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CINE

# COMPUTER & VIDEO GAMES



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## The Fall Guy

Our editors are top Hollywood insiders who've chosen the extraordinary action-thriller *Fall Guy* as the best new movie to look out for in a modern classic season, who also picked it as one of the best new TV series to watch in 2000. You can't miss it by watching the trailer for the movie in our new monthly guide, or by clicking on the link to the *Fall Guy* trailer who

## The Dukes of Hazzard

It's one of the most successful cable TV networks in American history. Annual sales of the network exceeded \$1 billion in 2000. It's a success in a word: *Hazzard*. By 1979, the network had to have the *Dukes* in 1st and 2nd. The following are the *Dukes* and *Hazzard*.

## Kokotoni WII

As a network, it's the most successful of all the networks in America. *Kokotoni* is the most successful network in America. It's a success in a word: *Kokotoni*. By 1979, the network had to have the *Kokotoni* in 1st and 2nd. The following are the *Kokotoni* and *Hazzard*.

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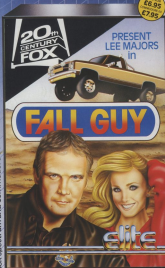
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Game of the Month Resident Evil

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## GETTING THE BEST FROM DECATHLON

Dear Sir,  
The two programs below are strange outliers, the first for the Vic 20 and the second for the C64 64.

1. Vic 20  
FORED4,PEERH4S+  
FORED4,PEERH4S  
LOAD  
FORED4.1  
FORED4.1S  
2. C64 64  
FORED4S,PEERH4S+  
FORED4S,PEERH4S  
NEW  
LOAD  
FORED4.1  
FORED4.1S

Both programs should be typed in immediate mode. Press return after each line. It is important to note that the second program should have higher line numbers than the first. PS. A good tip for Amivision's Decathlon is to use a few joystick. PPS Can anybody beat 11,387?

Graham Rice  
System  
Oxford

## WHAT REALLY IS THE SCORE?

Dear Sir,  
I am writing to complain about the high scores on Jet Set Run like 35 million would take far too long to achieve. I noticed that the highest score shown is the September '84 issue was 13 million in 35 minutes. What was wrong? I also noticed that the score of 19 million ended in a 3. This, however, is impossible in Jet Set because a score never ends in 0 or 5. Derek Wright  
Orrington  
Kent

Editor's reply: As we've said so many times

before, Derek, we rely on the honesty of our readers when they enter our Mail of Fame. If you cheat, you only fool yourself. Lots of people out there know about the scoring system for games — as Derek's letter illustrates.

## A LOONY WRITES AND WRITES...

Dear Sir,  
I've just got time for a few quick words before I return to the tray.

I'm one of those few million odd people who have, perhaps quite by accident, come into the possession of a "Home micro-wave oven" ... or at least I think that's what the man in the shop called it. Anyway, this means thing seems to be taking over my home.

I can't watch TV in the mornings because my sister is catching up with her language course with something called "The French Mistress" ... which I at first assumed to be one of those new video-game-movies. When I come home at night, I find my father has invited a dozen business associates round to work out the many ways to avoid the company on the "Bul-cul-lu-comple-notice-and-cherished accompaniments".

So when does that leave me? I have to wait until the stroke of midnight before I can plug in my trusty Kenwood and sally forth into the dim and distant world of "Dis-mag-tromer", and other less well known but equally dubious sounding names of weights ... which brings me, at last, to what I really wanted to write about. Is there yet a definition for a person who spends hours at a time reading the fictitious destruction of

little dots on a screen, or manoeuvring a small character called Willy O' around scenes which seem to be the result of a particularly bad batch of glue ...

From present sales figures, I would be tempted to define such a person as a Consumer, or in our modern, hip word — punter.

I hope that you wholeheartedly disagree with this, if only to create a little controversy into an otherwise bland letter.

I have in my possession a few games which, I am afraid to say, come into the "I wish I hadn't bought ..." category. For example Schindler, Transylvania Tower, and a few lesser items which could easily feature in a computerized version of "The worst of Hollywood". Next time I read "... and all the features you have come to expect ..." I will think to myself: "Ah yes. Four screens, Borkering graphics, boring, slow, tedious, ruddy toy ..."

Don't be so retentive! Of course, I am biased. I looked out £130 on a Sinclair Cleoman and every other game I use for it is "arrest method" advertised and plays like a man in a trench ... is this my fault? ... Any Atari owner will say "Yes, you are an idiot ... Ah so."

But I disagree. The truth of the matter is that I enjoy the good Spec-games, few though they are, and I also pay attention to the reviews that illustrious publications, such as yours, give them.

I'll have a bash at anything — Adventures, RPGs, shoot-'em-ups, even the highly revered "Graphic Adventure Series" but I'm afraid I have not had one that makes me wake up in a cold sweat ... pity

about that "French Mistress" ...

I must admit, I did like Marie Mier, until I found the Skyline stage impossible. I haven't played it for months. So you can appreciate the status that I felt when confronted with the prospect of continuing the saga in Jet Set Willy (can you?). However, the joy was short lived ... Sigh?

This game is more infested than a tramp's hammock! If you have played it for more than five minutes (how long DO you reviewers take?), then you will know of the bugs that I speak, and how, once manifested, the only way to remove them is to re-load the whole thing from scratch.

Ha Ha Ha, what is this pedantic software security? It's almost laughable what some people will do to deter an budding pirate! And what if I do lose the code with the codes on it? Not then, if I was making that sort of money, I suppose I really would be worried about a few copies being made.

How infuriating to find the Best of British Film specifically interrupted by "Sleep ... awake ... start", as some jerk has copied the latest copy of the latest arcade simulation of a book of the film of ... there's more ...

So what can I do? Typo is one of those extremely good games that get printed up in all the best mags? (Sorry).

Here's a new one that you might not have seen before:

10 PRINT "Input Direction"  
20 INPUT A  
30 PRINT "You are lost"->GOTO 10

Followed by a mad dash for the user's manual, as a million new Spec-owners try to find which key



combination produces PRINT . . . I hear the latest excuse is that typing in a game out of a mag actually helps one's programming ability . . . answer on a postcard to . . . etc.

Sorry to sound so cynical, but the primary school across the road is teaching the kids exactly the same thing that I am trying to understand on a B-T Comp. Science course . . . and we get called the future leaders of Britain. I hear more for this country's future than I did when Uncle Albert split his atom.

Remember stateboards? In ten years, if you are lucky, you might remember home computers.

I am going back to fight the membership on level 4 now, but be warned, I shall be in touch . . .

If we print any/all of this rubbish, I shall be your servant for life and I might even buy the next issue. If you don't, then the next one will be even more intellectual . . . and possibly spelled like *Uud* next time.

John Tappin,  
Haverhillshire

## BRING BACK OUR VIDEOGAMING!

Dear Sir,  
I think it's about time I write to you expressing my disappointment in the recent Video Gaming sections in your magazine.

I am not criticising the way in which you judge the games, but rather the lack of games over the past few months. As video game owners are expected to pay the same as micro-owners for the mag, I feel we should get more than three or four reviews per month (only one in August). This is my only criticism of an

otherwise excellent magazine.

Kevin Hatter  
Northbridge  
WVire

**Editor's reply:** Thanks for your letter Kevin, and I have to agree with you that the Videogaming section has been a little bit thin over the last few issues. The reason for this is that there aren't the number of new releases for the video games systems that there were a year ago. Without new games to review, there simply isn't anything for Joyvidic jury to pass judgement on.

## TOP US GAMES FOR THE TEXAS

Dear Sir,  
I am writing to tell you how pleased I was to hear that Funco Electronics has bought up the stock of American Texas

Instruments cartridges. Maybe now Texas owners will be able to obtain what we have always wanted — good versions of top American games.

Software has always been hard to get and I feel that now, at last, things may be getting better.

I am also writing to ask if CBVG could get hold of some and review them — sure that these cartridges have become available. This would make choosing the good buys a lot easier.

Andrew Melicktoch  
Cullene  
East Lothian

**Editor's reply:** We have reviewed a couple of these games already, Andrew. These were *Back Rogers* and *Supertrips*. If you check out your back issues you should be able to find them. We will continue to support the Texas.

## ADVENTURE MISTAKE — SURELY NOT!

Dear Sir,  
As avid readers of your most enjoyable Adventure column, we thought we should write and notify you of one of your rare mistakes.

In his review of *Ring of Power* for the CBM II, Geoffrey Caww states that the only graphics are some "muddy specks at the edge of the screen". If you type PICTURE, you will get the full colour graphics, although they are rather repetitive and boring.

TEXT will take you back to the text mode. There is no mention of this, however, in the instructions.

Apart from that, we agree with the reviews. Simon & Edwin Shaw  
Fyre  
East Sussex

## PROTECTION FOR BASIC PROGRAMS

Dear Sir,  
I would like to know if it is possible to safeguard a program (in Basic) from being broken into.

Programs like Jet Set Wally and Sabre Wolf cannot be broken into during the game. I know these games are in machine code but I wondered if it was possible with Basic listings.

If it is possible, could you please tell me or give me a few hints. I own a Spectrum 400.  
J. P. Walker  
Broughton in Furness  
Cumbria

**Editor's reply:** There's a number of ways of protecting a Basic program. On the Spectrum, POKE 16000,0

will disable the Break key and the machine will crash if someone tries to look at your program. But if you supply the game as tape, it's still possible to BREAK the game before it has a chance to run and set up the POKE.

The reason that machine code games are easier to protect is that a Basic program automatically keeps checking whether you're pressing BREAK. In machine code, you have to do this yourself in your program.

If you don't then there's no way of breaking in without turning off the machine. So programmers of games like *Miami Mixer* will remove the BREAK part of the program before it goes on sale.

## CBVG IS JUST AFFESTIBLE!

Dear Sir,  
I was not a regular reader of your magazine until June. I saw on the cover that you had the missing screen from Jet Set Wally. I bought it instantly and rushed home to program it. I was delighted with the game.

A month later I saw your July issue on the shelf. I saw your 60-page Book of Games so I bought it. This issue was just as pleasing as the last.

I am now planning to get CBVG every month. It also has lots of competitions and reviews which is what I like. I have only one criticism and that is that there are too many adverts.

Keep up the good work and my friends and I will continue to buy your magazine.

Matthew Clayton  
Chor  
W. Yorks

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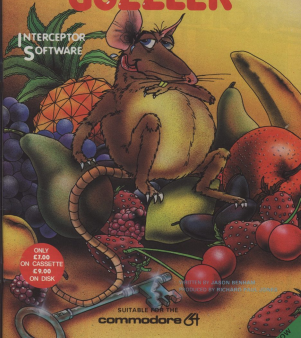
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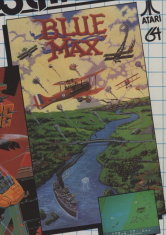
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# COMPETITION



You all read last month's amazing MSX-extra where we explained the vices and virtues of the new breed of micros from Japan. Well, if our features persuaded you to buy one, you'll need some games to play on them won't you? And we've got the games if you've got the answer.

## THE QUESTIONS

**1** What do the initials MSX stand for? If you got last month's issue, this question will be no problem!

**2** What is the name of Britain's Olympic Decathlon champion — featured on C&VG's July cover.

**3** Name the famous Activision programmer who created *Pitfall?*

## WIN MSX GAMES

Our friends at Activision have come up with \$400 worth of MSX software for you — if you can answer the three simple questions below.

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Computer & Video Games, Activision MSX Competition, Priory Court, 30-32 Farrington Lane, London EC1R 3AU. Closing date for the competition is December 16th and normal C&VG rules apply. The editor's decision is final and no correspondence will be entered into.

COMPUTER & VIDEO GAMES-ACTIVISION MSX COMPETITION

My answers are.....

1.....

2.....

3.....

Name.....

Address.....

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# COMPETITION

## SPOT THE DIFFERENCE AND WIN A MEGARULE!

The Megarule is a ruler with a difference — it magnifies over 100% and is ideal for computer listings. The gate laser line takes your eye directly to the area and the central marking makes sure you focus on the actual line you need. Each Megarule in this special limited edition carries the Computer & Video Games logo.

Look at the Illustration and then turn to page 88 and find as many differences between the two pictures as you can.

Circle them and send a completed entry form to Megarule Christmas Competition, Computer & Video Games, Priory Court, 30-32 Farringham Lane, London EC1R 3AU.

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Address: .....

The competition is only open to readers of Computer & Video Games. No staff (or their relatives) of Computer & Video Games, Mega Marketing or associate companies may enter. The editor's decision is final and no correspondence will be entered into. A list of winners will be provided if requested. Closing date is December 1988.

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### SYSTEM 15000 MODEM COMPETITION

My answers are:

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

Name .....

Address .....

## PART II SYSTEM 15000 COMPETITION

So, you won a System 15000 in last issue's competition did you? Well now you've qualified for the next part of our great System 15000 competition. All you have to do is play the game — by doing that, you'll be able to answer the questions below.

Get the answers right and you could soon be the proud owner of an Answerphone Modem! We've got five to give away, thanks to our friends at Craig Communications, the people behind System 15000. Want one? Then get cracking!

### THE QUESTIONS

1. What is a modem?
2. What type of game is system 15000?
3. What is the telephone number for Sinter Travel?
4. Who owns Realcol?
5. What is the access code at Malteser Bank?



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What can 10p get you these days? The first 10 pages of C&VG, a quarter of a can of coke or half a Mars bar. Not great value for money. But here at C&VG we've come up with a great idea to help you spend those few pence — and what you get is worth at least three times as much!

It's a copy of our amazing Thompson Twin-Disc Adventure game. If you missed out on our October issue, you will also have missed out on your free copy of the film.

So, due to great public demand, we've decided to offer copies of the disc just for the price of a second class stamp.

All you have to do is fill in the coupon below, stick a 10p stamp on it and post it to the address on the coupon — NOT C&VG please. Don't tick all the stamp — otherwise we'll never be able to get it off to its rightful owner.

I'm afraid you won't be eligible for the competition at this late date — but the first 25 people to send in their coupons will receive a free Computer & Video Games year-stick.

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## PETER PAN SPOT THE DIFFERENCE!

Peter Pan was flying around long before people started playing computer games. But one notion, if he's still out there in Neverland, he'll be playing all the top games along with the rest of you.

Being a conceited chap, he'd certainly want to see how his own adventures had been transformed into a computer game!

Hodder and Stoughton, publishers of the book, have just released a new game based on Peter Pan, the classic children's fable by J.M. Barrie. The game comes complete with a copy of the paperback — so if you haven't yet read it, now's your chance.

We've got six copies of the Adventure game — which runs on the Spectrum and the BBC — to give away to the readers who can spot the differences in the Peter Pan illustrations on this page.

Once you think you've found all the differences, ring them with a ball point pen and send the pictures and the coupon below to Computer &

Video Games, Peter Pan Competition, Policy Court, 35-37 Farringdon Lane, London EC1R 3AF.

Closing date for the competition is December 16th and normal C&VG rules apply.

Remember to mark the outside of the envelope with the name of micro you own.

### C&VG/PETER PAN COMPETITION

Name \_\_\_\_\_

Address \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Computer you own:

Spectrum

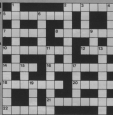
BBC

# CROSSWORD

We proudly present another of our amazing CROSSWORD puzzles — with the clues in the right order! The first three covered answers in this crossword are while CROSSWORD can not get its answers. "The Clue" (see also), but you will find answers to the puzzle in the "Answers" section. **Answers: Wolfy's Party, Bob's Party, & Tony's Party.** © 1988 S&W.

## Clues — Across

- Amphibian drive by LOGO (8)
- Salvo Wolf's software house (8)
- Flapper, two or number (8)
- Step holding down a key (7)
- Clue that data is reasonable (8)
- He's at the end of the Q\* in the game (4)
- It may be magnetic or paper (4)
- A file of information for applications (4,4)
- VDU (7)
- Fighter class (8)
- Computer game for a full back? (8)
- Phantoms in Afro Afro (8)



## Clues — Down

- Games that sounds related to the convertible (8)
- CEEPAX, for example (8)
- Spent (4)
- What you need to be to enter the Hall of Fame (8)
- Boxer of Chess (8)
- A big one rolls barrels in Denary King (8)
- Artificial humans (8)
- Returned to original value or condition (8)
- Co-ordination (8)
- Point in a die play (8)
- Marine's mace (8)
- Fields for jet printers (8)

## AFRICAN SAFARI

African Safari is the best Adventure game to feature fully animated scrolling graphics. And you need a printer to play it, too! We've got 28 copies of this revolutionary new game for the Commodore 64 up for grabs. Thanks to our friends at the new and innovative software company, Intertex.

You can read all about the game in our Games News pages this issue. And on this page are some screen shots so you can see what the game is all about. Want one? Then all you have to do is answer the three simple questions below, fill in the coupon and mail it to Computer & Video Games, African Safari, Priory Court, 30-32 Rivington Lane, London EC1R 3JZ.

Closing date for the competition is December 31st and normal C&VG rules apply. Note for those questions:

- What was the name of the young boy befriended by animals in the classic children's story *The Jungle Book* by Rudyard Kipling?
- In the Tames movie the ape-man's best friend was a chimpanzee. What name did Tames give the chimp?
- What animal won't you find on an African Safari? a) Kestrel b) Flamingo c) Tiger.



One night, a couple of months ago, I sat in my office and thought about the game. You probably noticed that I'd been at work when you submitted the crossword in October's issue. The next morning I'm happy to report that everyone returned to work with a night's rest and I'm sure the crossword was completed correctly. There are three winners, all of whom will receive a C&VG award, with their names: Eagle, London, Mark, Windsor, Gloucester and Dr. G. G. G. from Surrey. The contest closes on 31st Dec.

### C&VG/AFRICAN SAFARI COMPETITION

My answers are:

1.

2.

3.

Name:

Address:

### SOLUTION



Turn to page 207 for competition results...

Due to the fact that this issue features so many great competitions and prizes, we've decided to feature these and have put the competition results on page 207. If

you've entered a competition in the last few issues and the results haven't been printed... they'll definitely be in the January issue.





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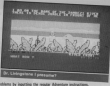
Who said you don't need a joystick to play an Adventure? Intellivision has just released what may be the first computer-controlled graphic Adventure for the Commodore 64, called *Alfonso Kallif*. You have to help Dr. Longgrove find the long lost Kanyon Emeralds in an entertaining and original game.

Not only do you have to control the action onscreen with the joystick, you must also help Dr. Longgrove solve various problems by heeding the regular Adventure instructions.

The screen display is split into two. The top half of the screen shows Dr. Longgrove and his surroundings which he explores as you move him around using the stick. Below in the text - it shows in which direction Longgrove can move next, if you are anything interesting on screen, you can tell Longgrove to LOOK at a description of the article flashes up on screen.

Intellivision is also releasing a double pack of space shoot out games for the 64 - *Comet* which is an adaptation of arcade *Arcade* with more great graphics, you also have an updated version of that old Atari classic, *Star Raiders*.

If they live up to the high standard of release, Intellivision is a company which game players should watch in the coming months. All releases should cost \$39.95.



Dr. Longgrove in a passage!

## VALKYRIE II

A team of undercover investigators have been working around the clock to uncover a secret organization known only as Valkyrie II. C&VG has been in on the action and in coming months we will reveal the truth behind this evil organization. And before you, the members of Valkyrie II are even more unscrupulous than a bunch of software pirates. So if someone says to you "The Red Kipper Fleet at Hologram" don't laugh at them - they could be attempting to tell you something to your advantage. Watch out for men in trenchcoats - and watch this space for more undercover information about Valkyrie II.

It all has something to do with this organization we discovered peered under the C&VG office door the other night...

## HERE COMES THE JUDGE?

### STRONTIUM DOG

At last someone has got around to converting these great comic characters from the best British comic around, *2000 AD*.

Quicksilver, the people who brought you our amazing Thompson Twins Adventure game in October, have signed up Johnny Alpha, better known as Strontium Dog, to star in a series of computer games.

The first Strontium Dog game, for the Commodore 64, is out now. You can find a review of the game, Strontium Dog and the Death Squad, on our reviews page this issue.

**Strontium Dog: The Killing**, will be the next release. This concerns a planet ruled by a dictator who stages a tournament for all the most evil and vicious killers in the universe. They battle against each other to discover who is the nastiest.

**Strontium Dog**, who is a Search and Destroy Agent, attends the tournament to wipe out a few of these criminals. Can't wait to see it!

## PARKER BROTHERS BOW OUT

Parker Brothers - the company who launched the Star Wars video games with a massive TV advertising campaign - have withdrawn from the games business "until the market settles down".

Parker are owned by Faltoy - which is one of the largest toy manufacturers in the world.

The withdrawal of Parker Brothers surprised many in the computer games business who believed that they would use the muscle of the parent company to become one of the leaders.

Parker's decision means that all planned products will now be put on ice - including the range of Star Wars games planned for the Spectrum and 64.

A company spokesman said " fifty per cent of Parker's business is in video game cartridges for the VCS... the recent Atari price cuts have destroyed any possible margins on our products, many of which are based on licenses acquired at great cost from popular films and well known characters".

Parker would not say when they expected to re-enter the market for computer games but it is thought that a toy company of Parker's size cannot afford to stay out of this market for ever.

For those of you who have never read *2000 AD*, Johnny Alpha is one of a race of mutants created by a nuclear war known as Strontium Dogs.

They are social outcasts shunned by the rest of society and the only job they can get is bounty hunting - tracking down deadly criminals and enemies of the state. A sort of futuristic Dirty Harry.

Unfortunately, *2000 AD*'s best known character, Judge Dredd, has already been snapped up by an American movie company.

Quicksilver's Mark Eyles told C&VG that they were attempting to see if they could get hold of the rights for the Judge. But, in the meantime, he's looking at other heroes from the comic with a view to turning them into sprites.

# G·A·M·E·S N·E·W·S



## D-DAY FOR THE QL

Games Workshop's first venture into computer games will make a little bit of history. One of their forthcoming new releases called *D-Day* will be coming out for the QL — the first game for this new machine.

*D-Day* is a graphic war game for two players based on the Normandy landings of 1944. Players take the Allied or German sides, deploying their armed forces.

We've already mentioned *Batticians*, a Mad Max-type race game with some original touches which will be released for the Spectrum at the same time.

## THE PRINCE IS A WINNER

John Sherry of Keele, Staffordshire is the winner of the 1984 Cambridge Award, co-sponsored by CCS Games Computer Simulations and Special User. John will receive a £2,000 cheque and the Cambridge Award trophy.

John Sherry's winning program, *The Prince*, for Spectrum 486, is a highly original, tactical and interactive *Adventure* game for four players which could spark off a new generation of complex *Adventure* programs. It is being published by CCS and will be priced at £7.95.

## GHOSTBUSTERS

*Ghostbusters* is a smash hit movie in the States right now — and the theme tune from the film has been riding high in our music charts for several weeks. Now Activision has got hold of the rights to make the game of the film!

David Crane, Activision's top programmer, who brought you *Prinl* and *Deathlan* has been given the task of turning the movie into a game which Activision says will be on sale in time for Christmas. *Ghostbusters*, the movie, tells the tale of three New Yorkers who set up in business fighting ghosts and hiding the city of paranormal beings. It's a light-hearted comedy and has been beating *Indiana Jones* at the U.S. box office.

David says the game will contain a mixture of *Adventure*, strategy and arcade action based on events on the film — which should be in cinemas here very shortly. Watch out for it!

from a VW Beetle to a high-powered sports car.

Then you move onto a maze-like screen which shows the city streets. Haunted buildings start flashing red and you have to guide your ghost mobile along the quickest route to the affected skyscrapers.



The Ghostbusters team see the light (courtesy of GSW)

Once at the building, the screen display switches to the exterior of the building — with a little ghost floating around outside. You must guide your ghost-busting team to two (no-position and then fire your laser-like, ghost-busting beams to force the ghost into your trap. You earn money for each ghost you trap.

You must also prevent ghosts reaching the Temple of Zad — which in the film is known as Spook Central. It's a door to the spirit world which you have to shut at the end of each game.

*Ghostbusters* is a terrific game — extremely addictive and great fun to play. Watch for a full review in our next issue.

And if you haven't yet rushed out to buy Ray Parker's hit theme tune to the film — don't bother. Activision's game plays the soundtrack almost note for note. And the final version will have speech too. Press the space bar and it will shout "Ghostbusters!" at you.

Which comes in really useful as you slog along with the lyrics displayed as the game loads — complete with letter-bouncing ball! The Commodore 64 version of the theme could get into the Top Ten too . . .



The topside view screen from Ghostbusters

Computer & Video Games gets a sneak preview of the brand new *Ghostbusters* game at Activision's London office.

David Crane's latest game closely follows the plot of the film. First you have to set up in the ghost-busting business by getting some cash together, buying your own ghost-mobile and equipping it with ghost-catching equipment.

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# G·A·M·E·S N·E·W·S

## TRAVELS IN THE UNDERWURLDE

### SABRE WOLF

*Sabre Wolf* the last game to be released from the respected Spectrum software company Ultimate, is to be followed by two sequels featuring the Sabreman.

*Underwurld* and *Knights* chronicle the further Adventures of the Sabreman in the land of the underwurld.

Ultimate has remained tight-lipped about the new games they are producing — except that *Underwurld* will feature over 100 screens of action, battling against the inhabitants of the mythical country. The company claim that the game has "an unequalled player appeal".

In *Knights* you are trapped in a full realistic 3D world, playing the part of an adventurer-cum-explorer making his way through a world filled with huge monsters and alien warriors. *Knights* here you become more of an adventure film than an



adventure game", or so says the advertising blurb.

*Sabre Wolf* up to now, has not been selling as well as previous

Ultimate titles, having sold less than 30,000 copies — *Search-Head* for the Commodore has sold nearer 80,000. One reason may be the similarity between their last two games. Why buy *Sabre Wolf* when you can get *Star-Asar* for a third?

## DESIGNER OF THE MONTH

**NAME:** Peter Lispa.

**BORN:** Toronto, Canada, 1953

**GAMES:** Boulder Dash.

Peter Lispa's first game — *Boulderdash* — looks set to become a hit in the UK repeating the success it has already received in the States.

But Peter is not letting this success go to his head. "The American game business is going through a rough time. I enjoy writing computer games and would like to think I would be doing it in two years time but nothing is that certain at the moment."

Despite the pessimism, Peter has started work on his next game — *Boulderdash II*. Don't expect this to go on sale for several months though, as *Boulderdash II* took no less than a year to programme. "I spend all my energy on a project — actually only about two hours a day on the keyboard — but I am thinking about the program all the time. I even dream about it."

Peter has spent all of his working life in the computer business. "I've done just about everything. Worked as business software, research projects, the lot ... even when I was a student I managed to get vacation work on computer projects."

"My first contact with a computer was via a terminal in a maintenance at university ... I didn't make it computer science ... my programming knowledge is self-taught."

By 1982, the personal computer boom was taking America by storm and Peter



decided to try an Atari 800. "I'd always liked video games and some of my friends were spending a lot of money on them ... It just seemed like a natural progression that my next project should be a video game."

When Peter is not programming he likes watching films and games the martial art — Tai Kwan-do — although he says he doesn't have hobbies. "I don't draw a line between what I do for a living and my interests."

**Favourite drink:** Coffee.

**Favourite TV programme:** "I'm a foreigner. I watch almost anything. Last year I was a *100 Score* finalist. I tend to get bored very easily with TV."

**Favourite computer programme:** Suspended by Infocore, *Crashin*, *Minor 2047er*, *Choplifter*.

**Worst Game I've Ever Played:** *Castle Wolfenstein*.

**The thing about computing that most makes me want to throw up:** The multiplicity of systems and lack of standards. Expensive software.

## FOLLOW THE LOST BOYS

Everyone loves the boy who refused to grow up. Stephen Spielberg wants to make a movie about him. Michael Jackson wants to play the part. And the Christmas story will be several versions of the story about the terrible character playing in the lives of all around the world.

Who is he? Peter Pan — that's who. If you've never read the book about the exploits of Peter Pan, Wendy and the Lost Boys in Neverland then why not buy out the computer adventure game based on J.M. Barrie's famous children's book?

Following in the footsteps of *The Hobbit*, *Pink and White* and *Shogun* games, *Peter Pan* is the latest adaptation of a book to fit the screen of your Spectrum — and even for the BBC and GAm.

You also get the chance to enter a competition being staged in conjunction with the game. However a secret password and you could win a special edition of the adventures being put together at the very moment by Hudson and Sceptre.

The game itself is really for the younger Adventures — but older gamblers will enjoy it too. It has some nice standard graphic screens — as the Spectrum version — and features all the characters from the book, including the evil Captain Hook. Peter's willows.



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**M**acbeth is one of Shakespeare's best known plays. It has lots of action — most of it bloodstained — and, when you come to think about it, is ideal Adventure game material.

"It seemed that more and more people were turning to literature for material for Adventures," said David Fringle, the leader of the seven strong team who put the Macbeth game together. "Macbeth has lots of action and it's a story that everyone knows well."

It took around 12 months for the project to be completed, from original concept to storyboards and final coding. It comes in four parts and at present is only available for the Commodore 64 — although a Spectrum version could be in the offing.

As seems to be the norm with Adventure games these days, there are graphic screens in each of the four parts. Some of these are animated. These were designed by graphic artist Geoff Quilley.

My favourite is the animated scene where Macbeth meets the three witches. The witches transform themselves into many things like bats and then disappear. This took the graphic artist two days and around 10k to complete. David reckons that the game features some of the best graphics yet seen on the 64.

All seven members of the development team have an academic background. So is Macbeth really an educational package, I asked?

"We tried hard to get a good balance between the educational element and the game," said David. "I don't think it's the kind of thing that teachers will see in schools, but I think people will appreciate Shakespeare a lot more after playing the game. We certainly did!"

# Macbeth

You may well start leaping for the emergency softs when someone mentions Shakespeare. A lot of us have been bored to tears by the Bard at school — which is a great pity because his plays,

just aren't as tedious as they often become when you have to study them. Often they are action packed Adventures. Which is where David Fringle and his team come in. They have dragged Shakespeare into the computer age by creating an Adventure game based on one of his best known, and bloodiest, plays — Macbeth. Read on to discover why they did it...



Screen shots from the Macbeth Adventure featuring graphics designed by Geoff Quilley

"I think people will be able to play the game as an Adventure and not feel that they are being forced to learn. However, the game could be of value to people who are studying the play at school."

As I've already mentioned, Macbeth is divided into four parts. The plot of Macbeth is so involved that the programmers needed all the space they could get. Each part can be played as an individual game.

At the end of each section of the

Adventure, you'll find another game which can only be described as a sort of psycho-analysis program. Macbeth sits down on the psychiatrist's couch and looks at his actions.

This probably says more about the Adventure's state of mind than Macbeth's — but it's an interesting concept in any event. Who knows what it might reveal about YOUR character? Come to think of it, Mr Campbell has been very quiet since we sent him a review copy. There can be played separately from the main game.

Macbeth is released by Creative Sparks this month and will cost £14.95. It comes with a special version of the play in paperback form. The book was edited by the group in order to make it easier to read, removing a lot of those odd quips of ye old English that make Shakespeare hard to follow.

So the message is clear. Don't be frightened off just because the game is based on a Shakespeare play which bored the pants off you at school. It's still a good Adventure game. C&VG's Chief Examiner, Keith Campbell, tells you what he thinks about the game this issue.

Macbeth is the first Adventure of its kind. David Fringle and the rest of his team are awaiting your reactions with interest. The complete works of Shakespeare as Adventure games? Stranger things have happened!

## COMPETITION

If you get your hands on a copy of Macbeth you could win a very special prize. Together with Creative Sparks we've come up with a new and original competition idea — but you have to have a copy of the Macbeth adventure to enter. Complete the adventure and you could win a holiday weekend at the Treasure Trap Castle! Here you can play a real life adventure game. More about this from Keith Campbell soon. He'll be visiting the mysterious castle to bring you the low-down from the dungeons. Two winners of the C&VG/Creative Sparks Macbeth Competition will go to the Treasure Trap castle, and 25 runners-up will receive copies of a brand new and as yet un-named Creative Sparks adventure series. But first you must solve Macbeth . . .

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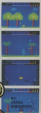


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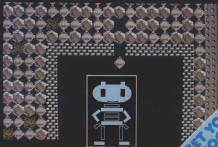
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Really Something Else



## 1 EQUILDERDASH

**MACHINE:** CBM 64  
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**PRICE:** £8.95

Who needs mega-games when you've got Boulder Dash? It's a really simple game — but this reviewer found it hard to put the joystick down. Boulder Dash will have you glued to your screen.

As I've said, the basic objective is very simple. You have to help a little character called Rockford search through 10 caves patting no jewels along the way — and avoiding getting squashed by the boulders or killed off by the other hazards he finds.

You can select various caves at the start of each game from the comprehensive menu. Each cave has five difficulty levels — the one you get to complete each screen gets closer as you increase the difficulty.

To get from one cave to the next, Rockford needs to collect the right number of gems. This opens the exit door — allowing Rockford to move on to later screens. Rockford can transform things into

jewels — such as butterflies and amoebas.

In between certain screens are little bonus games or "playable intermissions". These take the form of short intensive puzzles. Solve one and Rockford gets a bonus score.

There are so many nice touches in this game that it's hard to pick one that stands out.

The graphics are great fun. Rockford is a grumpy gem — he stands and blinks at you if you let him stand still for long. It's well worth doing that just to watch him!

I suppose the closest thing to Boulder Dash would be Dig Dug the arcade game — but Boulder Dash is better, by miles!

Simply enough, Boulder Dash is one of the first computer games to be transferred to the arcades. Surely have brought out an arcade machine of the same name.

If you've got a 64 — Boulder Dash is a real Top Gem now!

● Graphics	9
● Sound	8
● Value	9
● Playability	10

## 2 STRONTIUM DOG

**MACHINE:** CBM 64  
**SUPPLIER:** Quicksilver  
**PRICE:** £7.95

Regular readers of 2000 AD comic will know all about Johnny Alpha, the Strontium Dog. Johnny is a Search and Destroy Agent, a future style bounty hunter, who tracks the universe tracking down evildoers and criminals.

Strontium Dog and the Death Gauntlet's Quicksilver's first outing with a character from the comic. More 2000 AD characters are to appear in future games (see Games News).

It's a basic shoot-up game



with some pretty graphics and a nice line in sound effects.

You control Johnny Alpha who, along with his partner Wolf Geerhammer, has been tracking down two renegade Strontium Dogs — the collective name for Mutants. Yes, Johnny is a Mutant too! These renegades are known as The Six Brothers.

Wolf and Grek, a twin-headed alien, are waiting for Johnny on the Planet of Heretics. As Johnny reached the planet, his craft was attacked by the Brothers and forced to crash land. Johnny has to avoid the dangerous planet to meet his friends on foot. And that's where you come in.

You have to help him reach his mates, fighting off disposable criminals, renegade robots and deadly vegetation. Johnny is carrying electric-bases which he can use to disable the nasties and stop

them firing at him for a few seconds at a time. He also has his handy laser pistol to blast back at them.

There are Time Grids dotted around the planet which send him about 30 seconds back in time if he bumps into them.

The screen shows a main display of the planet's surface with Johnny and his opponents in glorious Commodore colour. At the bottom of the screen is a small landscape map which shows Johnny's position on the planet. He has to cross Mountains, Swamps and a cityscape before he reaches Wolf the Grek.

There are five different levels of play — each progressively more difficult.

Don't expect too much from the game just because it features your favourite comic hero — but having said that, Strontium Dog is a solid shoot out with a few nice bells that will keep you interested on a rainy afternoon. But it's not too sure how long the appeal will last.

● Graphics	7
● Sound	7
● Value	7
● Playability	7

## 3 BRAXX BLUFF

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

Braxx Bluff is the latest 3D game from Microgame — the people who brought you Code Name: Man and Full Throttle.

The action takes place on the planet Proton where you are given the job of



rescuing a team of explorers from the vicious Proton nasties who are feeding on their ship's energy supply.

To do this, you have to land on Proton, find the explorers' crashed craft which is marooned at Braxx Bluff and get it back to your mother ship before the crew die.

Sounds easy? Don't you believe it. Just landing on



Proton took me a couple of hours to crack and as for locating the dreaded Glass Suit — well that was an all-evening job.

Game controls are kept simple — just up, down, left, right, and fire — and you can choose the keys you want to use for these functions. This makes 80 one of those nice games that you can play straight away — no need to read the cassette tincy about 10 times before you know which keys do what.

One thing I didn't like about the game was the graphic at the beginning of level one which you have to watch every time you play — I would have preferred to be able to short-circuit it somehow and get straight into the game. Well it is pretty, I must admit.

80 has five levels altogether — the Leader Phase described above, the Walker Phase in which you have to locate the oscillator with the aid of audible signals, the Land Creeper Phase in which you negotiate Proton in the six-speed Creeper, the Sea Creeper Phase takes you into the uncertain waters of Proton and finally, for the really super-skilled, you find the beached ship, enter it and see the commander's smiling face congratulating you.

Glass Suit should provide several hours challenging game-play in your Spectrum. The only reservation I have is about the lasting appeal. What incentive is there once the crew have been rescued?

● Graphics	6
● Sound	6
● Value	6
● Playability	6

#### 4 BLACK KNIGHT

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

Slack on your switch and leap into the saddle with Black Knight, the most dazzling computer game here to grace the

screen of a Commodore.

Black Knight comes from the Australian company, Simulated Graphics, and features the best animated graphics yet for the lot.

You play the part of Black Knight on a quest for gold and glory. There are several stages to his quest. First, he has to mount up and gallop across the countryside — avoiding obstacles and predators as he goes. There are lightning bolts and meteors to dodge, too.

Then he has to leave his four-legged friend to jump over crumbling chasms, fight a giant serpent, armed only with his trusty blade, and battle with a nasty dwarf before getting the gold.

Black Knight is extremely playable — but difficult. You certainly won't master it in five minutes, but if you stick with it you'll find your time was well spent.

Programmer Kyle Hodgerts has set a new standard for 64 animation with this original game. It looks and sounds simple — but, believe me, it's a real challenge to beat! Watch out for the Glass Knight when he slides into your computer store.

● Graphics	10
● Sound	9
● Value	9
● Playability	9

#### 5 JET PAC

**MACHINE:** BBC B  
**SUPPLIER:** Ultimate  
**PRICE:** £7.95

Surprise, surprise. Ultimate has come up with another winner.

Ultimate's first release, Jet Pac for the Spectrum, was top of all the charts for months. Now the game has been converted for the Beeb and it's just as good.

Bothways has eyes and beginning to discover ways of making movement on the screen while a tape is loading and Ultimate is no exception. There are some large space-like blobs which take down on

the title screen while the rest of the game loads.

After a brilliant few bars of synthesized music, the game starts.

It's just the same as the Spectrum version. The idea is that you are chief test pilot of an interstellar space transport company and you are delivering spacelanders kits around the



#### 6 BEAR GEORGE

**MACHINE:** Spectrum  
**SUPPLIER:** Commodore  
**PRICE:** £4.95

If you go down to the woods today, you'll better gobble up a lot of apples. That's my advice if you decide to purchase Chetani's latest game — the Peas of Bear George.

The idea of the game is to stick up on food and then get George safely back to his cave where he can hibernates.

Getting to the cave is no easy task as George has to dodge the poisonous apples, loopy darts and low-lying spores.



galaxy. As you land on each planet, you must collect enough fuel pods to take off again. Any other treasures which happen to float past are yours for the taking.

The graphics are better on this version than on the Spectrum. The aliens and your character are multi-coloured which makes the game play look better.

Movement is faster in this version and it's not as easy to control your man. Maybe that's because I've used to the Spectrum, though.

Sound effects are good and loud but you can turn them off when the neighbours start to bang on the wall. Don't turn the sound off until you've heard the opening tune.

All in all, a great shoot up game for the BBC.

● Graphics	9
● Sound	9
● Value	9
● Playability	9

If you get to George's cave, he will fall into a deep sleep and the months will start to pass, represented by pages peeling off a calendar — month after month.

If you caught enough falling apples on screen one, George will survive the winter and wake up again in spring back in the woods where the cycle begins again.

I have to say that it is not that difficult to get George through the winter. After a lot of practice at apple catching, you should be able to catch enough food to see our bear through until the spring each and every time.

Awful of Bear George is one of the cutest games I have played for a long time. The animation is excellent and each screen has a nice jingle to accompany the action.

The children's song Ready Peas Peas accompanies screen one plus on screen three the music of to the Hall of the Mountain King.

# R·E·V·I·E·W·S



*Fests of Fear* George is a great game to buy for your little sister or brother but its four screens are not really challenging enough for the seasoned Spectrum gamer.

• Graphics	9
• Sound	5
• Value	9
• Playability	8

## ANT ATTACK

**MACHINE:** CSM 64  
**SUPPLIER:** Quikdial  
**PRICE:** £7.95

Decays to fit games aren't usually as good as the original, and this is not an exception.

With the software

explosion for the 64 redraw the scene from a different viewpoint which, because the game is in 3D, will often give you a clearer view. The graphics for this one aren't as good as the Spectrum version, though.

Sound effects are limited, probably owing to lack of memory.

*Ant Attack* is an above average game for the 64. It offers fair competition to the disc-based games currently on their way west here from the good old U.S. of A.

• Graphics	9
• Sound	5
• Value	8
• Playability	8



how it fell being, this game isn't as starting as it was when first launched for the Spectrum.

*Ant Attack* is set in an ancient city called Antioch. The only inhabitants are some very large ants that thrive on human feces.

At the start of the game, you can choose whether you want to be a girl or boy. You then have to rescue 18 members of the opposite sex who have been captured and are hidden somewhere in the city.

Control is by joystick only and, as you guide your character through the ruined city, you realise the true 3D effects of the program.

The walls are beautifully drawn in three shades of grey to give the appearance of distance and texture.

The ants move well and are very intelligent. You'll need to keep a finger on the ant's key to stay alive. Pressing one of the four function keys will

## SPECIAL DELIVERY

**MACHINE:** Spectrum/  
keyboard or joystick  
**SUPPLIER:** Creative Sparks  
**PRICE:** £8.95

Here's a game which you can play while listening to all those great Christmas songs. If you've got a standard audio, you know the ones I mean — The Sex Pistols sing Bing Crosby's *Great Christmas Hits* or Phil Spector's *Christmas Album*, Volume 85! It's a very simple game — Santa has crashed and has only five hours of Christmas Eve left to collect presents and deliver them. His helpers are dropping the girls from the sky to help him get around that much quicker — so Santa has to steer his sleigh under the falling presents, and pick them up. Once he's got enough, he can start delivering and you move on to stage two of the game.

You must land on the tools

of the houses and climb down the chimneys, avoiding fireballs and falling snow.

Once at the bottom of the chimneys, Santa must get to the tree and put his presents underneath it, avoiding sleep-walking children. Then he must find the key to the back door and creep quietly away.

*Special Delivery* is a game you'll get out and play each Christmas. It's fairly basic

when it comes to playability — but none the worse for that. Graphics are pretty and sound adequate.

*Special Delivery* will make a novel stocking filler for your favourite computer gamer who still believes in Santa!

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

## TAPPER

**MACHINE:** CSM 64 and Spectrum  
**SUPPLIER:** US Gold  
**PRICE:** £12.95 CSM disc, £9.95 cassette, £7.95 Spectrum cassette.

Regular readers of *CB&M* will need no introduction to the game *Tapper* which we reviewed exclusively in our June edition.

For those of you who don't get the UK's biggest and best computer games magazine each and every month, let me tell you in an issue *Tapper* stars so far.

The game started out in the UK as a Sega arcade game, was then converted for the 64 and is now available in the UK courtesy of US Gold for the 64 and Spectrum.

*Tapper* is one of those fast and furious games that will have you on the edge of the seat.

You play the part of a hard-wearing barman in a Wild West bar. These cowboy boys are pretty damned heavy and if your girl partner can't match the speed of their drinking, they are likely to pull you over the bar and send you flying.

If that doesn't sound OK,

how about for you then you will be pleased to learn that you do not have just one bar to tend but four.

If you successfully ring four beers at your first four customers, locking them out through the swing doors, then you can progress to screen two. This time you have two cowboys at each bar, then three and so on.

During their drinking session, some of the cowboys get peckish and look into a meat, making more room for you as you have to clear away the dirty dishes.

If you manage to deal with the food items, two dancing girls appear on stage and do a can-can for you as a reward.

Points are earned every time you successfully ring a cowboy by ringing the bar at him.

But be warned — if you should drop a glass, the game will end and you will have to start all over again.

The sort of panic induced by *Tapper* when a cowboy is about to do the end of one of the bars and you are three bars away is a little bit similar to the mad-dog excitement produced by *Chromie Juggler* from Debut.

The similar aside, *Tapper* really is quite unlike anything that has ever been tried before.

I played the Commodore 64 version and found it fast, with excellent cartoon-style graphics and nice jingles.

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





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

## 10 STRANGELOOP

**MACHINE:** Spectrum  
**SUPPLIER:** Virgin  
**PRICE:** £5.95

Virgin are taking a whole new look at their range of games — and coming up with some interesting new titles for Christmas.

One of these is *StrangeLoop* — a Jet Set Willy remake through a maze of rooms filled with deadly hazards. And it's great fun!

Here's what you have to do. Your mission, like space-painter, is to regain control of a robot factory situated on the edge of a far distant solar-system.

The factory has been invaded by a powerful alien force which is reprogramming the robots as they come off the production line.

Instead of being nice quiet metal-bugs who only want to help the human race the robots are being turned into ferocious aliens, out to destroy anything that looks vaguely humanoid.

No maze of the factory east — not even in the latest copy of *COMO*! So you have to wrap into the unknown. The environment of the factory is extremely hostile — unless you are an indestructible robot that is.

There's no oxygen, zero gravity, scorching temperatures and nasty sharp bits of industrial waste jutting around. There are 280 rooms between you and the control room — which you must reach if your mission is to be successful.

All you have between you and disaster is a very old space suit — government issue you see, no new ones available — and a laser gun.

During your journey through the factory, you'll come across an old abandoned jet cycle that is great for whizzing around — but it does use up a lot of fuel. You have to keep topping up at the various fuel depots, you'll find

doled about the factory.

With all that sharp stuff flying about, your suit is bound to get punctured — you do have some patches to plug the leaks but these soon run out and you'll need to pick up spare patches as you go around the factory. You can top up on oxygen too as bottles are to be found in various rooms.

All in all *Adventure*, there are various objects to collect and use along the way — essential in your quest to stop the aliens.

The screen layout shows the room you are out there in. At the bottom of the screen is a window showing the status of your suit — how many leaks and patches, plus your



level status, and what you've got in your pockets, for instance things you've picked up along the way, plus a compass showing the way to the control room and a map of the rooms around you.

Game control is by keyboard only — but this doesn't detract from the playability. Graphics are certainly no state of the art but pretty good for all that. The animation of the spaceman and his jet bike and the nasties is great and flicker free.

I found *StrangeLoop* amusing to play. It certainly has that all important lasting appeal and, with a game *GAME* facility, you don't have to sit up all night to beat it!

Graphics	3
Sound	4
Value	4
Playability	4

## 11 JET SET WILLY

**MACHINE:** C64  
**SUPPLIER:** Software Projects  
**PRICE:** £5.95

After the usual fake starts, broken promises and delays, the review copy of *Jet Set Willy* for the Commodore did finally arrive at the *COMO* office.

Someone said "It's here!" and a beaver immediately broke out on the review office floor. After a struggle, I managed to wrestle the cassette away from the fellow who was attempting to pull rank and write the review first — he keen on *Jet Set Willy* — the *COMO* review team.



I don't have to play the game for very long to realize that it was worth the wait.

It's all here — the Nightmare Room, Baryon Test, Chapel, Kitchen, Morden Lull, Hallway — even Maria tapping her foot and pointing her finger in Willy's bedroom.

As far as I could see, the game is virtually identical to the original Spectrum game. If that means nothing to you, let me give you a brief *Miss Willy* history. It all began in Surbiton where Willy stumbled down a mine shaft full of several items. Twenty screens, and several collected items later, Willy became a very rich mine!

The profits from his Surbiton strike were invested in a huge mansion where our hero took to throwing lavish parties for his numerous rich friends.

After one such party, Willy's butler housekeeper refuses to

let him get to bed until he has cleared up all the empty bottles and glasses from around the house.

This is where *Jet Set Willy* begins and it is your job to guide Willy around the house following all the rules.

If you enjoyed *Manic Miner* on the 64, you will enjoy this too. I rate the game higher than *Manic Miner* and it is certainly in the Top Five best ever games for the 64.

One extra nice touch in this game worthy of mention is that a scrolling message appears on screen at the beginning of the game pointing out that it is illegal to copy games and that if you do you are stealing from the people who spend months programming them. Well said, Software Projects.

Graphics	3
Sound	4
Value	4
Playability	4

## 12 STAGECOACH

**MACHINE:** Spectrum/  
keyboard or joystick  
**SUPPLIER:** Creative Sparks  
**PRICE:** £5.95

Heavily patterned! My name is Kid Ridd, the toughest cowboy in Micro County. I enjoy returning runaway stagecoaches — which is just as well as it seems to happen a lot around these parts. Me and my trusty steed, Spectrum, are just about to leave town looking for another stagecoach right now. Want to tag along?

If you decide to join Kid on his rescue mission, you're in for a rough ride. First he has to find the stagecoach, galloping at full tilt over rough country. He has to avoid rough terrain and rocks among other obstacles. If Kid falls off his trusty steed the program proceeds an amusing scene.

Kid's horse dashes off to



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**Sound:** Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room? The C&VG review team don't judge games with their ears plugged up, we can tell you!

the side of the screen. Kidd leaps after it, catches it and returns before continuing the chase.

Meanwhile the stage is still running around the range without a driver — and shedding passengers at every turn. If all six passengers fall off before Kidd reaches the stage and jumps on, the game is all over before it's really got going.

Finding the stage and manoeuvring Kidd behind it is fairly easy — but then comes the jump, which is a bit tricky.

Once on the stage safely, Kidd dashes for the reins and brings the runaway horses under control. He then has to pick up six more passengers who are waiting for a lift into town.

Once he's done this — a few would-be passengers will get trampled in the process, I'm afraid, it's off into the mountains where more hazards await our intrepid hero.

Kidd has to drive the coach through dangerous mountain passes which are prone to landslides that send rocks tumbling down at the coach. Little arrows appear to show you which trails are best. There is a time limit on this part of the game and a countdown timer appears on screen.

If you keep getting hit by loads of running into the mountains, your stage sustains damage.

Use up all your damage point and the game ends right there and then. On your way through the mountains, you'll see gold and ammunition boxes appearing on the road. Steal your stage over there and you pick them up.

If you get lost, you can call up a map of the mountains. The game is frozen until you go back to the action.

Survive the mountains and you're faced with a nasty bunch of Red Indian raiders out for your scalp. You have to fight off the Indian attack by climbing onto the roof of the stage and blasting away with

your Colt 45.

Indians will attempt to climb onto the stage and capture the passengers — if you lose them all to the rampaging redskins, then the game ends with you losing your scalp, Navajo!

If you fight off the Indians, you'll live to see the stage come safely home to San Pedro.

Stagecoach is an entertain-



ing and original game. However the graphics are a bit crude — the Spectrum is capable of better — but this doesn't really detract from the game's playability which is considerable. It will take some time to master and there are several skill levels to beat.

As I've already mentioned, the falling off the horse routine is nicely done, as are the rampaging Indians. However, I felt the limitations of the graphics showed up most in the mountain sequence. It's a rocky and flat stage graphics get wiped away, checkerboard fashion.

Overall, Stagecoach is well put together with a comprehensive menu at the start of the game which, among other things, allows the player to re-define the keyboard controls.

At the end of each game you also see a comprehensive scoreboard which tells you how well you've done in various parts of the game.

• Graphics	7
• Sound	5
• Value	7
• Playability	8

## 13 ANAPITAL

**MACHINE:** CSM 64  
**DEV:** Jovial  
**SUPPLIER:** Lamesoft  
**PRICE:** £7.99

What could be better than playing Revenge of the Mutant Cereals while listening to very loud music in a darkened room? Playing Anapital while

listening to very loud music in a darkened room — that's what.

I've just emerged blinking into the sunlight after a prolonged session with Anapital — the latest game from computer gaming's answer to Neil from the Young Ones, Jeff Minter.

Jeff has come up with a real winner this time. Anyone who was a bit disappointed with Sheep in Space will be glad to hear that Jeff is back on form with Anapital.

Well, what is Anapital? It's a hard man, half-god creature which you may have seen scurrying about the screen in 'Sheep'. The Ancipals have joined forces with us humans to help fight the Zyxians — an evil bunch responsible for everything nasty that happens in Minter's cosmology.

You have to help the Ancipal warriors break into a Zyxian weapons base armed only with an extremely sticky map and destroy all the deadly things you find inside.

Once in the base, you'll find that you must open up walls in the walls surrounding each room. You do this by blasting the things you'll find inside

the room — more odd creations from Minter's fertile imagination. We won't spoil the fun by letting you know what they are, it'll take some time for you to work out the best ways to open the walls — which is half the fun of the game.

To get into some rooms, blasting is absolutely no good. You have to help your furry Ancipal find the canal keys in order to reach these rooms.

There are also magic gems scattered about which, if collected, give your Ancipal extra added power. Collect five and he can jump up and down on walls to damage them.

The game also features a divergence of Jeff's ingenious gravity system first seen in 'Sheep'. Mastering the four-way gravity found inside the Zyxian base is quite difficult — but follow the comprehensive instructions found inside the cassette and you should soon have the Ancipal leaping about like a mountain goat.

You'll have to master the jump-run — a Torville and Dean type manoeuvre — in order to bounce around inside the rooms without fear of damaging your furry friend.

The graphics are great — well up to Jeff's usual high but quirky standard. The sound is terrific. Jeff has included what he calls a "Phil Collins module" so that every room has its own drum rhythm. Firing sounds in each room are different, too.

Overall Anapital is a game any self respecting Carnivore-Dore-Coverer should immediately go out and grab off the shelves — it will keep you intrigued for months. It is well documented — you couldn't really ask for more from a set of instructions — and extremely well presented.

Anapital sees the Shaggy One back on form.

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



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## MOSCOW

MACHINE: CMM 64  
 SUPPLIER: USI Gals  
 PRICE: £9.95

*Beachhead* one of the best selling games of the year, selected only by Software Project's Jet Set only, now has a sequel to this war game fanatic.

*Raid Over Moscow* is the follow up to Bruce Oliver's excellent *Beachhead* which won the award for the best graphics and sound in a computer game in a poll of readers by the American magazine, *Billboard*.

*Raid Over Moscow*, unlike *Beachhead*, places you in the cockpit of the world's fastest fighter bomber. As the squadron leader, you must lead your men on a bombing raid over the main industrial centres of the Soviet Union, in an attempt to knock out the computer installations which are at this moment guiding missiles over the north Atlantic to targets in North America.

The first part of the game takes place in a space station orbiting earth. Russia has launched a series of nuclear strikes. You and your men are all that stands between the destruction of every major city in Canada and the USA. You must guide your ship out of the landing bay and fly it through space towards the Soviet capital.

The view then switches to one of the ground. You must fly your air craft very low to avoid being detected by the Russian radar network. Jet



EXCLUSIVE

planes, petroling tanks and stationary guns all take a pot shot at your plane.

Buildings, huge columns and walls must be regenerated during the mission. Staying as close to the ground as possible is, absolutely necessary as enemy fighter planes come rushing up behind, giving you only seconds to react. Flying low also makes you a much better target for the roaming tanks.

Each successive screen takes you closer to your ultimate target, the centre of Moscow and the Kremlin.



The Russian nuclear attack flies across the Atlantic.



Tanks, enemy planes and stationary guns block your way to the target.



You have reached the centre of Moscow and the Kremlin.

## EDITOR'S COMMENT

There's no doubt that *Raid Over Moscow* is an extremely slick games program. It's very playable, the graphics and sound are of the highest quality and the packaging rivals anything on the market. However, its aspect of slick production can disguise the fact that the basic philosophy behind the game is — to say the least — questionable.

Maybe we're being hypocritical by criticising this aspect of the game when many games we review feature alien blasting and other forms of destruction. But nuclear war is not a subject for fantasy.

Perhaps we're being too sensitive — take a look at the game and the packaging and let us know what YOU think. Write to Computer and Video Games, *Raid Over Moscow*, Priority Court, 30-32 Farringdon Lane, London EC4A.

The space station, the first phase of the game, tests all your skills of coordination.

*Raid Over Moscow* scores highly on graphics and playability. The game is much more difficult and challenging to play than *Beach-Head*, and will certainly take a lot longer to master.

The game at the beginning is certainly difficult, and in my opinion, far too difficult for you to really enjoy the game without a hell of a lot of practice.

Once you have finally mastered the game there are another four levels for you to beat. On the highest level, I couldn't even get out the space station with five lives.

With *Raid Over Moscow* be

a big hit this Christmas? I don't think, there's any doubt about that.

- Graphics 0
- Sound 0
- Value 0
- Playability 0

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Commodore 64



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## 1. JET SET WILLY

Top selling game of 1984 is the coolest climbing game of them all — Jet Set Willy.

The game is the sequel to one of 1983's top games — Manic Miner. It was always going to be a big hit but the game completely dominated the C&VG/Daily Mirror Top Thirty for most of this year.

Only two games have ousted Willy from his number one spot throughout the year and now, with the game also available on the Commodore 64, there seems to be no stopping the Liverpoolian ringer.

For those of you who've not seen the game, it's well worth putting on your Christmas list.

## 2. BEACH HEAD

Beach-head is the most successful of the invasion of American software that has flooded into the UK this year.

The game drew gases of admiration from games programmers and businessmen when it was first shown to the trade at the Leisure Electronics Show last January.

Then, when US Gold put the game out on cassette at £9.95, the games players purchased Beach-head into the Top Ten games chart.

The game features four different scenes. By far the best of these is the sea scene.

## 3. FIGHTER PILOT

Digital Integration stormed their way into the big league of software houses with two hit games in Spring '84 — Fight Gunner and Fighter Pilot.

Of the two games, Fighter Pilot was marginally more successful. It's a tight simulation with a strong flavour of World War II.

As well as keeping an eye on all normal flight controls, the player also has to deal with bombs screaming in from above and below.

Digital Integration are currently writing their Spectrum games for the Commodore 64.

## 4. SUPER WOLF

Ultimate launched their sole Spectrum game of 1984 in

# C&VG TOP TEN GAMES OF THE YEAR

With 1984 drawing to a close without too much evidence of Big Brother forcing us to use our computers for boring serious applications, it's time to take stock of some of the best games of the year.

The real games of the year will be the ones that you, and all the other C&VG readers vote for, in the Golden Joystick Awards — the gamers' awards — which will be presented in London in January.

In order to start your thinking about your choices, we asked NQP — the compilers of the C&VG top twenty to tell us what were the best sales of '84.

From the list they gave us, the C&VG review team picked out the games that they liked best which were launched this year.

Here are our choices. Now tell us your favourites. Fill in the Golden Joystick Awards form below and send off to C&VG, Golden Joystick Awards, Priority Court, 30-32 Partridge Lane, London EC2N 3JG.

May and saw it soon as the charts to the number one spot.

Saber II/III is the latest in a series of Spectrum hits from Ultimate who are Britain's undisputed number one in the market for arcade-style games.

Critics said that Saber War was no more than a copy of Ultimate's previous game — Ace Ace — and that the programmers had merely changed the background, swapping a futuristic house for a jungle.

## 5. SOCCER

Commodore's International Soccer is the best sports simulation ever written for any home computer.

Soccer finally found its way into the shops and well worth the wait it was, too — a portable game at just £9.95 with stunning graphics and excellent game play.

The running animation of the ball and accurate shadows make the game a delight to watch as well as play.

## 6. LORDS OF MIDNIGHT

Who are the Lords of Midnight? That was the question of every gamer's lips in the weeks leading up to the launch of Beyond's first "epic" game.

Beyond describe Midnight as an "epic" as it does not fit into either the Adventure or strategy category — but lies somewhere between the two.

There is also a strong element of war gaming in Midnight as you seek to unite the forces of the Free against the evil Doomdark.

## 7. OLYMPIC GAMES

The Olympic Games shook up the games business this summer with no less than a dozen athletics games seeking to capitalise on the Olympics.

Most successful of the Games games was Daley Thompson's Decathlon which produced a number one smash hit for Ocean.

Almost all of these games

— and Daley's is an exception — are copies of the Ocean arcade game in which the player has to shake the joystick furiously to make his title man hit and jump.

## 8. TRASHMAN

Trashman is a total original in computer games — the only sustain simulation available for the Spectrum and 64.

You have to collect the bins, empty their contents into the dustcart that is scrolling slowly up screen and bring the bins back again.

But if you think that sounds easy, you haven't realised on mad dogs, lunatic drivers, kamikaze cyclists, gubs, cats, and tricky gas vent.

For sheer fun, you can't beat Trashman.

## 9. HURDIBACK

Hurdiback for the Sinclair Spectrum was Ocean's first big hit — the first of many top selling games that the Manchester software house were to launch in 1984.

Supported by a TV advertising campaign, the Spectrum and all versions of this peculiar arcade game stayed in the Daily Mirror chart for several months.

You are the tragic Quack-moo who seeks to rescue his beloved Earmuffs. The guards in Hotsi Darns have different plans for our hero and it's down to you to see that he escapes their arrows.

## 10. SHERLOCK

Another of this year's instant success stories is Sherlock from Melbourne House.

Like Jet Set Willy the game wouldn't hit. Programmed by Philip Mitchell of Hudson, Penetration and Muggy Lane, Sherlock was billed as Melbourne's biggest thing since robots.

Sherlock is one of the new breed of interactive Adventure games — not just a lot of fixed graphics with some isolated Sherlock has some intelligent characters who react to your moves, it has several possible conclusions and can be differed every time you play.



# R·E·V·I·E·W·S

## TRASHMAN

**MACHINE:** Spectrum  
**SUPPLIER:** New  
Dimension Software  
**PRICE:** £6.95

After cleaning up the streets of London in the first Trashman game, you have now set out on a much more ambitious project to clean up the entire world in the sequel to New Dimension's hit of the year — Travel With Trashman.

At the beginning of the game, you are given a certain amount of fake money. A map of the world shows all the cities that Trashman can travel to, providing he has enough cash to do so.

The Paris job involves catching all the frogs that have been at least in a made chat at a cafe in the Champ Elysees. No easy job! As our hero must also avoid bumping into the waitresses and losing points.

Other possible starting points are Germany where Trashman is offered the job of collecting the empires at the Munich Beer Festival. Trashman does not have to accept the first job offer he gets. He can go into another destination — providing of course he has enough of the floating stuff to pay for his airline ticket.

The most dangerous of his early jobs, and one of the best screens in the game, is the Spanish job where Trashman has to collect up all the roses thrown into a building during a twilight — the bull would prefer them to stray there.

There are ten destinations in the game altogether and it will take a good deal of practice to visit them all.

Challenging as all Trashman have inevitably if a little pointless as the game is really quite different. However, Travel With Trashman is slightly more difficult to get into than the first game.

Personally I prefer Trashman I but it is no poor selection on Travel With Trashman that this is to

case. After all, there have been very few games launched this year that are in the same league as Trashman for graphics and gameplay. If you liked Trashman I you won't be disappointed with the sequel.

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

## HAREBRAIN

**MACHINE:** 48k Spectrum  
**SUPPLIER:** Harvest Ltd.  
**PRICE:** £8.95

Harebrainer is not so much a game as a puzzle. It comes in two parts. Puzzle is available now and Harebrainer is yet to be released.

The "clues" has the four surfer boys at his disposal, allowing him to roam around the countryside in search of clues to discover the hare's whereabouts. These are displayed as short lines of text on a graphics background of a field. Sometimes the hare comes logging in to the accompaniment of music before disappearing. His clue sometimes he doesn't is that a clue?

The object of all this is to be the first person to solve the puzzle. If that happens to be you, then you write it to Harvest with the hare's location, plus an explanation of how you arrived at the answer, together with the two tapes and a letter quoting your personal numbers. You could win the Golden Hare itself, or choose to take £20,000 in cash instead.

To be eligible to enter, you must first have registered the purchase of each part, by returning a card on which is printed your unique personal number.

That's the task — how will you shape up to it? As you need a pencil, paper, your eyes, patience and an inquiring mind, says the lady. Pencil and paper certainly

seemed to be useful, for the information observed is easily recorded. In fact, I could see little reason why this puzzle should be published as software.

To be honest, I wouldn't buy it unless I fancied trying chances for the £20,000 (and the Golden Hare — I'll take the cash!) But hang about! That's a huge pile of ready-to-be giving away. Where will it all come from? Suppose I get game is put into the kitty — that's one fellow left at cooies to hope to sell for a puzzle that isn't even a game!

Could it be that we have to wait for sales to reach a pre-determined level before we see any sign of The Hare?

• Graphics	5
• Sound	10
• Value (if you win)	12
• (if you don't)	2
• Playability	7

## EUREKA!

**MACHINE:** CRM 84  
**Spectrum 48k**  
**SUPPLIER:** Demak Ltd.  
**PRICE:** £14.95 on cassette  
£18.95 on CRM disc.

Five epic Adventure games, each preceded by an intriguing prologue, offered in the Adventure package together with a booklet. The Adventures can be played independently, but are linked and clues lead you from Adventure to book, and back in search of a mystery phone number. The first person to discover that will save the world from destruction and win £25,000 in cash as a bonus!

The Adventures are set throughout the ages. Starting off in Prehistoric Age, you progress through Ancient Rome, Celtic Britain and Wiltshire Germany to the Modern Caribbean. A tallman was discovered on the Moon, and under analysis, split. Five fragments disappeared, but have been traced to the places and times in which the Adventures are set. Your job

is to find and return them, for if the tallman is not reconstructed, the moon is destined to explode, taking Earth with it.

Disregard the price, how do the games play?

First, the music and sound effects are spectacular! The Commodore uses the TV's loudspeaker and the bursts of music can only be described as triumphal!

Second, there are graphics and they are created in a most innovative way. There are "wide screen" pictures at some locations and smaller "cinemas" at others.

Each Adventure has its own plot which when solved will lead you to a piece of the tallman. A single review could not do justice to this vast game and I can't attempt here to describe the other include I have tried, Celtic Britain, except to say that it follows the same style.

With or without the price, this package has got to be terrific value.

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

## MELTDOWN

**MACHINE:** CRM 84  
**SUPPLIER:** Creative Sparks  
**PRICE:** £7.95

If you don't want to start glowing in the dark, then you'll better act quickly if you get your hands on a copy of Countdown to Meltdown.

An explosion has devastated a nuclear power plant and radiation is leaking out in vast quantities. The core is rapidly heating up and there could be a gigantic nuclear explosion — unless you can prevent it.

You control a team of eight android commandos who are the only beings tough enough to make it to the core.

You have to guide your team down through the many levels of the installation, find the core and prevent the explosion.

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

Countdown follows the current trend towards graphic Adventures/savage games. You have to solve a lot of problems, gather your comrades (there and equip them and then go after the boss.

You monitor the onscreen progress through "video cameras" on your computer screen. You can switch between "front" and "side" cameras to give different perspectives of the rooms you are exploring.

You can also switch attributes throughout the game. Each one of the eight has different characteristics which are established at the beginning of each game. Some are technical wizards, while others are pure fighters with little scientific knowledge.



The screen display shows your android and the room he is in. Below you'll see a complex series of read-outs relating to the status of your android and the condition of the installation's core.

You must select the android most suited to the specific task and get him to the right location.

You must reach the core and use it open before it exceeds 10,000 degrees centigrade. If you don't, then even an android can melt!

Countdown is a complex and challenging game — definitely not for those of you who simply want to blast things.

The graphics are impressive — particularly the neat sliding doors between rooms which the androids have to activate. There are 2,000 rooms spread over eight levels — each with a different challenge.

The game comes with necessarily detailed instructions which you'll need to read before getting into the game. You won't want to get the best out of Countdown in ten minutes — but it's well worth the effort.

● Graphics	5
● Sound	7
● Value	3
● Playability	5

## 15 SINGAD

**MACHINE:** BBC  
**SUPPLIER:** Virgin  
**PRICE:** £1.95

And I thought Virgin's latest batch of games were supported by no better than the last lot. Virgin are currently having a clear out to get rid of their old games at £2.95. This latest release should be included in the price cutting, if you ask me.

As usual, Virgin includes a few words about the author of the game on the cassette-tape. Dennis Robinson, who wrote Singad, is 35 and only started computing last year when his mother bought him a computer!

Dennis writes codes and writes all computer magazines. Well, Dennis, we don't think much of you either. Perhaps if you read some magazines and played a few more games you'd know what people look for in a good game.



When you start the game, there are a few space invaders type monsters moving round the screen, accompanied by the slowest piece of music you'll ever hear.

There's a magic carpet floating around, too and, as Singad, you have to hop on to it and climb up its rope ladder to touch an alien. As you touch one, it changes colour. But touch an already changed one and you get knocked off the carpet.

Once you've managed to change all the aliens' colours, you move to screen two. Here, you have to pilot Singad on his carpet through space avoiding the asteroids and other original things like that. This second stage is timed to last as long as it took you to beat screen one.

One of the silliest games I've seen for the Beeb.

● Graphics	5
● Sound	5
● Value	3
● Playability	4

## 16 AMERICAN FOOTBALL

**MACHINE:** Spectrum  
**SUPPLIER:** Alpha Press  
**Software**  
**PRICE:** £9.99

WHI WHI HUH! HUH! HUH! HUH!  
Incredible isn't it — people actually talk like that!

If you are a fan of that bone-crunching spectacle Americans call football which draws massive audiences to Channel 4 at least on Sundays, you're going to love this computerised version.

Alpha Software has come up with the first really worthwhile version of the game that has become increasingly popular in the UK over the past three years.

You can either take on the computer or play a human opponent in this game of strategy and muscle. Strategy is the right word here as you have to mastermind your team's march to victory by utilising various tactics presented to you by the program.

The instructions — on screen and in the comprehensive instruction manual — list a series of "plays" you can use when on the offence or when defending. You key

these "plays" by using simple two key instructions — and the computer works out the outcome.

The attacking team aims to score a touchdown by utilising the various plays and strategies available, while the defending team aims to stop them.

The computer acts as the referee and flows in penalties from time to time in a somewhat arbitrary manner. This is one of the annoying features of an otherwise well executed program. Just like the real live players, you get really annoyed when a penalty decision comes up!

At half time and at the end of the game you get a statistics readout — how many yards your quarterback ran in the game, how many interceptions were made and so on. The program allows you to get a print-out of the result and the stat-sheet. Another nice touch.



The game comes with an alternative layout — well worth the money on its own as it actually helps you understand what you see on telly too! Ken Thomas, editor of Touchdown magazine, the official NFL publication in this country, has written an interesting, easy-to-understand guide to the game and a lot of all the jargon used. Great stuff — and even a five-foot waddler can play it without fear of terminal damage! A Commodore 64 version should be available soon.

● Graphics	8
● Sound	5
● Value	8
● Playability	8

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# SPIDER-MAN



One morning at the Personal Computer World show, before the crowds arrived, Keith's trusty apprentices, Paul Coppins and Simon Marsh, wandered along to the Adventure International stand to see the new Scott Adams game, based on Spiderman, the Marvel comic hero. Here, Simon relates how the Chief Examiner put C&VO's Adventure team to the test . . .

"Please Scott, please, please, please! Just one small clue — just one!" I grovelled!

"Now come on, Simon, you know I never give out clues!" said the man who put Adventure into adventure games.

You have no doubt gathered by now that the PCW show was not only by C&VO's Adventure Helpdesk team, but also a S Adams, of Langwood, Florida, USA.

This certain Mr Adams just happened to have with him a *Comprobe 2* — Spiderman. As the game was still in its testing stage and as there were possibly a few bugs still lurking around, Scott asked Paul and myself if we would test it for him. Silly question!

Throughout the time we played, Scott stood behind us and was busy scribbling notes about our efforts. On many occasions, he laughed aloud at our feeble attempts to crack the early parts of the game, but as time went on, seemed very pleased with our progress.

But it was hard not to ask for help with the great man himself watching over us. "Scott, if I put Doc Connors over there, will he make up?" I asked.

"Well, just play the game. After all, that's what it's there for!" Scott replied, with a smile on his face that made me feel even *more* desperate for the answers.

While I was updating the Chief Examiner, Paul was getting down to the serious business of solving the game, and very well he was doing, too! Suddenly Scott's face lit up as Paul got the first game — apparently he had done it in less time than anyone else before, including Mike Woodcote of Adventure International UK!

Later, a certain chemical equation cropped up, and Scott seemed very happy when I was able to solve its meaning, for he now knew for certain that this part of the game was possible for people with no specialist knowledge of the subject.

Adventurers everywhere will be pleased to know that the C&VO team, may just be responsible for making Scott's latest game just that bit harder!

Meanwhile C&VO's own experts, Keith Campbell had slipped into his alter-ego Adventurman costume to join Spiderman on a quest to beat Scott Adams at his own game . . .

## MY SPIDER SENSES TINGLE!

An IBM PC confronted me and wondering how I could persuade my Editor to buy me one, I started in on *Comprobe 2*.

Yes, it was a Scott Adams game, all right — I could tell that from the fact I was getting nowhere fast. But it had a very different feel to it. There I was attempting to overcome a very nasty looking creature indeed, and trying to see many words when my instant read two.

The creature in question was Hydroman, who was graphically depicted in some lurid detail, guarding an apparatus containing a gem. Getting hold of the gem

turned out to be a very odd problem.

To my horror, the Chief Examiner offered me a choice of Atari or IBM PC versions. Well, I wanted to play this game quietly at home — a home devoid of those component:

"How about a TRS-80 version?" I asked nervously. "After all, that's what you develop the games on, don't you?" I added, determined not to let Atari-owner Paul be the only one to get a copy!

"Yes, but this will probably be the last. We're switching to the IBM for development — you really ought to get one, they're very good machines!"

Because Spiderman has a full-screen interpreter, it will just not fit into the standard Mk TRS-80, and

an Adventure International is moving on to the IBM.

But I couldn't hog the IBM all day, so Scott winked and slipped a TRS-80 disc into my hand. I took it back to the Adventure Helpdesk stand and, using one of the Model 4's, quickly made a backup copy. When I returned the original, Scott warned: "You only have the two-word output window there!" As if I cared! I had the game, didn't I!

Walking around in a downtown office block may sound like a rather mundane scenario for an Adventure game, but for a spider, the perspective can be completely different for later on, back home, it was up the hallway for me, and into other rooms.

A noise screamed "Ouch!" and I found myself confronted by Sandman. Treating carefully, I wandered around and met up with Doc Connors in drag, and a host of other Marvel characters. Most conceded a gem, and, when spoken to, were rather challenging about my ability to discover that of it! All except Kingmaster, that is, for he reckoned himself to be a piece of cake to overcome. He, of course, turned out to be one of the more difficult problems!

In the middle of all this was the central challenge — one big gem. It will come as no surprise to Walk players to hear that it was in the company of a Master Energy Egg. Yes — you know what that means, don't you? HANG — no gem!

Spiderman is a very different game to its *Questprobe* predecessor, Walk: it has a less surrealistic setting, which better conveys the atmosphere of the Marvel comic stories. Mind you, this particular storyline has some very peculiar features, and is not exactly straightforward to get around!

In Spiderman, as I've already mentioned, you can type in whole sentences as commands. This feature has been lacking in Scott's

previous games, a fact seized upon by some critics besotted by a "state-of-the-art" mentality. Well, "state of the art" they now have!

When I played Spiderman I was at a severe disadvantage. The Chief Examiner had lent us his only copy of the proofs of the Cheesecake II comic to borrow for a couple of hours, but getting it away from Paul was more difficult than coming to grips with Myra! According to Paul, solving Spiderman could be much easier if you had read the storyline in the comic that is supplied with the game.

Now, imagine YOU are stuck in an air-conditioning system, and feeling worried about it. Sounds unlikely, but you know the feeling don't you? You know there is an answer, and you slowly go mad, trying to deduce it. You eventually take the last resort — the C&VG Adventure Hotline.

But was there to be an answer for me? Here I was with a paine not yet fully tested, let alone on the market! This could be laboratory time-coming up, so I rang Paul. He's done it, of course! His solution had met with the problem — no more BPHS for HIS but The mesh was only hitting my face metaphorically — or at least it would be if I didn't turn in my review by the deadline! Paul's method didn't work on my computer. Had I an incomplete version? Had I even purposely blown early from London, checking threatenly into a strange mist visible from the side of the aircraft?

I dug out the British Telecom tariff, an atlas, and a Terry that showing time zones. I was about to play my trump card. It had been kept safely in my briefcase since February. On one side was the legend "Scott Adams Inc." and on



Even the experts need help sometimes. Adventure from three winners met up at the C&VG Helpline which was opening live at the Personal Computer World Show in September. Left to right: Scott Campbell (C&VG's Adventure writing, author of the Pen and the Ink) and the C&VG Book of Adventure, Scott Adams (journalist, wine snob, author of Truth, Spiderman and the Book Adams

Adventure Series), Paul Coppins (editorial legend), Philip Mitchell (author of The Hobbit, Sherlock, Mugsy and Penetration), and Simon Marsh, Keith's other helpline helper.

Scott was at the recent PCW Show to launch the new Spiderman game.

the other was scrawled two telephone numbers labelled 'home' and 'work'. "Home," I thought, and at 10.30 pm I started dialling ... 061 ... but you don't think I'm going to tell you the rest of the number, do you?

Scott answered, and called Scott to the phone. It was about 1.30 on a Sunday evening, as my calculations had been correct, I mentioned my unsolved problem — did I have an unfinished copy?

Scott was right on the ball. "The problem is on Paul's copy, not yours. He is not the correct answer — it's far too easy!" explained Scott. "Your copy is the perfect one!"

Wonderful! I was just about to put the phone down, when I realised that the threat of a laboratory had not receded! "Just a small, teeny weeny

little ...!" I pleaded, grovelling. "Well, what you need is what an spider should be without!" Scott laughed, feebly. You know, I'm really quite partial to that sort of deal!

Spiderman certainly has a surprise ending, but although I am not quite there yet, Scott had left his usual sardonic endgame on the dialtone, and I had been up to my ears cheating!

So will Spiderman be classified as an "adventure easy"? That, you will have to discover for yourself! Personally, I found it to be a great game, with plenty of variety and puzzles. Although different from Hack, it continues with the same theme. By the way, anyone want a Sunpage? I'll let you have mine for a price!

Face yourself as Spiderman? Come you do! Well here's your chance to win a copy of Cheesecake No.1 for one of the following computers: Spectrum 48k, Commodore II and BBC II.

Scott Adams, Mike Woodroffe and Keith Campbell put their heads together over dinner at a smart Covent Garden restaurant, when the wine was flowing well. They came up with the following questions to ensure that free copies of Spiderman only fall into the right hands! To qualify, you will need to have played The Sorcerer of Chapsaque Castle, in a graphics version on either the Commodore or Spectrum, AND be a regular reader of C&VG.

Scott, Mike and Keith want to know the answers to the following questions:

1. Which way is the most monster facing?
2. Where will you find a Mexican hat?
3. Where must you look to see a fence?
4. What disk case reminded Scott of evil smelling meat?
5. Where does Poate No.1 start off?

The first three questions are based on Chapsaque Castle, the answers to 4 and 5 will be found in the pages of the C&VG over the past 12 months!

Send your answers on the form provided to Spiderman Competition, Computer & Video Games Priority Court, 21-23 Farringdon Lane, London EC1R 3AU. Normal C&VG competition rules apply and the first 30 correct solutions opened on 17th December will receive a free copy of Spiderman for the micro of their choice.

NAME: \_\_\_\_\_  
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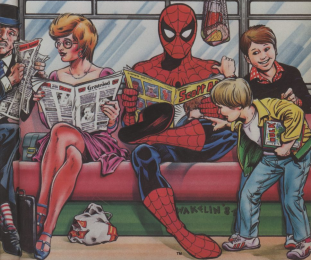
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# ARCADE



September 19th saw the most important event of the year for the Pinball Owners Association, the Annual Convention.

Around 100 members converged on Harold Wood, Essex, for what turned out to be a very enjoyable day out. These people are not nerds, they do not wear trenchcoats of leopards around their necks, they haven't got a secret handshake and their middle fingers don't stick out. They are in fact a cross section of society, tied together by an obsession for pins, one arm bandits, jukeboxes and other slot machines. Many of them own their own machines, but this is not a requirement of membership.

The event had attracted much publicity. Members had been seen on BBC's Reader Time and Jackie Mitchell television programmes. Several members brought machines and the final line up consisted of 13 pins, a jukebox and masses of

bandits and slots. Lots of trophies and awards were awarded. The best pinball award went to a 1983 Gottlieb Happy Days and a lovely Williams table, Happy Days 1980, was the exhibitors' choice. Technology struck back, however, when the visitors' choice was a 1991 Stern Sea witch.

The highlight of the day was the Pinball Wizard competition. Every member was a starter and, after some furious flipping, this was dramatically reduced to a mere 12. This was the semi, and lots of sea-king took place, and they were finally whittled down to only four. Gottlieb's latest machine The Games was pulled into the centre of the hall and the final began. From then on it was pure skill, but at the end of the day, the POA's illustrious chairman, Gary Flower had a resounding victory. Money doesn't prevent me from telling you that this reporter took third place.

Due to this report, the article on Bank to Basics will appear next month.

Keep Flipping!

## THE JEDI TAKE THEIR REVENGE!

Flying through the Forest of Evil toward the Evil lair. I glanced to my right — two storm troopers were drawing level with my hover bike.

I sent my bike careening into the side of the first storm trooper where he hit a tree with a satisfying thud. Throttling back, the second trooper sped just straight into my gun sights. BANG! He exploded into a column of flame.

I raced ahead and, unaware of their presence, flew straight into an Evil trap. My bike and I parted company to the sound of chains from these little furry beasts.

The sequel to Star Wars has finally arrived in The

Return of the Jedi from Atari. You may recognise the events and also know what happens next — but this time the destinies of the famous four, Luke Skywalker, Princess Leia, Han Solo and Chewbacca are in your hands. Will they destroy the Death Star once and for all?

The ultimate aim of the game — as in Star Wars — is to destroy the Death Star but Return of the Jedi has been presented in an entirely different way. Star Wars featured linear graphics of moody reds, blues and oranges and much was left to the imagination in filling in the scenery.

The graphics in Return of the Jedi have been done in a different way with beautifully drawn replicas of the

At one moment you will be guiding Chewbacca in his roofer Scout. Water amidst rolling logs and catapulted rocks — now helped by the Ewoks — and the next second you would be switched into space to help Lando Calrissian and the Millennium Falcon attack the Death Star.

In scenes three and four, you remain with Lando as you fly a hazardous path towards the Death Star's reactor, shooting and killing the deadly Tie Fighters en route.

Once you've blown up the reactor's core, you've got precious few seconds to turn the Millennium Falcon round and hot feet hit out through the same narrow tunnel to the outside before it blows.



Chewbacca and the Scout Water/Lando in the Millennium Falcon

It's full of pillars, so beware and drive carefully!

Unfortunately, I wasn't quick enough but the explosion is quite spectacular and leaves you in no doubt that you and everyone else inside the Death Star are well and truly dead!

Atari states that "dramatic stereo sound effects, original music and actual character voices (including the Ewoks) from the movie enhance the pace and realism". I tend to agree — the Ewoks and Darth Vader seem almost real — the game's journeyed beautifully and tastefully follows the film.





# ACTION



Blitzkrieg Falcon and the Tri-Fighters



The Falcon of the Reactor's Core

## HOW TO PLAY FOREVER... PART TWO

Atari's arcade game, known only as *The Buffer*, proudly presents part two of *How to Play Forever* — the definitive guide to making the most of your last 100 when playing your favorite arcade machine.

This issue the *Buf* looks at *Tempest* and *Xenious*.

### TEMPEST

This is the low to high scores on *Tempest* . . .

First, you must complete the red level that gives you 158,000 bonus points. Then get your score to one of the two digit combinations listed below (by shooting spikes, work one point per hit). After you have the combination you require, kill yourself by walking into enemies and wait for your desired effect to happen. They are:

- 00 = freezes screen
- 01 = Gives access to bookkeeping totals
- 02 = Alters play during attract mode
- 06 = 40 free credits
- 11 = 40 free credits
- 12 = 40 free credits
- 14 = Credits sound without actual credits
- 15 = Credits sound without actual credits
- 16 = 40 free credits
- 17 = 40 free credits
- 18 = 40 free credits
- 41 = Last two digits of score switch
- 42 = Score increases quickly

- 48 = Allows following game to start at green level
- 50 = Player moves by himself
- 51 = Player moves by himself
- 60 = Objects drift down
- 68 = Objects drift right
- 67 = Objects jump
- 88 = Objects drift up
- 70 = Objects drift up

All the tricks will work if you use the one to play the attract mode (06). If you pause at any of the desired points, it will take place instantly. Also, two additional ones work from this. They are:

- 48 = Converts a random colored level with the wrong enemies for that level (eg, a dark blue level with football tankard)
- 48 = 255 extra man!

Apparently, Atari made a modification kit for *Tempest* to stop these bugs, it is also very uncommon, and is not evident on any *Tempests* that I have played.

### XENIOUS

How to get the initials of the programmer.

To get these, at the start of a game, fly right and bomb

mainly. After a couple of seconds it will say NAMCO original programmed by FURUZZO.

The hidden targets of *Xenious*.

These appear as huge spaces that rise out of the ground. Most of the time they appear in groups of up to eight. Unfortunately, most appear very late in the game, but two appear before the first mothership. The first appears in the second roadway section, just after a horizontal row. The second appears just before a short diagonal row of boxes.

These targets are worth 2000 points for revealing them and 2000 for missing them out.

Also in *Xenious* are hidden flags!

The first two flags appear by horizontal rivers, usually on the banks. The third flag is on a horizontal line which passes through the river into the middle of the shield storm and just before the desert. The fourth is at the base of the eagle in the desert.

## TIGER, TIGER BURNING BRIGHT!

*Two Tigers* takes you right back to the days when games were made together with coding and coding was fun. In this new game by Data-Motion, you control an ancient tiger Mach hunting for supremacy in the seas with another equally ancient animal.

You can now engage in a rock battle between your aging creature with a brand of your choice — and for only \$24!

Set in the days of World War I and for two players, *Two Tigers* is all about protecting a battleship from the enemy.

The game offers you a fighting chance of surviving or attacking the ship. This is decided by a one to one fight(s) which takes place between you and your opponent — the best being given the invaluable task of making sure the ship doesn't go down with all hands.

Even the odds have been decided, the game starts with a computer drawing in and out of a barrage of fast and strong planes. The two tigers point for the prize attacking position. As soon as you've captured your opponent, you can then shoot his hot plane off at will!

What you're really trying your plane about the sea, a can easily escape your notice that often

easily catches — complete controlled — are bombing the ship. It's decreasing way to lose the game — just when you think you're winning too!

The game is played over three axes and the player's roles are changed each time, alternating between defender and attacker — it's a real advantage to win the initial dog fight. These ships have to be sunk — not just killed — to gain an extra man.

The game is by Gary and Martin who work near the Crystal Palace in London. They were only seen on the

game and had "lead games" for a few clear memories on how to play and it normally takes one game to see how to play it properly. *Two Tigers* is a real challenge at first but it's really good when you get into it. There's a lot of quality between players. We come down to the small scale a bit — but we're not really adults you know!

The graphics are quite simple graphics, giving a nice realistic touch to the game. An especially nice of spending over \$24 and the fact I'd recommend.



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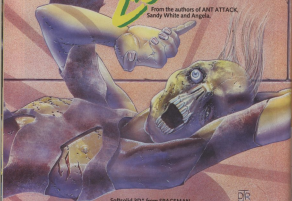
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**Questions People Ask About Hampstead**

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- A No, Only before and during.
- Q Why do diamonds have no lids in Hampstead?
- A In order that players may see the week's completed Guardian crosswords stacked neatly within.

Hampstead — a new type of adventure game!



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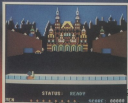
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0000 RETURN
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0068 0000, -000, -000, THEN GO
0069 0000, -000, -000, THEN GO
0070 0000, -000, -000, THEN GO
0071 0000, -000, -000, THEN GO
0072 0000, -000, -000, THEN GO
0073 0000, -000, -000, THEN GO
0074 0000, -000, -000, THEN GO
0075 0000, -000, -000, THEN GO
0076 0000, -000, -000, THEN GO
0077 0000, -000, -000, THEN GO
0078 0000, -000, -000, THEN GO
0079 0000, -000, -000, THEN GO
0080 0000, -000, -000, THEN GO
0081 0000, -000, -000, THEN GO
0082 0000, -000, -000, THEN GO
0083 0000, -000, -000, THEN GO
0084 0000, -000, -000, THEN GO
0085 0000, -000, -000, THEN GO
0086 0000, -000, -000, THEN GO
0087 0000, -000, -000, THEN GO
0088 0000, -000, -000, THEN GO
0089 0000, -000, -000, THEN GO
0090 0000, -000, -000, THEN GO
0091 0000, -000, -000, THEN GO
0092 0000, -000, -000, THEN GO
0093 0000, -000, -000, THEN GO
0094 0000, -000, -000, THEN GO
0095 0000, -000, -000, THEN GO
0096 0000, -000, -000, THEN GO
0097 0000, -000, -000, THEN GO
0098 0000, -000, -000, THEN GO
0099 0000, -000, -000, THEN GO
0100 0000, -000, -000, THEN GO

```

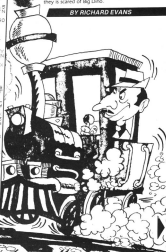
Listen schuck, da Boss is real too happy wif da way ya've been double dealing him recently. You made a big mistake when ya tried to muscle in on his operation. You gotta learn that no one breaks on big Dino Ravelli's toes.

So da boys is organizing a little party for ya down at da railway yard. We've picked up ya girl but unfortunately she didn't like da idea of a party so we had to tie her to the track to keep her still. Da Detroit Express is due fairly soon, so I'd get your ass down to da railway track, unless of course, you want ya girl to look like one of my Mamma's pizzas.

My boys have packed up a few frags from da local building site and is making your presence, ready for when ya arrive.

Don't no nothing clever like phoning da cops, cos even they is scared of Big Dino.

BY RICHARD EVANS



```

4901 IF 8240 AND 8243 AND 8245 THEN
4902 LET 8241=1; PRINT AT 10,0;
4903 GOTO 8254; LET 8241=0; RE
4904 IF 8242 THEN GO AT 0.5;
4905 BRIGHT 1; GO AT 0.5; MD-
4906 BRIGHT 1; GO AT 0.5; MD-
4907 GOTO 8230; RETURN
4908 RETURN THEN BEEP -1.00 LE
4909 8244 AND 8241 THEN GO T
4910
4911 IF 8244 AND 8242 THEN GO AT
4912 1; BRIGHT 1; GO AT 0.5;
4913 LET 8241=1; RETURN
4914 IF 8240 THEN LET 8241; BEEP
4915 RETURN
4916
4917 GOTO 8207
4918 GOTO 8207 Move Cars
4919 GOTO 8207; AT 0; 8242=0;
4920 INT 0; AT 0; 8243=0;
4921 LET 8241=0; LET 8242=0;
4922
4923 IF 8245 THEN LET 8241=1;
4924 IF 8241=1 THEN LET 8242=0;
4925 8243 THEN LET 8243=0; L
4926 8244 THEN LET 8244=0; L
4927 GOTO 8207
4928 GOTO 8207
4929 GOTO 8207; BRIGHT 1;
4930 INT 0; INT 0; FOR AT 8241;
4931 RETURN
4932
4933 LET 8242=0; LET 8243=0;
4934 LET 8244=0; LET 8245=0;
4935 GOTO 8207
4936
4937 GOTO 8207; AND INT 8241;
4938 GOTO 8207
4939
4940 GOTO 8207; AND INT 8242;
4941 GOTO 8207
4942
4943 IF 8241=1; INVERSE 0;
4944 BEEP -1; GO AT 0.5;
4945 INT 0; 8241; GOTO 8207
4946
4947 IF 8241=1; GOTO 8207
4948
4949 IF 8241=1; GOTO 8207
4950
4951 GOTO 8207
4952
4953 IF 8241=1; GOTO 8207
4954
4955 IF 8241=1; GOTO 8207
4956
4957 IF 8241=1; GOTO 8207
4958
4959 IF 8241=1; GOTO 8207
4960
4961 IF 8241=1; GOTO 8207
4962
4963 IF 8241=1; GOTO 8207
4964
4965 IF 8241=1; GOTO 8207
4966
4967 IF 8241=1; GOTO 8207
4968
4969 IF 8241=1; GOTO 8207
4970
4971 IF 8241=1; GOTO 8207
4972
4973 IF 8241=1; GOTO 8207
4974
4975 IF 8241=1; GOTO 8207
4976
4977 IF 8241=1; GOTO 8207
4978
4979 IF 8241=1; GOTO 8207
4980
4981 IF 8241=1; GOTO 8207
4982
4983 IF 8241=1; GOTO 8207
4984
4985 IF 8241=1; GOTO 8207
4986
4987 IF 8241=1; GOTO 8207
4988
4989 IF 8241=1; GOTO 8207
4990
4991 IF 8241=1; GOTO 8207
4992
4993 IF 8241=1; GOTO 8207
4994
4995 IF 8241=1; GOTO 8207
4996
4997 IF 8241=1; GOTO 8207
4998
4999 IF 8241=1; GOTO 8207
5000

```



```

7800 IF 8241 THEN LET 80=0; GO
7801 TO 8000
7802 RETURN
7803 GOTO 8000; AND THEN RETURN
7804 80=0; LET 8001; GOTO 8001;
7805 LET 8001; GOTO 8001;
7806 80=0; OVER 1; FOR 7=0 TO 1;
7807 PLOT 7=0; DRAW 7=0; 7=0;
7808 POINT AT 7=0; 7=0; 7=0;
7809 80=0; AND 7=0 THEN LET 80=0;
7810 GO TO 8000
7811 BEEP 1.00; NEXT 7; OVER
7812 80=0; RETURN
7813 LET 80=0; POINT AT 0.5;
7814 80=0; GOTO 8001; 80=0;
7815
7816 IF 8242 AND 8243 THEN LET
7817 80=0; GO TO 8000
7818 IF 8241 THEN RETURN
7819 IF 8242 THEN LET 80=0;
7820 GO TO
7821
7822 IF 80=0 AND 8244 THEN LET 80
7823 80=0; GO TO 8000
7824 RETURN
7825 GOTO 8000
7826 GOTO 8000
7827
7828 IF 8241=1; LET 80=0; FOR 0
7829 80=0; GO TO 8000
7830 80=0; GO TO 8000
7831 80=0; GO TO 8000
7832 80=0; GO TO 8000
7833 80=0; GO TO 8000
7834 80=0; GO TO 8000
7835 80=0; GO TO 8000
7836 80=0; GO TO 8000
7837 80=0; GO TO 8000
7838 80=0; GO TO 8000
7839 80=0; GO TO 8000
7840 80=0; GO TO 8000
7841 80=0; GO TO 8000
7842 80=0; GO TO 8000
7843 80=0; GO TO 8000
7844 80=0; GO TO 8000
7845 80=0; GO TO 8000
7846 80=0; GO TO 8000
7847 80=0; GO TO 8000
7848 80=0; GO TO 8000
7849 80=0; GO TO 8000
7850 80=0; GO TO 8000
7851 80=0; GO TO 8000
7852 80=0; GO TO 8000
7853 80=0; GO TO 8000
7854 80=0; GO TO 8000
7855 80=0; GO TO 8000
7856 80=0; GO TO 8000
7857 80=0; GO TO 8000
7858 80=0; GO TO 8000
7859 80=0; GO TO 8000
7860 80=0; GO TO 8000
7861 80=0; GO TO 8000
7862 80=0; GO TO 8000
7863 80=0; GO TO 8000
7864 80=0; GO TO 8000
7865 80=0; GO TO 8000
7866 80=0; GO TO 8000
7867 80=0; GO TO 8000
7868 80=0; GO TO 8000
7869 80=0; GO TO 8000
7870 80=0; GO TO 8000
7871 80=0; GO TO 8000
7872 80=0; GO TO 8000
7873 80=0; GO TO 8000
7874 80=0; GO TO 8000
7875 80=0; GO TO 8000
7876 80=0; GO TO 8000
7877 80=0; GO TO 8000
7878 80=0; GO TO 8000
7879 80=0; GO TO 8000
7880 80=0; GO TO 8000
7881 80=0; GO TO 8000
7882 80=0; GO TO 8000
7883 80=0; GO TO 8000
7884 80=0; GO TO 8000
7885 80=0; GO TO 8000
7886 80=0; GO TO 8000
7887 80=0; GO TO 8000
7888 80=0; GO TO 8000
7889 80=0; GO TO 8000
7890 80=0; GO TO 8000
7891 80=0; GO TO 8000
7892 80=0; GO TO 8000
7893 80=0; GO TO 8000
7894 80=0; GO TO 8000
7895 80=0; GO TO 8000
7896 80=0; GO TO 8000
7897 80=0; GO TO 8000
7898 80=0; GO TO 8000
7899 80=0; GO TO 8000
7900 80=0; GO TO 8000

```





GERRY ANDERSON

& CHRISTOPHER BURR'S

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TERRAHAWK SPACE PILOT?



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See the pack – see the screen – see the game.  
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The difference is that our packs show the high  
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so you know exactly what you're buying.

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Mr Freeze is faced with a real challenge. Armed with a flame thrower he has to determine a route through the fridge and de-ice each of its six compartments. This involves jumping over ice cubes and gaps between the shelves, and avoiding flying food, lasers and guardian robots. You'll need all your cunning, timing and skill to prevent Mr Freeze from being turned into ice. (S-44-4-44)



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THRILL to the Vikings' exploits in this highly original war game. (S-44), the ifjord in search of treasure and adventure. LEAD your armies in raids on enemy castles. CLASH at the uncontrollable antics of drunken Norsemen. MANY ODDS PROTECT YOU! For 1, 2, 3 or 4 players (any combination of human and/or computer controlled Viking armies).



## DUCK!

Ferret Tobby is out to bag a few ducks, and maybe a hen, for his dinner. His trusty blunderbuss is small comfort against some of the very hazards and surprises he encounters. Can you help him? This is the dullest, funnest duck-shoot of them all. A sense of humour is essential.

Look out for these games in the FIREBIRD silver range at selected high street stores.

SPECTRUM: THE WILD BLACK SCOFF - MR FREEZE - TITAN FORCE - VIKING RAIDERS - MENAGE - CROSS - RUN BROTHER - CRAZY CARTRIDGE  
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BBC MICRO: WILD (64) - CROSS - GOLD CROSS - AGE (DROPS) - DUCK!

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 **WHSMITH**  Rumbelows

and all good computer shops.

**Cheetah**  
Marketing 

```

8120 GO SUB 8000
8125 PRINT "Bang.The man in the
car shot you"
8130 GO TO 8000
8200 GO SUB 8000
8210 PRINT "The explosion from 1
as heard. Has someone you."
8220 GO TO 8000
8230 GO SUB 8000 PRINT "Then he
falls just as happens to fall so
on waterfalls when they are at
the top."
8240 GO TO 8000
8250 GO SUB 8000 PRINT "Pop.The
man in the house just shot you
to."
8260 GO TO 8000 PRINT "The tra
ck in has crossed the state line so
they have got away." GO TO 80
82
8280 GO SUB 8000 PRINT "All is
lost. Your beautiful girl has bee
n kidnapped." GO TO 8000
8290 FOR I=1 TO 3 FOR J=10 TO 9:
8300 FOR L=1 TO 10 NEXT L: GOTO 82
8310 NEXT J
8320 FOR I=1 TO 3 FOR J=10 TO 9:
8330 FOR L=1 TO 10 NEXT L: GOTO 82
8340 NEXT J
8350 FOR I=1 TO 3 FOR J=10 TO 9:
8360 FOR L=1 TO 10 NEXT L: GOTO 82
8370 NEXT J
8380 PRINT "INK 1: PAPER 0.1
8390 PRINT "INK 2: PAPER 0.1
8400 PRINT "INK 3: PAPER 0.1
8410 PRINT "FLASH 1: PAPER 0.1
8420 PRINT "INK 4: PAPER 0.1
8430 PRINT "INK 5: PAPER 0.1
8440 PRINT "INK 6: PAPER 0.1
8450 PRINT "INK 7: PAPER 0.1
8460 PRINT "INK 8: PAPER 0.1
8470 PRINT "INK 9: PAPER 0.1
8480 PRINT "INK 0: PAPER 0.1
8490 PRINT "INK 1: PAPER 0.1
8500 PRINT "INK 2: PAPER 0.1
8510 PRINT "INK 3: PAPER 0.1
8520 PRINT "INK 4: PAPER 0.1
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8580 PRINT "INK 0: PAPER 0.1
8590 PRINT "INK 1: PAPER 0.1
8600 PRINT "INK 2: PAPER 0.1
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8650 PRINT "INK 7: PAPER 0.1
8660 PRINT "INK 8: PAPER 0.1
8670 PRINT "INK 9: PAPER 0.1
8680 PRINT "INK 0: PAPER 0.1
8690 PRINT "INK 1: PAPER 0.1
8700 PRINT "INK 2: PAPER 0.1
8710 PRINT "INK 3: PAPER 0.1
8720 PRINT "INK 4: PAPER 0.1
8730 PRINT "INK 5: PAPER 0.1
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8780 PRINT "INK 0: PAPER 0.1
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8970 PRINT "INK 9: PAPER 0.1
8980 PRINT "INK 0: PAPER 0.1
8990 PRINT "INK 1: PAPER 0.1
9000 PRINT "INK 2: PAPER 0.1
9010 PRINT "INK 3: PAPER 0.1
9020 PRINT "INK 4: PAPER 0.1
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9040 PRINT "INK 6: PAPER 0.1
9050 PRINT "INK 7: PAPER 0.1
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9070 PRINT "INK 9: PAPER 0.1
9080 PRINT "INK 0: PAPER 0.1
9090 PRINT "INK 1: PAPER 0.1
9100 PRINT "INK 2: PAPER 0.1
9110 PRINT "INK 3: PAPER 0.1
9120 PRINT "INK 4: PAPER 0.1
9130 PRINT "INK 5: PAPER 0.1
9140 PRINT "INK 6: PAPER 0.1
9150 PRINT "INK 7: PAPER 0.1
9160 PRINT "INK 8: PAPER 0.1
9170 PRINT "INK 9: PAPER 0.1
9180 PRINT "INK 0: PAPER 0.1
9190 PRINT "INK 1: PAPER 0.1
9200 PRINT "INK 2: PAPER 0.1
9210 PRINT "INK 3: PAPER 0.1
9220 PRINT "INK 4: PAPER 0.1
9230 PRINT "INK 5: PAPER 0.1
9240 PRINT "INK 6: PAPER 0.1
9250 PRINT "INK 7: PAPER 0.1
9260 PRINT "INK 8: PAPER 0.1
9270 PRINT "INK 9: PAPER 0.1
9280 PRINT "INK 0: PAPER 0.1
9290 PRINT "INK 1: PAPER 0.1
9300 PRINT "INK 2: PAPER 0.1
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9340 PRINT "INK 6: PAPER 0.1
9350 PRINT "INK 7: PAPER 0.1
9360 PRINT "INK 8: PAPER 0.1
9370 PRINT "INK 9: PAPER 0.1
9380 PRINT "INK 0: PAPER 0.1
9390 PRINT "INK 1: PAPER 0.1
9400 PRINT "INK 2: PAPER 0.1
9410 PRINT "INK 3: PAPER 0.1
9420 PRINT "INK 4: PAPER 0.1
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9680 PRINT "INK 0: PAPER 0.1
9690 PRINT "INK 1: PAPER 0.1
9700 PRINT "INK 2: PAPER 0.1
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9940 PRINT "INK 6: PAPER 0.1
9950 PRINT "INK 7: PAPER 0.1
9960 PRINT "INK 8: PAPER 0.1
9970 PRINT "INK 9: PAPER 0.1
9980 PRINT "INK 0: PAPER 0.1
9990 PRINT "INK 1: PAPER 0.1

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```

8700 PRINT "Crossing the road
can also have a problem. The ca
r is also and for firing a
ferry to you get in range. Don't
die shot. Each their a terror
will shoot. On the other side o
f the road is a little driver wa
y that you have to get up. Turn i
to the right. This is the house.
8710 PRINT "Go house.
8720 PRINT "Go house.
8730 PRINT "Go house.
8740 PRINT "Go house.
8750 PRINT "Go house.
8760 PRINT "Go house.
8770 PRINT "Go house.
8780 PRINT "Go house.
8790 PRINT "Go house.
8800 PRINT "Go house.
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8980 PRINT "Go house.
8990 PRINT "Go house.
9000 PRINT "Go house.
9010 PRINT "Go house.
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9100 PRINT "Go house.
9110 PRINT "Go house.
9120 PRINT "Go house.
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9240 PRINT "Go house.
9250 PRINT "Go house.
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9270 PRINT "Go house.
9280 PRINT "Go house.
9290 PRINT "Go house.
9300 PRINT "Go house.
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9370 PRINT "Go house.
9380 PRINT "Go house.
9390 PRINT "Go house.
9400 PRINT "Go house.
9410 PRINT "Go house.
9420 PRINT "Go house.
9430 PRINT "Go house.
9440 PRINT "Go house.
9450 PRINT "Go house.
9460 PRINT "Go house.
9470 PRINT "Go house.
9480 PRINT "Go house.
9490 PRINT "Go house.
9500 PRINT "Go house.
9510 PRINT "Go house.
9520 PRINT "Go house.
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9590 PRINT "Go house.
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9660 PRINT "Go house.
9670 PRINT "Go house.
9680 PRINT "Go house.
9690 PRINT "Go house.
9700 PRINT "Go house.
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9800 PRINT "Go house.
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# GAME OF THE F

Pretty soon you won't be able to tell the difference between watching your favorite TV series and playing computer games.

Just about every software company in the country seems to be working on games based on TV programmes. One of the disturbing things about this rash of telly-games is that they all seem to be based on American TV shows.

There's Dallas, Automan, The Fall Guy, M.A.S.H., Duke of Hazard, and countless others.

Now don't get me wrong, I'm just as big a Dallas here as the next man and I've got no intention of getting down American TV just because they were nasty in *John Huston*. But what I do want to know is what's wrong with our own programmes. After all, everyone agrees we have the best TV in the world — so why not give some of them the computer game treatment?

British TV companies are only slowly waking up to the possibilities offered by turning some of their most popular programmes into computer games.

I'm sure *Nile Gales* would look marvellous in pixels, *Roswell* Great could star (sorry) in his own strategy game and just think what you could do with *Crossroads*. Suggestions on a postcard please to C&EG, Grassroots Competition, Policy Court, 20-22 Farringdon Lane, London EC1.

There's a "The Champ" tea-shirt for the best printable suggestion.

Whilst pondering how happy you would be if you won a C&EG tea-shirt, you might find it useful to know what the other games are going to be about. It's not just telly games that are being converted either. It's books and films, too. The battle for *James* is on! *Exposure* Larry has been checking them out.



Tony and Arthur from *Minder*.

Elite Software have two TV games in the pipeline — *The Duke of Hazard* involves Luke and Sean in a run-in with the sheriff over some illicit moonshine — needless to say there is plenty of racing around in the *General Lee*.

*The Fall Guy* will be out before the *Duke of Hazard* and is expected to include some exciting stunts, just like the TV show which won Six-Million-Dollar Man, Lee Majors.

Bug Byte are particularly bullish about their new telly game — *Automan*. "Unlike some of the other games, ours is based on a computer theme — which will be of obvious appeal to our customers," said a spokesman.

The computerised man loves video games, and has a computerised car as well.

Details of the game are still being worked out but the computer game *Automan* will have many of the



The Benny Hill Television Show.

# OF THE

abilities of his screen counterpart.

Quintetive has also opened for a computer theme with their game based on *Central TV's Magic Mirror Mission*. "The game is in two parts based on the opening sequence from the programme," chief Game Lord Mark Kyle told C&EG.

Mark believes that more and more games are going to be launched based on known characters and Quintetive will be announcing more of their own in the next month.

*Dallas* has now been on sale for several weeks and gives you the chance to interact [E] on your Commodore 64 or Atari.

In order to head [E] in this Adventure game, you have to team up with Lee Ellen and go prospecting for oil in the jungles of South America.

Soap operas are ideal for Adventure games as situations and characters can be accurately drawn with the combination of text and

# OF THE

# FILM

graphics for added realism.

Many games are also ideal from the manufacturer's point of view as the programmes are so well known and have such wide appeal.

So what about that *Coyote and Street game*? We spoke to Granada Television who were quite adamant that NO Corporation Street game would be forthcoming. "We have had dozens of requests from people wanting to do games, and all sorts of other commercial spin-offs based on the Street but at the moment we have to say no — the position may change in two years time when we open the Street up to the public".

But if Granada say no, there are plenty of avenues beginning to come forward from several other British TV stations. Biggest scoop of all may well be DE'Tronics' deal with Thames Television to enable them to produce

a game based on Minder, the Sweeney, and Benny Hill.

The question is who will buy a computer game from Arthur Daer? Plenty of people, say DE's Roger Bernard. "We have the rights to all Thames programmes and will be studying them closely to decide which will work best as computer games".

Thames has also licensed out their famous rodent — *Dangermouse* — who is now starting with his arch enemy — *Slim Greenback* — in an action packed episode featuring some particularly nasty killer *Dangermouse* clones.

*Dangermouse's* rodent rival — *Boland the Rat Supercar* — is determined not to be left out of the limelight and will appear in his own computer game to be launched by Ocean later this year.

*Boland's* game will appear in time for Christmas and is described as an arcade style *Adventure* game. It will be the first of a series of games starting the famous rodent.

Subtle TV programmes are being swapped up fairly swiftly — though there are a surprising number of titles still looking for homes. *Anglia TV*, who are famous for quiz shows like *Sale of the Century* and *Clashed* say:

"If the right deal came along we would be interested."

"When I showed Channel 4 to find out about the possibility of a *Knockout* game, I was told: "If you wanted to make some money, you could suggest it to the programme's producers."

So really games are what the software bosses have decided you want and telly games are what you are going to get over the next few months.

The thinking seems to be that there are too many games being launched, it is difficult to make a game that will appeal to the customer to be different and stand out from the crowd. Answer — base the game on something which is already established in the customer's mind like a popular TV programme.

Of course, telly games are not the only licensed games to go on sale — there are book games like the *Hotbit*, *Pen In the Dark* and *Erin the Viking* and the *Marvel* comic games based on the *Pink*, and *Spider-Man*.

But licensed games are no guarantee of success as a number of companies have already found out to their cost. When Atari bought the rights to *E.T.* and *Raiders of the Lost Ark* from Stephen Spielberg for an estimated \$10 million, the games, *E.T.* in particular, fell way below expected sales levels.

The failure has not discouraged Atari from producing film-games. They plan to launch *Cremator* — another Spielberg movie about some not so cute creatures.

Then *EMI* also drew a blank with their *Computer War Game* — based on the successful film — *War Games*.

Not all the film games have fagged, though. Parker Brothers' *Star Wars* series for the Atari VCS and soon to be on the Spectrum is thought to have sold well, as has *Mattel's* *Tron* game.

The trade in licences is now so brisk that a number of agencies have sprung up offering deals on certain characters.

One such organisation is *Yaffe Character Licensing*, who handle a number of the famous newspaper comic strip characters like *Wagner the Horrible* and *The Jericho*.

"Our characters are seen by literally millions of people all over the world and would convert nicely to computer games" said a spokesman.

So whether it is books, TV, or cartoon strips you are into, all three will be possible on your computer in the next few months.



Scenes from *War Games*.

# THE TV SERIES....







# Alice

## IN VIDEO LAND



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Join Alice in her journey through Videoland - an enchanted place populated by strange creatures such as bread-and-butterflies and pipe-smoking caterpillars, where little girls change size and flamingos turn into croquet mallets!

Alice in Videoland is a revolutionary new concept in entertainment for the Commodore 64, incorporating some of the finest graphics ever seen on any home computer, accompanied by a charming musical score. There are four different game scenes involved, and your performance in earlier ones will affect your ability to get through later ones and determine your eventual total score.

**Scene One** - Stunning title page graphics give way to the first game scene as Alice falls into the rabbit's warren. Score points for collecting the objects to be found there - including keys to open doors, bottles to make her smaller, cakes to make her bigger!

**Scene Two** - Climb the garden the Cheshire cat looks on as Alice meets the pipe-smoking caterpillar. Help her to catch the bread-and-butterflies and the rooking horse flies that change into the balls used in the croquet game in the last scene!

**Scene Three** - Alice is a pawn in the chess game where her opponents are the Jabberwocky and Tweedledum and Tweedledee. Help her across the board by protecting her with your White Knight!

**Scene Four** - The most bizarre croquet game ever! Help Alice hit the balls through the playing-card-soldier hoops before the Queen of Hearts stomps on them!

Alice in Videoland is available for the Commodore 64 on disk - £12.95, and now on cassette - £8.95.

Alice in Videoland features graphics created with the Koala Pad.

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# NEW MICRO GUIDE

## PART 1

Thinking of buying a micro for Christmas? Or have you been promised one?

So many new computers have been launched this year that we decided to ask Bug Hunter to delve into them and find the best one.

What makes a good micro? Is it the machine itself or the software which comes with it? What do those strange technical words mean that you find in some brochures?

In a break from presenting his normal walkchart, Bug Hunter presents the first half of an in-depth look at 1984's new micro launches.

The walkchart will be back in February.

which is the same as a BBC in mode 1.

The other similarity to the Beeth is the sound generator. There are three voices to choose from as you can play chords. There's also a fourth voice for percussion and noise effects.

A cassette interface is fitted, but a disc interface will cost extra. Joysticks are standard Atari types. Other extras are a circuit card to produce an 80 column display. An RS232 interface will also be made, as will disc and printer interfaces.

The first MSX micro to hit Britain is the Spectrovision, but the rest are from Japan. The first batch will include Sony, Canon, Hitachi, JVC, Mitsubishi, Sanyo, Teleton and Toshiba.

Toshiba's entry in the MSX race is known as the MC-18. This has a full 64k of RAM and will sell for £229.95.

standard, although the Enterprise 128 has twice that amount.

The actual machine with its keyboard looks more like an ink stain than a micro. It's not round but it's not square, either. At the front of this odd shape is a small joystick, although there are two connectors on the back for some normal sticks.

There are two special chips which have been designed just for the Enterprise. Instead of calling them by long, technical names they are known as Mick and Dave! Mick takes care of the video side which leaves Dave free to manage the sound. The brochure says that the Enterprise is the first micro to have stereo sound, which may have been true last year

### MSX

The best thing about the micro industry is that every company is always trying to bring out what they believe is the best computer.

Some will write clever versions of Basic, some include built-in printers or cassette recorders. Some offer superb resolution graphics and vast amounts of memory.

The problem with all this is that if you change your micro you'll have to learn a new version of Basic. And all that software which you've bought over the years won't load into your new machine.

The way round this is to design a standard for a computer and let all the manufacturers make their own systems which all conform to the standard. This is MSX.

MSX stands for Microsoft Extended Basic which is the language used by each machine. The idea is that any hardware or software written for an MSX machine will run on any other. So any cassettes or cartridges will be interchangeable.

Manufacturers will be free to add their own special features if they wish, to make people buy their machine as opposed to any other. But the minimum standard is this.

The CPU is a Z80 with 128k of ROM holding the MSX system and the special Basic language. Each machine must have a minimum of 6k RAM though most in this country will have 16k.

There's a ROM cartridge for software. Alternatively, you can get programs on cassette or disc. Graphics resolution is 256 x 192, which is the same as the Spectrum. Text is 40 characters and 24 lines



The Sinclair QL personal computer

### ENTERTAINMENT

There's been a lot of new micros launched since last Christmas, when we gave you the definitive guide to the best micros for gaming.

One of the most interesting facts is that the Elan, announced just before our last guide was printed, is still not yet widely available.

Back in the days when it was called the Elan, the claims were impressive. But the model on show at the 1983 PCW show was only a case and a keyboard — the amazing graphics displays were being done by a much larger computer connected to the TV which everyone thought was linked to the Elan.

Renamed the Enterprise, the machine isn't as unique as when it was first announced.

The machine is based round a Z80 chip — the same as the Spectrum and the Amstrad. It has 64k memory as

but, with the launch of the Amstrad, isn't any more.

The Enterprise will connect straight to a normal TV as a colour monitor. Maximum text display is 80 lines across 84 characters but this resolution will be unavailable on a normal television.

Capture resolution goes up to 672 x 512 pixels which really is high. Let's hope that software will be produced which can exploit these characteristics.

If you like writing your own programs, the Enterprise has a good Basic with lots of useful structured programming commands.

But if you'd rather use it for more serious purposes, there's also a built-in word processor.

You can choose from a set of 180 colours and you can even have every colour on screen at the same time!

A computer without software is as

useful as a piano without any sheet music. You either learn to write your own, or do without. There's very little software around for the Enterprise at present, but this may change as the software companies start to write for it.

The only software mentioned in the Enterprise's advertising at the moment is a Tetris-like game called *Jungle Jim* and a shoot-'em-up called *Space Cowboy*.

The machine is very expandable. There's parallel, serial and network interfaces built in, which means that you can link up to disc drives, printers and modems as they are announced. The machine includes a ROM cartridge connector.

### AMSTRAD

If you buy a micro, then you'll usually need a spare TV and cassette recorder to use with it. It's not easy trying to interrupt the family's weekly dose of *Faber Daws* by plugging that you need the TV to play *Electro Freddy!*

One way of keeping the peace is to buy the Amstrad micro. For £229 you get a green screen monitor and built-in cassette recorder as well as the micro itself.

For another £190, you can get the colour model which features the same micro but with a colour monitor.

If you have just the green screen and want to take advantage of the colour display which the micro can produce, a separate modulator is available for around £40 which lets you plug your Amstrad into a normal colour TV. The reason why this part is so expensive is that the power supply to the computer comes from the monitor. So, if you're not going to use an Amstrad monitor you'll need a power supply combined with the modulator which is what you get.

The Amstrad CPC464 is 280 based and has 4Kb of RAM. It features a good quality keyboard and the Basic has a choice of 17 colours.

There are three different screen modes. When you turn on the machine it's set to mode one which gives the same text display as the Commodore machines — that's 38 lines of 40 characters. Mode 0 gives just 30 characters on each line while mode two gives 80, as used by word processors. If you're using the TV modulator, though, you probably won't be able to read an 80 column display very well.

From the choice of 17 colours, the number you can have on screen at a time depends on which screen mode you're using. Having more characters on the screen means that more of the micro's memory is used up and you won't be able to have as many colours. If you'd rather use that area of memory to hold colours instead of



Sinclair's QL home computer

text, then you can have up to 10 colours on screen at once, but only 38 characters per line.

Graphics resolution ranges from 200 x 100 in mode 0 to 300 x 340 in mode two. In between, mode one gives 300 x 200.

The Amstrad has the same sound chip as the BBC micro and is capable of some good sound effects. There's a volume control on the side of the machine which is useful. A connector on the back allows you to play the sound, in stereo, through a hi fi.

Disc drives and printers are now available. A 5 $\frac{1}{4}$ " disc drive complete with CP/M software to control it will add only £149 to the cost of the micro.

The DMP-1 is a dot matrix printer. Also available is the custom Amstrad joystick. The machine only has one joystick connector. If you want to use two, then the second one plugs into the first. To manage this clever feat, you'll need an official Amstrad joystick with a built in connector. But for a single controller, like most games use, any standard Atari/Commodore stick will do.

Software is already being produced for the Amstrad and some of it really is good.

Most large software houses are rewriting versions of their top games for the micro and some new classics will certainly be launched for the Christmas market.

### THE SINCLAIR QL

When it's finished, the Sinclair QL will be one of the best micros around. Its heart is the new 68008 CPU and it's the first machine to use it.

For £299 you get the micro itself which has a whopping 128K of RAM and 4Kb of ROM, most of which sits on the back if you have an early version of the machine.

The QL is the only home micro which doesn't have a cassette interface fitted which means that you can't store programs on cassettes. Instead, the machine makes full use of Sinclair's new microdrives. The QL has two drives built in.

The high resolution graphics display means that 32k is used just to store the contents of the screen, leaving 96k available for programming. A microdrive cartridge will store around 128k so, if you have a long program and lots of data, you'll only be able to fit one copy of it on a cartridge.

The QL uses yet another new Sinclair version of Basic, this time named SuperBasic.

There are lots of commands and programming is quite easy even if the machine doesn't run as fast as it should.

You can program the QL in machine code and there are a few books to show you how. But be warned that machine code in general is not easy and 68008 machine code is probably not the best place to start.

There aren't many games around yet for the machine, mainly because Sinclair kept redesigning the ROM and the software houses didn't release any software in case it wouldn't work with newer QLs!

All that I've seen so far is a 3D chess program with some marvellous graphics, and a couple of Adventures from Talent Computer Systems. I'm sure that much more will follow, though.

Turn the page to crack the code of computerspeak.



If you're looking for a micro, then you probably have a whole heap of brochures which you've picked up at various shows and computer stores.

In among all those bold advertising claims and clever headlines, you'll usually find a parcel of technical specifications. The brochure may say that it's only worth reading if you're an experienced user and you know all the right terms. Don't you believe them.

Those few paragraphs will tell you more about the machine than the rest of the glossy brochure, so don't be put off by all those clever sounding words. This, in plain English, is what they mean . . .

## COMING NEXT MONTH . . .

Everything you wanted to know about Commodore's two new micros, the 16 and the Plus 4.

All this and how to find your ideal micro.

# JUGGLING WITH THE JARGON

**Sound** Sound effects during games can only be as good as the machine is capable of producing.

Some micros have more than one voice which means that they can make more than one sound at the same time. This is just like the difference between a trumpet and a piano. The number of different notes which can be made is often measured in octaves. One octave is eight notes.

**Text Resolution** Resolution means splitting something into its separate parts. Text resolution is how many letters or numbers you can get on one line on the screen.

Some micros have different screen modes which means that you can have a choice of 28, 40, 60 or 80 characters per line.

The higher the resolution, the more characters and the smaller they are which makes them harder to read unless you have a good monitor or an exceptional TV. But word processing programs will need at least 80 characters to give a realistic display.

**Graphics Resolution** You hear a lot about hi-res at the moment. This is short for high resolution graphics and refers to the number of dots over which you can have individual control.

On some micros the graphics resolution is 672 x 512 which means that there is a total of 344064 dots on the screen which go to make up the display.

The higher the resolution, the better the graphics you can produce. But the machine needs somewhere to store all those dots so that it knows which are set to black and which are set to white. This will take up various amounts of the micro's memory.

**Memory** Your computer needs somewhere to store your programs as you type it in.

You've probably noticed that, if you turn off the computer, the program you were typing in will have disappeared when you turn the machine back on.

This is because your program is held in RAM. This stands for Random Access Memory and it's where all the programs and its variables are stored.

Each time you add a new line to the program, you are changing the contents of the RAM so it needs to be able to cope with this constant changing.

When you turn on a micro, you get a message on the screen and you are now ready to program in Basic. But surely that message can't be held in RAM otherwise it would be lost each time you turn off the machine? And how does the computer know how to run the Basic language for you to write your programs?

There's obviously another type of memory which stays the same even if you turn off your computer. This is called ROM and stands for Read Only Memory. This means that you can read it (see what's inside) but you can't write to it (alter it). Its contents are fixed into a chip when the computer is built and they cannot be altered.

**Expansion** Expanding your micro means adding disc drives, printers, modems, extra memory and the like. Some computers will have sockets which you can plug a disc drive or printer straight into. Some will need expensive interfaces to convert the computer so that it can cope with the new device.

**Basic** This is the language in which most home micros are programmed.

You'll get a manual with your machine which explains a little about the features of that particular version of Basic.

You can also program in machine code which, although harder to write, will produce programs with a more professional appearance.





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# THE LAST STARFIGHTER

Greetings earthlings! I have travelled far across the universe to bring you the story of *The Last Starfighter* — the only member of your race to join the elite squadron of space cops from the planet Rylos. We of the planet Rylos thought you should know of his triumph. That is why I have braved the dangers of space to bring you this report and videogram which tells the tale of *The Last Starfighter*.



Scenes from the movie, *The Last Starfighter*, showing Alex as a member of the elite Starfighter squadron and his co-pilot Chris.

## THE GRAPHICS



Billings) everywhere will be stunned by the incredible computer-generated graphics featured in *The Last Starfighter*. For the first time the magic of space has been recreated by computer graphics simulation — and now with lots of Airie models!

Around 21 minutes of the film features graphics produced by Digital Productions of Los Angeles — the people who also brought you the animated sequences in Walt Disney's *Toot*.

*The Last Starfighter* called on Digital Productions to produce 200 individual scenes — including the stunning Sun Star sequences and the amazing massed standbys of the *Lo-Dar* armada.

Another computer-generated scene, Centaur's sky-ride (floating away from earth) — featured on our front cover this month — was also created by Digital's super computer using a process called Digital Scene Simulation. Americans have a way with words, don't they?

You can see more examples of the special effects on this page — and watch this space for a feature on Digital Productions.





Wouldn't you be nervous sitting next to that?

Imagine. One minute you are playing your favourite video game — the next you find yourself lined out in space gear firing off to do battle with a bunch of evil smelling aliens!

Needn't it be every minute ultimate fantasy. To actually find yourself in control of a hi-tech space fighter in the thick of an alien battle fleet. The lone survivor fighting for the future of the universe against enormous odds — and still getting some in time for tea.

That dream has been brought to life in the latest science-fiction movie to hit the silver screen. It's called *The Last Starfighter*.

As well as being great entertainment *Starfighter* features some of the most stunning "state of the art" computer animation sequences yet seen on film. But none of that lines — fire on with the plot.

Alex Rogan is a young American with big ideas. He wants to escape his home and family, who live in a small trailer-park somewhere in the middle-of-nowhere, USA, and DO something with his life!

At the start of the film escape is the main thing on Alex's mind — that and his attractive girlfriend Maggie.

Things get tough for Alex when for his mother demands that he stay and help her around the trailer park instead of going off on a picnic with Maggie and a bunch of friends. Alex suffers another disappointment when the local bank says he can't have the loan which would have taken him away to college.

So, after he's finished his chores, Alex seeks a bit of enjoyment by playing the park's *Starfighter* video machine. And, as in all good fairy-tales, he breaks all previous records

scored on the machine. All the residents of the park gather round to watch him beat the machine and cheer him on. Just like CBFC's arcade championships really!

Alex cheers up a bit after this — only to hear Maggie say that she doesn't think she'll be able to leave the park with him if and when he goes. Oh, well, that's life, I guess.

Later that night Alex is prowling around the park when a very strange car pulls up at the entrance to the park. The driver introduces himself as Centauri, the inventor of the *Starfighter* machine — and he's looking for the person who broke the record on his machine. Surprise, surprise!

Discovering all those warnings about getting into futuristic looking cars with strange men, Alex slides

Alex Rogan, the hero of the film.



into the car and soon finds himself rapping along the highway at 300 mph!

Alex is more than a little concerned when the car suddenly transforms itself into a flying machine and blasts off through the atmosphere — leaving the trailer park and Earth far behind. Well, he wanted to escape didn't he?

Soon Alex finds himself on the planet Rylax, where he finds out that his talent on the arcade machine has qualified him for a place among the elite *Starfighter* squadron — who at that very moment are about to set off on a job or the mission against the evil Zargonians who have a huge battle fleet poised to strike at Rylax.

Now this is where Alex starts to have second thoughts. And somewhat understandably decides he wants to go home. Centauri isn't pleased. But as Earth isn't yet part of the Star League, the video-inventor is persuaded to take Alex back.

Meanwhile ... back at the trailer park. Centauri has arranged for a nice Beta unit — better known to carhobos as an android — to replace Alex. He looks the same — but isn't quite sure how to behave as an earth-being, and has a lot of trouble with Maggie when she starts becoming affectionate one night under the stars. Rapid robot!

Meanwhile ... back on Rylax. The evil Zargonians, led by Xur, a refugee from the *Dr Who* special effects department, have mounted an attack on the *Starfighter* base — wiping out all the top space ace in one blow! Alex is the only one left. And the Zargonians want his blood.

An evil smelling "hi-bear" is sent to earth to get Alex — who has just returned to find that he has been replaced by a Beta unit. The "hi-bear" attacks and Centauri is wounded. All this persuades earth-Alex that he should get back up there and blast a few of these horrible creatures, leaving android-Alex to look after Maggie.

Centauri just makes it back to Rylax before moving on to another dimension, and Alex is left in the care of a hard-line alien called Ory. Together they take one of the last *Star* Bases, a sophisticated spacefighter, and set off to stop the Zargonian invasion.

"I've always wanted to fight a battle against incredible odds," says Ory enthusiastically as they streak toward the *Star* armada. He gets his wish — and we get a great movie!

The *Last Starfighter* is an entertaining and highly amusing film, packed with great special effects. It opens in London on December 11th — and goes on general release around the country shortly afterwards. Don't miss it!



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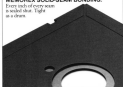
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# TOP 30 SOFTWARE



TITLE	PUBLISHER	Computer	VECM	CHANGING HD	REACTION	ALIAS	DISKON	DATE	BOX	VIDEO
1	DEATH THOMPSON'S BROTHERHOOD (CC/DM)	SPECTRUM	•							
2	2011 (AC/MS/DP)	BBC							•	
3	DEATH THOMPSON'S BROTHERHOOD (CC/DM)	COMMODORE 64	•							
4	SEARCH HEAD (CC/MS/SL/1, D/DM)	SPECTRUM	•							
5	WORTHY WIBLE (CC/DM & COMP/MS)	SPECTRUM	•							
6	ART SET WALLY (SP/MS/MS) PROJECTS	SPECTRUM	•							
7	SHOGUN (MS/MS) THE SHOGUN HOUSE	SPEC TRAM	•							
8	ART SET WALLY (SP/MS/MS) PROJECTS	COMMODORE 64	•							
9	THE BATTLE OF BRITAIN (CC/MS)	SPECTRUM	•							
10	THE BATTLE OF BRITAIN (CC/MS)	SPECTRUM	•							

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5	6	PAUL THORNTON'S MACHINES	SPECTRUM	•
10	0	FRANK N. STEIN P.E.S.	SPECTRUM	•
11	2	CALLER WAIVER PHONE	COMMODORE 64	•
11	5	WARRIOR WOLF BITE	SPECTRUM	•
11	20	BEACHHEAD ACCESSIBLE GOLF	COMMODORE 64	•
14	1	DAVE STAY'S JAGGED BOSSA	SPECTRUM	•
15	12	LOADS OF MERCHANT SETTINGS	SPECTRUM	•
16	12	SARGE WOLF'S TALE	SPECTRUM	•
17	1	HARTWELLER PETS	SPECTRUM	•
18	3	YOUNG LION (FRO) HORTE	SPECTRUM	•
18	1	ZALONIA ACCESSIBLE GOLF	COMMODORE 64	•
20	11	DEATH STAR INTERCEPTION SYSTEM 2	COMMODORE 64	•
21	1	OWN NAME THE TIDE	COMMODORE 64	•
22	20	CROSS FISH	SPECTRUM	•
23	1	SMURF WORLD: CRAZY ME PHASE	SPECTRUM	•
24	16	CRIBBING FLYING FISH	SPECTRUM	•
25	1	ALCATRAZ HUNTER WAIVER PHONE	SPECTRUM	•
26	1	FALCON PETALE IN HENNA	COMMODORE 64	•
27	1	ROTTIE: BASTARD PHONE	MC 68	•
28	10	MURPHY WOLF: DOUBLE BASTARDS	COMMODORE 64	•
28	1	INTERNATIONAL WAGON COMMODORE	COMMODORE 64	•
29	1	AMERICAN HUNTER INTERCEPTOR BROS	COMMODORE 64	•

4878



Look out for the brandnew 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.

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

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# Doomdark's Revenge

## Part 1

### PART 1: TO THE FROZEN GATES

#### CHARACTERS:

**Luxor the Moonprince** — a brave and mighty Lord of the Free, worth 50 men in any battle. His Moonring gives off a warmth which tins the heart of true warriors but creates confusion among those of evil intent.

**Tariffel the Dreamer** — the slayer of the Lord of Dreams. A member of the elfish Fey race and able to blend in with most natural landscapes, particularly at home among woods and forests.

**Barthron the Wise** — a member of the ancient ruling race of knowledgeable and magical men whose insight dot the landscape of the Land of Midnight.

**1,000 Riders of the Free** — brave warriors who have bravely followed Luxor into battle against the great Doombard of Doomdark, former Witchking of Midnight.

#### THE QUEST:

Luxor's son Morfin has been spirited away to the lands above Midnight. This land is known as Icemark and can only be reached by the Frozen Gates which have been closed for millennia.

The ultimate quest is to push through to Icemark and rescue Morfin from the clutches of Sitanet the Heartbreaker.

In Part 1 you must attempt to bring Luxor and his 1,000 riders and Tariffel the Dreamer together and then to follow Barthron's path to the Frozen Gates.

#### THE LAND OF MIDNIGHT:

The quest takes place in the Land of Midnight after the defeat of Doomdark the Witchking at the battle of Urnganzk. Although Doomdark is defeated it is still a treacherous land, with swaying peaks of wolves, the evil little Skutkin warriors, dragons and ice trolls. Its mountain ranges are forbidding, its lakes deep and forests tangled. And the land is full of ancient and mysterious monoliths, temples, caverns and ruins.

Fighting Fantasy is the name given to a new kind of book which allows you to take over the role of hero or heroine.

Big in the best-seller charts, these books give you the situation and some possible solutions and then ask you to choose what the hero does next. Then you turn to the appropriate number and find out the consequences of your action.

For this issue and the next two months, C&EG will be presenting a Fighting Fantasy style trilogy. It is based on Raymond Switheater's chart-topping *Land of Midnight* trilogy.

Part one of the Fighting Fantasy is called *To the Frozen Gates* it takes up the story from the killing of Doomdark, the Witchking at the Citadel of Urnganzk and unfolds the circumstances which lead to the second title in the trilogy, *Doomdark's Revenge*.

The story has been written by Beyond's Clive Bailey — who has written the adventure story novel *Terrace Out of Time*, published by Methuen — and former C&EG editor Tony Pratt.

At the end of part three we will ask you three questions relating to the novel's games. The first question is at the end of this story. Note your answer down to enter in the third issue.

#### THE RULES:

In this adventure you take command of Luxor, the Moonprince and his command of 1000 warriors — brave warriors of the Free. You must think like Luxor and take his part in the battles to come. To play "To The Ice Gates" you will need one six-sided die, a pencil and an eraser. You should also familiarize yourself with these simple rules: —

#### BATTLES:

The route across Midnight is perilous. If you are obliged to fight a single combat with Luxor or a mass action with his army engaged, roll the die against the SKILL factor. If the number rolled is equal to or less than the SKILL factor, the attack is successful. If the number rolled is greater than the SKILL factor, the attack fails.

#### DAMAGE:

If an attack is successful, the attacker inflicts damage upon the opponent's STAMINA. In general one point of STAMINA or 10 men will be lost. However, certain characters, like Luxor, are armed with fearsome weapons which destroy more than one point of STAMINA on a successful attack. When a character's STAMINA points fall to zero, he dies. When a group of soldiers lose their last 10 men, all are slain.

#### EXAMPLE:

Luxor the Moonprince battles with Halburg the Foul.

On Luxor's turn the die is rolled and a score of 3 is seen. As this is below Luxor's SKILL of 4 the attack is successful. Moonrider, Luxor's sword, slays 2 points from Halburg's STAMINA.

Luxor's Cavalry command battles with a group of Doombards:

On the Doombards' turn the die is rolled and a score of 3 is seen. As this number is below the Foul's SKILL of 3 the attack is successful. The attack slays out one less from the STAMINA of Luxor's Command.

Morfin



#### PROVISIONS

During the adventure Lazor may be provided with food by grateful subjects. Record these gifts by ticking one or more of the PROVISION boxes on the PLAYER CHART.

#### GETTING STARTED

To begin "To the Ice Gates" turn to only one and follow the instructions.

#### SCORING

To score the game give yourself 10 points for every surviving point of stamina Lazor has. Take two points off for every group of 10 warriors which were lost en route and add 15 points for every treasure you have with you when you meet Borthorn (including the Moonring).

Obviously in these games it is all too easy to crush a lack elsewhere and take advantage of inside knowledge. We hope you'll do the dearest thing and play through and see what kind of score you get. Should you come up against the dreaded, "The quest is over" message we'll let you start again. As a scoring chart we offer the following:

140+ amazing, 120-140 excellent, 100-120 good, 80-100 average, 60-80 could be better, Under 60 — don't call us!

Finally, on the third part of the fighting fantasy we'll ask you to choose between three questions on each part of the quest. This issue Borthorn asks you the question.

3) You, Moonprince of misused Midnight, are bested by enemies. Only a few moons have passed since you set Midnight at his final order, the Wackling Doomdark, who had turned the land to perpetual winter.

Just as you were vanquished, and beyond celebration, with your brave son Markin, who had announced his intention to marry Tathiel, enchanting daughter of the Lord of Dreams.

The Forest of Dreams had rung with the clamour of jubilation. The many lords and warriors, somewhat bound after the triumph over Doomdark in Urthman, had made merry and the people of Midnight had realized their newfound freedom bore treasure, possibly for the first time. That was yesterday.

Then, last night, a great and bad storm had come upon the forest, rending the trees with its swirling pelting, lashing the Children of Dreams with its deluge and turning pleasure into misery into uneasy remorse. You awoke from a slumber filled with dark dreams in which you set inland Borthorn the Wise had appeared and bid you hurry north for some new danger threatened Midnight. While you pondered on how real and urgent the vantage had seemed, word was brought to you that Markin had disappeared in the night and that his

#### PLAYER CHART

#### LUSOR THE MOONPRINCE

SKILL: 4 STAMINA: 13

MOONLIVER THE SWORD CAUSER: 2 POINTS OF DAMAGE TO AN OPPONENT'S STAMINA

#### PROVISIONS

( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )

#### POSSESSIONS

YES NO  
THE MOONRING

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

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

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

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

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

6. \_\_\_\_\_

#### LUSOR'S CAVALRY COMMAND

#### SKILL: 4

CAUSER: 1 BOX OF DAMAGE PER TURN

#### STAMINA

10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10

bride-to-be, Tathiel, was spotted mourning her horse and riding off into the aftermath of the storm that night that morning.

Gathering 1,000 of your most brave and patient warriors you decide to ride out in search of Markin, believing that his disappearance holds the key to this new malevolence which seems suddenly to have come upon Midnight.

■ Go to 20

2) With obvious ill-timour the moon, discovered, still listening to the raspings of your reluctant host above.



After several hours the crash of thunder subsided and the rain lessened. You wipe your capstain outside to get the moon repositioned and back on the quest. But, at a roll-call outside, it quickly becomes obvious that several have entered caves and not reappeared. You have lost 28 men from Lazor's cavalry command.

■ Do you now follow the path as towards the village? Go to 10  
■ Or lead back the way you came? Go to 10

3) He sits your throat. The quest is over.

4) The lake spreads out before you.  
■ Do you cross at a gallop, all at once? Go to 43  
■ Do you dismount and lead the horses? Go to 9

5) You ride on next morning towards the great forested mountains. Crossing your path, through some hillsides, you see a huge man with a great helm and a booted beard. He sets a mighty sledges through the covering of scrub and this is drawn by two huge white bears.  
■ Do you halt him to talk? Go to 11  
■ Or you ignore him and ride on? Go to 14

6) You pass by beneath the rocks unharmed, except that a drip of some foul-smelling blood falls upon you from above.  
■ Go to 25

7) A bad smother fills the rear as the sasket creeps open. Inside is a pulp, recognizable as your old adversary only by the hair he wore when you killed him and that black cloak.

Inside the corpse lies a crystal ball.  
■ Do you take it? Go to 13  
■ Or leave it and burn the corpse? Go to 26

8) Arriving at the White Fang, you are halted by Borthorn who waits at the base of the mountains.

"I have grave tidings. Markin has been spirited away into the land of Yemarak to the north. He is the prisoner of Shazeth, Doomdark's daughter, and I look for him. To rescue him we must go through the legendary Prison Gates — but first I need to find a spell to open them. Something will come to me. I'm sure."

"I have something for you," grins Borthorn. "A friend of mine told me you had lost it." He drops the Moonring into your hands.

■ Go to 28

If the ice holds and you are safely across. You are chased loudly by the troops who now they will follow you anywhere. But you have paid a price — during the crossing you lost the Mousing from your finger.

• Go to 30

18) The company passes by unharmed and then a voice calls from above. "Moosepinch." "Who calls me?" you reply. "Never ask questions in a mountain pass, Moosepinch. Time is not on your side and neither are the mountains. Indeed I am more ice than flesh and I am your only friend here.

Well there is no sign of a body behind the voice. Showing your thanks you move on. Suddenly something falls down from above, striking against the rocks on the way. One of your men brings up the Moosepinch. "This fell from above Sir."

• Go to 23

19) The ledge leads you on towards a giant rope bridge hanging over the gorge. When you get there you note that the bridge seems in surprisingly good repair which is an odd fact for the gorge grows deep and wide. On the far side another path can be seen disappearing off to the north east. On this side of the gorge the ledge widens to accommodate a few scum bolly bushes before continuing on.

• Do you avoid the bridge and continue on this side of the gorge? Go to 20

• Do you decide to cross the bridge as promptly as possible? Go to 30

20) Seeing Ushgarak caught in the sunlight reminds you of how you lost left it. After the battle outside the Citadel, when the Lords Mithgar, Skawal and Kaxerith with 3,000 men and 2,000 warriors attacked alongside you from the south. With Faelame the Dragonlord, Rorhoun and the Lords of Claw and Gloom racing in from the west with 4,000 men. And brave Godelin and his Fey companions, Thral, Drogain and the Whispans coming from the East, with the Bright Lord of Dreams in his silver armour following in their rear. Ushgarak had been breached and the Fey rampaged through its dark passages.

And as Doornark himself had heeded a cold rain around the ramparts and struck new fear into their hearts and raised the spirits of his own troops, then suddenly he had clung to his heart in full view of all, as an lay-off Murron. Morlin had cast the Ice-Crown into the depths of the Lake destroying it forever beneath enchanted waters. Now here was deserted Ushgarak, bathed in late sunlight and the memories came flooding back.

• Go to 19

21) A cloud of fine mist billows from

the corpse's nostrils. It freezes your hand where it touches it, but still you grab the crystal and haul it away. The corpse is suddenly animated and strikes you with a poison-tipped sword.

The creature has a high skill of 5, but it is barely flesh and bone and has a low stamina of 2. The poisoned sword causes 2 points of damage. The corpse of Doornark strikes first and will fight until it is slain. If you are killed the quest ends here.

If you win you have the crystal ball and leave the tent, corpse, coffin and all. (Place the crystal ball on your player chart.)

• Go to 40

24) Waiting until nightfall, you order your men to dismount and approach the village. Your scouts have already indicated that the Doornarks are not numerous and most seem to be the worse for drink pilaged from the village. They are also careless and have not recruited any kind of guard. You men rush in taking the Doornarks unaware by surprise. Many are even without their weapons and resistance is scant.

• Turn to 21



Northen the Wise

25) You ride on and see a small and quiet village set on the edge of the forest. The rain is pelting down on the village square and the houses and village hall look lovely.

• Do you enter the village and proclaim yourself to the citizens, requesting shelter? Go to 22

• Will you ride around the village and leave the storm? Go to 42

26) The next day brings you to a frozen lake, stretching out on either side of you for as far as the eye can see.

• Do you go around the lake because the ice looks unreliable? Go to 44

• Do you decide to go straight across? Go to 4

27) The boulder rolls out across the bridge which promptly collapses, leaving its moorings on this side of

the gorge to crash against the other. The boulder itself plunges to the bottom of the gorge where fall creatures rush out from concealment to investigate its noisy appearance.

• You congratulate yourself and go on. Go to 25

28) Clenching the sword tightly, you approach the back of the cave. It is dark here and the rustling noise comes again. Looking down into the gully around your feet, you see a figure standing up at you from the body of a man. The man was obviously the Ice Troll's last meal and is two weeks beyond saving. Then behind him you notice a strangely carved head. It glows slightly in the gloom and, as you stare it up, the eyes of the quest led from your shoulders and you feel ready to take on Doornark once again — were he still alive. Rejuvenated and perking the peculiar power-head, you emerge into the sunlight and the cheers of your men. (Note that you have the power-head on your player chart.)

• Go to 26

29) Following on to the north and dipping into a valley, a camp is laid before you. The tents are dark and upon the cold eye and red hand of Doornark's emblem.

• Will you stir the camp? Go to 28

• Or will you enter the change down into the Foul remains? Go to 41

30) Do you have the Mousing? If so go to 45

• If not go to 8

31) Back in their village, the elder talent you down into a hidden passage beneath their main hall. Here are stored most of the village's provisions, undisturbed by the raiders. Your warriors are well fed for their trouble and bedded down for the night. Tuck in provisions on your player chart.

You interrogate the messenger leader who claims that they pursued a boy on a horse through the wood the previous night. But strangely he says the storm seemed to protect the lad from their hounds and lightning finally brought their pursuit to a halt when a great tree crashed between his men and the boy. The boy was heading north. Leaving this Foul captain as the leader messenger of the villagers, you ride on the next morning.

• Turn to 26

32) You ride into the strangely deserted village. As your troops congregate in the centre, arrows pour in from all sides. You had already dismounted but the rest of your warriors depart the same quality. Throw against their skill. If you succeeded only 10 men are killed by arrows — strike them from Loner's Command. If you fail, 30 men



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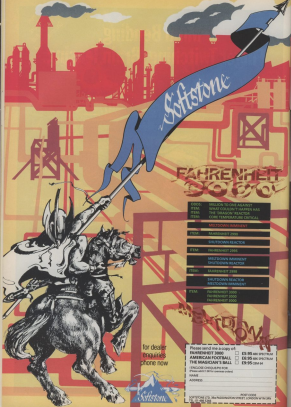
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are slain and must be struck from Laxor's memory.

Once they have reached the cover of the forest, the survivors regroup and hail the Doomsguard who have just rushed out to capture you. The recognition of the voice of your second-in-command, Valsthor, "Harbon, my servants of the slain. We are warriors of the Free, veterans of the slaying at 'Ulsagan'."

A massive Doomsguard in black chainmail strides forward to greet you. "Think you not that we Doomsguard are so befuddled as not to know a prize when we see one," he shouts. "Lord Laxor is known to us and methods we have the power to bargain here."

- Do you spit in his black eye and tell him to do his worst? Go to 3.
- Do you suggest that you and he settle the matter in a fair fight? If you win they will surrender the village and leave peacefully. If he wins you will surrender your men's provisions and return to the Castle of Dreams. Go to 20.

21) A group of 30 men is dispatched at your bidding to make your way into Oak and find if aught hath moved into occupancy since the lords of the Free broke its defenders on the way to Telgarak. They do not return, to several hours and as you are about to continue a second one behind its dark walls, one of the men runs screaming from the broken gateway. "What are the signs?" you demand.

"Elded, Lord Mounspine!" he splutters at last. "Every man dead in the hands of some foul victory that lingers these days."

Stunned, you refuse to enter any more men within the castle walls but return to the camp. State 20 may now Laxor's comment affect.

- Go to 3.

24) After a long ride you come to the riverbank and a path leads through a misty gorge. The path leads you along a narrow hanging route before opening out into a small hamlet on a ledge. On the side the mountains meet at steep above you. On the other, the great hills clear away to a series of lesser strata of varying slope.

Some way along this ledge a cluster of buildings ramble down, and it is a miracle that no stone is pushed over the edge with them.

Second-in-command, Walthor, points to a jutting thrust of rock up ahead over which hangs a collection of loose boulders, some 50 metres up. "A ledge seems to rise parallel to this one my Lord," he says. "If a trap is to be sprung, what better place than there?" He points to the jutting rock. "And in truth, few could so easily climb to the higher path, for the rock is sheer."

- You send a scout ahead to see if he spies aught from the far side. Go to 21.

22) The snow rain down on the rock and you hear your scout shout. "The low side, I heard his moan and it should be safe to pass now."

- Go to 4.

23) The path leads on past a rock shaped like a hawk and then up high into cold rain. Finally emerging into better weather, perhaps the fire to fall on the Mountains of Death for 100 years. Looking south you can make out the red rock cradle of Ulsagan and where Doomsday's body still lies where you show it all these years ago.

- Go to 12.

27) Within one of the tents you find a coffin which also has the eye and hand symbols. The man with you shy away and you too can feel the evil emanating from the casket.

- Will you burn it? Go to 28.
- Or will you open it? Go to 7.

28) Suddenly you find yourself separated from the rest of your command by clanking lightning and you see a vision of a beautiful, yet somehow cold woman. A mocking laugh shreds the very voice of your troops who believe their Mounspine magicked away by some trick of the storm and that enchanted lightning ball against their will. A roll under the current told them that they await developments. Above the current trail and a group of seven men fight and ride off into the forest. Strike one has been your command chief.

Within the circle of lightning the woman beckons to you and you observe that she seemed to be urging you to the north. Then the lightning subsides and you reappear amidst your warriors.

- Will you now seek shelter? Go to 47.
- Or will you carry on following the path? Go to 27.

29) Your partners are turned upon twice before finally dispersing to the shelter. You lose another 10 men in the process and they return all tired by morning.

- Go to 18.

30) The Doomsguard laughs. "Bring your men forward to witness the bargain then."

"The Free need a reputation from the North who bear the bargain and agree, at your command, to bear witness to the contract. Halberg is a good fighter with a Skill of 14, however he is weak from days of wandering and has a Stamina of 25. You may fight him in single combat until either he or you are slain. Before the combat commences roll a dice for strength and for Halberg. The character with the highest number makes the first blow."

- If you are slain the quest ends here.

- If you slay Halberg turn to 48.

31) The giant turns at your hail and his face spreads into a broad grin. "Ah a Mounspine by your tappings, I had been warned to expect this meeting." I was caught out by Harthorn. Wielder of the Tower-Dwellers in your mountains. He gave me this message to deliver.

"He says he will wait for you below the White Fang at the far side of the great range. For two days can he wait and no more. Follow my tracks back and it will lead you to a pass. It is to be found after that."

He gives you some provisions for the journey. They last one hour on your oath.

- Go to 24.

32) A scout is found and dispatched beneath the rocks. He shouts from the far side. "There is movement up there lord, I think it may be a Skollin trap."

- Do you carry on regardless? Go to 12.
- Send a cluster of arrows sky-wards? Go to 25.

33) If you are currently holding the measuring go to 48. If you do not have it in your possession go to 11.

34) You drop into the mouth of the cave and surprise a huge ice troll armed with a club and a knife. With leery ease to notice that the supports of the bridge have been cut away, you are dodging the first blow. The ice troll has a Stamina of 1 and a Skill of 1.

- If the ice troll triumphs the quest ends here.
- If you triumph go to 46.

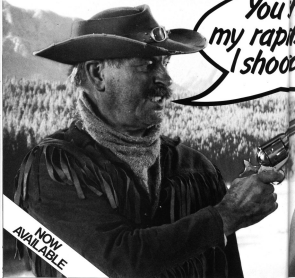
35) Beyond the Doomsguard's camp you begin to see the end to the Mountains of Death. Beyond them stretch the cold forested plains which will lead eventually to the Frozen wastes which mark the barrier to Midnight. Up ahead you can see a tall white needle like point which you decide must be the White Fang. You locate there to a gully.

- Go to 26.

36) Last night's storm is threatening to return behind you as heavy clouds now stand overhead. The ranks of clouds draw even closer from the north. Your captain advice caution and suggest shelter until it has passed by.

- Do you search for shelter on a well beaten track lying to the northeast? Go to 42.
- Do you carry on northwards? Go to 26.

37) Now the rain has ceased as suddenly as it began. Approaching a clearing you notice a group of people huddled beside the trail. Their leader hails you. "Brave lord, hail I beseech you. We are badly in



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need of your services. Our village has been taken from us by the commands of the Wicked King's evil Doomguard.

- Do you order your men to attack the village? Go to 14.
- Or do you decide your mission is too important to be waylaid and start the village to the west? Go to 42.

38) You camp for the night beside the empty Citadel of Death. Its black walls stain down on your camp fires. Before you lie the Mountains of Death. It is hard to know which the men find more forbidding.

- Do you send a small group of men into Death to see what was left there after its sacking all those moons ago? Go to 22.
- Do you ride on next morning? Go to 5.

39) The bridge collapses with 30 men on it. (Strike them from your command). Their awed whoops of joy, full creatures can be seen rushing out to gather the bodies from cascaded places. As he falls, the leading captain whistles a warning and pointed to a spot in the hillside below the bridge. Horrified you decide to investigate further and soon discover some steps behind the bushes cut in the rock leading downwards to a cave-like opening.

- Do you decide to go down alone and investigate? Go to 34.
  - Do you continue the quest on this side of the gorge? Go to 38.
- 40) The ice troll lies in its own black blood when you hear a noise from the far end of the cave. You suspect that the creature's mate lies in wait for you there.
- Do you decide that your casualties have been avenged and rush out of the cave? Go to 26.
  - Or will you investigate further? Go to 35.

41) Your cavalry charge through the forest, scattering the abbots who are little match for them. However among the abbots are some Doomguard soldiers. They number 50 men and have a skill of 4, (10) (10) (10) (10) (10) (10). Luzzo's Cavalry strike first. These Doomguards will fight to the death. When the battle is over will you:

- Search the camp? Go to 22.
- Or leave it? Go to 35.

42) You ride around the village and that night camp beyond it. But while you sleep the guard you posted around your fires suddenly come under attack. The ambushers are mounted and ride into the camp firing arrows and incensing some of the horses. Your skill is equal to your cavalry. They number but 60 men: (10) (10) (10) (10) (10) (10).

Fight these marauders with Luzzo's Cavalry. They attack first, then Luzzo's Cavalry can retaliate.



Shanzh the Moorish ruler

This battle continues until just 20 men remain — then they will flee into the night.

- Do you send a force off in pursuit? Go to 30.
- Or rebuke the guard and try to get what rest you can before morning? Go to 18.

43) You charge across at a gallop. There a dice and abide by the score as follows:

1-4 The ice breaks under a portion of the cavalry and 30 men and horses plunge to their death. Strike 1 horse from Luzzo's Command.

5-6 The ice breaks and Luzzo goes down with 30 men. He alone is saved. Strike 3 horses from Luzzo's Command and 2 points from Luzzo's stamina.

On the far side you realize the Moorish has slipped from your grasp. You decide there is no chance to find it again.

- Go to 38.

44) The way across the lake is long and tiring. Both your men and yourself feel the effects of the three day trek. If you had provisions before cross them out now. You have suffered the loss of one point stamina from the exertion. And in addition you have lost the Moorish during the journey.

- Go to 36.

45) The bridge leads onto a distant rope bridge as the voice had said it would. It hangs over the gorge in remarkably good repair and you consider it would easily take the weight of many men. On the far side of the gorge a path winds off into another valley. While on this side the bridge continues past the bridge.

- Will you avoid the bridge and continue on this side of the gorge? Go to 26.

- Do you decide to cross as promptly as possible? Go to 39.

46) Boating to the north of the Doomguard camp, curiosity demands that you pull out the Crystal Ball and stare into it. Within it, the mountain scenery glimmers and glimmers. The lights twinkle more brightly seeming to hold your gaze ever more intently. Suddenly they resolve themselves into a beautiful woman with a cruel gaze who smiles at you. Words form in your mind: "Ah my brave Moorishman, slayer of my father the

Wicked King. How fitting. You killed my father. I have your son, The Maiden in mine. Already he has passed through the Frozen Gates into my realm. beautiful women for much where you cannot follow. Or can you I wonder?"

"Well, follow if you can. Moon-prince. I will try to entertain your son between times."

- Go to 35.

47) The track leads to a clearing before a sheer and pined hillside. Caves dot the cliff and one of your men detects a movement in one of their high above you as a rope ladder is hurriedly pulled up.

Your ball brings an old hermit to the mouth of the cave. At your request for shelter he warns that the lower caves are unsafe in heavy rain and that he believes these haunted. There is a village farther north-east and he advises that your band heads in that direction.

- Do you take his advice and head northeast? Go to 33.
- Do you ignore him and order your men to dismount and find shelter in the caves as best they can? Go to 2.

48) With your blade sticking in his side, Halbarz collapses. "Remember your promise to my men in Lond. They will be faithful to mine or I'll come back and hunt every last dog. Within my pouch is an antidote. It belonged to one of the Free Lords. He killed from the hand of whippers and met death by my hand in the Mountains of Ithrid. The Fey I know hold great store by it. Return it to them — it has magical properties."

"With a last curse of life, he dies. His men pick up the body and nervously make to leave the village. Fingering the antidote in the shape of a talisman, you motion for your men to let them leave. (Note the Falcon emblem on your player sheet).

- Now run to 14.

49) Arriving at the White Fang, you are hailed by Borham who waits at the base of the mountain.

"I have grave tidings. Morita has been spirited away into the Land of Iwerark to the North. He is the prisoner of Shanzh, Doomguard's daughter, and I fear for him. To rescue him, we must go through the legendary Frozen Gates — but first I need to find a spell to open them. Something will come to me."

- Go to 30.

50) Borham turns to you: "Tell me, my prince, what was the most important treasure you could have found on your adventures?"

- A. The Power Staff
- B. The Emblem of the Falcon
- C. The Crystal Ball

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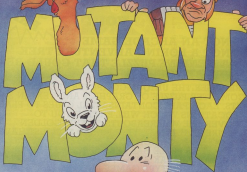
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**JET-BOOT JACK THE REVIEWERS' CHOICE!**

"Excellent throughout - a lively chart topper" 2000 Rating (5 stars)

"Excellent game with beautifully coloured and defined graphics"

"This game is excellent - fast, looked almost flawless" 5 Star Rating!

"A grade standard - should please most addicts"

"In short, a first rate game."

"Jet-Boot Jack is a gem!"

"This has to be one of the best, most enjoyable and carefully thought-out games for the Atari that I've seen for a while."

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What more can WE say? (???)

## JOYLESS VICTORY

Games like *Victory* really make me wonder if the ColecoVision has any future.

Two years ago I was writing with naivety but enthusiasm for this bright new video games system which promised great things with its range of exciting arcade-to-home conversions.

There was *Donkey Kong*, *Zaxxon* and *Venture*. Lots of good games — the only problem was finding the money.

But recently the supply of good games has started to dry up. We've had *Miner 2049er*, *Rocky* and *Omega Race* that have been worth buying — the rest can only be described as average.

*Victory* too falls into this category. It's a scolding shoot-'em-up with a planet surface scene and space scene. Again the game works with the pricey Roller Ball controller — your ship can move in any direction and your gun rotates through 360 degrees. It's the sort of game that has been done so well on other systems —

*Spectrum* and *64* to name but two — so that when you wander across a third rate console on what is supposed to be the best games system around, you cannot help but be disappointed.

The game does have some saving graces, like the roller scanner that enables you to

track the position of the incoming aliens.

The game also has a fun ranking system that starts you off as a nader and challenges you to work your way up through the ranks to squadron leader.

Traverse with this is that it's just too easy to gain these promotions.

Other features include smart bombs, shields, a refueling mechanism and a shield strength indicator.

The graphics in *Victory* are very crude and chunky and movement seems very jerky.

## THREE IN ONE!

*Omega Race* takes into the wastes two years ago and then spins out again without making any major impact.

It made a brief reappearance on the Vic 20 last year and now thankfully there is a version for the ColecoVision.

It's a pity this game has been ignored by most of the arcade game cloning software houses as it's a very original and entertaining

game well worth converting.

The game works in conjunction with the Coleco Roller Controller — not exactly a cinch at £80.

You pilot the *Omega* fighter as it battles against the alien forces. The ship can rotate through 360 degrees, thrust forward at great speed and bounce off the walls to gain an advantage.

You are armed with a laser gun as defence against the birds but — be warned — they have the same fire power as you do and they also have the advantage of numbers.

The first few sheets of credits conveniently stand still so that you can pick them off with ease. Pretty soon they start to speed up, making you around the central island at great speed, so manual dexterity with the Roller Controller becomes important.

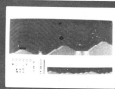
This is where the strategic element comes into *Omega Race* — planning your direction, and your angle of fire and bouncing off the walls to arrive at a vantage point.

There are three variations on the basic game: *Tunnels* and *Aster* *Games* which feature two escape tunnels that can also be used for surprise attacks and *Fast* *Boomer* which makes you rebound off the sides of those walls like a silver ball in a pin table.

*Omega Race* available now at £29.95.



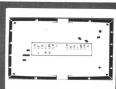
*With Christmas just around the corner, our Joystick Jury resumed its session to take a look at some of the new releases for the ColecoVision system. And although dedicated video-games machines seem to be taking a nose-dive lately, CDS are releasing some attractive new games.*



The Verdict

Not good enough a game to justify the £29.95 asking price.

• Action.....2	• Addition.....1
• Graphics.....1	• Theme.....1



The Verdict

If you are lucky enough to own a Roller Ball controller for your Coleco, this is one of the best available for it so far. You'll find it difficult to put it down.

• Action.....4	• Addition.....4
• Graphics.....2	• Theme.....3



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## The Red Kipper Flies at Midnight

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Over the next five nights a series of frantic phone calls convince you that the matter deserves further investigation. You receive a dossier on the activities of Valkyrie 17. Pieced together from fragmentary reports culled from the last forty years you slowly begin to put the whole thing together. (Draakenburg, Heinrich and Reichsmuller. The badge pressed into your hand on the station at \_\_\_\_\_ And that last desperate call for help from the Glitz Hotel overlooking Lake Brants.

Your cover is good. Very good in fact. You spend a few days sniffing around and then head up towards Lake Brants. You check in to the Glitz Hotel. It's the last lead you have. You seem to be getting nowhere.

Then on your way to the bar you sense a movement in the shadows. You feel a blow on your temple. And everything goes black...

Valkyrie 17 is an Adventure featuring both graphic and text locations. You will meet several different characters some of whom may help you while others see your demise as their sole purpose in life.

Included in the pack is a comprehensive dossier on Valkyrie 17. On the reverse of the cassette tape are the answerphone messages. And then of course there's the game itself.

LOADING TIME	54 minutes.	MICRODRIVE	X, PER FUNCTION
LOCATIONS	200+	FUN FACTOR	B
LEVEL	?		
SOUND	Beep Boop		

### HINTS

Watch your back, try not to get killed and mind your language.

The Bend Sin Corporation disclaims any responsibility for any harm or other negative effects experienced by the playing of Valkyrie 17. Furthermore the names of those who wish to affect our industry rights.

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(Although why we use 1994? Please only wonder.)



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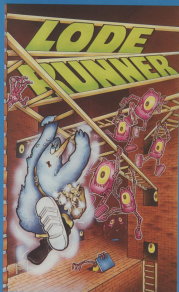
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Available on the 48K Spectrum

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# SOFTWARE PROJECTS

Software Projects Limited, Bearhead Complex, Allerton Road, Woodton, Liverpool L25 7SF  
 Telex: 627520 Telephone: 051-420 9393 (4 lines).





Oh what a night, dashing, dashing, and dashing 'til dawn. Now it's time for all the revellers to make their way home. Being a BDBL means for a while, you decide to walk home in the coat of night air, rather than taking a taxi. Stepping across the way, you walk through a hot path and step lightly over the ducks and catch the notes of music that seem to hang in the air. But be careful when approaching the railway. Trains will come at this time of day and wild dogs are in search of food! When you have taken care of all the notes on the level you are on you will proceed to the next, collecting a few bones on the way.

Willy's first outing on the Commodore 64. 20.

Available on the VIC 20 + BDB expanded

In order to overcome this obstacle, you'll be asked to manipulate wild creatures. Expanding the outer regions of a world landscape, you'll see a forested game world which has only a single track in its entirety. Discovering the BDBL's secret means you must destroy as many things as possible, as the BDBL will be anything in its power to prevent the forest getting out. The game has it's main levels with progressively difficult and spread. There is a bonus for every 10,000 points and bonus points which every week, depending on what level you are on (Bonus: 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th). After the week bonus the BDBL must be hit 12 times, by hitting the monster on the right of the screen from 100 to 1000. The number of 'BDBL' 'BDBL' and 'BDBL' is also dependent on the week number.

WILLY'S BDBL are not affected by laser fire, but in fact, they are in the ground-obstacle can be destroyed in collisions with any enemy or enemy weapons, or by hitting the BDBL (except reduced enemy getting to the far right of the screen).

Available on the expanded VIC 20



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Enjoy the full fun of one of the funniest hot dates restaurants designed by British and French Little Thinkery. Fatty Hearty has just been selected from the competition as a noteworthy mobile console game. It's all about sitting in the oven like a hot thought in a world and how to escape. As the oven is heated and the flames start to rise the kitchen life only begins to be cooked the slipping combinations from the pipes at the top of the oven used by you and ingredients to flame. It's going to be tough, but you will survive through lots different scenes and have added features such as the cooking apt, spinning food objects, oven heat and the restaurant get along. Fatty Hearty Hearty, when by the way enjoy a snack from the restaurant's appetizer. Can you help him?

Available on the Commodore 64  
VIC 20



One of our new 1st brand gardeners is charge of a group of two planets flowers. There have local flowers and plants in a top all variety from which to you must survive them. The flowers are protected by the effects, gases, lightning and gathering energy dragons. Be careful as the flowers are poisonous and you must find a pot to put your flowers in before you try to pick it up.

The focus in the class and how often and extra profits will be derived by planting them up along the way, but don't forget their wishes.

If something is done but others those a pot to use. You'll struggle for it, finding, gases which can be used to stop the energy dragons, or a plant. If you have a spare pot, the result will be that you are rewarded for the start of the game. It is possible for you to have your transportation back to the main planet. You through the game will find frequent changes and an extra change in garden the money flowers collected.

Available on the  
Commodore 64



Now play the rest of a spider in this 20 levels escape time game and you are faced with an angry boss every very different situations.

You are trapped in a hole from which you need an eye, but there are other enemies in the hole which make your task more difficult, surrounded with one of them will lead to instant death. However you are not totally defenceless you are capable of moving a web ball into the only hole in your hole. By collecting the things that are killed around and saving them against the left hand side of the hole between the two stars, a hole will form and you will be able to climb out. But for survival ... there are 10 levels which are more to be used with ... each one more difficult than the last.

Available on the  
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Merry Christmas runs on the Commodore 64 and is a gift at 69p. The animation is amongst the best that you will see on any game, with delightful moving pictures to illustrate some of the locations. It's one of the new breed of adventures from the company who brought you The Hobbit, Sherlock and Dr. Sam Es.

The game begins outside Sam's home in the North Pole. To the east is the toy factory where the elves are busily putting springs on jumping jacks, wheels

on toy cars and pretty clothes on dolls. Outside, the snow is falling and you can hear the blizzards blowing across the snowy wastes.

Call Santa, and Father Christmas emerges from his hut clad in

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# The ultimate development from



Designed exclusively for the ZX Spectrum, Protocol 4 brings you game control customising in a way that no other interface does. It can accept all commercially standard joysticks, including the Quickshot II with 'Tapal' fire or Trackball controllers, and is compatible with ALL Spectrum software. **OPERATES LIKE FIXED OPTION INTERFACES-DE CAN BE FULLY HARDWARE PROGRAMMED**

The flexibility of Protocol 4 control is achieved by a specially designed 'CustomCard' system. CustomCards are easily programmed to suit all types of games.

Simply slip in a programmed card for immediate customised control. With preset cards supplied Protocol 4 can emulate the following control standards: AGF Protocol, Kangaroo and ZX Interface 2 — both players. You can change or reprogram blank cards (1 supplied) to get the responses you want — even on games without joystick options.

Utilising Hardware Programmed technology you have the benefit of automatic eight direction control, no power-down programming, guaranteed conflict-free operation with other peripherals, including microdrives, and no extra software to load or awkward joystick movements and key presses to make each

time you load another game. The keyboard remains fully operative at all times.

It's also perfectly possible to connect up to five Protocol 4's on one Spectrum, each programmed separately, for multiple player control — only possible with the hardware programmed design.

Incorporated into the design is a computer Reset button for clearing the computer memory between games without pulling the power plug out.

Fully guaranteed for 18 months, Protocol 4 comes supplied with five CustomCards, ten Quick Reference Programming Cards and complete instructions.



PROGRAMMABLE II  
INTERFACE

ROMSLOT

QUICKSHOT



ROMSLOT

QUICKSHOT

## PROGRAMMABLE INTERFACE

As the first fully hardware programmed joystick interface, this product has become well established over the past year and will accept ALL standard joysticks or trackballs, including Quickshot II with 'rapid fire', to use with ALL Spectrum or ZX81 software — not just those with a joystick option.

- 1. No Software programming required.
- 2. Programming is instant when power is disconnected between games.
- 3. Eight way movement — with or without the fire button pressed — only requires setting of the four normal directions.
- 4. Compatibility is guaranteed with ALL key reading techniques — machine code or BASIC.

Several interfaces can be separately programmed and fitted to one computer for multiple player games.

Keyboard operation is totally unaffected by this interface, as well as all AGF add-ons, and will never conflict with any other device fitted at the same time.

Twelve months guarantee, key programming information and a pack of Quick Reference Cards, to speed up setting of the clips, are included with full instructions.

## INTERFACE II

The AGF Interface II represents the best low cost introduction to joystick control.

The AGF control standard is now offered by over 100 games or utility programs for use with any joystick or trackball. Any game which is controlled by the cursor movement keys (5,6,7,8) or has a Probe option is also compatible with Interface II.

A rear connector allows other peripherals to be connected at the same time.

This product is available for either the Spectrum or ZX81, is supplied with full instructions, a 12-month guarantee, and a 10% discount voucher against further AGF mail-order purchases.

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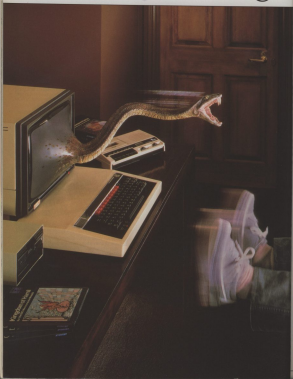
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# Games show no mercy.

Acornsoft have now unleashed eight more merciless games onto unsuspecting BBC micro owners.

Ranging from Gateway to Karos, where putting a shot wrong could mean instant death. To the relentless aces of Drogon which could have you dying with lighter.

## Gateway to Karos.

An adventure game in which you'll need all your patience and ingenuity just to stay alive. Your objective is to find the Talisman of Khomara but, whichever path you choose, you'll be beset by treachery. Serpents lie in wait and magical phenomena are in abundance. Should you find the Talisman, you've still to find your way back.

## Kingdom of Hamil.

As the rightful heir to the Kingdom of Hamil, you are in the unusual position of having to prove your claim to the throne. Evil people are trying to prevent you accomplishing your task by any means. An adventure game fraught with many dangers, puzzles and problems.

## Tetrapod.

You're in an arena littered with dormant lizards, lily leech and other hostile creatures with whom you'll have to do battle to survive. But because of your no laser bullets, as they bounce off the arena walls.

## Drogon.

A game for two people - preferably with devices. There are two vaults containing diamonds and your job is to collect and transfer them to your home base. While your opponent is out collecting you could sneak in and steal his loot... but keep an eye out for him doing the same to you.

## Crazy Tracet.

An arcade style game where you're in charge of a spin roller. Guide your roller around a maze of rectangles while evading monsters who are committed to destroying it. Gain extra rollers and bonus points by painting different objects. But you'll have to avoid running out of paint.

## Volcano.

Mount Crona has erupted after 150 years of slumber. And your mission as an Emergency Rescue Helicopter Pilot is to save sightseers stranded on the slopes. Time is of the essence as the lava approaches the sightseers. But you'll have to take time to evade - or shoot - the boulders being hurled from the volcano.

## Cassarel.

A re-creation of the background shooting gallery - with a difference. Shoot down all the ducks, cows and rabbits before you run out of ammunition. Watch out for the low-flying ducks. If you fail to shoot these, they'll steal your bullets and reduce your chances of success.

## Meteor Mission.

On an alien planet are six stranded astronauts. Launch your capsule from the Mothership and by avoiding - or shooting - meteors and alien craft, pick up the astronauts one at a time and return them to the Mothership.

All games - with the exception of Gateway to Karos which is currently only available on cassette - can be bought direct in either cassette or disc form. You will find all these programs at your local Acorn stockist. To find out where they are simply call 01-200 0200. Credit card holders, phone 01-200 0200, anytime. Or 0933 79400, during office hours.

Alternatively, you can order the games by sending off the coupon below to: Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL. Please allow 28 days for delivery.

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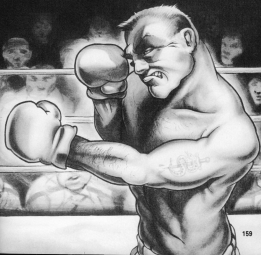


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*BY JASON ROBINSON*







# SPACE AGE 2101



"I travelled space for months, 2000 and 93 days, collected my TRACTOR BEAM, LASER BOOSTER, EXTRA SHIELDS, FUEL UNITS, PASSENGERS, W-DAY WINDOW, FUEL & MEAT FOOD SUPPLY... AND finally left for Zogoth with the Zactron bomb. I had earned and spent a total of \$27000.00 before leaving for the outer limits of the Mhyken Solar System".

Journey to the other worlds, in this combination arcade strategy game, which could take months to complete. Using the save game and load game feature you can store your game and all your purchases until you return to continue.



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For more details contact Activision (UK) Inc., 11, Harley House, Marylebone Road, London W1B.

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# ADVENTURE HELPLINE



## LIVE FROM OLYMPIA

What a fantastic time the HelpLine team had at the PCW Show in September! Simon Marsh, Paul Coppin and myself arrived at Stand 1203 just before the show opened, and were on hand until it closed five days later.

Goodness knows how many tips and clues we dispensed between us during that time! Some came straight off the top of our heads, some from hot sheets and some from our HelpLine Database, which we had running simultaneously on two TRS-80 Model I computers. One of these was connected to a printer, so we were able to dispense hard copies direct from the database to those adventurers who needed more hints than they could carry home in their heads. Our sincere apologies to those few people we were unable to help — we hope to fill the gaps in our knowledge very soon!

Many visitors to the stand were fascinated to see our database in action and some actually got "hands on" experience of it themselves!

Among those who dropped in on us was Jon Briggs of Radio 4's *Clip Show* who made a live broadcast, direct from the Adventure HelpLine, during Saturday afternoon's show. To help us explain why the HelpLine existed and how the database worked, we were joined by Seth Kesteven of Bayswater, a CB/CV reader who walked on to the stand before the program started. Seth had a *Mobbit* problem, you see — THAT *Mobbit* problem! — and after getting us to, he explained to Jon Briggs how frustrating an Adventure could be when the player was really stuck.

Another famous visitor to the stand was Scott Adams, who caught Paul and Simon challenging the wiles of *Climyque Castle* as one of the *Model 4's*, during a rare quiet spell. They were trying to shift the dragon, but with little success, much to Scott's amusement. I suggested to Paul that there was a definite clue in my review of the game and Scott

smiled, nodding in agreement. "Go on Paul, name the dragon!" he insisted. "I'm not leaving until you move it!"

Slowly, a light dawned, and Paul's mouth fell open. "You wouldn't do a sneaky thing like that, surely?" he complained. "I certainly would!" chuckled Seth, "and what's more, it's one of my favourites!"

Brian Howarth was another caller and I suggested we retired to the bar for a chat (a very excuse for a pint!). He discussed the sad demise of *Digital Fantasy*, then very recent news. Brian was philosophical about it. "That's life, I suppose," he said. The much-awaited *Melzarlar*, although playable, was still not quite finished, because of Brian's recent problems. "It will appear soon," he promised. *Chained II* will be disturbing it in all versions, as they will those versions of his other games that were originally published by DF. So, happily, we will not be seeing the end of the famous Mysterious Adventure series.

Brian, who has been responsible for the Spectrum and BBC conversions of the Scott Adams series, is now working with Adventure International on further conversions. He and Scott could often be seen on the AI stand, deeply engrossed in the results of Brian's Spectrum version of *Climyque Castle*. After Woodco Castle, Mike Woodroffe of AI (UK) predicts the February release of a "real banger" — the two *Strage Islands* in one package, with two more new Marvel games (*The Fantastic Four*) shortly after.

Just over the way from Stand 1203 was Melbourne House, the temporary residence of Philip Mitchell, the man mainly responsible for *The Mobbit* and *Shenck*. After a well-deserved break in Europe, he will be heading back down under and supports his next project could well be *Lord of the Rings*. More about Philip in the next issue.

A persistent but very welcome to our stand was Margaret Aspin. Was she after tips on *Snowball*, we wondered? No — but we think that the whole of Level 9 now have enough CB/CV Change too-shirts to

last a lifetime! Mike popped in to offer me a preview of *Return to Eden*, on the Level 9 Stand. Pete took me through part of the game and, although it was a brief introduction, I got the impression that here was a game that played unacceptably like a real book. Review later!

I would like to pay tribute to Paul and Simon, without whose magnificent support and constant friendly good humour, I doubt if I would have survived the five days.

## LOONY TIME!

John Teates, the unstoppable *Adventure* man with the best brain, disappointed me during the summer! Holidaying in Germany, my family decided to take me on a day trip to Jersey. They forgot me, screaming, aboard the hydrofoil. "No — not any nearer to HIM!" I cried. "St Peter Port is dangerously close as it is!"

These hydrofoils certainly move and far too soon I was just a few miles away from where I ran the danger of being converted into a soring lunatic. Like a zombie, I headed for a phone and rang him. Imagine my relief, when his grandmother answered and informed me he was out for the whole day! But being an *Adventure*er, I was only too aware that I might unknowingly bump into him in St Helier, and I didn't stop breathing until the jagged rocks along the Jersey coast faded from view.

Came safely back in my hotel in St Peter Port, I felt brave enough to ring him again to say how DIS-APPOINTED I was to have missed seeing him. He seemed fairly unconcerned, being more preoccupied with his current project — the creation of a new world-shattering *Adventure* trilogy — *DAKE I*, *DAKE II* and *DAKE III*.

"You're not really so mad as you make out, are you?" I asked.

"Oh yes! At least as mad as that!" he replied modestly and added "Anyway, don't worry, I hope to be making the mainland next summer!"

If I can find out where, it will definitely be the Channel Isles again for my next year — the same world!



## MYSTERIOUS NEWS!

The VIC version of the Mysterious Adventure series by Brian Howarth, which I recently reported to be available, have not yet surfaced, due to Brian's problems with Digital Fantasy. However, Brian promises that he hasn't dropped the idea and soon hopes to be working on the conversions.

In the meantime, his fans will be pleased to hear that he has written a brand new adventure for Adventure International, due for release this side of Christmas. Through the *Darkened Mirror* is a game in which the player can explore parallel worlds full of mysterious undertones of the supernatural.

Also promised by AI before Christmas are two multi-player D&D type games, with animated monsters which are different each time played. The computer acts as the dungeon master and a manual will provide the game details. Brian Howarth has had a hand in these, along with "Lightning Fantasy" Steve Jackson.

## THE FINAL KET

The *Monsters of Evil* trilogy is completed with the arrival of the *Final Mission*. The game has a nice feel to it, like its predecessors. The screen is tidily arranged with the location details outlined in a box and shows the current percentage scores. Watching this gradually increase is an incentive to continue, for points are awarded with a fair degree of generosity.

The Adventure starts out with the player trapped one side of a door, where he must use his wits and a chair to get him into the main part of the game. I was somewhat amazed to find I could not stand on the chair while I was carrying it, but nevertheless could carry it while I was standing on it. However, this little quirk is no way spoils the game.

A video recorder is the prize for the first person to successfully complete the trilogy — a modest prize to be sure, in times when large piles of ready cash are being offered for some games. But this is reassuring, for the scale of the prize, coupled with my own impressions of the game, suggests that it will not be too

long before it is claimed, unlike a certain magical I could mention.

The problems in *Final Mission* are not mind-boggling, but the game is enjoyable to play. Once the prize has gone, the trilogy will have to stand on its own merit for further sales, and I think it will succeed.

What bothers me, though, is the promised award of Britain's Best Adventure to the winner. The title offered suggests something official which it isn't. While I like the trilogy, I don't think that completing it would prove too much about one's Adventure ability. A game like *Kook* is needed for that.

The *Final Mission* is from Incentive Software for 48k Spectrum, priced £8.95.

## ADVENTURE CHAT

"I've done it. After a mere three months, 1,800 cups of tea, 12 TV sets and 20 visits to my psychoanalyst, *Savage Island Part 2* hit the street



## GETTING TO THE TOP

The object of *Mangroed* is to climb to the top of the social ladder. One must attain *Mangroed*, not merely get there, for in this Adventure, *Mangroed* is a state, representing the epitome of success.

To reach this pinnacle, of course, it is necessary to lie, cheat and defraud, as in real life. But however, money isn't the only thing — one must be seen to be doing the right things. It is so good, for example, being a *Sea Raider*, if you hope to become a *Wear-potato Man!*

I had a horrible feeling that here was an Adventure in which I would not only not enjoy having been known to my diplomacy and tact, but not to get too far a point on it. I mean — would the writers be *CGV's* if I had assumed *Mangroed*? Of course not, I wouldn't even be reading it, let alone wearing the *Potato*.

There's plenty of humor in *Mangroed* and it's my type, so rather

however the unprecedented joy of finishing the game was somewhat dulled by the message:   
 ULKES - JVA - 074 DRING / 100 /   
 MPJITQEFNDWICTY, 2 -   
 88-208

I would be grateful if you could offer advice. Yours triumphantly," writes Vincent Fisher of Watford. You haven't been leading *CGV* with saved *Robbie* data, have you Vincent?

"Do you think we would possibly have been about *The Hobbit*?" asks Mark Clark from Southend. "While it is a good Adventure, so much has been written about it and, considering the number of bugs in my BBC version, I have frankly had enough. Some of the bugs are so bad that they will crash the program without the user doing anything wrong."

A list about *Ultima 2* comes from Jonathan Day of Stockport. The book *The Sky at Night* may have the answer to the problem on *Ultima 2*. "Try looking at page 93 for two other planets," he suggests. "Also, surely you know the earth's moon is so large it is a planet in its own right?"

Guy Wilkinson of Stourhead has some harsh words to say about the *Quill*. The *Quill*, he claims, must take all the fun out of Adventure writing (eg banging your head against a wall after failing for the nth time to implement a brilliant puzzle in the game). "Will this mean still more poor

work — a cracked wall-born corner, try the remains of last night's *Ultimate* and *Chips* and an old banana and cool sandwich which, when eaten, crashed the computer in type "CGV" no beta-ug?"

He pointed out, says the ever-improving *Quill*, that developed using the *Quill*, that implies it is not an actual *Quill* program. Nevertheless, it has all the hallmarks of one.

The bookies is quite hilarious in its own right and I particularly liked the narrative under a photo of some news coverage describing them as "mainly female". The credits say that the authors ran a private college, working department, concession and an appreciation. Don't believe a word of it but the best word of 20 scores mentioned just might come from them!

*Mangroed* is for the 48k Spectrum, from Melbourne House, priced £8.95.



game? Anyhow now, it seems, can type in a few locations, add a dragon, an axe and a lamp and will copy for about \$10 a time, laughing all the way to the bank!

Who's going round and round in circles, from field to furry area and back, getting nowhere, then? Great loads of letters have been arriving on the subject of fields, a certain underground room and ANTE Milk has certainly provoked more than his fair share of letters and all sorts of people are getting stuck! War, arts and social projections are baffling many a player — not to mention scratch mated Quiz a Nightmare! How there's a thought . . .

Steven Dix writes to warn people of Harold's Mansion Mouse which, he says, is awful and not worth the trouble playing. You can open a safe here, says Steven, and have the same objects fall out onto the floor here — even though you have picked them up! He refuses to look at the listing in case it damages his programming style!

James Bliby who writes some spin, as he puts it, to our "Illustrations Dept" (is our August Journal turning into an oxidized plate?), receives his correspondence in becoming regular that his part day is becoming tedious! However, James has at last found two adventures to keep him happy — Castle of Forties and The Pit and The Rock. You're not taking the castle out of my game, James, I hope! James signs off with this thought: if you came across a very small German guard whilst playing Castle, would he be described as a *Stagwale*?

## NOW PLAY THE PLAY!

Shakespeare has finally caught up with the video, in the form of Macbeth.

To play Macbeth, you will need to be familiar with the play, or to have the pocket edition supplied with the game with you, and preferably both. The game requires an understanding of the play and the use of Shakespearean words as commands in the Adventure.

Do not despair — I am no great classic student, but still performed passably in the Adventure! If you type HELP, the chances are you will be referred to a passage in the play

## ADVENTURE 1984

Throughout the past year, I, together with the able assistance of Paul Coppins and Simon Marsh, have brought you reviews of many Adventure games. Some have given us indescribable pleasure and excitement, others we have found average and a few we couldn't stand!

Reviewing an Adventure game is rather like reviewing a book. Sometimes an excellent publication just does not suit the taste of the reviewer! In the New Year, by popular request, we will be introducing a rating system, including a "personal

factor. With all our reviews "named", you will soon get to know how our personal likes and dislikes tally with yours.

And to authors and publishers, whether we have praised or slated your games, thank you for trying, at least, to bring enjoyment to us and to our fellow adventurers! Keep sending the review copies!

My Christmas greetings to all concerned with Adventure, everywhere. Whether you are player, reader, author, or publisher, may you have a very Merry Christmas and a Dragon-slaying New Year!



and that it was, when I came upon the immovable Macdonwald, in order to pass him, I had to UNSLAM MACDONWALD FROM HAVE SO CHOP. This, of course, I did with relief.

Macbeth comes in four parts. You play the part of Lady Macbeth in one and Macbeth himself in others. Two parts have graphics and are not only very artistically drawn, but reflect the current state of play. Thus, a trapdoor will be shown as closed or open and should you "fix Macdonwald's head upon the battlements", there you will see it — dripping with blood! Never sees Macdonwald? Not! Now's your chance to find out what it does for you — and see the size of shoe you took which goes missing in the picture!

If you happen to get killed, then you may be given a second chance by answering some fairly probing questions about the play. So here is a novel way of really getting to know your Macbeth. If it should happen to be your set paper for an exam, then by the time you've worked your way through the game, your knowledge should be very thorough — and gained in a unique way!

On the other hand, it may not be quite your cup of tea. It wasn't mine.

Macbeth is for the Commodore-64 from Creative Sparks and costs £14.95.

## A CHRISTMAS ADVENTURE!

A title that can do nothing but act as a magnet for parents with fairly young children at this time of year is Peter Pan.

Peter Pan is one of the ever growing list of Adventure games based on popular fiction and the book is included with the software. In fact, the J.M. Barrie royalty from the sales is bequeathed to the Great Ormond Street hospital for sick children — a fact that in itself might commend the package to a prospective purchaser.

The player has to follow the story fairly closely. Events commence in the Darling children's bedroom after the goodnight story. You, Peter, fly in with Tinker Bell. To fly away to Neverland, you must have Fairy Dust and be complete with shadow attached. Of course, this is one of the Adventure problems.

My verdict is — if you are parents with children in the 5 to 8 age range, read them the book and then play the game to them, let them join in, even. You will get a break for beer and ciggies every now and again, while you are in flight, for example!

Serious dragon-bashers though — steer clear! This is NOT for you!

Peter Pan is for the 48K Spectrum, from Hodder and Douglas.

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

# ADVENTURE HELPLINE



## THEY STILL KEEP COMING

David Radtke wrote from Basildon to help Jonathan Day in his search for Zork on a POP-11. Sotchi, he says, are Infocore's English distributors, on 01-844 2848. If they can't help, then it is possible to order direct from the US. But David adds a warning that he wrote eight times to Infocore in the US, following an unfilled order, and it was only with help from Rita Rissard of *26-Move* magazine that he managed to get a response. So he suggests sending any such mail to other countries registered — and keeping a photograph of everything.

I called in on Sotchi's stand at the PCW Show and discovered that they supply the trade only, but will happily advise callers on the nearest stockist of any particular item of Infocore software and, if necessary, order it.

"I would like to warn anyone thinking of buying the Fabulous Macs set to," says Dave Corvrey — a well experienced Adventurer whose pleas reached me before even the *Helpline* officially started. "The article editor is pathetic," he adds in disgust.

Roger Markenbush writes from Killybegh to complain about *The Duke*. On receiving the game after difficulty in getting his order fulfilled, he has never been so disappointed in his life! The locations lack exits, some exits don't connect so a map is pointless and he is reduced to taking, dropping and defeating, he says. So it wasn't just me — thank goodness for that!

Gentler Davis of Bridgewater is however wiser. "In your reply to my problem, you suggested I take Dr Brange's advice. This, I am sure, is very useful, but I have yet to find Dr Brange!" This illustrates the difficulty of helping people without giving too much of the game away. It is just as easy to give too little of the game away! For example, I replied helpfully to Jim Jeanner's *Mud* problem, only to receive the following message written in green ink: CRUI!

KEITH TELL HULK \*\*\* BOO BUT WHEN HULK GET THROG GAS TURN HULK TO BRICK AND THEN BOO BANG! KEITH SAY ANTS HELP HULK. BY KILLING WILK LIKE ALWAYS BOY KEITH SAY HULK LEFT KINGS KEITH THINK HULK STUPID! HULK TRY MANY TIMES, BUT GAS COINED

Jonathan Brough writes from Beaton to express his disappointment at my having mentioned the "other" *Ghost Town* from Virgin games, which he thinks is an "intriguing graphical adventure", only twice. As much as that, Jonathan? I make it only once and then it was to say how awful it was. It just goes to show how easy it is to confuse people and sell copies if you pinch the name of a well-known quality game, in Scott's *Ghost Town*. Sorry to disagree with you, Jonathan, but I put it in the worst 10 Adventures I have ever played!

Do you realise that the plot of *Circus* is similar to Ray Bradbury's *Something Wicked This Way Comes*, aka *Steve Dix of Bagley*. "Perhaps I should write to Ray and ask him how to open the maintenance wagon?" jokes Steve. Well, Steve, I mentioned your observation to Brian Howard and discovered that any similarity is purely coincidental, since Brian has not read the book.

Ross Campbell of Watlington points out that a review of a game on one micro does not necessarily hold true for the same game in a version on a different micro. In particular, says Ross, *Twins Kingdom Valley* seems a lot better on the Commodore 64 than the BBC. True, Ross, and we try to remember to mention on which computer we've played for the review. But I must add, Ross, that when *TKV* was reviewed, it was only available for the BBC.

Ray has come up twice again in reply to my plea for Russell Martin. I can't understand a word she says, Russell, but no doubt you and many others will — look for the update down *Kingdom of Karn!* clear! And thanks once again, Ray!

Which reminds me — you certainly started something, Berkeley! They're all on the outside for a tee-shirt about

your "Am I really rather clever?" letter! Everyone is claiming an excessive Q and a tee-shirt! You'd think we ran an Oxford shop for *Mathswell*!

So from next month, the Editor has kindly granted me two tee-shirts to give away! But I'm a bit meaner than him — you're going to have to earn one! Each month I will be sending a CSWG Champ tee-shirt to the person who sends in the best tips and the person who writes the most interesting overall letter about Adventures! If you write and don't get one, don't be disappointed — I can tell you that the standard of some of the letters, tips and raps are absolutely superb!

## HEAVY HINTS

Credit this month go to Stephen Ewsey of Dublin, Stefan Patnicki of Reading, Colin Wilson of Chorrocha, Adam Brown of Nottingham, Nic Astin, Jonathan Day of Stockport and, of course, Berkeley Randle.

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# AVALON

The year is 499 AD. Marco the Mage is a Lone Seeker. He travels, gathering knowledge of the old ways and is learned in the subtle arts of herbs and healing.

One night, while sorting one of his collected rhymes, "The Legend of Avalon", to some interested villagers, an old woman in the crowd begins tentatively a new age of chaos. The air chills as she speaks of the dread Lord of Chaos once again leading his wild hunt across the night sky, stealing corpses from graveyards and battlefields.

Her bony finger points at Marco. "Go to the Isle of Glass" she demands fiercely.

The crowd mutters and begins to disperse.

Marco, much embarrassed and disturbed by the event, prepares to leave. But the old woman takes him aside and gives him an old oak staff with an iron head — and an old map. "There is Avalon," she chuckles menacingly, pointing to a mysterious hill rising in the blue distance.

Marco's curiosity overwhelms his fears and he allows the villagers to guide him to the island across a causeway half hidden under a dark sea. The villagers suddenly depart, leaving him alone on the island to consider his next move ...



## THE GATEHOUSE LEVEL



### The Legend of Avalon

Beyond the shadow of the sea,

Where countless allies

Were slain are slung,

The Lord of death reached out

To claim his tribute from the dead.

His dark sounds cut his wailing cry.

The wild hunt shatters across the sky.

Mage and Lord of Chaos combine their might

To crush the chaos of the night.

With cunning craft they surge for war

The sword of power, Caliburn,

The Hammer for vengeance,

The Wraithbane out of love.

Open a door of burning gold,

They set the cap of power astide.

Before the radiant host they fly

To choose deep below the sky.

Within the crystal tale of Glass

The destiny of men must pass.

The earth is rent as powers collide,

Fortes and vanquished await inside.

Warrens, lordlets are gone

Lost, embedded in Avalon.

Thus runs the Legend of Avalon, which Professor Viles discovered on a crumpled ancient parchment while on an archeological dig somewhere in deepest Wessex. He also uncovered some interesting facts about Avalon — thanks to fellow historians Henslow Consultants.

Henslow's historians have delved into the secrets of the Isle of Avalon and now CAROL can exclusively reveal the map they have made of the entrance to the mysterious round tower, only as The Gatehouse Level.

Prof. Viles has deciphered the ciphers of the map and with the help of the Henslow historians can now reveal some extremely useful hints and tips.

### The Wizard

You will have noticed that from time to time another wizard materialises near you — floating about the action.

This wizard has something you really need. To get it, you must pay him some gold you pick up from a chest somewhere on the Gatehouse Level. The Servant spells will help you get the gold — but then you've got to find the Servant too, haven't you?

Look closely at the map and read the cryptic clue below — you might just be able to work it out!

Once you've got the gold, go back to the starting room and, wait for the wizard to appear. Then see what

happens ...

### The Way Rooms

To get to the deeper levels of Avalon, you must help Marco find The Way Rooms — but the

whereabouts of this room is one secret Professor Viles has yet to uncover. Perhaps YOU can help him? Let us know how far you can get into the mysteries of Avalon.

But before the Prof. goes back to his history books, here's one more clue for you. He found it written on a stone tablet at the entrance to Avalon.

"Gold can buy a star in its and a servant comes when you ring, but what colour is the fish?"

Marco the Mage needs a few spells to help him on his quest to destroy the Lord of Chaos. Professor Viles has unravelled the secrets of mystical runes found in the first room of the mysterious island and can now tell you just how to get two vital spells. But first you'll need to know what he means by his instructions!

Instruction	Meaning
EXIT LEFT	Leave the room by the door on the viewer's left.
EXIT UPPER LEFT	Leave by the rear door of the two doors on the viewer's left.
EXIT REAR	Leave by the door at the back of the room.
EXIT CENTRE REAR	Leave by the centre door of those at the back of the room.
EXIT	Leave the room by the only door.
CROSS	Leave the room (which has two doors) by the door through which you did not enter.

Collecting "Emerges" and "Freeze" spells.

Select "MOVE" by pressing "100".

EXIT to red room, note star.

EXIT RIGHT to blue room.

EXIT REAR to yellow room, collect spell by passing Marco

over the spell scroll in the middle of the room.

Obtain "MOVE" by pressing "100".

Note "EMERGESE" is now on scroll at bottom of screen.

Use position to receive "EMERGESE" when it arrives.

Press "FIRE" several times to launch dragon flame of energy.

Select "MOVE" and fire.

EXIT RIGHT — note your first encounter with goblin

warriors (three of them) — avoid them or they will drain your energy.

EXIT RIGHT — collect FREEZE spell scroll.

EXIT LEFT

CROSS

CROSS AGAIN to blue room.

EXIT LEFT to red room, note the star.

EXIT LEFT to starting position.



-  Guardians of Chads
-  Chest Containing Scroll
-  Locked Chest Containing Money
-  Locked Chest Containing Key
-  Servant Ring
-  Spell Scroll

- W** Wrath
-  Pentangle
-  Goblin
-  Blocked Door

# ALON



48K SINCLAIR ZX SPECTRUM

# UNDERWURLE



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# 48K SINCLAIR ZX SPECTRUM



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BBC MODEL B 1·2 OS

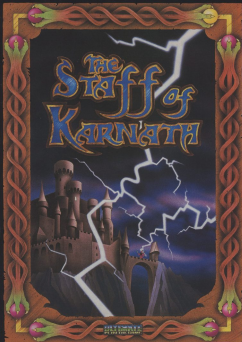
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COMMODORE 64 (Joystick Compatible)

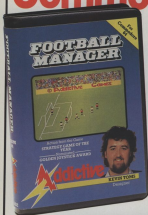


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# IT'S HERE!

## FOR THE

# Commodore 64



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– *Sunday Times, February 1984*

**"Completely fantastic – I want one!"**

– *Charlie Nicholas, Arsenal striker in Big K, April 1984*



**"Having chosen your players the match highlights are then displayed in very good animated 3-D Graphics. ... There are many other excellent features in this game in fact the attention to detail is outstanding (5 out of 5)."**

*Popular Computing Weekly – 18 August 1984*

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# FRANTIC FARMER

RUNS ON A BBC MODEL B

Giles the Farmer hasn't been working too hard during the summer. And now that the cold fingers of the north wind are beginning to creep under the doors of his farmhouse, he is starting to regret not earning enough money to pay the fuel bills.

You have to help Giles search his barren field for some firewood to burn on his stove. Trees have grown all over the field and you have to make sure that Giles doesn't run into any of them in his panic.

As well as collecting the dead branches off the ground, Giles can pick up any corn seeds he finds and store them away for next spring. Full instructions are included in the listing.

BY JONATHAN TEMPLE



```
10 GET .....FRONTI
FRONTI
20 GET .....CO Jonathan
Temple
30 GET255
40 MODE 1
50 PROCleatrect
60 PROCchard
70 PROCastup
80 PROCInit
90 PROCscreen
100 PROCtable
110 PRINTTAB:10,130*CO Jonathan
an Temple*
120 PROCest
130 REPEAT
140 PROCinit
150 REPORT
160 PROCscreen
170 REPORT
180 PROCscreen
190 IF GET#1 PROCdouble
200 PROCtree
210 FOR I=0 TO 15-GET#1:PROCNEXT
220 UNTIL NFI OR NCF=0
230 IF NCF=0 PROCcount ELSE LV
LV=LV+1
240 UNTIL LV=0
250 IF COLCHG% NCF=0=0
```

```

200 PROC1=1e
270 PRINTTRK 12,13>HIGH CODE
7-65;
280 PROCget
290 UNTIL FALSE
300 :
310 DEFPROCaa
320 IF INKEY=99 REPEAT UNTIL I
NKEY=74
330 TGA=(INKEY=73)+(INKEY=99)
42=(INKEY=105)>3-(INKEY=67)>4
340 TGA=PC:TV:MY:IF TGA=MA
=TD:
350 MY=PC:MY+PC:1>-PC:4>
360 PC=PC:PC+PC:2>-PC:4>
370 VDU 31,505,TV,32
380 IF OC>32 VDU 17,2,8,231>P
ROCCeeds<1>
390 IF OC=31 VDU 17,1,8,132
400 IF OC=100 VDU 17,3,8,132
410 OC=PC:PC,MY:IF OC>10
0 PROCCeet
420 VDU 17,3,31,PC:MY:PC
430 IF SH>2 IF PC<1>>.99 IF
M>40 PROCCeewd
440 IF PC IF TIME>500 VDU 17,

```

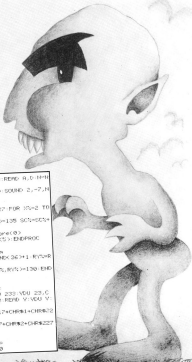


```

1,31,PC:MY,100,PC:PC:SO:SD 17
1,33,5
450 ENDPROC
460 :
470 DEFPROCaa
480 TGA=PC:TV:MY:VDU 31,200
,275,32
490 ZY=ZY+ZD:1>-ZD:3>
500 ZD=ZD+ZD:2>-ZD:4>
510 ZC=PC:ZD,275,32>IF ZC=10
5 OR ZC=120 10>1 ELSE IF ZC=3
31 ZC=ZC+1 ZC=PC:ZY:TV:IF
ZC=5 ZC=1
520 VDU 31,200,ZY,200
530 ENDPROC
540 :
550 DEFPROCaa
560 PROCCeewd:SO:SD 19,1,129,
570 VDU 31,PC:MY,230>TIME=0
580 ENDPROC
590 :
600 DEFPROCteet
610 ON OC=100 SO:SD 640,600,6
60,640,600,600,700
620 ENDPROC
630 :
640 PC=1:RETURN
650 IF PC=225 OC=31:RETURN E
LSE PC=225:SO:SD 19,1,129,20>RE
TURN
660 PC=29 PC=9 OC=32:IF PC
=225 PC=224 PC=PC+1:PROCCeewd
<10>:SO:SD 19,1,100,20
670 RETURN
680 PROCCeeds<10>:RETURN
690 PROCCeeds<25>:SO:SD 19,2,1
00,2:RETURN
700 PROCCeeds<50>:SO:SD 19,2,7
5,5:RETURN
710 :
720 DEFPROCaa<PC>
730 SC=SC+PC:COLOUR 0:PRINT
TRK 7,0 SC,TRK 32,0 PC
740 ENDPROC
750 :
760 DEFPROCaa<PC>
770 SC=SC+PC:IF SC=0 PC=
1 SC=0
780 COLOUR 0:PRINTTRK 21,0 SC,
:
790 ENDPROC
800 :
810 DEFPROCaa
820 COLOUR 0:PRINTTRK 20,0>
TRK 30,0>TRK 31,0>1,CHR<224>
830 ENDPROC
840 :
850 DEFPROCcount
860 N=0:SO:SD 1000,PC:0
870 FOR N=0 TO 200:PRINT

```

19.  
20.  
12  
-1  
F  
A.  
B  
C  
D  
E  
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G  
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```
000 FOR T=1 TO 10:RND A,D:RND  
010 SOUND 1,1,R,D: SOUND 2,-7,N  
020 NEXT  
030 FOR V=2 TO 27:FOR W=2 TO  
27  
040 IF PWR(X,V)=135 GO=GO+  
050 NEXT:PROCdane00  
060 SW=SW+(SW*5):ENDPROC  
070 :  
080 DEFPROCdane0  
090 REPEAT RW=RW+1:RND  
100 UNTIL PWR(RW,RW)=135:END  
PROC  
110 :  
1200 DEFPROCdane  
1300 FOR C=224 TO 233:VDU 23,C  
1400 FOR M=1 TO 9:RND V:VDU V:  
NEXT  
1500 C1=CHR(17)+CHR(1)+CHR(2)  
1600 C2=CHR(17)+CHR(2)+CHR(22)  
1700 ENDPROC  
1800 :  
1900 DEFPROCdane  
2000 HS=200:G=0
```

1980  
200

```

1090 YDU 19.2,2,0,23,10,22,0,0,
0;
1100 1570=MF4200700:1574=660000
OFF
1110 ENVELOPE 1,1,0,0,0,0,0,0,1
26,-1,0,-5,126,0
1120 ENVELOPE 2,133,8,4,0,0,1,1
,126,0,0,-10,126,0
1130 ENDPROC
1140 :
1150 DEFPROCinit
1160 L,Y%3:SA%150:SC%0:SP%1
1170 ENDPROC
1180 :
1190 DEFPROCacross
1200 YDU 12,17,7
1210 PRINT@0,0;"SCORE:"TRK 1
4,0;"SEEDS:"TRK 27,0;"MONEY:"
1220 SC%200:NC%0:HP%0:RESTOR
E 1040
1230 PROCscore(0):PROCseed(0):
PROC1seed
1240 PRINT@0,2"STRING@40,br
ace"
1250 FOR Y%4 TO 20
1260 PRINT@0,10;"break" *STR1
@0@30,fields of "break"
1270 NEXT

```

```

1280 PRINT@0,30"STRING@40,4
rest"
1290 YDU 31,0,3,227,31,39,3,227
,31,0,29,227,31,39,29,227,31,2,2
7,227,10,227,17,3,8,0,229,17,2
1300 FOR tree%1 TO SEEDS*10
1310 PROCsadowYDU 31,300,RY%,
227:HEAT
1320 FOR seed%1 TO 46-SRC*40
1330 PROCsadowYDU 31,300,RY%,
227:HEAT
1340 FOR wood%1 TO 10
1350 PROCsadowYDU 17,1,31,RY%,
RY%,228
1360 NEXT RY%:0:0%32
1370 HE%1:HP%25:HE%4:MC%200
1380 YDU 17,0,31,1,29,RY%
1390 SC%30:27%3:20%2:10%0
1400 IF SP%1 YDU 21,50,3,230
1410 ENDPROC
1420 :
1430 DEFPROCtitle
1440 YDU 20,4,21,25,7,12,26,17,
0
1450 PRINT@12,11"FRANTIC F
RONTIER"
1460 ENDPROC
1470 :
1480 DEFPROCset
1490 PRINT@0,15;"PRESS SPACE
DRG TO PLAY"
1500 HE%15,0
1510 EXP@1 INTL GET=22
1520 ENDPROC
1530 :
1540 DEFPROCtree
1550 READ R:IF R=-1 SOUND 2,0,0
,1 ELSE SOUND 2,-10-HP%40*RS,R
,1
1560 HP%:CP%1:100*41:IF HP%0
RESTORE 1040
1570 ENDPROC
1580 :
1590 DEFPHX%5,Y%WDU 31,X%,Y%:
CALL 1570:R%0
1600 :
1610 DEFPROCextract
1620 COLOUR 2
1630 PRINT@12,0"FRANTIC FR
ONTIER"
1640 COLOUR 1
1650 PRINT""@side the farmer 4
round the screen usingthe Z,N,;
and / keys, bringing pieces off
reseed back to your small house
one at a time whilst leaving a tr
ail of seeds."
1660 COLOUR 2
1670 PRINT""@Try not to cross t
his trail as doing so will lose
you some seeds, and you lose a
life each time you run out. If u
on aregetting sh-t, get the seed
il piles of seeds but watch ou
t for trees!"

```





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## Will you be the first Earthling to win a place

Acornsoft are issuing a nationwide challenge to all Acorn Electron and BBC Micro users.

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With 3-dimensional graphics, Elite is a game which is light years ahead of any other.

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From harmless, you must become lethal.

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embark upon an experience unlike any that you have known before.

You will be a space trader who roams the universe, making your living from buying and selling the cargo in your Cobra space craft.

On your travels, you will encounter aggressors who are eager to put an end to your dealings. Only the fittest will survive.

As you establish yourself as a survivor, you will win the right to a higher rank.

In all, there are nine, from "Harmless" to "Elite." And your computer will continually tell you where you stand.

Trade with 2000 planets in eight galaxies.

Besides survival, your success also depends on the rewards you reap from the cargo that you carry.

load your game onto cassette or disc each time you take a break from play.

When you reach the rank of "Competent" or higher, you should send us the secret code number revealed to you by your computer.

We will send you in return a special document which certifies your achievement. And you stand to win a valuable prize.

Are you ready to accept the challenge?

Elite is available on both disc and cassette for the BBC Micro and on cassette for the Acorn Electron.



With either, you will get "Elite: The Dark Wheel" a compelling novel which sets the whole mood of your adventure. You'll also get a flight training manual which will get you fit to roar into the unknown in your Cobra spacecraft.

Your Acornsoft dealer now has the entire package at £14.95 on cassette, or £17.65 on disc (for the BBC Micro) and £12.95 for the Electron. For the address of your local stockist or to order by credit card simply ring 0933 79300 during office hours.

Alternatively, you can order by post from: Acornsoft, c/o Vector Marketing, London Road, Wellingborough, Northants NN8 2HL.

You can also get a free Elite poster by ringing 0933 79300.



**ACORN**SOFT

## place among the Elite?

That cargo can be anything from foodstuffs to contraband. If you decide to trade in contraband, the rewards will certainly be higher. But so will the risks you take.

To ply your trade, you can dock at any of 2000 planets in eight galaxies.

However, before you dock, you must use your wits to assess the planet's political climate and the perils which may be waiting for you.

Also, in any of the eight galaxies, you may find yourself being asked to perform acts of considerable heroism and selfless courage.

Although these will bring you into danger, they can bring considerable rewards too.

We're waiting to recognise your skills. Achieving higher status in Elite will tax your skills to the limit. Which is why you must down-

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Control Java Jim through the screen with a joystick. Java Jim is the only joystick game for amateur pilots. You will have to avoid the lamps of aircraft, the towers being continually illuminated above you. Jim from the call of the wild game is this highly original fan game. A full graphics, 16 colour screens, 20 levels of play, with some features. Fast loading cassette.



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An exciting graphics action adventure game which puts you in charge of a team of androids trying to reach the core of a nuclear reactor before it explodes. This game has over 2000 words to be memorized and every single one of them is in 3D! Probably the most exciting game yet developed for the C-64. Fast loading cassette.



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This is a highly sophisticated flight combat simulator which puts you in the pilots seat. Highly advanced machine code programming has equipped you with every stomach turning dive and roll. With 17 separate controls to be mastered and several ground targets to be defended from the attacking enemy bombers. This game will stretch your skills to their limits. Fast loading cassette.



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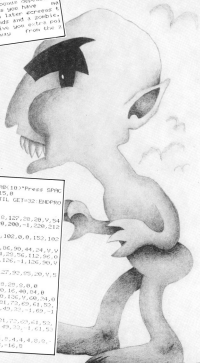
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Address

0000 COLOUR 1  
 1000 PRINT "--after each screen  
 you are given a bonus depending  
 on how many seeds you have --  
 saved to sow. On later screens  
 there are diamonds and a possible  
 Diamond will give you extra poi-  
 nts, but keep away from the  
 cabbie :-"

1700 COLOUR 2  
 1710 PRINT "--100010" Press SPAC  
 E to start": :PYS15,0  
 1720 REPEAT UNTIL GET=32:ENDPRO  
 C  
 1730 :  
 1740 DATA 20,V,0,127,20,20,V,24  
 1750 DATA 20,220,200,-1,220,212  
 20,24  
 1760 DATA 0,153,100,0,0,153,100  
 #  
 1770 DATA 50,24,00,50,44,24,V,V  
 1780 DATA 0,0,14,20,50,112,50,0  
 1790 DATA 24,60,120,-1,120,30,V  
 120  
 1800 DATA 20,V,127,20,20,20,V,0  
 #  
 2010 DATA 0,0,0,0,20,0,0,0  
 1020 DATA 0,0,0,0,10,40,04,0  
 1030 DATA 0,24,00,120,V,00,24,0  
 1040 DATA 70,00,01,70,00,01,50,  
 -1,41,33,-1,33,-1,40,33,-1,69,-1  
 33,33,-1  
 1050 DATA 50,00,01,70,00,40,50,  
 -1,41,33,-1,33,-1,40,33,-1,61,33  
 -1,33  
 1060 DATA 0,4,0,4,0,4,4,0,0,-  
 2,4,0,-12,0,0,0,-10,0





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# DEVS EX MACHINA

WRITTEN AND DIRECTED BY MEL CROUCHER

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## AYE AYE CAP'N

Some companies go to great lengths to protect their games from pirates. Autodesk seems to have a novel approach. If you try loading a pirate copy of *Fast* into your Beak, you'll hear a beautiful rendition of the theme from Captain Jack's. You know, that various version about pirates.

If you want to hear it for yourself, don't try copying the game. Just load "PRAE" and wait for the loader program. Then type GOTO 143.

## TOKEN GESTURES

If you have a Commodore machine, by entering a MEM line followed by a few capital letters, you'll see the line and see what's happened. The letters have changed into various Basic keywords.

Matthew Nicola sent me a list of them and asked why this happens.

Well, Matthew, your machine stores Basic words as single characters called tokens. For example, the word PRINT takes up five characters but, if you store it as a single character, it takes just one.

Normally, your machine will know the difference between them but not when it comes to MEM lines. If you want to use capital letters in MEMs, just put the line in speech marks "like this".

## ELECTRON TIPS

I've just come across a scrap of paper which I picked up from the Micro Power stand at the BBC User show. I'd forgotten all about it till now, but here's some news from Micro Power about the Plus-II interface for the Electron.

Some games won't work on your computer if you have a Plus-II attached. However, it's not a good idea to disconnect it, as the contents will gradually wear out.

What you should do is to enter the following lines before loading the game. Then, it will run with the Plus-II attached.

The problem is that some logs come up the same area of memory as the interface, so the routine

crashes. This way, you'll be able to play the game but, unfortunately, you won't be able to use joysticks.

These lines are: ...  
\*F2 103,100.0 to disable the interface.  
Then, \*G213-AD0  
and \*G213-81P.

You can re-enable the interface by putting a 1 at the end of the \*F2 command instead of a zero.

And remember, don't remove your Plus-II.

## BLAGGER

I've had so many letters about cheating in *Atlatlaga's* Blagger that I think it's about time to print one.

First out of the hat is one by Neal Mason and David Parker. Sorry guys, you'll have to share the £10.

Before you start a game, says the letter, press the space bar. You should find your lives increasing from zero to five. Now hold down the control key and press any letter. Each letter corresponds to a different screen. The others can be reached with "Y" and "N".

## A DEFINITE RE FLAG

Here's one reached me of a couple of classic bugs in *Daisy Thompson's* *Declaration*. If you want to qualify in the high jump, just set the bar nice and high and then go under it instead of jumping over it! The computer recognizes that you have passed the bar but doesn't realise the fact that it's still underneath you!

## ODE TO PSYTRON

If you've bought Beyond Software's *Lords of Midnight* game for your Spectrum, you've probably seen the theme of their Psytron game on side two of the tape. Andrew Bawell, known as the Chatterbox Loopy, tried to make the demo session into a full playing program. During his device's death, he discovered this poem buried in the actual machine code of Psytron.

Dear Fiona,

You are too precious for mere words but maybe "I Love You" will do. Sometimes, late at night, I hear you cry, while I lie awake and

wonder why someone so good and so true could get so upset, down and blue. I know I'm hard at times when perhaps you need me most, but we all have our destiny and that's no little beast. Whatever I am, whatever I do, always remember I love you.

Wordsworth eat your heart out

## FULL THROTTLE

Chris Pollan notices he's found the only bug in Microgame's latest game.

If you allow yourself to be lapped, the screen will show "POSITION LAPPED" but this seems to make no difference to your finishing position. If you get lapped and then end up in first place, the computer will announce you as the winner, even though you have been lapped!

## WRITE TO ME

Technology seems to be taking over us as far as readers of *Bug Hunter* go.

I'm getting more and more letters and through Microsoft each week, which saves you buying a stamp and saves me having to open all those envelopes.

Don't forget that, if you have a Microsoft account, you can write straight to CBPC through Mailbox. Just go to page 94 and fill in the Bug Hunter number, which is 013 700 585.

Letters and phone calls are all welcome, of course. The phone number is 01-251 6222. Call any time during the day and, when Clady answers, ask her for extension 2475.

That's all we have time for this month. Remember that if you have any problems with settings in CBPC, drop me a line at Priority Court, or call during the day on 01-251 6222.

If you uncover a bug during one of those all-night programming sessions, don't save it till morning. Just call 01-251 6222 and a friendly voice will say "this is a recording, please leave your message after the beep." Well, you don't expect me to work all night, do you?

BY ROBERT SCHIFFRIN

# “Brilliant...” Elementary my dear Watson.

“Sherlock must be the most complex adventure ever created.

The creation of atmosphere is superb (more like that of a novel than a computer game) in fact playing the adventure feels more like acting than playing a computer adventure.

The characters in Sherlock behave just as they would in real life and have a very human feel to them, not only in the way they react to situations, but also in their displaying of human emotions.”

ALL GAMES WORLD

“Sherlock Holmes has been well worth waiting for with an 800 word vocabulary, real Victorian transport system — (tubs and trains and all, and a cast of characters, peeping graphics, screens designed by Muggsy man Russell Combs.”

FOUR COMPUTERS

“Sherlock is an incredibly sophisticated program. The most impressive feature is the convincing way in which the leading characters go about their interrogations and how these can be followed up with meaningful discussion between the protagonists.”

ORION

“I have been totally enthralled with this new brilliant adventure. I thought the Hobbit was good, but the added vocabulary and the even more intelligent characters, makes Sherlock number one in my software collection.”

WINDWARD PATH

“Your game is atmospheric, I have to admit it is actually real, I am referring to of course, the characters who work so independently that I am amazed at their individual characteristics every time I play the game.”

AN DEAFSTER, SCOTLAND

“In Sherlock you can not only talk to other characters, of whom there are at least thirteen, and ask them to do things for you, but you can also interrogate them and even discuss the case.”

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# 5<sup>TH</sup> COLUMN

WIDE-ANGLE ACTION PLAYS BY HAND TO STRATEGY AND PERFORMANCE

Battleship has long been supposed to rule the waves — at least by her subjects — but what of her tactical software? Would Nelson really have given it a second glance if he would be have preferred to pass it up with his killed eye?

Yamaguchi's Admiral Graf Spee for the Commodore 64 is a less than tempting offering. This highly looking of a game doesn't quite live up to it's supposed to be built into up as a rather adequate offering of real-time action and tactics for thought control. You pass your time up at the North Atlantic and at intervals of the fast and sometimes your pocket battleship's course. You play the part of the destroyer in his theories and even get a tactical rendering of Deutschland über Alles. One of your options, Multi-Targeting, is a tremendous — with a little help, the Admiral, but the more viable sinking time as you're wanted to be careful with your numbers.

Presumably the gameplan who wrote this game was afflicted by a heavy German accent making this game's playability but thinking this precious little little species representing heavy shipping further likely on your Atlantic coast.

Strategic movement consisted of trying to catch one of their battleships before it disappears. You're often seemed to be in visual range and a pseudo-arcade sequence begins — "panels" because the shortly ship, it's about the business of near attacks speed but the response time of the controls at your disposal would make a sixth sense hydroplane.

At the other end of the spectrum, although it's for the Commodore 64 is P.S.S. Battle for Midway which recreates the Japanese carrier attack on the World War II U.S. Navy in the Pacific. This game also incorporates real-time arcade action by using a more an occasional along-hedge-where? than an something the usually influences the outcome of your strategic planning.

This time, the chat on your screen is the South Pacific Ocean, however where do there you know, thanks to your code-breakers who have been leading you the radio transmissions of the Japanese Imperial Fleet, that an invasion fleet and two carrier groups are approaching Midway Island. They are hoping to surprise you but you can be sure that you're

going to surprise them even more!

Two U.S. carrier task forces are under your command — as well as land-based fighters and bombers from Midway itself. Before you can attack the enemy you must first hit Saote by directing search aircraft to locations of ocean.

Midway itself is a 3D and there is a lot of things to see but it also tends to be a little tedious. The precision of the controls is what you're looking for are provided by a directional joystick — a touch of the strategic planning.

For those who wish to see how and your search planes they can best contact with the Japanese Fleet, but you're the battle report about that attacking you launched from your base. I will try to get out of the ship. Unfortunately it's not one. Above all, you must be able to the enemy carrier before they can hit you. Can you withstand the pressure? All strategic games, with the exception of the "waka" it's just what.

Despite the middle ground between the precision of the strategic games, Battle for Midway, the Argus Fleet, and the Graf Spee.

Through the way I feel, and for a 4th level, the game is actually quite well for most people's terms computer. Perhaps the only reason why the game turned out to be that satisfactory — it's not quite that when I compare it to the scenario that you're playing the German battleship Admiral in the North Atlantic.

Admiral plays rather like an updated version of the schoolboy game of hide-and-seek — you're the ship, it's just the old, because it's a bit stretched a little bit. Unlike the ship about strategies tactics and strategy-making because you have to input things in compass directions for all of them. It's somewhat before any movement of your ship becomes visible. Needless to say the rules for budget mistakes especially cause the strategic side as to the identity of the different squadrons of ships. Only the one you are currently trying to capture is picked out by a flashing orange.

However, if you manage to cope with the problems of command and control, the game itself does offer a lot, if simple, strategic challenge. You have to locate the Admiral before you can destroy it but some of your battle groups are much weaker than the enemy in firepower.

If you make

contact with the Admiral with these, they may well be blown out of the water before you can bring up the heavy gun. The big battleships you command are relatively slow and if these find the Admiral that is almost bound to destroy them.

The solution, as in the real event, is to use the course of your ships and Admiral in an attempt to surprise the German battleship and vice versa, then bring in your heavy battleships for the kill. Okay as a strategic game, it's not really the best designed but it's great anyway for.

This month's model, I suppose, is the approach and presentation in a strategic game, are crucial to its success. All three games I've discussed take you in on their theme and concentrate on the problems of thinking and engaging the enemy, yet only one has really succeeded in bringing the player face, on the spot.

If any strategy game, the player will be privileged to commands to be used under his control but the real stage of the game is making the decisions. The physical effort of searching their should be kept to a minimum so that the player can get on with the real business of losing a commander. This is the key to success. Well done P.S.S!

In the next 5th Column, I shall be talking you all about Nelson's Game, a strategy game that grows. In theme it's similar but the player has no strategic control under his control. All he has is knowledge and the ability to slightly to the balance of events one way or another as the battle of the galaxy grows increasingly on. The player's objective is to bring peace to the galaxy by finally changing history.

"How does it grow? Well, editor pleading, I'll be providing hints in bits of the bare bones of the game with "history" substitutions for a few different types of world.

In the meantime 5th Column, substituting for new types of world to add to your galaxy will be listed but they, I hope, will come from you. Feedback. As time goes on you will be able to build up a whole library of Nelson's Game worlds to use in your galaxy to fit your choice and you'll also be able to include your own concoctions. Every reader should be able to build up his own, unique galaxy. In next time, I'll leave you with that tempting thought.

Amazing how played out some things b



gs become.

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## SABRE WOLF

- 1) John Capell, Preston, Lancs — 3,869,049
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- 3) David Walker, Darlington, Co. Durham — 1,484,944
- 4) Daniel Sawczyk, Santa Green, Sheffield — 994,470
- 5) Neil Williams, Rugby, Staffs — 973,875

## PLANETOID

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- 3) Basil Poon, Newark — 983,473
- 4) Paul O'Malley, Boreas, Warks — 884,558
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## JET PAC

- 1) Denis Voss, Stevenage, Herts — 38,841,420
- 2) Gordon Garrow, Glasgow, Scotland — 28,187,200
- 3) Richard Edwards, Crews, Cheshire — 26,478,776
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GORDON GARROW

## HALL OF FAME

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I scored \_\_\_\_\_

Time taken \_\_\_\_\_

Game \_\_\_\_\_

Computer \_\_\_\_\_

Witness's signature \_\_\_\_\_

## OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, your trophies have been flooding in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's Starbike — the space game with a difference from The Edge—Acornsoft's Elite, a very sophisticated trading game and Manx-Gem's Pyjamarama — a sort of Jet Set Willy!

## DIAMONDS

Michael O'Malley was a 3558 diamond for his 5,997 high score on Diamonds. English Barthes's other big game — Jet Set Jack for the Atari computers and J2 — will now replace Diamonds in Hall of Fame.

## JET PAC

If you Jet Man around the screen collecting the three sections of his space ship.

## DONKEY KONG

The king of climbing games. The ape, the carpenter, and the boards are now available on Atari, W6 20, 64, and T-1000s from AtariSoft.

## MANIC MINER

The very Mexican climbing game that introduced Miner Willy.

## JET SET WILLY

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

## THE PYRAMID

The Pyramid has Fantasy's unique high score verification system.

## ZALAGA

Splendid arcade clone for the BBC.

## SABRE WOLF

Similar to Airbiker but twice as tough and twice as pretty.

## PSYTRON

Beyond's first big hit for the Spectrum. The Psytron is a computerised defence system for the planet Bataka 5.

## ELITE

Acornsoft's sophisticated space trading game. Great graphics and action.

## STARBIKE

The Edge promise a gold 5000 title to the highest scorer on their new game.

## JUMP CHALLENGE

Edible Kid's brand new computer game which features buses, boats and bikes. Even Eddie found it difficult!

## PYJAMARAMA

Willy slips into a nightmare — and into CD-ROM's Hall of Fame.

## DONKEY KONG

- 1) Dennis Prince, Salford, Manchester — 647,900
- 2) Matthew Brady, Milton, Essex — 481,880
- 3) Deborah Healy, Chalfont, Bucks — 481,880
- 4) Andrew Iard, Hobden Bridge, West Yorks — 363,200
- 5) Philip Wakeham, Rugby, Warwickshire — 184,800

## MANIC MINER

- 1) Paul Balfour, Kinross, Perth — 15,753,374
- 2) Graham Farling, Poching, Brighton — 7,155,180
- 3) Matthew Hawkins, Halesowen, West Mid — 6,718,937
- 4) Paul Kenner, Bishop Starford — 7,100,234
- 5) Philip Shearlock, Crews, Cheshire — 4,470,000

## PARSEC

- 1) Richard Drenner, Crawborough, E. Sussex — 8,588,700
- 2) Nicholas Peck, Hull, North Humberside — 3,528,400
- 3) Ian Wilson, Overneth, North Wales — 990,000
- 4) Jonathan Plawie, Newport, Shropshire — 233,500
- 5) Keith Reynolds, Chalfont, Bucks — 241,000



NICHOLAS PECK

## PSYTRON

- 1) Clive Blakely, Warton, Fife, Fife — 2847
- 2) Stuart McIntosh, Bishopcleeve, Glasgow — 2847
- 3) Clive Blakely, Warton, Fife, Fife — 2847

## STAR BIKE

- 1) Paul Davanger, Hull — 17,008
- 2) Steve Beavers, Bath — 17,427
- 3) Peter Beaves, London — 12,934
- 4) John Cooper, Monchaster — 9,384
- 5) Michael Weaver, Nottingham — 8,128

## ZALAGA

- 1) Jonathan Woods, Telford, Shropshire — 8,402,400
- 2) Chris Waymark, Park Wood, Cam — 5,717,890
- 3) Surjee Jain, Salford, Derby — 3,284,218
- 4) David Lewis, Hollisdon, Scot Sussex — 2,333,870
- 5) David Innes Pentelton, Northumberland — 1,484,220

If you're please note that Donkey Kong by Acornsoft is now in Hall of Fame. Let's have some high scores, ape crackers!

# HALL OF FAME



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**KNUCKERHOLE?**

What is the Knuckerhole? Where is the Knuckerhole? And what has it got to do with computer games? Find out ONLY in Computer & Video Games next issue, when we exclusively reveal the mysterious Legend of the Knuckerhole, Jet Boot Jack's latest and greatest adventure. Delve into the depths with Computer & Video Games and you may well come up with some interesting prizes!

N  
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**DOOMDARK  
CONTINUED...**

The battle against the evil Heartstealer and her legionnaire legions continues in part two of our Doomdark's Revenge competition. If you were intrigued by part one then you won't want to miss your chance to fight alongside the Warriors of the Free. Join up by getting your mailed fist around January's Computer & Video Games.



**ADVENTURE WIZARD**

Keith Campbell, CBFG's Adventure wizard, has been looking at all the latest Adventure games with the help of his best apprentices, Simon Martin and Paul Cooper. Their discussion what he thinks about the best new games in CBFG's Adventure Extra next issue. Keith has also been delving in to the mysterious world of Zork - a classic Adventure series. Read all about the Underground Empire in a special feature next month.

**JANUARY ISSUE  
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**COMPETITION RESULTS**

**JUMP CHALLENGE**

Once upon a time a young maniacular mind idea saw a film featuring East River which inspired him to greater things. His name was Eddie Kidd and he eventually set his own world record at Red Bull Air Race, Paris. He then went on to star in a film called *Gliding High*. The film is based on the life of Eddie Kidd and had the answers to the questions in the Jump Challenge competition sent two months ago.

Thanks to Roberts Games, we had 40 copies of the Eddie Kidd Jump Challenge game to give away to the first 40 correct entries picked out of the CBFG memory bin. Ten prizes each for the CBM 64, Spectrum, BBC and Thomson. Congrats to the winners and the prizes are on the way.

In October's issue we had an exclusive on Tverr with Douglas. He had also run a competition with 40 copies of the brand new game up for grabs - thanks to New Generation Software.

We asked you to answer three tricky questions and to tell us what you would most like to find in your double if you were a millionaire. I got the overwhelming impression that most people would like to find large sums of money or black cheques - this sort needs considering!

The answers to the question: "Bunny Boon" means boons. London's famous produce five million tons of rabbits per year and Malcom and Rod Evans are twins.

We know that twins also mean bonuses - but better was the answer we wanted. The first 50 correct entries to be picked from the CBFG memory bin have won the prizes. One in lack of space we aren't able to print the names of the winners - but prizes are going out now.

**DUSTY BIN**

**PINBALL**

There are a lot of pinball machines out there, judging by the entries which flooded in to our CBG Pinball Game and Watch Competition. We had five of the latest CBG hard ball games to give away - and all you had to do was answer three simple questions.

Which rock band created a rock opera all about pinball? The Who, that's right! What was the name of the ball on that special 'Money' game? What do you call the machine on a pinball used to knock the ball about? Popper! Gary wasn't it! Now for the five lucky winners, who were: Jake Chapman, London; Rayford Lynn, from Oxford; Seth Mason of Cygnus, Wrexham; J.R. Barry of Wigan, Lancs; and Neil Jones!





# REWRITE HISTORY THIS WEEKEND!

Auction strategy games from SSI

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