for grabs this month with the launch of The Partridge Arcade Software.

Five 64 will go to the first person to get to the last level in this maze-chase game. It's a scrolling type maze similar to Spant, requiring seven scrolls by seven scrolls.

Each of the four levels contains an energy bank which gives you temporary immunity from the nasties who are out to trap you getting your hands on Arcade's £3,000.

A spokesman from Arcade told me that the nasties in the final stages of the game are "musical"—so you'll need to be a real maze-master to pick up the cheque in this game which is on sale now at £3.50.

If your skills lie more in the design than in the playing of computer games, then you may be interested to learn that Melbourne House has announced the deadline in their £3,000 design-a-game competition.

To pick up the prize money, you have to design a game using Melbourne's new games designer tape—H (J) R.G.

You can pick up a H (J) R.G. for £14.95 and the organizers say they are looking for originality and excitement in the winning game. All entries must be in by June 27th.

THE SECRET OF

PARTRIDGE'S PRIZE

Commodore has backed up its already large range of software with some excellent new games for the 64.

The first of the five games is called Pandora's Box, which is based on the ancient myth of a young woman who opened a secret box and freed all the evils which now plague mankind, or so the legend says.

In the game, you play the unfortunate Pandora's Box, having opened the box, releases her misdeeds and frantically tries to keep the monsters inside by hitting them as they reach the edge of the box.

On a lighter note, Parody is

Commodore's version of Punch-Bark, but instead of Gussardo, the characters of the game are taken from the seaside puppet show, Punch and Judy.

You play the part of the policeman trying to rescue Parody's long-suffering wife, Judy, whom he has kidnapped. The policeman must jump across holes and swing across crocodile-infested lakes to reach her. But the mischievous Parody pops up regularly to try to foil his rescue attempt.

The three other games are Humphrey, a Q*bert-type game, Little Janus, a graphical adventure game set in ancient Greece and Mayhem, a super fast shoot 'em up.

All the programs run on the Commodore 64 and cost £3.99 each or a bundle of £19.95 for a disk containing all five games.

DESIGNER OF THE MONTH

Name: Dave Marshall.

Games: Fighter Pilot.

Born: Longston, near Nottingham, 1954.

Dave Marshall is not at all worried that his fledgling company is becoming known as the flight simulation specialists.

"When I speak to games players at computer fairs, they always want to know when the next simulation is coming out, not whether we are going to do anything else", Dave and partner, Rod Smith, are so committed to computerised flight that their next two products will also be flight simulations—to add to *Night Gunner* and *Fighter Pilot*.

With no less than nine flight simulations in the current MCF Top Thirty, it is difficult to fault Digital's commitment to this type of game.

Dave gave up a high-powered job with the Ministry of Defence, where he worked on computer flight control systems and travelled extensive-

ly, to set up Digital Integration.

"I have no regrets... I always wanted to have my own company. I am still friendly with the people I used to work with and I think they slightly envy me.

"I don't think about becoming fabulously wealthy. Not and I worked for the first six months of Digital's existence without pay so that we could get the company off the ground. Our priorities now are to expand the company and take on more programmers".

Dave's first contact with computers came at Bath University where he studied systems engineering on a special MOD sponsored course. "It was just a terminal of a mainframe. My first real experience of micro was when I bought a bit computer in 1979. It was a very simple machine—made by National Semi Conductor—



you couldn't do much with it though I did manage to write a Duck Shoot program".

Favorite Food: Pork in white wine sauce.

Favorite Drink: Southern Comfort.

TV Program: MASH.

Computer Program: Fighter Pilot, Death Chase.

Countries Visited: USA, Greece, Germany, France, Yugoslavia.

Ambitions: To run a very successful company.

Pets: Only my eighteen month old cat—Daphne.

Favorite Pop Groups: Jimi Telf, James Taylor, Rush & Yes.



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By Peter Snow



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CBM 64

The Sorcerer's Apprentice
Find the right spell to halt the mischievous lessons!
By David Jones



VIC 26

Four Gates
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By David Jones

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TERMINAL

R·E·V·I·E·W·S



FRAX

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

Zitago was a milestone in computer software, possibly equal to the effect Jet Set had on Spectrum games.

Aardark's new game, Frax, is set to pull the rug from under the feet of the rest of Britain's BBC software houses. It is certainly true that there was a shake-up—almost all the competitors have been content to chum out the usual, barely redneck, games tapes.

Fortunately, Frax should provide the lock in the backside that the BBC games producers desperately need to wake them up to the fact that their products haven't progressed in the last few years.

The most obvious and immediate difference between Frax and your average, yrn of the mill game are the graphics—franky, they are scintillate.

The game's programmer, Gerald, says the graphics are "the best ever on a home computer". I'm not sure he's been a millionaire game designer's ego if I can help it but I'm afraid I have to agree with him.

As I said, the graphics are incredible, as is the animation of

the little character you control. He actually looks like he has joints in his legs.

The aim of Frax is to help Trogg, the cowboy, to climb across lops and rock ledges and up and down ladders in search of enough golden keys to open the gateway to the next adventure level, which has yet to be reached by anybody—including the programmer himself.

A whole array of monsters and traps await our low-clothed hero, bouncing balls and ladders drop from higher up the cliff face onto Trogg and huge pink monsters perch on the ledges, blocking his progress to the next level.

Trogg has a secret weapon up his fat belt, though—a yellow yo-yo—which he uses, with deadly accuracy to knock the monster off the cliff face.

My only criticism of the game is that occasionally the cowboy doesn't jump when you want him to and he inevitably falls off the ledge. It is very frustrating having to start from the beginning again.

But this small fault won't stop me placing Frax in my top five favourite games.

● Getting started	1
● Graphics	10
● Value	8
● Playability	9

HEIST

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

Bags of loot, time bombs, cups of tea, tumblers and a parking, frustrated bank manager make up the unlikely ingredients of Heist, one of several new games from Softspot.

Heist is yet another in a long series of climbing games, which are at present bombarding the market though it is a far cry from the fast, edictive and original Tumbler's Revenge, also from Softspot.

That point aside, Heist is the story of a bank manager who is just about to close up the bank at

money he has collected so far.

In a fit of madness, one of the robber's lights a time bomb—sizzle, look-look. The manager rushes to the top of the building to defuse the bomb before it can blow his beloved bank and everybody in it to smithereens.

One feature which is very similar to Donkey Kong are the tumblers which can be used to lay out the robbers. The cups of tea appear at random to refresh the poor man as he rushes up and down to the vault.

Each level is completed by a series of ladders, with all the money on the higher levels and the vault in the basement. The game can become very tedious, though, as the bank manager can only carry one bag at a time so he has to make several trips.



the end of the day's trading when—CRASH!—our lanky Trogg bursts into the bank on the behalf of some easy loot.

Money bags litter the ground on all levels of the bank, so there is only one thing to be done. The bank manager must trundle around collecting the bags to return to the vault.

Now there are no ordinary robbers—instead of disappointing with the rest of the loot, they chase round madly after the manager trying to cut him off from the vault so that they can steal the

money away, a new day and a new screen begins. As the game progresses, the robbers chase more intelligently, there are more money bags and the going becomes a lot harder.

The controls are very simple to master and a very apt tune plays throughout—'I'll Be a Rich Man'.

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

R·E·V·I·E·W·S



TRIAL

MACHINE: DM 66
SUPPLIER: Liveness
PRICE: \$3.95

Space invaders seems to be making a comeback in Liveness's latest game. Although the game has been given a few novel twists, there are still remnants of the old classic in there.

This is a standard shoot-'em-up game but someone has tried to add 3D effects. And failed.

The story goes that galactic hyperways have been built to allow transport between distant stars, but the transporters are attacked, without warning, by the Triad.

Your job is to save the galaxy and you do this in two stages. First, you must destroy the Triads and then clear a path through the asteroids for the transport ships. Your sole weapon in helping to bring about galactic peace is your laser gun.

The first screen asks you to destroy the Triads. They group themselves, invade-like, in the distance and every couple of seconds one of them will break away from the group and come towards you.

If you don't manage to destroy it, then your shield will suffer damage and its rating will decrease by around 70%. Two more hits and your shield will be totally destroyed and you lose a life.

It took the same time to get used to this game. Although the game does have joystick control, it's still not easy to play. Everything moves very fast. This doesn't make the game any more exciting, though, just fast.

Once you've destroyed the Triad, your final task is to clear a path through the meteor shower. Large meteors hurtle towards you in real imitation 3D and you have to give them a quick blast of your laser before they get near enough to blow you to pieces.

It took me about an hour to get to this stage and, feeling still pleased with myself, I waited for the next task. But, despite being

promoted to a soviet, not a lot happened. The first screen repeated itself and the game was no different.

Although not too playable, the game does have some clever features.

The sound effects are quite good—it plays Toccata, by Bach, while you're blasting away which helps relieve the boredom of the actual game.

Control is through a joystick or the keyboard. You can change the keys used if you wish by selecting one of the options from the help menu. This menu allows you to turn the tone off, select difficulty levels and select one or two player games.

All things considered, I've seen far better on the C4. The graphics are adequate but the 3D is nothing spectacular.

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

3D SILICON FISH

MACHINE: Vix-20
SUPPLIER: The
PRICE: \$3.95

Well, I don't know quite where the 3D in the title fits in with this main-type game—there's certainly not much about the game that's three-dimensional, apart from the box it comes in.

Still, despite that, Silicon Fish isn't a bad game. You play the part of an android mercenary, Silo, who has to zap out to a far-flung part of the universe where there is a vast supply of silicon. Earth is running short you see and needs supplies of the stuff urgently.

You'll find yourself in a maze with what can only be described as ponds dotted around it. Scrolling along in these ponds is the silicon which you are after.

You must position your fisher craft alongside one of these ponds and fire an interposer which collects the silicon and adds to your score.

Meanwhile, around the maze,

many exploding things are happening. Random blasts fill up the corridors and, if your ship is in the way, then Silo is reduced to tiny atomic particles!

There are five stages to the game and the action gets faster as you get better at collecting the floating silicon.

Not a bad game for the under-paraded Vix—but Silicon Fish is one of those games that leaves you a bit disoriented and longing for a good shoot-'em-up!

You can play the game using keyboard or joystick by the way—but joysticks are more fun!

● Getting started	4
● Graphics	4
● Value	5
● Playability	5

ANTICS

MACHINE: Spectrum 48k
SUPPLIER: Bug Byte
PRICE: \$3.95

Bug Byte's latest offering is the sequel to *The Dice and The Dice*.

You take the part of Garbage, the bee, and your task is to fly round an ants' nest avoiding the riddles which lurk inside.

You must also rescue your partner, Bots, who has been caught by the riddles [ouch!].

There is a secret message hidden within the game and your ultimate mission is to discover it whenabouts and contents.

The game uses only three screens, but you can use a position if you wish. Bug Byte claims that the game is compatible with any joystick interface. Its method of control is slightly reminiscent of *Magic Mirror*, once Bug Byte's pet and joy.

There is a number of screens which make up the nest and each has one or more exits on it which lead to another screen.

Two keys move you left and right and another is used to flap your wings which makes you go up. Stop flapping to start falling to the ground.

The two quantities which you

must watch are indicated at the top of the screen by a bar of colour which varies in length. These are stamina and pollen. You start off with a full supply of stamina and no pollen. You lose stamina by coming into contact with a mine and the length of the bar ticks away for as long as you touch one.

Pollen is found by landing on certain spots of flowers. Four pollen points is then collected and you can set off in search of a different kind of flower which is in need of pollination. Landing on this type will deposit the pollen and prove a major contribution to your current score.

Spiders, though, love pollen and if one catches you it'll eat same. This will affect the number of points you get when you finally land and deposit your pollen on a poor unsuspecting little flower.

The top of the screen shows your current score, the high score and your rank in the table of high scores.

Unlike most other anted games, this one has a record of the top 50 scorers so you can watch your ranking climb from 51 to one as you play.

The sound effects in the game are great. It plays Bach's Toccata and Fugue in D Minor, as recorded a couple of years ago by John Williams group, Sxy.

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

CODE NAME NAT

MACHINE: Spectrum 48k
SUPPLIER: Micromega
PRICE: \$3.95

Complex strategy games like Code Name NAT are becoming even more popular by the minute—and they are becoming ever more difficult to master.

Code Name NAT is reminiscent of Alan's Star Raiders, combining the shoot-'em-up action of *Galaxian* and the strategy decision-making of chess.

The game begins by asking



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

whether you wish to be a pilot or a commander and which of three levels of difficulty you want to play. Actually starting to play the game is a daunting experience—over ten keys are used to control your space ship during the game. You have been chosen to control the Earth's most fearsome space craft in a last ditch effort to win the war against the invading Roglers. Equipped with long range scanners, warp engines and proton torpedoes, you must eliminate the aliens from each of the solar system's sectors.

To do the game justice, this review would have to run for some pages and involve several weeks reviewing on my part. One thing I have discovered about the game is that it would probably be the best £5.50 you could spend on your spectrum.

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

CORE!

MACHINE: Texas TI-99/4a
SUPPLIER: Christmas Computing
PRICE: £1.95

Poor Texas owners are having a hard time finding software for their now redundant micro. However, even if you are desperate for a game to play, you should steer clear of Core!

Steering is the staple of the game. You have to steer a space craft through various hazards—the sky and a laser system—to reach the planet's core. You get a high score read-out after the end of each game but you only get one life.

The game is written in TI Basic—and it shows. The scrolling movement of the screen is slow and jerky and all the graphics are in shimmering black and white. The theme of the game is extremely old and very boring.

We reckon you'd do better to program in one of the things you'll find in C&VG and save your money.

Oh yes, while we are at it, the packaging is not that great either. There are no instructions at all on the cassette tape—just a blank space.

However, the game instructions included in the program are pretty comprehensive, although the spelling is not that great—for example, "planes" when the programmer means "planes". I got you!

● Getting started	4
● Graphics	5
● Value	5
● Playability	1

GRUOLS

MACHINE: BBC
SUPPLIER: Program Power
PRICE: £7.95

Minor 7000e has spawned a whole family of blocky games, many of which Minor-Misc is the best known and most competent copy of the original.

The software industry has always been quick to patch a good idea and then flop it to death for the next six months, countless and Disney along are classic examples of software failure; sad news to rip off and rubbish old games claiming that this is what the public want.

Should lose Program Power is a blatant copy of Minor-Misc. Needless to say, the program isn't up to the standard of Bug Eye's original game. That is not to say the game is unacceptable—hundreds of tapes like it pass through the C&VG office every year—but I think it is time software companies stopped feeding off the ideas of the less creative people in the industry.

It is unbelievable that software producers can copy well over software prices when they are merely churning out the fifth copy of Jonkey Kong—and they wonder why business is bad!

Program Power are by no means the worst offender! They would no doubt protest that BBC owners are trying out for a dimming game based on Minor-Misc!

would argue that the public has very rarely been given the chance to choose.

Ultimate are one company that have given computer owners an alternative, and they have responded by making each one of Ultimate's games a best seller, as well as nominating them for every category in the C&VG Golden Joystick Awards.

I haven't said much about the game *Chaos* in this series. That is because very little needs to be said except that it's a second rate rip off.

● Getting started	5
● Graphics	5
● Value	4
● Playability	3

DEMULATOR

MACHINE: BBC
SUPPLIER: Videos
PRICE: £5.95

Demolisher is the best game yet to roll off the production line at Videos Software Factory.

You control a robot in a scrolling maze full of enemies. The action takes place aboard the 95 Queen Battleship which is transporting the last survivors of an attack on Earth to safety across the other side of the galaxy.

The Demolisher has penetrated the shop's defenses and are exterminating its human cargo. Your robot is armed with a laser gun with which he must blast the aliens.

Three types of enemy must be dealt with in the game's 24 levels. Except of these are the Missiles who must be blasted before they turn into stationary, though deadly, mines.

Slightly tougher are the Protectors who move around and who bullet at you. Touching at all of the Protectors who take is an victory trial with deadly precision.

Also dotted around the play's maze-like structure are several fast Scorpions which you have to blast for bonus points.

I enjoyed this game. It's not terribly original—combining elements of *Demark* with a standard

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

Flight simulation programs are coming thick and fast for the increasingly popular Commodore 64, so we decided to take a look at a few...

PILOT 64

MACHINE: COM 64
SUPPLIER: Axxis
PRICE: £7.95

Pilot 64 carries with some impressive credentials. It was written by a pilot, it is based on a real aircraft—the Learjet 404—and you have to fly your simulated flight path around a simulated world with air.

You must use the map displayed at the start of each game to fly a circuit around foreign, negotiating various hazards—including a military air zone.

The instruction manual is the most impressive thing about the game—which has apparently been praised by pilots for its accuracy.

However, the lead-ins on the various instruments, both in an landing pattern and make the whole panel difficult to read.

The instructions that come with the game are limited. I for one could have done with a bit more information on how to find the beacon I was supposed to be flying to.

Overall, Pilot 64 isn't really in the same class as Solo Flight or Flight 737 when it comes to playability. Pilots may like it but I'm afraid, for this reviewer, Pilot 64 will remain grounded.

● Getting started	5
● Graphics	5
● Value	4
● Playability	4



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Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat 10? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours looking away in your bedroom with it?

FLIGHT PATH 737

MACHINE: IBM 64
SUPPLIER: Aiming
PRICE: £7.95

How one. How! This flight simulation puts you in the driving seat of a 737 which you have to pilot over a mountain range and land safely at your final destination—accurate terrain, but it takes a lot of time to do it well right.

You begin on the ground at an airfield, and as in real life, you must taxi your aircraft onto the right runway ready to take off. Once you've found the runway, it's all systems go for a flight. Re-visit and blast along the head for the whole blue yonder.

Soon you are airborne and you have to watch your height—too low and you'll smash into the mountains. Then after a short cruise over the mountain range, it's time to come down to earth. If you land successfully, you'll get a score and a recommendation to proceed to the next skill level.

The graphics are not in the stunning class, but are more than adequate. The instrumentation is good and fairly easy to read. You also get a view from the pilot's seat too—a strip above the instruments shows how the strip as you take off, the mountains as you cruise over them and the landing strip as you come back down again.

At first I found it difficult to control the jet. You have to keep one hand on the joystick and the other on the keyboard to control speed, undercarriage and flaps etc. But with a bit of practice and a cool head you'll soon be flying.

The tape comes with a fairly comprehensive instruction booklet—but it could be better. There is some really important information missing. For instance, the instructions don't tell you exactly how to get to your correct runway and take off. Once your jet is in the correct heading, you have to centre the heading indicator arrow again. It took me some time—and several (bad) 737s—to work out exactly what I was doing wrong!

That's one. Figure out

737 is a good simulation and has some of the best music I've yet heard on the lot. I'd bet eggs and learning is of that piece. Anyway, improve the instructions.

● Getting started	2
● Graphics	3
● Value	4
● Playability	2

SOLD FLIGHT

MACHINE: IBM 64
Supplier: MicroPress
PRICE: £14.95

Five letters. MicroPress! Solo Flight is one of the new US Gold series available from Sierra, W. H. Smith and Centross. These are top-games programs from the USA not seen before over here—and talked about in reviews.

terro! Solo Flight is a flight simulator with a difference—you can actually see the aeroplane you are flying.

The graphics are pretty good. You get a display of the aircraft instruments, plus a heading display of the aircraft itself as you take off, land and cruise through the air. The movement of the plane is really nice—with 3D effect when you bank and turn.

There are several different levels of game action. You can simply fly around over a range of American states—landing and taking off at various airfields, get in some landing practice, experience instrument-only flying in thick fog—or go on a mail delivery run.

If you want to deliver mail, you must plan your route, take enough fuel and make sure you reach the right airfield. In this mode, you are presented with a map of the state you choose to fly over and an itinerary of stops to drop off mail—which you can select before you begin the flight.

Once you've completed your mail run, you get a screen display of your flight path on the map of the state.

The game also features emergency procedure practice, variable weather conditions and a

"design your own approach feature".

Solo Flight comes with an extensive flight manual, maps and charts which all enhance game play. The aircraft actually behaves like a real aircraft should—or so I'm told!

This must be one of the best flying games around for the Commodore 64—and the Atari range. It's a joy to play and will keep flight fans amused for hours!

● Getting started	1
● Graphics	4
● Value	5
● Playability	5

REARY

MACHINE: Spectrum
SUPPLIER: Fantasy
PRICE: £5.50

Don't put all your eggs in one basket when playing this game as they're likely to be grabbed by a strange winged egg-stealer.

Reary and the Egg Stealers is the latest release from Fantasy Software, the boys who brought us The Pyram. You take the part of Reary, a small white bird, and the game is all about looking after your eggs in a multi-screen game.

Screen one has you plucking eggs from out of the mouths of egg snatchers. The eggs rest on a number of small platforms (on the screen) and the egg snatchers are swooping down and removing them. Your task is to apprehend the snappers in mid-flight with your gun. The egg will then fall from their claws and you must catch it before it hits the ground and ends up in an egg-stealer.

Once you have an egg, you take it to the next which is at the bottom of the screen where it remains until needed for the other screens.

You can collect up to nine eggs and you can quit this first level at any time as long as you have at least one egg.

Screen two is similar in layout to the first one.

Once you become a master at the first three screens, then there are three more skill levels. The

total of twelve screens has four egg-catching screens, four spinning disk areas and four win checks.

Sound effects are in the game, including birds notes and control it via a joystick or the keyboard.

This is a novel game. The graphics are good and some of the movement effects are quite clever.

● Getting started	2
● Graphics	3
● Value	4
● Playability	2

HUNGRY HORACE

MACHINE: IBM 64 IBM
SUPPLIER: Melbourne House
PRICE: £6.95

Horace is one of the stars of computer games. Like Blinky the Wily, Cumbot and the Pit-Man, his latest games are looked forward to in the same way as the next instalment of the Star Wars or Rocky-Jags.

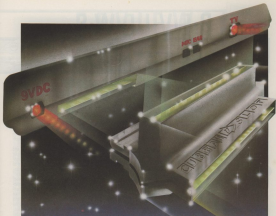
Of course, it's a good marketing exercise and the fact that these characters appear in a game should not be taken as a guarantee that the game is worth buying. It's more sensible to judge each game on its merits. Some of the Horace games are good and some are not so good.

My personal favourite was Monday (Over) Skiing. This was a considerable success, after it appeared on the Spectrum last year and it now looks set to do well in the 64.

The reason for its success is because the game incorporates two separate, but equally entertaining, play elements.

It starts off with a Fragger-type screen in which you have to get Horace across a busy road to pick up his coin from a bus. Cross-back again avoiding the fast moving traffic to the start of the ski slope.

You can now begin your descent. Skating through the flags, you will be awarded a bonus when you get to the finish for your speed and the number of flags left



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R·E·V·I·E·W·S

standing at the end.

At \$5.95 this offers 64 owners a good Hogger game and an simulation rolled into one game.

Just a couple of games, though. The game does not appear to work with a joystick as stated and could we please have another new Horace game instead of more conversions of existing Spectrum titles?

Yours sincerely, A Fan.

● Getting started	5
● Graphics	5
● Value	5
● Playability	6

1



2



3



4

BEARSTALK

MACHINE: Spectrum 66
SUPPLIER: The
PRICE: £5.95

Fo-Fi-Fo-Fun, I smell the blood of an Englishman! Transported light-years back to the days when fairy tales were my main reading matter, I loaded the cassette.

The game matched my expectations and I ventured with Jack up the beanstalk to a magic land where gnomes, treasures and magic abound.

Remember Jack and the Giant's? Jack's uncle sent him to the market to sell Dinky the cow. On the way he was cornered and snatched her for a handful of beans. With a pig round the ear, he was sent to bed and the beans thrashed out of the window where, in one hefted, a giant beanstalk grew overnight.

Next day Jack made good his escape, leaped off up the beanstalk and went to seek his fortune!

For those of you who can't remember the rest of the story, your chance has come to play it out in a superbly illustrated game. Only this time you have the power

to control Jack's destiny—to steal the goose that lays the golden eggs so that Jack and his team can live happily ever after.

Jack starts his adventures at the foot of the beanstalk. With his eyes peeled for gigantic spiders and kamikaze birds, he tops up the beanstalk—one take above and he plunges to the ground. Certain objects must be picked up on the ascent to enable him to move on—a fat rat mentioned in the instructions.

Having mastered the beanstalk, Jack has to slide a brick wall into the castle, free the prince from his

It was designed and written with the help of Larry Bird and Julius Erving, two of the USA's best basketball players. And it shows. The amount of work and planning that has obviously gone into this program is mind boggling.

Each of the player's characteristics have been modelled on either Bird or Erving. So, depending on which of the two you choose, your shooting and defending abilities will be different.

One feature that has been built into the game is 'traps'. Too much running and jumping will

sage and then locate the gun.

The graphics are superb, with each screen resembling an illustrator's drawing. The game is also difficult to master as each screen poses its own problems.

Jack and the Beanstalk is definitely a game well worth buying.

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

10

ONE ON ONE

MACHINE: COM 64
SUPPLIER: Electronic Arts
PRICE: £26.95

Sports simulations have always proved the most difficult games to make playable on a computer. Hardly any, with the possible exception of International Soccer, have managed to capture the atmosphere and tension of a real sporting event, not to mention the fine control and manoeuvrability that is vital to a game of this kind.

One On One certainly qualifies as one of that rare species—the convincing sports simulation.

5



10



slow your player down. Another strange addition is a "fat streak" where the computer allows you to have a better run than your opponent. It won't tell you are having a "fat streak" though—you will just have to feel it happening.

Yet again, I have to complain about the price of Electronic Arts' software. They may well be able to get away with charging the equivalent of £30 in America, but they won't sell many in Britain at that price.

If they dropped their price to around £15 or £20, I would recommend that you rush out and buy a copy.

● Getting started	9
● Graphics	8
● Value	4
● Playability	10

11

GUARDIAN

MACHINE: Electron
SUPPLIER: Alog
PRICE: £7.95

Landers, Mutans, Baters and Swimmers all sound dreadfully familiar and I didn't need much persuasion to decide that Guardian was going to be another version of Williams' classic space shoot-out, Defender.

A deadly swarm of Baters and assorted nasties follow your space craft as you dash the planet's surface in a desperate bid to protect the last colony of humans—only from the infamous Landers.

Swapping in at great speed, you fire a burst, destroy the Lander and ensure the falling humanoids. Once safely back to earth, the patrol continues in a path and often has a long flight across the planet. Should the Landers succeed in capturing the Homestead,

they in turn will mutate into something nasty and pour your lights on in deadly earnest.

Further planets await you with an increasing number of health-points to release as the game progresses. With its fast action and smooth scrolling screen, Guardian is one of the best games I've seen on the Electron.

The game sticks faithfully to Williams' original and is comparable to Aicom's Planetoids.

The keyboard controls are simple and easy to master—essential in a game where speed and accuracy are of vital importance to your survival.

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

R·E·V·I·E·W·S



12 QUACK A JACK

MACHINE: Eric Weissner
SUPPLIER: Savaris
Software
PRICE: \$7.98

Quack a Jack is the only new game from Savaris Software for the Cric and Atmos.

You are a duck called Jack who is trapped in a castle full of nasty Terrabuckles.

The ducks are about to hatch out of their giant shells and dine on duck for dinner, so you've got to break their shells before they hatch out.

You move Jack by tapping from square to square. O'ber fashion. Every time you land on a square, it disappears so you have to be careful to leave yourself a route to other parts of the screen where the next egg may begin to hatch.

Once you have the five eggs, the screen changes colour, your



squares are returned and a new selection of needles are out to get you.

The game features a host of tame and has two difficulty levels.

Quack a Jack is a fairly amusing little game though it is a bit slow and has poor graphics.

● Getting started	3
● Graphics	3
● Value	4
● Playability	5

13 MUGGY

MACHINE: Spectrum
SUPPLIER: Melbourne
Home
PRICE: £5.95

Muggy Schmaggy. Just who did the guy talk to? Ten hoodlums quacked down by Focus, only 200 customers appeared in two years and now 25-30 eggs (counting two hundred thousand books) of it to.

"Now listen up, I want big loans from Detroit to pay Muggy a visit. No—not Fingers, Big Loans himself. Oh love Muggy has some love for."

The gangster-speak dialogue of Melbourne House's latest game—Muggy—takes you back to the mean streets of Chicago where a guy had to be tough to survive.

Muggy's graphics knock spots off anything that has so far been achieved on the Spectrum. For this reason, we have made it the first of a great new review feature where we show you several screens from a game.

When our reviewer first looked at Muggy, he kept calling people into the room to look at the

pictures—as Manning are the images.

Using comic strip speech bubbles, Muggy is a strategy-comarcade game. The strategy element sets you up as a gangster leader who has to make decisions about how much to pay off the cops, how much ammunition and guns to provide for your loyal hoodlums and how many customers to squeeze in your protection racket.

The computer keeps a running total of your cash in the safe and the number of loyal hoodlums and customers. You can also buy and sell customers from the syndicate.

At the end of each go, when you have entered all your decisions, the computer gives you a progress report.

You have to be smart to do well at Muggy. Make too much money and the big boys will start to see you as a threat, too little and they will soon send a hit man to rub you out. At first and you still have to contend with greedy cops and other hoodlums trying to muscle in on your patch.

The arcade element of the game appears when a hit man is dispatched from Detroit. This is a

shoot-out in a restaurant. Using the keys, you can move Muggy around the screen in an attempt to out-gun your assassin.

Should the hit man do his job, you are given a percentage rating on your performance and, as usually happened in my case, some sort of scathing comment. It's not nice being called a sackhead by a Spectrum, I can tell you.

As well as putting the squeeze on Spectrum owners, Muggy will also take the heat off Melbourne House now that they have announced that Sherlock Holmes will not be available until September.

Using a punchy, fast-moving dialogue and stunning graphics, Melbourne House has really created an atmosphere of Al Capone and the world of organized crime.

Personally, I would have preferred this excellent scenario to have been used as an Adventure-Moving and that, Muggy must still rate as Melbourne's best offering since The Hood and that's saying something!

● Getting started	4
● Graphics	10
● Value	7
● Playability	7

JUDY Livemore, the British and Commonwealth Heptathlete record holder, could be one of the strongest members of the British Olympics team in the Women's Heptathlon—a grueling seven-event test of skill.

We at Computer & Video Games asked Judy to step out of her training shoes for a short time and into our office to tell us what she thought of the Olympic-style games that are at present infiltrating the market.

Here are Judy's comments on a few of the games that have been launched to celebrate the 1994 Olympic Year.

When she's not training for the Olympics, Judy likes to take time out to play games either in the arcade or on her CDM 64 with a few friends. She is very competitive—even in her spare time!



14 TRACK & FIELD

ARCADE OLYMPICS
MACHINE: N/A
SUPPLIER: Konami
PRICE: N/A

Track & Field is a game which is at present flooding the arcades and you should have no trouble finding one to play. It's an Olympic-style game where you're got to compete in six events from the Decathlon—a Heptathlon? One to four players can battle it out for the gold medal without becoming too hot and sweaty.

Judy's Verdict: "I think Track and Field is very playable. It's got a good layout on screen—each event is very different graphically and the controls are good. Whether you're running, jumping or throwing, the speed and angle of each move has to be taken into account.

I liked the idea of having a bird's eye view on the hammer thrower rather than a side view.

In the running events, it would be ridiculous to compare running in an actual race and playing it running in a race but you do get a sensation of racing, as you're lined throughout.

Especially, Track & Field is a really good game but I prefer to look at others playing rather than play it myself.

I feel it could become a star game but I'm afraid I'm definitely the Defender type!

RATING: *****



15 DECATHLON

VIDEO OLYMPICS
MACHINE: Atari 105
SUPPLIER: Activision
PRICE: £29.95

One of the best Olympic-style games to hit the US market was Activision's Decathlon. In it, you have to take part in all ten events of the decathlon including the jumping, running and throwing events. One to four players can take part in the game with each event offering a new challenge.

Judy's Verdict: "You play the

game by moving your joystick from side to side as fast as you can to generate speed when running and use the fire button to either jump or throw an object. I found the game a little monotonous—and the very idea of the '100m!' I'd prefer to run it than wiggle the joystick for that length of time! The gold medal was the best of all the events because it had a very short run-up and there's more skill involved. It all depends on how fast you wiggle the joystick, but you can't get a lot of variety with just two commands!"

RATING: ****

16 OLYMPICS

COMPUTER OLYMPICS
MACHINE: Spectrum 48k
SUPPLIER: CML
PRICE: £3.95

CML's Olympics contains not 10 but 14 of the events to be found in the Olympics. Side one of the cassette contains eight events which are all held inside the stadium and side two six events held outside the stadium, including the marathon, cycling and canoeing.

Judy's Verdict: "To play this game, you mainly have to press one key to give your team more force energy and stamina to move faster. CML have done well trying to represent the Olympic events as well as they can but all the movements are far too slow.

The graphics are quite average, but the game's not at all challenging and as I said before incredibly slow. I definitely wouldn't buy or play this game.

RATING: *

17 OLYMPIC SKIER

COMPUTER OLYMPICS
MACHINE: CDM 64
SUPPLIER: Mr Chip
PRICE: £5.99

Olympic Skier is the only game we asked Judy to look at which didn't include track and field events. This game is really a simulation of the winter Olympics where competitors have to take part in the slalom, downhill and ski-jump.

Judy's Verdict: "Great graphics. For some reason, I enjoyed this game more than the track and field games. It contains elements of a driving game as you have to steer the skier through obstacles.

Steering is also easier to get used to and very much more realistic than track and field events. Any game gets monotonous if you play it enough, but this one's more fun than the others."

RATING: *****



R·E·V·I·E·W·S

Graphics: Are they really as mind-blowing as the ad-writer says they are? Does the screen scroll effectively? Do these games really leap out of the screen at you? This is how this category is judged.

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

BED BUGS

MACHINE: BBC
SUPPLIER: Optima
Software
PRICE: £1.20 cassette
£1.95 disc

I think I'd rather have a good night's sleep with my bones than play this game. This is another program which just doesn't take enough advantage of the amazing capabilities of the Beeb.

The alternative title is "just when you thought it was safe to go to sleep". Frankly, once you've feasted the legs, you wish you had.

Your bed, at least in this game, is infested by bugs, fleas and jigs. Loading is impressive. The main title screen features clever graphics with the red blades moving along a white wavy line to look like a beam scanner or something clever like that.

The program also manages to play *Aladdin*-like *Italy* while the main part is loading. I don't know exactly how it does it but I know, just.

If you thought that you were here in for a great game then you'll be disappointed.

The main screen shows the bed, depicted as a large green square (the sheets) with two pillows at the top. Down the left-hand side of the screen are your weapons against the insects which have come into the bed.

The weapons are fleas and bed-bugs. Your defence is in the form of a sandwich, a pair of dentures, a sponge and a bresnone.

The sandwich, says the program, is good for swatting fleas but it has the annoying side-effect of leaving jam stains on the sheets. If you walk into a jam patch then you lose a life.

The dentures will bat fleas, but are best used for swatting bed-bugs. Hairs. The piano is good to call for help, while the sponge is provided for mopping up the jam once a few fleas have been swatted.

Although the sound effects during loading are quite good, there's no sound at all during the

game itself.

To start, you move a pointer up the left-hand side and spread the weapon you want to use. You then move round the screen and chop through the bugs and fleas.

Control using the keys is fine, but for some unknown reason you have to press the return key whenever you want to wait. Simply passing the sandwich, for example, over a bug will not kill it—you must catch it under the sandwich and then press return. I thought that the program was not totally accurate in judging when I'd successfully swatted the bug.

The person in the bed is represented by a pair of feet, which flash onto the screen occasionally and must not be swatted on pain of losing another life. Purely because of inefficient programming, you can't move while the feet are on the screen.

This is not the most exciting bed game I've played. I'd much rather watch the life sequences than play the game itself.

It's not worth the money but, if you want to see for yourself, it's available from your local stockist.

● Getting started	5
● Graphics	5
● Value	4
● Playability	4

ZAXXON

MACHINE: CSM 64
SUPPLIER: Synapse
USA
PRICE: Not available

We make no apologies for including this game in our review section because it's quite the most stunning version of the Sega arcade game we've seen for a home computer so far.

Unfortunately, due to legal enquiries which you've read about in *Games News* in previous issues, it's not yet available in this country. If you want it, you'll have to write to Sega or Synapse Software Corporation in the States.

If you don't know the Zaxxon story by now—where have you been? But here's a quick run

down of the scenario. You control a space fighter on a mission to the darkest corner of the known galaxy where the mighty robot, Zaxxon, controls armed asteroid batteries. Your mission is to destroy the robot doctor.

To do this, you have to sustain in a death-defying act on his fortresses—avoiding gas emissions, rocks, guided missiles and deadly force fields. You also have to fight a deep space battle with Zaxxon's fighter squadron. Then it's time to meet the great robot himself who has a few tricks up his sleeve—literally! This is as close as you'll get to the arcade version. Game play is fast and furious—and as I've already said, the graphics are simply stunning.

This must be the best action game around for the Commodore 64 at the moment. If only you could get your hands on it!

We hope that Synapse soon manage to resolve the legal problems which are preventing the use of their excellent games software in this country.

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

SWEAR PANIC

MACHINE: Vic-20/SD 80
SUPPLIER: Channel 6
PRICE: £1.95

Picture the scene—a peaceful English country garden with some nice flowers shaped neatly up the walls.

Suddenly, three seemingly innocent flowers burst into life and attempt to cover the entire garden with swirling grass!

Your task, should you choose to accept it, is to cut down the rampant flowers and restore the garden to normality. You are armed with a trusty pair of garden shears and have to trim to your luck to survive!

A nice touch is the "growth rate" feature. If you allow the flowers to grow too fast by not moving around quickly enough with the shears, your garden's

weeds will explode! (The mind boggles!) There is a high score record and extra life feature and you get one new pair of shears if you manage to reach 5,000 points.

However, for the underprivileged Vic, it's a nice addition to the dwindling range of new games.

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

ALPHA BLASTER

MACHINE: Vic-20
SUPPLIER: Sarnick
Microsoft
PRICE: £7.95

Being a really bad version of that arcade side, *Alpha Blaster* is just what Professor Vitor ordered. This is a nicely mutated space shoot-'em-up—not that original but none the worse for that.

You have to blast away at fast moving alien ships and then avoid a fence masher storm which comes zapping down the screen at you. If you manage to survive the masher storm, then you get to reful with the mother ship and take on yet more waves of Alpha ships.

You get a high score read-out and three lives per game—and you can play using the keyboard or joystick.

As I've already said, the game is not that original, but if you fancy blasting aliens just one more time then you could do worse in the underdogged Vic. At £7.95, though, it's a bit pricy. Game action is quite additive but I'm not sure about the lasting appeal of the game. However, for the underprivileged Vic, it's a nice addition to the dwindling range of new games.

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

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ARCADE

MEET JAMES, THE KONAMI KING!

If you think you're a whizz kid on arcade games, read on and measure yourself against the amazing stamina and dedication of James Thomas who played for an astounding 303 hours.

Some time ago, we received a phone call from out of the blue from a Leicester University student, James Thomas, informing us of a planned arcade game marathon on Konami's June First. We asked James to send in details of his pushing game and after he had sufficiently recovered his strength, he was able to put pen to paper to tell us exactly what had occurred.

James, a first year geology student, hoped to establish a record on June First in a sponsored attempt to raise funds for rag week. He was given five credits and was sponsored by the hour.

Play began at 10:00 on Saturday 25th February where James got down to a joystick start with all but his being left before the first extra one was gained. From then on, scoring was fast and furious and James reckoned he clocked the score on average every 20 minutes.

June First was topped by Keeley Lesters who adapted the machine, fitting a new joystick for better control and comfort. James was kept alive and awake with



food and drinks supplied by friends who watched with him through those long hours. During necessary breaks, John Breckley took over at the controls.

Play continued through the night and James showed no signs of tiring, although he was obviously tired and had to be kept awake with loud music. It was amazing outside as steam broke and people staggered in from the rag all-night disco to see how he

was getting on. The promise of new sponsors gave James the incentive to keep playing.

By noon on Sunday he was going strong with 65,000,000 points and was still on his first game! However, the marathon was brought to an unexpected halt—the joystick tore away from the cabinet leaving 100 lives, four credits and 60,000,000 points on the machine.

During the 303 hours, the game was reset 12 times in all and clocked 80 times.

James came third in last year's GAMES Arcade Games Championship and is at present working on several different machines in the hope of qualifying this year.

Well done, James! We wish you all the best in this year's championship. The GAMES Arcade Games Championship will be held later on this year and if you missed the form in our June issue you will find one on page 111 of this issue.

Just send in your high scores on your favourite arcade game and, if you are good enough you will be invited to take part in a series of qualifying rounds culminating in a chance to win a mystery arcade game to take home with you.



One of the most interesting new pins at the recent Arcade Trade Show held in London was Italy's King of Zees.

Despite this warlike sounding name, the game is based on that age old pinball favourite—the card game.

The playfield has a fairly conventional layout but has some interesting features to make game play more fun.

There is an extra flipper at the top of the playfield ready to top the ball onto a bank of three targets. Also at the top of the playfield there is a lever ready to trap your ball for extra points if you manage to beat the top roll-over button.

Further down is a bank of drop targets which you can hit in sequence to build up your "hand"—the card-playing variety—for more points.

There's also a "target tunnel" which starts and sets the game "light wheel" rolling. If you start hit the main cards target, the wheel stops and you are awarded the points value dictated by where the lights stop spinning.

The backglass and playfield are attractively designed and more importantly it's not a bad pin to play.

Any friend about the moment is another pin with a sporting theme called Laser Gun. Maybe Steve Davis uses this sort of weapon to win all those snooker championships? Laser Gun comes from Williams and it is well worth looking around your local arcade for.

It's a good looking machine and great fun to play. You might find it slow to start but you can really get moving once you get the machine warmed up and there are plenty of flashing lights!

The pin starts well balanced and the machine I played had extremely responsive flippers—powerful too! It could rise with Pinpower A, given a few plays it rocks.

RETURN OF THE ALIENS

Your base is under an alien attack. You have been chosen to go outside the base and stop the enemy from backing into the underside of the space platform. One against thousands—can you survive?

SMART from Sega has all the classic ingredients which make up your everyday shoot-'em-up—a space scenario with hostile aliens which you've got to destroy.

However mankind the ingredients may seem, SMART has at least retained enough differences to take it above the norms in the shoot-'em-up originality stakes.

The aim of SMART is to prevent aliens docking onto your base. They do this by building towers of blocks until these become high enough to reach the underside of the platform. Their obvious aim is to take the base by surprise by burning in from under the base instead of appearing out of the sky

SMART

and fighting in a more conventional manner.

Armed with a laser gun and a few time bombs, your primary job is to blow up the towers of blocks before they connect to the base.

The bombs come in useful in destroying blocks which either legal or can't be destroyed by your laser.

Just make sure that when you drop a bomb, you move far enough away from it so that you're not blown to the outer edges of the galaxy along with all the building blocks!

To make the game more difficult, the alien blocks start growing down from the bottom of your base to meet those which are coming up from the alien ship. Once they meet, the aliens have a clear invasion path.



Control is by a four-way joystick with fire and bomb buttons. You can only see ahead in the direction in which you are moving so you'll have to be very quick if you want to avoid being hit from behind.

Not the most exciting game I've ever played, but it is fast moving and relatively addictive.

ACTION



THE ARCADE ATHLETE

Ian Jordan's astounding high score of over 2,000,000 points on Kasner's *Track & Field* has won him one of these new arcade machines.

As a 19-year-old student, won the prize in a competition organized by Taitel, UK manufacturer of *Track & Field* and *Grand Metropolitan*.

Over the past three months a nationwide competition has been held in Grand Metropolitan pubs to find the highest points score on *Track & Field*.

Ian came out tops and proved himself to be a world class archer athlete with a score thousands of points ahead of the nearest runner-up. "It's the best machine I've seen around," said Ian. "The graphics are great—it's the only game I play."

At a recent reception, Ian was presented with a *Track & Field* to take home and also the chance to have a stab at beating some real world champions—July Livermore who is the British and Commonwealth lightweight record holder and Brian Hepper, World Superslug, Champion and Commonwealth middleweight at the pole vault.

July said that she liked playing *Track & Field* but that all the medals were from the men's competition and that she really preferred playing *Defender* and 3D games like *Star Wars Blast*, who never plays arcade games, found that he could really relate to the game "because of the physical skill involved".

In the second phase of the *Track & Field* promotion, 15% of all machines taken from *Track & Field* in Grand Met pubs over a

OLYMPICS

month from the end of May will be donated to the International Athletics Club Appeal to help train our athletes. So if you want to help the appeal, make sure you play *Track & Field* in a Grand Met pub!

The pub that raises the most money will be given a multi-screen video installation for the two weeks of the Olympics.

BEYOND THE VIDEO GAME

Could this be the ultimate arcade experience?

Imagine taking a step forward in time to the year 2078. You are experiencing the thrills of space travel—travelling through the Asteroid Belt, crossing Mars and Jupiter and you don't even have to leave an astronaut's helmet!

Well, soon you'll be able to step on board a space craft and travel millions of light years across space, all the time remaining just a few feet above the ground!

Flight simulators have been around for years but only pilots and astronauts have been able to sample the delights of simulated air travel.

But now *Rediffusion*—the TV people—have developed the first space simulator. Based in Toronto, Canada, it will be opened this autumn where, for a price, you can enjoy 75 minutes, which will be any day of this world!

Film footage shot in space will be shown to give the impression of orbiting Mars and Jupiter and travelling through the Asteroid Belt. A million dollar film being produced in Hollywood will also

SUPER HERO'S HISTORY LESSON

BOMB JACK

In a race against time, Bomb Jack—Super Hero—has to defuse a number of bombs in a game which tests, if first sight, very much like that old favourite, *Beats*.

Jack, rather like a mini Superman complete with cloak and power of flight, teaches you how to defuse bombs in a building of a second and also takes you on a guided tour through history!

Each screen is superimposed on a roll of various periods throughout the ages. As the game progresses, you'll move from a backdrop of the Sphinx and pyramids through to the Plathistoria, a castle, high-rise tower blocks and finally a space scene.

However, don't let the history lesson put you off. The game is very playable and easy to get the hang of.

Bombs cover the screen in set patterns and Jack has to fly over and defuse them. This isn't as easy as it sounds as some of the faces on some of the bombs start to burn down. To get maximum

points, Jack has to begin with the face that has started to burn and then fly over the rest of that section. Another face will start to burn in another part of the screen and this must be dealt with first.

Names are also very much in evidence and you'll lose a life if you collide with any of them. There are also platforms at different levels of the screen which can be used as a ledge from which to launch Jack.

Various dots appear at random which give you the chance to score bonus points. Should a face be allowed to burn down, that bomb will turn into an alien—so you'll have to look sharp and catch them as they start to burn.

It's great fun—you can make Jack fly fast, slow, heavier and even round the screen all with the aid of the jump button and joystick.

It has pretty graphics and is quite addictive, although I suspect that most ardent videoists will be able to master the game in a relatively short time.

REDIFFUSION

be used during the "flight" incorporating the same effects used in top box office hits like *2001* and *Close Encounters of the Third Kind*.

Four of the Universe, as the "flight" is being called, is the first space simulator of its kind to be opened to the public. Manufactured by Rediffusion Simulators, it will cost about \$25.00 per session, unfortunately for UK space fans, it's only available in Canada.



THE C&VG ARCADE SPY

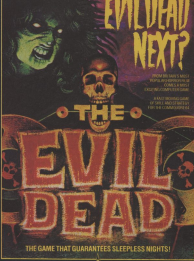
If you want to know exactly which are the best arcades to visit in your area, watch this space over the next few months.

The C&VG Spy has infiltrated the UK's arcades.

Next month the Spy will be visiting arcades in the central London area to report on these arcades with the newest machines and the cheapest and most popular games.

If you feel that your area warrants a surprise visit from the Spy, write to: Arcade Spy, Computer & Video Games, Dumont House, 8 Herbal Hill, London EC1R 6EJ.

WHO WILL JOIN THE EVIL DEAD NEXT?



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POPULAR AND SCARIEST
COMES A MOST
EXCITING COMPUTER GAME!

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BY THE MASTERS OF
THE EVIL DEAD

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Amazing how played out some things



...s become.

Will you think the same of your micro in 6 months' time?

Remember the days when every record player was gifted with a needle instead of a stylus, 45's were "in", 78's were "out"?

Before the days of hi-fi and laser discs. When a graphic equaliser was a break-through on the football pitch instead of in music technology.

Look at a record player now and it's a museum piece.

It's like that with micros too.

The machine you thought would give endless hours of fun and interest often becomes a five minute wonder. Played out within months. Or so you thought.

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daily with the very latest computer news and reviews. Paging a special Bulletin Board. Feasting from "Prosoft's vast menu. Even downloading a choice of software absolutely free.

In fact, imagine 30,000 pages at your fingertips and you've imagined what it's like to be on line with the Micronet 800 system.

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Making the most of your micro.



Get your grass



Carroll with that whale...sheep!



Bottom of the stack

before you get to start your first study in *Sheep in Space*, you learn, amongst other things that no author believes the country lacks a good rock radio station and that he adores Llama sweaters and *Pine Fluff*. Yes, *Mister* is back with the zany game to top all zany games — the superbly ridiculous *Sheep in Space*.

After 4 ruck of the Madant Carrels people began to wonder what the hi-tech hippie from *Blazing White* could possibly do next.

Now they have their answer with this offering for the Commodore 64.

Why sheep, I asked, helping my fingers crossed for a sensible reply. "Cos it fits in with the cosmology I've created for all my

SPACED OUT SHEEP

Professor Video puts down his joystick and takes up the shears to come to terms with Llamasoft's latest piece of lunacy.



Watch out for the nazies when feeding



The flying Bombs of Doom are the key to success—use them well!

games," he said, with the same evasive sincerity you would expect from the Young Ones from the *Young Ones* to use what he tells you he's a pacifist.

Not much scope for pacifism in this game. "It's a mission" — says Jeff "You have to kill all the nazies by firing your Glowing Bombs of Doom at them." The Glowing Bombs come — literally — from the sheep's mouth as you've jabbed the fire button. The idea of the game is to fly your sheep across the planet's surface blasting the nazies that are after your weedy space cruiser.

The sheep can be made to spiral in both directions, can warp to a new sector when it has finished all the nazies in that screen, and also gets hyperspeed to deepest space if the

orange reactors at the power stations reach their level five.

Professor Video has developed a patented method of extracting the maximum points from the *Bombs of Doom*.

The secret is to let your sheep drift to the right or left, estimate the amount of curvature of the bomb as it gets pulled by gravity towards the planet's surface, get the target in your sights, and let fly — taking the nasty old boom-boom-boom-boom.

This method is particularly effective in the later screens when you are chasing the tumbling bullet on the planet's surface.

To maximise your score, concentrate at the objects on the surface rather than the nazies in the free zone.

One obvious strategy is — though one it is easy to forget when you are in the heat of a cog

is to keep an eye on your sheep's stomach. This is your fuel indicator — if the tumbling starts to tumble, head for the nearest grass and let it have a nibble.

It is also worth practising landing — as not all the grass supplies are in large clumps.

If you see power charges building up on one planet, use your *Jump* (hyperspace) to get you there quickly so that you can reduce the build-up.

Professor Video doesn't usually bat an eyelid as he picks off nazies in the course of experiments. By the time he's finished doing battle with the nazies in 10 deep space screens on *Sheep in Space* he was a nervous, shaking wreck.

"Cos are so fast!" he said, wiping the sweat off his joystick with a pristine white handkerchief.

They are all here — in deepest space waiting to do battle with the sheep — all your old favourites from Jeff's other games — the *Flying Carrels*, the *Mean Moons* and even some nazies, like the *Goats Heads*.

Final word from the Prof: "Make careful use of the Glowing Bombs of Doom — you can only fire one at a time at a time — so you cannot afford to miss."

Professor Video has fee shirts and free software to give away every month for your tips, maps of games, and interesting quips you have discovered about your favourite computer or video games.

Judging by our helms mailing, several of you really got your teeth into the Prof's map in June's *CSVE*.

That little masterpiece was brought to you by one of the Prof's star pupils — *Borghese* de Berns of Dublin. Now *Archie* and his friends have mapped in another of their favourite Spectrum games — *Alien Attac* — which we will publish next month, complete with expert strategy tips. Don't miss it.

To date, Atari's most astonishing game is Pole Position... If you are only going to buy one game, then this is the one you should get.

COMPUTER & VIDEO GAMES

...Pole Position gives a very strong sense of speed as you hurtle round the track. The super-realism of the three-dimensional effect adds a lot to the game. It is a great graphics demo.

PRACTICAL COMPUTING

Brilliant!

WHICH MICRO? AND SOFTWARE REVIEW

...a terrific version of the arcade motor racing game... graphics are superb... sound, too is very good as brakes screech and engines rev-up.

PERSONAL COMPUTER GAMES

Exciting, exhilarating, excellent, Pole Position takes the lead as the best Atari race game around.

PERSONAL COMPUTER NEWS

What can we say?



We're overwhelmed. Though we should just add that with Atarisoft, you can now play Pole Position[®] on the Commodore 64, BBC and Spectrum computers, as well as on all Atari[®] systems. Oh, and we're giving away free a Grand Prix kit and full colour wall chart with every game.

POLE POSITION
from ATARISOFT[™]



A H.E.R.O.'S WELCOME

Sometimes at CBFG we get a game so new that it comes without any instructions at all and we have to take a stab at the dark as we try to find out what it's all about.

H.E.R.O., the latest Atari VCS game from Activision, was one of these. Despite the lack of documentation, we soon had the game worked out - and a good one it is too.

Even in these days of declining interest in the dedicated video game system, Activision still manages to come up with the goods for those of you who still enjoy using your VCS.

The star of H.E.R.O. is a little chap with a mini-helicopter pack on his back. His mission is to plunge into the depths of a deep and dangerous dungeon-type maze and rescue his friend. There are many hazards to confront on the way - spiders, bats and other strange flying things.

Our hero has to explore the many levels of the dungeon - fighting off the various snakes - before he can get to his imprisoned friend. There are hidden

entrances which can be revealed when he uses his supply of dynamite to blast a way through the maze. But the dynamite is in short supply so he has to be careful and when he uses it, the more traps he makes into the maze, the more complicated he gets - and the more difficult his task gets.

In later levels of the game, deadly radioactive walls and floors appear which he must not touch.

H.E.R.O. could be described as Pitfall Harry meets Mario Meow, with elements of both games in evidence. It requires a steady hand on the joystick and quick thinking to beat the higher levels of the game - definitely a combination of strategy and shoot-'em-up!

Once you've mastered the earlier levels of the game - which shouldn't take very long - you can skip levels using the game option feature. But later levels are difficult, so be warned not to skip before you know what you are doing.

You'll find H.E.R.O. in your stores soon and it will cost around £20.

THE VERDICT

Another original game from Activision who manage to keep the VCS alive and kicking!

● Action	5
● Graphics	4
● Animation	4
● Theme	4

STICK TO YOUR GUNS!

A spending jet, enemy ships and fuel dumps to be bombarded and a barrage of fuel from the mainland - all these can be found in River Raid, a classic shoot-'em-up style video game.

Your mission is to fly as far up river as possible, destroying all enemy ground positions and crossing points as you go.

This new version of River Raid is for the ColecoVision and is very

similar to the VCS game which was a major hit for Activision last year.

As might be expected, the superior graphics of the Coleco have enabled the designers to incorporate some extra features and improved graphics.

As well as the fuel air balloons, enemy jets, tanks, fuel dumps, and battlefields, there are also helicopter gun ships - straight out of Apocalypse Now.

At the beginning of our mission, you can pick off the battle-ships and fuel dumps with ease. Further on, though, the fuel targets to land and turn and the enemy jet fighters are also scrambled against you.

The helicopter gunships appear after bridge 13, spitting deadly missiles as they screen across the screen.

River Raid is for one of two players and, as with all Activision games, high scores are rewarded. If you score over 25,000 points, Activision will enter you in the River Raiders club. Membership of this elite club entitles you to a River Raiders emblem. The game



H.E.R.O.



RIVER RAID



PITFALL



CENTIPEDE



CRYSTAL CASTLES



GAMING

capacity of the ColecoVision would have enabled Activision to produce a truly deluxe version of Pitfall.

It's still a must for every Coleco owner at \$29.95.

It's available now at \$29.95.

The Verdict
If you want to buy a shoot-'em-up for your Coleco, you now have a good alternative to Jantzen. The graphics are not so good, but it's a much more playable game.

● Action	4
● Graphics	3
● Addition	4
● Theme	3

THE VERDICT
I'm sorry it's short and chunky King Tut, for the money, Pitfall is the best game yet for the ColecoVision.

● Action	4
● Graphics	4
● Addition	5
● Theme	5

THE PLEASURES OF PITFALL

Regular readers of Joystick Jury won't need reminding that youth today is a bit of a Pitfall fan.

Well, I may as well come clean and admit it - yes, it is my favorite video game.

The game has that elusive addictive quality that you can't quite put your finger on. It has cute graphics, a complex challenge and that extra ingredient which I can't quite find a name for. But whatever it is, it keeps me coming back for more.

The ColecoVision version is now available and is every bit as good as the Atari VCS version.

For those Coleco owners who have never heard of Pitfall Harry and his adventures, here is a potted history.

Harry hangs out in the jungle trying to find his way out of the maze of thick foliage, snakes, scorpions, rattling logs, crocodiles and fast floods. As he runs through the jungle, he has to collect money bags, silver bars, gold bars and diamond rings to score points.

It's a tough life in the jungle with several traps set to frustrate you, though there are also features designed to help you. Features like the underground corridors which you can use to dodge the going awry of the crocodiles and the ropes which you can use to swing over them.

One slight disappointment with this Coleco version is that the graphics, although every bit as good as those on the Atari VCS are no better.

You would think that the extra

SOUPED-UP CENTIPEDE!

Centipede was one of Atari's all-time smash hits across all their systems, including the arcade version.

Take a look at the game and it's not difficult to see why. It's an original scenario - a shoot-'em-up in a mushroom field between spiders, lugs, scorpions and the hand-dog insect from which the game takes its name. This is a breath of fresh air to the games player who is beginning to tire of feeding his joystick on an eternal series of plates.

Add to this the fastest moving snakes that Atari have ever come up with and you have the three key ingredients of Centipede: cute graphics, an original scenario, and super fast game play.

Now Atari have improved the cartridge even further and brought out a deluxe model called Millipede.

Though very similar to Centipede, Millipede does have some entirely new features. The COF bombs are worth a cool 100 points, though the highest scoring item remains as the snarling worm a great race.

Millipede is slightly better than Centipede - though if you already own Centipede there is not much point in buying this one at all. Millipede is on sale now at \$24.95.

THE VERDICT
Thumping good shoot-'em-up - second only to River Raid for the VCS.

● Action	4
● Graphics	3
● Addition	4
● Theme	3

BUY YOURSELF A BENTLEY

Bentley the Bear is the latest cuddly superstar to feature in his own video game. Our furry friend makes his debut in Atari's Capital Exports for the VCS - the latest of their arcade-to-home conversions.

Trapped inside castle number one, Bentley has to collect all the gems to score points and move on to the next castle. Several snakes haunt the corridors, though, insist on stopping Bentley making his forays.

Temporary invisibility is granted to Bentley if he eats the magic hat. Once the hat is on, he can kill the snakes by using launch points - snakes such as Bertrillo the Witch who is worth 3,000 points and the scorpion who haunts later screens.

As well as collecting the gems which are worth a multiplying number of points - 1 then 2 up to a maximum 99 - there are also some scrumptious sets of bones which Bentley just can't resist for 1,000 points.

The game play is a nice strategy type in that you have to empty the screen before going on to the next level.

Some of the snakes are nicely drawn - resembling Theobald in Tolkien's great adventure, The Lord of the Rings, and some can be fought over Kong Island, but you must stop in the direction in which you are travelling.

Crystal Cinders is fun to play and will take you a reasonable number of plays before you can beat it. In the shops now at \$24.95.

THE VERDICT
If you liked the arcade game, you won't be disappointed with this home conversion.

● Action	3
● Graphics	3
● Addition	4
● Theme	4

MORE STAR BORES!

In the space ship in Parker's latest VCS cartridge was called the Star Blaster and the planet called Iron 10, I would have already depressed the game as garbage in my first sentence.

As it is, it's the Millennium Falcon and Darth Vader's famous Death Star that are the subjects of this third Star Wars game.

The fact that the games are based on the most exciting space adventure films of all time tends to make you treat them with a reverence they don't always deserve.

OK, so the Empire Strikes Back was a noticeably good game, but does it really rank on its own merits with the likes of Pitfall, Mo Persepolis Comixes?

I say no - and this latest offering, Return of the Jedi Death Star Battle, is no better.

You fly the Falcon with your joystick buzzing around copping the interceptors.

Every so often a gap will appear in the Death Star's force field enabling you to start through and happen upon the laser sector.

If you are about on having a complete Star Wars set, this one is the cheap one at \$29.95.

THE VERDICT
Proof that having a game on a successful film is no guarantee of a good cartridge.

● Action	2
● Graphics	3
● Addition	3
● Theme	5

THE JURY'S JUDGEMENT

Here's how our Joystick Jurors judge the new games we put to the test each issue. The sentences can be very severe!

Action: Will the cartridge put your joystick skills to the ultimate test - or will you simply fall asleep over your video game centre as the game plays itself?

Graphics: Did the programmer have a very bad case of snow-blindness - or do the graphics really knock your eyes out?

Addition: Will you miss breakfast, dinner and bed to play this game? Or would you rather watch Game for a Laugh?

Theme: Have you seen this somewhere before - or is it the most original concept of all time?

Our Joystick Jury foreman would like to point out that any game that gets several 'Two joystick' marks isn't really worth plugging in!

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75 KEY FULL STROKE KEYBOARD



MEMORY CONSOLE & DATA DRIVE



DAISYWHEEL PRINTER



COMPREHENSIVE INSTRUCTIONS



COLECOVISION GAMES CONSOLE

A complete system for your home or in a classroom setting. One which can handle everything from word processing to electronic correspondence with other systems such as Buck Rogers™ (sold on cassette). The ADAM is also compatible with a package which can handle any message system with a built-in 256K digital data storage unit. A professional quality, compact and complete 19" deep, full stroke keyboard, a memory console which stores up to 80K* RAM and a daisywheel printer are included. It also includes 19" deep, full stroke keyboard, a memory console which stores up to 80K* RAM and a daisywheel printer are included. It also includes 19" deep, full stroke keyboard, a memory console which stores up to 80K* RAM and a daisywheel printer are included. It also includes 19" deep, full stroke keyboard, a memory console which stores up to 80K* RAM and a daisywheel printer are included.

MEMORY CONSOLE & DATA DRIVE - This unit of the ADAM system is the only one of its kind which contains 80K* RAM and a 256K data storage unit. It is designed for use with the memory console and the data drive. It is designed for use with the memory console and the data drive. It is designed for use with the memory console and the data drive.

FULL STROKE KEYBOARD - This keyboard has been designed to a professional quality standard. It includes a full stroke keyboard with 75 keys. It is designed for use with the memory console and the data drive. It is designed for use with the memory console and the data drive. It is designed for use with the memory console and the data drive.

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Quo Vadis?

Dart is breaking over the Great Plains. Not a hard clap. Not an insect hum. But it sounds to a whiffing, swiffing sound—quite gentle—but enough to tap the hairs on the back of U's neck to a barely awareness. But it is only the ACARS—last among. U blew on him and he sits, muttering "If I look at Question One, U'll see what U need". "Er? What?", and instantly awakes, he adopts his official voice: "Now look here", he pulls, "I was given a message for U last night but I dropped it off before U could read it. U had better read it now because I think it is very important for U's next problem". And so saying, he hands U a grubby copy of computer printout with the legend:

RCJA BSA TCEJ-RICE OAS SEFO GRADS
upon it (it was written in a curious script as if by an ancient hand, but U managed to make out the characters without trouble).

A TREEM plinks at U's shoulder. "He or Man?", the pathetic little voice exclaims (U

can see that it is really striving to be heard stronger the noise of bees humming). "Ye been told by the JEEBC to make sure U have Ur key with U and that U'd jolly well better not have lost it 'cos U'll need it as soon as U've looked through this issue of C&V?". Breathless with excitement and probably out of memory, the TREEM hands U a specially bound copy of the very issue U are looking at right now (there has to be a key to all this!).

"What am I looking for, TREEM?" U says. "I don't know exactly. Ur or Miss, but I know there was talk of a listing which would help U". Here the TREEM was heard by a passing AVG in haste to itself that it had always thought the ships listed when they were on the point of sinking!

In this point, the SEVYL appears looking quite put out. He is bearing a plastic tub from which he reads in a high-pitched voice:

This question will give U a problem! Since U don't quite know yet what it is....

When U've found what to do to create it,

U'll know that the answer's a whizz....

One word U'll require from U only. It changed it would be a firm name. U'll need to work hard on Ur memo. Now U've gotten the gist of the game!

So takes U close to the Dragoon when he's talking alone in his lair. The question could be what U've loaded.

Provided U've typed it with care.

(U's). And of course, being a very U's, U see the answer at once!

There follows a panic. U have very carefully got away the essential form on which the Masterlist of Mental HD requires U to send Ur answers on but have forgotten where U put it!

But as ever, the Chief comes to the rescue. "Clare! U dropped this out of Ur notebook when U made camp. Without this, U are in the deep...." (at this the Chief mentioned a word which U do not immediately recognise, although U believe U heard Ur father use such a word when dropping a brick on his foot).



There is an atmosphere of excitement about the whole plain. The news is out that U have made the distance to the last two tiers. Nobody has ever done this before, so U are already something of a celebrity and there are armies of BWOs and THUGS crowding into the plain to watch the final struggle between U and the Dragon. The Mandarins of Herbal Hill are now unleashing strange beasts from a bike-driven trailer (U like Drumsy) married with strange technology such as COLE CO and A DAM. They are setting these up as if it's a sacrifice. U, perhaps?

But loading ahead and just trying to control the milling throng is the good PC. Wiping his forehead on a compression piece of Diesel Fuel, he shouts: "Now hold on a minute. Let's have a... bit of order about the plain. I've not these yet young 'un. U can't ever get a crack at the Big One until U crack the rest in line—and it's the chap with the clout!" So, presumably, the PC produces a scroll from his tunic and reads to the enthralled multitude:

Child Harold spouted his tale abroad,
So famous child he bore
To follow close and help applaud
The gesture found in U

A mighty language now is named
In honour of this tale.
His name is full shall U proclaim
If not, U cannot pass!

1244

"And mind U it's the FULL name", he says in satisfaction as his fine Ford-traced cavalry. "Ere I might have to take Ure...!" departing with the great of wit, shrewdness and guilefulness to the assembled company!

And, of course, being a worthy student of the very best in English verse, U track this down in no-time at all! But the sound of the throng is now increasing and U are being borne along by all U new friends in a westerly direction towards the Big Red Road which again confronts U. U are swept across into the Plain of Final Conflict and see before U the fearsome figure of the Dragon of Herbal Hill.

The stage is set. The AURC is holding forth, chanting "Odeon Dime Kating", the ADAM is flexing above the crowd, yelling "Well Good Dime", and the AVOs are swarming around, trying to get the best viewing position for the final demise of U. After all, no-one has ever beaten the Dragon... The BWOs are being really difficult in borrowing up at the front and creating pot-holes into which the Chief keeps tripping. PC is controlling, KRWL is in his element, looking for all the world like a modern day version of Lord of the Rings and the world awaits U! Just like a Roman arena. And U are now feeling just a little nervous now that the moment has arrived.

"Now then", says the Chief, stepping into the centre of things and raising a quelling hand. "This is a. U have done

very well and I am here to see his play in this contest". The multitude gasped and down and lung on his every word. "The rules of this contest are very simple", says the Chief. "Young U here has to solve the final riddle and shoot out the answer to me before the Dragon can try him with a blast from his fiery breath. The Dragon, being elderly and somewhat short of mind, takes an appreciable time to exhale enough air to produce a suitable hot breath with which to trap your here."

"In this time, U have to solve the final problem, grab the scroll, recognize all those strange sayings which have been appearing throughout, write down the famous words and claim the treasure. If U fail, then Old Treasury will increase the treasure into lumps of hot plastic and fused brick U and, more seriously, will probably give the Mandarins a hard time for frivolous-opponent meddling!"

U advanced into the Plain. The Dragon roared at U with fiery eyes and takes a few suspicious breaths to give himself an unfair chance. The crowd is silent and the AURC moves into the space between U and the Dragon. In 'speaking' mode, it intones:

The staved the course with honour bright,
Comes now the final test.
Two things U'll need to stay the beast
And fledge Ue quest.
The quarried field where now U stand

THE PRIZES

The first two people to solve the Good Vedio quest will win a complete Coloco Adam computer system worth over £798. This package has been causing quite a stir in the States and comes complete with a 70-key professional keyboard, an add-on called the Memory Module which plugs into the Coloco video games console, and a superb letter quality printer.

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Belongs to Dexter Chief,
The weapon, ready for U hand,
Completes the map's relief.

"I've recognized the noble shape
Encompassed by U path,
Defends against the fiery breath
Now blowing force to snuff.
Be quick, look down at man's scroll
See there the words U crave.
U're aware that, used all times before,
They'll keep U strong and brave!"

"Just read the motto, using the blade,
The Dragon howls in pain.
U've named the U and 'WU' base
In Herbal Hill domain.
Write now these words and so define
For quester judges true
U right to claim the treasure crown
Go Vedio! now means U!"

(3)

"Go", shouts the Chief. The Dragon starts to swell as it takes in a huge breath. Its eyes protrude and its nostrils dilate with this superhuman effort. U glance about U sharply, taking in the noise. Trying to maintain U composure, U suddenly see that the shape spoken of in verse two is very familiar to U. And all is immediately clear. Clutching the instructions instantly, U find the scroll and shoot the words at the top of his voice to the Chief, just as Old Odeon is turning purple with his huge intake of air and is about to expel a deadly blast of flame...

"STOP!", cries the Chief. "I have done it!" and turns the boxes on the Dragon to cool him off. "All hail to the Deliverer! Let the people rejoice! U have slain the Dragon, an invincibly speaking and most now claim U treasure!"

And so saying, he leads U away to be crowned and announced and to be offered a job as a junior sub-ed on C&W's post very similar in responsibility to that of the PM. And the Dragon, now looking somewhat damp, returns to U Vedio and the Press Club for solace. The Chief gathers U answers neatly together for framing and leads U to the Treasure...



Quo Vadis?

Now, this is where you get to put all that brain work you've been doing over the past three months into action. Just fill in the spaces we've left for your answers and rush the entire coupon off to Quo Vadis?, Computer and Video Games, Durrant House, 8 Herbel Hill, London, EC1R 5EJ. Closing date for entries is July 16th. The editor's decision is final and no correspondence will be entered into. All entrants must complete the entire Quo Vadis? quest.

MAY'S QUESTIONS

1. a)

b)

2. a)

b)

JULY'S QUESTIONS

6. a)

7. a)

8. a)

Now you've filled in all the answers, there's just a bit more to do before you send off this page to us here at *CAVG*—and here it is...

Name

Address

JUNE'S QUESTIONS

3. a)

b)

4. a)

5. a)

and thus the Boss:

b)



Quo Vadis? was brought to you by **MANIFRAME**, the unusual rock/pop band whom you may well have seen on Saturday Sessions and Tomorrow's World recently. Maniframe is Murray Munro, 21 and John Molloy, 23. They use a two-piece synthesizer/guitar/computer based producing some exciting music and they are also creating a considerable stir with their Apple based Digital Sound Sampling Device, used both in live shows and on record. They have already created one quest which is part of their current LP called Tenants of the Lattice Work. This quest has the terrific price of a golden "M"—worth £2,500. The record should be available in larger record stores and W. H. Smith, but if you have trouble getting hold of Maniframe's record and fancy having a crack at their quest why not write to: MCG Music, 24 Mossenden Drive, Hemel Hempstead, Hertfordshire HP3 6GP.



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Kevin Tomes

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- 7 skill levels
- Save game facility

ddictive

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Comments about the game from press and reviewers

FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro... In the opinion of both an experienced manager who can be found in the field of computer games... The computer's glory of this game is the short and snappy 15 minute highlights which show time stop, then running around a pitch, shooting, defending and scoring... It is a computer game but people who control their game sessions at 15 hours at a time, which happened on the floppy Spectrum, will be grateful to know there is a 15 hour to hour option. FOOTBALL MANAGER has everything I could... the

Programmer's

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magazine, Addictive Games, category, software review, "Selling W32 (Personal Computing - August 1982)

"When I first received this game I spent the next few days watching my TV set. I have not returned to it more often than any other. The truly addictive quality of this game is the remarkable way it makes the time between manager's problems (Personal Computer Games - Summer 1982)

Versions coming soon for
Commodore 64
Dragon, Oric
and Atmos.

Team writing to say what a great game it is. I found your review. All the best. S. (Mr. D. Heath - showcomputer)



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THERE is no doubt about it. The PMan is your original 2D street video game cut here. He's not exactly the Boy George of computer games, nor a slightly cute Johnny Rotten.

The PMan is hip. To be a fan of the PMan is to be a real man with a penchant of quinine terrine in all its gloriously manifestations.

And speaking of real men, and real women too, the C&VG team are proud to be known as PManetics.

The trademark of the PMan is his razor sharp wit which dashes through everything that the computer games business throws at him—from magazine's advertising to C&VG's Golden Jezzick Awards.

ENTERTAINING all these numbers will take some time and you'll probably want to do them over a period of a few hours or even days. First you'll need to type in the Basic loader program which sets up everything for you. When you've done this, save it on tape with the name "graphics".

When you run the program, it will start by setting up the user definitions for you.

Nothing is sacred.

His reign as Clive Jones to the games business began two years ago when the quest for the Golden Jezzick of P1 was revealed exclusively in C&VG.

PMania has been driving the country's adventure books to distraction. One enthusiast was so convinced he had cracked the game that he jetted off to Berkeley on New Year's Day to collect his prize. It wasn't there.

It's not just the \$5,000 bribe that keeps the PMania ball rolling. As anyone who has ever played the game that he jetted off to Berkeley on New Year's Day to collect his prize. It wasn't there.

lines like the one you've finished them at.

When you've finished, you'll need to save it all. To do this, enter zero when asked for a line number. The program will then stop and you can type the save command. This is: SAVE "graphics" CODE 27028,4555.

To run the game, load the graphics, then load the machine code and finally type RUNCODE USE USA 27028. The

Since PMania, a flurry of prize games has been launched—Knoxite, The Cuck, The Price and Splint, to name but a few.

None of these feature the cheeky pink porcentage of the PMan who has been known to turn up at computer fairs to promote his games.

The PMan's agent, Anatomia UK, has since launched two other games starring their celebrity. P1-Billed is the PMan's version of Q*bert and P1-Olympics—of which we have a free screen published here for your enjoyment—is what the PMan did at the Summer Olympics. Yes, the PMan was there even if the Russians were not.

More news of the PMan's antics will be featured next month.

commands are both LOAD "CODE".

If you get fed with all that typing ahead of you then you can save as much as you've done and come back to it later. To do this, enter zero as a line number and type SAVE "graphics" CODE 27028,4555.

When you feel like doing some more typing, load the Basic code program, then LOAD "CODE" to load in your efforts so far and then GO TO 100 to start on. Don't forget to save the whole thing when you finish.

You must save the program before running it. If you don't, and you happen to have made a mistake typing in the numbers, then the machine may crash and you'll have to start again at the beginning.

If the game doesn't seem to be running correctly then you'll need to check that you've typed all the numbers correctly. You can do this by loading in the following program and then your type of the game.

```
10 FOR X = 27028 TO 27031
20 PRINT X;PEEK(X)
30 NEXT X
```

This will print out all the numbers on the screen so that you can check them. In the left hand column is the address in memory of the number and on the right is the number itself. Read down the right hand column and if you find any mistakes then note the right and left numbers on a piece of paper. To make the changes, you'll need some paper. For each mistake type:

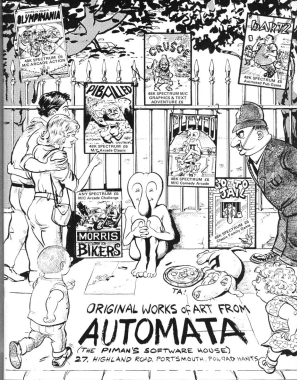
POKE left hand number, the correct right hand number.

For example, if the machine prints 27028,88 but it should really be 88 instead of 88, then type POKE 27028,85. When you've done all the POKEs then you'll need to re-save the stored version of the game by typing SAVE "graphics" CODE 27028,2650. Hopefully, it will be well.

```
35 clear 27927
37 dim a(8)
40 rem first the user defined graphics
50 for i=1 to 9
60 read a5
70 for p=0 to 7:read d:poke a5r
a5-r,d:next y
80 next i
90 data "a",85,89,255,255,255,255,
255,255
100 data "d",0,0,0,14,29,22,60,32
110 data "r",2,15,63,255,
255,24,10,4
120 data "T",0,0,4,42,216,0,0,0
130 data "B",0,0,24,0,126,0,126,0
140 data "T",247,0,251,0,118,0,69,0
```

```
150 data "s",0,0,32,84,43,0,0,0
160 data "T",84,240,252,255,255,
24,60,32
170 data "a",0,0,0,112,232,104,60,4
175 save "graphics" code use "a",26"b
180 rem now all those numbers
190 input "enter 5-digit line number":a
195 if a=0 then stop
200 for i=1 to 8
202 input ("and number"):x(i):d(i)
203 next i
210 for a=a to a+7
220 poke x,(x-i+1)
230 next x
240 goto 190
```

27927	85	89	255	255	255	255	255	255
27928	0	0	0	14	29	22	60	32
27929	2	15	63	255	255	24	10	4
27930	0	0	4	42	216	0	0	0
27931	0	0	24	0	126	0	126	0
27932	247	0	251	0	118	0	69	0
27933	0	0	32	84	43	0	0	0
27934	84	240	252	255	255	24	60	32
27935	0	0	0	112	232	104	60	4
27936	0	0	0	112	232	104	60	4
27937	0	0	0	112	232	104	60	4
27938	0	0	0	112	232	104	60	4
27939	0	0	0	112	232	104	60	4
27940	0	0	0	112	232	104	60	4
27941	0	0	0	112	232	104	60	4
27942	0	0	0	112	232	104	60	4
27943	0	0	0	112	232	104	60	4
27944	0	0	0	112	232	104	60	4
27945	0	0	0	112	232	104	60	4
27946	0	0	0	112	232	104	60	4
27947	0	0	0	112	232	104	60	4
27948	0	0	0	112	232	104	60	4
27949	0	0	0	112	232	104	60	4
27950	0	0	0	112	232	104	60	4
27951	0	0	0	112	232	104	60	4
27952	0	0	0	112	232	104	60	4
27953	0	0	0	112	232	104	60	4
27954	0	0	0	112	232	104	60	4
27955	0	0	0	112	232	104	60	4
27956	0	0	0	112	232	104	60	4
27957	0	0	0	112	232	104	60	4
27958	0	0	0	112	232	104	60	4
27959	0	0	0	112	232	104	60	4
27960	0	0	0	112	232	104	60	4
27961	0	0	0	112	232	104	60	4
27962	0	0	0	112	232	104	60	4
27963	0	0	0	112	232	104	60	4
27964	0	0	0	112	232	104	60	4
27965	0	0	0	112	232	104	60	4
27966	0	0	0	112	232	104	60	4
27967	0	0	0	112	232	104	60	4
27968	0	0	0	112	232	104	60	4
27969	0	0	0	112	232	104	60	4
27970	0	0	0	112	232	104	60	4
27971	0	0	0	112	232	104	60	4
27972	0	0	0	112	232	104	60	4
27973	0	0	0	112	232	104	60	4
27974	0	0	0	112	232	104	60	4
27975	0	0	0	112	232	104	60	4
27976	0	0	0	112	232	104	60	4
27977	0	0	0	112	232	104	60	4
27978	0	0	0	112	232	104	60	4
27979	0	0	0	112	232	104	60	4
27980	0	0	0	112	232	104	60	4
27981	0	0	0	112	232	104	60	4
27982	0	0	0	112	232	104	60	4
27983	0	0	0	112	232	104	60	4
27984	0	0	0	112	232	104	60	4
27985	0	0	0	112	232	104	60	4
27986	0	0	0	112	232	104	60	4
27987	0	0	0	112	232	104	60	4
27988	0	0	0	112	232	104	60	4
27989	0	0	0	112	232	104	60	4
27990	0	0	0	112	232	104	60	4
27991	0	0	0	112	232	104	60	4
27992	0	0	0	112	232	104	60	4
27993	0	0	0	112	232	104	60	4
27994	0	0	0	112	232	104	60	4
27995	0	0	0	112	232	104	60	4
27996	0	0	0	112	232	104	60	4
27997	0	0	0	112	232	104	60	4
27998	0	0	0	112	232	104	60	4
27999	0	0	0	112	232	104	60	4



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29173	82	11	113	238	238	1	1	19
29180	0	237	98	278	338	1	20	0
29188	237	178	17	30	0	337	80	17
29196	13	113	338	1	0	0	337	178
29204	238	17	30	0	237	82	138	234
29212	3	188	35	118	198	188	113	338
29220	7	113	338	198	170	118	108	80
29228	3	80	141	90	308	107	10	82
29236	60	82	208	134	22	19	118	82
29244	1	118	8	7	32	80	118	82
29252	18	118	82	8	118	80	20	218



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29282	98	11	113	255	1	303	338	113
29290	198	43	113	198	170	118	80	1
29298	82	11	113	238	238	1	1	19
29306	0	237	98	278	338	1	20	0
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29346	7	113	338	198	170	118	108	80
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29378	18	118	82	8	118	80	20	218

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29524	113	82	18	218	82	3	218	82



29532	238	113	113	130	218	13	194	195
29540	113	198	243	413	208	17	20	0
29548	237	82	125	254	188	20	188	113
29556	98	11	113	255	1	303	338	113
29564	198	43	113	198	170	118	80	1
29572	82	11	113	238	238	1	1	19
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29588	237	178	17	30	0	337	80	17
29596	13	113	338	1	0	0	337	178
29604	238	17	30	0	237	82	138	234
29612	3	188	35	118	198	188	113	338
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29628	3	80	141	90	308	107	10	82
29636	60	82	208	134	22	19	118	82
29644	1	118	8	7	32	80	118	82
29652	18	118	82	8	118	80	20	218

29660	148	280	188	118	100	20	202	218
29676	184	118	82	22	218	82	10	318
29684	130	318	241	118	38	318	82	48
29692	318	82	8	318	4	198	113	113
29700	5	130	284	9	202	202	118	43
29708	82	8	218	82	48	318	82	33
29716	318	82	8	218	82	8	8	198
29724	202	118	130	254	20	202	42	118
29732	82	32	138	38	188	82	118	48
29740	202	33	138	118	8	98	82	25
29748	318	82	8	318	178	218	188	218
29756	30	18	251	82	22	318	82	10
29764	318	82	10	318	82	48	82	82
29772	8	318	338	208	71	78	78	88
29780	82	78	78	86	89	82	86	82
29788	78	78	90	89	88	73	77	89
29796	33	78	87	89	78	78	23	88
29804	33	78	87	89	78	78	33	88
29812	72	85	86	89	82	80	78	78





308008	1	40	6	284	2	40	84	34
308114	111	55	34	181	34	84	111	34
308234	34	127	11	282	11	84	70	80
308322	111	83	11	90	1	1	111	308
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308448	1	111	33	0	29	34	8	111
308544	308	347	130	62	1	80	10	111
308643	0	313	119	80	238	118	204	33
30873	0	151	34	8	111	62	3	80
308840	1	111	205	47	120	62	2	111
30888	1	111	33	0	189	8	1	111
30898	205	347	130	62	17	50	1	111
30904	0	0	39	34	8	111	205	47
30910	120	308	347	120	82	1	80	10
30920	111	308	313	119	205	238	118	301

30928	33	0	129	34	8	111	82	347
30938	30	347	308	317	120	208	2	347
30944	120	84	111	308	47	130	200	308
30952	129	119	8	111	120	34	119	119
30962	119	308	118	62	3	50	10	111
30976	201	308	184	120	34	17	111	42
30984	58	111	13	15	111	308	184	111
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30708	62	119	308	119	17	218	118	34
30718	313	20	308	33	33	218	101	348
30728	318	119	308	33	33	218	101	348
30740	318	119	308	341	8	120	304	304
30748	34	300	330	8	4	13	0	304
30758	88	18	174	119	38	13	0	381
30764	18	347	301	38	120	71	62	32
30772	8	384	12	208	88	80	18	18



30780	348	80	0	111	34	82	30	82	2
30788	201	88	120	92	71	70	18	348	80
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30878	48	111	237	8	0	42	2	111	111
30884	124	201	308	184	120	42	3	337	90
30892	88	2	111	98	22	0	0	0	0

30900	17	0	88	337	90	301	178	80	0
30918	4	111	58	1	111	245	6	21	21
30928	144	384	348	120	241	248	8	18	18
30938	144	384	120	58	1	111	6	32	32
30948	78	178	129	18	253	80	3	111	111
30958	201	60	0	30	4	111	201	62	62
30964	1	30	4	111	301	82	2	50	50
30974	4	111	301	58	120	92	71	62	62
30972	20	384	36	304	11	121	60	18	18
30980	248	30	0	111	199	38	120	62	62
30988	19	301	0	0	0	0	0	0	0
30998	8	100	188	88	121	175	91	121	121
31004	8	10	54	82	91	79	13	194	194
31020	42	131	18	348	301	173	50	31	31



31028	111	301	62	0	80	31	111	201	201
31038	62	3	80	31	111	49	201	88	31
31044	111	254	3	302	49	302	58	284	31
31052	909	80	121	284	4	302	58	121	121
31060	62	1	80	31	111	34	138	138	308
31068	224	123	301	32	138	10	111	254	1
31078	221	119	1	32	138	10	111	254	1
31088	49	238	38	29	141	384	1	302	302
31092	178	101	42	11	111	34	124	384	384
31098	48	202	163	121	284	40	304	301	301
31108	124	38	11	111	34	48	111	208	208
31118	80	192	88	10	111	384	3	40	40
31124	84	42	37	111	34	48	111	32	32
31132	138	128	58	63	18	119	178	50	50
31140	1	80	29	111	190	42	11	111	37
31148	29	111	29	111	190	42	11	111	37
31158	128	254	31	40	301	254	39	204	204
31164	187	131	34	11	111	34	48	111	111
31172	205	80	122	24	197	309	42	13	13
31180	111	17	30	0	237	82	82	70	70
31188	119	35	119	308	301	229	42	12	12



31	111	201	201	201	201	201	201	201	201
31	111	201	201	201	201	201	201	201	201
31	111	201	201	201	201	201	201	201	201
31	111	201	201	201	201	201	201	201	201
31	111	201	201	201	201	201	201	201	201
31	111	201	201	201	201	201	201	201	201
31	111	201	201	201	201	201	201	201	201
31	111	201	201	201	201	201	201	201	201
31	111	201	201	201	201	201	201	201	201
31	111	201	201	201	201	201	201	201	201

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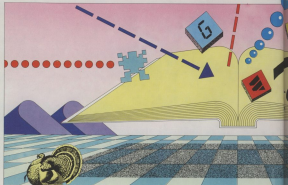


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21900	81	80	38	111	82	38	111	17
21908	8	0	237	38	38	38	111	17
21916	48	111	128	284	240	202	29	124
21924	28	88	88	39	111	224	0	62
21932	0	80	39	111	237	91	84	91
21940	204	204	124	208	124	128	24	10
21948	62	1	80	39	111	237	91	84
21956	81	201	42	40	111	111	34	40
21964	111	88	37	119	88	0	88	88
21972	43	43	43	119	88	0	88	88
21980	90	118	38	38	38	37	37	111
21988	119	128	20	124	237	78	38	111
21996	205	170	34	38	34	38	38	38
22004	28	128	284	0	40	172	208	142



220012	121	128	128	27	117	0	0	0
220020	178	80	20	20	20	20	20	20
220028	28	200	42	24	24	24	24	24
220036	198	101	128	43	24	24	24	24
220044	24	91	8	8	197	202	24	121
220052	88	47	111	30	30	30	30	30
220060	48	111	213	202	170	34	24	202
220068	88	38	202	38	38	38	38	38
220076	47	111	202	202	202	202	202	202
220084	24	120	24	24	14	14	14	14
220092	111	80	20	20	20	20	20	20
220100	201	82	1	80	50	50	50	50
220108	91	40	40	40	20	20	20	20
220116	91	40	40	40	20	20	20	20
220124	78	48	111	120	67	152	71	202
220132	170	24	38	38	38	284	0	124
220140	27	117	29	123	248	284	0	204

22148	188	109	241	224	228	194	123	125
22156	198	29	128	24	24	91	61	20
22164	28	91	201	88	0	91	284	0
22172	82	0	80	0	91	237	91	64
22180	91	204	188	128	208	124	128	201
22188	62	1	20	20	20	20	20	20
22196	91	201	178	80	20	20	20	20
22204	91	24	24	91	198	241	128	42
22212	26	91	28	24	24	91	8	8
22220	197	208	24	121	28	47	111	61
22228	60	47	111	17	248	128	202	124
22236	128	192	18	234	201	62	3	80
22244	80	91	88	24	91	60	60	60
22252	20	44	237	78	48	111	120	2
22260	0	184	27	208	170	54	128	284
22268	0	184	27	208	28	28	91	60
22276	80	28	91	20	128	284	0	194



22300	27	117	192	27	117	0	0	0
22308	20	200	91	20	91	20	20	20
22316	20	198	91	78	78	128	62	62
22324	24	24	24	24	24	24	24	24
22332	121	24	24	24	111	60	60	60
22340	17	248	128	208	124	128	128	128
22348	238	201	82	4	20	20	20	20
22356	24	91	61	61	24	24	24	24
22364	44	111	62	62	128	71	208	170
22372	238	128	284	284	284	284	284	284
22380	284	284	284	284	284	284	284	284
22388	284	284	284	284	284	284	284	284
22396	284	284	284	284	284	284	284	284
22404	284	284	284	284	284	284	284	284
22412	284	284	284	284	284	284	284	284
22420	284	284	284	284	284	284	284	284
22428	284	284	284	284	284	284	284	284
22436	284	284	284	284	284	284	284	284
22444	284	284	284	284	284	284	284	284

22448	284	284	284	284	284	284	284	284
22456	284	284	284	284	284	284	284	284
22464	284	284	284	284	284	284	284	284
22472	284	284	284	284	284	284	284	284
22480	284	284	284	284	284	284	284	284
22488	284	284	284	284	284	284	284	284
22496	284	284	284	284	284	284	284	284
22504	284	284	284	284	284	284	284	284
22512	284	284	284	284	284	284	284	284
22520	284	284	284	284	284	284	284	284
22528	284	284	284	284	284	284	284	284
22536	284	284	284	284	284	284	284	284
22544	284	284	284	284	284	284	284	284
22552	284	284	284	284	284	284	284	284
22560	284	284	284	284	284	284	284	284
22568	284	284	284	284	284	284	284	284
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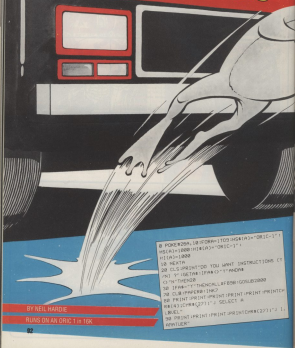
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```
0 POKER204, 08:0000=[TOS]GNTA3="ORIC-1"  
10S40=1000H]RASH"ORIC-1"  
111A3=1000  
00 NEXT  
20 CLR:PRINT:DO YOU WANT INSTRUCTIONS. C?  
AND 5" (ACTAS)IFAS3="Y"AND0  
03"Y"AND00  
30 IFAS="Y"THENCALLF000100002000  
70 CLR:PRINT:10K?  
80 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:  
90A3)CRRAC3711" SELECT 4  
LEVEL"  
99 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:PRINT:  
PRINT:PRINT
```




```

500 1000 *****
500 X=200*Y-22 IPU=2THD*PLOT2,12,18
540=PLOT2,28,STRAC(2)HUB(2),28,STRAC(1)
101HUB(2,1)T(1)U(1)
545 IFT1=4THDPL(1)=1 ITPR="*****
*****" T1=30
550 PLOT2,24,LEFTAC(1),T1,PLOT2=T1,24,"
"PLD(1),Y,"
560 PLOT1,14,00
570 PLOT1,18,00
580 PLOT1,18,04
590 PLOT1,20,04
600 PLOT2,18,04
610 PLOT2,6,04
620 PLOT2,6,08
630 PLOT2,4,10
640 A14=LEFTAC(1,1)A24=RIGTHAC(14,24)A4
=A24+A14
650 B14=LEFTAC(1,2)A24=RIGTHAC(14,22)A4
=A24+B14
660 C14=RIGTHAC(1,2)A24=LEFTAC(14,22)A4
=C14+C24
670 D14=RIGTHAC(1,1)A24=LEFTAC(14,24)A4
=D14+D24
680 E14=RIGTHAC(1,1)A24=LEFTAC(14,22)A4
=E14+E24
690 F14=LEFTAC(1,1)A24=RIGTHAC(14,22)A4
=F24+F14
700 G14=RIGTHAC(1,2)A24=LEFTAC(14,22)A4
=G14+G24
710 H14=LEFTAC(1,2)A24=RIGTHAC(14,22)A4
=H24+H14
720 A4=RTAC(1)A14=C14A(1)A(1)A(1)A(1)
740 IPU=C14A(1)A(1)A(1)A(1)

```

```

750 IPU=" ITHD(Y)-2 IBC=SC+10 IPIH0
760 IPU=2000+25 ITHD*PLOC(1)I(1)I(1)I(1)
80 IBC=20 IY=22
770 IPU=200 IY=4 IBC=2000
780 IPU=2THDSC(1),T1=27 ITHD=H+1 IBC=20
X=200 IY=22 IBC=20
790 IPU=4 ITHD(1)=1 IY=SC=SC+100 IY=2 IY=
*****
**
800 IPU=4 ITHD(1)Y=0 IY=20 IY=22 IY=20 IBC
0040
810 IPU=2 ITHD(1)=1 IY=1 IEXPLOC(1)=20 IY=22 IY
010000
810 IPU=SC(1),T1=20 ITHD(1)=1 IY=1 IY=1 IY=1 IY=1
+20 IY=22 IEXPLOC(1)=0 IY=20 IY=20
820
830 IPU=SC(1),T1=20 ITHD(1)=1 IY=1 IY=1 IY=1 IY=1
+20 IY=22 IEXPLOC(1)=0 IY=20 IY=20
840 IPU=SC(1),T1=20 ITHD(1)=1 IY=1 IY=1 IY=1 IY=1
+20 IY=22 IEXPLOC(1)=0 OY=20 IY=20
850 IPU=SC(1),T1=20 ITHD(1)=1 IY=1 IY=1 IY=1 IY=1
+20 IY=22 IEXPLOC(1)=0 OY=20 IY=20
860 IPU=SC(1),T1=20 ITHD(1)=1 IY=1 IY=1 IY=1 IY=1
+20 IY=22 IEXPLOC(1)=0 OY=20 IY=20
870 A4=H+Y By Hall Handle
870 A4=H+Y Sept & Oct 1983.
880 A4=H+Y "Year score was "
890 FORA=1 TO LEND(1) IPU=INT(D(1),A,1) IY
000=1 IY=20 IY=20 IY=20 IY=20 IY=20
90
910 IPU=2 ITHD(1)H0
910 IY=SC+H(1) ITHD="Calculations of
Y score has " "GUESS"
92
920 A4=H+Y "Qualified for the GUESS-PROBES
A."
930 A4=H+Y "Hall of Fame(1),
"
940 A4=H+Y "Please enter your name
(less 8 characters
)"
950 FORA=1 TO LEND(1) IPU=INT(D(1),A,1) IY
000=1 IY=20 IY=20 IY=20 IY=20 IY=20
96
960 IPU=H(1)H(1)
965 IPU=H(1)H(1) IY=20 IY=20 IY=20 IY=20 IY=20
970 IPU=H(1)H(1) IY=20 IY=20 IY=20 IY=20 IY=20
980 IY=SC+H(1) IY=20 IY=20 IY=20 IY=20 IY=20
990 IY=SC+H(1) IY=20 IY=20 IY=20 IY=20 IY=20
1000 IY=H(1)H(1) IY=20 IY=20
1010 H(1)H(1)
1020 IY=SC+H(1) IY=20 IY=20 IY=20 IY=20 IY=20
IY=SC+H(1) IY=20 IY=20 IY=20 IY=20 IY=20
1030 IY=20 IY=20
1040 IY=SC+H(1) IY=20 IY=20 IY=20 IY=20 IY=20
Y score has "GUESS"
170

```

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RUNS ON A BBC IN 32K

BY MARK WITHAM

```
120 ONERROR:RUN
130 PODET
140 PRINTTAB 12,2:CHR$(44):CHR$(
34:"GRAND PRIX":TAB 12,9:CHR$(41):
HR$(14:"GRAND PRIX"
150 PRINTTAB 2,15:CHR$(13):"DO
YOU REQUIRE THE INSTRUCTIONS C/Y
N?"
160 RS=CGET$:IF RS<>"N" AND RS<
3"Y" THEN 150
170 IF RS="N" THEN GOTO:190
```

```

100 CLS:PROCINHT
190 CLS:PRINTTABK(4,10);CHR#224
:GHTSR SKILL LEVEL (1-100):;:INP
UTSK:IF SK<1 OR SK>10 THEN 190

```

```

200 SK=SK/2
210 N0004
220 HT=0
230 PL=0
240 VDU23,240,0,0,127,127,127
,124,56,63,23,241,0,252,254,254,
254,62,20,252,29,242,47,47,47,47
,47,47,47,63,23,243,244,244,244,
244,244,244,244,252,23,244,63,12
0,124,124,127,63,15,0,23,245,252
,20,62,126,254,252,240,0

```

```

250 4FX15
260 TIME=0
270 M=10 Y1=20
280 VDU23,225,56,56,56,56,56,5
6,56,56

```

```

290 VDU19,1,0,0;19,0,6;0;
300 VDU23,0202;0;0;0;:VDU23,22
4,225,225,225,225,225,225,225
0

```

```

310 PROCINPROD
320 M=12/Y=25
330 REPEAT
340 PRINTTABK(X);CHR#224;TABK(Y)
:CHR#224

```

```

350 IF RND<SK/100 THEN
PROCJANOR

```

```

360 IF [NKEYC=26] THEN PROCJ
370 IF [NKEYC=122] THEN PROCJ
380 PRINTTAB(0,21);"*****"
:"*****";"*****";"PL
390R=FNREADCH(X1,Y1)

```

```

400 IF SK>32 AND SK<120 THEN S
OUND, -5,100,15:HT=200:GOTO600

```

```

410 IF Q=120 THEN HT=HT+5:M1=X
1+5: SOUND1, -10,20,3

```

```

420 M=FNREADCH(X1+1,Y1)
430 IF M>32 AND M<120 THEN S
OUND, -5,100,15:HT=200:GOTO600

```

```

440 IF M=120 THEN HT=HT+5:M1=X
1+5: SOUND1, -10,20,3
450 PRINTTAB(X1,Y1+2);CHR#244C
HR#245

```

```

460 PRINTTAB(X1,Y1+1);CHR#242C
HR#243

```

```

470 PRINTTAB(X1,Y1);CHR#240C
HR#241

```

```

480 PRINTTAB(0,0);" "
490 PRINTTAB(0,0);" "

```

```

500 R=RND(3);:IF R=3THENX=X+1:Y=
Y+1

```

```

510 IF R=2THEN X=X-1:Y=Y-1
520 IF X<1THEN X=1:Y=10:ELSE
IF Y>30 THEN Y=30:X=X/2

```

```

530 VDU11,11
540 UNTIL TIME>12500 SK OR HT>
100:GOTO600

```

```

550 DEF PROCJ
560 M1=M1-1
570 ENDPROC

```

```

580 DEFPROCJ
590 M1=M1+1
600 ENDPROC

```

```

610 DEF PROCJANOR
620 PL=PL+1:IFPL<1THEN PL=1

```

```

630 R=RND(8)
640 R=FNREADCH(F,3):IFR<32THE
HENDPROC

```

```

650 R=FNREADCH(F+1,3):IFR<32T
HENENDPROC

```

```

660 PRINTTAB(F,1);CHR#242CHR#2
41

```

```

670 PRINTTAB(F,2);CHR#242CHR#2
43

```

```

680 PRINTTAB(F,3);CHR#244CHR#2
45

```

```

690 ENDPROC
700 DEFPROCINPROD:ED#-CHR#224+
STRIDW(12," ")+CHR#224

```

```

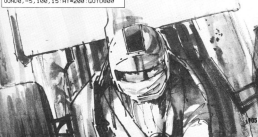
710 FORJ=1TO30:PRINTTAB(12,1);
ED#NEXT:ENDPROC

```

```

720 DEF FNREADCH(N,M)

```



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ArtMaster73	CAI	1.00	1.00	Party Star	Big Fish	6.00	5.00
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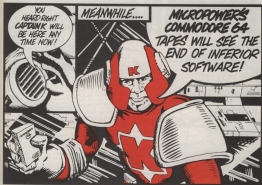
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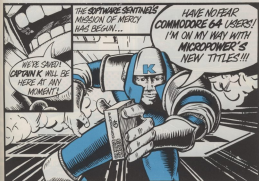
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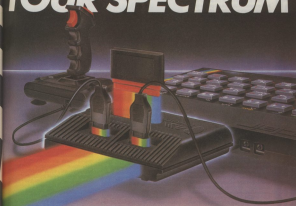


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STONE OF SISYPHUS

The screen of my Atari is up with "Welcome to Stone of Sisyphus," and I sighled with relief as no problems in loading the game were over.

This is number two in the Magic and Magic series of Adventure games that for some reason rarely, if ever, get a mention in the popular computer press.

As the game starts, you find yourself in the questless state, close to the Dungeon of Sisyphus. Here you are asked to create your own player and give him or her a name, as well as a weapon chosen from 30 different types. Armor is also available in 20 different varieties.

Having made your choice, there is a quick sweep of stats and you enter the dungeon itself. The screen is now split in two and the top half displays some of the best vector graphics I have seen on any Atari Adventure to date. Come to think of it, some of the best Atari graphics I have ever seen.

The lower half of the screen compares the picture and gives a text description of the room, and any objects therein.

This is where the excitement begins and things really start to get different. Instead of the usual type of input, you are given a number of choices as to what to do next.

For instance, you may use either your knowledge of Adventuring, skill in fighting, or sheer luck. If it sounds fun, that's because it is and totally unlike anything I have experienced before.

There is, of course, the opportunity to use any objects you come across. You also have the choice of letting the screen go blank while a new picture is being drawn, or sitting back and watching the computer building up the screen line by line.

I have been playing this game for some time now and have found well over 30 rooms. "That's not a lot," I hear you say, but in this dungeon you are only expected to last 25 minutes, that's if you look twice out that loop!

My trouble is I always try to pick a fight with a guy who is just that bit bigger. Eventually, learning by my mistakes, I started going around minding my own business, when out of the shadows would step a ghoul or some giant, to splat me meticulously over the dungeon floor.

There were only two points about the game I didn't like. It took four attempts to get a working copy—but so do all AJ have that issued on by now. Secondly, as the game is in Basic, the graphics drawing is a little slow, but then their quality is so good, perhaps it's worth the wait.

In conclusion—if you have an Atari with a disc drive and fancy something with a completely different—this is the game for you! It costs \$19.95 on disc only.

Paul Coppins

REVIEWS



Adventurers everywhere liked our last comprehensive round-up of the latest Adventure games so much that we decided to let our ace Adventurer Keith Campbell loose from the C&MG dungeon to bring you another bunch of in-depth reviews, aided by his trusty apprentices, Simon Marsh and Paul Coppins. Remember, C&MG will be bringing you an Adventure review special every other issue from now on. Now, on with the action...

TIME WARP

Great! I thought, an all-graphics adventure for a change—this should be good and I loaded the 5½ Time Warp into Basic on my Atari.

As the game starts, you find yourself on the first level of a vast kingdom, from

which you roam about, picking up objects such as food, bullets and treasure.

If you can collect enough, you are able to buy the key to the next level. On average the takes about 20 minutes a level, but just how many levels there are is a secret not yielded by the instructions.

Of course, you don't get it all your own way. The spider servants of the evil time lord are out to kill or maim you if they can. They look like round blobs with sticks poking out and are the latest thing in the game.

The graphics used to display the landscape are all character graphics, which are not the best I've seen. As the player moves near the edge of the screen, instead of scrolling, the whole screen is redrawn which seems to take longer and longer each time.

In fact, the whole mode of play is very slow and it seems to take far over to get from one side of the screen and back again. Overall, the game is best compared with the type of game where the player runs around a maze shooting robots before going to the next level—but last five times slower.

A game which looked reasonable at the start, but turned out to be a great disappointment. Time Warp is from English Software for the Int'l Atari and costs \$9.95.

Paul Coppins

MINORER

This is one of the Golden Collection from Glot, written using the Quest system. There's a whole lot of them, but this is the first one took my fancy.

Apart from a rather effective "tele port", the game is fast only and comes with no instructions in the way other than how to load.

The first location begs a course of action which is demanded rather than logical and the consequences are pure fantasy! At this point the objective is revealed.

Immediately this part has been



You are in the lower bedroom. A large four-poster bed in the center with a bed-side table. An open window behind you. Inside a 100 ft. drop. A door is [red]!! I'll leave locked!!

There is a PARACLETE here. You were feeling weak with pain in your legs.

You can't go that way. "OPEN DOOR" - I'll try.

Sorry, IT'S SHUT TIGHT. Please, re-examine carefully. Certainly, but if it kills me I'll never forgive you.

played out, the Adventurer has a problem to solve, which is really a matter of getting the right order of actions for the desired effect—to escape a prison cell.

Once the door is open, things start to get really difficult—difficult and the right word is found. And so, after many attempts, I lost my location details, and thought I'd better have another look around.

This time I'm SURE I'm right! You can't look or examine anything, or repeat your location details—unless the required instruction is extensively obscure. And so I said—these ARE no instructions.

Once out of the cell, there are some interesting places to wander about and that's just what I did. The game does seem to wander rather, instead of concentrating the mind on a particular problem. I wandered around until I fell down an unseen and unmentioned hole, and got killed off.

HELP gives the reply "What do you think this is—the Hobbit?" and scores that you "England? Wales? You—one of THOSE games? Come on, but out out of the military.

Masterpiece is for the 48k Spectrum from Glueck, priced \$5.95.

Keith Campbell

VAMPIRE CASTLE

"RAMPAGE We strongly recommend this game be played with the lights on," begins the instructions for Vampire Castle, in which your objective is to find and slay Dracula.

The game loads on a BBC micro in the mode of Torments and Pagan in G mode by Keith—you know, the one that goes "da-di-di, da-di-di, da-di-di da-di-di." Now the first time, but you can have less than a good thing, like every time you die and try again!

There must by now be as many adventures set in a castle as there are wicks on, leading somewhat over-controlled. I took the plunge. This castle breeds Dracula and a dumb warden. Well! How original!

REVIEWS



But there are some unusual locations—a children's nursery for example—and objects—a hang glider! In the pasties, or most of them, are fairly original within the plot. The response is fast, much faster, for example, than the Adventure! Adventures and there are also occasional sound effects and graphics within the game.

The vocabulary is limited—another one of those games with no EXAMINE—and commands consisting unknown words are met with a variety of irritating responses like "What are you gibbering about?" and "Stop twaddling and try again."

The game is moderately easy and should appeal to part-time Adventurers who like a bit of speed horror but if you've played and beaten The Count, this will be like an A-level exam to a graduate!

Vampire Castle is from Mervyn for the BBC-B and costs £3.95.

Keith Campbell

PARACLETE STOMB

I was intrigued when I came across Paraclete's Tomb for the Electron and I loaded it on my BBC to play. But of course, it was not the Paraclete's Tomb I was expecting from Pagan Associates.

This one was from A&F Software. You do have to watch what you're bawling these days, don't you?

The instructions told me my task was to collect 800 gold coins and the Paraclete made before returning, and gave me a list of single-letter commands for doing such things as using bows and arrows, going backwards, buying items etc.

The player starts off in a graphically displayed entrance hall, which in my low grade—if he has any gold.

The command "F" (forward) presents him with a peculiar green-colored graphic design, over which are scattered letters.

These form an anagram, which has to be guessed and typed in before time runs out. The letters are entered on dashes displayed underneath the randomly placed letters.

Some of the words are so long that there is little chance of beating the clock. On other occasions the number of letters doesn't match the number of dashes.

Various other chambers, apparently randomly generated, present the player with various commands—spiders, skeletons, mummies etc. Asked for your instructions, you are lucky to be able to get them into the computer before the monster attacks, sometimes causing you to lose gold you don't even possess. When I suggested firing arrows, I was put into what I assumed was being made—but the complete lack of instructions, and of any keyboard response to my wild hawking, made this a waste of time.

A couple of screens allow the player to use the cursor keys to collect gold and silver. Gold I managed, but silver seemed to have a bug, at some obscure and unmentioned command.

Not an Adventure, an arcade game, or a puzzle game, but all of these rolled into one in a way that makes trying to enjoy any aspect a virtual impossibility.

Paraclete's Tomb is from A&F Software, for the Electron, BBC and Spectrum, priced at £7.95.

Keith Campbell



HEROES OF KARN

Heroes of Karn is a graphical adventure with music, in which your mission is to rescue four famous held captives by spells, and to return treasures of the realm.

Each hero has his own special abilities which come in very useful—you will certainly need all the help you can get!

The game starts among pleasant springtime fields, which lead to a stone barrow, a monastery and a castle—among other places.

How I can take or leave graphics in an Adventure, but I did like these graphics, particularly one of a castle by the sea.

Also the main blocks of the pictures are drawn, sprites are promptly dotted about the screen to add the fascinating touches—the long ribs of grass, a tree, birds or a sailing ship.

The pictures are displayed the first time at a location, unless otherwise expanded, but because the overall display is rather slow, for repeated attempts at the game it really pays to **SAVE**.

Is the game worth saving? I would say yes, but with one or two reservations.

The structure of the vocabulary is unusual and gave me some difficulty. Multi-word sentences are allowed, such as "Go to (monastery) (talk) (hear) (with) (word)", but these will go unrecognized if one of the words is not known or if the pronunciation isn't as expected.

For example, if you say something to someone, their name must begin with a capital, yet the first word spoken, which must be single-quoted, must not.

This inconsistency was rather annoying and somewhat time wasting, for many variations had to be tried before being sure a command was not a valid one.

The range of vocabulary is rather limited and the replies give no indication as to which word is not understood. I found myself a little disappointed until I got used to the command format.

A useful way to check out object words when playing an Adventure is to type **TAKE** followed by the object you want. If it is not known or not present, usually the form of the reply will give an indication as to whether or not it exists. Not being able to pass a line on a narrow path up in the mountains, I then tried **TAKE HONEY** and was told "The pot of honey is not here".

That summarizes some of the problems in this game. It seems there are many existing objects that are needed—but where are they all?

I have to admit to being recently incarcerated in a dungeon with a guard immune to bribery with compassion and well short of a key. But I do know it is a problem!

I had great difficulty in getting a copy that would load correctly—it takes 10 minutes by the way—but Bill Martin of Interceptor Software for the service. They were most helpful to me.

REVIEWS



A slight problem is Edga, a key implement in your neck, following your acceptance of a 50 on the challenge.

Edgar will stick his poisonous fangs into you at the slightest sign of you making a run for it. Otherwise he will restrict his activities to commenting somewhat sarcastically on your progress and complain if you aren't making any!

The instructions in the accompanying leader contain the scenario effectively, are easily legible, give examples of input commands and, most importantly, a definitive list of special commands and abbreviations.

Among these are **LOOK** to redisplay locations and **STAT**. The latter briefly tells you your current level of Process, Energy and Luck, because in this game you will inevitably decide to go into combat mode, when these factors will be crucial.

The combat mode allows you to try to kill any of the characters you come across which makes for an unusual Adventure.



The music is nicely done, but so far I have only heard "Cherubim": I am hoping there will be more when I find Haldi, the minister.

Clues are scattered everywhere in this game so remember to read all the descriptions very carefully.

Heroes of Karn is from Interceptor Software for the Commodore 64, priced £7 for cassette and £9 for disks.

MOUNTAINS OF RET

Ker is the first in a trilogy and, while the tape was loading into the Spectrum under a bold and colourful title page, I read the leaflet folded inside the tinfoil.

While this was a short but comprehensive rundown of the scenario, the objectives of the trilogy and of part 1. The background of information was possible without being unduly verbose and, in short, in this game you must reach the far side of the mountain.

If you dodge a bit, you use a luck point. The higher your luck rating, the greater chance of a dodged blow costing you one energy point. If you lack a point, you lose three energy points, but if you don't dodge, your luck level is retained and you lose two points.

The prowess factor determines the ratio of your hits to that of your opponent and the first use out of energy is a pointer.

Be warned, though! If you win, you may encounter an enraged villager out to avenge his companion.

Once out of the way, you can make off with your victim's possessions, some of which you will need to start on your journey in and across the mountain.

A fast response and clearly laid out screen enhance this adventure with a difference. Put me in to Interceptor Software for Mountains of Ret, for the Spectrum and modestly priced at £9.99.

Beth Campbell

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GAMES FOR GIRLS

Hold on while I change out of my gamer belt to write this review, readers! Two games, *Jungle Adventure* and *Diamond Quest* come under the collective title of *Games for Girls* and were written by M. Sherlock and B. Barth, who could be male or female for all I know.

Kathy passed on these games to me to review at a party he held to celebrate the launch of his book. Feeling rather upset at such a slur on my masculinity, I treated round to my friend Julius Crouch, to have a look at them.

I have to mention Julius because he is who has a Spectrum, on which they run, but more importantly, because I have recently discovered he is related to the Editor and I want to keep this job.

From reading the cassette tapes, I had an idea that these games might be bad. We think *Diamond Quest* will particularly appeal to girls because the graphics are bright and colourful, and monsters do not appear! Ten out of ten for the most palatable (but not more) looking tape—who wants to look at a pink ship with animals in parcel colours?

The first game we tried was *Jungle Adventure*. You are out at an African girl who must make her way home from school. Home is in the middle of the jungle.

Words fail me at this point! It is the most boring Spectrum game I have ever played. It isn't an Adventure, it isn't an arcade game—what is it? I'll never know!

The second tape was *Diamond Quest*, which is much better and seems to have been well thought out. Even so, the game has a vocabulary of precisely 14 words! Watch out, Infocom!

The idea behind this game is to try to find the diamond treasure which is hidden in a palace. The graphics are quite good, but again, to call this an Adventure is a gross over-statement. It is merely a maze game. So, I think I'll stick to my knitting!

Games for Girls come from Laser Computer Simulations Ltd, for the 48k Spectrum, and cost \$5.99 and \$4.95 respectively.

Steve Marsh

STARGROSS

The player starts this adventure sound asleep aboard the deep-space pressurized ship *Stargross*. Suddenly an alarm sounds, he jumps from his bunk and rushes to the bridge as fast as he can possibly.

So starts Infocom's first extensive fiction Adventure. As is customary with Infocom Adventures, the all-text descriptions and large vocabulary are impressive. The ability to type command in full sentences, instead of at a time all on one input line is one of the many innovations that put Infocom Adventures into a class of their own.

This Adventure is set in the year 2188,

REVIEWS



when you have got off in your one-man ship to search of "treasure black" holes which could provide an inexhaustible source of power for man's ever increasing space civilisations. On arrival at what you hoped would be one such black hole, you find a very large alien ship spinning slowly in space.

You land, or should I say arrive, on one of the alien ship's many landing pads with a narrow lane of passage and a boat ship. So there's nothing to it but to explore some of Infocom's most challenging situations to-day.

Just finding your way around this huge ship, let alone its own problems, but after a bit of mapping, you soon learn how to get from A to Z without getting lost. During these explorations you can expect to meet aliens—some helpful, others whose only goal in life is to try to impede you in every way possible.

A good sense of humour and a little working knowledge of science will come in handy.

The game comes packed in its own plastic flying saucer containing the disk, instruction manual and a large coloured set chart.

All this adds up to an Adventure that should keep even the most hardened Adventurers on their toes for many hours, while being light-hearted enough for the whole family to enjoy. *Stargross* costs £10.00 and runs on the Atari.

Paul Copples

HORROR CASTLE

Horror Castle is one of those few Adventures that this reviewer finds compulsive enough to drag him away from *Clonaster Street*!

Without wishing to be over-compensatory, I must say that if *Horror Castle* is to be the new standard of Dragan,

Adventure to be released by A&F then I for one will be very pleased.

The scenario is one of a beautiful princess trapped high in an evil-looking castle. It is your task, as the brave hero, to save her. It wonder if anyone is going to write an original scenario for saving princesses?

Well, princess-saving adventures appeal to me, so I set about my task in all haste. The usual verbose vocabulary is employed in this game (GET ENEMY etc). The first problem encountered is how to get into the grounds—a states problem rather reminiscent of *Lost Adams*.

This is an apparently insolvable problem, but take some time and use some lateral thinking and you'll get in. Once there, a host of delight awaits you!

You will find knives, ropes, lamps etc. Well, you didn't expect an original light source in a castle game, did you?

At one stage, my knowledge of John Wayne and cowboys came in very useful. A mutant in the cellar is a ghoul who cannot be taken lightly as he is prone to kill you at the be of an eyelid. Talking of bells leads me to the vampire which favourite need is you—the intrepid Adventurer!

Do not think this game is without a sense of humour, for when I typed in HELP outside the second gate, I got the reply: "You don't need my help to open a 100% gate, do you?"

Although a score feature is absent, when, or if you complete your mission you are told how many commands it took. Knowing you CANO readers, you will probably complete the game in a lot less than my best score of 399.

Here is a game I can recommend to anyone with a Dragon 32. It gave me hours of pleasure and the sure it will do the same for you! *Horror Castle* is from A&F Software and costs \$5.95.

Simon Marsh

QUEST OF MERRAVID

In a review of *Quest of Merravid* in May's *CMO*, I stated that it was not possible to install the location description which is removed from the screen when a non-saving command is entered.

In fact, as Martech have pointed out, this CAN be achieved by typing 'Y' and 'N' combined on the command line as one of seven examples of command vocabulary, despite my informing you to the contrary.

Merravid was one of several games one of these came at the time I was playing it, and I can only conclude that I picked up the wrong letter when I entered the instructions—a mistake easily made when reading small print under artificial light!

This, of course, does highlight the point I was making about abbreviations. They are always best as an enhancement to plain English commands.

Kathie Campbell

CASTLE BLACKSTAR

A game you QUIT because you want to start again, but leaving you with the message "QUITTING GAME WITH XX POINTS" and leaves your computer looking up, a NCT friendly!

I always adopt the philosophy that when a player leaves any game by entering END or QUIT, the computer should be returned to its normal state—not have to be disconnected (because it is my use). And an Adventure requiring a reset for another try is not nice anyway.

OK, grinding over—is the game any good? Surprisingly, after my bad start, and prejudiced as I had become against it, I found *Castle Blackstar* to be a very interesting adventure—certainly better than many available for the Spectrum.

The game is not only said the machine code program gives a fast response, it has a good plot, some reasonable puzzles and I had happier with the simple black on white text than with many a lavishly illustrated multi-colored game.

The objective, which is fully explained in the accompanying leaflet, is to recover an orb, rid it of its evil powers and collect treasure. Points are awarded for being clever and collecting things.

The map is big and colorfully decorated and the vocabulary is claimed to be in excess of 200 words. Nevertheless, I found plenty of words that weren't recognized, many of them being displayed before me at the time!

Adventurers, as well as always being friendly and helpful souls, seem to be more disposed to bad language than most and this game copes with the streamer in an original way by providing a streamer—a location which faces you one object before you can escape!

If you're going to say something nasty, MAKE sure you have a redundant object in your possession first! I can greatly claim to have broken the streamer line with some particularly bad language, but I suppose as a journalist I should have a nice vocabulary. (Please-up Campbell—Mary Whitehouse will try to have it banned if you're not careful!)

So there you have it—don't go down in the woods to play, don't run, and wait your reward! *Castle Blackstar* for the Spectrum is from ICE Adventures, priced £8.95. Versions for Dragon 32, Commodore 64 and Apple II are planned.

Keith Campbell

WINGS OF WAR

Believe me, *Wings of War* from Salamander, is a gem!

The instruction booklet starts innocently enough. "Lt. Roger Wilson looked rather smart in his new German uniform. He started at the ground far below as he swung gently on the straps of his parachute. It seemed incredible the mere hours ago he had been leav-

ing in the officers mess, playing chess with Oat, the wonder dog."

What can be said about Salamander Adventures that has not already been said? Their anti-boredom of the computer world are, without a doubt, mad! One cannot fail to laugh at the introduction to the latest issue, Lt. Roger Wilson (over and out).

The subject of the game is that you, the brave adventurer, must bring back the following goods from German occupied France: Black Box, Ignitor (Switch, Blueprint), Operation Guide, Manual and The Book.

Easy, huh? Well, this is not a job that will take a couple of days—more like a month.

In playing the Adventure, you know what to do, but cannot easily find the way to achieve your objectives. The vocabulary takes a little while to get used to, but I found the more I played, the easier it becomes to hit upon the correct command.



Although not the easiest Adventure around, it is worth persisting with, as it is, to my mind, the best Salamander Adventure I have played—and I have played the lot!

Many characters are to be found in the game and one such is the commandant who just sits in his office and you say a word. Which word I will leave you to discover!

Another character is the officer who follows you as you travel around the game. I think he must have a secret ambition to be a shadow, as he even follows you into the toilet!

Not surprisingly, perhaps, of all the rooms in this Adventure I have so far stated, the room without any exits is the hardest to escape.

In the room is a glass box which when broken gives off laughing gas. It

can—doesn't act quickly, it soon becomes anything but a laughing matter, as further progress in the game is stopped. To escape this fate, one must mask one's face.

I can recommend this game to anyone who enjoys a good but not too serious Adventure and I look forward to the sequel, *White Castle of Dover*.

Play *Wings of War* and join me in the fight to win the war. Of the six objects needed, I have only two so far. I wonder how *CMFG Adventures* will fare?

Wings of War is for the Dragon 32, BBC II, and Orion, from Salamander Software, priced at £195.

Simon Marsh

COLDIT2

As a prisoner you must rescue a fellow inmate from the solitary confinement cell and lead him to safety from Colditz Castle, with the aid of your Spectrum.

There are many pitfalls in this adventure. In fact, you must be extremely careful to make the right moves—a false one and you'll be shot by the Nazis. On the surface, this looks quite realistic. After all, in the real thing you could get very near to escaping and get shot—alternatively, this might happen during your first moves. But it will make a lot of game saving necessary, if you are to piece the puzzle together and form an overall strategy.

When the instant fails down a bit is exemplified by a little sequence in the prison canteen office which has a 'wooden plank floor'. This is screaming out for attention, almost literally as it makes a noise when you walk on it. Pass through without solving the problem and a guard will hear you on the way back—far enough, but it is impossible to examine wood, plank, or floor. You have to deduce that you must take a floorboard and it seems the board must be very wide or the room extremely narrow, for the description changes to 'is the floor underneath'. Thus the guard can no longer hear you walking through.

Coldit2 has a fast response, even when displaying graphics which accompany some of the 78 odd locations in the game. A split screen layout is used, showing the picture above text descriptions of the location above a length of barbed wire and the scrolling command, which includes visible objects, below.

This is a competent adventure which will take some time to complete. I have a feeling that playing might be more enjoyable if those parts of the map that a prisoner is expected to know at the outset were provided with the game. This is an unusual thing to suggest. I know, but strategy could be planned from the start, rather than having to take a hit and miss approach all the way through.

Coldit2 is for the Spectrum from Phoenix Associates, priced at £6.95.

Keith Campbell

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YOUR MUSIC

Suggestions for music while you play are still arriving. Ian Watson from Birmingham sent me his top ten. So if you want to improve your top scores, these are the records you'll need to buy.

12. Temp.—Van Halen
13. Dreamer King
14. Thriller—Michael Jackson
Ain't No
15. Aer Rap—Adam & the Ants
An Attack
17. Rock the Boat—Focus
Kraut Drive
18. Our House—Madness
Jet Set Willy
19. Into the Gap—Thompson Twins
Jumpin' Jack
4. The Caterpillar—The Cars
Compote
3. China Girl—David Byrne
Chinese Juggler
2. Walking on the Moon—Police
Logan
1. White Christmas—New Order
The Sweeney

BUG SET WILLY

The recent launch of Jet Set Willy provoked the largest batch of letters on a single subject that I've ever received. And most were complaints.

There appears to be a number of bugs in the game. These are just a few of the ones which I've been sent. If you know of any more then please let me know.

If you go on any screen after Koozas Lane, then on any following games you'll find that the ground has vanished and that it's impossible to enter the kitchen without losing all your lives. Another reader reported the chapel and found that the two guardians had disappeared without trace. Again, walking into the kitchen cost him all his remaining lives.

David Taylor tells me that he has written to Software Projects about the bugs. In a disappointed letter, says David, they said that when you reach the attic on the roof you must be capable enough to complete the game. If again you visit those rooms where disaster has previously struck, you lose all your lives to stop you using them as a short cut. The chapel guardians will disappear to these places to stop you.

The letter from Software Projects ends by apologising for the fact that, once you have stated the attic and suffered this fate, there is no alternative but to reload

the tape to return the game to normal.

This is the official excuse for what still appears to me to be a bug in an otherwise excellent game.

Of all the Jet Set Willy letters I received, the ones which didn't talk about bugs told of warring ways to cheat in the game.

I've been sent lots of FORKs to give you infinite lives, help in your quest for the keys and even to make you start at whatever level you want.

What really concerned me was the number of letters telling me how to get past the colour-codes security system included with the game. I have been told how to disable this so that whatever codes you type in the game will still run. I'm not going to print them...it's illegal.

Oh, and by the way, that bit last time about tape was a joke. Please stop writing to me!

MICROPOLY

May's listing for the Spectrum was Micropoly. Unfortunately, a few lines were rather difficult to read. OK, this, therefore:

You can get the microscope away now. Here are three lines again in glorious black and white.

The reversed part of line 2000 says DOORLE THROWN*AT 11a+1*RM OTHER GO

while line 2118 says 1-BUY PROPERTY *AT 5a+4*3-BUY MORRIS *AT11a+4*3-BELL HOUSES *AT 12a+4*3-BELL PROPERTY*AT 13a+4*3-MORTGAGE

Now is 2115, where the reversed part is 3T-NEXT PLAYER

Now is 400... FINE OF 10 *AT 11a+8*TO PAY

And 800

INSUFFICIENT BK 8100-CURT CLAME

And I've saved the longest one till last, which is 888.

INSUFFICIENT 111*AT

11a+4*3-BELL HOUSES *AT 12a+4*3-BELL PROPERTY*AT

12a+4*3-MORTGAGE

The game should now run properly.

A TEXAS HUNCH

Norman Sorenson writes all the way from Mills with a correction he's found to Ranchbuck for the Texas as published in our April issue. Simply change line 1200 to a REM, and don't worry you in the GOTO 118.

NEW XL OS

Owners of the new Atari XL micro have had a rough deal, especially those who had upgraded from an older 400 or 800. Atari has changed the operating system on the new XL range and software which ran on your old micro will not always run on the new one.

There is a way round this, though, in the form of a program called Translator. You run this on your new XL and it will load the old operating system into memory so that your old games will now run. The translator is available at the moment in America for \$10 and Atari plans to release it in Britain shortly. There's no fixed date yet, but I'll let you know as soon as I know.

ARCADE BUGS

Here's some news of "wired" happenings in an arcade, courtesy of Darren Michael from Palmers Green, London.

While playing in a local arcade, I noticed a man knocking up a huge amount on Pac-Man. The man had completed around 200 ghosts. (200? Are you sure?—Ed.) Then suddenly the right hand side of the maze disappeared and was replaced by a hill character and And it was possible to pass right through the red ghost.

Are you sure you saw this, Dave? The fellow, playing Pac-Man was open for three days and did funny things to your eyes—not to mention the rest of your body, too if you cut in between the rest of his body—Ed.)

These games get worse every month.

NO MAGIC IN

D. M. Bod writes from Nottingham with a small gripe about VisiCalc Spreader programs for the Vic. After getting the last file in, the program doesn't give you your score points. Has anyone else found the problem?

HOW TO LOSE 1s

Bob Parker was our game for the Texas in June's issue. Although the listing is littered with pound signs, the TI micro doesn't actually have such a character on the keyboard. This happened because we didn't use a proper Texas printer to produce the listing. You can cure it by using a hash sign instead (#).

The remainder of the game is correct.

That's all for this month. See you next time. Or drop me a line or a phone call.

BY ROBERT SCHIFFRIN

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By David C. Smith



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DECK'S AND
AWAIT THE
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THE SOFTWARE
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COMMODORE 64
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EVERY SHELF!

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OLD STUFF!
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HERE!!!



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

ADVENTURE HELPLINE



Keith Campbell, Computer & Video Editor
Quorum House, 8 Fawcett Rd., London WC1R 6JU

KEITH Campbell's Adventure Helpline has become such a massive operation that we've decided to devote an entire page to your Adventure problems, hints and tips. Each month from now on you'll be able to find this special Helpline page alongside Keith's regular Adventure feature. And don't forget our bi-monthly Adventure review specials. All of which makes Computer & Video Games the best read around for micro-Adventurees!

PI PI PI!

"Will the golden candle ever be won?" asked the new boss. "Well, same as you're the Adventure thing—you should know! If nobody's ever going to collect, then we must suppose it as a rip-off!"

"How long is a piece of string?" I mumbled sotto-voce, growling inwardly. Terry would never have asked a question like that—he was omniscient!

So I typed PIMANIA on my letter database program. YEATIS, REANIS, YEATIS went the printer. Small wonder GARG is having to move premises—we need more filing space for letters from Jersey! But there at the end of the list was a new one, this time from Iceland.

Dear Keith,

NOPE. I'm a Pimania. I must admit I'm a dishonest one, in, I think I can get just the Crown of Ivory (L27 GATE - etc) but I don't get any automatic answer. I cheat by giving myself all the objects and then dropping them in the cavern.

I have a few humble questions before I eat my computer:

1. Where you break into the program, does it divide files and so make the job impossible to win by cheating?

2. Why are the system variables named "PLAGE 1"?

Break the program and type:
POMJ = 1 10 r: PRINT NS(U) NEXT I
and—remember—not all the exits are under "G". Please help—I know your magical department can . . .

Your Financely,
Martin Thomas

I'm dead pleased to hear all the exits are not under G, I'm sure. Are all you Financelys cheating (money)? And how am I going to answer my Editor?

"Oh! There was one, Tim! I've got a lead on Pimania. Backson follows by the name of Groucho's hat on the trail."

(Well, he'll never own that one—he's a damned cheat!)

BRAIN PICKING TIME

How can David Booth, a young blade from Blackpool, light the lamp and pick up the glowing teacher in *Perseus' Experiment*?

What kind of soap should Daniel Chew buy in *Critical Mass*? Daniel wrote from Hong Kong and I was tempted to suggest Bird's Nest . . .

Ashley Weinwright feels he is near to success in *Jazzco From Pouter 2*, but is in trouble with an edge connector and can't work the lathes. Come in all you budding electronics engineers and help us!

Simon Alder from Newcastle-spo-tyke can't open the waiting room door in *Jax Little Indiana*. Can anyone help?

"Can the Dragon in the North Tower of Twin Kingdom Valley be killed and, if so, how?" asks Jaxx Wickelbrock of Ince Blunden, Merseyside.

Distressing things are slipping through the hands of R. A. Sedgwick of Ditchford. Can anyone help before the sands of *Old Father Time* run out?

Michael Suprun from Slough has been to the second level of Map 2 in *Black Crystal* but can't remember how! Can anyone help him with all these levels of Map 2?

PROBLEMS UNKNOTTED DEPARTMENT

This month's credits go to Peter Berry of Penzance for his class on *Wizard and Princess*, Ian Noble of Hants for his tip on *Road of Blackpool*, Famous Syne of Manor Park giving *Colonial* help and James Douglas of Tinseltown for being one step ahead of *Old Father Time*.

and remember
The odds should go with you, but
(SPOKE)
perhaps a few might help.
—
ing is part of a bigger picture
of the day. Before the revolution the
Country's flag and have a good time
conditions are right. So the
Special transport will only arrive when
THE END OF THE DAY
and you may find another problem.
ways—making it better. Some
To get into the cavern, there are two
TO THE HEAVENS!
There are two ways to solve the
To solve this one, the first two are
CONSOLE CONNECTIONS
and get in the two-bit zone.
positioning. Please. To remember the
zone or episode, but I don't see the
No, before the 17 zone—I will not let
the zone back to the building on post-
The first thing to do is to get a memo
Forget about this and try the manual.
CORRECTION
England. The
to get anything in your journey from
To get past the monster, he can't go
CONSOLE CONNECTIONS
positioning that's because it's your road!
—
The monster has a trap zone
BLIND OF BLACKPOOL
from a what comes before.
and go on the next and you find a
There are two ways to solve the
CORRECTION



GAME FOR DOOMSDAY

If you like sudden death for no discernible reason, then here's a game that's certain to please. Logical it may well prove to be eventually, but there will be a lot of trial and error before you discover the error of your ways and learn the correct course of action.

I talk of Countdown To Doom. This is the first time that an Acromoth adventure has fallen into my hands—Philosopher's Doom was borrowed from a friend, Castle of Riddles and others, I have never seen, and to me, represent unanswerable Belphege questions.

Trying to cheat revealed that the program is typically BBC—PROC PROC PROC and the only text I noticed was OK and a word about it being dark. Jolly good, but for all the "structured programming" it ain't half slow! A full-message response time of about five seconds is not good news for the Book which has just about the fastest Basic I have seen on a micro.

On starting, you find yourself on a perhaps too cleverly described wireweb spacecraft, so what do you do? My review copy had no instructions as to my mission, so I decided to get out and have a casual look around.

Outside the craft are multiple exits leading to multiple exits—make a wrong move and it could well be your last.

Your natural instinct tells you to check everything carefully before moving ahead or handling something. Trouble is, in this game, any command beginning with LOOK gives you your location description again and the word remains—EET????

It is an intriguing game

though. The scenario is compelling and full of promise. Since leaving the game, I have decided that when this review is finished I will go back and have another crack at it. With the number of Adventures I get to see, that means it's good!

A few days later I KEPT it to life again for another try and, having leapt through excitement, got further into the game.

I came across strange discs, pneumatic tunnels and a robot that patrolled around after you and systematically raze you! Dead ends are slowly being pushed onwards....

Perhaps this is a game best played a bit at a time, with long pauses for thought.

Countdown To Doom from Acromoth is for the BBC B, and costs £9.95.

ADVENTURE CHAT

I continue to be amazed at the fit-off places where people play Adventure written in English. This month's mailing has had letters from the extremes of Iceland, through Hong Kong, to the United Arab Emirates.

I should have thought the Arabs would be difficult enough even with English as your national language. St. Olav's Aid was from Helsingfors under all the help I could give him with ASCII at Old Jostein Mark of Norway, stuck in Colossal Adventure.

Another reader I am able to help out is Gordon Kerwin, stuck in The Fox and The Dove.

I suggest following the advice in the accompanying book that if that fails to help, look in the upside-down class!

Sue Keywood and her Vic-20 have exhausted their current supply of Scott Adams games. "Don't you think it's a bit mean of them not to have any more ready and waiting for veterans like us?" asks Sue.

Beverly Handle and Alison Holmes at Bristol sent me a letter in GOLF to announce their completion of Dungeons of Mordor. Their computer having told them that they are really rather clever, they get three

questions to me: 1. Are we really rather clever? 2. Can we have two GOLF licenses? 3. What Adventure game should we try in order to be VERY clever? To which I answered Yes, No and Showed. Asah! I can be really hard at times! Not anyway, they didn't tell me what size!

While writing, they described a real mental problem they encountered with Pyrite. A book accompanying the game gave the lockdown on Car Park and Station. This drove them off the steel for a while, not immediately! How anyone came across an MCP output on Pyrite's Island is any chance?

Remember Stephen Douglas and the Great Two Horse? My mention of a letter from Brian Pickersall a short while ago got young Kenzo slightly indignant. "he's not a hyper-intelligent, skin-dating mega-being from a distant planet—he's my brother! And he really DID complete Stranger Delivery in six days!"

Only kidding, Kenzo—and full marks for timing. You must have known that I was about to get off down the Staffs and Worcester canal on a narrow boat about your width!

BY KEITH CAMPBELL

CHEAT WITH MICHAEL AND VIC

To cheat by looking at machine code adventure text is not so easy to apply when the game is on a ROM cartridge, and many readers ask how it can be done.

Michael Sossans, of Hartley in Kent, kindly sent in the following routine:

```
10 FOR T=1000 TO 40000
20 A=PEEK(T)
30 PRINT CHR$(A);
40 GET AS
50 IF AS="1" THEN POKE
34470,8
60 IF AS="2" THEN POKE
34487,25
70 S="3" THEN P=-1 TO
10000:NEXT P
80 NEXT T
```

Run this program and press 1 for the screen to turn black, 2 for the screen to turn white and 3 to print the program for a bit. You will have to change the Vic to lower case by changing the SHEET and COMMANDS key together.

Michael warns that you can't find out everything by using it!

INSURE AGAINST INFOCOM!

I received an amusing broadsheet the other day from Bill and Wendell, Fiduciary Insurance Company of Upper Mesopotamia. "Have you ever stopped to think what might befall your loved ones (if any) in the event that you became hopelessly lost in the wilderness of an Infocom game?" asked the blurb.

What is on offer is a series of hint sheets and maps, and for those who are interested, they are available from Infocom, P. O. Box 822, Garden City, New York 11530. Hint sheets \$7.95 each. Invitations, complete with invisible ink developer, are also available — no details of price! Also the whole range of Infocom games can be obtained from this source, except where there is an exclusive dealership.

Either send off for details or order, quoting Visa, MasterCard, or American Express number. Allow extra for outside US orders and optional air delivery.

THAT ROOM - WITH THE CALCULATOR!!

Perhaps one of the longest outstanding problems that has ever plagued an Adventurer reader the most is THAT ROOM in Deathmaze 5000. You know — the one with the calculator, where the clue is TURN TURN TURN. The calculator displays the number of 312 and you are advised to reverse charges.

I reviewed this game way back in the third issue (January 1982) of CAVG and win going bananas then! You just can't get out of THAT ROOM! Or can you? At last, after all this time, the secret has been discovered and revealed by a regular reader and long standing correspondent, Brian Moore of Hall 'N' Wood, Bolton.

Not only can you get out, says Brian, you MUST go in, for to complete the game you need the calculator!

Many thanks, Brian, for the info. I believe that every Adventurer has been solved by a CAVG reader somewhere!

WHAT DO YOU LOOK FOR?

The relatively large memory, plus the graphics and sound capability of current microc-alibre Adventure games to be written in many different formats.

For example, illustrations can be provided, music and sound effects can be added, the map made extensive, text verbose or plot extremely complex. Any one of these features, or combinations thereof, can be added to what was once the standard size of game.

This means that the Adventure has a choice not only of 800, but of type of game. He can play the highly graphical Valhalla or the complex and verbose Zark, he can listen to Groucho's music, or he can explore the massive spaceship in Snowball. Which of these features makes for an absorbing Adventure is very much a matter of individual preference.

Even if any particular user does not happen to be your cup

of tea, it must be admitted that all of the above Adventures are very good of their kind. But what of the attitude that anything not "state of the art" is somehow inferior?

Why, for heaven's sake, SHOULD every feature of a mine be used in a game? If an Adventure game is satisfying to play and contains a compact plot and some interesting puzzles, it may well be completely spoiled by adding the use of every advanced feature of the machine on which it is played just because they are there.

Are graphics really an enhancement if they slow the response beyond the player's boredom tolerance? Colour graphics were a novelty when first available on cheap micros, but nowadays, since they are so commonplace, they can be a pain if not handled imaginatively. To my mind, that means using them interactively or sparingly as an integral part of the game, rather than as a pictorial representation of the text. Otherwise, why not save the programming effort and provide an

old-fashioned picture book to accompany the game?

Furthermore, however realistic or melodic a sound accompaniment might be, it can become maddening if too loud and repetitive.

Finally, to the text. Do you really want to have to read scoreboards of repeated text every time you press ENTER? On the other hand, very short descriptions can destroy a game unless every syllable is put to use to convey the message, be it exciting, cryptic, or humorous.

What sort of Adventure game do YOU enjoy? What do you look for in the perfect Adventure? Write and tell me whether you are a text Adventure addict and whether you prefer a graphics orientated game or look for other features.

What more do you play on and what do you see as the strong points and weaknesses in the Adventure games available for it?

Address your letters to Keith Campbell, Computer & Video Games, Duncraig House, 3 Herkall Hill, London EC1R 5EJ.

OUR HALL OF FAME GAMES

CAED knows that all you gaming fans are just dying to make your mark on the universe's premier computer magazine. Well, here's your chance. Just send in the Hall of Fame coupon with your hi-score and a flattering little photo of yourself and, if the score is high enough, we'll include your picture as well as your name.

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ATIC ATAC

A great new graphic adventure-style game from Ultimate.

DIAMONDS

English software have high hopes for this exciting game and are even offering it diamonds as a prize! For the Spectrum.

JET-PAC

The game that made Ultimate a top name in the world of games software overnight and which is rapidly becoming a cult game. For the Spectrum and Vic.

KRAZY KONG

The latest version of (Silly) Kong we've seen for the Vic. From Atactic.

MANIC MINER

Shrew addition for the Spectrum from the Bug Byte people.

PLANETOID

Acornsoft's brilliant version of Defender for the BBC. At Acornsoft, Neil Raine holds the top score of 408,800 — beat that!

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Help Zippy survive in this extremely playful game from new games company Incentive Software.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system built into the game. Help Zippy beat the master. (On The Pyramid, please send your high scores direct to Fantasy or the address on the cassette label and NOT to CAED. Fantasy have their own way to verify scores.)

ZALAGA

Space age action from Activac for the BBC.

ARCADIA SPECTRUM

- 1) D. Iles, Bridgewater, Somerset — 2,912,762
- 2) Andrew Milner, Hull, Humberside — 1,747,681
- 3) Fraser Watson, Sheffield, South Yorks — 952,149
- 4) D. Sencoyzys, Sheffield, South Yorks — 718,176
- 5) Martin Jones, Amersham, Bucks — 652,010

ATIC ATAC

- 1) N. Leeds, Cardiff — 1,316,765
- 2) Daryl Usher, Camberley, Surrey — 825,389
- 3) Wesley Kerr, Glasgow — 442,440
- 4) Stephen Laverback, Selby — 370,915
- 5) Jonathon Southern, Leek, Staffs — 265,060

DIAMONDS

- 1) Michael O'Mahony, Republic of Ireland — 5,997
- 2) Jeremy Askew, Kingsherpe, Northampton — 4,126
- 3) Richard Davenport, Stockport — 4,121
- 4) Neil Taylor, West Midlands — 4,899
- 5) John Marshall, Nottingham — 3,943

JET-PAC

- 1) Darren George, Portsmouth, Dorset — 13,852,750
- 2) Lee Mills, Lancaster, Lancs — 12,800,750
- 3) John Thake, Ely, Cambridge — 12,057,815
- 4) Alan Ball, St Helena, Merseyside — 8,538,385
- 5) Jonathon Jones, Solihull, West Mids — 7,305,857

MANIC MINER

- 1) Daryl Unwin, Camberley, Surrey — 5,088,083
- 2) Paul Rattray, Kinnoull, Perth — 2,642,027
- 3) Julian Rignall, Dyfed, Wales — 2,085,823
- 4) A. Procter, Leeds — 1,979,815
- 5) Stephen Lynch, Wallasey, Merseyside — 1,763,590

PARSC

- 1) Andrew Smith, Ailsa, Scotland — 8,895,200
- 2) Neville Harrington, Dagenham, Essex — 2,164,360
- 3) Leon Smith, Gwent — 1,169,300
- 4) Matthew Cramp, London — 154,880
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PLANETOID

- 1) Simon Killoch, Weymouth, Dorset — 1,114,800
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- 4) Matthew Constable, Andover, Kent — 652,800
- 5) Peter Harrison, Exeter, Devon — 583,550

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- 1) Giles Ahern, Surrey — 137,469
- 2) Alexander Douglas, Northern Ireland — 137,877
- 3) Joanne Thompson, Merseyside — 136,731
- 4) Scott Hamilton, Lanarkshire — 136,816
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Linking a mouse to a larger computer via the phone lines was first brought into the average mouse user's price range last year, by Microsoft. This is a system which runs on the Prestel computers and offers up-to-the-minute information especially for the more user.

The new piece of equipment introduced to the more casual, is taken advantage of in new applications, use the modem. This converts the frequencies which the mouse handles into those which the telephone system can cope with. After all, our phone system was designed for people to speak into and not for computers to squeak into at very high frequencies.

With the right sort of modem, you don't have to stop at Microsoft. Many people are now discovering ways of linking their mice to large, mainframe computers. Ways both legal, and not so legal—gaining access to a computer so which they do not belong to, for which they have not paid, for example.

MUD stands for Multi-User Dungeons and Dragons. It's a version of the classic adventure game and runs on a computer at the University of Essex. The M&D part is quite normal. It's the multi-user idea

which makes it novel. More than one person can actually be playing the game at the same time. In fact, up to 50 people can play at one time.

Access is via the telephone lines and is perfectly legal. A special non-charged account has been set up especially for MUD players. The reason that dedicated MUDers are nocturnal is that it's only available (or rather the free account is only available) between midnight and 6 am during the week. The reason for this is that if the computer was tied up with MUD during the day, access would be difficult for genuine university students!

Anyway, assuming that you have a suitable terminal (usually a BBC micro + some scrolling software) you can access MUD.

Once you've logged in to the university's computer system, you type MUD to start the game. Each player chooses himself a character which they assume while playing the game and you start this at the start. Then comes the real multi-user part. Type WHO and the computer will tell you the names of the characters currently playing. Looking down the list, I notice that Denise the Witch is around, so I just type: 'Denise,

hello there' and my message appears immediately on that person's screen.

There's no need to say who I am as the computer will do this for me. Whatever Denise happens to be doing, her



screen will scroll up and say: 'The player tells you, hello there'.

If I want to talk to everyone at the same time, I can use the shout command. Typing: 'Shout, who's out there?' will produce the message 'Who's out there?' on all the users' screens. They can then choose whether or not to reply and whether to reply privately to me or to shout the message around.

Talking is one aspect of MUD and to some it is the main function. You can easily spend a whole night chatting away to people without actually progressing very far into the Adventure itself. Especially if you're new to the game and are after some tips from the hardened players.

This game is big. The program, including the very detailed text for all the locations, occupies over 1,000K or takes up over 40 screenfuls. It's a complete summary of a six Spectra. Simply listing the program on paper would produce a wall about six inches thick.

Approaching one location, I find a magic mirror. Great, I think, I'll have that!

It's midnight. The office is silent. Computers fanatics everywhere are settling down to a few hours' rest. But scattered thinly around the country, a small dedicated band of night owls is awakening. You can tell that start to drink. And you hear the desperate cry of "What's wrong with the PDS exchange now?" and "Who knows where I left my and "Who knows where I left my password?" This is MUD. A recreational sport known to, and loved by, dedicated computer junkies everywhere. It's an Adventure, sure. But it's far more. ROBERT SCHIFFRIN explains.



M.U.D.

before I can type 'get mirror', somebody else has beaten me to it! This is the other aspect of MUD. You are actually battling 'time' against other players.

The only way to get the mirror back from Denise is to kill her. Of course, there's no guarantee that I'll win. She'll probably kill me instead and I'll have to wait again.

Now, here's some of the background to the Adventure itself. Most of what follows was told to me one night by a player under the name of Whisker. This is the beauty of such a game—there's always someone around to answer your questions.

As well as the constant chat facility, you're also playing a very large Adventure game. Each description, as you'll see from the photograph, is detailed and lengthy. If you're lucky or experienced and don't need all the detail then type **HELP** and only the first sentences will be printed. If, on the other hand, you need all the help you can get then type **VERBOSE**, which is the opposite of **HELP**.

The object of the game is to collect treasure. Dropping it in the swamp will then give you the points associated with that object.

As you collect more points, so your character will change. You start off as a novice and progress through characters such as wizard and necromancer. Of course, if you're a female character then you'll be a witch or a necromanceress. There are, in all, ten levels.

Stamina is important. Its value ranges between 1 and 100, the higher the better. Stamina will help you in a fight with another player. A fight will also take up some of your stamina. To replenish stamina you must sleep.

One of the first events which every people type when playing an Adventure to the Real Time are exactly ones. The MUD will not allow this. Using bad language will destroy you and the computer will say "In an attempt to keep this game uncorrupted you have been killed."

If you are killed in a fight with another player then you are dead. Your character has been destroyed. You will have to log in again and reassign the character or create a new name for yourself. If you die by self-inflicted means like jumping off a cliff then you can still continue playing under the same character.

Just like other adventures there are objects. But because you're not the only player, the objects will not always be in the same place. If Lactaria the witch picks up the sword and drops it near the well, then when you get to the well you'll find the sword there!

You can use the objects to attack players. For example, you can type 'Kill Denise with sword'. Denise will then be informed that you are trying to kill her and can take appropriate action. If she has more points than you then she'll probably win the fight. Alternatively she

if you then feel guilty and type 'sorry', the machine will reply with "Oh that's quite all right, no need to apologise".

To play MUD, you'll need a suitable terminal with some software and also a modem. Although not perfect, a normal Microport terminal will work.



can type **FLICK**, but you lose points for being a coward.

Talking to a player is easy. Just type the character's name followed by a comma and then the message. So to greet Lactaria the witch, just type "Lactaria, hi there".

You can also talk to selective players according to their experiences. For example, type 'novice, hi there necromancer' and all novices will instantly receive your message.

If you're an inexperienced novice then you can, if you want, choose to enter berserk mode which, as the name implies, will make you berserk! Berserkers have a greater chance of survival if they get involved in a fight. You also have the ability to retrieve the "longsword" from the Excalibur-like rock in which it stands. But a berserker can't see in a fight. He—as she—must stay and face up to the opponent.

If you have enough points, you can cast spells. You have the ability to summon another player to wherever you happen to be in the game. This can also cause them.

You may also interrogate the computer and ask it where certain objects are hidden. Whisker can even group to other players and see exactly what they're typing.

MUD is rapidly becoming a hot game among computer nerds. The night during which I played I conversed with around a dozen people, from as far afield as Tokyo!

The game is very user friendly. If you type a word which the computer does not recognise then it will try to help you.

You'll also need an account with British Telecom's Packet Switchnet, PSX.

This is a national network of special telephone lines which you access with a normal local phone call and your own password. In although the game runs on a computer in Essex, you can phone it at local rates. You can find out more about PSX from your local British Telecom office.

The reason why a Microport terminal is far from ideal is not the modem itself but the software. So if you use a BBC for accessing Microport then you can buy some different software.

You'll need some which scrolls the screen, as opposed to Microport which starts printing at the top of the screen again each time it reaches the bottom.

Although the normal Microport software will work, you'll have to keep clearing the screen after each page otherwise the text will become unreadable. If you're using a BBC, the clear screen character is CTRL-L. On a Spectrum, you may be able to adapt the software to send the screen clear character, which is ASCII 12.

It's 6.35 am and the sun is now rising over the C&MG offices. I've been talking to Whisker, Denise, Lactaria and the like all night. And we've never actually seen each other or heard their voices.

Whether this is a good idea, I don't know. Personally, I'm off for some breakfast.

REAL FUNCTION

SING JWO

SCRAPING
FOOT OFF



OUR PROGRAMMER HAS
REACHED GABRIEL ABOUT
THE BUGS HE'S GOTTEN HIM
TO CALLING YOU ...

GET A GRIP ON
YOURSELF LEO. I SWAM
OUT WITH YOU IN A
FLASH.

WHERE THE HEAVS

I'VE GOT THIS
TERRIBLE FEELING
OF IMPENDING
DOOM!

FERR NOT!
IT IS I ...
BUG HUNTER.

SOB!

OH!
HELP AT LAST
FORNAN YOU GOING
DOWN YOU. FERRER YOU
WANTER YOU TO ...

HEEN! I'VE HEARD
ABOUT YOUR BOSS... A
FRICKY BUG GUNNER.
STAND BACK WHILE
I ...

... REDUCE
AND MY MILES
FEELS.

HEEN... JUST
TO BE ON THE
SAFE SIDE... FOR
REASONS AND
REASONS...

IT'S SOMEBODY
BUT, IS I GOING IN
FOR THE BUSH DRIVE,
THEY'VE NEVER HEARD
OF CARRYING.

SUDDENLY!

BUG HUNTER
GROANS IN FOR
THE HILL!

BOO BOO BOO
BOO BOO BOO
BOO BOO BOO
BOO BOO BOO

ZAP!

SOB!
THE BOSSMAN
SHOOK AND
SHOOKED BY
A BOO
BOO BOO

I LOVE LOVE
& GOOD BUG
GUY (GUGLE)

YEEKLE!

HELP!
LET ME OUT
OF HERE!

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BUT, BUG HUNTER'S
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We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything

you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or loose copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

Program name:

Machine make: Model:

Other models it should run on: Number of K needed to run it:

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it:

Author's name: Christian Ser-name:

Address:

Tel: Date:

Type of game: (if original please say so)

Loading instructions:

Game instructions: (if not included in the listing)

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Date received:	Evaluator's comments
Acknowledgement sent: <input type="checkbox"/>	Good enough to publish <input type="checkbox"/>
Name of evaluator:	Needs some fiddling up <input type="checkbox"/>
Date sent out:	Not worth publishing <input type="checkbox"/>
Date due back:	Same game already published on this issue <input type="checkbox"/>
Needs to be returned to author for alterations: <input type="checkbox"/>	Wouldn't load <input type="checkbox"/>
Date sent:	
Due to be published in issue of magazine:	



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MULTI-TASKING Because White Lightning was designed to run effectively on two programs at once. The reason of course, that games like Space Invaders and Defender can be written without complex timing calculations. In white one




THE KEY TO PROFESSIONAL GAMES DESIGN

program smoothly controls the landscape, the second controls the other characters. This is undoubtedly one of White Lightning's most powerful features.

MARKETING AND PORTABILITY Although White Lightning uses an Invariant FORTH as its host language, programs can be written in a combination of BASIC, FORTH, IDEAL, and machine language.

When a more, program written in FORTH-IDEAL will be highly portable between the Spectrum and implementations under development for other popular sources. White Lightning comes to marketing your completed games, there's no problem either. In fact Ocean themselves will offer to market outstanding software.

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TAKE A SHOT AT J.R.

MEANWHILE... back on Southern ranch, J.R. is looking worried. "Bobby, the Ellen, get it into quick!" he shouts. Bobby and the lovely Sue dash into the mysteriously hushed living room.

J.R. looks sternly at them. "What's been giving away our secrets then?" he quizzes the pretty looking pair. "What do you mean, J.R.?" asked the Ellen, frowning but eyes glazing in a surprised fashion.

"You just found that some great ideas have come up with a computer game based on us!" he grows menacingly. "Gasp!" says the Ellen. "Gasp!" says Bobby. Cue dramatic music!

"But, J.R., that's not really a bad thing is it?" says Bobby, smiling broadly. "It sure is," scowls J.R. "It's not making any money out of it!"

For YOU, dear reader, could get something out of it if you buy the August issue of *Computer & Video Games!* We've got an exclusive Dallas competition for you to enter. The prize? Copies of the newest Adventure game around, based on the world famous TV soap opera. The game is the work of top American game houses—Datacube. Regular Dallas viewers will have an advantage as they know the various quips of the stars of the show—but anyone can play! This splendid illustrated adventure takes you inside Southfork and into the jungles of South America in search of the black trail. Our friends at Datacube have come up with a double! In this new game just for *CVG!* readers. And there's a great new Bruce Lee Kung-Fu game up for grabs too! You can't afford to miss August's *Computer & Video Games!*



MYSTERY ADVENTURE!

In keeping with our soap opera theme, we've commissioned a top Adventure games writer to get together an exciting program based around a very famous soap opera which can be seen every week on Dallas TV. *Mystery!* You won't be if you rush out and get the August issue of *CVG!* All will be revealed on July 16th.

PLUS, PLUS, PLUS!

We'll also have our readers vote on most needed programs, one of our best computer news and opinions, and lots more family oriented information to keep you informed. You can't afford to miss *CVG!*—so why not place an order with your friendly neighborhood...

MICRONET 800

You may remember some time back we announced a *COM-M* street competition which gave you the chance to win an amazing Micronet modem plus lots of other goodies. All you had to do was let Micronet have your best game listing! Well, the program series at Micronet have been busy looking at your entries for the contest—but they wait no more!

So we've decided to expand the contest and release a next issue. If you're already entered, don't worry. Your programs are in safe hands and will be considered along with the new entries. So watch us for the next issue and be sure improved entry list!

FACE THE MUSIC



The micro-music contest featured in April's *CVG!* created quite a stir among the musically minded newcomers out there. We received several hundred entries and we confess that all of them are potential top twenty hits. But we're only got three prizes to give away so it's going to take a lot of soul-searching and listening before we finally make up our minds. Vince Clarke, one of Depeche Mode's Future, one of The Associates, will be giving us a hand in the final judgment and we'll announce the winners in our next issue. So if you entered, don't miss our August issue—order yours today!

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M.O.N.T.H.N.E.X.T.M.O.N.T.H.N.E.X.T.

BY TREVOR TURAN

TEDDY BOYS' PICNIC

These throwbacks from the fifties, who once nearly gave up honey for Elvis Presley, are having their annual reunion somewhere deep in the woods.

As well as all the traditional fun and frolic, like swarming bees with bicycle chains, the teens have a few problems to solve and need the help of something with a bit more brains—even though we haven't the common sense to spend the winter curled up snugly in some comfortable cave.

If you can come up with all the right answers, not only will you set the seal on their party but you can also compare for one of the fabulous prizes they have persuaded Tony to put on offer.

Our friends at Tony have offered six of their Toymania 3D games—three of their new assessment versions for the first prize winners and three of the unique hand-held 3D games for runners-up.

UPWORDS

Before young Cedric can climb the ladder to reach that tempting beehive, he has to make the steps safe. He can do this by finding the 12 six-letter words which fit into the squares. He has a clue in each word and the answer is entered by putting three letters along the line and the remaining three backwards along the line above. So if the answer to the first clue had been DANCER and the second answer were NEDDER, then the start of the ladder would look like this:

N O I
D E E R
I D A N

Thus the last three letters of each word are the first three letters in the next word.

Clue:

- | | |
|----------------|----------------------|
| 1 improved | 1 can be eaten |
| 2 answers back | 2 joints |
| 3 marches | 3 knif-like desserts |
| 4 damages | 4 snogge around |
| 5 sort of leaf | 5 stress |
| 6 select | 6 Ash |

Can you find all 12 words?

SEESAWS

How many squares are needed to make the third seesaw balance?

HOP HIGH

Cedric Bear has been challenged by some young squirrels to cross the lake. He can hop from large stone to large stone,





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Puzzling

starts from A, using the small stones for a bit of extra support on the way. The arrows show that he can go across and diagonally up or down but cannot jump straight up, say from A to E. As he goes, he must keep a running total. He starts with a total of 10 at stone A and, if the stone he lands on and his total are both even or both odd, then the stone value is added to the total. But if they are not the same—one is even and the other odd—then the stone value is taken away from the total. So if he goes from A, to C his score goes to 14 (10+4 both even), but if he goes from A to B, his score goes down to 7 (even even and one odd, so 10 is taken from 10).

There is one slight problem for Big Teddy—as he jumps off each large stone, he falls into the lake and cannot be visited again.

Can you write down the path for him and tell him, and us, the highest total?

SPOT THE DIFFERENCE



The two picnic layouts are supposed to be identical but the mob above have five things different to the choices below. Can you spot them and tell us what they are?

Make sure to mark the differences in red on the picture attached to the coupon.

MULTIPLE CHOICE

The seven bears having their photograph taken have, probably by sheer accident, made two interesting numbers.

The top row has formed 833 which is a multiple of 7 (it goes into 833 exactly, no remainder). The bottom row has made the four-digit number 2884 which can be divided exactly by 8. The two numbers added together gives 1887—which is far too large.

How would you re-arrange the bears so that the top row of three bears is still a multiple of 7, the bottom row of four bears is still a multiple of 8 and the sum of the two numbers is as small as possible?

OPWORDS

1)	2)	3)
4)	5)	6)
7)	8)	9)
10)	11)	12)

SEESAWS

POP HIGH

MULTIPLE CHOICE

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