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Ski thru' Marine Maniacs but beware the deadly snapping Sharka Commodore 64 (Joystick or Keyboard). Designer: John Hollis & Programmer Steve Hickman.

PURPLE TURTLES Turtle bobbing with the cute Purpilius Turtiliorum Commodore 64 (Joystick or Keyboard) Authors: Mark & Richard Moore.



BBC PROGRAMES

MINED-OUT Save Bill The Worm from Certain Death BBC model B 32K (10 + 12 operating systems only) Authors: L Andrew & I. Rowlings.

BEEB-ART High Guality Art/ Design program for versatile manipulation of the BBC's graphics

ability BBC model B 32K

THE GENERATORS

Superb Character Teletext Utility BBC model B 32K

By the author of Beeb-Art: David Mendes.

Author: Dave Mendes.

GAMES VELNOR'S LAIR (Adventure) Battle of Denizens of the Goblin Labyrinth and the Evil Wizard

Spectrum 48K. By Derek Brewster of Neptune Computing.



GRIDRUNNER Spectrum version of VIC 20 No. 1 best seller. Spectrum 48K (16K). Designer: Jeff Minter.

AQUAPLANE Aquatic Action Spectrum 48K. Author: John Hollis.

Battle through a

sophisticated alien maze on this Arcade/ Adventure Spectrum 48K. Author: Mike Muscoff.

A battle of Nerves and Wits Faster than a speeding bullet! Spectrum 16K Author: Freddy Vachha.

BUGABOO

No fleas on This Program!! Itchy Action!! Spectrum 48K Author Indescomp.



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NUGGLE

You are caught in a fable full of horror and Black Beard's Treasure Spectrum 48K. Author: John Keneally.

Spectrum 48K Designer: Jeff Minter.

Pilot your way thru' the Grid



News & Reviews

GAMES NEWS

We take a look at a strategic tank battle on the Spectrum, Fleet Street's first offerings in the shape of Mirrorsoft. REVIEWS

An exclusive review of the brand new International Soccer cartridge for the 64, Video Games World Champion — Andrew Brzezinski checks Parker's Super Cobra.

VIDEOGAMING 40 We have three super Colecovisions each with a Turbo Module and Donkey Kong cartridge to give away in our Name The Game Competition. Our Joystick Jury pass judgement on Popeye for Coleco, Miner 2049'er and Robot Tank for the VCS, Bedlam for Vec-trex, and Venture for the Intellivision

ARCADE ACTION Arcade champion --- Julian Rignall tells you how to win at Pole Position.

NEXT MONTH 133

Listings

DEMOLITION

Our game of the month, knocking down buildings and climbing girders for Spectrum owners. PARATROOPER

A crack team of paratroopers must be dropped safely behind enemy lines. Can you guide them safely down? For Texas owners.

CRASH LANDING

Will ya make it to the airfield? Atari owners up in the air!

ROAD RUNNER

URNIP TURMOIL



SPACE BLOCKADE

David Langford deserves some of the credit for getting this game off the ground. Try to guide Earth's escape shuttles through the massed fleet of alien invaders on the ZX81.

Jeff Minter offers up this early 64 space shoot-'em-up as he challenges you to save a planet from a meteor storm. LOST IN THE JUNGLE

It's going to take us more than one issue to tackle this masterpiece. It's a graphic adventure in the land of the giant apes. Sharp MZ-80K owners start here.

Editor Terry Pratt, Assistant editor Eugene Lacey, Editorial assistant Clare Edigeley, Reader services Robert Schifreen (01-278 3881), Art editor Linda Freeman, Designer Lynda Skerry, Production editor Tim Metcalle, Staff writers Seamus St John, Richard Frankel, Advertisement manager Eita Lewis, Assistant advertisement manager Rob Cameron, Advertising executive Louise Matthews, Advertisement assistant Louise Flockhart, Publisher Tom Moloney Editorial and advertisement offices: Durrant House, 8 Herbal Hill, London ECIR 5EJ; Telephone Editorial 01-278 6558, Advertising 01-278 6582

which should drive Dragon 32 owners to distraction.

102

IANUARY 1984 Vol III No 4

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Cover illustration: Paul Slater

Next issue: January 16th

Extra. extra...

The ever-popular computer adventure is starting to make inroads into the arcade games sales.

In recognition of the new lease of life being enjoyed by adventures we have a 28 page supplement in this magazine, devoted to Adventure.

Put together by our regular helpline experts, Keith Campbell and Simon Clarke, we have seven pages of Adventure reviews.

There's news of new Adventures shortly to be released, our regular Helpline for those in trouble with particularly knotty problems and a great competition if you can fit our 12 strange objects into our 19 peculiar locations and give us an adventure plot.

We interview Scott Adams, "Mr Adventure" in the US and Philip Mitchell, Melbourne House's Hobbit mastermind from Australia.

Features

MAILBAG

Commodore 64 software moans, more on the Jet Pac bug and a reader spots Donkey Kong II in an arcade.

BUG HUNTER Still more bugs in professional tapes.

COMPETITIONS.

There's 300 free Imagine games to give away including Stonkers. Write a game and win a Micronet modem, plus lots more to be won, each and every month.

PROGRAM EXTRA 112

Our great new feature helps you learn as you play and includes a special word of advice for beginners.

RAPHIC More from Garry Marshall.

SEVENTH EMPIRE 130 Space fleets tangle in our mighty computer moderated game.

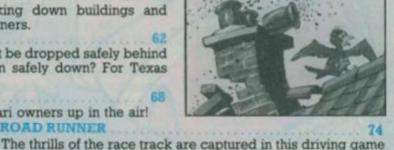
CHARTS 163 Top Tens for popular micros. THE BUGS 165

Little devils plan havoc for '84.

78 Can you blast this creepie beast? If you don't like bugs you'll love this BBC Model B game. Cyril the gourmet caterpillar loves fruit but won't eat his greens. It's tough for caterpillars in the Vic-20 garden.



COMPUTER & VIDEO GAMES 3







Please drop us a line at: Computer and Video Games, EMAP, Durrant House, 8 Herbal Hill, London EC1R 5JB.

CHILDISH TRIPF?

Dear Sir.

Print this if you really want to put the cat in among the pigeons! I bought a Spectrum a few weeks ago purely for game-playing, after all, I thought, there must be a decent selection of fairly intelligent games for 35-yearold old-timers like me.

But ye gods!! 90 per cent of games software seems to be puerile childish tripe with serious stuff hard to find. I think it's an absolute disgrace that all people can find to do with their miraculous micros is to chase aliens and such like across the galaxy!

Perhaps game designers are to blame, I don't know, but things are in a sorry state if they haven't the brains to produce games to tax the imagination at least a little! Mike Goodwin, Leicester.

Editor's reply: Well, what do YOU think?

NUMBER TROUBLE

Dear Sir.

I own a 48k Spectrum and I have a problem. Please could you tell me if there is an address in the micro in which I can poke a number, switch the computer off and then on again, peek that same address and still find the same number poked in it? Tim Allen, Tonbridge,

Kent.

Editor's reply; There are two types of memory chip in a computer: Random Access Memory (RAM) or Read Only Memory (ROM).

RAM can be freely poked to alter its contents, but loses its value when the power to the computer is turned off. ROM, on the other hand, is programmed at the factory is still possible on this

and cannot be altered by POKE. It does, though, retain its contents even if power is turned off.

So, unfortunately, there's no way of poking into the Spectrum's RAM and having the value still there if you turn the machine off and then on again, except if you buy a special RAM pack which has a small built-in battery.

FURTHER ADVENTURES

Dear Sir,

In the August issue of your excellent magazine, you published a letter from Mr. I. Bull of Eastbourne. In this letter he wrote of a Donkey Kong machine with gaps in the beams for our hero Mario to jump across.

This game is called Donkey Kong Part II made, if my memory serves me correctly, not by Nintendo but by a games company called Falcon. I have played Donkey Kong Part II in South Africa and Greece and found it was much the same as Donkey Kong apart from slight screen variations. Also it has a delightful little scene at the beginning showing Kong breaking out of prison.

On the first screen, there are the afore-mentioned gaps in the beams, but these need not be encountered as you can "jump" a whole screen as in the normal Donkey Kong.

This is done by climbing up the first ladder, then nudging the joystick twice to the right so Mario still has his back to the player. Now, by jumping to the right our knight in shining boiler suit jumps off the beam and slides down the right of the screen onto the next one the pie screen.

On the plug screen, any contact with Kong loses one of Mario's lives, but jumping off the top to elude fireballs

version. Mario just bounces back up on reaching the bottom unhurt. This requires perfect timing.

Another trick to prolong Mario's life and collect more points is by dropping the hammer on the pie screen. but only on level two upwards, when, on Donkey Kong Part II the conveyor belt moves faster, so Mario must jump against its movement to get anywhere.

It is achieved by moving to the right of the screen on the lower conveyor belt, picking up the hammer on the way On reaching the side, simply nudge the joystick to the right and it will leave the hammer, bashing away, while Mario hops off to collect a high bonus.

The hammer destroys everything that it touches giving points for this at the same time. Even when the hammer disappears after a while, pies etc, still get bonked by an "invisible" hammer.

As of yet, I have not seen Donkey Kong Part II in Britain. Perhaps other readers have? Stephen Brown, Chepstow, Gwent.

TINKERING TH TI

Dear Sir

I am 14-years-old and own a TI99/4a with Extended Basic. a speech synthesiser and a few other peripherals as well.

I have found out, totally by accident, something rather interesting on the TI99/ 4a in console or Extended Basic.

Type 10 REM and then fill it up with as many control characters as it will let you, I often use CTRL and the comma key as this seems to get the best results. Now enter the line and edit it.

Instead of being blank as it

was when you typed it in, it is full of various other characters. The beginning of the line will go off the top of the screen and perhaps the screen will change colour or do something else unusual.

Now move the cursor around, even though you can't see it, using the cursor keys - FCTN and GCTN - and you should see pretty interesting results.

If the system crashes, don't panic, just switch it off wait a second or so and then switch it on again and everything should be alright. Have fun and experiment and you might find something new about your TI. Stephen Morecroft, Stalybridge, Cheshire.

BEATING THE KILLER . . .

Dear Sir,

I would like to point out that in Killer Gorilla Mario will only fall down for no apparent reason if the bonus score runs down or if you stay still too long. In fact, the only thing I find difficult is getting onto the lifts on the 3rd screen - from then on it's just a case of looking out for fireballs and iron beams.

By the way, is all software for the BBC model B compatible with the Electron and is there a Zaxxon game available for either the BBC or Electron? Mark Dodwell.

Highcliffe.

Dorset.

Editor's reply: Thanks for your tips Mark and yes, most BBC software will work on the Electron, but I suggest you check with the software company before you buy the program. Zaxxon isn't available for the BBC yet, but if one appears, you'll read about it first in our Games News section.

COMPUTER & VIDEO GAMES 5

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MY SEARCH FOR KONG

Dear Sir. I am writing for advice on which Donkey Kong cassette is the best value for my Vic-20 with a 16k expansion. Carl Toole.

Blackburn, Lancs

Editor's reply: We huddled together in the office to debate your question Carl and came to the conclusion that the Anirog version is about the best. Although quite frankly we have yet to see a really good Kong for the Vic.

talking my LANGUAGE

Dear Sir, I have a Vic-20 with a 64k Rampack. I would like to know if games for the Commodore 64 would be compatible, in particular The Hobbit. Also could you tell me what language, apart from Basic, can the Vic-20 be programmed in? I. Campbell. Falkirk, Scotland.

Editor's reply: I'm afraid the Hobbit isn't compatible with the Vic, Mr. Campbell. The only games that are compatible will be textbased. Forth and Assembly Language are available on cartridge from Commodore.

CRASHING SPECTRUM

Dear Sir,

Three months ago I decided to get my trusty 16k Spectrum upgraded, and as it was still under guarantee and I didn't want this invalidated. I duly sent my fully operational machine off to Sinclair Research with the required £40.00.

Now, three months later, I have just returned my machine for the THIRD time. as it appears the infamous Sinclair bugs have been at work again. My once fully working machine crashes every time Sinclair send it back to me. Sinclair seem

only too happy to take my money, but they don't seem too keen on giving something back in return. So all you 16k owners — beware! M. Gilpn.

Woking, Surrey. PUBLISHING

YOUR GAMES Dear Sir.

I have recently started buying your magazine each month, and have seen that you publish readers' programs. Could you please tell me the correct procedure for submitting such programs? Is a listing and/or cassette required and would you also please give me details of payment and copyright? M. D. Reeve, Derby.

Editor's reply: A program has a better chance of being published if it has an original and interesting theme.

All our games are tested by our review team, so it may be a couple of months before you know whether your program has been successful.

As from this issue, we will be choosing one listing which will become the Game of the Month and the author will receive £25.00. We pay £10.00 for all other games. We retain the first British publishing rights but the copyright remains with the author.

You should send us a tape and a listing, along with one of our software forms found elsewhere in the magazine. If you can't manage a listing just send us a tape and we'll arrange to get a printout. Most importantly don't forget to include your name and address!

DANGEROUS ELEVENSES! Dear Sir.

I have just spilt a cup of coffee onto one of my Atari discs with a program on it and now doesn't work! Please could you tell me if

there is a program available somewhere in the UK that would enable me to make a

back-up copy of my extremely expensive Atari discs and if so where can I get my hands on it? I have tried many shops but with no luck.

I. Eatough, Blackburn, Lancs.

Editor's reply: Unfortunately there is no way of recovering the coffeeflavoured disc, but there are programs available in the classified adverts section of various magazines which claim to be able to back-up discs.

I suggest you write to one of these and ask exactly what this program will do. Please remember that although you are entitled to make a back-up for your own use, it is illegal to sell. lend or hire these copies.

AN UPSET DRAGON Dear Sir.

Ten months ago I bought a Dragon 32 for Christmas. Six months ago things started to go wrong. First its so called "reliable" tape recorder stopped recording programs for me, then I found the joystick ports were mixed up that is I had to use the

right hand commands for the left joystick and vice-versa!

It has now been a month in the workshop and it doesn't look as if it will be out for quite some time. My friends have experienced similar problems on their Dragons.

So now I'm faced with the problem of buying another computer. I was going to get a Vic-20 but I heard it was going off the market so I am thinking of buying a ZX Spectrum. Can you tell me if it has a good cassette player for loading and recording programs?

Also is Pimania still available for it as I was going to buy it for the Dragon before the cassette became faulty?

Also could you recommend a good word processor? Martin Thomas Co. Dublin, Ireland.

Editor's reply: Firstly, there has been no official announcement from



Commodore that the Vic-20 will be taken off the market. In fact it is selling very well and there is a lot of software available for it. If you are thinking of

buying a Spectrum, don't let the thought of the cassette loading put you off. The machine should work with most cheap recorders without trouble. If you are looking for a word processor - try the Tasword II.

GAMES FOR THE 64...

Dear Sir,

I would like readers to reassure me on a few facts. This Christmas I am getting a Commodore 64 home computer which in my opinion is the best computer for about £200.

Although a lot of British written software is now available, a vast amount of software from America is also attainable

Most of the latter programs, mainly games, have been based on existing Atari software and some friends have said that these programs seem to be badly programmed or not as good as their Atari counterparts.

As these friends own Atari micros and will be biased I do not know whether they are telling the truth. Also one of my favourite games, Choplifter, is said to be better on the Atari 800 than the Commodore 64 on graphics. As I haven't seen Choplifter on the Commodore 64 I would like to hear other Commodore owner's opinions to put my mind at rest.

I can't see why Commodore 64 games shouldn't be as good as Atari ones. As for the sound, the Commodore 64 is far superior and as to some of the puny sounds on some Atari games these could be vastly improved using the 64. David Gardner, Fleetwood.

Lancs.

Editor's reply: Well David, so far we've seen some pretty good games for the 64 - but we'll call on other 64 owners to tell you what they think.

THE SPIRIT OF CHRISTMAS PRESENT

-A ET

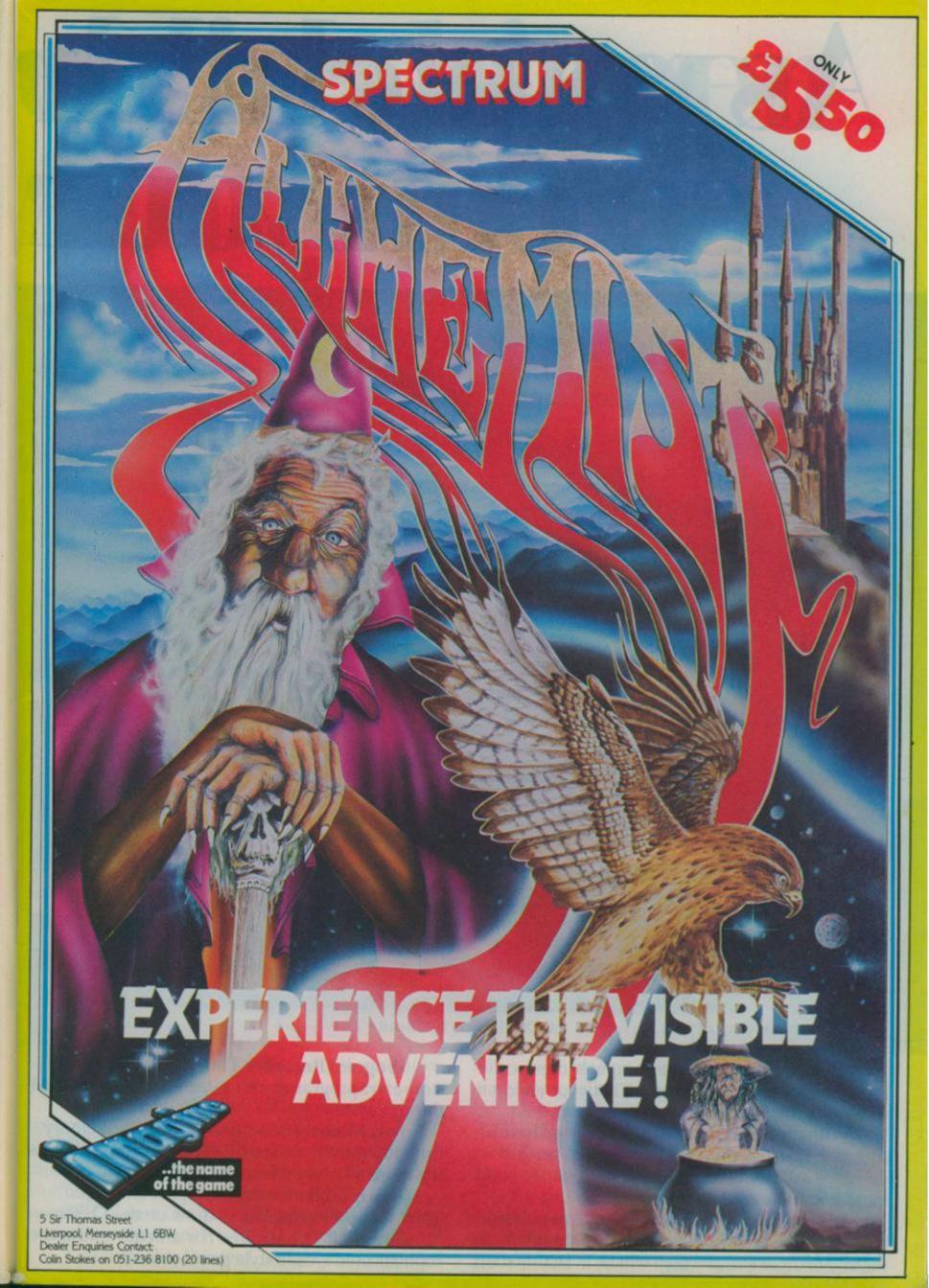
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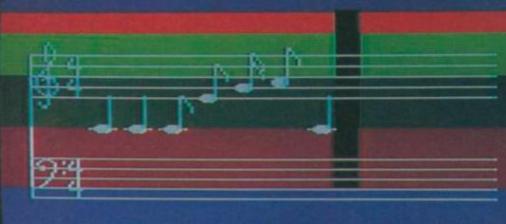
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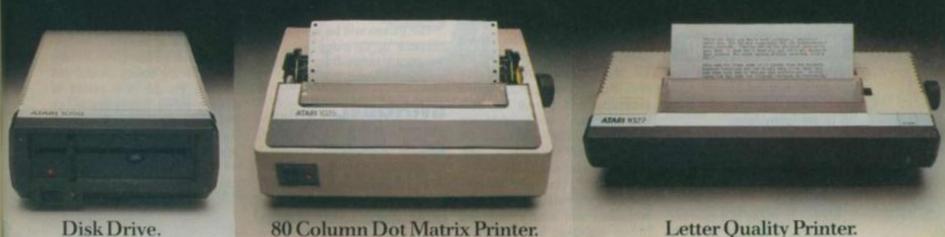
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they will, the ATARI 600XL can handle it. For more details write to: Atari International (UK) Inc., P.O. Box 407, Blackhorse Road, London SE8 5JH.





CHATTING TO **YOUR HOME** COMPUTER **MICRO COMMAND**

Having a quiet chat with your computer will no longer make you a prime candidate for carting

off to the funny farm. You'll be able to chatter away to your hearts content when you plug in this latest interesting addon for the Spectrum from Van-

tage Systems. Micro Command is a new addon expansion for the 16 or 48k Sinclair Spectrum which will soon make conversations with micro computers common place. The box plugs into the back of the Spectrum and is designed for use with specially commissioned games.

Virgin Games is one software house that is known to be sup- able in early December by mail porting Micro Command with order from Brighton based Vangames adapted from their pre- tage Systems for £50.

sent range.

Micro Command operates by prompting the player to say a particular word three times, for example left or right, and is repeated for all the game's controls. The program re-checks each entry at the end to make a comparison with the words stored in its memory.

The add-on is supplied with a microphone and lead, a detailed instruction manual and demonstration program, which lets you play a shoot-em-up game by just telling it to move left, right and fire.

It all sounds like a remote controlled version of The Golden Shot. You may not remember the TV show which involved Bob Monkhouse, several apples, a crossbow and Bernie the Bolt. You just don't know what you missed! Anyway - back to the technical stuff .

Micro Command is claimed to be the world's first word recognition device available for a home computer, and what's more it's British designed and manufactured.

Vantage Systems, the manufacturers of Micro Command are considering launching a Commodore 64 version and maybe one for the BBC micro if there is sufficient demand.

Micro Command will be avail-

ATARI BRA Brand New FRONTIFRS ATARISOFT

Atari have decided to extend their range of software to other home computers as well as for the 400/800 and 600XL.

Atarisoft, formed just over a year ago by Atari International, have recently launched a new range of arcade based games for the Spectrum, Vic-20, Commodore 64, BBC, Dragon and Texas.

Said Atari: "Our aim is to bring quality games to other home computers with the aim of keeping them as close to the arcade original as possible." They include such old-time favourites as Pacman, Defender and Robotron as well as some more recent titles like Dig Dug and Centipede.

Having bought the licences to manufacture these games, Atari are now in full swing providing more software for this already overcrowded corner of the market. However it would be nice to see some original titles for the hoards of hungry micro owners instead of yet another version of Donkey Kong or Galaxians.

The games will be available in cassette or cartridge form and the prices range from £14.99 to the more usual £29.99.

GET AI NKED UP STONKERS

War Games are fast taking over from shoot-em-ups as the most popular kind of computer game.

With this in mind Imagine have released Stonkers - a tank battle simulation played against the computer.

The game is a three dimensional hi-res tactical war simulation. Your aim is to outsmart the computer's tank battalion and crush the enemy's army.

The screen display shows a large scale map of the battle field. The program also allows you to have close up shots of various scenes anywhere on the large map.

All the graphics in the game were designed by a team of professional artists. A musician was also employed to make sure that all the sound effects were just right.

Imagine's other Christmas release is Alchemist. The game is a real time graphical adventure in which you play the role of a wizard.

The Liverpool firm are also offering a special Christmas package of Molar Maul and Ah Diddums for £9.50.

The other two titles will both sell for £5.50. Stonkers is available in late November and Alchemist should hit the shops just before Christmas.

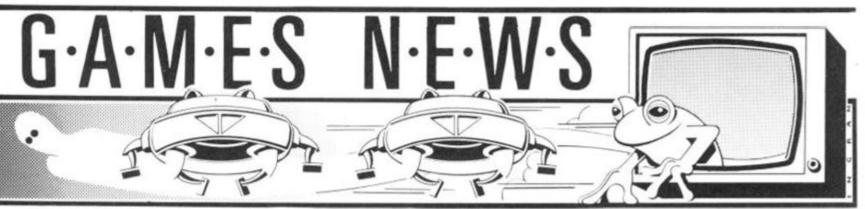
TO BE iperstar? K-TEL

K-Tel, the cut price record people, will be entering the software market with a big bang in the next couple of months.

They will be launching six new games for the Spectrum and four for the Vic-20 in a series of double-sided cassettes in an effort to capitalise on the Christmas market. Not a new innovation perhaps but good value for



Dorian



money with each cassette containing two games.

Featured on the Spectrum will be It's Only Rock 'n' Roll - a role-playing game where you become a budding pop star and Tomb of Dracula, an arcade style game for the 48k micro.

Arena and Alien Swarm are good old shoot-em ups and run in 16k with The Battle of the Toothpaste Tubes coupled with Castle Colditz, a text adventure game for the 48k Spectrum.

Games for the Vic-20 will include SupaVaders and Bomber Run for the unexpanded Vic with Alien Demon and Plague for the expanded micro.

You can expect to see these new double-sided cassettes in most leading retail outlets within the next few weeks and they will also be available direct from London based K-Tel International at £6.96

WELL, HELLO SAILOR, I'M THE SEAHAG! POPEYE

Your mother soon won't have any need to nag you into eating your greens.

Home computers have jumped on the health food band wagon, making spinach an essential part of every gamer's TV dinner.

Popeye is the latest cartoon character to be immortalised on micro chip. Ugly Brutus is up to his usual tricks and has imprisoned Popeye's sweetheart Olive



Oyl in a derelict house. The Parker cartridge is based on the recent arcade game.

You must guide the gallant Popeye around the deserted building Olive is trapped in, and collect the heart-shaped kisses she blows to you before they hit the ground. Brutus tries his best to thwart your attempts and you won't get the chance to give Brutus the bashing he deserves unless you pick up a can of magic spinach that sometimes sprouts around the edge of the

building. Unfortunately for Popeye, Brutus is not alone. His evil accomplice the Seahag lurks in the shadows ready to leap out and throw a stream of bottles at the brave sailor. Popeye's only line of defence is a

well timed punch aimed to break

the glass. Each level is set

against the clock and it becomes a real strug-

gle to collect enough hearts to move onto the next sheet.

Popeye proved to be a winner in the U.S. arcades earlier this year — but perhaps you missed his visit to these shores. If you did, this new Parker Brothers game for the Atari will make up for it!

Perhaps we'll soon see a sequel to the game too! We cer- software driven, so you won't tainly hope so. Maybe even a prequel?

Meanwhile if all this action is making you hungry and you fancy a taste of spinach then I'm sure Parker Brothers can offer Atari 400 owners a take away Popeye for a tasty £29.95.

ST OF THE SLOW LOADERS FAST TAPES

Cassette based loading has many advantages, low cost and ease of use but it has one major

waited what seems an eternity

before your favourite game

have a remedy. Llamasoft is test-

ing a system which allows high

speed loading of programs from

have to lash out on expensive

hardware add ons.

The new system is entirely

The program was developed in

Germany and is only a mere 1K

long. To give you some idea how

revolutionary this program is, it

will load a typical 16K program in

only ten seconds compared with

Commodore 64 owners now

loads?

cassette.

How many times have you

ventional tape set up. Llamasoft hope to use the

over six minutes using the con-

program with all their software. They will still include an ordinary version on one side just in case your tape deck can't stand the pace.

The company have no intentions of buying the sole rights to the program so it may well become a standard feature on all CBM 64 games.

Could this mean the end of the disc drive as we know it?

WATCH OUT FOR THE SERPENTS SERPENTINE

Sightings of the Loch Ness monster should increase rapidly in the New Year thanks to Audiogenic.

Serpentine is set in the distant future on an alien world ruled by serpents. All is not peaceful however.

The land is being torn apart by an age old grudge between warring, serpent races. And they are all very slippery customers indeed!

The environment is hostile and the chances of survival slim. You must help the blue serpents to avoid death, protect their eggs and raise their young.

Your arch enemies, the orange snakes, can only be defeated if your serpents grow bigger and more powerful. This is accomplished by eating eggs, frog, and eventually, other serpents.

The more the monsters eat the hungrier they become and each new level presents a greater gastronomic" challenge.

In addition to this, Audiogenic have two other Christmas releases for the CBM 64. They are Choplifter, a conversion of that now very popular helicopter war game and Seafox, a submarine simulation program.

The games are for the Commodore 64 but come in cartridge form only, costing £29.95 each.

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The ultimate

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Alien present the ultimate in word puzzles – 30 integrated crosswords which form a cube.

All locations of this 3 dimensional puzzle are contained in the computer programme and you can complete any part you wish using the display on your T.V. and computer keyboard. Understanding all the relationships between the

crosswords is not possible without the computer but as you proceed you will discover new routes to help achieve the solution.

Features: Solution Store, Instant Display, Anagram Function, Character Location in memory.

This is a tough puzzle with a degree of difficulty – It's the ultimate but it's not impossible. Full instructions are included with the programme.

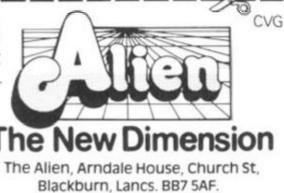
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OF *C&VG's* DES GNFR

NAME: Christian Penfold with acknowledgement to Mel Croucher Software House: Automata Cartography

Games: Pimania, Groucho Born: Littlehampton, Sussex in 1955

COMPUTER HISTORY: "It's interesting this. It began three years ago, coming back on a Sealink ferry from the Channel Islands

"It was an extremely rough crossing and I was green from the moment we left. Mel Croucher (the other half of Automata) who was completely unaffected, said: 'I've bought a ZX81 computer'.

"He then proceeded to write a 20 page program for the 1K ZX81, finishing as we finished the awful crossing and I disowned it: 'It's yours you write the programs'.

'But I did eventually set it up with a How to use your ZX81 book and cassette and I was totally hooked - 8am to 10pm seven days a week. I now get even more fun out of it. Then we got hold of a Spectrum and Pima-



Here it is - the Golden Sundial of Pi. Worth £6,000 the much coveted prize is still up for grabs in Christian Penfold's Pimania. Designer of the Month profiles the man behind the game.

nia was launched in November 1982.

"Pimania and Uncle Groucho are now TV stars in the Magic Micro Mission and Pimania has just topped the charts in Germany.

"Our ideas are all a team effort, myself, Mel and a young programmer we've just taken on called Andrew Stagg. We throw

closely. The usual scene of Santa flying over roof tops is included as is the obligatory Snowman card.

All the programs are available now from Leicestershire based Elm Computers for £2.50 each or £7.00 for a pack of three.

SANTA GRAM XMAS CARDS Forget Christmas cards this year

LET'S SEND A

COMPUTER

send your friends computer cards instead.

Elm Computers have developed three seasonal programs that make an original change to the traditional Xmas card.

There are three versions of the "electronic cards" available. All include festive themes and yuletide tunes. All have animated graphics, featuring falling snow, Father Christmas and flying reindeer.

Apart from the addition of sound and moving graphics the computer cars follow the theme is used by maniac drivers. Any

HERO WITH A YELLOW RFAK TARMAC TIM

Tarmac Tim is the unlikely hero of a new arcade style game for the Spectrum.

He has been employed by the Spectrumville Council to paint the double yellow lines along the roads.

Today he is working on the notorious Sinclair Road. The road of their paper predecessors pedestrian who has the courage

an idea up in the air, it bounces around for ages, getting funnier and funnier and when it comes down we just have to get the computer to understand what we've been talking about.

"Ideas are not a problem, it's finding the time to produce them all. We've drawers full of ideas." FAVOURITE FOOD: Garlic, snails in garlic butter. I adore any food cooked well in garlic.

FAVOURITE DRINK: Brandy & Lovage (a herbal cordial from the South Downs).

FAVOURITE TV PROGRAMMES: Monty Python, Not the Nine O'Clock News, Three of a Kind. FAVOURITE COMPUTER PRO-GRAMS: ZX81 version of Pimania and Ultimate's Atik Atak.

COUNTRIES VISITED: Too numerous to mention but I enjoyed Germany, US and Canary Islands.

PETS: None but I would love a beautiful St Bernard puppy. AMBITIONS: To succeed. Money is not important. FAVOURITE POP GROUPS: Dr. Hook

to cross it, risks life and limb in the attempt.

Overall-clad Tim must protect the jay walking residents from the murderous motorists. He must daub his paint around the people, which miraculously stops the cars from running them over.

You'll have to keep Tarmac Tim out of the way of the traffic too, because the drivers have no respect for Spectrumville's leading painter. And you wouldn't want to spill the paint all over the street would you?

As the day progresses the rush hour gets nearer, the road becomes ever more treacherous as tired workers drive home. Tim will be stretched to his limits protecting Spectrumville's citizens.

Double Trouble is the first games release from a new company based in Southampton called Starlite. The game costs £5.60 and will be available in early December.

ECTRO POP COMES TO Your Micro **ULTISYNTH 64**

The explosion of electronic music has revolutionised the face of the British record industry over recent years.

But even with the huge leap in microchip technology, synthesisers and electronic drum kits have been well out of the price range of most people - until now!

Many of the popular micros, the BBC. Commodore 64 and Vic 20 contain the same sound chip as expensive dedicated synthesisers, which can easily cost over a £1,000.

Having noticed the sorely underdeveloped sound capabilities of the Commodore 64, Quicksilva have released a sophisticated synthesiser package. The program, Ultisynth 64, has greatly simplified the programming of the sound chip.

The first channel is for your music composition. The second and third are used for a drum beat and set melodies. The program will also imitate many instruments ranging from a trumpet to a harpsicord.

You're not tied down to just making music. Ultisynth 64 also has the facility to produce arcade sound effects which together with the music can be saved to tape.

Quicksilva claim that Ultisynth 64 is straightforward to use but it takes a 50 page manual to explain the program's more advanced features.

The cassette will be on sale around the beginning of December from Quicksilva for £14.95 (including manual).

BBC owners haven't been forgotten. They have their own music generator program written by Quicksilva. Which means you don't even have to attempt to learn any of the Beeb's advanced, but complicated sound commands.



COME PLAY WITH THE MR. MEN GAMES

Newspaper giants the Mirror Group have taken a step into the world of computer software.

Mirrorsoft the company's new software publishing division has just launched a range of three programs. One of them is an arcade game the other two are educational programs one of which is based on the cartoon characters the Mr. Men.

The Mr Men are already extremely popular cartoon characters and appear in books and newspaper cartoon strips - so why not a computer game!

Caesar the Cat is a mice chasing game in the best traditions of Tom and Jerry. You play Caesar a hungry young cat who prowls the well stocked larder in search of greedy mice.

shelves of the pantry in hope of finding a mouse, but watch out for the crockery!

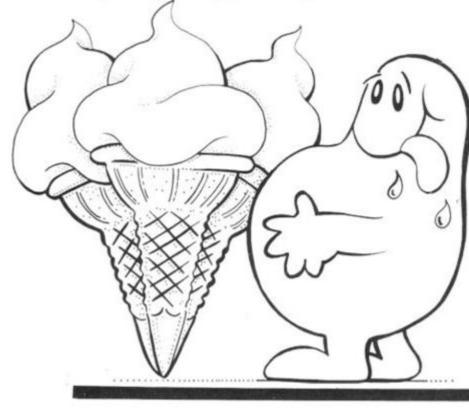
The game has full colour Hires graphics, sound effects and includes a high score table.

All the software is being writ-

ten by independent software houses for Mirrorsoft. The company hope to back up their present range with more releases in the new year.

Caesar the Cat runs on a Com-Guide the cat along the modore 64, the Mr. Men on a BBC model B. Both games will be available in late November costing £8.95.

> These are the first of the Mirrorsoft group's releases. Watch this space for news of more to come!



JUST WHAT **IS GOING ON HERE?** MANIC MINER

Manic Miner has made a run for it and that's official. Miner Willy Bug Bytes' most famous computer game character has left to join a new company called Software Projects.

Has Miner Willy been given a free transfer? Or has Bug lost faith in Willy's ability to get past the Mutant telephones? No, in fact it's the climax of a long running argument between Bug Byte and one of its former employee's Matthew Smith.

In his contract with Bug Byte Smith had a clause written in which gave him the right to force Bug Byte to withdraw Manic Miner if he wished.

Smith's departure from the company was surrounded by rumours of falsified sales figures for the game and missing royalties owed to the programmer. Although a Software Project's spokesman gave a terse no comment to any questions about the royalties dispute or reasons for the apparent battle.

Bug Byte have been allowed to sell their remaining stock of the game but they have now lost all rights to the game or any sequels

Software Projects also plan to release Miner Willy on the Commodore 64 and a follow up to Manic Miner on the Spectrum.

American INVADERS ON THE WAY ELECTRONIC ARTS

Electronic Arts is the name of a new American software house set up by a group of independent games designers.

The best known of Electronic Arts designers is Bill Budge who wrote the hit pinball simulation Rasterblaster.

Budge is slightly apologetic for the arts angle being used to promote the company's games "I'm not so sure there are any software artists yet. Maybe we've got to earn that title".

Despite this coyness the games are causing quite a stir across the Atlantic and they are now also available in the UK.

Budge gets back to his pinball roots in the hottest of the releases - The Pinball Construction Set. The program enables you to design the pintable of your drreams - you can choose all the special features, the strength of the spring, colours, and number of players.

Other higlights of the range are Archon - a game that combines the strategy element of chess with the shoot 'em up gameplay of an arcade style game.

Murder on the Zinderneuf is the adventure game from the range which is a who dunnit aboard a World War One flying ship

All games come on disc for the Atari with 48k and the Commodore 64. On disc only at £29.95 from Birmingham based Centresoft.

CLAIR 2X 81 16K SPECTRUM 48K BARON

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SINCLAIR ZX 81 16K SPECTRUM 48K ADMIRAL GRAF SPEE

A strong distance of the strong of the stron

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to Seren Mansfeld Two challenging advintu In tavel Evology: the Labor According to the Lowest when the Department are to

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by Neil Sinche A Temptation gamph T FIGHT MACHINE & must be brickfull feature "Puts" Frank M Spin the spittleds, one free

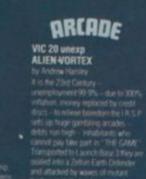
SPECTRUM 16K CHALLENGE

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SPECTRUM 16K GODZILLA AND THE MARTIANS

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NEW arcade games for the VIC 20 unexp



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ARCADE

VIC 20 unexp SWARM

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VIC 20 16K DRAGON 32K MICROPOLY

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How to progra with a VIC 2

Judy's boyfriend, Bill, is extending his knowledge of BASIC with Programmer's Aid Cartridge. He also plays a mean game of Sargon II Chess.

> For Judy it's all work and no playlust GCE progams. History, Geography English, Biology, Physics and Chemistry.

> > Grandad spends his time reliving his days in the RAF, with Mission Impossible, Alien and Omega Race.

Being pretty musical, Grann favourite program is Type a Tu But she also likes a good gam with Super Slot.

When he's forced to, Andy's into Teach and Test Anthrnetic and Brain Bunder, When he's not, then he enjoys Road Race and Super Lander Lucy plays a lot with Menagerie and Hoppit, and learns a lot with Alphabet, Vocabulary and Apple Tree Lanthmetic).

m your family 0 computer.

Mum uses Robert Carner's Menu Planner and feeds her brain with Mastermind and Ouzmuster

Dad escapes into another world with Cosmic Laibreak but comes guickly down to earth again with Money Manager The VIC 20 can please all of the people all of the time because it has, quite literally, hundreds of software programs.

Programs that are exciting, fun, educational, musical and always entertaining.

There's ROM software (they're the cartridges you simply plug into the back of the computer) for only £9.99, and cassette programs (for use with the cassette unit) starting at under £5.00.

No other home computer offers such a choice.

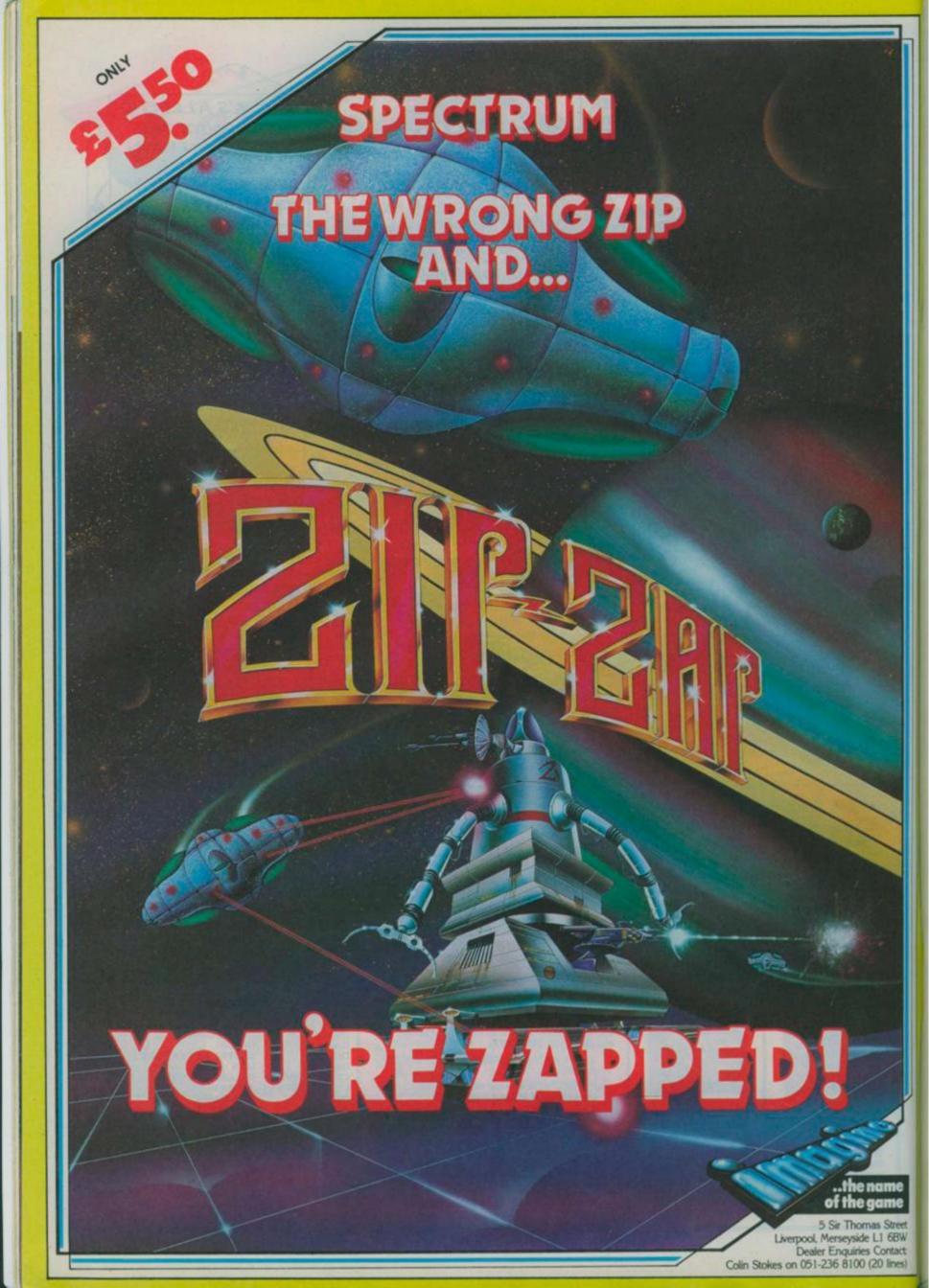
Or, to put it another way: who in your family would have nothing to do with the VIC 20?

We suspect that the answer is no one.

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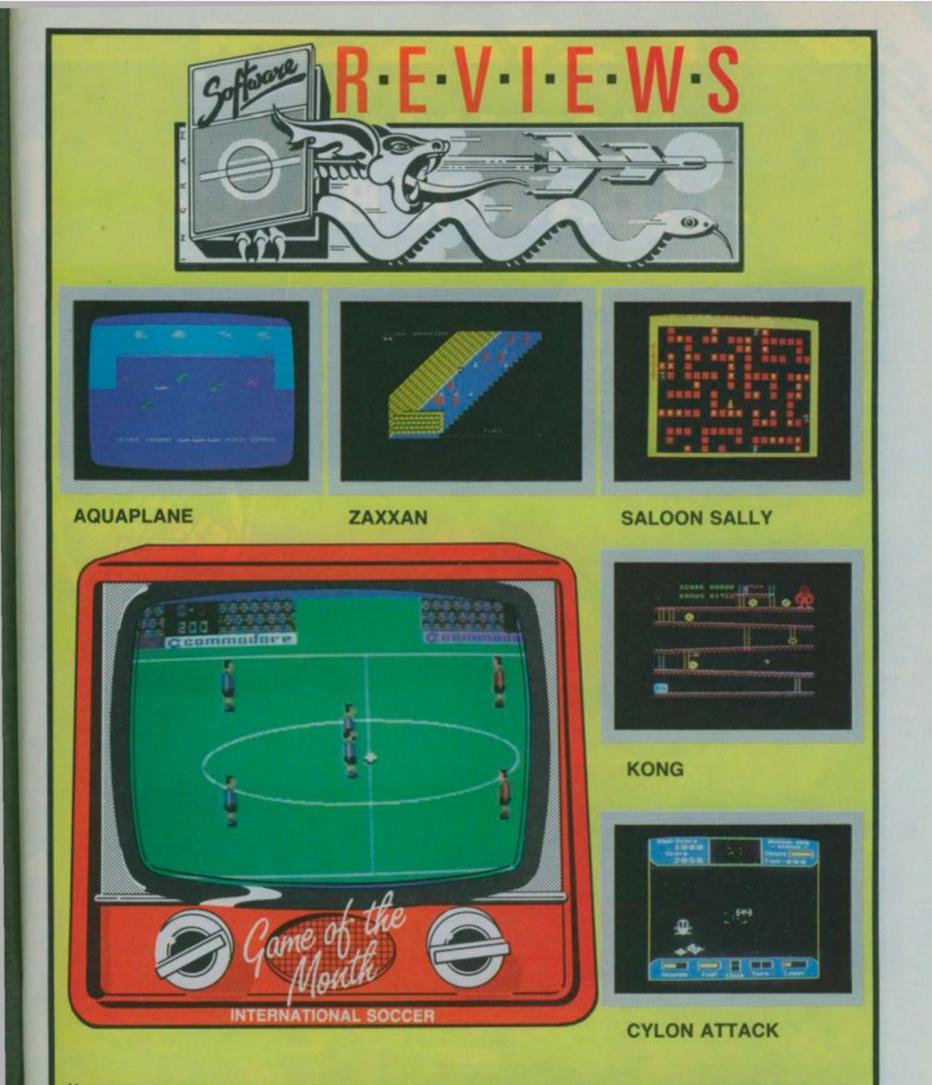
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FRENCH IS FUN

new.... Spectrum Arcade action

CDS Micro Systems

MAGIC MEANIES



Have we got some great games for you this issue! Well, have we? Of course! Kicking-off with our game of the month — International Soccer for the Commodore 64, which we reckon will soon overtake Match of the Day in the popularity stakes. You'll find the review on page 28. We've also taken a look at Donkey Kong games for the Spectrum and come up with our favourite. Turn to page 28 if you're a Kong fan. Take a trip back in time to the

good old Wild West and meet Saloon Sally. We take her to task on page 31. Arcade Zaxxon comes to the Spectrum with a slight change of spelling. Read our views on this 3D shoot-out on page 28. More space action when the Cylons attack. Are these aliens a real challenge? Find out on page 37. Jaws reappears from the depths attempting to take a bite out of unsuspecting water-skiers! Our watersports reviewer reports on page 31.

MORE THAN A LOAD OF BALLS

The pink's teetering on the edge of the pocket, the red's partially blocked, and now it's make or break. Do you add a touch of spin or do you play safe? Do you try for the trick shot or go for the snooker? Visions Snooker brings all the excitement and all the tension of big time tournaments to your TV set. With an advanced programme written by a 19 year old undergraduate at Queens College Cambridge, it makes Pot Black look like a load of old balls.

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Football Manager

Designed by Kevin Toms This outstanding game of skill and strategy is now widely available and you can join the many thousands of satisfied customers who have purchased the game. This is no five minute wonderyou will be playing this game for hours over many weeks (we know - our customers tell us!).

Kevin Toms

- Some of the features of the game:-* Matches in 3D graphics * Transfer market
 - * Promotion and relegation * F.A. Cup matches
 - Injury problems * Full league tables
 Four Divisions * Pick your own team for each match
 - As many seasons as you like
 - Managerial rating
 - * 7 skill levels

originator, Addictive Games, certainly deserve the name." Rating: 19/20 (Practical

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this game is the remarkable way it mirrors the real football manager's problems ... "(Personal Computer Games – Summer 1983)

"It's my own fault you *did* warn me – I am totally and completely hooked on FOOTBALL MANAGER." (Mr. A. Wright – Lancashire.)

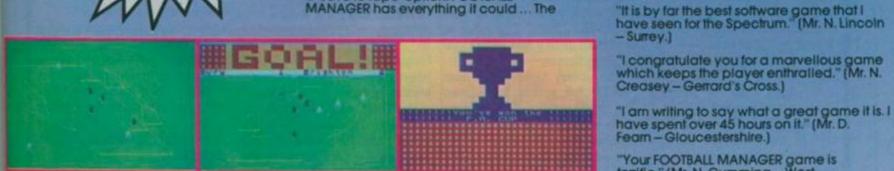
Computing - August 1983)

* Save game facility

2X81 Charl, Home Computing Weekly 16,8,83

Comments about the game from press and our customers

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro... To the ordinary person it is an excellent view of what can be done in the field of computer games... The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring... It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could ... The



Action from the Spectrum version

Available from computer software stockists nationwide, including

t Spectrum version only

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Prices: Spectrum 48K £6.95 ZX8116K £5.95 (N.B. 3D GRAPHICS ARE NOT INCLUDED IN THE ZX81 VERSION). Overseas orders add \$150

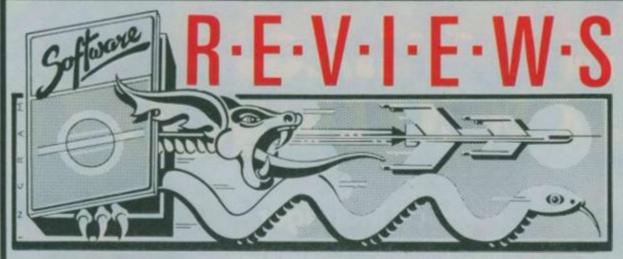
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"Your FOOTBALL MANAGER game is terrific." (Mr. N. Cumming – West Bromwich.)



CUP FEVER IS CATCHING! SOCCER

H.R.H. makes her début in computer games when she presents the winning captain with the trophy in Commodore's latest International Soccer Cartridge.

The football game is by far the best sports simulation ever produced for any microcomputer and is the standard by which all future sports games will be judged.

Several game play options enable you to choose the colour strip of your team so that you can choose your favourite team's colours, you can also choose the length of each game and whether to play against a friend or take on team Commodore.

It's the graphics that make the game - the running movement Whole divisions of enemy panof the players is about as authen- zers are about to breach the tic as computer graphics will allow.

When the ball goes out of play the computer acts as referee and knows whose throw it is - the nearest appropriate player trots over to the ball, lifts it above his head, and throws it in. The ref also awards corner kicks and goal kicks and is very fair and sporting generally which deserves praise as in the one player game the computer is both referee and opponent.

The goalkeeper is capable of athletic dives and leaps that would make even Pat Jennings sit up and take notice.

There are so many nice 'extras' in this cartridge like the cheering crowd who sway to and fro when a goal is scored, and the advertising slogans around the perimeter of the pitch but perhaps the best is at the end of the game when the winning team

line up in front of the stand and are presented with the cup by the Queen. The winning captain then raises the trophy above his shoulders to take the adulation of the fans.

The game plays well as having outstanding graphics - passing and shooting require considerable skill and it is possible to construct some quite complex moves.

The best game yet for the Commodore 64 and at only £9.99 an absolute must.

Getting Started	7
Graphics	10
Playability	9
Value	10

RREMD **TLE ROYAL** TANK BATTLE

anti-tank barriers to be let loose on your HQ. With only three tanks left, can you stop the invasion and prevent an unconditional surrender?

Moving east and west you can elevate and lower your tank's gun turret to alter the trajectory and range of fire.

The battlefield erupts in explosions as the enemy fire back unfortunately their fire is horribly accurate - but it is possible to knock out quite a few before you go up in flames.

The enemy tanks move from right to left across the screen descending towards the antitank barriers. Once they've reached this point they are below your gun barrel depression and it's impossible to hit them.

It states in the cassette inlay that once 10 tanks have penetrated your defences the game ends; in reality only five have to get through to your HQ to end the game.

Some tanks appear as 'ghost' tanks - mere shadows compared to the rest. I'm not sure whether this is meant to portray distance but 10 points are still awarded if you manage to blow them up. Far more difficult to hit are the red tanks which seem to appear at random and move at a faster speed.

There are five difficulty levels, although I wasn't able to determine much difference between them. In fact, I scored higher on level 5 than on level 1.

Tank Battle is enjoyable to play with the added incentive of trying to beat my previous best in the Hi-Score charts. However, control is with the TI joystick which is exceptionally uncomfortable to use and very unresponsive - the game would have been much improved with a better joystick.

Using an Extended Basic cartridge, Tank Battle is available from Temptation Software for the TI99/4a at £5.95

Getting Started	6
Graphics	7
Playability	6
Value	6

ANHAS BUG You under THE WAVES! BUG DIVER

Frogger dons a wetsuit in this latest version of the hit scrolling arcade format.

You play the part of a little sea bug who decides to help out some fishermen by collecting fish eggs from the depths of the ocean floor.

There's only one problem these eggs are guarded by a shoal of ferocious piranhas. Grimly they swim back and forth

over the valuable cache of eggs and will go to any lengths to stop them being stolen.

Your job is to stay alive by dodging the piranhas in a very Frogger-like manner using the cursor keys. Once at the bottom, pick up an egg and try to make it back to the surface where the thankful fishermen will come along in their speed boat and relieve you of your load.

A nice feature in the graphics is the piranhas' faces, when they eat you - it happens all too frequently - they all turn as one to face outwards and leer at you in a toothy grin!

There are eight eggs to be picked up before moving onto the next screen where life becomes more difficult. However the controls are unresponsive and you will do well to pick up three eggs.

Bug Diver is an interesting variation on a theme but would have been more successful with better controls and stimulating sound effects. Every time a piranha bites, a burp-like sound is heard, no doubt from the full tummy of the fish!

Bug Diver is available from Somerset based Galactic Software for the Dragon 32 at £5.50.

	1
 Getting Started 	4
Graphics	6
Playability	5
Value	5

noking for TOP OF THE KONGS KONG

If you are after a Kong game for your Christmas stocking you've got a pretty bewildering choice on your hands.

We managed to acquire four Spectrum versions though there must be at least that many again lurking in the small adds columns of the computer mags.

The most disappointing thing about Spectrum Kong, which all the versions we tested have in common, is that Mario has been reduced to a stick man. This detracts from the cuteness of the game - which was a major reason for its success in the arcades.

First up on screen was Blaby's Killer Kong with a deluge of barrels which were very difficult to

continued on page 31



rash! Another crate of bottles hits the ground...it's Mario, hero of 'Donkey Kong,' and his looney brother Luigi, trying to keep their end up in a highspeed bottling plant. The butter-fingered boys leap from floor to floor as the crates come faster and faster; if they load the truck they get a breather, but one dropped bottle and the foreman runs out yelling...It's up to you to keep them jumping - on both screens at once! As you get better the game gets faster: Can you win the bottle bonus?

'Mario Bros' is the latest multi-screen adventure from Game and Watch, with two skill levels and (for super ace show-offs), a memory

that keeps your highest score. And there's a quartz clock with alarm. That's why they call it Game & Watch. Catch it at your local shop now. Save the Italian boys from bottling out!





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Brrr! Deep in the confines of the frosty blue maze Pengy is pushing his way out of trouble. Pengy's frozen wasteland is a random maze constructed of blue ice blocks raided by the dreaded Sno bees The sno bee's sting is deadly, but Pengy can retaliate by squashing them with the ice blocks that he pushes around Pengy is based on one of this year's arcade successes, and this version successes, and this version captures all the action and addic-tion of the original. Packed full of features, super smooth graphics. flashing and bonus blocks, double score bonuses, dizzy bees, and hours of entertainment! ANY SPECTRUM.



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phosts, dot and power pods, very intelling ghosts, eat blue ghosts for bonu i or INVISIBLE maze, 10 different se 00% machine code action, excellent fects and tunes

continued from page 28

hop over. This game also has the unfortunate distinction of having the oddest Mario. The little Italian must have had too much vino as he wobbles along in the most ungainly fashion with his feet pointing inwards.

If Blaby's Killer Kong was a bit too difficult then PSS's Krazy Kong is guilty of being too easy. I hopped my way onto the third screen on my first go — which was satisfying but not very challenging.

Neither Blaby's or PSS's game managed to capture the feel of playing the arcade game and some silly frills like an RIP tombstone which appears in PSS's game every time Mario gets splatted didn't add anything.

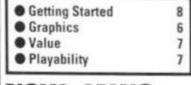
If software houses insist on ripping off ideas from the arcades then they may as well at least try to do accurate copies.

But if these two versions were average at least they were not as bad as C Tech's Krazy Kong which took about half an hour to load, was nothing like Donkey Kong, and had more bugs than a mangy old moggy. Happily there is one reasonably good version available in the shape of Kong from Ocean.

The game is fairly close to the arcade game, strikes just about the right balance in difficulty, and has some useful extras. Most useful of these is a training mode which enables you to choose which screen you want to start on and avoid having to go through screens one or two to get to the level which you have not yet mastered.

So if you are getting a Kong for your Spectrum — and lets face it the game is as obligatory to your collection as a maze game and a shoot 'em up — then Ocean's Kong is C&V G's choice.

Kong can be purchased in most high street software outlets at £5.95.



NOW JAWS Bytes Back Aquaplane

With jaws snapping, the giant shark leapt out of the water. Only the quick thinking of the speedboat driver prevented yet



another waterskier's death.

You are in control of a speedboat which is taking a waterskier out for a joyride. For a while all is plain sailing until you enter an area of uncharted water. Giant pieces of driftwood surround you and to make matters worse you have to guide both the boat and luckless skier round huge outcrops of rock looming out of the water in your direct path.

Breathing a sigh of relief you burst out of this hazardous area only to find worse ahead.

Firstly a flotilla of yachts and then a series of motor cruisers piloted by thoughtless individuals bear down on you at collision speeds.

With a flick of the wrist you send the wheel spinning and thinking of your hapless passenger weave and dodge through the yachts, cruisers and yet more rocks.

But you're not out of danger yet; fear wells in your throat when you recognise what can only be shark fins milling through the water towards the waterskier.

Can you tow him safely through those snapping jaws?

You have three lives and will lose one if either you or the waterskier crashes.

I can understand the speedboat exploding when it hits a rock but it seems a little incongruous when the waterskier explodes as well!

The cruisers apparently have some special powers as it is possible for them to steam straight through the rocks and come to no harm at all.

There is a high score table at the end of each game and bonus points are scored if you manage to get through each phase without losing a life.

Keyboard controls are easy to master on the Spectrum with 6 and 7 controlling up and down movement and 0 featuring thrust. This is graphically very realistic as the boat will start to plane as it gathers speed. However, I did find the game very slow to play and found it was fairly easy to reach the fourth phase.

Aquaplane is available from Southampton based Quicksilva for the Spectrum 48k at £6.95.



When C&VGames went to Munich to watch Andrew Brzezinski cruise home in the Senior Video Games World Championships we quickly realised that this guy knows a thing or two about a joystick.

We were so impressed that we signed him up on the spot to join the Computer and Video Games elite corps of games reviewers.

This month Andrew casts an expert eye over Super Cobra — Parker Brothers latest arcade clone.

You command a helicopter on flight through hostile enemy terrain — over hills, castles, tall buildings and through caverns towards your goal — a box of money waiting to be picked up.

There are twenty two levels to be flown through each with its own hazards and enemies to be defeated.

The distance you have travelled is shown at the top of the screen by a row of rectangles filled in one by one as you progress.

Armoury is in the shape of an unlimited supply of bombs and missiles — though it is impossible to fire these simultaneously as in the arcade version.

Fuel is limited so you will have

to bomb fuel dumps as you go to replenish your supply.

The U.F.Os were a bit disappointing sitting completely stationary and making dumb noises — though they did become a bit more intelligent further into the game.

One good feature of the game is that it allows you to restart where you left off — rather than flying through all the previous levels — though you will have to suffer the insult of playing at the beginners level to take advantage of this option.

If you succeed in your mission — you are congratulated and then sent back to the beginning with a new life as a bonus.

An interesting game to start with — although it became a bit boring after a while as it does not get progressively more difficult with each new mission.

The game is in the shops now at £29.95 from Parker stockists. By Andrew Brzezinski — Atari over 18 Video Games World Champion.



TURNS COW GIRL SALOON SALLY

"Watch them cowboys, Ma'am!" — as you'll have to keep your wits about you if you don't want four hefty desperado's jumping on you.

In the depths of cowboy country, Sally's saloon is being torn about by some mad, bad cowhands. So involved are they in bashing each other up that they forget about the stolen gold





continued from page 31

they've left lying around on the table tops.

In just retribution for the damage being caused, Sally slinks around the room collecting up the stolen gold. However, occasionally a cowboy catches up with Sally in the act of filching his loot and jumps on her in a mad frenzy. Poor Sal — she's only got four lives and she'll lose them if she's not careful.

Sally's one method of defending herself is by hurling tables and chairs at the baddies, which effectively puts them out of action for a while.

Once she has successfully picked up all the bags of gold you move onto a new screen where the layout of the tables changes.

An ever present jingle plays throughout the game which at first is quite catchy but after about five minutes of play begins to pall. I found it very irritating that there was no on/off option for the sound. However, the sound is effective in that it resembles a honky-tonk piano such as those found in old westerns.

Saloon Sally is based on the original theme of Pengo, the arcade game; the idea has been successfully transferred from the Arctic to the wild west and is very addictive in its own right.

With keyboard control, the game is easy to master and is very playable as there is room for a certain amount of strategy. Crushing all four cowboys at once will earn bonus points and I found that it was possible to trap the odd cowboy by manoeuvring tables round him thus leaving one less nasty to contend with.

Saloon Sally is available from London based Psion from the BBC Model A&B at £7.95.

Getting Started	8
Graphics	5
Playability	5
Value	7

ARCADIA GETS A ROCKET ARGADIA

You'd think that converting a smash hit game onto a bigger more powerful machine would prove a cinch.

In practice it's apparently quite the opposite. Spectrum Arcadia is one of Imagine's best games whereas Arcadia for the Commodore 64 is little more than a second rate imitation.

The game follows the theme of the Spectrum version but lacks any of the "elusive playability" of the original.

The game is set in a galactic war. You're the sole surviving rebel facing the Federation's huge war machine. You control Arcadia, the galaxy's most powerful space craft. Wave after wave of the Empire's forces attack Arcadia, each new onslaught bringing fiercer and more intelligent opponents.

The first attack wave consists of rockets flying over head, which are fairly innocuous apart from dropping the odd bullet.

Progressive levels become more difficult if only because of the shear numbers of aliens present. Each sheet sees the appearance of a new and exotic alien race, intent on destroying Arcadia for the greater glory of the Empire.

Arcadia 64 is a very average game typical of games produced a year ago but not up to the standard demanded by todays computer owner.

If the program has one redeeming feature it's the keyboard control. The player can choose between a wide range of key layouts one of which is bound to suit them. Arcadia is for the Commodore 64, one or two players and has a joystick option.

The game is in the shops now or mail order from Imagine software costing £5.50.

 Getting Started 	7
Graphics	6
Playability	5
Value	6

NUW RACE THE NASTY RODENTS RADAR RAT

Eeeeek!! Watch out...a Radar Rat is coming to eat you alive!! This is what you must avoid in a new crazy maze chase called Radar Rat Race.

The scene takes place in a gloomy stone block maze where you have been imprisoned by an evil rat invasion force. You play the adventurous mouse whose only chance of survival is to gain enough strength and vitality and escape the maze. This can only be accomplished by eating your way through the numerous lumps of cheese kindly planted by an admirer!

Roughly a third (or less) of the hi-res screen is given over to the four way scrolling graphical maze. To the right of this is a rectangular radar map — similar to arcade Defender — which shows you where the cheese is as well as opposing rats and cats!

The cats don't move, but are sitting in various places around the maze. On the other hand, the rats seem to have a degree of "artificial intelligence" as they immediately detect your presence and chase you. You have one deterrent. By pressing the fire button you will activate it. Now I don't want to go into that in too much detail. All I will say is

that its foul stench completely obliterates the rats sense of smell — if they are silly enough to step in it — and they lose your trail for a while.

These droppings are limited and controlled by a time-factor, displayed at the top of the screen. If however a rat catches you, or you run into a cat, you will lose one of your three lives.

Direction is inevitably controlled by joystick. A speed control is not incorporated. Because of this, when you come to a stone block in the maze, and you're not controlling the mouse, its direction (either left or right) will be decided by the computer.

This effect often interferes with your decision, producing a direction totally unrequested! Frustrating to say the least.

One annoying characteristic of the radar map, is that advancing mice are represented by tiny red dots which are hard to detect.

The constant background sound is pathetic! It plays *Three Blind Mice*, using only one of the three available voices — what an insult to a machines' good sound system!

Once a screen had been completed by eating all the cheese, subsequent screens followed in the same style, with faster action. Apart from the sound and few other irritating aspects, the game is quite exciting and amusing to play.

Radar Rat Race is available from Commodore Electronics for the Commodore 64, at a price of £9.99 (inc. VAT).

Getting Started Graphics Value Playability Playability WHEN BENGO MEETS THE SNO YETIS BENGO

Driven wild by the smell of human blood, Bengo is set upon by some murderous Yeti monsters. Can you save a harrassed eskimo from a very sticky end?

Set in the frozen wastelands of an arctic icefield, Bengo is trying to get the best of the Sno-Yetis. He has found that the best way of dealing with these hairy nasties is to hurl blocks of ice in their direction and squash them.

continued on page 37



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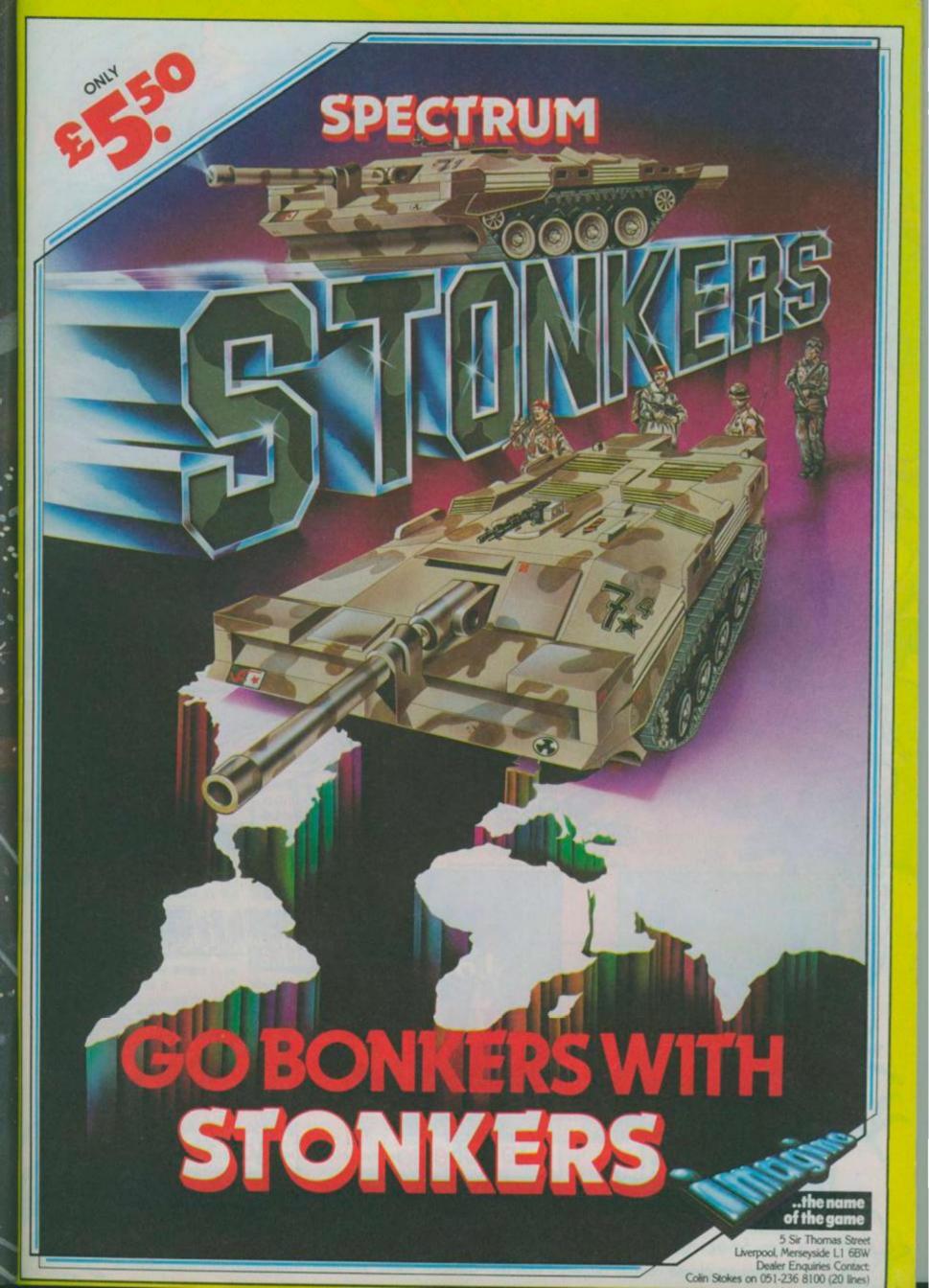
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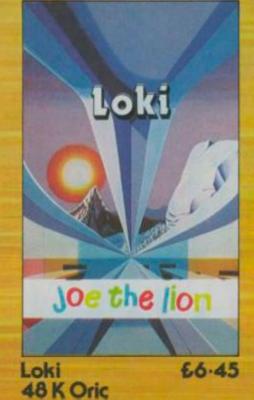
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continued from page 32

The screen is covered in blocks of ice and is very similar to the arcade game Pengo, on which Bengo is based.

Our quaking eskimo starts off in the middle of the screen surrounded by Yetis and, in a set time limit, must finish them all off before they get him.

It's possible to manoeuvre blocks of ice around a Yeti and trap him. This makes it much easier to squash him, however you've got to be quick as the Yetis can melt the ice and escape!

There are nine difficulty levels and on the ninth life is fraught with danger as the pace becomes very hectic with Yetis and ice blocks whizzing round the screen.

I did find Bengo somewhat repetitive as the game didn't change in the various levels other than the addition of extra Yetis moving around at a greater speed. However, graphically and with its fast action, it is one of the better games for the unexpanded Vic-20 and is available from Manchester based Mr Micro at £6.90.

6

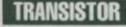
8

6

5

Getting Started
Graphics
Value
Playability

REVENGE OF CRO-CHIPS



Revolution is brewing inside the BBC micro. The printed circuit has become a battle field as the CPU comes under attack.

The computer's components have become jealous of the CPU's power and authority and are moving down the tracks in an attempt to destroy it.

Your aim is to protect the 6502 from the rogue resistors and capacitors by firing pulses of electricity along the circuit wires.

The display shows the silicon chip in the centre of the screen with eight wires leading from it, criss-crossing over the screen.

Each wire has fifty components attacking the chip. If you become helplessly overwhelmed you can press the panic button

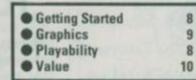


which destroys all the components on the wires. This can't be mine field with the help of a used regularly because once used, it takes 20 seconds before the "smart bomb" is re-armed.

Bonus points can be picked up by shooting one of four tools that appear around the edge of the printed circuit board, Transistors Revenge, requires quick reflexes and a lot tactical thinking. Not since Planetoids have I been so impressed with a BBC game. I am sure this game will soon rank along side Planetoid as a classic BBC program.

The game is very well written. After each game is finished the program gives you the option to start a new game from where you left off. It also allows you to freeze a game while you nip into the kitchen and grab something to eat

Transistor's Revenge has to get my vote as the best BBC game of the year! Transistor's Revenge is available from Southend based Softspot.



WHO DARES **MIGHT WIN** S.A.S.

Maybe it's because I'm a spineless, cowardly eight stone weakling that I can't get to grips with Peaksoft's game, S.A.S.

A more likely explanation is that it is a totally unplayable game.

S.A.S. is an army training simulation. You're the sole surviving member of an elite S.A.S. squad dropped behind enemy lines on an undercover mission to destroy the enemy's nerve centre.

First you must negotiate a stolen detector and a limited supply of hand grenades, while avoiding the scouting helicopter oun ships.

The game starts by asking you if you wish to have a briefing. I wish I hadn't.

Every single letter is printed individually and each screen takes several minutes to be filled. Even so S.A.S. had me pulling on my jack boots and plastering my face with camouflage makeup in anticipation. The game promised startling hi-res graphics, armed patrols and night forays into enemy controlled areas.

But promises are made to be broken. The only startling thing about the graphics is their low quality. It's difficult to distinguish between a helicopter and an armed foot patrol.

I find it hard to believe the courage of some software companies (Peaksoft is a particularly good example) who try to palm off sub-standard games written in Basic on an unsuspecting public.

Who Dares Wins is an apt motto for Peaksoft but I hope the public votes this one a loser.

4

3

5

Getting Started
Graphics
Playability
Value
auno



A space-ship control panel featuring shields and lasers may sound reminiscent of Star Trek

but in Cylon Attack you command a freighter not the powerful USS Enterprise.

The place of the Klingons is taken by Cylons and you take the part of a 21st century cargo ship captain. Your ship has been commandeered by Earth's defence ministry to transport supplies and munitions to remote planets at the fringe of the Terran Empire.

You have refused to leave your ship and have volunteered to pilot the freighter on its hazardous journey through the war torn galaxy.

The cockpit display shows the condition of your shields, laser banks, the direction of your ship and a radar scanner showing the position of the oncoming Cylonians. The first wave of aliens takes the form of Star Wars-type craft and inflated space invaders.

From here on, the going gets tough, as the freighter's only means of defence is a single laser cannon to be fired, when a Cylon ship has entered the gunsights in the centre of the scanner

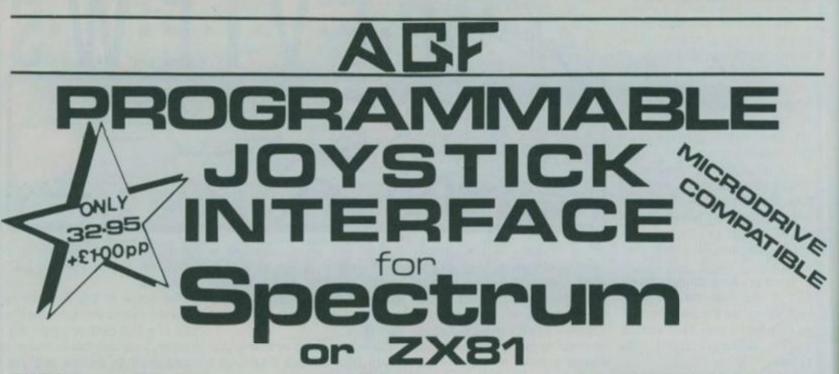
Cylon reinforcements are drafted in for the second attack wave, and are faster and more accurate than their earlier comrades.

The graphics are good if a little flickery at times. The ship's instruments are clearly shown and highly colourful. The game offers two different key layouts and a joystick option.

My only real criticism is that the game is far too noisy and the sound effects and explosions will soon have you cringing.

Cylon attack is for the BBC Model B and is manufactured by the Manchester company A&F Software for £8.00.

 Getting Started 	8
Graphics	7
Playability	7
Value	6



ABOUT OUR INTERFACE

The AGF Programmable Joystick Interface is a unique design offering the use of any Atari-compatible joystick with absolutely all soft-ware, whether it is cassette or ROM cartridge, with the Sinclair Spectrum or ZX81. The hardware programmable interface re-quires no additional software and accurately replicates the keys of the computer in a manner which is responsive to absolutely *ALL* key reading methods, both BASIC and Machine Code.

The interface does not interfere with key operation and can therefore be used simul-taneously with the keyboard.

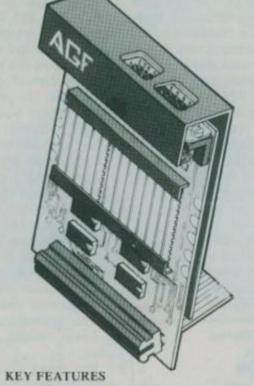
There is no need to remove the interface once fitted as the rear extension connector will accommodate further expansion, i.e printers or RAM packs etc. This important feature avoids excessive wear to the expansion port. The key replication principle pioneered by AGF means that your own programs can use eight directional joystick movement by utilising simple key reading BASIC.

Two joystick sockets are provided which share the same keys, for use with the majority of two player games. Several inter-faces may be used on the same computer for multiple joystick applications.

The interface is programmed by a two digit code, which is looked up on a programming chart supplied, for each direction and firing button. The two numbers are then selected on a pair of leads which are clipped onto appropriately numbered strips on the inter-face. face.

Once configured this can be marked on a Quick Reference Programming Card for storing with the game. As the programming is *not* power dependent the interface retains the last configuration made and can be immediately used when next switched on.

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	B1 ZX SPECTRUM Please tick	FINAL TOTAL	COLUMN TWO IS NOT

MORE PROFESSIONAL BUGS!

Yet again, I've heard of more bugs appearing in so-called professional software. It may be that a single batch of these cassettes are faulty, or perhaps there really is a bug in the sequel to Ultimate's Jetpac for the Spectrum.

Lunar Jetman, as the program is called, has been causing problems for Karl Barratt of Cardiff. He has managed to get to the missile station with the gun fixed on the Moon Rover. When he fired at the missile going to earth, the screen blanked and the computer NEWed itself. He says that this happened four times in a row. If anyone else has had this problem, I'd like to know about it. Meanwhile, Karl, I suggest that you take Ultimate up on their offer to replace any faulty tapes.

Going back to the bug in Jetpac, Darren Scott from Corby, Northants thinks that he's found another!

If you play a 2-player game and player 2 beats the existing high-score, his score will not become the new high score. Has anyone else had this problem? If you have, then let me know.

KILLER BUG

I've also heard about a possible bug in Program Power's Killer Gorilla for the BBC. Matthew Fidell writes from Taunton in Somerset that the program has a nasty habit of placing a new screen on top of the old one! You can play on for a moment, before the game crashes completely. Has this happened to you?

VIC TIP

VIC owners should find this routine quite handy. It will stop anyone from breaking into a Basic program once it is running.

When you press RUN/STOP the computer starts a machine code program whose starting address is in locations 770 and 771. If you change the contents of these locations to the machine code which is executed when the machine is first turned on, then when someone presses RUN/STOP the machine will think that it has just been switched on and will clear all its memory.

To change the addresses, just type POKE 770,34: POKE 771,253 and now try breaking in to your program. Remember to save anything on tape first, as it will be lost forever once you type RUN.

You can return the machine to normal by POKE 770,131:POKE 771,196 Thanks go to Nicholas Cole of Selby for this.

DRAGON INTO TANDY WILL GO

For everyone who's always asked why we don't publish many TRS 80 listings, here's a way of adapting some Dragon programs from previous issues for the Tandy Colour Computer. When the Dragon PEEKs locations 341-344 it looks for a value of 223 to register an arrow key. The TRS 80, though, uses 247.

You can alter Fox and Hounds from August's issue to run on a Tandy Colour computer by changing lines 620 to 650. Change the 223 in the brackets to a 247. Thanks go to D. Healey for this. (No not that D. Healey.)

SPEC-SCROLL

Paul Jennison of Hull sent me a useful tip for Spectrum owners. Although there is no command in Basic to scroll the



Write to me at Bug Hunter, Computer and Video Games. Durrant Honse, 8 Herbal Hill, London, ECIR SEJ. Or phone We on OI-278.3881.

screen up by one line, such a routine does exist in the ROM. Simply type LET L=USR(3280) and the contents of the screen will be scrolled upwards by one character.

UNBREAKABLE SPECTRUM

Robert Burgess writes to me from Rotherham on some wonderful notepaper with that Bear named after a railway station smiling in the corner. (Haven't you heard of Liverpool-Street Bear?)

If you want to protect your Spectrum Basic programs from being copied, try this, which will put a REM at line O which cannot be erased. You could put

BY ROBERT SCHIFREEN

your name here, perhaps.

Decide on your REM line and type it in as line 1. Then enter: POKE (PEEK(23635+256*PEEK(23636)+1,O and the line will change from 1 to O. Try deleting it! And remember; keep eating the marmalade sandwiches.

MOON GUARD UPSIDE DOWN

Going back to our 3D issue from October, Peter and Ana Ells sent me this suggestion for Moonguard for the BBC model B.

With their monitor, they found that the 3D effect was easier to see if the screen was inverted. To do this, alter the program as follows. Firstly, swap lines 430 and 450.

Then, alter 2460 to 2610 to read:

2460 VDU 19,0,5,0,0,0 2470 VDU 19,1,4,0,0,0 2480 VDU 19,2,1,0,0,0 2490 VDU 19.3.0.0.0.0 2500 VDU 19,4,4,0,0,0 2510 VDU 19,5,4,0,0,0 2520 VDU 19,6,0,0,0,0 2530 VDU 19,7,0,0,0,0 2540 VDU 19,8,1,0,0,0 2550 VDU 19,9,0,0,0,0 2560 VDU 19,10,1,0,0,0 2570 VDU 19,11,0,0,0,0 2580 VDU 19,12,0,0,0,0 2590 VDU 19,13,0,0,0,0 2600 VDU 19,14,0,0,0,0 2610 VDU 19,15,0,0,0,0

SPECTRUM MEMORY COUNTER

Kai Weber from Reading sent the following hints for Spectrum users. If you're writing a program and want to know how much memory you have left, then you can use the FRE command on most Basic machines. However, the Spectrum lacks such a facility from Basic.

But the machine must need such a function in its ROM to see whether or not a program line will fit.

The code does exist, and you can find out how much memory is left by typing PRINT 65535-USR 7962.

Also, says Mr. Weber, it can be tiresome having to pull out the plug to reset the machine. This normally has to be done if there is graphics or machine code stored above RAMTOP, the parts of memory where CLEAR cannot reach. Typing PRINT USR O will do the same job, clearing the whole of RAM.

WHOOPS THE TI JINX STRIKES AGAIN!

A couple of lines were left out of the instructions for the 3D maze game for the Texas TI99/4a in the yearbook.

Firstly, the game needs an Extended Basic cartridge to run. Also, we didn't explain how to get the black graphic character which is used to make the maze. It is created in line 14 to 27, and is a CTRL-COMMA.



HOT SHOT'S PRICE BEAT =

A new range of no less than 24 VCS titles have just been imported from Germany at the knock-down price of £6.95.

The Hot Shot range is manufactured by Goliath Electronics of West Germany.

Some of the highlights of the range are Pac Kong a hybrid of the famous maze game and climbing game. You have to get a harassed construction worker up to the top of a building without being thrown off by an angry

ATARI GAMES

The Colecovision Atari cartridge converter is now on sale.

The add-on enables Colecovision owners to play Atari VCS games on their new system.

The box should particularly appeal to people who already own a VCS but want to upgrade to a Colecovision.

They can now do this without making redundant their existing collection of games.

The converter is available from Silica Shop and most Col- Moon Buggy is the latest arcade eco stockists at £59.00.

YEAR OF THE TIGER

The entire Tigervision range is now available in the UK.

After a wrangle as to who the main importer would be, the new London-based distributor Prism, are bringing the games country's arcades. into the country.

range is Miner 2049'er which is up before the court in Joystick Jury this month.

Also in the range is Jawbreaker - a gobbling maze game where a pair of false teeth go to work on the candies and chocolate bars in a sweet factory.

If you are sweet enough, you may decide to try your joystick, at Marauder where you have to get through six mazes to recover the cosmic treasure. Watch out for the robots - they've got different plans for the glittery stuff

Also in the range is Tigervision's answer to Donkey Kong in

mob of bricklavers.

Dream Flight is said to be the toughest of the range in which a nightmare becomes reality. As you fly your helicopter back to base, you come up against a swarm of flying demons heading straight towards your cockpit.

Organized crime comes to video games with Mafia. In this game, you play the part of a warder who is trying to prevent a break out of some of the most dangerous gangsters.

the shape of King Kong, which features the sky scraper and giant ape of the famous film.

Threshold is a classic space shoot-'em-up with up to 10 different space enemies waiting to attack your ship.

The games are in the shops now or available by mail order from Prism at £21.95 for Jawbreaker, Marauder, Threshold, and King Kong. Miner 2049'er is slightly dearer at £27.95.

MOON BUGGY

clone being offered by Atari for the VCS.

The arcade conversions are coming thick and fast as Atari seem to be concentrating on this type of game rather than releasing original projects.

Moon Buggy was a minor hit in the arcades and is still claiming 10p pieces in several of the

The game combines elements The best known game in the of Scramble and Donky Kong you scroll from left to right along a lunar landscape. Push the joystick forward to make the buggy jump over craters and crevices.

You are armed with a laser gun which can fire simultaneously in two directions. Useful when you are attacked from the skies and have to blast an obstacle out of your path as you travel.

Points are awarded for hopping over craters and mines and blasting the UFOs as well as the tanks that march towards you in the later stages of the game.

Moon Patrol will be in the shops at the end of December and early January at £29.99.

There are several space shoot-'em-ups in the range, with titles like Astro Attack, Space Eagle, Space Raider, Time Race, Space Robot, Galactic and Black Hole.

If cute games are more to your liking then you might try Tom Boy, Felix's Return, Squirrel & Snail and Forest.

The Hot Shot range should cause quite a stir in the video games' business selling at less than a quarter of the price of Atari's and Activision's top of the range games.

The only unknown factor is the quality of the games - and you'll just have to wait until the Joystick Jury passes its verdict to find that out.

Also making a guest appearance on an Atari cartridge early in the new year will be the delectable Miss Piggy who has taken time out from the Muppets to star in her own game.

Atari are not saying what other Muppets will be her co stars but let's just say the lovely lady is attempting to get a certain other character up the aisle.

Cartoon games are a new departure for Atari. Two other characters due to make an early appearance on cartridge in 1984 are Snoopy and that incorrigible Roman soldier Asterix.



Here's yet another use for your crowded TV screen! Tips on video games on a video-tape. Polygram Video is releasing three tapes collectively called How to Beat Home Video Games.

Tape one is called The Best Games and features hints, tips and strategies for games on the Atari VCS system, including Demon Attack, Yars Revenge, Chopper Command, Frogger, Pacgames are featured on this first tape.

Volume two brings you The Hot New Games including ET and Raiders of the Lost Ark, while volume three looks at the "super systems", including the Col-

	and the second se
	TOP TEN
1	Pole Position Atari
2	Dig-Dug Atari
3	Enduro Activision
4	Battle Zone Atari
5	Phoenix Atari
6	River Raid Activision
7	Donkey Kong CBS
8	Zaxxon свя
9	Tutenkham Parker Bros.
10	Robot Tank Activision

ecoVision and the Vectrex.

The tapes give detailed strategies for each game they deal with, and include slow motion blow by blow breakdowns of how to deal with nasty aliens or tricky ghosts. A narrator explains each move - giving hints on how to get maximum bonus points and even exploit bugs in programs to get those high scores

Each tape lasts for 60 minutes and will be available to the video dealers at £19, £39 for all three. We hope to bring you more detailed reviews of each tape in future issue. But in the meantime why not check out your local video library to see if they have the tips tapes in yet! And watch out for a special video contest next issue!

THE FORCE I STORE

"May the Force be with you" and you'll need it if you bump into Darth Vader whilst doing your Christmas shopping.

Lord Vader will be appearing in Hamleys and Harrods to prom-Man, Donkey Kong. Twenty ote Parker Brothers Star Wars games during Xmas week.

With only a handful of authentic Darth Vader costumes in the country, Parker have managed to obtain two of them courtesy of Lucas Films, the makers of the epic Star Wars Movies.

If you don't think Santa will bring you a video game system for Christmas then here's your chance to win one and get a Turbo Driving Module into the bargain.

Colecovision have really taken the season of goodwill to heart and given us three of their games systems regarded as featuring some of the best graphics around, with Donkey Kong cartridge and Turbo Drive Module thrown in.

All you have to do is answer the questions under each of the pictures of Colecovision games.

Then rush your answers - on a postcard please - to Computer and Video Games, Colecovision Contest, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

Entries cannot be handed in or delivered personally and the usual Computer and Video Games competition rules apply. Closing date is January 16th.



1) Name the Game?

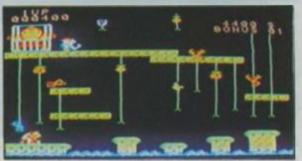


3) Which screen is the player on: One, Two, Three?



TO NAME THAT GAME

2) Who makes the arcade version of this game?



4) Is this game called (a) Son of Kong, (b) Donkey Kong Jnr, (c) Donkey Kong Part II?

Professor Video's good high score guide.

We are pleased to be able to bring you a monthly column by the distinguished professor - holder of the Nobel prize for Alien Blasting, Maze Dwellers Award for Fruit Gobbling and author of many books including the best selling, How to Knock the Living Daylights Out of Nasty Little Aliens.

In his opening column he turns his attentions to the smash hit game Pac Man. His advice and strategy tips are based on the Atari VCS version - and are not always relevant to the arcades, Atari 400/800, and other home versions of the game.

Patterns are the key to consistent high scores in Pac Man.

Unfortunately though - there is not one super-pattern that will suit everybody, or every screen in the game. The best advice is to practise

FEMALES CAN

DENTIFIED

IN THEIR !

best suits you and memorise it.

the pattern that

Better still - draw several maps of the maze and draw in the route which you find the best with a red pen indicating the direction of travel with arrows.

One basic thing to watch for is to make sure that Pac Man is completely over the dots, in order to eat them. This is particularly important when reversing or changing direction - as you don't want to look back at a dot, which you think you have eaten, to find it still there.

Try to avoid eating the energising pills unless you are really in a tight spot or are sure you can extract maximum points from doing so.

When you become really proficient you should aim at leaving the board with all the power pills with one wafer adjacent to each so that you can tempt the ghost into a trap.

Make use of the tunnels - very often the ghosts will not pursue you through them.

Use them to plan your movement around the board - don't look upon them as merely emergency exits for when the going gets rough.

Good Pac play requires precision timing and strategy. It is not sufficient to know the correct patterns, you must also make your turns at just the right second and anticipate the movements of the ghosts caused by your moves.

One of the toughest rules of Pac Man that it is important to grasp is to learn to relax. VCS joysticks are not the most re-

sponsive sticks ever invented so don't wrench and pull, it only puts you off balance, makes the stick even worse, and upsets your concentration.

Professor Video wants your tips. In his search for perfection at all games the prof. is grateful to any readers who can send in tips, or interesting discoveries they have made whilst playing video games. We have bags of bug badges and C&VG yearbooks to give away for published tips. Mark all letters for the attention of the Professor at our Herbal Hill address.

COMPUTER & VIDEO GAMES 41



ROBOT IN BATTLEZONE

Activision has a happy knack of producing the right games for the VCS at the right times.

It wasn't coincidence that Pitfall Harry was on sale while *Raiders of the Lost Ark* topped the cinema charts. And it isn't surprising to find that the company's version of arcade hit Battle Zone has almost beaten Atari's own to the high street stores.

Of course it has to go out under an assumed name, Robot Tank and it does include a few new features — but for once it's the Atari version which gets the jury's vote.

The original game (from Atari's arcade division) played on the duel of wits which took place between the computer-controlled tanks and the player's. Only by carefully outmanoeuvering an opposing tank could you be sure of getting in that all important first shot.

Activision is guilty of adding too much to a simple formula which worked well enough. Robot Tank utilises the Enduro skyline to give the game a day and night sequence. There is an addition of weather problems, snow, rain, fog or some of the opponent's fire can knock out vital parts of the tank's weaponry.

It all sounds as though it ought to improve the game, sadly it makes the whole thing a lottery compared to the the Atari version.

The scenario behind the game explains that renegade robotic tanks are threatening to destroy San Francisco. You must command still loyal robotic tanks to defeat the enemy.

Control is helped by a radar screen which shows up a telltale blip — an enemy tank. There

is a video screen with sights in the centre for looking forwards onto a colourful landscape. The damage sensors show V.R.T.C. which stand for: video, intermittent loss of picture; radar, becomes inoperative; tracks, mobility is brought to a crawl; cannons, cannot rely on them firing.

Cannon fire can be guided onto the target. During nightfall only video and the flash of an opponent's firing gun give clues to his position. And each different weather condition presents its own problems. Robot Tank costs £29.95

THE VERDICT Good graphics bu doesn't measure addiction genera Atari version.	up to the
 Action 	11
• Graphics	7777
Addiction	11
Theme	TTTT

SAVE ME POPEYE!

Ok you landlubbers clap your eyes on this review all about my lady love — Olive, that no good slob Brutus and yours truly Ordinary Seaman Popeye. First thing I notice is me darlin Olive shouting for help at the top of the stairs — where this big bully Brutus is trying to keep her prisoner. So I reaches for me spinach but that snivelling Sea Hag pal of Brutus keeps movin it.

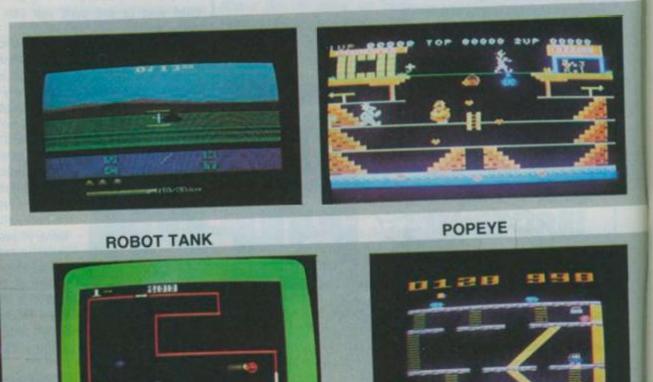
You can help Popeye save Olive in this latest home version of Nintendo's hit arcade game.

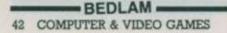
To complete the first screen Popeye has to catch all the hearts that Olive is throwing down — without letting Brutus catch him.

If you manage to grab your spinach you can punch Brutus into the middle of next week but — take care as the green stuff is in short supply.

When all the hearts have been caught screen two appears with Olive trapped at the top of a building. This time she is showering her true love with musical notes. Run up and down the ladders and along the platforms to catch them in the shortest time.

To make things even more difficult there is an ugly green monster — affectionately known as the Sea Hag — who keeps





VENTURE

BOUNTY BOB



lobbing empty beer bottles at you. If one of these makes contact it's curtains for you and Brutus for Olive so you have to dodge 'em or punch 'em to stay in the game.

Screen three's going to take all the spinach our hero can get and, as the advertisements for the game say, "I doesn't suggest ya tries it if ya eats yer spinach in a quiche". This is the toughest challenge in the game — with moving platforms, several flying beer bottles and a big black bird which can knock you off the platforms.

To rescue Olive on this final screen you have to catch the letters making up her desperate message — Help.

This is a most accurate copy of the amusing arcade which I would place in the top ten games available for Colecovision.

With Q'bert and now Popeye it looks as if Parker Brothers are really going to excel themselves on the Colecovision in a way they have not so far achieved on the other machines. £29.95 from Parker stockists.

THE VERDICT Cutest game for	Colocovicion
so far.	Colecovision
Action	111
Graphics	1111
 Addiction 	777
Theme	77777

VECTREX

Bedlam is the latest shoot 'em up for the new Vectrex all in one games system.

Does it need another shoot 'em up was my first thought. With Web Wars and Fortress of Narzod just released and at least a half a dozen others in the existing range a different type of game would have added greater variety to the range.

The game itself doesn't quite come off. Your ship is trapped in a diamond shaped space. Nasties are coming at you from the corners and you have to rotate and shoot to stop them colliding with you. When the aliens stop coming a new pattern appears with more spikes and faster aliens.

There are three game play options. As well as the basic game you can also add complicating factors like making the shape rotate left and right and also making it shrink towards your ship.

When the game gets really hectic you also have one smart bomb which you use to wipe out all the nasties on screen at that particular moment.

The game would be immeasurably improved if you could move your ship instead of merely being able to rotate.

This is not one of the better games for the Vectrex.

It would be nice to see a bit more variety in the range of games for the Vectrex — an adventure game or strategy challenge would be better.

THE VERDICT

If you want a new shoot 'em up for your Vectrex I would recommend Web Wars or Fortress of Narzod in preference to Bedlam any day of the week.

Action	1.
Graphics	
Addiction	
Theme	,

SURPRISE U.S. HIT!

One of the big surprises when the Colecovision went on sale in the US last year was the immediate success of Venture.

C.B.S. had forked out literally millions of dollars to buy the rights to hit arcade games like Zaxxon and Donkey Kong and yet, out-selling them all was Exidy's minor arcade success.

The good news for Intellivision Does it need another shoot mup was my first thought. With Veb Wars and Fortress of Nar-

> This game must rate as one of the cleanest conversions I have come across from one system to another, which bodes well for Intel owners if Coleco decide to convert more from their exciting range of titles.

Almost every detail is exact from graphics to sound effects.

The game is quite similar to Atari's Berzerk — though much more fun with lots of extra features to keep you guessing. You play the part of Winky who searches several monsterinhabited chambers for treasure.

Armed with his trusty bow Winky can pick up bonus points by killing the monsters who are trying to stop him from getting the treasure.

Once the treasure has been bagged our hero must make a hasty exit — back to the hallway.

Then he can move on to a new room and continue his search for more treasure.

When the treasure has been taken from all the rooms Winky goes onto a new level where the nasties are even nastier though the treasure is much more valuable.

The bounty from each successfully completed mission is displayed on an interim screen with question marks representing that which remains in possession of the chamber monsters.

This gives the game that addictive touch. You want to see all those treasures displayed on Winky's screen!

One slight disappointment with Venture is that when you complete the fourth chamber you go back again to the first. Although the challenge of finding the extra treasure and solving the riddle is not impaired, it would have been better to get a new chamber every time.

The graphics in Venture are not stunning, but they are adequate, and the game does not suffer as a result.

It's nice to see some good quality games for Intellivision in the CBS range and this is certainly one of the best.

Venture is a thoroughly absorbing game. You will need to move swiftly, plan your direction carefully, and keep a speedy finger on the fire button to succeed. Its multi-level challenge pro-

vides a constant incentive to get further into the game.

Venture is manufactured by C.B.S. and is in the shops now at £29.95.

THE VERDICT Superior to	many of the
	el's own range.

CLAIM THIS GAME . . .

Bounty Bob is the hero of Tigervision's smash-hit climbing game — Miner 2049'er.

The scenario has our hero mining a radio active mine in the year 2049. H's version of the game popular among Atari micro owners and was a big hit in the States. It currently stands at number six in our computer charts.

You must help him stake his claim in each of the three mines which are represented as different screens in the game.

In order to claim a mine, Bob has to walk along all the platforms colouring them in as he walks.

To make things more difficult the mines are inhabited by mutant organisms who exist on a diet of prospectors. Also scattered throughout the mines are certain articles left behind by earlier prospectors. These can be picked up to score bonus points and also enable you to kill the organisms (Pacman-like) by making contact with them for a few brief seconds.

Each mine has two disused shafts which can be used to slide down by our hero but check first to make sure their are no mutants lurking at the bottom.

I found the game fun and playable but annoyingly slow. Bob's response to the joystick was extremely sluggish. I tested the game with three different joysticks and found the same lack of response.

Miner shares one criticism with all climbing games and that is that once you have mastered a screen there is not much challenge left in the game for you. In an attempt to give the game a more lasting challenge Tigervision have added a clock so that players can race each other to claim the mine.

An above average climbing game and certainly better than the top-selling Donkey Kong. £27.95 from London-based Prism.

THE VERDICT One of the better games for the VCS.	climbing
Action	111
Graphics	111
Addiction	1111
Theme	111





HYPERBLAST 32K by John Brierley

Simply the best arcade-action game ever written in 32K! Defend your Atari against 10 waves of the most awesome creatures ever to inhabit your TV screen!



JET BOOT JACK 32K by Jon Williams

Our space-age jogger takes you on a Ten Screen chase through the vinyl vaults of the PRESSING PLANT! Bugs and gremlins make it the experience of the age!



BATTY BUILDERS 16K by Manuel D. Caballero One of the best non-violent game programs ever written! Can you rebuild the walls before the falling blocks and ThT stop you?



5C+20H LIVES- WWW HI+S6H

STEEPLE JACK 16K by Peter Hawkins Climbing higher and higher up moving ladders, STEEPLE JACK encounters flying ghosts and falling elephants in his quest to reach the top! Is it real or wist a drasm? just a dream



TAROT CARD 16K by Tony Austin. PRICE £12.95 Supplied complete with detailed book, TAROT CARD looks into the secrets of the classic fortune telling pack of cards. Full graphic display.

OUT! JUST OUT! JUST OUT BOMBASTICI 16k for Atari £9.95



CAVERUNNER 32K by Martin Cawley It's a leap and a bound through dangerous waterfalls, across exploding volcanoes, braving sticks and stones after the prizes of a lifetime!



NEPTUNE'S DAUGHTERS by Mark Taylor and Ralph Frumin Our 1st multi-screen game for the COMMODORE 64 ONLY – rescue the beautiful daughters from the clutches of the evil serpent!

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NEW FOR THE COMMODORE 64 SUPERFORT 4.0 Cassette Our new character generator lets you the define and shape your own character sets. Pull editing facilities and SPRITE MAKER 64 Cassette Design and save beautiful multicol sontes, and use them in your own programs! Full editing facilities



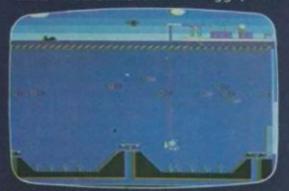
AIRSTRIKE 2 16K by Steve Riding The new version with incredible graphics and joystick bomb control! English Software's best scrolling game ever!

AIRSTRIKE 1 16K AVAILABLE AT ONLY £6.95!



FIREFLEET 32K by Manuel D. Caballero

Pilot your space cruiser through the corridors of the unknown – avoiding cannon, forcefields and nasty little tanks! BEAUTIFUL vertical scrolling graphics!



CAPTAIN STICKY'S GOLD 16K by Steve Riding Steve's latest game sends you to the bottom of the ocean in search of lost gold, with only your

harpoon to help you!



DIAMONDS 16K by Simon Hunt Join the hunt for the Great White Diamond through 16 levels to win a real diamond – full details of the Diamonds Competition with every copy!



CAN YOU PASS OUR SCREEN TEST? We're always on the lookout for new programmers. If ou can work to the English Software standard of qualit we'll reward you by marketing your programs across Europe and the USAI Contact us today.



Inrough the cold morning mist one weekend in November figures could be seen carrying a strange array of pinball machines from all eras into the Old Whitgiftians Rugby Club.

The reason for this odd gathering was the 1983 Pinball Owners' Association convention held in the club room, near Croydon. Association members came from far and wide to the convention — one Dutch member made the Channel crossing.

During the morning the many and varied machines were set up, finely tuned and last minute adjustments made. The afternoon was spent in fierce competition on three machines as everyone attempted to get high scores to get into the Pinball Wizard final — which was battled out on a brand new Bally Goldball loaned for the event by Ruffler and Death.

Eventual winner was Stafford Meadowcroft from Manchester. Stafford took home the Pinball Wizard silver trophy — donated by *Coin Slot*, the arcade trade magazine. He also received a tankard donated by Bally/Midway of Chicago. Jimmy Waters of London won the prize for the best restored machine that with his Recel Torpedo dating back to the 1960s.

Pinballs on display at the convention covered the entire history of pins, from the purely mechanical machines of the 1930s to the latest pins packed with microchip wizardry.

Gary Baker of Bromley brought along two classic machines, Bally's Wizard and Fireball. The latter must have the best artwork ever seen on a pinball machine. Gary's Wizard also won the vote for the most popular machine at the convention.

Thanks to POA member Keith Temple for this report on the convention

OUR BOFFIN IN SPACE! TIPS ON STARGATE

Last issue we asked for readers' tips on their favourite arcade machines. First out of our Mailbag pile was lan Boffin from Woking, who wrote to us about Stargate by Williams, the Defender people. Don't forget we'd like to hear from you if you've got hints for the rest of us still struggling to beat that hi-score! Now, over to lan ...

Before tackling Stargate, it is very helpful to be good at Defender. All the normal six enemies are there, with eight new ones, all requiring a different strategy.

d Whitgiftians Rugby Club. The first screen is very similar The reason for this odd to the original screen of Defenthering was the 1983 Pinball der but also with two Dynamoes wners' Association convention which release Hums, and the eld in the club room, near dodging Firebombers.

> The second screen is very much like the first, but with the Firebombers shooting fast and small Fireballs on a difficult curving trajectory. Also, there are the small and speedy Yllabian Space Guppies which are a joy to watch and shoot.

> In the third screen the Pods arrive with a new style. They do not all start off floating near your ship, but fly around until they intersect somewhere over the planet. Then they can be smartbombed, usually leaving no Swarmers at all!

The fourth screen is the same but with four Pods and the usual speed increase. Every 5th and 10th wave, the difference is really noticeable. The 5th wave is an Yllabian Dogfight, where you are in space purely with Space Guppies, a few Dynamoes and Swarmers.

Wave 10 is rarely achieved by most people, but it is a Fireball Challenge, which requires a lot of luck and about three Smartbombs. Then it returns to the new planets.

All the new enemies need new methods for shooting. Firebombers are by far the worst because they dodge your bullets. When near one, fly above it so it can't get you with a Fireball and fire constantly, and it should walk into your bullets eventually.

pinball machine. Gary's Wizard Hums and Dynamoes are easialso won the vote for the most ly destroyed but just be careful of popular machine at the convenstray Hums.

> The last three new enemies are the Phred, Big Red and the Munchies. These come at the same time as Baiters.

Whilst unable to shoot, they can appear and fly quickly in great numbers. Phreds and Big Reds release even faster and smaller Munchies.

Few people know the true use of the "inviso" button. The only time a good player uses it is when a group of Mutants are on screen. When this happens, as in space after losing a planet, it is advisable to stop thrusting and sit still with the "inviso" pressed. All the Mutants will walk into the "inviso" and blow up.

The main points now come from Humanoid pick-ups. As in Defender, a pick-up is worth 500



points, but now collecting two gets 1,000 for the second pick-up and so on until a fourth Humanoid underneath you scores 2,000 points.

One trick very few people know is that, if you have a Lander which picks up a Humanoid as the last enemy in a wave, once the Lander is shot you must get the Humanoid back to the surface before the wave ends.

Usually normal points are given, but if the pick-up and putdown are done exactly at the same moment, all the screen flashes and 2,000 points are awarded.

The only

other high scoring method is the art of following a Pod to an intersection and Smart-bombing all four.

For a beginner, I would hunt around for a game with five lives, a lot of "inviso" and with any luck set on a skill level of around 2 or 3 which is hard in itself! ...

FIGHTING THE THIRD WAR M.A.C.H. 3

You are miles above the earth in your F15 fighter jet when World War III is announced. Streaking through the sky you speed to defend your country.

M.A.C.H. 3 is part of the Military Air Command Hunter Force which is in a constant state of alert ready to strike as soon as there is an indication of international war.

Descending to attack you hear a voice, "Take out the bridge" and with screaming engines you dive into a barrage of anti-aircraft fire before dropping your bombs on target. Other instructions will be heard throughout

46 COMPUTER & VIDEO GAMES

TIPS FOR RACE ACES

Racing games are guaranteed to set the adrenalin coursing through your veins, until that frustrating crash, that is.

And so here are a few tips on Pole Position to keep you on the right track from Julian Rignall, C&VG's Arcade Champ.

Pole Position gives the player a chance to get used to the circuit in a qualifying lap. The faster you go, the higher your grid placing in the race, so always aim for 73 seconds or faster, otherwise you won't qualify.

To get a good grid placing, don't bother to change gear once you're in top, only change down in emergencies. Once at the starting post make sure your foot's on the accelerator and the gear is in low to get off to a really good start.

the game warning of an impending attack and which military installations to hit.

All your skills will be called to the fore in some daring low-level flying as you follow the contours of the land towards your next target.

Oil refineries, airports and other strategic bases have to be destroyed, which is no easy task - you'll find yourself under attack from surface to air missiles guaranteed to bring anyone less than a professional down in flames. To survive you can either blast them out of the sky or try to outrun them.

M.A.C.H. 3 is one of the new breed of laser disc games complete with genuine footage superimposed with computer graphics - the film's background was shot by a stuntman

POLE POSITION

Change to high gear at about 90mph if the top speed is 195mph or about 120/130mph if the top speed is 225/250mph. Be prepared to drive like a maniac!

The first right-hand bend is a few seconds after the arrow sign and presents no problems. Move to the outside at top speed and out across very sharply. You might skid, so counter-steer and you'll remain on the track. On the second lap and thereafter, you'll find other cars on the bend, so to dodge them move to the inside of the track near the bend and cut across the grass overtaking cars on the inside and move back onto the track quickly.

Announced by the arrowed sign is the hair-pin with the infamous 'centipede' sign. This sharp left bend needs quick reactions to survive and still come out with a good speed. If there are one or two cars on the bend, don't change gear but move to the outside of the track and jerk the steering wheel left and then quickly counter-steer to dodge the cars on the inside lane.

If there are more than two cars on the track keep in high gear, move to the inside and take a short cut across the grass. Get back onto the track quickly otherwise you'll lose speed and be rammed from behind.

in the U.S.

With its great sound, graphics and hard and fast action, M.A.C.H. 3 should appeal to anyone who is a shoot-'em-down addict.





The next obstacle is a long bend - try to keep to the inside of the track but if necessary move to the outside to dodge other cars. The end of this bend is deceptively sharp and you might skid off the track or go into the back of a slow car if you're not careful.

The last leg of the lap is straight. Be prepared to dodge the cars which enjoy lane shuffling especially towards the finishing post - it's most infuriating to see your car written off within sight of the finishing post and a record time.

A few other tips might help watch the puddles and try to race. Happy Racing.

dodge them as they'll slow you down by 10mph. Try not to skid too much as this will also slow you down as does going onto the grass and driving on the red and white border of the track.

Handling is most important so steer smoothly and fluently and try not to jerk the wheel unless it is absolutely necessary. Always think ahead and gauge what other cars are doing - red and white cars have a tendency towards erratic driving, especially slowing down. And the orange ones tend to speed up when you're about to overtake them.

Finally, try your own tricks and tactics which will ease your

FA Interstellar is one of the first

laser disc games to feature computerised graphics. This helps the background pic-

the computer graphic crafts which the player controls.

But the visual effects are none-the-less stunning comgraphics of the pre-laser disc games.

It's a far cry from those original green meanies in early shoot-em-ups. Gone are the days when you had to stand for hours crouched over an upright machine, getting cramp and zapping away for all you were worth. You can now recline in a sitdown booth and blast away in style.

The controls for Interstellar are a close replica of an aeroplane's joystick with the fire buttons placed directly under the thumbs for easy firing, a lever allowing you to bank your craft completes the controls.

INTERSTELLAR

The sounds of exploding aliens, meteors, enemy space tures to tie in more closely with craft and, unfortunately, your own craft, filters into the booth enveloping you.

You dodge a space craft over the amazing landscapes of Interpared to the usual pixel-based stellar. The scenario is startling and colourful - real-life film overlaid with computer graphics presents a very futuristic effect.

Taking off, you set course and fly over a city that resembles the Manhattan skyline, changing into a desert with sand dunes stretching into the distance as far as the eye can see you are set upon by the enemy.

To get through the game, you'll need a steady hand and a cool head. All your skill is required as you throw your craft through the sky in an effort to dodge meteors and enemy rockets.

Watch out for the tanks they're equipped with heat seeking missiles and very accurate!



martech games ... a spectacular

BLASTERMIN

At first glance this might seem to be just another version of a very popular game. How wrong can you be!!! True, the start is simple enough. The Spectrum picks a code of numbers or colours with a selection of levels of difficulty — and invites you to do the same. You then take it in turns to guess each others code from the clue supplied after each guess. An extremely well written, fast and very clearly displayed game, with almost inevitable defeat.

This was exactly as intended but unfortunately something went wrong. During the programming strange uncomplimentary messages began to appear on the screen. At first they were so few they were not taken too seriously, but soon they could no longer be ignored. Somehow the Spectrum had been given a personality — a rather devious, supercilious, dislikeable, hateful, horrible mind

6AI M 6AI COMPUTER

MODERATED

BOARD GAMES

SPECTRUM 48k £5.50



Side B contains a version of the game compatible with the excellent Currah uSpeech unit — even worse!!

GALAXY CONFL

The Quest of Merravid

VIC 20 (16k) £7.95 or Commodore 64 £7.95

A really challenging and enjoyable adventure, written by a confirmed adventure addict who grew tired of the ease with which he solved other adventures himself. Will accept and act on sentences containing up to nine words.

adventurer becomes Merravid, charged with the task of finding, taking and then returning the magic Firestone of the Dwarves. However, overcoming the many novel and original hazards is no easy matter. Careful and imaginative thought is required if progress is to be made and the Firestone tracked down to the lair of the Dragon of Thargon. Even then the Dragon has to be defeated and the stone retrieved. A compulsive, extremely enjoyable and very user friendly adventure



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COMPETITION COMPETITION COMPET

WELL, JUST WHAT IS IN THAT LETTER

It was one of those nights that make you want to get as close to the fire as you can and enjoy a nice glass of claret and read a good novel. The mist outside was thick and damp as Sherlock Holmes settled into his favourite chair in the comfortable sitting room of his Baker Street apartments.

Dr Watson was out at the opera and Holmes was looking forward to a nice quiet evening alone. But first, thought Holmes, I must just go through that pile of letters on my desk. They might contain some interesting items of news.

. Holmes got up and walked over to his elegant antique roll top desk and opened it, withdrawing the pile of letters resting on the top shelf.

He placed the pile of letters on the small table by his armchair and poured himself a liberal glass of claret before settling back into the chair. He opened the top letter on the pile - another bill!

The next one was more interesting. As he read the letter his eyes widened



in amazement at the words it contained. "This is incredible!" he exclaimed, beginning to re-read the letter.

Out in the street the mist began to thicken. The few moving figures in the street, huddled-up against the cold, were reduced to mysterious shadows.

Silently one of these shadows moved toward the brightly lit window of 221B Baker Street and peered inside. Holmes was still deeply engrossed in the letter. The mysterious figure reached inside his coat and moved closer to the window

Well, do you know what was in the mysterious letter that interested Holmes so much? You do! Then why not let us in on the secret. We've got six C&VG The Champ shirts waiting for the best six answers to our Holmes riddle. Answers on a postcard only please to Sherlock Holmes Competition, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R SEJ. Closing date is January 16th and the editor's - and Holmes' of course - decision is final.

MORE FREE TAPES ...

Where were you, Commodore 64 owners in Greater Manchester? We've still got 34 Arcadia 64 game tapes from Imagine software to give away - absolutely free!

All you have to do is rush us the coupon below on a postcard and we'll send YOU a free game.

We've decided to open the contest list to anyone living anywhere in the British Isles this month - so the first 34 requests we get for Arcadia tapes will soon be the happy owners of a brand new game for their machine.

IS YOUR GAME WOR MODEM

Have you got a game program you know will knock the socks off everyone who gets to play it? Or perhaps you've got a half finished listing which is going to be the game of the century once / you've got around to completing it? Maybe you've just got a great idea for a game and need a final incentive to sit down at your keyboard and work it out?

Well, here at Computer and Video Games we're quite good at providing good incentives, as our previous competition winners will tell you! And this latest idea from the competition department at C&VG will no doubt encourage you to get those brains in gear.

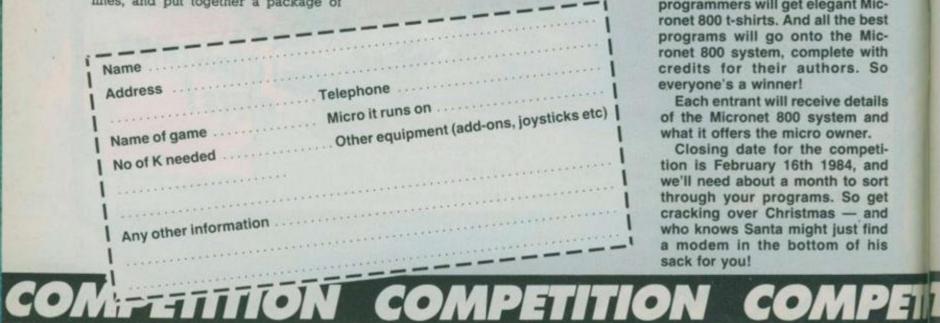
We've got together with Micronet 800, the new system which brings software to your home via the telephone lines, and put together a package of

prizes that will encourage even the most jaded programmer to rush back to his micro and start working!

Here's what we want you to do. Simply look out your best games listing - or get cracking and write a new one. The more original your game is the better ---but we're always happy to see a well turned out version of a classic game.

Then, fill in the coupon and mail it with a tape of your game, instructions on how to play it, a listing of your program if you have a printer and, most importantly, your name, address and telephone number.

Then send everything off to Computer and Video Games Programming Competition, Micronet 800, 155 Farringdon Road, London EC1R 3AD.



The competition is open to Spectrum, BBC, Tandy, Apple and Commodore Pet owners. All these micros are compatible with the Micronet 800 system.

Now for the best part - the prizes! First prize winner will get a Prism Modem 1000, which will link his, or her, micro to the Micronet 800 system, plus a years subscription to Prestel/Micronet 800. The winning program will appear on the Micronet system so the author's name will go up in lights!

Second and third place winners will get a Moden plus games software for their micros from the Computer and Video Games vaults. Fifth to eleventh place programmers will get elegant Micronet 800 t-shirts. And all the best programs will go onto the Micronet 800 system, complete with credits for their authors. So everyone's a winner!

Each entrant will receive details of the Micronet 800 system and what it offers the micro owner.

Closing date for the competition is February 16th 1984, and we'll need about a month to sort through your programs. So get cracking over Christmas - and who knows Santa might just find a modem in the bottom of his sack for you!

TAN COMPETITION CO



"Two pints of blue blood and a packet of Krypton crackers, please, Fred".

"Saturday night and they've just got paid".

"The place just isn't the same since E.T. came home".

"If those Earthlings would stop shooting us, and come and join us they'd have so much more fun".

YOU'VE GOT A WAY WITH WORDS

Judging from the flood of suggestions for a caption for our calendar, free inside November's C&VG, you all enjoyed Ross Collin's impression of a noisy alien bar room.

TION COM

We were tickled pink reading some of your witty suggestions and — after much deliberation — have managed to whittle them down to six lucky winners — who will receive Computer & Video Games' "The Champ" T-shirts.

Quite a few of you couldn't resist using "two pints of lager and a packet of crisps, please" from the pop record of a couple of years ago — but we decided to award a Tshirt to Matthew Davy of Essex who developed this idea further to read "Two pints of blue blood and a packet of Krypton crackers, please, Fred".

My personal favourite is from

OVER THE I It's a happy Hogmanay to all

our Scottish readers as we bring our rolling city competition north of the border.

To win one of Imagine's new games all you have to do is fill in the form below and send it off to us without delay.

As long as your entry bears a Scottish post mark from anywhere in the country you will have a chance of winning a free game.

When we told Imagine that we were going to open the rolling city competition up to the whole of Scotland they generously increased the number of free games from 100 to 200. John Bennett who has a joke at the expense of C&VGs illustrious editor with "Which one is Terry Pratt" (that's enough of that — ed.).

Alan Hurt made us wonder what a really rough alien pub must be like with "Quiet in here tonight, eh, Burt?".

Brian Dear's entry contains a word of explanation as to the goings-on in the picture with "Saturday night and they've just got paid".

Bryon Stanway was the only person who chose a famous alien from the movies with "The place just isn't the same since E.T. came home".

Andrew Barlow concludes with a thought for the day for video games nuts with "If those Earthlings would stop shooting us, and come and join us they'd have so much more fun".

Well done, everyone — the T-shirts are in the post.

IE BORDER!

The games on offer are Stonkers — a 3D style tank battle for the 48K Spectrum — Alchemist a graphic style adventure in which you are cast as a wizard, also for the

TION COMPETITION COMPETITION CO

SPOTTING THE DIFFERENCE

We were deluged last month with budding tank commanders who all spotted the differences between the two tanks in our picture.

Sharp eyed winners of a brand new Atari Battlezone cartridge are Baiju Patel of Surrey, Brian Hambley of Prescot, Merseyside, Mr J. W. Falconer of Glenrothes, Darren Jones of Newcastle in Staffs, Debbie Willows of Bath, M. Livings of Portishead, Bristol, D. Moore of Rochester in Kent, Tom Haslam of Leicester, Fraser Watson of Sheffield, and Mr J. P. O'Hanlon of London.

Battlezone is Atari's latest arcade conversion of the hit coin-op game.

The cartridges worth £29.99 each are now in the post to our lucky winners for use on an Atari VCS. Don't forget the biggest and best prizes are in *C&VG* every month.

48K Spectrum.

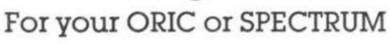
Please state first choice and second choice on your entry form.

Name		 ********	
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1st Choice		 	
2nd Choice		 	
		 	 '



the gap in the tence. Each time a logger is sately home the next one will have to encounter more lorries and cars on the motorway but fewer crocodiles and logs in the river. Full on-screen instructions. M/code. sound effects and full action colour graphics. Oric Author – Adrian Sheppard. Spectrum Author – Mike Howard Oric 48K – £6-95 Spectrum 16/48K – £4.95.

Challenge!





Dinky Kong Attempt to rescue your lovely girlfriend who is held captive by the angry gorilla. As you climb the connecting ladders and move along the gangways, the gorilla will be throwing barrels and fireballs at you! The only way to reach her is to leap over these obstacles and progress to the top M/code action with sound effects, full colour action graphics skill levels etc. Author – Adrian Sheppard

Onc 48K - £6.95

ORIC48K
Assembler Disassembler Editor
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All Oric titles available from Laskys. Dinky Kong for Oric also available from WH Smith

Quincy A superb dice game for 2 to 8 players. 3 throws per go to try and score points by obtaining certain combinations. 1 e 3 of a kind, a run, pairs etc. 13 go's to complete a game. The highest score is the winner! It's a game that is easy to learn but can be won by skilful and thoughtful play Full colour graphics, on-screen instructions, bonus scores, etc. Author – Tony Churcher. Spectrum 48K - £4.95.



Oricade A combined assemble: Disassembler and editor for the Oric *Handles full 6502 Mnemonics * Features Save and Reload M/C * Assembles and disassembles at any address *An essential tool for any serious programmer Author - Adrian Sheppard Oric 48K - £8.50.

Oric titles recommended by ORIC PRODUCTS INT. LTD.

All Spectrum Software is available on Micronet 800 TRADE ENQUIRIES

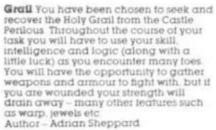
WELCOME



SEVERN SOFTWARE 5 SCHOOL CRESCENT LYDNEY GLOUCESTER GL15 5TA



Moria A challenging adventure game set in the mines of Moria. You'll have to try and survive encounters with the monsters of middle-earth while trying to locate Durins Ring. The Wizard and the Trader may help or hinder you on your nd and open the hidde



Oric 48K - £6.95.



52 COMPUTER & VIDI	doors to irredom – a game that will really test your character and staying power Oric Author – Adrian Sheppard Spectrum Author – Mike Howard Oric 48K – £6 95 Spectrum 16/48K – £4.9
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by Matthew Smith

Penguins, Man Eating Tailets Seals, Mutant Telephones, Bugs, Falling Skylambs and Kangaroo's plus many more, join forces to stop Willy in his quest to get the treasure

8

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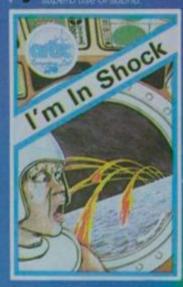
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FOR THE FESTIVE SEASON-FOUR OF THE BEST FROM ARTIC'S

I'm In Shock

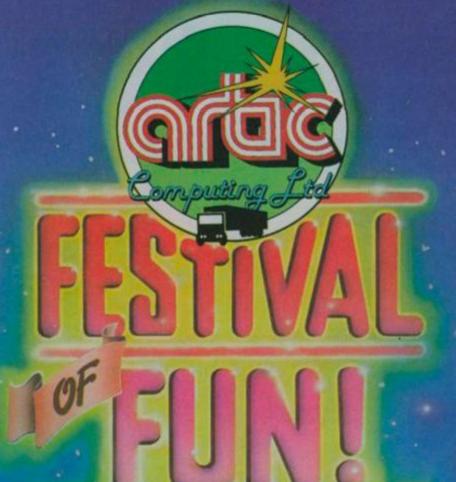
bursting with colour, buzzi with sound and designed t stun your senses. Exciting high speed graphics and supply use descent



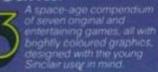
Tank Battle

At trist, all you can near is a low, ominous rumbling Suddenly, you glimpse your first adversary brough the remains of the shattenid alen city. An exceptional test of norves and skill for two players





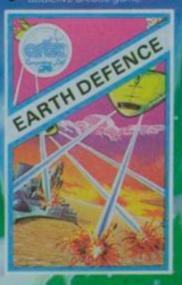
Santa





Earth Defence

 alien missiles, hell bent on the destruction of Earth's major cities, set the chilling scene on this unusually addretive ancide game



Dear Santa, please rush me these fabulous Artic games. I have put a tick in the boxes of the games I would like. Thank you. • Cheque for total amount enclosed £

Prease delete or complete as applicable.

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Name _

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To: ARTIC COMPUTING LTD, 25.95 Main Street, Brandesburton, Driffield YO25 8RG





Hi! I'm Derek the demolition expert and this building has got to go! You can help me by finding the ten links which hold up the decrepit frame.

Unfortunately, not everyone wants this building to be knocked down — and there are booby traps to contend with. Weightless fireballs are flying at you from the oil pot and there are mustard and goulash pies on the scene too — what a way to go!

As you toddle along the frame of the building you'll find bits suddenly drop out, leaving you with a gap to jump. You can jump the gaps and the pies and fireballs by pressing the jump key and a movement key to power you in the right direction.

Certain objects are positioned around the building which will earn you bonus points if you managed to pick them up — but there are a few that explode on contact, so beware! Extra fireballs and pies appear after each screen is cleared, and you'll get a bonus man after

10 BORDER 1: PAPER 1: CLS 7: PRINT AT 10,7; "Please " GO SUB 1000: GO SUB 920 20 LET a\$=" IN wait. EXT 60 PRINT #0; INK 5;" 0 M.5.0. White February 1983 " 70 INK 3: FOR f=5 TO 21 STEP 4 PRINT AT f,10;"■";AT f,20;"■": NEXT 80 INK 4: FOR f=5 TO 6: PRINT AT f,3; "H"; AT f,29; "H"; AT f+4,5; "H"; AT f+4,26; "H"; AT f+3,12; "H"; AT f+8,18; "H"; AT f+12,5; "H"; AT f +12,15; "H"; AT f+12,27; "H": NEXT 90 BRIGHT 1: INK 5: PRINT AT 4 2;""";AT 4,28;""";AT 16,1;""";A † 12,4;""";AT 12,27;"";AT 16,28 ;""";AT 16,13;""": INK 7: BRIGHT 0 100 PRINT AT 8,14; INK 2; "\$22";A T 9,13; INK 6; "[0]U] ": INK 6: PLO T 112,96: DRAW 0,-8: DRAW 15,0: DRAW 0,8: PLOT 112,90: DRAW 15,0 : INK 7 110 RETURN 120 LET a=12: LET b=15 130 PRINT AT 0,0; "SCORE=";s;AT 0,19; "LIVES= ";AT 1,25;" ": FOR f=1 TO Lives#2 STEP 2 : PRINT AT 0,25+f; "Q";AT 1,25+f; "A": NEXT f 140 RETURN 150 PRINT AT a-1,b; "Q";AT a.b;" Ø Rogen 150 PRINT AT a-1, b; "Q"; AT a, b;" Terry GO SUB 870 IF RND>0.91 THEN GO TO 520 IF a=3 THEN GO TO 780 IF a=20 THEN GO TO 830 160 170 180 190

you've completed four screens. Controls are: 5-left, 6-down, 7-up, 8-right, 9-jump.

58 COMPUTER & VIDEO GAMES

BY MARK WHITE

RUNS ON A

SPECTRUM

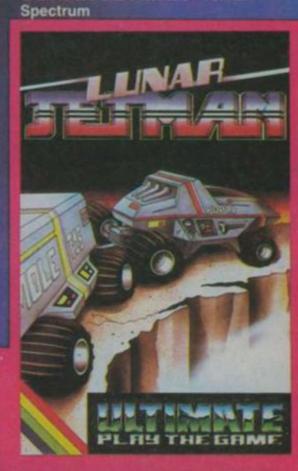
IN 16K

400 GO TO 290 410 IF e\$="5" OR e\$="0" OR e\$=" "THEN GO TO 150 420 FOR f=1 TO 4: GO SUB 870: P RINT AT a,b; "A"; AT a-1,b; "Q": FO R o=1 TO 5: NEXT o: PRINT AT a-1 b; ": BEEP 0.006,10-f*2: BEEP 0.006,10-f: IF f>2 THEN PRINT AT a-1,b; INK 4: "H" 430 LET a=a+1: NEXT f 440 GO TO 290 450 IF RND 0.92 THEN PRINT AT a b; INK 3; "NX"; AT a-1,b; ": BEE P 0.1,-30: BEEP 0.1,-40: FOR f=1 TO 150: NEXT f: PRINT AT 0,b;" ": GO TO 670 460 FOR f=1 TO 7: BEEP 0.01+f/1 0,f*5: BEEP 0.01,f*7: NEXT f 470 LET s1=(INT (RND+5)+1)+100 480 PRINT AT a,b-1;51 490 LET s=5+51: PRINT AT 0,6;5: FOR f=1 TO 100: NEXT f 500 PRINT AT a,b-1; "T" 510 GO TO 150 520 LET y=((INT (RND+31)+1: IF y= 13 AND x=15 THEN GO TO 150 540 IF ATTR (Y-1,X)=77 OR ATTR (Y-3,X)=12 OR ATTR (Y,X):015 THE N GO TO 150 550 BEEP 0.007,40: PRINT AT Y,X ": GO TO 200 560 LET p=0. LET cOUNT=COUNT+1: FOR f=5 TO 200: PRINT AT f,10;" ": NEXT f: FOR f=17 TO 21: PRINT AT 15,14; "DU"; AT 14,1 4. TNK 2: """ ID 010 TI 100 (AB) EXT f 570 PRINT AT 15,14; "00"; AT 14,1 4; INK 2; "XZ": PLOT 112,48: DRAW 0,-8: DRAW 15,0: DRAW 0,8: PLOT 112,42: DRAW 15,0

LUNAR JETMAN - For the 48K Sinclair ZX Spectrum LUNAR JETMAN - The Ultimate Intergalactic G.A.S. (Graphic Arcade Simulation) Adventure Space Battle

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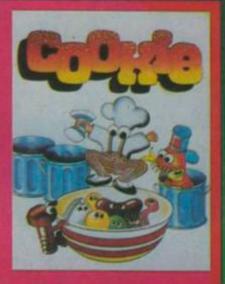


LUNAR JETMAN - 48K ZX



ATIC ATAC-48K ZX Spectrum

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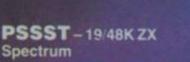
JET PAC - 16/48K ZX A Spectrum or 8K Expanded VIC 20

These games should be available from W.H. SMITHS, BOOTS, JOHN MENZIES, LASKYS, SPECTRUM CENTRES, one targe department stores and all good major software retailers. Alternatively, send the doupon to ULTIMATE PLAY THE GAME is immediate dispatch by return, subject to availability.

£5.50 each including VAT, first class postage and packing within UK.

ULTIMATE PLAY THE GAME is a Trade name of Ashby Computers & Graphics Ltd., The Green, Ashby de la Zouch, Leics, LE6 5JU

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	ETMAN	ATIC ATAC TRANZ AM VIC 20)	PSSST
Name			



580 PRINT AT 10,13; "WELL"; AT 12 13; "DONE" 770 780 790 570 TO 750 5(16 THEN GO TO 818 (\$(5-11)=""" THEN GO TO GO 800 GO TO 200 810 6\$ (6+5) =""" THEN GO TO 6 IF GO TO 200 IF a\$(b+15) (>" " THEN GO TO 820 RN 830 670 840 830 IF a\$(b+15)()" "THEN GO TO 670 840 GO TO 200 850 FOR f=1 TO 4: FOR 0=1 TO 3: NEXT 0: PRINT AT a-1,b;"";AT a b;"": BEEP 0.006,30: BEEP 0.00 5,40: LET b=b+(INKEY\$="8" AND b(31) -(INKEY\$="5" AND b)1): PRINT AT a-1,b;"Q";AT a,b;"A": GO SUB 870: NEXT f 850 GO TO 250 870: NEXT f 860 LET a\$=a\$(2 TO)+a\$(1) 880 LET b\$=b\$(2 TO)+b\$(1) 890 LET c\$=c\$(32)+c\$(1) 890 BEEP 0.003,20 910 PRINT AT 8,0; INK 6;b\$(1) 18);AT 20,0; INK 5;a\$(15 TO 46) ;AT 8,16; INK 6;c\$(5 TO 20): RET URN 920 LET e=PEEK 23675+256*PEEK 2 3676 930 FOR f=e TO e+167 940 READ C: POKE f,C: NEXT f: R ETURN ": LET b\$=" ": LET C\$=" ŵ AN" NP P 690 LET lives=lives-1: GD SUB 1 700 IF LIVES =0 THEN GO TO 730 20 930 FOR f=e TO &+167 940 READ C: POKE f,C: NEXT f: R ETURN 950 DATA 24,102,66,66,66,66,231 126,126,66,231,0,0,0,0,24,24,24,24 255,255 960 DATA 126,126,60,129,255,255,255 960 DATA 126,126,60,129,255,255,255 970 DATA 63,42,81,128,255,127,6 3,31,248,84,34,1,255,254,252,248 970 DATA 63,42,81,128,255,126,2 4,24,36,66,145,169,169,126 980 DATA 255,219,219,255,255,266,3 4,24,36,66,145,169,169,126 980 DATA 255,128,152,164,164,16 157,1,40,153,74,0,129,55,0,3192 2,65,84,146,146,41,36 990 DATA 4,32,18,136,68,36,20,1 46,8,148,43,68,72,145,170,164,60 126,255,255,8,84,40,56,24,36,192 2,65,84,146,146,41,36 990 DATA 4,32,18,136,68,36,20,1 46,8,148,43,68,72,145,170,164,60 126,255,255,8,8,40,56,24,36,36,36,3 1000 PLOT 57,154: DRAN 0,10: DRA U 5,0: DRAM 2,-2: DRAN 0,10: DRA U 5,0: DRAM 2,-2: DRAN 0,10: DRA U 5,0: DRAM 2,-2: DRAN 0,10: DRA U 5,0: DRAM 4,4: DRAM 0,10: DRA U -2,-2: DRAM 4,4: DRAM 0,10: DRA U -2,-2: DRAM 4,4: DRAM 0,10: DRA U -2,-2: DRAM 4,4: DRAM 0,10: DRA U -7,0: PLOT 68,154: DRAM 0,10: DRA U -7,0: DRAM 0,10: DRAM 7,0: PLOT 112,1 54: DRAM 0,10: DRAM -7,0 1030 PLOT 102,154: DRAM 0,10: DRA U -10: DRAM 0,10: DRAM 0,10: DRA U -7,0: DRAM 0,10: DRAM 0,10: DRAM 0,0 1040 PLOT 130,154: DRAM 0,10: DRAM 0,0 1040 PLOT 130,154: DRAM 0,10: DRAM 0,0 1040 PLOT 130,154: DRAM 0,10: DRAM 0,0 1050 RETURN 710 PRINT AT a-1, b; "S"; AT a, b; ETURN T FOR f=1 TO 100: NEXT f: GO 720 TO 150 730 PRINT AT 10,10; FLASH 1; "GA ME OVER" 740 PRINT ''TAB 5; "Another Gam OVER" TAB 5; "Another Gam 2 ? (y/n)" 750 IF INKEY\$=""" THEN GO TO 20 760 IF INKEY\$=""" THEN STOP EMOLITION EXPERT alittin Aus

Your team of paratroopers is being dropped behind enemy lines from a helicopter. Can you get enough troops down safely to mount an attack? Press any key to make a paratrooper jump from the 'chopper. Then manoeuvre your man using the "greater than" and "less than" keys to avoid the planes, airships, trees and tanks. As the game progresses the airships and other hazards move faster. To make the game more challenging once you've got the hang of it why not make the game harder by increasing the speed of your helicopter or the enemy hazards.

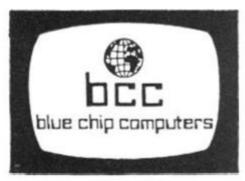
07

100-220 INSTRUCTIONS 230-330 DEFINE CHARACTERS, COLOURS ETC. 340 DRAW GROUND 350-370 PLACE TANKS 380-400 PLACE PLANES 410-430 PLACE TREES 440-460 PLACE AIRSHIPS 470 PLACE HELICOPTER 480-490 MAKES MAN JUMP FROM HELICOPTER WHEN A KEY IS PRESSED 500-560 MOVE MAN ACCORDING TO KEYS 570 CHECK IF MAN HAS LANDED 590 SUCCESSFUL LANDING 600-640 SPEED UP AIRSHIPS BY 1 650-680 CRASH AND DISPLAY SCORE. START AGAIN

BY ALEXAN	IDER CLARK
RUNS ON A TEXAS TI 99/4a	WITH EXTENDED BASIC IN 3K
100 CALL CLEAR 110 DISPLAY AT(12,3): "DD YDU WAN T INSTRUCTIONS" 120 CALL KEY(0,K,S):: IF K=89 TH EN 130 :: IF K=78 THEN 210 ELSE CALL SDUND(-750,-4,0):: GDTD 120 130 PRINT " PARATRODPER" 140 PRINT " PARATRODPER" 150 PRINT :: PRINT " BY ALEX ANDER CLARK IJULY 1983]" 160 PRINT :: PRINT :: PRINT :: P RINT 170 PRINT "YDU ARE A PARATRODPER IN WORLD WAR 2, AND YDU ARE BEING DROPPED BEHIND ENEMY L INES.TRY TO AVDID PLANES," 180 PRINT "AIRSHIPS AND TANKS WH ICH AREON PRACTICE MANDEUVRES!!! " 190 PRINT "USE ANY KEY TO JUMP F ROM THEHELICOPTER AND THE '<' AN D '>' SWITH ALPHA LOCK DOWN) T G MOVE FROM SIDE TO SIDE ONTHE W AY DOWN."	200 PRINT 210 PRINT " PRESS ANY KEY TO P LAY" 220 CALL KEY(0,K,S):: IF S()1 TH EN 220 230 CALL MAGNIFY(3) 240 CALL CHAR(96, "00FF010F11254D 7FF73F907F000000000FE0080C1E3E3 FFEE040FC0000000") 250 CALL CHAR(100, "000000030F3F7 F7F7F7F3F0F030000000000082E7F7F 7FFFF7F7F7E78200000") 260 CALL CHAR(104, "030F3F7F7FFFF FFF402010090701020280E0F8FCFCFEF EFE04081020C0008080") 270 CALL CHAR(108, "80C0FFFFFF3F7 8000000000000000000000000000000000000

300 CALL CHAR(95,"") 310 CALL COLOR(8,4,4) 320 CALL SCREEN(6):: CALL CLEAR :: CALL MAGNIFY(3):: RANDOMIZE 330 DEF RAN(X)=INT(RND*X)+1 340 CALL HCHAR(22,1,95,96) 350 CALL SPRITE(#27,116,2,172,RA N(85),0,5) 360 CALL SPRITE(#19,116,2,172,RA N(85)+85,0,5) 370 CALL SPRITE(#18,116,2,172,RA N(85)+170,0,5) 380 FOR A=1 TO 5 390 CALL SPRITE(#A+1,108,2,(A*10)+20,RAN(250),0,RAN(20)+3) 400 NEXT A 410 CALL SPRITE(#26,112,13,152,1 70) 420 CALL SPRITE(#25,112,13,152,2 000 430 CALL SPRITE(#24,112,13,152,6 4) 440 FOR A=1 TO 5 450 CALL SPRITE(#A+6,100,15,A*14 +61,RAN(250)) 460 NEXT A 470 CALL SPRITE(#1,96,5,10,100,0 ,-20) 480 CALL KEY(0,K,S):: IF S<>1 TH EN 480

490 CALL POSITION(#1,X,Y):: CALL SPRITE(#28,104,16,X+16,Y,10,0) 500 CALL KEY(0,K,S):: CALL COINC (ALL,R):: IF R=-1 THEN 650 510 CALL POSITION(#28, J, E):: IF J>182 THEN 590 520 IF S=-1 THEN 500 530 CALL COINC(ALL,C):: IF C=-1 THEN 650 540 IF S=0 THEN CALL MOTION(#28, 10,0):: GDTD 500 550 IF K<44 DR K>46 THEN 500 560 CALL MOTION(#28,10,(K-45)*10):: CALL COINC(ALL,C):: IF C=-1 THEN 650 ELSE 500 570 CALL POSITION(#28,J,F):: IF K>184 THEN 590 580 GOTO 580 590 CALL SOUND(100,1000,0):: CAL L DELSPRITE(#28):: SC=SC+1 :: GD SUB 600 :: GDTD 480 600 SP=SP-1 610 FDR A=1 TD 5 620 CALL MOTION(#A+6,0,SP) 630 NEXT A 640 RETURN 650 CALL SOUND(1000,-5,0):: CALL DELSPRITE(ALL):: CALL CLEAR :: CALL CHARSET 660 DISPLAY AT(12,8): "YOU SCORED : " 670 DISPLAY AT(12,20):SC*100 680 RUN 210



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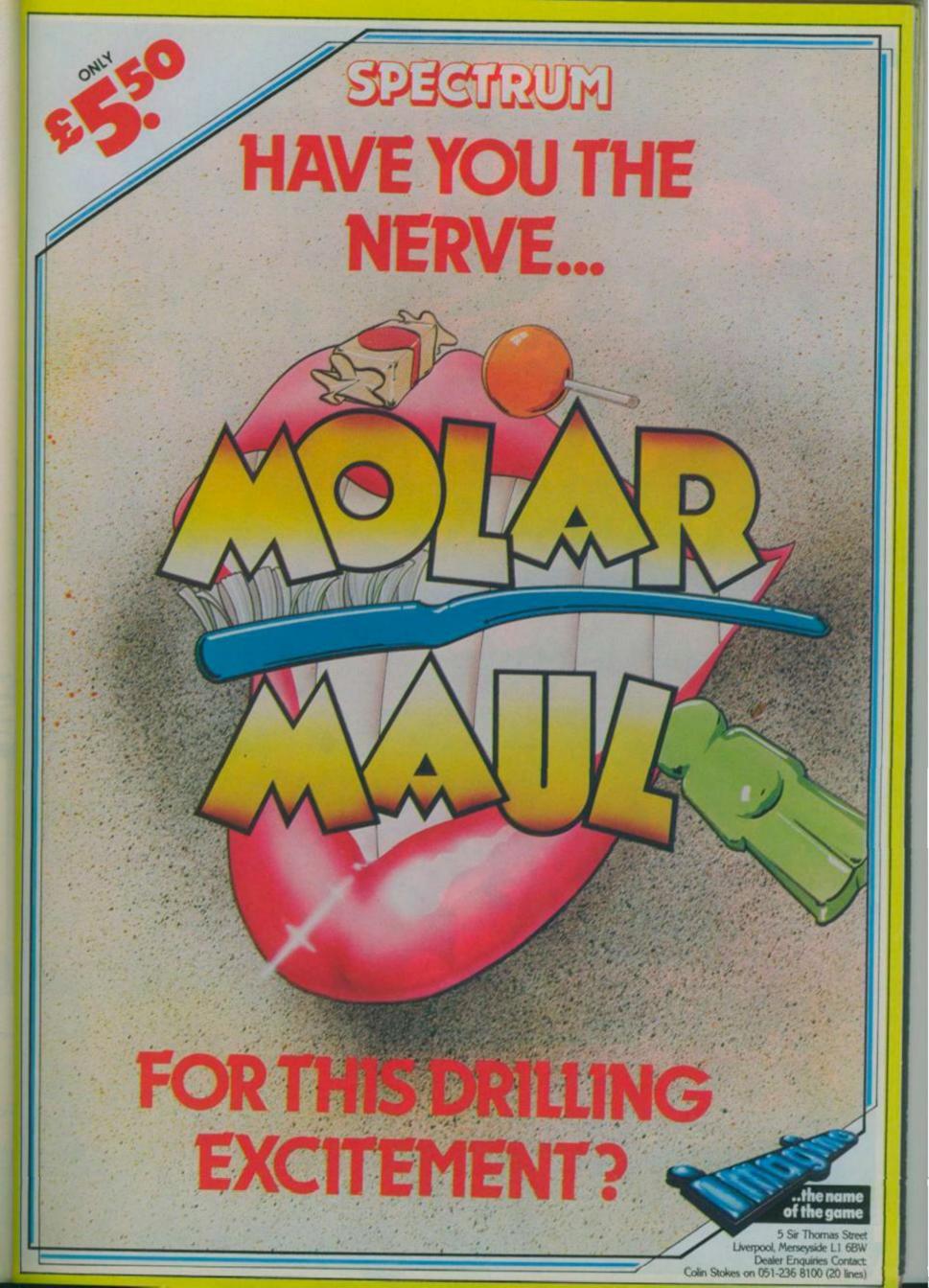
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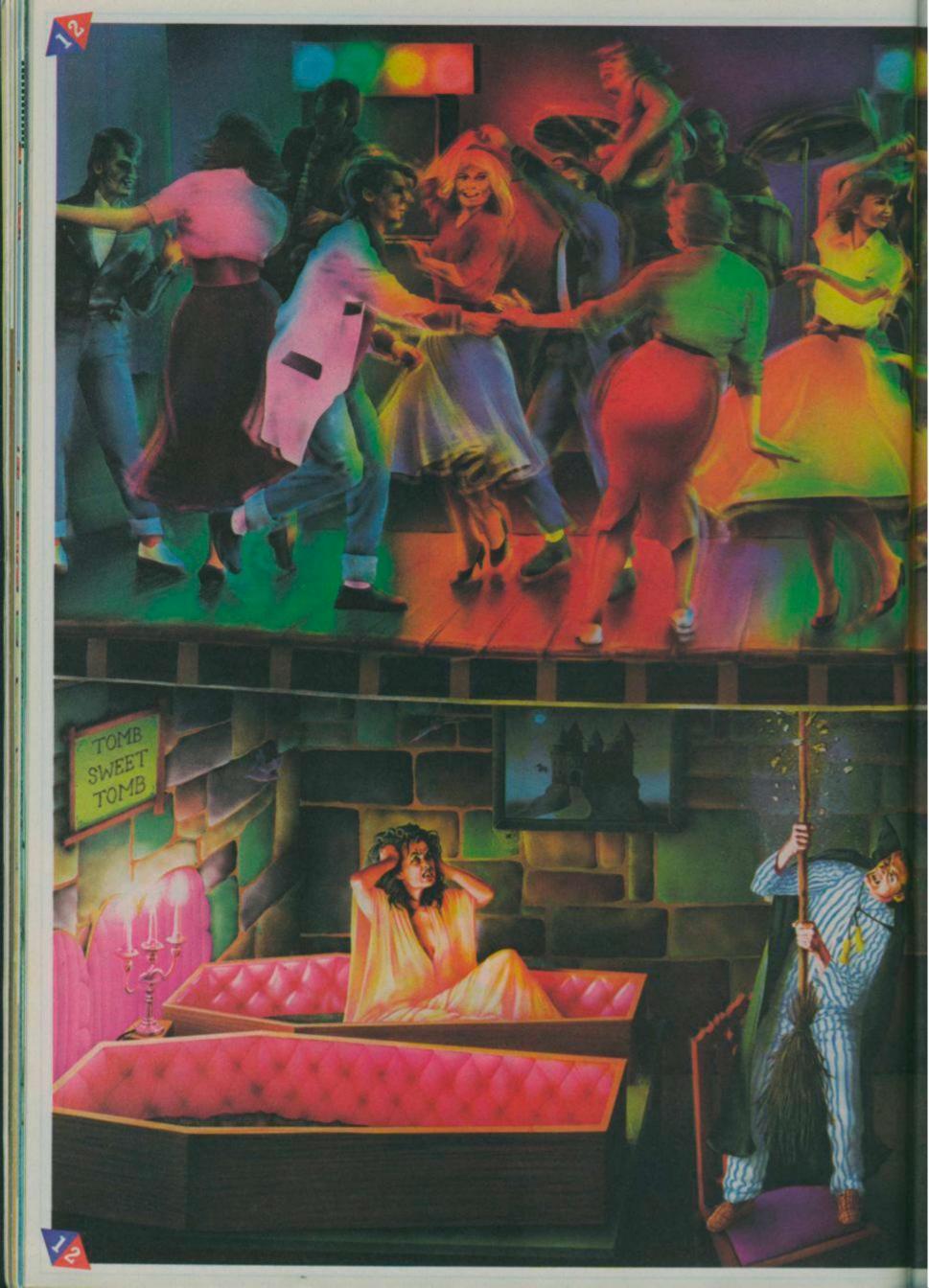
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Tomb Of Dracula

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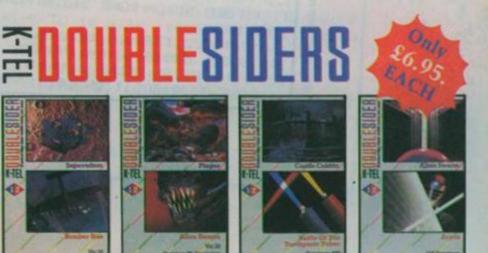
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Tomb Of Dracula Darkness is falling...The vampires are hungry...You can't go back...Your only chance of survival lies ahead.

The walls are cold and clammy. With each step you remember the horrors ahead, ghouls, zombies and pits of choking slime. In your hand you have but seven silver stakes with which to defend yourself...Dare you face the ultimate evil...and win.

Spectrum text Spectrum text Spectrum and two for the Commodore Vic 20 — and there are more to come. So hurry to the shops now and see for yourself how K-tel Doublesiders really do give you twice the fun with two on one.



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"Captain! All engines are failing. We're losing altitude. We won't make it to the airfield! And we're over the city! What are we going to do!"

"Don't panic son. We've got a bomb bay full of missiles and I can fly this baby over a derelict area. We'll bomb our own airstrip!"

Can you help the intrepid skipper of this crippled skyship clear a space big enough to land on? If you manage to land the game will start again - but much faster. If you manage to land four times then you're a sky-riding superstar!

Although your aircraft is rapidly losing height the skipper is able to fire up the engines three times during a game which moves the 'plane up one line. These "jumps" are best used in emergencies!

Program notes

Line 100: initialise and display instructions. 110-130: change display list and set up a display list interrupt. 140: set game variables. 150-250: main program loop.

260-290: bomb dropped routines.

300-410: explode plane and restart game. 420-490: display routine if you manage to land four

times! 500-630: redefine character set. 640-750: draw screen. 760: successful landing sound. 770-920: instructions.

100 GDSUB 770: GDSUB 490: DIM NM\$ (10): GDSU B 110:GOTO 140 110 GRAPHICS 1: POKE 710, 0: POKE 1545, 0: DL =PEEK (560) +PEEK (561) +256: POKE DL+3, 66: PO KE DL+8, 134: RESTORE 130 120 FOR X=0 TO B:READ A:POKE 1536+X, A:NE XT X: POKE 512, 0: POKE 513, 6: POKE 54286, 19 2:RETURN 130 DATA 72, 173, 9, 6, 141, 24, 208, 104, 64 140 505UB 640:5C=0:P=1:NN=20 150 POKE PX, SP: SOUND 1, NN*10, 120, 4: PX=PX +1: POKE 77, 0: POSITION 10, 0:? #6: SC*10

160 IF PEEK(PX)=CB OR PEEK(PX)=DB THEN 3 10 170 IF INT((PX-CV)/20)=19 AND NN>SP THEN P=P*2:NN=NN-5:GOSUB 760:GOSUB 640:GOTO 150 130 IF NN=SP THEN 420 190 IF STICK(SP)<15 AND SD<3 AND PX>CV+2 0 THEN PX=PX-20:SD=SD+1:SOUND SP, 10, 10, 1 4 200 POSITION 3,1:? #6;3-SD:POKE PX, PLANE 210 IF PEEK (53279)=6 THEN FOR X=1 TO 50: NEXT X: GOTO 350 220 FOR X=0 TO NN 230 IF STRIG(SP)<>1 AND BD=SP THEN BD=1: BX=PX 240 NEXT X 250 IF BD=SP THEN FOR X=0 TO NN-4:NEXT X :SOUND 0,0,0,0:GOTO 150 260 POKE BX, SP: SOUND SP, (BX-PX)/2, 120, 6: BX=BX+20 270 IF PEEK(BX)=CB OR PEEK(BX)=DB THEN S C=SC+P:GOTO 300 280 IF INT((BX-CV)/20)=19 THEN GOTO 300 290 POKE BX, BOMB: GOTO 150 300 POKE BX, EXPLOSION: SOUND SP. 120, 8, 14: POKE BX, SP: BD=SP: GOTO 150 310 POKE PX, EXPLOSION: SOUND 1, SP, SP, SP:P DKE BX, SP 320 VOL=15:FOR B=10 TO 50 STEP 0.5:VOL=V OL-0.2: IF VOL<0 THEN VOL=0 330 SOUND 0, B, B, VOL: SOUND 1, B, 16, VOL: SET COLOR 3, 3, RND(0) *14:NEXT B 340 SOUND 0,0,0,0:SOUND 1,0,0,0:POKE PX, SPACE: SETCOLOR 3, 14, 12 350 IF SC>HS THEN NM\$=STR\$ (SC) : POSITION 17-LEN(NM\$),1:? #6;SC*10 360 IF SC>HS THEN HS=SC:FOR X=0 TO 10:FO R S=100 TD 10 STEP -10:SDUND 0, S, 10, 10:S OUND 1, S+S, 10, 10: NEXT S: NEXT X 370 SOUND 0,0,0,0:SOUND 1,0,0,0. 380 BD=0:BX=0 390 POSITION 5,7:? #6; "press start": SD=0 400 IF PEEK(53279)=6 OR STRIG(0)=0 THEN 140 410 GOTO 400 420 GRAPHICS 2+16: POSITION 7, 5: B= (9*16) +

DAVID TAYLOR

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DEALERS NAME OF ER DOR e 64 n mic. Avoid the of ds to climb the n e spear. Then sla it carries your blin DORO! for 48K SF is drainpipes are i clear to mis to do the game starts he SPACE to drop it ff the centre of a dra ber of points in the di Gordon will get to barrel will be loat the centre of a dra ber of points in the di Gordon will get to barrel will be loat to a pipe already ind if you know yo you can see Flash g to corner, press D an al 5 pipes, you prise in store befor the centre of a dra befor to fk or 48K SF is monted from W van Winklehoff nents. The Doctor is for 16K or 48K SF is continually mone polayers, escape to y Unfortunately pe from here into to the alarm. You m and then try to ess ch will the appeal of the alarm. You m and then try to ess ch will shact on 10 Nine levels of d	PLEASE CO F YOUR NEAL obsta- noun- ay the your sector of the root with the outside with the drop is the drop is th	and she she she she she she she she	EGBERT FOR THE RIBUTOR EGBERT For COMM A fast Arcade Ac for all the fa Written in 100% Code for super 16 Egbert works on production line a It was a comfort the invasion of th from the planet been exterminal deadly Pets runn wasnite nough. 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- TANADARAMANAN

430 ? #6; "you win":? #6;" GOOD BOMBIN G!":POKE 712, (3*16)+8:POKE 708, (2*16)+12 440 FOR X=0 TO 500:NEXT X 450 GRAPHICS 2+16:POKE 712, B:POKE 708, (2 *16)+12 460 POKE 756,56:SOUND 1,15,120,4 470 FOR X=0 TO 19: POSITION X,5:? #6; "Y": FOR Y=0 TO 100:NEXT Y:POSITION X,5:? #6; " ":NEXT X:SOUND 1,0,0,0 480 GOSUB 110: POKE 712, B: POKE 711, 188: PO KE 710, B: POKE 1545, B: GOTO 390 490 N=56:P=1:DIM B\$(32):RESTORE 490 500 GRAPHICS 0: POKE 752,1 510 POKE 710, (11*16)+8: POKE 709,0: POKE 7 12, (11*16) +8: POSITION 14, 12:? "CRASH LAN DING" 520 FOR X=1 TO 32:READ A:B\$(X,X)=CHR\$(A) :NEXT X 530 DATA 104,104,133,213,104,133,212,104 ,133,215,104,133,214,162,4,160,0,177,212 145,214 540 DATA 200,208,249,230,213,230,215,202 ,208,240,96 550 I=USR(ADR(B\$),224*256,N*256) 560 READ X: IF X=-1 THEN POKE 77.0: RETURN 570 FOR A=0 TO 7:READ Y:POKE N*256+X*8+A ,Y:NEXT A:GOTO 560 580 DATA 58,254,254,146,146,146,254,254, 254 590 DATA 34,0,0,0,64,92,126,92,64 600 DATA 57,63,148,212,254,255,126,132,1 610 DATA 56, 16, 74, 16, 170, 85, 16, 74, 16 620 DATA 55,0,0,0,16,56,124,254,254 630 DATA -1 640 POSITION 0,0:? #6;")":PX=(PEEK(88)+P EEK (89) *256) +40: POKE 756. N: CV=PX 650 CL=(9*16)+4:FOR X=708 TO 712:POKE X. CL:NEXT X:POKE 1545,CL 660 SOUND 0,121,10,10:FDR X=0 TO 50:NEXT 670 PLANE=249:BOMB=34:CB=122:DB=119:SP=0 :EXPLOSION=248 680 FOR Y=18 TO 11 STEP -1:L=ABS((Y-21)) *10:SOUND 0,L+10,10,6:FOR XY=3 TO 19 STE P 6:FOR X=1 TO 3 590 POKE PX+(Y*20)+X+XY, CB:NEXT X:POKE P X+(Y*20)+(X-5)+XY,CB nd the"; 700 NEXT XY:NEXT Y:SOUND 0,121,10,10 710 Y=10:FOR XY=3 TO 19 STEP 6:FOR X=1 T 0 3:POKE PX+(Y*20)+X+XY,DB:NEXT X:POKE P 111 ": X+(Y*20)+(X-5)+XY,DB:NEXT XY 720 POKE 708, (2*16)+14: POKE 709, 12: POKE 711, (14*16)+12: POKE 1545, (11*16)+8 730 FDR X=0 TO 25:NEXT X:SOUND 0,0,0,0 740 PDSITION 7,1:7 #6;" HIGH:00000 ":PDS 930 9 ") ITION 17-LEN(NM\$),1:? #6;HS*10 750 POSITION 4,0:7 #6; "SCORE: ": POSITION 17,0:? #6; "JUMPS: ":RETURN 760 FOR B=1 TO 25:SOUND 0, B, 10, 10:FOR T= 0 TO 10:NEXT T:SOUND 0,0,0,0:FOR T=0 TO 10:NEXT T:NEXT B:SOUND 0,0,0,0:RETURN 770 GRAPHICS 0:SETCOLOR 2,14,0:POSITION 2.11 780 ? "Do you want instructions? Type Y or N";:OPEN #1,4,0,"K:":GET #1,K:CLOSE #

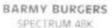
790 IF K=ASC("N") THEN RETURN 800 IF K=ASC("Y") THEN 820 B10 GOTO 770 820 7 "3 Your aircraft is rapidly desc endingover a city. The only way to lan 830 ? "to bomb away all the buildings. Youdrop a bomb by pressing the joyst 840 7 "button (plugged into the first so cket)Only one bomb can be in the air at 850 ? :? " You are given 3 'jumps' at thestart of each game. Each jump e nables"; 860 ? "the plane to move one line upward s. Tomake the plane jump, push the joyst 870 ? "in any direction. It is best to savethese jumps until as late as possi 880 ? "in the game. Use a jump if it loo ks asthough you are going to crash." 890 ? :? " If you manage to land, you arepresented with a new city a 900 ? "plane speeds up. If you manage to landfour times (most unlikely) you w 910 ? "have beaten the game and an 'e nd ofgame' screen will be shown." 520 ? PRESS ANY KEY" :: OPEN #1,4,0, "K: ": B ET #1,K:CLOSE #1 When ever the message 'PRESS START' appears on the screen, you may p 940 ? "the 'START' key or the joystick b uttonYou may press the 'START' key at 950 ? "time during the game." 960 ? :? PRESS ANY KEY TO START THE GAME "; 980 OPEN #1,4,0, "K: ":GET #1,K:CLOSE #1:R

COMMENTS ON LISTING In line 390 'press start' should be typed in inverse video In lines 640,820,930 the curly bracket is a clear screen command In line 920 type [2 ESC TABJEINV SPACE] before PRESS In line 960 type [2 ESC TABJEINV SPACE] before PRESS,[INV SPACE] after TO In line 970 type [2 ESC TABJEINV SPACE] before START

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Ø REM ROAD RUNNER BY PHILIP OLIVER 1 CLS PRINT ********* ROAD RUNNER +******* BY PHILIP OLIVER" 2 REM FOR THE DRAGON 32 3 REM TYPE THEN FOLLOWING FOR GREATER SPEED :- POKE "65495,0" 4 REM MAIN PROGRAM LOOP 7-9 5 GOSUB 13 REM SETTING VARIBLES 6 GOSUB 39 REM "V" SHAPE TO STOP CARS ESCAPING 7 FOR M=1T09999999999 GOSUB 23 8 GOSUB 19 9 NEXT M 10 GOSUB 33 11 GOSUB 31 12 GOT05 13 SC=0:BE=1:D1=12:D=18:R=6:A#=CHR#(143+32):REM SC=SCORE:BE=BEAT HI. SCORE:J1=PO SITION OF NEAR SIDE ROAD DEDANGER! WIDTH OF ROAD RESTARTING POSITION FOR ROAD A =SIDES OF ROAD 14 INPUT HOW MANY LIVES WOULD YOU LIKE (1-9)"; LE 15 IF LE>9 OR LE<1 OR LE<>INT(LE) THEN 14 16 FOR Z=OTO LE XS=C(Z) NEXT Z REM SET HI. SCORE 17 S=LE PLAY"T42 ABCDBCDECDEFDEFG" 18 RETURN 19 J=JOYSTK(0)/32: J1=J1+J-1: IF J1>31 THEN J1=31 ELSE IF J1<0 THEN J1=0 20 IF POINT((J1)*2,4)=8 OR POINT((J1)*2,4)=3 THEN SOUND 200,2:S=S-1:IF S=0 THEN 10 ELSE 6 21 POKE1088+J1,47+S 22 RETURN 23 RN=RND(3)-2:R=R+RN: IF R(1 THEN R=1 ELSE IF R>D1 THEN R=D1 24 PRINTOR+480, A#; A#; REM NEAR SIDE OF ROAD 25 PRINT@(RND(D))+480+R, CHR#(143+112); REM PRINTS RANDOM CARS AT BASE OF SCREEN 26 PRINTOR+D+479, A#) A#: REM FAR SIDE OF ROAD 27 SC=SC+10: IF INT(SC/1000)=SC/1000 THEN D=D-1: IF (INT(SC/10000))=SC/10000 THEN PLAY"T42; ABCBCDCDEDEFEFG" : S=S+1 : REM FREE LIFE AT 1000 28 PRINTER SC 29 IF SC>XS THEN IF BE =1 THEN PLAY "T42, ABCDEFGFEDCBA" BE=0 REM FOR BEATING HI. SCORE

34 PRINT"+*+*+* HIGH SCORE *+*+*+*+** 35 FOR Z=1T09 36 IF LE=Z THEN IF SC>C(Z) THEN C(Z)=SC: REM UP DATING HI. SCORE 37 PRINT"LEVEL"; Z) "= "; C(Z): NEXTZ 38 RETURN 39 IF DK8 THEN D=8 40 CLS: J1=01+0.5*D: FOR ST=1T0 15 41 IF STK=R THEN V=ST ELSE V=R 42 PRINT@V+480, A\$; A\$; 43 IF -ST+30 >V+D THEN V1=30-ST ELSE V1=V+D 44 PRINTEV1+478, A#; A# 45 IF ST>45 THEN GOSUB 19 46 NEXT ST 47 RETURN 48 'RENUM 49 '2008#=INKEY#: IFB#=CHR#(9) THEN J1=J1+1: IF J1>31 THEN J1=31 50 '202IF B=CHR\$(8) THEN J1=J1-1: IF J1(0 THEN J1=0

(nengen)

SPOR

PENSION

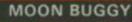
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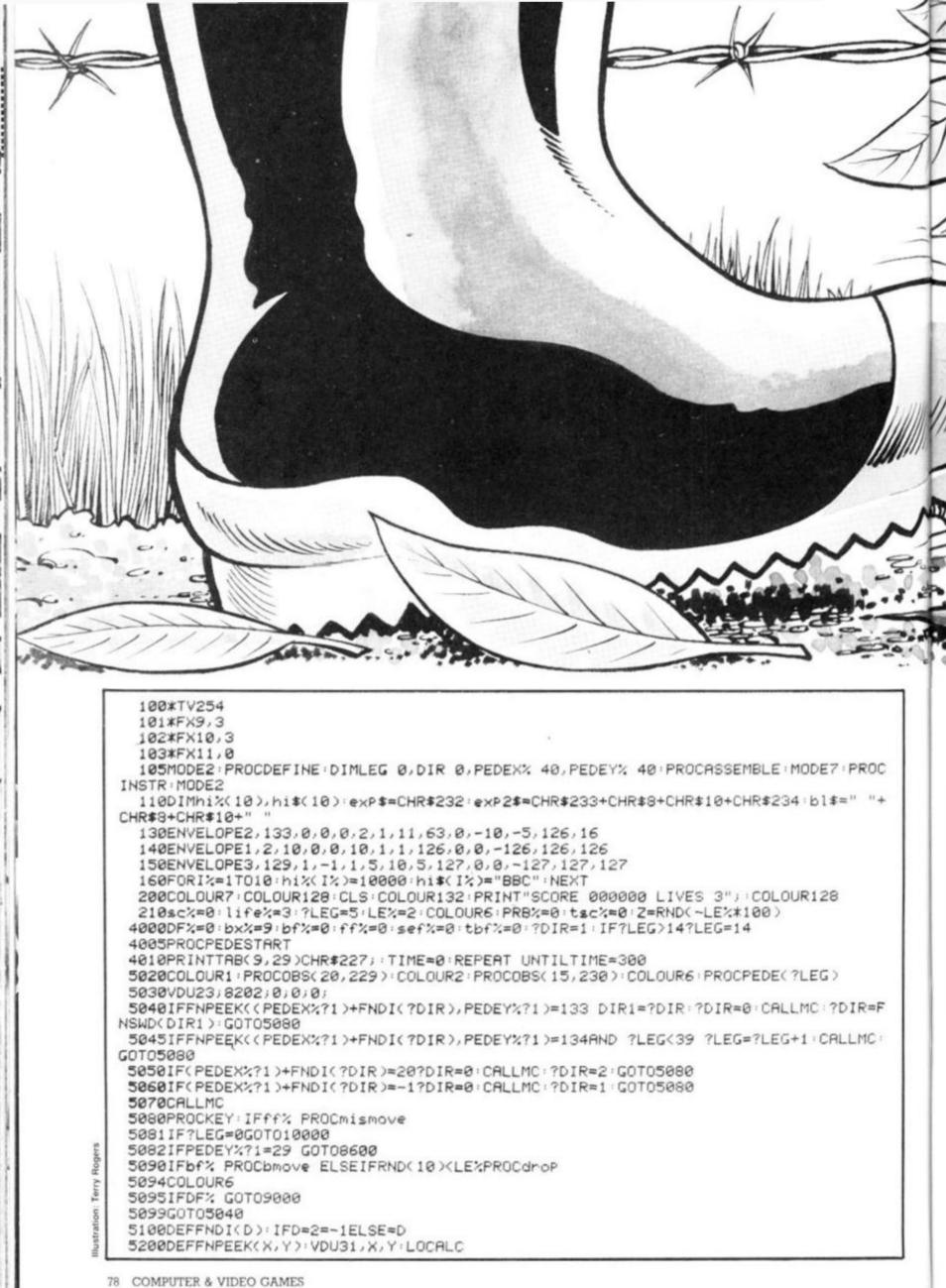
JOHNNY REB arcade or adventure game You fight out a struggle for a river crossing during the American Civil War 1 or 2 players. Choose your side, equip your army and fight the battle great battlefield display. Fight to the death or within time limits as you wish. No joysticks. (Lothlorien) 32K BBC 66 96 48K SPECTRUM 65 50

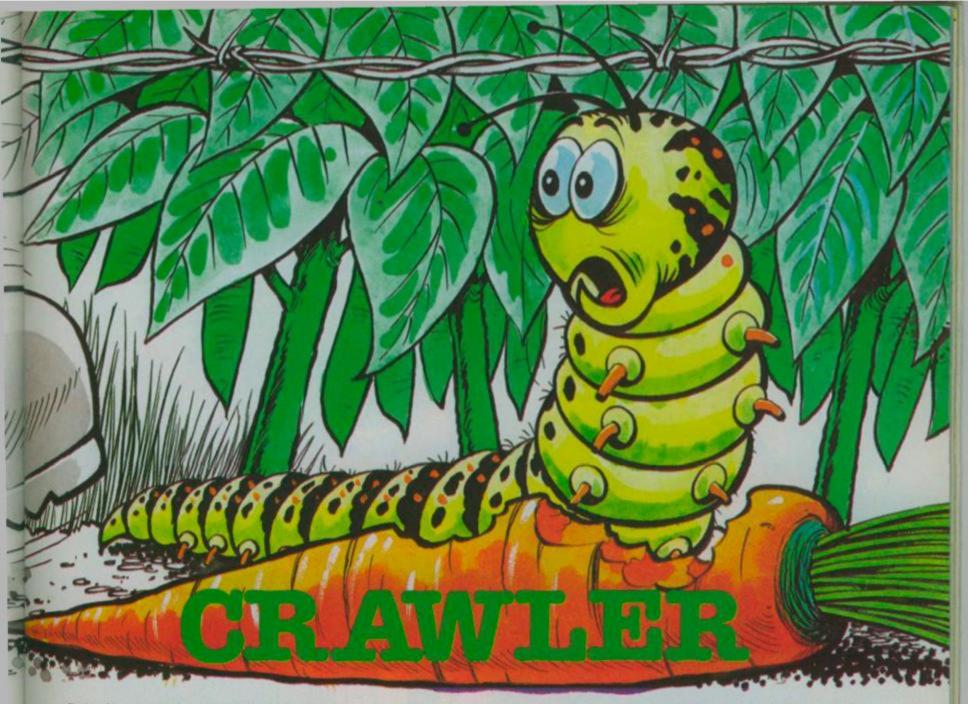
3D DEEP SPACE with FREE 3D GLASSES! Not just a classic game in its own right "(Comp& VidGames) The first ever true 3D program. To destroy the enemy, you must move IN and OUT as well as normal 2D moves! No joysticks. (Postern) 33K BBC/48K SPECTRUM: 67.95

DICTATOR One of the most original games I have seen an excellent (PopCompWkly) As a banana republic President, you aum to rule as long as you can, while filling your Swiss bank account. Play off the Great Powers as they threaten to Aid you' Escape assasination (it's very noisy.) No joysticks. (dk tronics) 32K BBC/48K SPECTRUM: £6.95

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Defend your garden from the creepy Crawler! This nasty insect has invaded your vegetable patch and has only one aim in life — to eat everything it sees! The Crawler moves down the screen at you — while you blast away at it with deadly slug pellets! If the Crawler hits a mushroom or reaches the side of the screen, it reverses direction and moves down a line. If it eats an apple its length increases by one segment.

Your aim is to stop it reaching the bottom of the screen. If it manages this twice you'll lose one of three lives. You'll also lose a life if the Crawler hits you with one of the deadly insect bombs it drops. Just another hazard to contend with! In order to finish off the Crawler completely you have to hit its head with one of your pellets. Hitting the body simply scores points. You can also score points by hitting the mushrooms and apples. But beware, the mushrooms split into three when hit, so you'll have to be careful not to give the Crawler an easy path to the bottom of the screen. You'll get bonus points if you hit the Crawler's head.

If you reach 1,000 points the Crawler starts to get a bit wiser. It can detect your position and drops bombs with alarming accuracy. If you pass 3,000 points the bombs might just start chasing you! You'll have to chase them down before they hit you. You get an extra life for every 20,000 points.

There is a top ten feature built into this game — but you'll have to get over 10,000 to get into it. Mark says his own top score is around the 50,000 mark — can you beat him?

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COMPUTER & VIDEO GAMES 79

LOTHLORIEN

Get some real action out of your computer this Christmas with ACTIONMASTER, a new range of superior arcade games from Lothlorien – the people who brou

Lothlorien – the people who brought you ROMAN EMPIRE, JOHNNY REB and other famous WARMASTER titles.

Look out for the ACTIONMASTER green striped cassettes at leading software specialists or buy direct by post at no extra cost. Send the coupon TODAY to ensure delivery before Christmas

MEW MICROMOUSE. At last educational arcade action! Fight off the software bugs and help Micromouse de-bug his programs. Datakill available Fight through the levels to the highest score.

BEDLAM. An asteroid explosion has catapulted you to the asylum planet BOVRYLL where you are under attack from waves of loathsome creatures – each more vicious than

ALL ACTIONMASTER games are 100% machine code and are available for any Spectrum unless otherwise stated

the last. Your only hope of survival is to

kill each wave with a twin-firing photon bolt, but just when you think

win another life?

you're winning you encounter the

sorcerous guards. Can you kill ten to

maze with four giant green beetles

find a way but the lock can only be

mazes and fast-moving spiders

BEETLEMANIA. Trapped in a

you are desperate to get out. You can

opened with four giant beetle eggs. Naturally

TWO-GUN TURTLE. In the middle of

the beetles go berserk when their eggs are stolen. Higher levels offer more complex

winter a turtle is defending his strawberry

patch against a variety of marauding bugs

some go for strawberries, some go for you.

some don't go for anything unless they're

accidentally attacked. But remember this is

winter and you never know when it might snow!

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Two new two-player titles. DREADNOUGHTS Suspense-filled high seas drama as the pride of the German Grand Fleet. is locked in battle with the Royal Navy. Secret orders, battle graphics, torpedoes, guns etc.

CONFRONTATION Build-on battle game gives a basic format for any modern, non-nuclear conflict. Master tape contains modern European scenario and you can creat others of your choice using both air and land forces

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Peloponnesian War	ZX 81 16K

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Dramatic all-graphics reconstruction of a famous World War II Campaign. Your hand-picked force has dropped behind enemy lines to capture a strategic river crossing. 2 versions of the game with ten levels of play.

REDWEED (1995)

The Martians are coming in this superb all-graphics battle. You're in command of land forces defending London when an outbreak of semisentient Redweed threatens to immobilize your forces. Fifteen levels of play.



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48K Spectrum/ZX 81 16K

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MORE GOODIES FOR THE BBC MICROCOMPUTER FROM RH ELECTRONICS

The RH lightpen is compact, little bigger than a felt-tip. It is versatile, with a sophisticated microswitch at its point which responds to the slightest pressure, and an LED lamp at the user's end to indicate data transmission. Both microswitch and LED are fully programmable.

The RH lightpen is reliable, with a rugged metal case to provide physical and electronic protection. Its sensitivity can be adjusted to the thickness and type of your TV screen, giving the highest levels of accuracy.

With the lightpen connected to your BBC Micro you can draw lines on the screen, or give commands simply by pointing to a menu.

Colour-graphic software

This additional software is available so that all the colours of the BBC Micro's palette are available at the tip of your pen. Complex graphics can be created in minutes.

Art-fun software

This program is guaranteed to bring out the artist in you. It provides inspiration for users of the lightpen and provides full interaction between pen and screen.

Lightpen £45.95 Approved by Acorn 40 track disc version of lightpen software £5.95

Colour-graphic software (tape) £9.95 Art-fun software (tape) £9.95





R H Electronics has a whole series of excellent software for the BBC Microcomputer Model B. For games, business and education, they will be highly valued by any BBC Micro owner.

Plegaron People Eaters £8.95

Stop the Plegarons' path of destruction by walling them in. A game of skill (nine levels) and cunning.

Galactic Wipeout £8.95

Fight off alien attackers and meteor showers as you transport the survivors of the human race to a new planet.

Ski Slalom £8.95

Guide the skier through the 40 gate course avoiding deadly ice and landsliding snowballs.

Viper £8.95

Guide the snake around its electric cage devouring as much food as you can. Avoid touching the electrified walls, swallowing unsavoury food or causing the snake to eat its own tail.

3 in I (A) £7.50

This set of three games for the younger enthusiast includes: Task Force – a strategic battle of sea and air: Demolish – blast your way to freedom avoiding radioactive fall-out and falling masonry as you go: Cosmos – where you have to defend the earth from an invading battle fleet.

Ed-master £12.95

This program uses the quiz format combining the element of fun with educational teaching. I60 questions may be programmed by the teacher, divided into eight subject areas of 20 questions each. Questions and answers can be changed as often as you wish. The computer will tell the pupil whether he or she has the correct answer or not, but cheating is prevented as pupils cannot access the program to find out the correct answers. The scores of up to 40 pupils are stored in the quiz memory and are easily recalled for comparison.

Snail Trail £4.95

Help the snail escape from the maze he's fallen into before he starves to death. There are two skill levels to this cassette.

Database £12.95

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MICROBOT

As a microscopic robot transported by energisers inside of a mentally unstable robot's head, you must de-bug its brain! The most amazing, super smooth, flicker-free high-resolution graphics for the ZX Spectrum. This 'arcade simulation' original game is a must for your collection! £5.95,48K Spectrum.Joystick compatible to Kempston, Sinclair, Protek, A&Fetc. UGH

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A classic adventure from Brainstorm by David Reatley and Mark Cook. The Black Wizard has cast a spell over the land enslaving the people. Can you recover the Magic Sword? Or the Orb of Power? And defeat the Wizard's spell? £8.95, runs on the Acorn Electron, BBC B, & 32K BBC A.

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Another great adventure from Brainstorm by Reatley and Cook. In Anadon the magic protecting the land is growing weaker and you alone have the ability to force the evil to quit the land and restore the healing magic! £8.95, runs on the Acorn Electron, BBC B, & 32K BBC A.

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MMODORE 64, DRAGO

When questioned about this epidemic, a representative of DIGITAL FANTASIA, a company who are actively involved in search and development work on Mysterious Adventures said, "There is probably no cure for TIS other than mains illure, faulty RAM chips etc. which can be at best only a Temporary solution". "In the absence of a more permanent ure, I would advise TIS sufferers to submit to the Syndrome and obtain Mysterious Adventures from any sources railable to them". "TIS is highly contagious and in view of the current Worldwide Epidemic, I would say enjoy it while bu can, resistance is futile".

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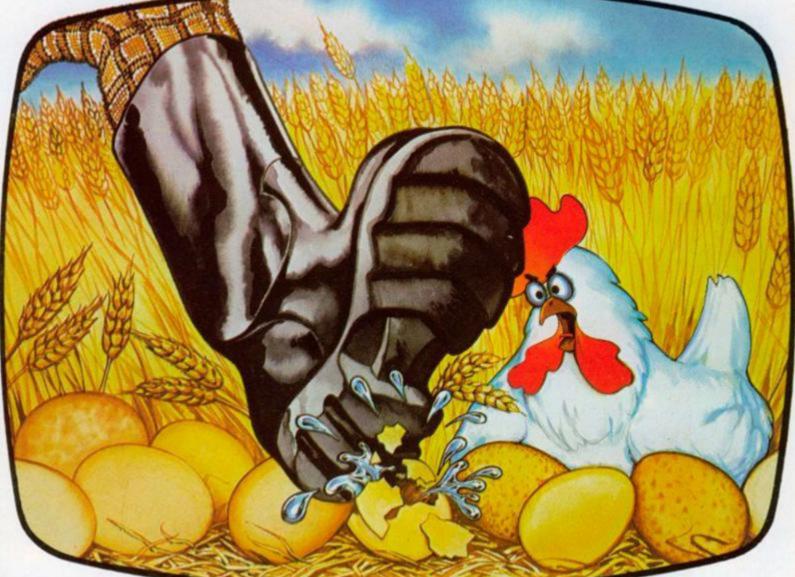
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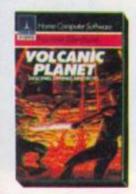
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"Volcanic Planet" (on 16k) is a real scorcher. Plant a bomb on the volcanic plug

in the evil Zeron underground Metropolis,

and escape before red hot lava floods the city. Watch out for the Zeron's bone crushing slaves, they want to tear you apart. If your oxygen or power supplies run out, you're dead.



In "Road Racer" (on 16k) you'll find out if you're skilful enough to drive round a terrifying track



at death defying speeds, and reach the black and white flag in one piece.

"Gold Rush" (on 16k) is no walk-over either. Underneath the eerie planet of Oron is a vast cavern full of gold and demons.

You have to get the gold and the deadly demons have to get you.

In "Blockade Runner" (on 16k) the earth is under siege and you must get lifesaving supplies through.

When you've avoided the dense meteor shower, the moving laser barriers, the space mines, the tractor beam units and the



alien warships, you'll be good enough to try the other 5 skill levels.

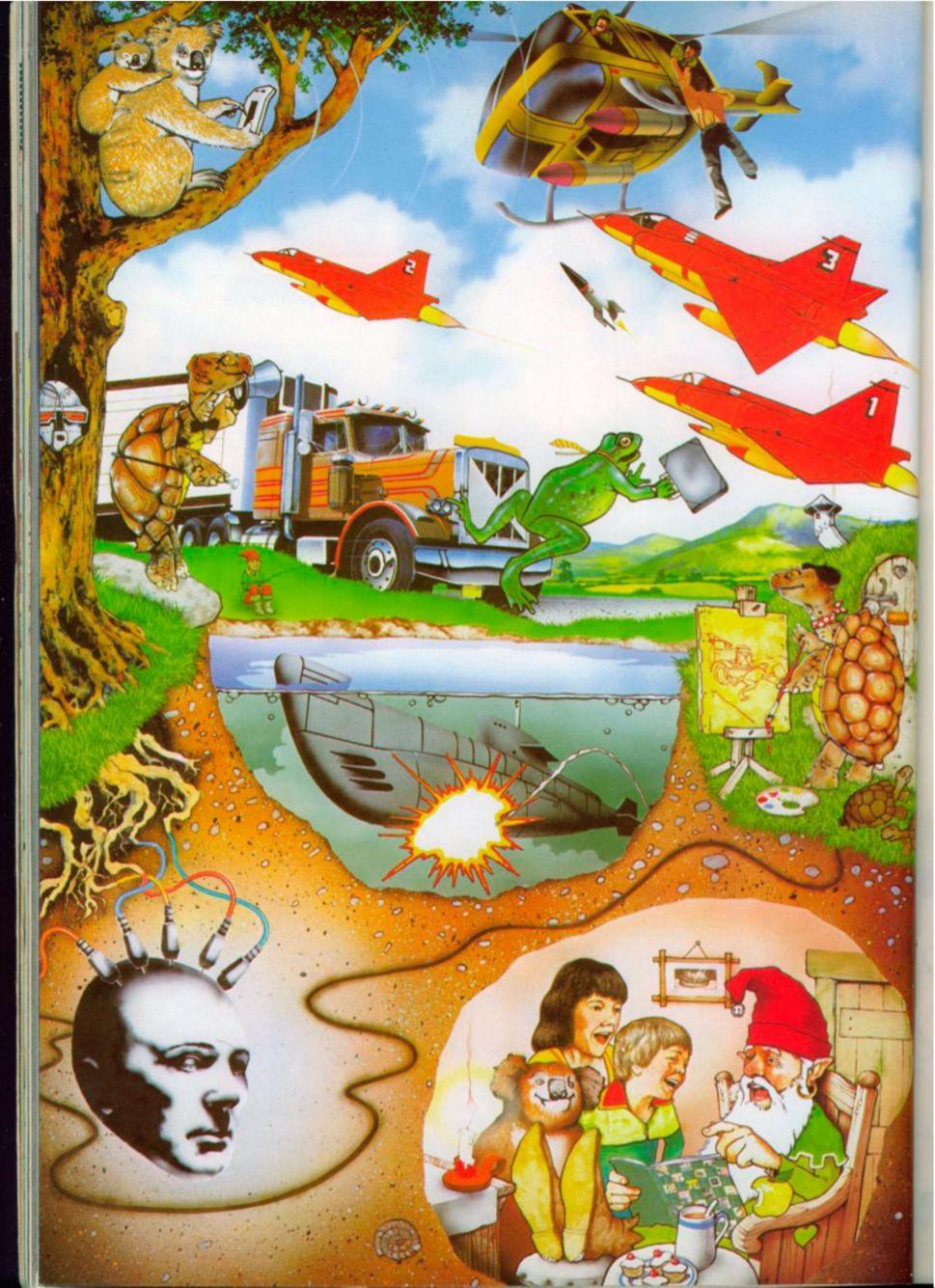


"River Rescue" (on 48k) is a runaway success on other formats. It's now available on Spectrum. You'll have to navigate the wildest and most dangerous river on earth in a powerful patrol-boat. But keep a sharp look-out for

the killer crocodiles. They haven't eaten all day.

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You're the pilot. Climbing, diving, swooping in on an enemy fortress. A barrage of missiles and gunfire will try and stop you. Just when you think you're through, a powerful robot's lethal homing missile zaps you ... or does it?

2. Frogger by Sierra On-Line.

Now you're a frog stranded a long way from home. A perilous journey awaits you. Once across the busy motorway, a surging river full of logs, turtles and alligators awaits. Better flex those Froggy leg-muscles though, the bank is steep, so look before you leap!

3. KoalaPad Touch Tablet by Koala.

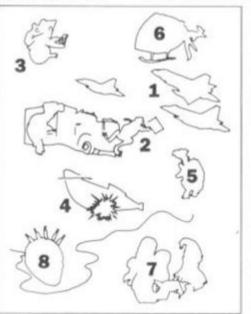
You can't overfeed this Koala - he'll make his own menu selections. He'll also move game players,

make musical notes, draw computer graphics and much more. The KoalaPad Touch Tablet is an accessory that'll enhance the capabilities of your home computer system.

4. Sea Dragon

by Adventure International.

Take a deep breath - you'll need it to navigate your sub through a labyrinthian underwater passage to free the menace of the imprisoned Sea Dragon. Mines, electrifying eels and lethal laser beams await you in this murky underwater world. You've limitless torpedoes, but limited air, so hurry!



5. Turtle Graphics II by HesWare.

This Turtle's about to paint the town red. Or green. Or blue with pink spots. By teaching him to paint, draw and colour he'll teach you, painlessly and enjoyably, the basics of computer programming - maths, logic, communications and more with over sixty commands. Ideal for children from six to sixty.

6. Choplifter by Broderbund.

Sixteen hostages are holed up in an inaccessible barracks. Only an ace chopper pilot can free them – you!

Watch out for the tanks, they'll crush anything. They're just for starters – fighter jets and the awesome homing air-mines are yet to come. Good luck . . . vou'll need it!

7. Kids and the Apple/Atari by Datamost.

These books will teach you, simply, how to write your own programmes. Step-by-step instruc-

tions teach you how to create your own action, board and word games. Programme your finances or even learn another language - whatever you do, you'll get the most out of your home computer.

8. Suspended by Infocom.

20 miles beneath the earth's surface your brain is wired to a computer network. You'll strategically manipulate 6 robots to overcome a myriad of realistic and original problems as you try to maintain surfaceside equilibrium. But don't worry. the end is in sight - you're only there for 500 years!

Phew, back to earth! Now beam yourself over to your local dealer and check out his software. He's got just about everything, we should know, we supply it.



Beam yourself to:

Beam yourself to: Adv. Technology Centre London SE9 859 7696 + Andrews Teddington 977 4716 + Audio & Computer Centre Jersey 74000 + Channel 8 Software Preston 253 057 Chester Software Centre Chester 431 0015 + Chromasonic Personal Computers London N19 263 9493 + Computerama Stricksbury 60528, Stafford 41899, Stoke-on-Trent 268620 Computer Link Chester 316516 + Davinei Computers Lid London NW4 2022 272 + Devon Computers Lid Paignton 526303 + Galaxy Video Lid Maidstone 682575 Gamer Brighton 698424 + Games Centre London W1 637 7911 + Games Workshop Lid London NW10 965 3713 + G B Microchips Southamyton 38899, Winchester 68085 Milton Keynes Music Leighton Buzzard 376622 + Pace Software Supplies Bradford 472 9306 + Percivals London E6 472 8941 + Pilot Software City London W1 636 2666 Programs Unlimited London W1 487 3351 + Quodport Lid Manchester 969 8729 + Silica Shop Lid Sidcup 301 1111 + Silicon Chip Comps Weymouth 87592 Silicon Chip Lid Slough 70639 + Singleton Lid Skipton 660 078 + Small Fry + Hobby Wakefield 436 0551 + Softalic Bristol 877245 + Software City London SW3 The Atari Centre Birmingham 643 9100 + The Software Centre Birmingham 622 3289 + Vic Odens (Photic) Lid London SE1 403 1988 + Video Palace London W1 637 0366 Woodland Software London W1 960 4877 + York Computer Centre York 641862 + Available from all Spectrum Group Members and selected W H Smith-Home Computing Stores.

Munch, munch, gulp. Oh, hello there! I'm Cyril the gourmet caterpillar and I just love the odd bit of fruit and veg to round off a good meal - of more fruit and veg! I'm on the look out for a tasty garden to raid. Fancy coming along for a quick bite?

You guide Cyril the caterpillar around the vegetable patch - eating the fruit and avoiding the vegetables which appear randomly on the screen. If Cyril mistakenly eats a vegetable some of his tail falls off! Two segments for a carrot and five for a turnip. If Cyril shrinks to less than a head and one segment the game ends. Cyril can grow again by snapping up fruit — he grows by one segment each time he eats two bananas or five cherries. When Cyril has eaten 20 fruits the screen changes colour and the player gets 30 seconds at a bonus level.

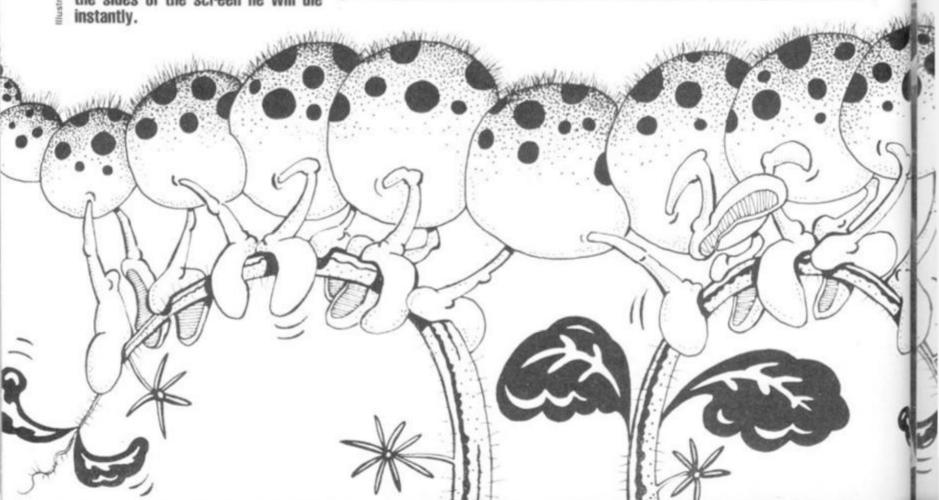
Cyril must now eat vegetables and avoid the fruit! Talk about a confused caterpillar! When 30 seconds are up the game returns to normal and the game continues.

At random intervals during play the caterpillar's tail will start to burn like a fuse. The only way Cyril can save himself is to reach the medicine bottle as fast as possible and eat it to gain a 500 point bonus and put out the flame. Each segment consumed by the flame is left behind as a spark showing the player just how much Cyril has shrunk. Fortunately Cyril can eat anything while his tail is on fire - so he can gobble his way through the garden without being affected by the vegetables. Oh yes, one final hazard. If Cyril touches the sides of the screen he will die instantly.

Dorlan

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TERX Miniter has taken Gridrunner – the game that ed besteller charts in USA and UK – and ted an avesome sequel. shically superb, it features multiple screens, ne is and attack waves, mystery bonuses, gade humanoids, deflexor fields, diagonal long, countdown/panic phase and much, much

Packed into 20 mind-zapping zones and accompanied by incredible sonics. 8K expansion required. Available for Commoddre 64 **£7.50** and VIC-20 **£6**.

R game for C64 featuring outstanding graphics and a professional Plano Wizard. Gordon Bennet has borrowod his neghbour's Air-Mo lawmower Mow your way through as many of the 16 lawns as your dog othe 16 lawns as provide the 16 lawns as your dog othe 16 lawns as your dog othe 16 lawns as provide the 16 lawns as your dog othe 16 lawns as provide the 16 lawns as your dog othe 16 lawns as provide the 16 lawns as your dog othe 16 lawns as provide the 16 lawns as your dog othe 16 lawns as provide the 16 lawns as your dog othe 16 lawns as your dog othe 16 lawns as provide the 16 lawns as your dog othe 16 lawns as provide the 16 lawns as provide the 16 lawns as your dog othe 16 lawns as provide the 16 lawns as provide the 16 lawns as your dog othe 16 lawns as your dog othe 16 lawns as provide the 16 lawns as p

ABDUCTOR

A classic new space game! ZAP the switting alien hordes before they ram you – and abduct your humanoids! Survive the assault for long enough and you'll get an extra stage on you'll get an double firepower! Awesome unexpanded VIC Action 5.00



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Games Pack 1:-- Four 'super fast', machine code action games gather money bags avoiding the monster and mines. Snake-Byte: Collect eggs on a small island, but be quick or they turn bad, all the time the snake grows longer and moves faster. Also Blitz and Breakout. 16K. £5.95

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SPECMUNCH:-- Pacman at its best, Superior Maze, Intelligent ghosts, Bonus graphical fruit. On screen scoring, smooth animation, great graphics, different levels of difficulty, fruity music and high score. (Machine code of course) 16K. £5.95

BANDIT:--- Superior fruit machine with graphical fruit, random hold, each way nudge, gamble feature and realistic spinning reels. (Machine code). 48K. £5.95

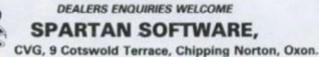
Alien Mine:— Your mission: To replenish gold supplies. Dig your paths to the enemy base, watch out for a deadly patrolling robot. There are lazer beams to avoid. A tank attacking your space craft and rock falls to hinder your progress, also many an intrinsic secret to discover. A great arcade adventure game with wonderful graphics. 16K. £5.95

Backgammon:- The computer uses machine code to decide its moves about five seconds. Plays according to official rules, prevents cheating. Eight colour high resolution board. 48K. £5.95

REVERSI:— An exciting board game of strategy, which is easy to learn but hard to master. Pit your wits against the computer. Standard game or if you dare — lightning reversi. 48K. £5.95

Play as you learn :--- Five games pack -- 48K Maths, co-ordinates, compass points and the Alphabet are fun to learn with these educational games for the 5-11 year age range. £4.95

ARTY 'The Spectrum Artist':- A very useful aid in the creation of screen Anity the spectrum Artist — A very useful aid in the creation of screen displays. This programme will save many hours of planning time. 45 minutes practice to master the commands. All input commands are saved in memory and can be printed out or saved to tape for inclusion in other programmes; or just watch the re-run of all the stages of your creation for fun. 48K. £5.95.



100 COMPUTER & VIDEO GAMES

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An alien armada of heavily armed starships hangs in UNL: number of unlaunched ships. Earth's atmosphere, awaiting the order to unleash their W, X, Y, Z, R, S, T: position of invaders. awesome power to destroy the planet! All Earth's de-Q: position of earth shuttle in display file. P: direction of invaders (P = -1 to move left, P= +1 to fences have been destroyed in a cataclysmic war. Now all the survivors of the war are attempting to flee move right) the doomed Earth in shuttle craft, their destination the LO: peek to see if earth shuttle has crashed. SC: score. last remaining well defended Earth space station. The To test the machine code - write lines 10 and 15 first shuttles are protected by a device which jams all the and then RUN. If the screen has not inverted then the aliens scanners - so they will be invisible to alien eyes. program could have crashed. If this is so, start again with But the pilots still have to be skilful enough to guide the the following hex loader. shuttles between the alien attackers ringing the planet. 10 REM (30 M's) Can you steer the shuttles to safety? **16 INPUT X** 20 LET A\$= " " Control keys: 5-move left, 8-move right, 6-hover. 30 IF AS = " " THEN INPUT AS You get 100 points for each successful escape and lose 50 40 IF A\$ = "S" THEN STOP points each time you crash. 50 POKE X, 16*CODE A\$+CODE A\$(2) - 476 Variables: MAX: maximum score. 60 LET X = X+1 ES: number of ships escaped. 70 LET A\$=A\$(3 TO) LOS: number of ships lost. 80 GOTO 30 Then enter the following: 16514/2A0C40/0618/23/7E/EE80/ FEF6/2803/77/18F5/10F3/C9 You should now have the REM statement which was in line 10. You can now erase the program — except line 10 and write in the rest of the program again. 11231-311 MARIA REM EERND 7777 PRINT (NEX LET 10 TAN 30 L05=0 40 UNL = 10 LET 50 W=3 LET X=9 Y=15 60 LET MAX=000 RAND USR 16 LET ES=0 70 .2 LET 16514 LET Z = 2190 LET R=6 LET 100 5=12 10 120 $\odot = \emptyset$ REM LAUNCHING STATION 140 145 PRINT AT 19, ø PRINT 150 AT 20 PRINT BY SIMON GREGORY RUNS ON A ZX81 IN 1111

160 REM MOTHERSHIP 165 PRINT AT 2,5;" 170 PRINT AT 3,4;" 175 PRINT AT 4,5;" 177 LET @=PEEK 16396+PEEK 16397 *256+643 185 PRINT AT 0,0;" ";ES;" ESCAP ED ";LOS;" LOST ";UNL;" TO LAUNC	
190 LET A*=""""""""""""""""""""""""""""""""""""	2064 PRINT AT 0,0;" YOURS HI SCORE "',0;" ',50;A T 1,16;MAX;"-";I\$ 2090 PRINT AT 12,6; "ANOTHER GAME (Y/N)?" 2092 IF INKEY\$()"Y" AND INKEY\$() "N" THEN GOTO 2092 2093 IF INKEY\$="N" THEN STOP 2094 CLS 2096 GOTO 15 2100 LET MAX=SC 2102 PRINT AT 10,2;"YOU HAVE THE MOST POINTS:";MAX 2105 PRINT AT 11,4;"INPUT YOUR I NITIALS" 2110 INPUT I\$ 2120 IF LEN I\$<>2 THEN GOTO 2110 2130 CLS 2140 PRINT AT 9,6;"HI SCORE:";MA X:"-";I\$ 2150 IF INKEY\$<>"S" THEN GOTO 21 20 2155 CLS 2160 GOTO 15



48K Spectrum & Atari 400/600/800



by Richard Wilcox

After skilfully piloting your Jetcopter through a bombardment of Electronic Storms, Ground & Sea Based Missiles and attack from Armoured Barrage Balloons, you thought you were safe to complete your mission ... But No! ... yet another wave of deadly Jet Fighters appear from nowhere with only one objective...to eliminate you!

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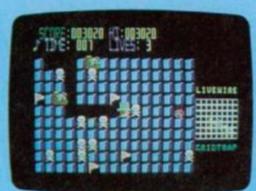
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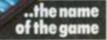
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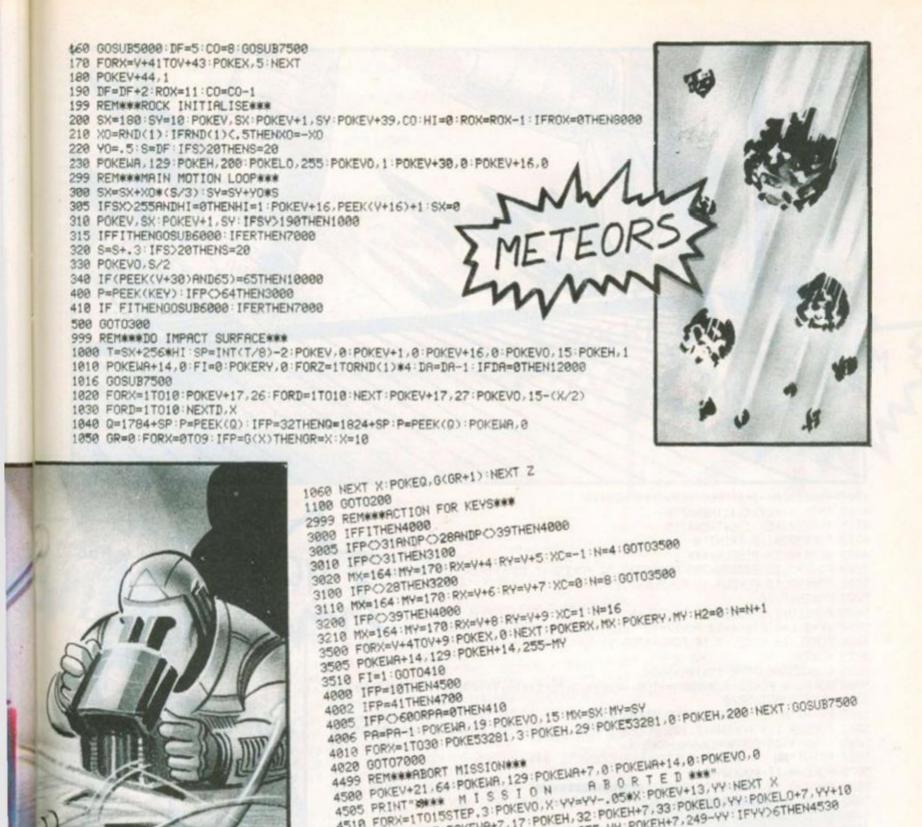


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108 COMPUTER & VIDEO GAMES

John



4510 FORX=1T015STEP.3:POKEV0,X:VV=VV-.05#X:POKEV+13,VV:NEXT X

4520 POKEWR, 17: POKEWR+7, 17: POKEH, 32: POKEH+7, 33: POKEL0, YY: POKEL0+7, YY+10 4538 YY=YY-,75: POKEV+13, YY: POKEH, 255-YY: POKEH+7, 249-YY: IFYY>6THEN4538

The planet looked peaceful as the exploration team climbed slowly down from EXPO-32, part of the sur-

vey fleet sent out to explore far flung sectors of the galaxy. The equipment was quickly set up and the various experiments began. Suddenly the peaceful scene was shattered by a warning alarm from the spacecraft. Meteors! A huge shower heading directly for the exploration team. Will the explorers manage to fight off the rock shower and survive until the mother-ship comes to their aid? Play on!

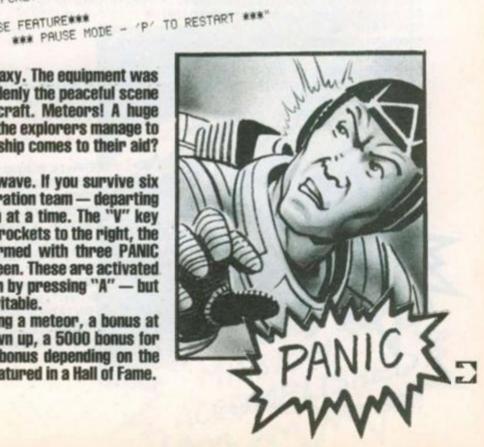
4540 GOT011000

4700 PRINT 3

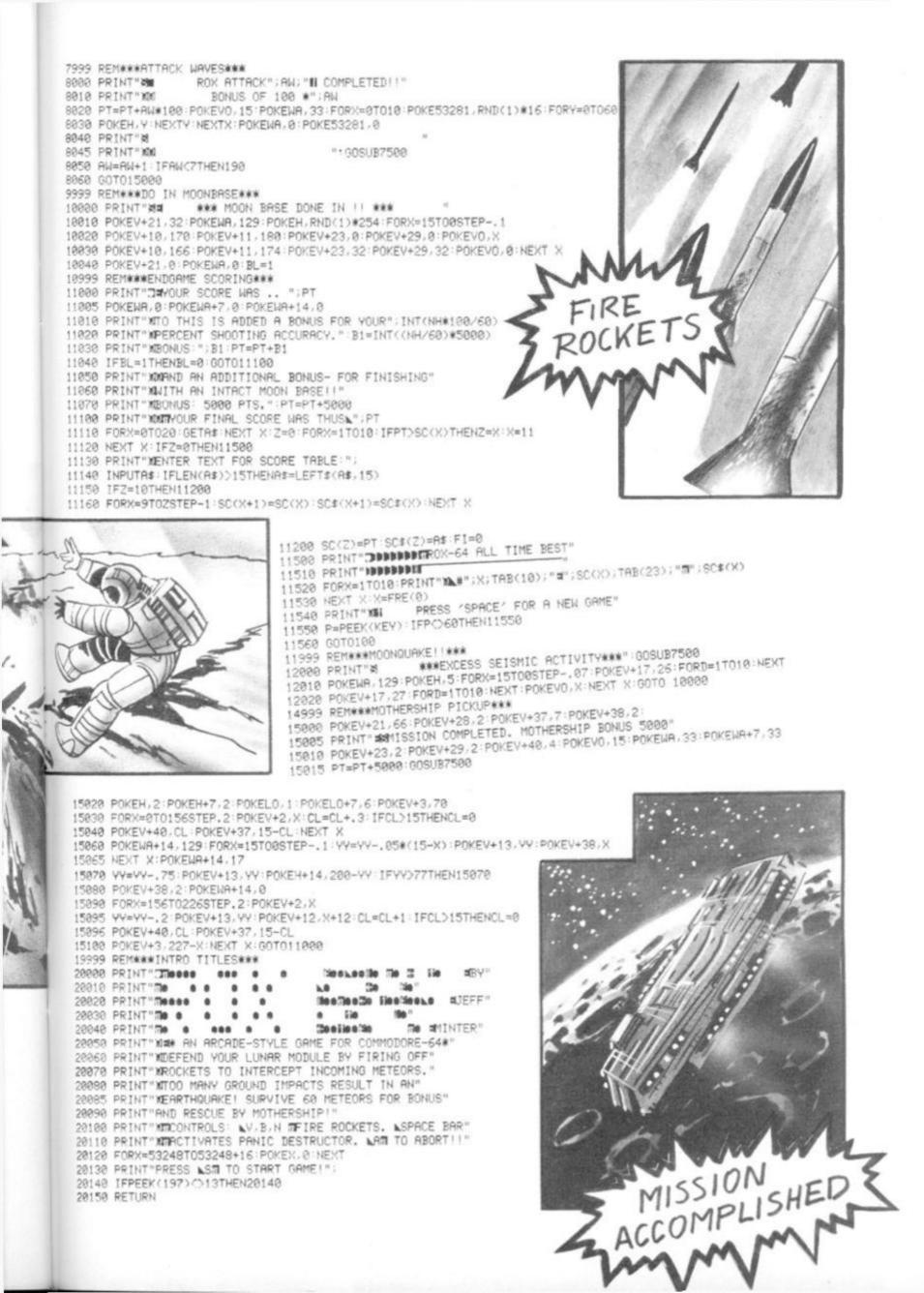
4699 REM***PRUSE FEATURE***

The meteors come in waves — 10 meteors to each wave. If you survive six waves, the mother-ship appears and collects the exploration team - departing impressively! You can only have one rocket on screen at a time. The "V" key fires a rocket angled toward the left, the "N" key fires rockets to the right, the "B" key fires one rocket vertically. You are also armed with three PANIC destructors which destroy rocks anywhere on the screen. These are activated by pressing the Space key. You may abort your mission by pressing "A" — but use this only as a last resort when destruction is inevitable.

Scoring: You get $100 \times$ the wave number for shooting a meteor, a bonus at the end of each wave, a 5000 bonus for not being blown up, a 5000 bonus for being picked up by the mother-ship and an accuracy bonus depending on the number of rocks destroyed. The top ten scorers are featured in a Hall of Fame.



MAN ALL ROCKET TATIONS MOONQUAKE 4705 POKE53281,1: IFPEEK(KEY) ()64THEN4700 4710 IFPEEK(KEY) 041THEN4710 4715 IFPEEK(KEY)()64THEN4715 ":GOT0410 4720 POKE53281,0:PRINT"# 4999 REM***LEM DISPLAY*** 5000 POKEAT, 32 POKESU, 255 POKEAT+7, 32 POKESU+7, 255 POKEH, 17 POKEL0, 3 5001 POKEVO, 15: POKEWA, 17: POKEWA+7, 17 5002 POKEH+7,16 5005 POKEL0+7,3: POKEPH, 8: POKEPL, 8 5010 YY=3:L=S(6)*64+13:POKEV+12,168 5020 POKEL, 16: POKEL-3, 16: FORX=1T08: YY=YY+, 3: POKEV+13, YY: POKEL0, YY: POKEL0+7, Y 5025 NEXT) 5030 GOSUB5500: IFYY>175THEN5060 5040 POKEL, 0: POKEL-3, 0: FORX=1T08: YY=YY+, 3: POKEV+13, YY: POKEL0, YY: POKEL0+7, YY 5050 NEXT X:00T05020 11 -5060 PRINT"# RETRO THRUSTERS FIRING ... 5062 POKEWA, 129: POKEWA+7, 129: POKEH, 7: FORX=15T01STEP-, 08: POKEVO, X: GOSUB5500 5065 YY=YY+.04 POKEV+13, YY NEXT X 5067 PRINT # *** PLANETFALL SUCCESSFUL *** 5070 POKEWA, 17 : POKEWA+7,0 5090 PRINT # MODDDDDDDDDDDDD #0" POKEH, 0: FORDL=1T0100: NEXT NEXT 5100 PRINT # 2000 5110 FORDL=1T01000:NEXT:PRINT KMMETEOR SHOWER... MAN ALL ROCKET STATIONS"; 5115 POKEWA, 17: FORX=1T09: POKE53281, X: FOR2=0T040STEP.5 5120 POKEH, Z:NEXT Z:NEXT X:POKE53281,0 "; :RETURN 5200 PRINT d 5500 PRINT # MORTHLITUDE 13:185-INT(YY);" # " 5510 RETURN 5999 REM***MOVE MY ROCKET*** 6000 MX=MX+XC#8: IFMX>255THENMX=MX-255: POKEV+16, PEEK(V+16)+16 6010 MY=MY-8: IFMYC50THENPOKERY, 0: FI=0: POKEWA+14, 0: RETURN 6020 POKERX, MX: POKERY, MY: ER=0: POKEH+14, 255-MY: POKEV0, 15 6025 IF (PEEK (V+30) ANDN)=NTHEN6200 6100 RETURN 6200 ER=1:POKEWA+14,0:PT=PT+AW#100:GOT07500 6999 REM***DO AN EXPLOSION*** 7000 POKEH, 6: POKEVO, 15: POKEV+1, 0: POKERY, 0: NH=NH+1: POKEWA, 129 7005 IFHI=1THENPOKEV+16,32 7010 FORX=15T00STEP-. 3: POKEV+10, SX: POKEV+11, SY: POKEV0, X: POKEV+29, 32: POKEV+23, 32 HRUST 7828 POKEV+18, SX: POKEV+11, SY+4: POKEV0, X: POKEV+29, 8: POKEV+23, 8: NEXT X 7030 POKEV+11,0:FI=0:00T0200 7499 REM###STATUS### 7505 PRINT" #HIGH: "; SC(1) 7506 C\$="#": IFDAC10THENC\$="" 7507 X=FRE(0):REM AVOIDS GARBAGE COLLECTION 7508 IFDA=0THENPRINT"X00000000 ":RETURN 7510 PRINT"MAR: DAMAGE: #";C#;: FORX=1TODA: PRINT"""; :NEXT X: PRINT" :: RETURN



Write to Program Extra at Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Please mark your letters "Program Extra". Remember we'll pay £10 for any tips or short programs we print.



omputer and Video Games is starting the New Year in real style with a Spectrum listing that will have professional software houses quaking in their shoes.

Talking of professional software we've got a great shoot-'em-up game by Jeff Minter of Llamasoft fame for the Commodore 64 in this month's issue.

EXELark White's Demolition has caused quite a stir since it first bounced onto our reviewer's lap and into his tape recorder. I'm sure you'll be just as impressed with the game as we at *C&VG* were.

Program Extra talked to Mark recently about Demoltion and his plans for future games.

Demolition, it's hard to believe, was Mark's first attempt at writing a games program for the Spectrum. He spent a whole week of his school holidays working into the small hours to perfect Demolition.

Mark spent a lot of time on the program making sure it was efficient as possible because you know what they say about the Spectrum — you don't run a program, you "stroll it".

Mark gave me some tips on structured programming like sticking Data statements and game instructions at the bottom of the listing and For Next loops near the beginning.

Even Mark's programming talents have a limit and he's now abandoned Sinclair Basic in favour of Z80 machine code. Golf is his first m/c game and is a great improvement even on Demolition. Future issues of *C&VG* will no doubt feature some of Mr White's other achievements — Smurf Attack and Cricket to mention two.

and do you think can fit in a BBC micro?

Alvin Rich from Newcastle has written to me with a tip which allows you to store up to 10 programs in the BBC simultaneously! I'll let Alvin explain.

"You first of all load a program into the computer in the normal way. Once it's been loaded type into the BBC as a command PRINT TOP. If everything has gone according to plan the Beeb should print up a number larger than 3000, let's use 5000 as an example. Now just type PAGE=5000 and press return. The second game can now be loaded using the normal methods. If at any time you want to return to the program enter the command PAGE=&E00.

If all that seems too much like hard work then just stick the listing below into your computer and it will take care of everything. What could be easier? 10 INPUT "Number of programs to be stored";W 20 DIMA(W)

30 FORS=1 to W

- 40 LOAD""
- 50 A(S) = TOP
- 60 PAGE=A(S)
- 70 NEXT S

80 PRINT "HERE IS THE LIST OF NUM-BERS"

90 FORS= 1 TO W:

100 PRINT A(S): NEXT S

When the program's finished you'll have up to 10 games in your micro to switch between. This feature isn't just useful for playing but writing them too.

Two versions of a game can be kept in memory at the same time and new techniques and ideas can be compared against tried and tested methods.

he *C&VG* office is inundated every month with phone calls from new readers asking for advice, pleading and begging us to help them with their new micros. Even die-hard *C&VG* addicts have been heard to say they wished they knew more about Basic or had a better understanding of their machines.

With this in mind Program Extra have decided to launch Down to Basics, a regular new spot aimed at giving you some "Basic" training and all the information you'll need to enter our games listings with the least possible fuss.

Let's start by having a look at the origins of Basic. Basic, the language, had its beginning in the early '60s at a British University where it was developed for computing students as a "stepping stone" language before moving onto a more conventional programming language like Fortran or Cobol.

Today Basic is the world's most widely understood computer language. 2 million people use Sinclair Basic alone.

Basic is different from most other computer languages in that it's interpreted instead of compiled.

Interpreted languages are decoded by the computer line-by-line while the program is running. Whereas compiled dialects are changed into what is known as source code, a type of machine code that can then be executed as normal.

This difference also accounts for Basic's relative slowness compared with Fortran or Pascal for instance.

Next month we will be taking a closer look at Basic and discovering why it's so successful and finding a new pretender to Basic's throne.

hat's it for this month except to remind you that February's issue is a *C&VG* special with a full 48 extra pages crammed with great games listings.

TERMINAL - SOFTWARE

commodore & games cassettes

SUPER SKRAMBLE!

Personal Computer News (15-21 Sept '83) gave SUPER SKRAMBLE! an overall rating of NINETEEN OUT OF TWENTY and described it as: "Well implemented with beautifully smooth scrolling and very nice graphics."

SUPER SKRAMBLE! "An excellent game" saidCompute Video Games magazine (Sept '83'

STELLAR DODGER

A game of skill and anticipation in which you must dodge your way through asteroids to complete your mission.

VAMPINE VILLAGE and SPACE ISLAND are REAL-TIME graphic adventures and

every game is different from the one before.











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TERMINAL

SUPER GRIDDER

... a compelling piece of frivolity that could give hours of fun." was the verdict of Personal Computer News (22-28 Sept '83).



SUPER DOGFIGHT

The first Hgames cassette to have SIMULTANEOUS TWO-PLAYER ACTION - realistic sound effects too.

HUNTER

A fast action game in which your pursuers gain in speed and intelligence as you mastereach successive screen.

CITY is a unique REAL-TIME better-than-a-board game for 1-4 players that combines simplicity of use with complexity of form as the city you

build takes on a life of its own.



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Number charts

As our super de-luxe chart shows, 9876543210 is very nearly a remarkable number. It fails to qualify, as do so many mathematical marvels, when it reaches the *seventh* stage.

The property it nearly possesses, expressed somewhat formally, is that, for N=1 to 10, the number formed by the first N digits can be divided exactly by N.

In words we can understand, if accompanied by a flashing of the eyes from words to chart which will make them appear to be a couple of small comments in solar orbit, it will be clearer if we say that the number formed by the first 2 digits (98) can be divided without remainder by 2. Ditto the number formed by the first 3 digits (987) -3will go into it exactly. And so on ... until we come to the seventh digit number which is not divisible by 7.

The strange thing is that there exists just one ten-digit number which uses the digits 0 to 9 once each which has the required property all the way through to 10.

Why not put your brain and your micro to work and cobble together a short program to search for that num-

0 9 9 8 9× 1 9 8 49 -2 8 329 3 9 8 2469 6 4 9 8 19753 5 6 5 4 9 164609 > 6 6 5 1410934 = 714285 9 8 7 7 5 4 2 9 8 12345679 6 5 8 4 3 2 10973936 × 6 9 7 3 2 Ò 987654321 10

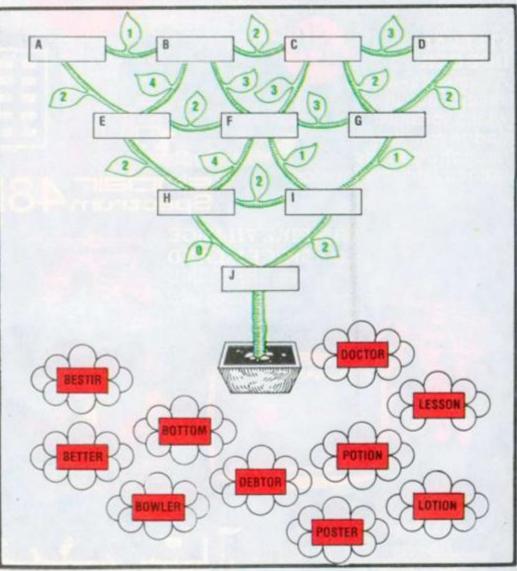
ber. If the programming is not to your taste then you can find the answer by simple deduction and a spot of trial and error.

After all, it does not require the services of Bertrand Russell to realise that the tenth figure must be zero, the fifth is 5 and that odd and even digits must

alternate.

When you have found the number, print it neatly on a card, add your name and address and hastily post to Puzzling Contest, Computer and Video Games, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

BY TREVOR TRURAN



Blooming petal problem

It may strike the more discerning among those present here at the perennial meeting of the East Chidgely Flower, Produce and Surf Riding Society, that it is not the ideal time of year to launch our latest botanical specimen, *Arboreas Literatus*.

As you can see, despite every precaution, the blossoms have already fallen and lie scattered on the floor. If we are to preserve this species for posterity, it will be necessary to replace each bloom in its correct position with spirit gum and take a quicker-than-instant picture.

There is one clue to where each word fell from — the leaves between adjacent blossoms bear a number which gives the number of letters which are the same in both the neighbouring flowers.

Thus if BOWLER were next to BE-STIR, the leaf between them would have the number 2 since the letters B and R are the same in both. Note that, although both words contain the letter E, it is not counted as matching since the E's occupy different positions in the two words.

Can you save the photographer a long wait by working out the only possible position on the plant for each word?

A bit too big for its chips

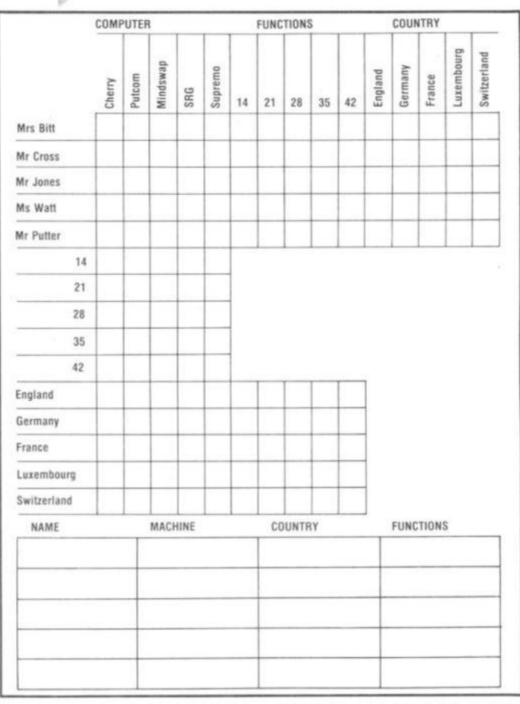
The umpteenth generation of computers is getting a bit too big for its chips. Ask it a simple question, like, to take a random example, which of five people at a recent computer fair bought what computer with how many functions made in which country and you get the following stream of clever stuff:

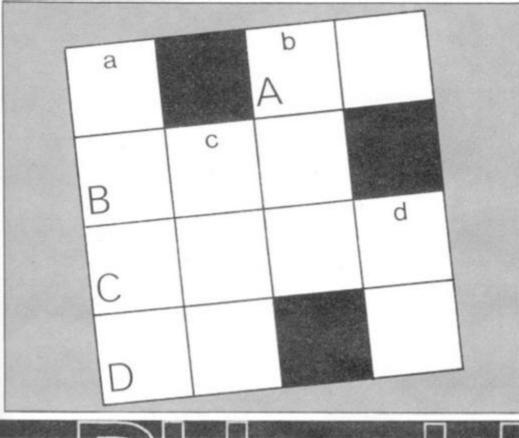
- DATA . . . The Putcom is English. It was not purchased by Mrs Bitt or Mr Putter.
- DATA . . . The Cherry has more functions than the German computer.
- DATA . . . Miss Watt bought the Supremo.
- DATA . . . The French machine has 28 functions. This is more than Mr Jones' purchase and less than the Supremo.
- DATA . . . Mrs Bitt's computer has less functions than the Cherry, but 14 more than the machine from Luxembourg, which is not the Supremo.
- DATA . . . The SRG has twice as many functions as Mr Cross's computer.

I ask you! And you know what's coming, don't you? Can you work out the name of the person who bought each machine, its country of origin and number of functions?

The grid can be used to sort things out, a cross in a square will indicate an impossible combination and a tick a positive link.

So tiny a crossnumber





In this tiny crossnumber, which is both ridiculously simple and simply ridiculous, the answer to each clue is a number which is entered in the grid one digit to each square.

The mysterious X is also a number, though a mystery no more once you have found it.

Since you are only allowed 2 (yes two) minutes to complete this little poser it might be an idea to let your computer do the crunching.

CLUES ACROSS:

A. The cube of the difference between the digits of X.

- B. X plus a prime.
- C. X squared.

D. The digits add up to the square of the difference between the digits of X.

- **CLUES DOWN**
- A. 24X
- B. A multiple of the product of the digits of X.
- C. The square of the sum of the digits of X.
- D. 2X.

That snow maze on my front lawn

As a youth, Lewis Carroll liked to challenge his family and friends with mazes traced out in the snow which frequently fell on the Victorians of his generation.

Our Man in Washington, Paul McClenon, has put this winter's downfall to some purpose and tunnelled a maze on the front lawn of a local notorious residence, known as the WHITE (ouch, no pun intended) House. His intention being to give the president a more congenial task than counting missiles.

From the START, where you begin with a score of 10, wander along the paths, going down each tunnel only once, until you reach GOAL.

There are two chambers to visit along the way where your score can change for the better or worse.

You will, naturally, find little problem in reaching your goal, but can you find a way to arrive with a score of 16?

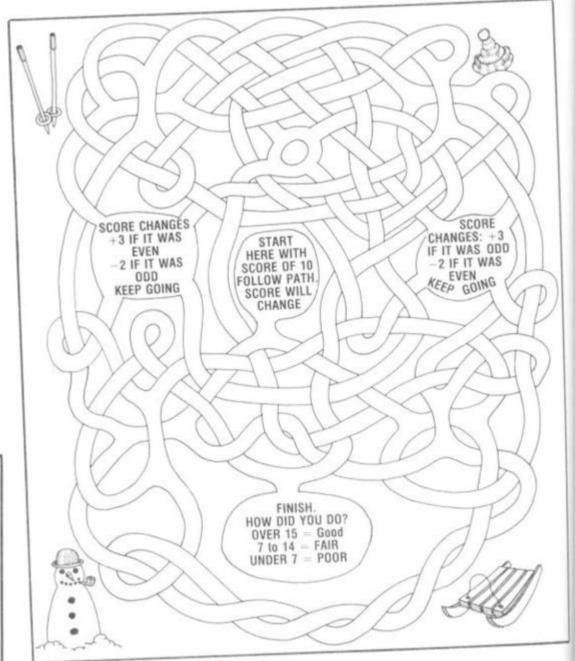
Prize to set you talking

Our fireworks brain teazer had lots of you stumped last month as you struggled to work out how much money's worth went up in smoke.

The correct answer is that Roman candles + 20+20+20+10+2+1=73p. Vesuvius = 20 + 10 + 10 + 10 + 5 + 1 = 56p. 2=39p.

The lucky winners of Pass Me talking games are Claire Goddard of Essex, Paul Hammond of Peterborough, Mr. J. W. Boyle of Essex, Guy Paintain of Bucks., and J. Dimond of St Helier on Jersey.





SOLUTION

E=Doctor; B=Debtor;

:noiloJ=A THE WORD TREE

J=Potion.

:momod=0

D=Bowler;

F=Better; C=Poster;

l=ressou!

Switzerland, 42 functions.

many, 35 functions. Mr Putter, Cherry, tunctions. Miss Watt, Supremo, Ger-21 functions. Mrs Bitt, SRG, France, 28 innctions. Mr Jones, Putcom, England,

H=Bestir;

TRO938 RIA3 A

Mr Cross, Mindswap, Luxembourg, 14

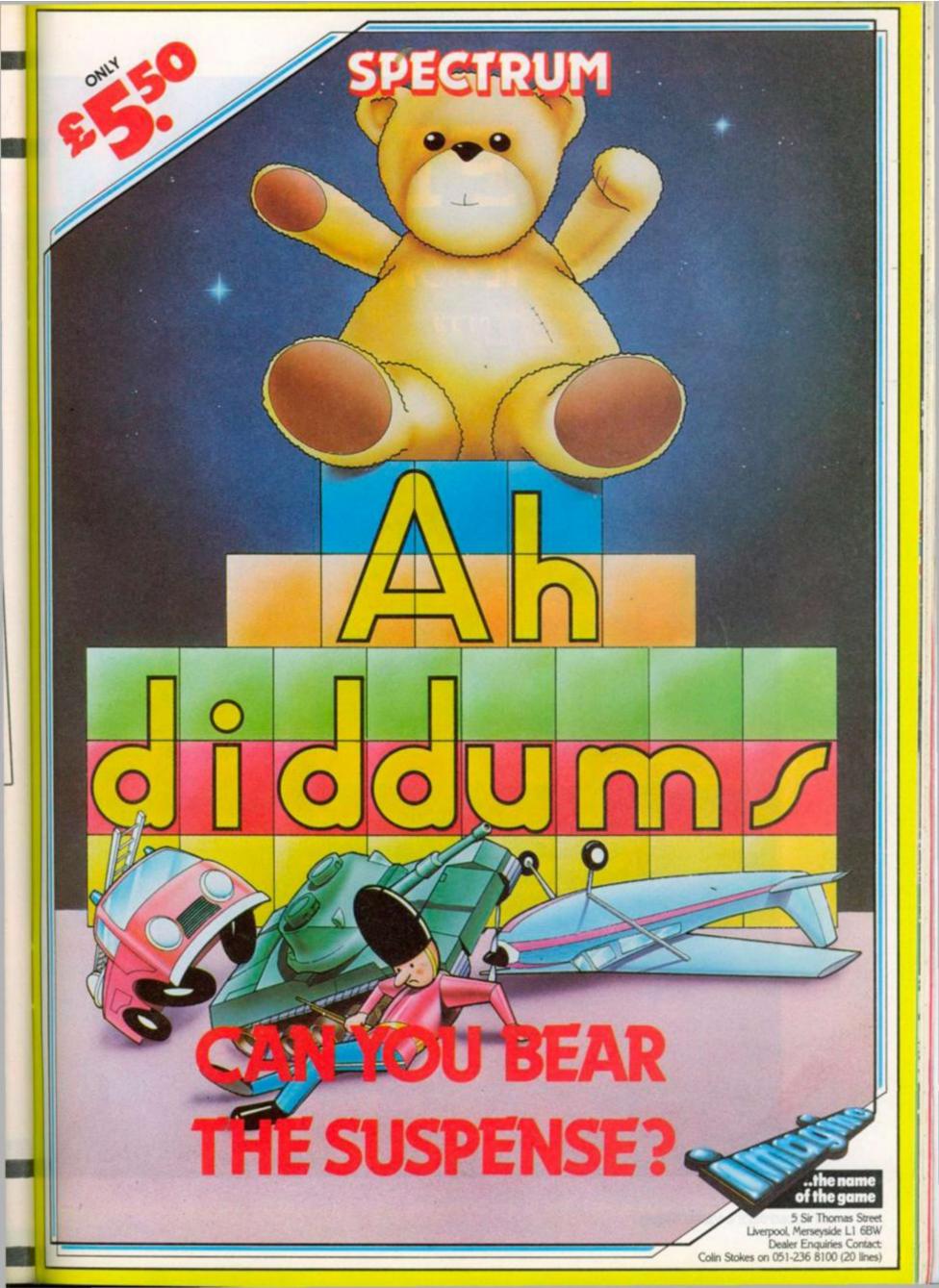
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lstnem ent xilts-eA .rewars ent evic of ing warmth of Spring, we are not going into a corner and waiting for the meltpnint slonw ant pniqaaws mort heqe one way to slip from Start to Finish, Come now! Since there is more than SNOW TROUBLE

WICHO CROSS

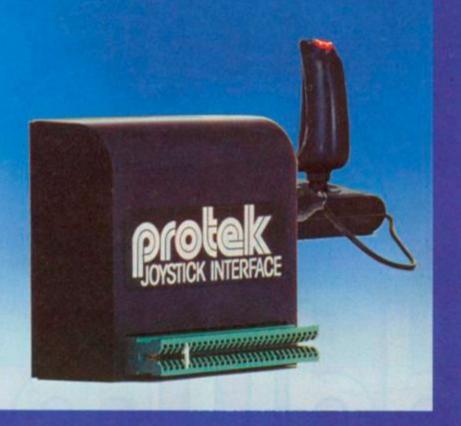
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8 0 SΑ 2 q в



PLAY

Arcade Action For The ZX Spectrum



If you want Arcade quality control for your Sinclair ZX Spectrum, you'll find the Protek combination hard to beat. The interface is compatible with a range of software including a number of titles from: ULTIMATE, SILVERSOFT, RABBIT SOFTWARE, QUICKSILVER, QUEST, PSION, NEW GENERATION SOFTWARE, IMAGINE, OCEAN, plus many more.

£9.95

The protek joystick interface is simple to use. It just plugs in at the back of your Spectrum and is compatible with any "Atari type" Joystick Connector. We recommend the Spectravision Joystick at only £9.95 for Pistol Grip Joystick with a top and base fire button plus specially contoured shape and rubber suction cup footing for single hand operation.

STOP PRESS * Now compatible with Zzoom * Jet Man * Kong * and Grid Runner



EGAME

HUNTER-KILLER

For the 48K ZX Spectrum

Can you Captain a World War II submarine, hunt the enemy then destroy him with your torpedoes? **Realistic simulation including:**

*Four high resolution screens *18 control functions *Solo or dual computer option *Quick-kill practice features *Asdic, radar and depth sounder *Accurate and realistic chart Visible torpedo tracks *Periscope with raise/lower option and 360° view *Seabed, destroyer and mine hazards *3D view of the target *Enemy air attack *Live target Written by Rod Hopkins

£7.95

TRADE ENQUIRIES WELCOME



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Sensational new

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Available from John Menzies, Lightning, Computers for all and Leisurebase dealers, and all good computer stores.

Welcome to the jungle! This issue we bring you the first part of an Adventure written by our Sharp expert Frank R. Rooney. You'll not want to miss what follows in future otherwise you'll be lost forever - at the issues nercy of all those nasty wild animals! And there are more mysterious things in this jungle too! Like hidden cities and lost tribes of particularly nasty natives. Frank has written this Adventure with our younger readers in mind — but don't think it's going to be an easy one to solve just because of that. One problem about keying in Adventure listings is that you often know all the key words and locations when you've finished. So why not get a friend to help you key in the listing then you won't know too much about the game before IONE you begin to play. Now turn the page and soon you'll be lost in the jungle

UNGLP

LOSI

INTHE

BY FRANK R. ROONEY RUNS ON A SHARP MZ80K

COLLIN

These words come from the pages of a diary found by the banks of a jungle pool ...

It was the roar of some distant jungle beast that brought me back to my senses. Only then did I realise the danger I was in - alone, with miles of unexplored jungle between me and the nearest civilisation. Miles of jungle full of wild animals, deadly insects and reptiles and rife with legends of lost tribes of fierce cannibals.

Only a few short hours ago I had boarded the small light aircraft which was to fly me to exploration headquarters deep in the heart of this, the last uncharted jungle region. But soon after we crossed the river frontier of the jungle area the aircraft developed engine trouble. Suddenly smoke began to fill the cramped cockpit and we went into a steep uncontrollable dive. The aircraft smashed into the jungle canopy and I must have been thrown clear. because I awoke some yards away from the wreckage. There was no sign of the pilot - just the sounds of some wild beast dragging something through the undergrowth ...

Now the light is failing and the weird sounds of the jungle night are beginning to fill the air and I'm beginning to realise that I am well and truly lost in the jungle!

6320-6470: lion graphics 6480-6630: wolf graphics

0

PROGRAM NOTES: 40-150: bird-shoot routine (placed at beginning for speed of execution) Line 30: calls title graphics & tune 160-190: initialisation — start of game; (F & H determine random starting location in jungle — at least 10 miles into jungle from any direction); instructions called 200-240: random event selection 6830-6860: move mile graphics 250: move a mile without incident 260-530: berry bush routine & graphics 540-800: quicksand routine 810-1370: wild animal routine 1360-1600: spider routine 1610-1850: pond routine & graphics 1860-2020: status & direction choice 2030-2060: success routine MAIN VARIABLES 2070-2080: sunlight routine 2090-2390: disease routine 2400-2680: river full of piranhas routine K = energy M = no. of bullets 2690-3080: coconut tree routine 3090-3760: bird routine 3770-4210: snake routine KK = flag for knife 4220-4520: coconut tree graphics 4530-4620: quicksand graphics 4630-4770: spider graphics 4780-5130: sunlight graphics 5140-5300: disease graphics 5310-5720: civilization graphics 5730-5850: piranha graphics 5860-6040: boat graphics 6050-6310: swimming graphics

usa

Enough of all this scene setting what you need is some hard facts! You are lost in a jungle with only a gun with six shots - a knife, a slingshot and two bottles of medicine.

Your aim is to find your way back to civilisation without getting killed - that's all!

You must try to keep up your energy by eating and drinking whenever possible - or you will quite simply die of exhaustion.

The jungle is 50 miles square and each move is the equivalent of one mile. Skilful judgement is required. but there are also random events that will make things even more interesting

Will I ever be able to find my way back to civilisation? Luckily I have a small supply of emergency rations which I discovered among the wreckage of the aircraft - and water seems plentiful in this area of the jungle.

But what of the fierce natives and even fiercer jungle animals that I'll encounter on my trek through the unexplored undergrowth!

Will I be able to survive all the many dangers and hazards? Who knows! I have no choice but to attempt to find my way out of this vast jungle . . . otherwise I might just as well give myself up to the wild beasts now!

Don't miss next month's issue when we'll continue our exploration of Frank Rooney's weird and wonderful jungle. Don't get lost anywhere in the meantime will you!

Part Two next month

6870-6950: instructions 6960-6980: jungle bird sounds 6990-7030: instructions cont. 7050-7240: failure music & graphics 7250-7280: option for new game 7290-7490: title graphics 7500-7540: title tune. MM = no. of bottles of medicine SS = flag for slingshot F/H = position in jungle NOTES ON SHARP BASIC The program has been written in normal SP-5025 basic and occupies about 23.5K of memory. POKE 53248 - POKE 54247 = Sharp screen locations POKE 4466, X prints X lines down the screen POKE 4465, Y prints Y columns across the screen POKE 4513 & POKE 4514 are used for sound effects which are switched 6640-6820: tree-climbing graphics USR(62) sounds a bleep.

# Pancom	GAMES MACHINE LTD.
discount software	Games Machine is a successful company
Biggest selection Best prices	producing games for home computers.
Dig Dug r 24 75 Claim Jumper 16Kc/d r 23 50 28 50 Donkry Kong r 29 90 Baa Buggies 16Kc/24Kd 20 75 Miner 2049 r 28 45 Xenon Raider 32Kc/d 13 95 Prispin II 24Kd 16Kc 23 75 Shooper Troops 1/2 48Kd 27 50 Chapitter 48Kd 16Kr 26 50 27 95 Dix r 27 95 Repton 48Kd 27 750 Planet Miners 24Kc 10 95 Shamun Case II 16Kc/d r 23 50 28 50 Jumpman 28Kc/d 28 50 Nectomiancer 32Kc/d 16Kr 23 50 28 50 Speedway Blast 16Kr 28 50 Prinball 32Kc/d 24 50 Centipede 16Kr 23 50 28 50 Prinball 32Kc/d 24 50 Centipede 16Kr 27 95 AE 48Kd 24 50 Centipede 16Kr 27 95 Fortune Chase r 19 95 Deadiane 32Kd 17 95 18 95 Founny Tadpole r 19 95 Sargon 11 c/d 23 95 20 50 Jon R 4, 2, 3 32Kd 25 95 Gridunmer Rom 26 95 Zork 1, 2, 3 32Kd 25 95 Gridunmer Rom 26 95 <	We are currently looking for good market- able games for the Commodore 64, Atari, Spectrum and BBC home computers. Games for other popular micros will also be considered. If you believe that you have a good game to sell then contact us im- mediately. Educational programs are also urgently re- quired.
Software lists for Apple, Commodore, Vic, Texas, IBM & TRS 80send 60p (refundable) state machine. Christmas Sale 20% Minimum Discount imited quantities	Join us and go places with the royalties you can earn from your program.
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MDM Home Computer Services, Dept. 4, 20 Napier St., Nelson, Lancs. BB9 0SN.	Postcode Spectrum Software Club (CV), Video International, 287-291 High Street, Epping, Essex CM16 4DA.

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No of

0000 1E 9 3 GOSUB7290:GOTO160 GETX\$:IFX\$=""THENRETURN IFX\$=""THEN70 D 30 w 40 50 GDT040 60 IFM=OTHENPRINT"D33333YOU HAVE NO":PRINT"BULLETS LEFT! ARAR":RETURN FOREX=OTO50:POKE4513,EX:POKE4514,EX:USR(68):NEXTEX:USR(71) Ar DR 80 w POKEPK, PB PK=PK-82:CC=CC+1:IFCC=7THEN120 90 100 P 110 GOT090 V 120 2 b 22 140 150 Pa. 160 n UNA 180 190 V D 200 210 220 230 240 250 240 270 270 270 270 310 330 GOSUB1860 Ø 31 0 2 125 h Ø 0 ñ D V × D 6 1 340 350 360 370 1 2 Dal Do BD=14 POKE4466, BD: PRINTTAB(BB); " PRINTTAB(BB); " # " PRINTTAB(BB); " # " N 380 390 V AV) PRINTTAB(BB); ** ** **
) PRINTTAB(BB); ** ** **
) PRINTTAB(BB); ** !!*
) IFBC=1THENPRINTTAB(27); **:GOSUB1370:GOT0200
430 PRINTTAB(BB); ** !!*
440 IFBB=27THEN460
450 PR=PR+1:GOT050 400 ų 410 APAD 420 IFBE=27THEN460
BB=28THEN460
BB=BB+1:GOT0350
PRINT"D00000 you eat them? (Y or N)":USR(62)
GETQ\$:IFQ\$="Y"THEN470
IFQ\$="Y"THEN510
IFQ\$="Y"THEN500
GDT0470
Q=RND(1):IFQ>.STHEN530
PRINT"B0000 aren't they!":GOSUB1370:K=K+INT(25*Q):GOT0270
PRINT"B0000 aren't they!":GOSUB1370:K=K+INT(25*Q):GOT0200
PRINT"B0000 aren't they!":GOSUB4530
PRINT"B0000 aren't they!":PRINT"B00000
PRINT"B0000 aren't they out"
PRINT"B00000 aren't they branch"
PRINT"B0000 aren't they branch"
PRINT"B0000 aren't they branch
P 450 0 460 470 AD 480 A 490 500 510 520 530 540 1 U 8 Q 550 560 570 580 0 590 600 610 620 630 GOTO600 640 IFK<10THENPRINT"SEYOU DROP FROM":PRINT "BEXHAUSTION!":GOSUB1370:GOSUB4610 650 K=K-10:Q=RND(1):IFQ<.75THEN710 660 Q1=RND(1):IFQ1>.5THENPRINT"BBThe branch snapped!":GOT0690 670 PRINT"BThe branches are all too high" 680 PRINT"B- you can't reach them." 690 PRINT"BBYDU DIDN'T MAKE IT!" 700 GOSUB1370:GOSUB4610:GOT07050 710 PRINT"BBYDU MADE IT!":GOSUB1370 720 Q4=INT(RND(1)*4)+1:IFQ4=ITHEN750 730 IFQ4=2THEN780 720 IFQ4=2THEN780 GOTO200 IFSS=OTHEN200 740 PRINT"BHowever, you lost your slingshot in the":PRINT"Bquicksand." 760 SS=0:GOTD800 IFKK=OTHEN200 PRINT"BHowever, IFKK=OTHEN200
PRINT"BHowever, you lost your knife in the":PRINT"Bquicksand":KK=0
GOSUB1370:GOT0200
YY=INT(RND(1)*2+1):IFYY=2THENXA\$="wolf"
IFYY=1THENXA\$="lion"
PRINT"EThere is a ";XA\$;" ahead."
IFYY=1THENGOSUB6320
IFYY=2THENGOSUB6480
PRINT"ESSEA - Flee"
PRINT"ESSEA - Flee"
PRINT"ESSEA - Flee"
PRINT"ESSEA - Shoot it"
PRINT"ESSEA - Use your slingshot"
PRINT"ESSEA - Use your knife" 780 800 810 820 830 840 850 860 870 880 890 900 -----Δ





Inside...

Setting new standards in educational software with Sinclair-Macmillan

Plus six other learning programs

TODAY, LEARNING IS A NEW GAME

Subsidised microcomputers are now commonplace as teaching aids for the very youngest children and the ZX Spectrum is prominent amongst those micros at use in schools.

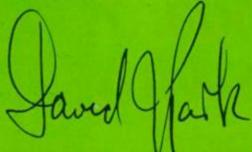
In the relatively short time that the Spectrum has been at work in the classroom, two questions have been answered. Yes: with the right software, the micro can and does teach effectively and thoroughly.(and gives teachers more time to devote to individual pupils). Yes: young children think little of working rapidly and successfully, with a screen and keyboard, on even quite complex subjects.

In this Sinclair Special we reveal a range of educational software specifically designed to make full use of these advantages. The programs produced by Sinclair in collaboration with Macmillan Education are fascinating. They deal imaginatively and most effectively with early reading skills and take a truly refreshing approach to basic science.

In the Blackboard range we've programs which bring a light-hearted clarity to the tricky matters of spelling and punctuation.

These programs are designed for use both at home and in the classroom. Each program is accompanied by full documentation which gives parents helpful advice and guidance on the educational objectives.

The programs covered on these pages represent only a fraction of the full and fastgrowing list of Spectrum software. Be assured we'll keep you in touch with new developments as they happen.



David Park Education Marketing Manager

NEW WAYS TO LEARN WITH THE ZX SPECTRUM Programs from Blackboard Software

The new range of educational programs from Blackboard Software makes learning an enjoyable process by involving the child in a game which teaches as it entertains.

Each program has a step-by-step example section and gives correct answers after a number of attempts. Vocabulary changes can be made, allowing each program to keep pace with the child's development. This flexibility can also be used in the classroom to cater for children of differing ability. The instructive and colourful games which follow the successful completion of

The instructive and colourful games which follow the successful completion of each group of sentences provide useful practice in letter recognition and increase familiarity with the Spectrum keyboard.

All programs are written for the 48K RAM Spectrum.



Alphabet Games

Three games of letter recognition (using either upper or lower case) to help children learn the alphabet and find their way round the computer keyboard.

Alphagaps – The full alphabet is displayed, along with a second, incomplete version. The child must fill in the missing letters.

Random Rats – Press the letter key that is displayed on the gun to destroy the rats which have invaded the cellar!

Invaders – Stop little green men from landing on Earth by pressing the appropriate letter.

Early Punctuation

While an animated matchstick man marches above displayed sentences the child must decide which punctuation mark is missing and where to insert it. At the touch of a key the matchstick man drops the mark into place. After successful completion of every sentence in the exercise, light relief comes in the form of a bottle-shooting game!

The Apostrophe

As each sentence is displayed, a bird appears with a worm in its beak. The keyboard is used to move the bird and drop the worm into the correct place for the apostrophe. When ten sentences have been corrected, the Grub Game is displayed. Press the correct character to change the grub into a butterfly...before it munches through a flower!

Capital Letters

A program to teach the use of capital letters. Sentences incorporating proper nouns and sentences without opening capitals are displayed. The child inserts the correction by guiding an animated figure to the appropriate letter.

For each correct answer an apple grows on a tree. After ten correct answers the child's skills in recognising letters and using the Spectrum keyboard are needed to save the apples as they fall to the ground.

Speech Marks

A comprehensive program including sentences with one or two sets of speech marks ("inverted commas") and exercises in both direct and reported speech.

Using the Spectrum keyboard, a cursor is used to guide speech marks to the correct position. The program offers three levels of difficulty, with full examples for each section. Guide Max the mouse through a maze, after the correct completion of five sentences from each section, but beware of Persian cats!

Castle Spellerous

A spelling game with ten levels of vocabulary, including words with silent first letters, double letters and other difficult words. The Princess has been captured and carried off to Castle Spellerous. Helped by ten soldiers, the child can attempt a rescue by giving the right answers. Part of a siege tower is built for each correctly spelt word. Mistakes are costly – the wicked wizard appears as a vampire bat, turning the men into frogs, butterflies and bats!

When ten words are spelt correctly the rescue begins and the wizard takes flight.

SINCLAIR + MACMILLAN: A NEW DIMENSION IN EDUCATIONAL PROGRAMS

Sinclair have joined forces with Macmillan Education to produce a completely new and different range of educational software. The results so far can be seen in these exceptional programs.

The Learn to Read series is derived from Macmillan Education's best-selling primary school reading scheme, Gay Way. It offers a unique opportunity for parents and



Learn to Read 1

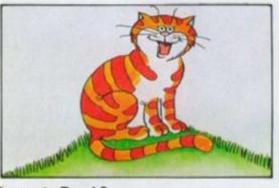
Learn to Read 1 is designed for children who are just beginning to read. It is in four parts, each of which develops skills central to the reading process – letter recognition, sight vocabulary, early spelling and memory. The program is full of colour and fun and children will enjoy learning to read as they meet the animal characters – Ben the dog, Jip the cat and their friends.



Learn to Read 4

Learn to Read 4 is the alphabet program in the Learn to Read series.

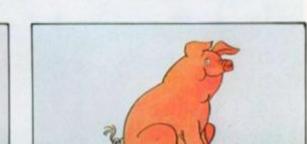
Using various stimulating activities the program gives the child plenty of practice in working with the alphabet – matching initial letters to words and pictures and spotting missing letters. These exercises build familiarity with simple sequences within the alphabet.



enjoyable.

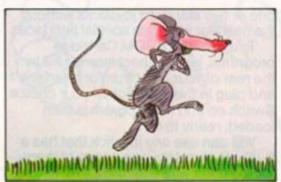
Learn to Read 2

Learn to Read 2 extends the fundamental reading skills practised in the first program, as well as encouraging logical thinking. The child's vocabulary is gradually built up as new words such as "red," "green," "car," "ship" and "bus" are introduced. In addition, Learn to Read 2 features an attractive 'reward' system enabling children to see their achievements grow.



Learn to Read 3

Learn to Read 3 builds on the child's progress so far, so that he or she can gain the confidence to move on through the complex reading process. Learn to Read 3 features four different activities, all of which are colourful and lively. Further vocabulary is introduced until the child is reading more than 30 words.



Learn to Read 5

Learn to Read 5 teaches positional language – often difficult to understand and remember – by using words and phrases such as "behind" and "in front of," "inside" and "outside."

The program first demonstrates the meanings of the words using clear pictures. It then tests the child's understanding of the words in two lively games.



Cargo

Set sail around the world. Choose your ports of call – New York, Tokyo, Belem, Helsinki – then the real challenge begins! You must reach your destinations safely, weathering storms on the way. But first, load your cargo – using all your knowledge and skill. Poor loading can mean capsizing and sinking. Your rank, if not your life, is always at stake!



Glider

Be a glider pilot! The glider models real-life gliding conditions so that you can learn through experience. As the pilot you must consider the time of day, the amount of cloud cover and the kind of terrain below you in order to find the up-currents of air that will keep you airborne. Try to fly as far as possible and, when you are high enough, navigate your way back to your home airfield and land safely — if you can.



Survival

Discover what it is like to be an animal in the wild! Be a lion stalking your prey, escaping human hunters. Or be a hawk, mouse or even a butterfly, searching for food and avoiding predators.

Survival models the natural world and brings to life hazards that different creatures must face in their struggle to stay alive.



Magnets

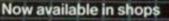
With an army of small magnets you set out to conquer the powerful supermagnets of your opponent. You have one weapon — your forces of magnetic attraction and repulsion.

The strategy is simple: attract smaller magnets to build strength to repel the supermagnet. When cornered, just turn your poles on your enemy and see what happens!

reading. Macmillan Education's Science Horizons is one of Britain's most successful school science schemes. Each program concentrates on key scientific ideas and, through simulation of real life, makes the learning process entertaining and

teachers to participate in the child's first experience in

ZX INTERFACE 2 THE NEW ROM CARTRIDGE AND JOYSTICK INTERFACE





Loads programs instantly Takes two joysticks Just plug-in and play

The ZX Interface 2 is the latest new peripheral for the ZX Spectrum system. It enables you to use new ZX ROM cartridge software: plug-in programs that load instantly. There are ten terrific games already available on cartridge. ZX Interface 2 also allows you to use

one or two standard joysticks without the need for separate special interfaces.

To use new ZX ROM Cartridge programs, just connect Interface 2 to the rear of your Spectrum or Interface 1 and plug in the cartridge of your choice. Switch on and the program is then loaded, ready to run!

You can use any joystick that has a 9-way D plug. Use one or two of them for extra fun with suitable ZX ROM cartridge or Sinclair cassette programs or with dozens of other Spectrum programs.

ZX MICRODRIVE/ **ZX INTERFACE 1**

The ZX Microdrive System is unique. This compact, expandable add-on system provides high-speed access to massive data storage. With just one Microdrive and a ZX Interface 1 you'll have at least 85K bytes of storage, the ability to LOAD and SAVE in a matter of seconds, the beginnings of a local area network of up to 64 Spectrums and a built-in RS232 interface. The cost? Less than £80.

How to get ZX Microdrive and ZX Interface[®] 1

Spectrum owners who bought direct from us by mail order have been sent full details. Order forms are being mailed in strict rotation. If you haven't yet received your order form please bear with us. We're making good progress in meeting the huge demand.

If you didn't buy your Spectrum by mail order, send us the form at the bottom of this page and we'll add your name to the mailing list.

How to order

Complete the appropriate sections on the order form below. Note that there is no postage or packing to pay on software purchases. Orders may be sent FREEPOST (no stamp needed). Credit card holders may order by phone, calling 01-200 0200, 24 hours a day. Please allow 28 days for delivery.

Sinclair, ZX Spectrum, ZX Microdrive, ZX, ZX Interface are trade marks of Sinclair Research Ltd.



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To: Sinclair Research Ltd, FREEPOST, Camberley, Surrey, GU15 3BR.

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This issue we present a short graphics program that shows how easily a complex shape can be plotted in a realistic way.

The object that is displayed has the shape of a ring doughnut, and its proper name is a Torus. By starting with a circle and a line that does not cut the circle anywhere, the shape of a Torus can be swept out by revolving the circle around the line. The accompanying illustrations, which were generated by our program, show cross-sections through the doughnut, all of which take the form of rings.

The program is written for the BBC Model B microcomputer and uses its highest resolution graphics mode. Since the only graphics commands in the program are the ones to set the graphics mode, and MOVE and DRAW, it is a simple matter to convert the program to run on any other micro having high-resolution graphics facilities.

The views of the Torus are drawn as they would be seen from a considerable distance. This simplifies the problem of constructing a per-

r,

spective view. The direction of viewing is fixed by the two angles A1 and A2 as shown in the illustration.

The same names are used for the corresponding variables in the program. In fact these two angles are exactly those used in a coordinate system that is an invaluable aid in solid geometry and they are also used in astronomy, one of the angles is the azimuth.

In the program, R1 is the radius of the circle that sweeps out the Torus

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A1

and R2 is its distance from the line about which it revolves.

The arrays X and Y hold the xand y-coordinates of points on each cross-section of the Torus that is plotted. All the other variables hold intermediate results.

The illustrations were plotted using the following values.

For the first, R1 and R2 were 50 and 250 respectively, and A1 and A2 were both 45 degrees. For the second, R1 and R2 were 25 and 250,

and A1 and A2 were both 60 degrees.

The program that produced the first Torus was the listing shown at the bottom lefthand side of this page.

These two illustration show the Torus plotted using the information in my article.

ş	problem of constructing a per-
	problem of constructing a per- 10 MODE 0 20 DIM CS(100), SN(100), X(100), Y(100) 30 DN = PI/50 : AN = 0 40 FOR I = 1 TO 100 50 CS(I) = COS(AN) : SN(I) = SIN(AN) : AN = AN+DN 60 NEXT I 70 R1=50 : R2=250 : A1=PI/4 : A2=A1 80 FOR J = 1 TO 100 90 X(J)=R*+R12CS(J):Y(J)=R1*SN(J) 100 NEXT J 110 D1 = COS(A1) : D2=SIN(A1):D3=COS(A2):D4=SIN(A2) 120 FOR K=1 TO 100 STEP 5 130 C=CS(K) : S=SN(K) 140 E1 = D1*D3*C-D2*S : E2 = D1*D4 150 E3 = -D4*C : E4 = D3 160 MOVE E1*X(1) +E2*Y(1)+700, E3*X(1)+E4*Y(1)+500 170 FOR L = 1 TO 100 180 DRAW E1*X(L)+E2*Y(L)+700, E3*X(L)+E4*Y(L)+500 190 NEXT L 200 NEXT K
	E3*X(L)+E4*Y(L)+500 190 NEXT L 200 NEXT K 210 END

FEELING OF

"Dear Sir", writes a reader from Cumbria, "after careful study of the Seventh Empire maps for November and December I think JADEG will provide the best trade index (about 1050).

"Furthermore I feel that only 23 battles will take place; with bonuses of -2 at XAPUS and -3 at GIRIX.

"All of these predictions will surely come about unless the JADEG "mole" is discovered in time.

"Please send me some software for my BBC model B as a prize when JADEG romps home again in January!"

I was rather surprised to find such a letter waiting for me. Did this man have hidden powers? Could he really predict so much detail about forthcoming games? There had to be a simple explanation; and unfortunately there was.

For some reason known only to the office Pet - the computer kind - the machine did not accept any of the moves which I so carefully typed in for turn 5 of the game. This is why the results as printed in December's issue are so similar to the previous set! In fact, most are identical apart from the odd imperial ship.

So I gathered the crumpled order forms from the darkest recesses of the C&VG office and typed them in again. With everything crossed that was physically possible I set the computer to re-process turn 5. And heypresto, as they say, everything seemed to work fine!

So it appears that the results as printed in December's issue were incorrect. Therefore, we're going to forget that they ever existed and on this page you'll find the result of turn 5 again, but correct this time.

Your orders are due in for turn 6, which will now run in February's issue. If you have already sent turn 6 moves, I'm afraid that you'll have to send them again as your positions in the galaxy will have changed.

The computer will, as usual, be available on Friday afternoons if you'd like to give me a call. I should then be able to tell you.

As Ba Ca Du Er Fa Ga He Ix Ji Ko Li Mu Nu Op Pu Qa Ri So Tu Us Va Wi Xu Yu 250 1000 1000 1000 111 250 250 Asol 1000 1000 838 500 1000 Barov EDICI 1000 1000 1000 250 Cazuv 1008 100 Dusup Frak 1000 1000 000 500 5 Fadis 1000 500 500 **k**kk 1000 333 Gazor 633 Hezod htip. 1000 1000 Jinis Kolol EF-250 1000 Lizag Mupip 0 500 250 1000 50 Nuzet Opod 1000 1000 258 Polud 500 1000 500 Öavuv Rivev 1000 1053 250 10 0 500 250 Soner 333 333 1000 1000 Tubos 10 1000 0 6652 Usugz 1000 1000 123 1000 Vasux Widan 1000 1888 1000 1000 250 Xugod 1000 Yuses 1000

your current positions if you have your code number handy. You'll find the 'phone number in the Seventh Empire rulebook.

Quite a few people have applied to join the game during the last month, but I have not entered you as you would not have been able to supply moves in time. However, I'll keep your names. Then, if the game is restarted you will be on the top of the pile. Now, forgetting that December's page ever existed, here are the results of turn 5. Starting as always with the trading competition. Highest trade index is a LOKIK, with a value of 800. From a large pile of entries, there were 2 correct answers. The high scorer in the trade index was correctly predicted by Barry Wooffitt and D. Gritz. If these people could contact me with details of their computer I'll send you some software for your efforts.

BATTLE REPORT

Just ten battles were fought during turn 5, and again none was successful. Battle bonuses are all zero. The raid penalty is still 1. The new positions of the imperial ships and their controlling players are like this ... D'Taan's Science empire is at soner and controlled by player 3201. Sun is at Widan (player 1781), Pirate is

	Compare new star to the star you left	Moving orders
MOVE	Does it belong to a friendly empire? Is it 1 square away, either vertically, horizontally or diagonally?	
TRADE	Does it belong to a friendly empire? Is it 1 square away, either vertically, horizontally or diagonally? Is it a different star type ?	
RAID	Is it 1 square away, vertically or horizontally but not diagonally?	Is it the first movement phase?
	Does it belong to an alien empire?	Is it followed by a Return order?
RETURN	Is the fleet Returning to a star belonging to the same empire as it left on the first movement phase?	Is it the second movement phase?
	Is it 1 square away, vertically or horizontally but not diagonally?	Does it follow a Raid order?
ATTACK:	Does it belong to an $\ensuremath{enpriv}^{\mathbb{P}}$ empire $\ensuremath{^{\mathbb{P}}}$	If it's first movement phase, is it followed by a Stay order?
	Is it 1 square away, vertically or horizontally but not diagonally?	If it's second movement phase, did fleet move in its own empire on first movement phase?
STAY:	is fleet staying at present star?	Was your first order anything but a Raid order?
CARGO, JUMP AND PLUNDER	Does fleet start game turn at a Gateway Star?	Has it only one order over both movement phases?
	Does it move to a Gateway Star?	Is the other movement phase crossed out?
	Is it a different Gateway Star?	

Friendly - Empire which a fleet's current empire is not at war with Enemy - Empire which a fleet's current empire is at war with. Same = Same empire as the one you've left.

Alien = A star belonging to an empire other than the one you left.

The Checklist Chart is one way of ensuring that you have not entered an illegal order which may result in one of your fleets becoming lost in space. Whatever movement orders you have given each of your seven fleets, they should be checked against this chart. And if you can answer "Yes" to each of the questions set out there, then the move is a valid one. If you come up with a "No" then the order is illegal in that context. In order to prompt "Yes" answers, some of the questions are phrased in an unusual way.

not placed but is now under the control of player 2064, Bloodline at gazor (1780). Deat at Yuses (2754), Amethyst at usug (1877) and water at Mupip (player at 2182).

SCORES

Top scorer for turn 5 is N. Faruque, who scored 6000 this turn. Owing to last month's error, overall scores for the next 2 turns will also include any profit generated by the machine during the first run of turn 5. However, all scores are relative and the top ten should not be affected. The rest of the top ten for turn 5 looks like this...

From positions 9 to 1, players 3201 (5999 points), 3362 (5222), 3183 (5111), 1925 (5000), 1781 (5000), 2726 (4925), 3420 (4850), 2428 (4000) and player 1698 who also has 4000.

To find your own profit for turn 5, use the table above which should be right this month! Cargo profits are printed normally, while plunder profits are reversed.

The star travelled from is printed in full down the left hand side, while the star travelled to is abbreviated along the top.

Orders are now due in for turn 6. As I said before, any orders already with us for turn 6 will have to be sent again. Because of this, though, I will accept orders from these players over the telephone but ONLY between 11am and midday Monday to Friday. We're afraid that there will be nobody available at other times.

Please use the 'phone number as given in the rulebook, and ask for the Seventh Empire orders dept. Closing date for moves is Wednesday 21st December 1983.



The Diplomatic Diagram

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SOFTWARE -

THE PYRAMID is an arcade style game which has a very adventurous feel to it. The Pyramid contains 120 chambers on 15 levels. In order to get from one chamber to another you must fight off the indigenous aliens to collect an energised crystal which will neutralize the force field guarding the two exits.

The Pyramid is inhabited by a total of 60 wierd and exotic alien types, all of which are beautifully animated. You will meet a whole variety of demons, droids, insects and monsters, with a sprinkling of the more unusual, the extra-terrestrial tweezers, galactic strawberry, cosmic claw, mutant eye, plus a whole host of entities that defy rational description. You will no doubt invent your own nicknames.

You proceed to explore the Pyramid from top to bottom with the difficulty generally increasing with the depth of level. Depending on the choice of exit from each chamber you are likely to have a different game every time you play.

Apart from the challenge of trying to achieve the highest score possible the pyramid contains a number puzzle to solve. The more chambers you successfully visit the more information is gathered to enable you to discover the secret numbers of the pyramid. The puzzle won't take you a few days to solve, it will probably take you a few months.



This is "ZIGGY". He is shown above in his exploratory capsule and is a true representation of the on screen graphics. You have total control over his movements as you explore the many chambers of "THE PYRAMID".

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Compatible with all leading joysticks.

For 48K Spectrum

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N-E-X-T - M-O-N-T-H - N-E-X-T **THIS ONE YOU MUST NOT MISS!** Games galore in our bumper on the trail of treasure, demons, We also plan to bring you a

February edition with the actionpacked Book of Games attached.

The Book of Games will be a 52 fun packed bumper add-on to your favourite computer magazine. All the top micros will be featured — with a couple of games for each machine all tried and tested by our review team to ensure top quality games.

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We also intend to have a few surprise competitions thrown in with some of the listings to give our Book of Games that special added ingredient — more fun! So rush out to your newsagents on January 16th and get your hands on this extra special issue of *C&VG*!

And at last we hope to be bringing you the long awaited and much heralded Coleco Adam competition! Yes, we're finally going to get our hands on some of these computer systems from the people who brought you the ColecoVision video games centre.

Professor Video will be lecturing again in our Video Gaming pages with tips on Q*Bert and we'll also be bringing you all the latest news plus our regular Joystick Jury reviews.

The Seventh Empire WILL be striking back! All you long suffering Empire addicts shouldn't despair as the end — and the grand prize — is in sight. The glittering prize could be yours if you've managed to stay the course!

All that plus our regular articles and features which bring the wonderful world of computer gaming into your home.

Our brand new Program-Extra feature offers educational tips based on our games plus an extra helping hand for people who have just bought their micros.

Bug Hunter will be on hand to deal with any nasties who crept into your programs over the festive season.

Keith Campbell will be back

on the trail of treasure, demons, dragons, and elves and bringing news of a fun competition where you could be the lucky winner of Melbourne House's brand new Sherlock Holmes game.

We will be announcing the winners of the Golden Joysticks Awards.

Throughout the year you have been filling in and sending us your votes for Best Arcade Type Game, Best Strategy Game, Best we also plan to bring you a round-up of computer add-ons to compliment our Games Players' Guide to Micros in our December issue. Plus a look at all the latest joysticks for micros and video games centres.

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We might also be able to squeeze in a feature on laser discs and you'll soon be able to interface them with your friendly home computer and play even better games.



Original Game, Game of the Year and Software House of the Year.

The much sought after golden joysticks will be presented to representatives of the winning software houses at a special presentation lunch to be held in London in January.

But it's not just the software houses who will be receiving the goodies in our February issue. We will be also announcing the lucky ten winners of our Decathlon competition — each of whom will be receiving an Atari VCS plus three of Activision's latest games to go with each.

There will be an exclusive interview with the world's number one video game designer — Mr Pitfall — David Crane.

V=E=X=T=M=(

Me'n my newsagent are real close. His name's Bill or Fred or something ... Anyway we got an arrangement. Every month, you know what he does? He looks out my copy of *Computer & Video Games* and keeps it, just for me.

So none of the other punks on the street can get hold of my copy. And that's important to me. Mebbe it's important to you too. So go n' see your newsagent with that coupon below all filled out. If he's like Harry here, you're gonna like him.

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You buy an attractive, discounted little machine so that you and the children can learn about computers.

Instead, you learn about its limitations: the dull graphics. The plugs that fall out. The cheap power supply. The unalterable "beginners" language. The stiff, fragile keys. No provision for future developments. If only you'c looked around a bit in the beginning... "Quality costs a little more, but it's usually worth paying for" (Personal Computer News-CGLM5 Review, June '85.)

The CGL M5 is designed and built by Sord, one of Japan's leading computer specialists, with three main ideas in mind.

First, to be easy and fun to learn and operate.

Second, to be rugged enough to last through hours and hours of operation.

And third, to form the basis of a powerful, versatile home computer system that won't need replacing until you're ready for a dedicated business system.

Built to learn

The CGL M5 is designed to be easy for non-geniuses to use.

"On the M5, most of the work is done for you, and all that is left is the need to work out what to do next, rather than how to doit." (Personal Computer News, June 83.)

If you make a mistake, you can correct it with a simple movement of the cursor. So you only correct that mistake, not a whole line; nor do you have to indulge in complex edit commands.

Budding video game designers and computer artists will love to get their hands on the 16 colour graphics and 32 moveable images called "sprites."

"The M5 makes professional graphic

"It works first time, doesn't need a lot of mollycoddling and jiggery-pokery to persuade it to continue to do so, and what's even better, it continues to work well. You don't have to balance cold cartons of milk

on the top, shore matches in the back to keep the plugs in, or press the keys with several pounds

force to make them respond." (Personal Computer News, June '83.)

Being able to build things that work and carry on working without endless maintenance is something at which the Japanese Japanese seem to excel.

Built to grow

To be truly versatile, a home computer has to understand very different things.

So you need different "languages," which the M5 provides by supplying part of its memory in plug-in cartridges.

"The M5 eliminates the worst limitations on machines at this level, which is that they tend to be stuck with whatever language is provided by the management." (Personal Computer News, June 85.)

The computer is supplied complete with a Basic-I cartridge, a standard integer BASIC language and a simple learning text.

Plug in the Basic-G cartridge, and you can access the M5's incredibly sophisticated graphic and sound capabilities which are far in advance of similarly-priced computers.

Move on to the Basic-F cartridge, and you have scientific, technological and statistical computing power usually available only language for data management, spreadsheet accounts and business problems. Combine FALC with a disc and you could "*turn the M5 into a small business machine*" (Personal Computer Magazine, August '83.)

Now, take a look at the back of the M5.



Centronics-type printer, the separate video monitor and hi-fi sound output.

Even the language cartridge socket has hidden potential:

"Unlike most such sockets, this one bas 56 internal lines connected to it giring access to just about every function in the computer This means that just about everything you can think of can be added onto the computer, ranging from a Prestel interface to second processor to use as an intelligent terminal on a timesbaring computer"... (Electronics-The Maplin Magazine, March 83.)

Take a look at the home computer that will improve with age.

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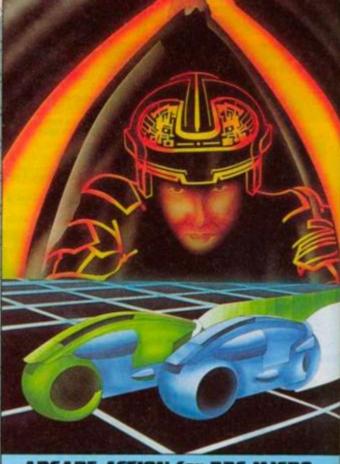
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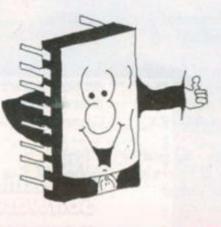
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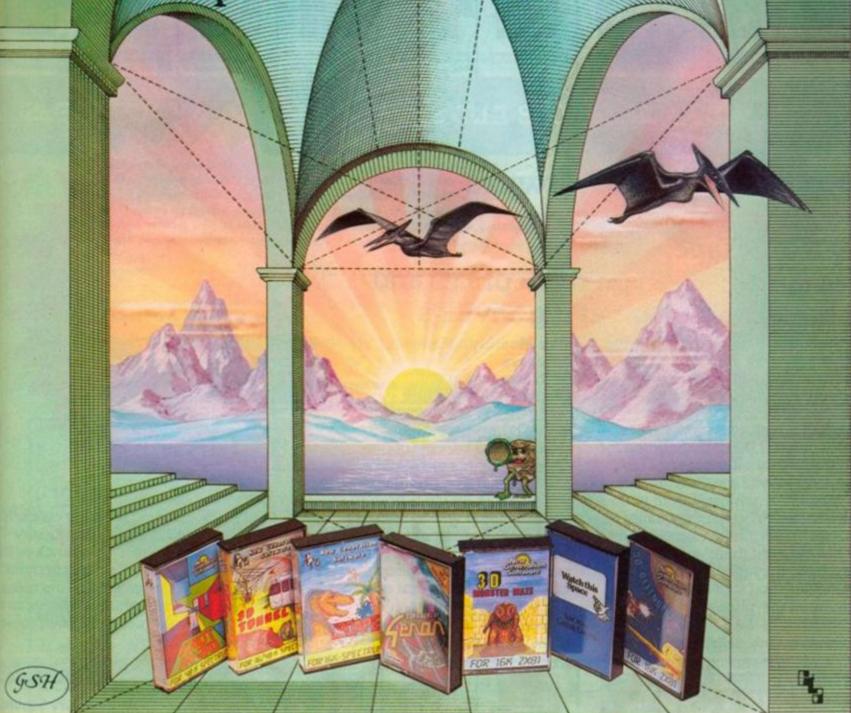
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Machine make:	Model
Other models it should run on:	Number of K needed to run it:
Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it:	
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Address:	
	Date:
Type of game: (If original please say so)	
Loading instructions:	
Game instructions: (If not included in the listing)	

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Date received:	
	Good enough
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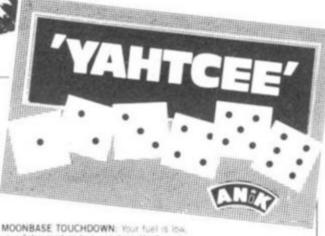
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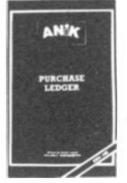


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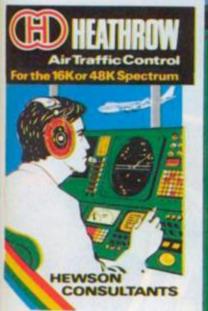






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ATARI 400. 48K with full-stroke keyboard, Basic cartridge, program recorder and rigid plastic dust cover for sale. £220 ono. Tel: Mrs. Adams on 01-897 9014 after 6.00pm.

ATARI 400 16K plus programme recorder, Basic cartridge manuals, games and books. Tel: Leeds 610550 after 5pm. £120 ono.

SPECTRUM 48K plus £300 software plus cassette recorder. All for £160. Tel: (95) 23968 any time!

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SHARP MZ80/KA. Ten basic and machine code adventures. £1.50 each. 98 Mulgrave Road. Sutton, Surrey.

SHARP SOFTWARE. MZ80A/K, mostly games, for half original cost. Tel: 0532 672534 for details.

FOR SALE Sharp MZ80A plus books, dust cover and games. (Worth £100+). Tel: Rhodes on (0844) 51585, £350 ono.

To place a LINEAGE advertisement in EITHER the "MicroAds" or "MicroSell" section of COMPUTER & VIDEO GAMES, please fill out the order form below, in BLOCK CAPITALS, ONE WORD PER BOX (telephone numbers count as one word and addresses must be included in the total). The FIRST TWO words ONLY will appear in BOLD. Please underline any additional words you wish to appear in bold.

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28	29	30	

Minimum number of words is 15, maximum 40 (continue on a separate sheet where necessary).

Please ring which month(s) you wish your advertisement to appear in

APRIL FEB MARCH TOTAL number of words for ALL insertions (i.e. 15 words per advertisement to appear in two months = 30 words in total) MicroSell (Private) COST: MicroAds (Trade) 25p per word 40p per word 50p per additional bold word 35p per additional bold word made payable to Computer & Video Games. enclose a cheque/P.O. for £. POST TO: AD. DEPT, C&VG, 8 HERBAL HILL, LONDON EC1R 5EJ **TERMS & CONDITIONS** Trade advertisers will appear in the MicroAds section, private advertisers in the 1.

- MicroSell section. 2. All lineage advertisements MUST BE PRE-PAID (Cheque's and postal orders made payable to Computer & Video Games).
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A great new flight simulation game for the unexpanded TI99/4A. Graphics display of landing strip and terrain map, plus updated instru-ment panel. Options for take-off, landing or in flight. Full instructions included. Graphics and sound.

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The sharp-eyed amongst you will have spotted the subtle changes made to the classified advertising section in this issue of Computer & Video Games

These changes will be even more apparent from February onwards when we shall be offering lineage advertising to those of you selling goods and services for profit (what's that?). These will appear under the heading of MicroAds together with semi-display advertisements (formerly "Supermarket"). For semi-display ads the minimum size will now be two centimetres and we shall also offer the opportunity of taking an ad across two or even three columns.

If you've got an old ZX80 gathering dust in the attic, a collection of unused software cluttering up your shelves or anything else you want to get rid of you can still do so through the MicroSell section of the magazine which has now been going for several months.

To place a semi-display advertisement in the magazine send in your copy to C&VG, 8 Herbal Hill, London EC1R 5EJ. To place a lineage advertise ment, in either MicroAds or MicroSell fill in the order form on page 167 of this issue.

We hope you take advantage of these new advertising options and would like to take the opportunity of wishing you all a very prosperous New Year.

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A	
Abbex	
Addictive Games	
A&F Software	
AGF Hardware	
Alien, The	14, 101
Anik	
Anirog Computers	
Apex Software	
Artic Computing	
ASE	
Ashby Computers & Graphic	s 60
Atari	10/11
Audiogenic	
В	
Beyond Software	138/139
Blaby Computer Games	72
Blue Chip Computers	64
Bubble Bus	100
C	
CDS Micros	
Centresoft	148/149
Chromasonic Electronics	
Commodore	
Computer Games Ltd	
D	
Datel Electronics	
Digital Fantasia	
DJL Software	
Dream	
E	
English Software	45
G	
	100
Games Centre	100
Games Machine	
Н	
Hewson Consultants	
Home Entertainment Centre	150
	-

in in 1 34 K L M N N Ν N N N N N Μ Ν N 0 P p p p p P p 0

ADVERTISEMENT INDEX

magine	Ram Electronics 136 RH Sales 82 Richard Wilcox Software 105
loe The Lion Software	Severn Software
Kernow Software Library	Softsel 94/95 Software Club 156 Software Projects 54/55, 169 Software Supermarket 77
asky's	Solar Software
M Martech Games	Spectrum140/145Stack44Starzone Software134Sumlock106Supersoft33
Aicrostyle 8 Aidland Games Library 168 Aission Software 104 Ar Chip 154	3-D Computers 44 Temptation Software 17 Terminal Software 113 Thorn EMI 92/93
lew Generation Software 151, 153, 155	U Utility House
Ocean Software OBC	V Video International
Pancom 122 Paramount 137 Parco Electrics 101 Procom 30 Protek 118/119 PSS 146/147	Visions 26 Visions Store 70 Voyager 152 Vulcan Electronics 136 W Wholesale Computer Services 72
Duest	Y Yorkshire Software Library

168 COMPUTER & VIDEO GAMES

by Patrick Richmond

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01

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IMAGINE SOFTWARE LTD is the largest and most successful game software house outside of the U.S.A. with more than 100 staff occupying 19,000 square feet of premises throughout Liverpool. Imagine Software are at the forefront of todays exciting software industry. As a result of Imagines' advanced and imaginative expansion program the following positions have become available. In all cases renumeration is commensurate with ability and seniority and is above industry standards. In many cases a new car and numerous fringe benefits will be part of the package. Relocation assistance will be given to successful candidates wherever needed.

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A position exists for a Senior Manager who will be responsible for several departments working in diverse areas of software design and production. Applicants must have proven experience in commercially orientated software environments and a wide range of technical knowledge and skills.

This is a very senior position with many exciting and rewarding aspects. Career prospects are excellent.

SOFTWARE MANAGERS

Two positions exist to manage large software departments at the forefront of the games industry. Applicants must have a proven knowledge and interest in computer games. A wide range of software skills and experience in managing programming staff.

SOFTWARE ARTISTS/GAMES PROGRAMMERS

Eight positions are available for programmers with both the technical ability and the creative skills needed to invent and code best selling games.

Fluency in at least one assembly language, artistic ability plus proven experience are the necessary qualifications. The successful applicants will be working in an innovative environment with the best available development software and equipment and will be provided with a high level of technical back up. This is the ultimate career opening for games programmers.

SYSTEMS SOFTWARE PROGRAMMERS

Two positions exist for systems software programmers working on very advanced products. Both positions are exciting and innovative. For the first, applicants must be fluent in the 'C' language and MCS68000 assembler and be familiar with Unix type operating systems.

Applicants must be able to demonstrate a wide knowledge of advanced development tools. The second position requires a fluency in pascal and MCS68000 assembler and familiarity with the UCSD operating system. Experience of computer graphics and general business orientated applications software will be an advantage.

PROGRAMMERS

Thirty positions exist for programmers working in a team environment on many diverse aspects of microcomputer software, including the conversion and adaption of games to new microcomputers. Applicants should be fluent in at least, one assembly language and have great familiarity with at least one currently popular consumer

Applicants should be fluent in at least, one assembly language and have great familiarity with at least one currently popular consumer microcomputer. Experience is not necessary but provable ability is a qualifying factor.

GRAPHICS PROGRAMMERS

Two positions are available for programmers with skills, experience and knowledge of microcomputer graphics as applied to games software.

Applicants must be fluent in at least one popular microcomputer assembly language and preferably have a working knowledge of one other, plus familiarity with currently available microcomputer capability. Provable experience and/or ability essential.

COMPUTER MUSICIANS

Two openings are available for programmers who have the ability to write music and sound effects for popular micros. The applicants must have a good knowledge of an assembly language and proven musical skills.

GAME DESIGNERS

Two positions exist for game designers to design a wide variety of entertainment software. Applicants will have both experience in general games design and theory plus a working knowledge of microcomputers.

TECHNICAL WRITER

An opening exists for a technical writer to prepare software manuals for both commercial products and internal development tools. A recognised writing qualification will be necessary for applicants as will a very wide working knowledge of microcomputers.

GRAPHIC ARTISTS

There are six positions available for artists working on games design and production using computer based graphic tools. A knowledge of microcomputer graphics plus excellent artistic skills are the qualifications for these positions.

Applicants should in the first instance send thier C.V. to: PERSONNEL DEPARTMENT, IMAGINE SOFTWARE LIMITED IMAGINE HOUSE, 5 SIR THOMAS STREET, LIVERPOOL L1 6BW or ring for an application form:- 051-236 8100 (20 lines)

ABBANAGE

8 GREAT NEW GAMES FOR THE SPECTRUM, VIC 20 and CBM 64



1 KRAKATOA - 48K SPECTRUM - E5.95

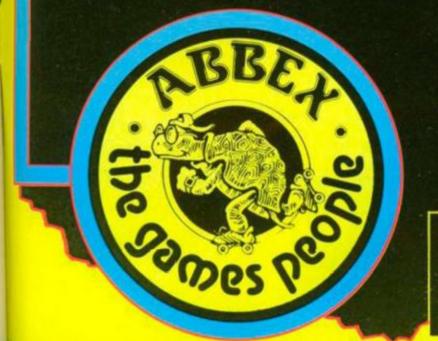
.... My whole body ached as I scrambled back into the chopper... the subs were back in the flve days that the tanker had been sheltering in the bay, not one hour had gone by when they hadn't tried to dispatch a defenceless tanker to the deep... The rockets were coming in over Krakatoa and the constant explosions had brought the volcano to life! I had a tough choice to make. I could stary with the tanker and make sure it didn't end up like the others, or get the islanders off the volcano, it wasn't going to be easy! Almost impossible! But I was going to try both! Arming the rockets I lifted off and headed for trouble ...

2 PILOT - 64 - Commodore 64 - £7.50

It's your first solo flight. Pilot the "Leander", Class 454, 30 seat prop plane out of Norwich airport. Using your memory of the route shown to you before take off, safely negotiate the crosswinds, military air-zones and other hazzards. With over sixteen different types of analog and digital read out, including artificial horizon, air speed indicator, compass, flaps, instrument landing systems and stall warning, fly your way back to base and land. Superb machine coded simulation of night flying programmed by a real pilot! HIGHLY COMPLEX, DIFFICULT YET FASCINATING GAME for the Commodore 64.

3 COSMOS – SPECTRUM 16/48K SPECIAL XMAS OFFER ONLY E3.50

Wave after unrelenting wave of Xenophobic allen attack Interspersed with ever more frequent Asteroid and Cosmiad raids, combine into an unending rain of deadly debris. WITH RADAR AND THERMOCLASTIC HEAT LANCES, LET RIP IN THIS GRAPHIC MAELSTROM.





4 SUPERTALK - ABK SPECTEUM - ES.

Add any speech, accents, sentences and sound affects to your grogram, incredibly simple to use Record the noties or word on the table recorder and stay it back to the computer and it's synthesised Great funresults as the sound of real becole, guns, cars, planes in your programs, storm, and amarens all A new concept in speech synthesis a muct for all programmers.



6 SPIDER STORM — UNKR. VIC 20 — E5.95 The engrmoux stTant 1 rocket screaked saywards. By stale major to say the the last remnants of the human race that resided in the hubb. Gentlin Dyna Lat Contently inthe nather usuality residening the hubb shock and indication of the model of the subst it was invalided by saturation of the mode devices destructive solders into the study shock vice entry and the subtorung into scotes, saturation of the model devices brunch citize bodies into the study shock without the brunch state bodies. The state of but it saturates the brunch state bodies. The state of but it saturates the brunch state bodies.



B ET.K-16-48K SPECTRUM-ES.S

Speech is effective and must be at the time of Sectory of capabilities, graphics are set extended and advanture. A complimation of graphics advanture, make and chapter program which must unquise factoristing and addictive program which must rate sensor the Sectory classics. Which MOREY 100% CRAPHICS 100% 100% 100% This is an objective assessment to an independent body. There can be no doubt that this is the Best.



5 ATLANTIS - 164 VIC-20 - 55.95

b oracis, each with gradually increasing officials Manipulate your submarine patt 10 different types of canger Austic debts charges, force relass, booter trans, rocks, enemy submarines, mines, crabs, shorks, underwater initiales, makes and whose hosts of under water hazards is you battle your way to Atlantis Supreme colour, sound, and graphic action, all machine coded with joy-teck option, 2 elayer option and high



7 WAR CAME - THE SPECTRUM - EL ST

Louidin t believe my ever, but there they were the testaise real lines of pages to offers in training. Pourteen evers of boardom in chills wat and it had happelvis? A. 8 in a dream my hand frashed across the terminia exposers, shoring, projecting and carculating. The computer heighed, but apressed the buttonki destroying those evil missiles before the suttonki destroying who has the end?

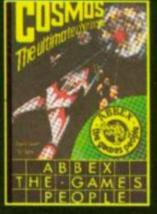


ABBEX IS LOOKING FOR PROGRAMMERS capable of writing quality educational and games software for all computers including the TS 2000 (U.S. Spectrum). Computers will be supplied. If you want your programs professionally retailed around the world come and talk to us!

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This Christmas the Three Kings are from Ocean

As well as the chart-topping Kong, who's always been climbing, there's the new, exciting Mr. Wimpy – something to get your teeth into! Hunchback – sure to ring your bell! and Eskimo Eddie – chills and thrills in Santa Land.

Christmas is going a Ding Dong Merrily with these three new crackers

Save Esmerelda in the best arcade game of 1983. Spectrum £6.90, Oric 1 £6.90 Commodore 64 £6.90

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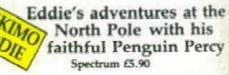
Fantasti

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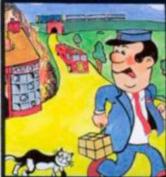
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Ocean Software is available from selected branches of: **WOOLWORTH**, W H SMITH, **JPP**, John Menzies, LASKYS, Rumbelows Spectrum Shops and all good software dealers. Trade enquiries phone: 061-832 7049

News, Reviews and an exclusive interview with Mr Adventure – Scott Adams!



Pat the Postman Really original. All Pat has to do is collect parcels whilst avoiding obstacles – like cars, fires, trains, etc. Skill level and Hall of Fame. 48K Spectrum. £8.95



Deffendar Earth is under attack from mutant aliens in an accurate implementation of a top arcade game – and one of the most difficult to survive in! 48K Spectrum. £6.95



Cruise Attack Save the city from annihilation in this wonderful version of an arcade favourite. Nine skill levels, bonus points for attack ships. 48K Spectrum. \$6.95



Nanas Catch the bananas, miss the coconuts. Easy? Try it and see. Simple in concept, hilariously entertaining – it'll drive you bananas. 16K Spectrum. £5.95



Timequest A warp-space accident spreads your capsule across time. As you land in each new era, fresh perils face you. A very skillful graphic adventure 48K Spectrum. £6.95



One Hundred & Eighty That famous shout tells you what it's all about! A good implementation of a difficult gamedoubles, trebles, twenty-five and bull all possible. 48K Spectrum. £6.95



Star Trek Defend the star systems against the Klingon attack. Runs in real time – so you have to make the right decisions fast! 48K Spectrum. £6.95 Land of Sagan A quest to find the long lost Staff of Health. Is it in one of the castles? Or in the Tower? There are plenty of problems-

and plenty of opponents - in this great graphic adventure. 48K Spectrum. 16.95



Drakmaze Find your way round Dracula's domain. A game to get your teeth into! 48K Spectrum. £5.95



Creepy Crawler An authentic version of one of the most addictive arcade games devised. All the usual features (Centipede, Spider, Bug, etc) with full use of Spectrum graphics and sound. 16K Spectrum. £5.95

THE OWNER OF THE OWNER OWNER

Invaders, Aliens, this game has the lot-and

you have to survive to

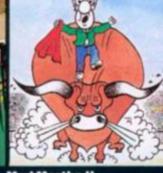
destroy the Master!

Simple controls, far

from simple task.

48K Spectrum, £6.95

Laserwarp



Mad Martha II Great sequel to the best-selling Mad Martha. Hilarious graphic adventure, with hero Henry in sunny Spain, beset by wacky waiters, mad bulls and the wrathful Martha. 48K Spectrum. £6.95



Knockout No aliens, lasers, invaders or rockets – just simple but absorbing fun which up to 4 players can enjoy. 48K Spectrum. £6.95



SAS Assault Your mission - rescue the Russian ambassador from terrorist kidnappers, before the Kremlin declares war. Loads in two parts - your rating in the second depends on your skill in the first. 48K Spectrum. 15.95



Galakzions Watch out as the Galakzions break formation to attack in such force that no mere human can survive! 16K Spectrum £5.95

See them at Lightning, PCS, Tiger, Co-op, Menzies, W H Smith & other leading retailers

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Other great new Mikro-Gen programs coming soon – watch out for them! Please make cheques/PO payable to 'Mikro-Gen' and add 40p post & packing per order.

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Cover illustration: Peter Schrank

TAKE CREDIT

Welcome to the **Computer & Video Games Adventure** special. We've 28 pages dedicated to the subject and a whole host of news, reviews and features.

There's interviews with America's Scott Adams who wrote the famous Adventure International series and Melbourne House's Philip Mitchell who led the team which produced The Hobbit.

We've a competition for those with an active imagination and seven pages devoted to adventure reviews.

A special vote of thanks goes to our regular Adventure columnist Keith **Campbell and his Helpline helper Simon** Clarke who have helped plan and write much of this supplement. Between them they've solved more adventures than most of you have found packed lunches.

WHO DUNNIT?

Plotted by: Keith Campbell and Simon Clarke

Planned by: Terry Pratt, Tim Metcalfe and **Eugene Lacey**

Featured messages: Clare Edgeley, Seamus St John, Robert Schifreen Mapping and layout: Linda Freeman and Lynda Skerry

CONTENTS.

News and Reviews

Competition

We've mapped out 19 locations, suggested 12 objects and left you with the task of filling in the plot. There's a prize of an Intellivision Games centre with two Dungeons and Dragons cartridges for the ucky winners.

Adventure News

We tracked down a whole host of new adventures which will be with us in the new year. Including exclusive news for Spectrum and BBC owners that Scott Adams' series is being converted to their machines.

Reviews Introduction 18 There's many a crock of gold in our reviews section and we give you a rundown on our marking system and how to spot the top games. **Reviews Introduction** 18 19 Scott Adams Reviews

Four of the best from Scott's series. We review the new graphic Saga Adventureland, The Count and Savage Island.



Four adventures which take you back in time including Time Machine from the Mysterious Adventures series. 21

7

Sci-Fi Adventures Or four ways to get last in space in the various futures planned by sci-fi adventure author

Graphic Adventures

After the Hobbit . . . came Groucho and a few more adventures which give the imagination a helping push.

Fantasy Adventures

Into the fantasy world with adventures like, Leopard Lord and Golden Apple.

FEATURES

Helpline

ur regular rescue mission for the lost and lonely adventurers. **Mr Adventure** 10

Scott Adams of Adventure International is recognised the world over as "Mr Adventure", the man who first introduced this gaming format to microcomputers. We talk to Scott and find out his views on his own games and the future of adventuring. 11

History of Adventure

The first adventures were played on mainframe machines which took up whole walls. Keith Campbell traces the past lives of adventure and wonders where it's all taking us. 12

Plots and Themes

Any adventure is only as good as the storyline behind it. If that's wrong, no amount of clever programming will make it right. Keith Campbell shows you how to decide on a top plot.

Writing Adventures 13 When the plot is complete, it only remains to fill in the code. Simon Clarke explains how to write an adventure.



When you begin an adventure it's all too easy to go around in circles. Simon Clarke takes a professional look at solving adventures by mapping out the locations.



17 The Hobbit broke new ground in adventures, allowing complex phrases rather than the usual stilted two word commands. The secret is a special adventure, language called Inglish. Eugene Lacey talks to Philip Mitchell in Australia — the man behind the Hobbit.

Fantasy gaming The spirit of adventure has been used in other games ideas which allow the escapist in us to travel imaginary worlds, cheat death and find fortune. Terry Pratt examines some of them.

We look at Adventuring on home video games systems. You can delve into dungeons and fight fire breathing dragons. Video Games Adventures

COMING NEXT MONTH!

Next month in your reader friendly magazine — The Book of Games! Yes, we're bring your 52 fun packed pages of games listings for all the top micros including the Spectrum, BBC, Vic, Atari, Dragon, Oric, Texas.





20

22



To solve an adventure, there are more ways than one. If you can't do it the Adventurer's way, then try the computerist's way!

Dear Sir,

TARABARAN AND

Re the question of how to get through *Pimania's* green door without losing objects — CHEAT, that's how! Break into the program and type — LET gate = 7: CONTINUE

You may have to press ENTER to the next prompt, but then you will be in the Cavern of Ivory — objects intact! Try fiddling about with the variable "gate" — you can get anywhere, though sometimes the program gives an error. Brendan Pollitt, Leswalt, Stranraer

Keith's reply: We like it, Brendan! I take it this is for Spectrum only, as the BBC doesn't have a CONTINUE?

Some time ago readers were asked how often they saved their games. Here's a tip from New Zealand for all Adventurers —

Dear Mr Campbell, We have become avid readers of C&VG since we bought a BBC four months ago. Your column has always been eagerly read hoping for clues in Philosopher's Quest, and although it hasn't rated many mentions I'm delighted to say we're nearly there! With two teenage boys shouting suggestions we finally attained 236 points! Unfortunately the last 14 points are eluding us at the moment.

You asked how often we saved a game at the crucial moment. We found that until we DID start saving games at various points we only managed to get about half way — fatigue, carelessness or having to get a meal always hindered us. It took nine saved games to reach our grand total so to any other Adventurers I would say "save, save, save!". Judy Sparks, Tauranga,

New Zealand.

Keith's reply: Thanks for writing Judy — I'm somewhat awed by the fact my words are being read all over the world! Hope this next letter may help — but I doubt it!

Of course, we occasionally get letters from the demented.



FROM OUR POSTBAG

Many of the letters Simon and Keith receive are read with great interest and amusement. Usually they can only be mentioned briefly in passing. However here, with more space to spare, is a selection to help, amuse and entertain! We give no guarantee whatsoever that using some of these tips will improve your Adventure performance!

HELPFUL HINTS & CRYPTIC CLUES

SANDS OF EGYPT To light your way magnify a torch beam. You'll have to dig around south of a cliff and north of a start.

RAIDERS OF THE LOST ARK

Go to map room, walk down the yellow line. Don't hang around or you'll be robbed in the black room — head for the bottom RH side of the screen and keep right on.

Dear Data-twiddler, Methinks that this may be useful for Spectrum owners (no comment for fear of starting a war) with Artic's Adventure A.

This is how to communicate with the computer behind the wind tunnel. Type 'TYPE HELP" and press ENTER. Good, ain't it!

Wait for it! How to get the coin in the lake. Wear boots. Go lake. You will automatically emerge with the coin. Tony said that the computer and coin were red herrings. Tony is falling down! (I am a novice adventurer). On to the BEEB and

Philosopher's Quest. Type the following —

ZODIAC

Bank on a wire solution reached by ladder. The DIY book is a hint and helps with a key feature in releasing the prisoner.

WIZARD & PRINCESS There's a bit of Hocus Pocus in crossing the chasm — merge two notes together for the clue. One is found in the hole. To leave an island drink parrot's brew.

VDU 2: FOR X = TO 300: PROCM(X): NEXT

If it screams 'no such variable' then type 'CTRL-C' then 'P.X'. If it says "301" then you've finished, otherwise let us assume that c=X+1, then type —

FOR X=c TO 300: PROCM(X): NEXT and press instead of return, CTRL-B, then CTRL-M. Cheers. Yes I am a Pimaniac, is this a clue? John Yeates, Le Boorg, St. Clement, Jersey.

Keith's reply: Were you the original artist's model for *Asylum John?* And here's a discovery to speed up play —

Dear Sir,

While playing Espionage Island on my 16k ZX81 I discovered a "new feature" of the game — if you input several commands separated by spaces. e.g. W E N (about 6 spaces should do) the computer will input all of them and respond to each after hitting "new line". Although this gives a maximum of about five single letter commands it is an extremely useful feature. Justin Musson, Hitchin, Herts.

Keith's Reply: Thanks for the tip Justin amazing what you can do if you experiment, isn't it?

Adventure has followers everywhere, not only in the UK and USA, as this letter testifies —

Dear Mr Campbell, Having a spare moment and an aerogramme I thought I would write in response to your July article. As I get my issue by surface mail I am some months behind.

I have a TRS-80 with discs, and an Apple with discs.

I wrote down the names of all the Adventures I have, recently, and was mortified to see how few I have ended. I finished Mission Impossible and Strange Odyssey almost straight off, Adventureland and Pirate at great length, and am well into Voodoo Castle, The Count, Mystery Fun House, and Pyramid of Doom.

I have three Jyym Pearson adventures, Escape from Traam, Earthquake, and the Curse of Crowley Manor. I don't like them all that much, and the hint sheet for Traam is USELESS!

I am confronted by a huge black man in a slave's uniform who says, "If you're really from the third planet — who am I?" The clue sheet says BE PERSISTENT WITH FRIENDS. Maybe it will come to me, but some of the clues for parts already solved are useless, so maybe this is too. Edward McArdle, Ivanhoe, Victoria, Australia Keith's reply: Thanks for your long letter (not all printed here) from down-under, Edward. Can anyone help with

Traam?

CALOR AND A DESCRIPTION OF THE OWNER OF THE OWNER.
Our readers play a
big part in making
C&VG 's adventure
pages — they help us
to help you by send-
ing in tips and hints to
Keith's Helpline —
and often get him out
of a few tight corners
in a sticky Adventure!
Here we take a dip
into Keith's Helpline
files.
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Between the issues Keith Campbell and Simon Clarke are both busy typing replies to the many letters they get. So many pour in, that without Simon's help Keith would be buried under a pile of loose paper, in danger of slipping down a hidden grating!

Even so, forgive them if a reply to your letter is late. They try to keep things under control, but every now and again one escapes! So to speed things up, they soon will be using attractive postcards, complete with the Adventure and C&VG logos, for the shorter replies.

Now, on with the show! One of our Helpline answers comes straight from the horses mouth.

W. J. Bailey was suffering from Zodiac way back in September, you may remember, and the help received from Geoff Phillips has got to be the best around — he wrote the game!

Geoff and I have been corresponding since before he wrote Zodiac, and it's nice to see that he is not only still reading C&VG, but has got time to help readers out as well!

Thanks also to other readers who helped with this one, notably a detailed solution from Richard Mallory, and other tips from G. Whaley, both of whom had to find out the hard way! Or did they? Which is harder, to write an Adventure or solve 156

G. Whaley beas at the same time, for help with the tapestry in the Oric Castle adventure. He seems unable to do with it in the 48k version what he found possible in the 16k game. Anyone had similar problems?

Raiders of the Lost Ark clues for Johnston Barlow. Robert

Moss gave us one way to reach the Black Market, and Iain Alexander from Bracknell suggested two! Read the clues, Johnston, you must be able to get there now!

There is a rumour circulating in Ireland that I have a complete solution to Espionage Island! Michael Carroll, writing from Wexford, suggests that I might pass it on to him! Have I got such information? Only the reader who sent it in will ever know!

Paul Coppins, thankful for receiving help in the past, has repaid his debt to society! He sent sealed envelopes to be forwarded to the Clipshams and the Millars, both of whom featured in a recent plea. Thanks a lot Paul, your letters have been sent on!

I don't know the contents of the envelopes, but one was marked The Sands of Egypt hold many secrets', and the other, 'Join the notes, the key to see'.

If you're thinking of writing for help - beware! David Anthony wrote on behalf of a group of boys stranded at Lord Wandsworth boarding school in Long Sutton.

It's a matter of pride with them, that once started, an Adventure has to be finished before they set out on another.

The one in question, Planet of Death, was boring them to death. Can't say I blame you, lads!

'If you can't help we'll have to do something really interesting like reading a roll of wallpaper,' wrote David. I did help and fed a length of wallpaper through my printer to take the reply! Two birds with one stone!

My Editor (bow, scrape) was not visibly amused when he heard. Tut tut, Keith, what will the readership think we're playing at?' So please, readers, don't tempt me!

Escape From Traam is a game that I can't seem to get

hold of for my TRS-80. However, following Stephen Banner's request for a difficult clue, I am beginning to feel I know the game very well!

From Mike and Sue Moseley of Macclesfield:

The Frond is quite nice, But dig my advice,

And your cup may spill over right now.

So here's a good lead,

But make haste indeed,

Don't altar your course anyhow

Mike and Sue are themselves desperate to know how to open the Old Safe.

Problems, tips, and adventure chit-chat are always welcomed at Keith Campbell's Adventure Helpline, Computer & Video Games, Durrant House, 8 Herbal Hill, London EC1R 5JB. Simon and I are both here to try and help each other! Please write to us - but not all at the same time!

HELPLINE INDEX REGISTER

Here are some recent achievements by C&VG Adventurers. If you think you have a high score or record performance in an Adventure, then write to Helpline, and tell us!

M. Broszko of Bolton has reached 957 Karma points, beating our previous highscore of 887 totted up by Duncan Wood. Is this a record?

Ian Parker of Gentleshaw near Rugeley thinks he might have topped the poll with 4000 Inca Curse points the first time he played it! I wonder if he corrected the spelling on his way through? Inca Curse has the most dreadful spelling in any Adventure I have ever seen.

Perhaps I am a little lacking with Hobbit clues. I admit it is a game I have played but not completed. Perhaps this shows. I met Arthur Milgrom of Melbourne House recently, and detected a slightly Hobbit-hurt feeling emanating from him. He could tell!

Hobbit clues are very difficult to give, as the game changes subtly every time. Those who have gone the full course and have quoted the congratulatory final message, are Mark Crisell of Great Totham, Stuart Steen of Rayleigh, and Andrew Kennedy of North Harrow.

None have yet scored 100%, but all have their own theory about going back out there and ... !

HELPLINE INPUT

section — can any obliging reader come clean about the following?

lair, for Velnor's Andrew Kennedy North Harrow. He has reached the waterfall after killing Medusa and can get no further. And for Craig Lee of Bournemouth, who can't cross the crocodile infested river.

John Powell of Worksop. Having negotiated quite a chunk of the game he is now totally

Help required in this stuck in a dark tunnel without a light.

Shamus Case II for R. T. Britwell of Billericay. Stuck in Room 21. What of a place to get stuck! Help him somebody, please!

Ulysses and the Golden Fleece for Alison Matulko of Lymm, Cheshire. She is struggling to open the jewel encrusted box. This Knight's Quest for sounds familiar! If it is similar to a certain jewel-encrusted egg, then you may never open it!



CHANNEL SOFTWARE	CABSOFT Presents & Graphical Adventure.
We would like to wish a	TIME WARP
MERRY	By Gordon Hulmes For the 48K Spectrum.
CHRISTMAS	
 to all our distributors, wholesalers, dealers and customers, both at home and abroad. Thank you for making this Christmas a successful one for us. For those of you who have not yet sampled our wares, all the <i>Mysterious Adventures</i> are now available for the <i>Commodore 64</i> with <i>graphics</i> and retail at £9.95 each. For more information phone Norman or John on 0772 53057 or write to CHANNEL 8 SOFTWARE LTD., Dept CVG, 51 FISHERGATE, PRESTON, LANCS, ENGLAND. 	And and a state of the laboratories (which are now a Medieval Castle) where you once worked and launch THE ANTIMATTER ACCUMULATOR, that you developed, into space and balance out the force of the black-hole. Full instructions on tape. Trade Enquiries Welcome Price Scott Computer Cabin 24 The Parade, Silverdale, Newcastle under Lyme, Statts. ST5 GLQ. (Please make cheques payable to "Cabsoft").
THE OR CA	SERVICES PRESENT RACLE'S VE
	ch has been designed especially for the ECTRUM
It's many features include: * Continuously displayed high resolution graphics. * Time limit of 5 days' on every adventure. * Completely new cave layout, monster position an	
	IMATED GRAPHIC ADVENTURE ONEY" Popular Computing Weekly.
EXCELLENT VALUE FOR MO	
Available from W.H. SMITHS, BOOTS, JOHN MEN- ZIES and other leading retailers. Trade enquiries welcome — Telephone 0533 314345 or 0533 543856	Also available direct at £7.95 (postage and packing free) from: DORIC COMPUTER SERVICES 3 THE OASIS. GLENFIELD, LEICESTER LE3 8QS

PLOT COMPETITION

Win an Intellivision TV games centre complete with all three Mattel adventure cartridges by helping us finish this adventure plot.

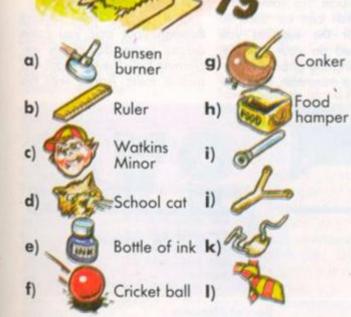
We've come up with a map showing 19 locations and how they interlock with one-another. There are also 12 objects (although four of them are un-named) to fit into the story. All we need is a plot, giving a name for each location, the exits, the objects to be found there and an objective. We'll leave it up to you to add most of the characters and give us the storyline.

> Some of the locations give clues as to their pertinence to the plot and feel free to add other objects — but no more locations please. The best plot we get through before January 16th wins our super prize of an Intellivision machine and the cartridges which we feel most capture the spirit of adventure: Advanced D&D and Treasures of Tarmin.

Note that all red routes are just entries into the next room, while No. 17 can only be entered by ladder from No. 7. No. 12 leads to No. 15 and No. 13 only leads to 15 via 14. Remember to start in No. 1 but you can finish wherever you like.

Flease send your entries to Mattel Adventure, Computer & Video Games, Durrant House, Herbal Hill, London EC1R 5EJ. 250-500 words at the most please.

The competition will be judged on imagination, how well the plot holds together and how interesting and challenging we feel it would be to play.



44

THE ISLAND

A

Red Herrings are definitely out of water in this adventure you'll encounter them all over the place!

You play the part of the only survivor of a plane crash fortunately the plane managed to crash-land on a tiny island situated in a vast expanse of ocean, so at least you were saved from a watery death. Finding a way off the island

presents a problem as it appears quite deserted so you set off to explore. The island is small but still manages to include about 140 different locations. All of these must be visited before you can solve the mystery and escape from this deserted prison and make your way back to civilisation.

On the island are four mazes which must be negotiated and in each one you'll find treasure, clues and objects, all of which may be of help. However, there is only one way off the island so take care not to be led astray as many of the "helpful" clues and objects are nothing more than red herrings!

The adventure is also set against time and the top adventurer will want to make good his escape in the fastest possible time.

The Island is available from Manchester-based Crystal Computing for the Spectrum 48k at £6.50 and can be used with the Currah Speech Synthesiser.

O LEVEL CAPER

Anarchy is rife in 'O' Level Caper as you fight against a band of evil teachers in order to prevent an exam disaster.

The aim of this bizarre game is to track down some original 'O' Level papers which have been substituted with fake ones by some wicked teachers, in collusion with a professor at Oxford University. Should you fail you'll find yourself sitting an you and several thousand



everyone will fail!

This is another Phoenix action/adventure game, where you must first play an arcadetype game to win through to the adventure proper. On completion of each level you will be given code words and various clues which will help solve the caper.

In order to discover the loading code for the adventure cassette you need to complete at least four of the eight skill levels on the action cassette. However, some dummy clues are slipped in and you have to decide which are the red herrings

In the action game you wage a constant battle against the terrible tutors until you've managed to complete enough skill levels to arm yourself with the code to start the adventure.

Using the necessary clues in the adventure, you make your way to Oxford and fight your way into the University past bands of corrupt teachers. Once you've tracked down the original papers and swapped them with the fake ones you can sit the exam with a sigh of relief in the knowledge that

exam which is so difficult that others are at least doing the right paper.

> The 'O' Level Caper comes as two cassettes and is available from Middlesex-based Phoenix Software for the Vic 20 with 8K expansion at £9.99.

MOUNTAINS OF KET

A venomous furry creature is stuck fast to your neck throughout the Assassin Bug adventure.

Edgar is the unlikely name of the bug and his presence on your neck is the Lords of Ket's insurance policy, designed to stop you escaping while you undertake the deadly quest they have set you.

Framed for murder and awaiting a grisly death, these Lords give you one last chance to escape your fate. You must find the Temple of Vran and kill its evil priests, who send their murderous acolytes to raid Ket.

You start off in a village at the foot of the Mountain of Ket. In your purse are some gold coins which can be used to barter for the supplies you might need on your journey. On entering the gaping blackness of the mountain, the huge

doors swing shut behind you with a crash! The only way out being through the maze of tunnels winding up, down and through the heart of the mountain.

In your travels, treasure can be found glinting in the darkness — but don't leave it lying around as there are rats lurking who'll whip it and hide it again.

With about 70 different locations inside the mountain you'll meet both friends and enemies to help or hinder you - watch out for the gambling ogre who is out to win your supplies.

The Mountains of Ket is the first of a trilogy of text adventures. On completion of each adventure a code word will be revealed and the first person to complete all three will receive a prize by sending all three code words to Incentive.

The Mountains of Ket is available from Reading-based Incentive Software for the Spectrum 48k at £5.50, while the remaining two adventures will be released early next year.

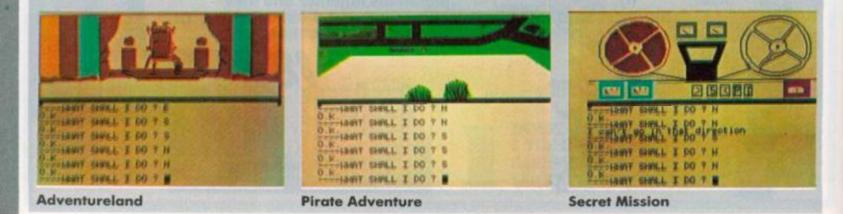
MIDWINTER

The earth is in the grips of another Ice Age and you've got only 12 days to find the device which will melt the ice.

Before the second Ice Age. the polar ice-cap started to melt causing the oceans to rise and creating extensive flooding. To reverse this process, a group of prominent scientists built a machine to bring everything back to normal.

But the process went too far, plunging the earth into a frozen wasteland where nothing will grow. What was once lush and verdant withered, the population dwindled and the people lost hope.

One day while looking through your attic you come across some documents explaining how the earth got into such a mess. Armed with this



-



valuable information, you set out to find the machine and reverse the process to restore the earth to a semblance of normality.

You've only 12 days in which to save the earth and the adventure leads you to many strange places and encounters before it's solved.

Midwinter is one of three new titles to be added to Digital Fantasia's extensive series of Mysterious Adventures and is available for the BBC as a text adventure and the Spectrum which is a graphical version for £9.95.

The other two adventures are Wax Works and After The Fire. In the former you have to find your way out of a wax works factory in which all the exhibits become alive. Fight your way past Jaws IV the shark, tackle the manic mountaineer and try to out-smart Robin Hood.

After The Fire is a real horror story. You have survived a nuclear holocaust and realising you're the only person who hasn't fallen victim to radiation sickness and fall-out in your area, you set off on a gruesome journey to find and join the few remaining survivors of the holocaust.

Wax Works and After The Fire are also available from Digital Fantasia for the BBC and Spectrum at £9.95 and can be played with the Currah Speech Synthesiser.

SCOTT'S GAMES

Santa's bringing a great Christmas present over from the States for all you adventure freaks.

Calisto Computing, the UK agents for Adventure International have recently obtained the rights to produce Scott Adams adventure games for the BBC, Electron and Spectrum. This is in addition to the Atari 400/800 and TRS-80 which they already cover.

The production and conversion of these popular games are already in hand with four of the 12 titles scheduled to be released before Christmas. The remaining eight are due to appear in the New Year.

The first titles to be released are Adventureland, Pirate Adventure, Secret Mission and Voodoo Castle. The Spectrum will carry the first two games and all four will be available for the BBC and Electron.

In the New Year the remain-

Adam's Adventure series is holding his nose he dives in to available on.

FISHY BUSINESS

Dan Diamond has returned again in his attempt to complete the mystery begun by a cryptic note.

Having received a note to the effect of "Come, you're our only hope" in Franklin's Tomb, Dan, the futuristic detective, sets out on his strange quest to find the authors of the note and to help them in their dilemma.



ing games will be released for all three micros and the full set includes: The Count, Strange Odyssey, Mystery Funhouse, Pyramid of Doom, Ghost Town, Savage Island Parts I & II and Golden Voyage.

All the BBC and Electron adventures will be text-only versions retailing for £7.95 but the Spectrum games are graphical and priced at £9.95.

And finally, Calisto are already looking into the future with the aim of extending their range still further. During the next few months they will be looking seriously at the new Elan microcomputer, Dragon and possibly the Oric to increase the range of machines

Following a series of clues, his weird journey takes him into Lost in Space, the second part of the trilogy where he finds himself in a derelict space craft hovering somewhere in the depths of the galaxy. He must find his way round the ship and land it safely on a particular planet

At last, in the third adventure in the series, Fishy Business, Dan has miraculously found the very planet he had to land on.

Descending from the space craft to survey the lie of the land he finds, to his horror, that he's set down on a small sandy outcrop surrounded by water. Taking a deep breath and

search the murky waters in the last part of his quest.

Fishy Business is an underwater adventure set in a sea kingdom, populated by Mermaids and Mermen. There are many articles which Dan should collect to help him in his mission, but beware - some could be little more than red herrings!

Travelling through caverns and grottos in his search for clues, Dan has many strange encounters. He may come across a lift-room which will transport him into the depths.

Fishy Business is a text adventure and can be played individually or as one of a series with Franklin's Tomb and Lost in Space. All three adventures are available from Salamander Software of Sussex at £9.95. At present Fishy Business is available only for the Dragon but by mid-February should also be available for the BBC and Oric.

PUFFINS

Read the book, play the game and immerse yourself in a gripping adventure.

Puffin Books have entered the software market with four new adventures, each accompanied by a book to help the happy adventurer to the conclusion of the plot.

Escape from Arkaron, Besieged! and Into the Empire comprise a space trilogy with the accompanying books outlining the story of the adventure.

In the Warlock of Firetop Mountain, you brave the dark secrets of the mountain to find the Warlock's treasure using the book to pick up clues and map your journey.

The trilogy is available from leading retail outlets for the 16/48k Spectrum at £4.95 while The Warlock of Firetop Mountain, for the 48k Spectrum, is priced at £6.95.

tion. tually. tion."

o the microcomputer games enthusiast, Scott Adams is Mr Adventure. It was his first program, Adventureland, which introduced many an Adventure addict to the delights and frustrations of this popular game format.

That first offering was five years ago and has been followed by 12 titles from Scott. Games like *Ghost Town*, The

Count, Mystery Fun House and Pirate Adventure are recognised among the classic adventures to emanate from Scott's keyboard.

His fans include the dedicated adventurer who will not dream of asking for HELP, those who like being immersed in a story and even arcade gamers who want to challenge their wits as well as their co-ordination.

The sign of a successful Adventure and the strength of Scott's, is that the player can lose himself completely in the action. Scott strives to spark the imaginations of his players.

"The key element of an adventure is to make sure it relates to the people who play it. The writer uses his imagination to generate an image in the player's minds," he says.

But it is also important to believe that you can solve the Adventure. Scott claims: "Players want a chance to use their minds. To be presented with a problem knowing that a solution exists and that they can overcome the problems eventually.

"It is important that enough clues are placed in the adventure for people to make a logical progression to the solution."

So how does Scott approach writing an Adventure? "I get a basic theme like the old west, science fiction or fantasy and then fill in the location, say a space ship or an old ghost town.

"Next I work on the geography, rooms and castles, whatever would fit. And then comes the purpose of the adventure, is it a treasure or mission oriented game? That's when the real imagination comes in, drawing in the landscape.

"An adventure can take anything from one to six weeks, it depends how well everything fits together — I once wrote one in a week."

The plotting is important to Scott and it shows when he's asked which of his own adventures are his favourites: "I get asked this question a lot. I usually like the one I've finished most recently, the best. But of those currently available, *The Count* and *Ghost Town* are the two I usually choose. They have the best plotting in my opinion."



Keith Campbell's Adventure Helpline gets most pleas from players lost in the Mystery Fun House, trying to undertake a Mission Impossible stranded in a Pyramid of Doom. They all have one thing in common, trying to combat the devious mind of Scott Adams — the mind that lies behind 12 classic adventures. No Adventure supplement would be complete without a word from the man whose adventures have pro-duced more curses and commendations than any others on the market. So **Terry Pratt phoned to in**terview Scott at his Adventure International complex in Florida.

Scott was a professional computer programmer long before he discovered Adventures. It was while working in a Florida company's programming department that he was introduced to the "original adventure" *Colossal Caves* by Crowther and Woods on the company's mainframe computer.

After solving it in a week of staying late at the office he wrote Adventureland on a TRS-80 at home.

In 1979 he set up a retail store called the Adventure International Computer Centre and that has now expanded to become a 40 employee business with a large range of software.

"It's not only adventures. Our product range also includes a strong arcade side. There are around 250 titles in the range. Games like *Preppie* and *Sea Dragon* as well as adventure and also business packages."

The Adventure International service does not stop at selling an adventure. "We get an awful lot of feedback from players in difficulties asking for help. One of our best sellers is our Hints Book.

"We help them over the tough hurdles, not by giving them the answers but by providing extra hints and clues."

Scott himself doesn't tackle other people's adventures anymore: "I try to stay away from other people's Adventures. So I'm not likely to steal their ideas. I like to remain untainted."

And he still finds he has a font of ideas springing forth: "Yes we've got two new

Adventures coming out shortly which I'm very excited about. I still enjoy writing them."

Adventure International is also producing graphic versions of Scott's games and he sees this as the way Adventuring will go. "It's moving away from text Adventures. As computer graphics get more sophisticated, so Adventures with graphics become more sophisticated. Graphic Adventures now tend to outsell text Adventures.

"Graphics make an extra dimension available and can add to the player's involvement."

He doesn't feel that Adventures are best left purely to people's imaginations: "All of our new games use graphics wherever possible. A text only Adventure is like a newspaper which has no pictures."

Does Scott have any plans to visit his many fans in Britain? "Yes, I'm hoping to come over in 1984. It's just a question of finding the time."

We wait with bated breath!



antasy games take many forms. The imagination is almost limitless in its capacity to create make-believe worlds

to allow the mind to experience excitement beyond its reach in reality.

We built a ship upon the stairs All made of the back-bedroom chairs, And filled it full of sofa pillows To go a-sailing on the billows.

We took a saw and several nails, And water in the nursery pails; And Tom said, 'Let us also take An apple and a slice of cake'; Which was enough for Tom and me To go a-sailing on, till tea.

Imagine you are in a dark dungeon. A flaming torch fixed to the wall casts a flickering light towards a passage your only way out. In the shadows you see the outline of a dwarf brandishing an axe... All eyes gaze at the Dungeon Master, to discover what will happen next.

Crowther and Woods could hardly have guessed what they were starting when, in those dark days before the advent of the micro, they took the fantasy game a step further by writing an Adventure on a large mainframe computer.

This was the *Colossal Cave* which was written in Fortran and was played on large installations — and still is — by bank clerks and students alike.

No longer had a dungeon master to be present — his place was taken by a keyboard, and printer or screen.

Some time later the first popular home micro-computers appeared. A young man called Scott Adams noticed a promising new one called 'TRS-80' and purchased it, to see how it compared with his home-brewed system. He had been fascinated by *Colossal Cave* and wondered — would it be possible to implement a similar game on a small computer with limited memory?

His attempt resulted in Adventureland, which he wrote in Basic, in 1978 and followed with *Pirate's Cove*.

A friend of Scott's, Lance Micklus, tried to persuade him that the fast response of machine code was needed to make these games widely acceptable. Scott was not convinced, but took a crash course in machine code programming, and then spent a year developing a system that would enable him to write machine code adventures with relative ease.

He converted Adventureland and Pirate, and gave birth not only to his own classic series, putting micro-adventures firmly on the map, but also to the company of which he is now president — Adventure International.

Incidentally, Adventureland and Pirate were the only two of his series available on a Pet, in Basic.

The TRS-80 was, at that time, America's most popular micro, followed by the Apple, and Scott's games were originally converted to both the Apple, and a machine little heard of these days, the Exidy Sorceror.

The heyday of the TRS-80 as a popular games computer, was now, sadly, drawing to a close. Although a powerful machine for serious enthusiasts, and with a wealth of games software to its elbow, two events combined to change the face of Adventure.

The U.S. passed a law limiting radio interference from home computers. The popularly priced Model I failed to comply, and was phased out of production by



HISTORY OF ADVENTURE

Adventure games go back a long way — all the way to those giant forerunners of the present day home computers — the mighty Mainframes. Keith Campbell has been delving back into the mists of time to bring you a potted history of Adventuring. He looks at the founding fathers of Adventure gaming — and then into his crystal ball to discover the shape of Adventures to come. Radio Shack in favour of a compatible but more expensive Model III.

At about the same time there came a new generation of home micros — including the Atari, Vic-20, Sinclair Spectrum and BBC.

All offered colour graphics, and all cheaper, some much cheaper than the earlier TRS-80, Apple and Pet. Owning a home micro was now a viable prospect for millions, rather than a relative handful of dedicated enthusiasts.

Scott's games were converted for the Vic and Atari, but now with a vast market thirsting for adventures, new adventure software proliferated.

Cheaper memory meant still more computers were arriving on the scene including the Dragon and Oric. The memory size of a standard configuration was now double or treble the 16k of the older micros. Cheaper hardware meant more disc drive owners.

Two new possibilities for Adventure gaming were now opened up; graphical adventures and disc-based adventures.

Disc offered the same possibilities as a mainframe game — a vast adventure map and a verbosity of text, a quality lacking in a 16k adventure whose replies necessarily tended to be terse and cryptic.

Now a screenful of detail could entertain the player, giving him the added problem of sifting out the vital from the irrelevant and sometimes zany information presented.

Graphical adventures enabled pictures to be displayed as well as descriptions of the rooms or location. Scott's original series bounded back as SAGAs, (Scott Adams Graphical Adventures).

However, there is little doubt that the adventure "purist" is strictly a text adventurer, preferring to allow his imagination to go to work to form the images, rather than be shown how he should picture the scene.

The range of quality extends from excellent to inferior. This is, I suspect, due in part to the early adventures being written for the sheer challenge and enjoyment of writing them. Now, however, software is big business, and more likely to be commissioned than inspired.

We have had five years of micro Adventures. How will the successor to this article read five years hence? Watch out for the multi-remote-player fully-interactive real-time hi-res animated colour graphical hi-fi stereo voice-simulating adventure!

Adventure brings out the little boy or little girl in all of us. The adventure world of make-believe is perhaps epitomized by Robert Louis Stevenson's "A Good Play".

We sailed along for days and days, And had the very best of plays; But Tom fell out and hurt his knee, So there was no-one left but me.

State-of-the-art it might be. But imagination always was and always will be.



HE heat from the glowing stream of lava slowly but inexorably flowing down the chasm was beginning to bother me.

1 had been bitten on arms, face, back — they were spreading all over me. They itched. I scratched. I wished I could get AWAY from this place.

And suddenly I was, I must have passed out, for the next thing I remember was a medicated hospital smell.

I found myself lying on a cot in a strange bare room, clothed in a white robe. My eager fingers were no longer able to soothe the wild itching — for my own protection I had been put in a straight-jacket. Whoosh! Whoever brought me here must have been careless with a cigarette end, for now my straight-jacket was on fire! As it burnt through I struggled free, stamped it out, and headed for the door. Locked! But the fools had left the key on the other side and I was out like a shot.

I escaped and found a doctor. Or at least, I thought he was a doctor. He examined me all over, giggling as he did so. He scratched one of my bites in an unreachable place. 'That any better?' he asked.

'Nasty little things, chiggers' and thrusting a note in my hand, he was gone. I read the writing on it. 'GO AND DIG'. One of the words was obscured by a purple coloured slime. A bell rang somewhere. I ran....

Into the forest, running further from that dread place, the barking of the vicious dog they had sent after me grew louder.

In my desperation to escape him, I stumbled upon a tree root and fell. Deep in a pile of leaves I noticed something special. I was lying across a series of metal bars covering a shaft of some sort. I pulled frantically but they wouldn't give. The barking now almost on top of me, I upped and ran, quite certain that I'd never make it.

Luck must have been on my side. Feeling in my pockets, I found something special. I lobbed the hand-grenade at the dog. Leaves rained down everywhere, mixed with ears, paws, a tail, a collar and an unlit lamp.

It must have been a direct hit, for the bars were there no more. Wasting no more time, I clambered down the iron ladder fixed to the side of the shaft. It's dangerous to move in the dark, I know, but I was desperate.

And down there — well, you'd never believe it. It was like a whole town. My stomach was grumbling, and after a couple of sneakers for hors d'oeuvres, raddled with heartburn, I headed for the cafe down the street for steak and eggs — sunnyside up.

The egg that I broke over the griddle looked ordinary enough — apart from the hinges and jewel encrusted shell that



PLOTS THEMES

Well, just how do Adventurers get their ideas for their trips into the realms of fantasy? Keith Campbell has been attempting to unravel some ideas for plots and themes to give you an insight into the Adventure writer's mind. And judging by his dream(-)like vision, they are a pretty weird bunch!

is — but there was its sunny side looking for all the world like a baby clockwork dragon, its emerald scales decidedly bruised. It had ceased to be due to my clumsy attempt at breaking the shell. If it had gone to meet its maker, then I should have followed. I'd have ordered ten gross, and would have been set up for life.

Instead I ran blindly down the street, into the first entranceway I came to. 'Tickets please' squawked an old crone behind the counter. I gave her my Access bill. That was not all. She went 'Wheeee' and I went on in to the funfair.

I pulled red levers and blue levers and yellow levers. I found myself in a shoot-ing gallery.

Suddenly everything vibrated, and I was in a sandy desert. I examined my surroundings. I noticed something special — a spade.

I went east and dug. I went west and dug. I went north and dug. I went south and dug. I threw my compass away and dug. I stumbled around blindly under the searing sun. There were so many damned holes around I fell down one. Down, down, down...

I was in some sort of alien space ship, unable to move, trapped in a force field. A small nomad appeared.

Calliope music was playing. We danced. Still trapped, we danced again. The force field suddenly collapsed. Just as well — I was beginning to find the nomad quite cute. I shot him.

In front of me was a control panel with three buttons, numbered 1, 2 and 3. I paced up and down, desperately trying to work out the firing sequence for the space-ship's engines.

I tripped over a dustbin on legs. It had a green furry lid. I lifted it, felt inside and found a string of old beads. Nothing special. I counted down. We took off.

We were circling an island. In alarm, I noticed we were on fire. I grabbed a handy parachute, and headed for the hatch. I was falling ...

'Wake up, here's a nice hot cup of tea!' At last a kindly face. 'What are you doing on the floor, you must have fallen out of bed!'

I groaned. 'Why did you wake me up? I was going to make it with the native woman at last!' I was distinctly peeved. She was not amused. 'You're supposed to give her the beads — you know that!'

'But I'd got it all sussed out — I had this spare grenade to lob at her husband — it would have been different this time!'

'Do you know, you were playing on those four computers of yours till 2 o'clock? Adventure mad, that's what you are! Now drink this and get up — you know you've got ten reviews to write, and the deadline's next week'

'OK. But get that spade by the bed and pop out into the garden and dig up some mud, will you? These bites are killing me!' She looked at the pile by the bed. A fat cigar, box of crackers, small statue of a blue ox, an unshod horse (smelling of stale emulsion), wet tanna leaves, an iron glove, precision crafted frisbee, cuddly toy nothing special.

'But . . . these weren't here when you came to bed . . .' Her adventure was over. She passed out.



HE most important part of any adventure is worked out far away from the computer keyboard.

There are three steps to every adventure, but its success depends on the plot capturing the player's imagination and leading him deeper and deeper into the game.

When a good plot has been established, the writer must lay out his locations in map form with routes, objects and characters which bring the plot to life.

Mapping and plots are covered elsewhere in this supplement and this article will take adventure-writing on from there.

But before you rush to the keyboard there's some more work to do with pen and paper. A location table must be drawn up to translate that map into a more accessible form.

Each location is given a number and a description. The possible exits from it will be noted down and location numbers of all feasible destinations noted.

Objects are treated in a similar way with a note of the location in which they can be found and a comment on whether or not they can be TAKEn.

You will need a good working knowledge of your machine and, as adventures use a lot of string-handling techniques, there may be some commands which you are not too familiar with, so keep the manual handy.

The two main areas people have most difficulty with are: storing the data and recognising commands.

Storing the Data (objects and locations)

Storing location and object details is simplicity itself. The main thing to keep in mind is the format in which you store your information. The best way to approach it is to build up your DATA statements, with one location or object per line. This line will also contain details of where you can go and what you may find there. This format should follow the lines of:

Location, N,E,S,W,U,D, and as many object fields as you wish (but if any are not used they must still be set-up).

Where N to D are the numbers of the locations where these directions will take you. This numbers the sequence in which the DATA statements are listed and read. Using this system, all you need to do if movement is not allowed in a certain direction is to set those directions to 0, then in your command section of program you merely have to include a statement to the effect of:

IF LOC=0 THEN LET RESPONSE\$= "You cannot go in THAT direction." A similar format can be used for the objects.

Command recognition:

This is probably the most difficult part of coding an Adventure, and is very dependent on the type of machine you are using. With simple machines like the ZX81, there is very little you can do apart from using the whole input string. But on more powerful machines, commands such as LEFT\$, RIGHT\$, MID\$ and LEN become a godsend.

The most widely used system is one of looking at the first three letters of each word only, and that is the system I use. Using whatever commands you have at your disposal, getting the first three letters of the player's command is simple, but getting the next words letters is a little more complicated. First, find out how many characters there are in the



WRITING ADVENTURES

Adventurers will face the darkest dungeons without a qualm, tackle the fiercest monsters and steal treasures from under the noses of the most awesome wizards. but ask them to write an adventure. Writing an adventure is not as difficult as people believe. In fact, it can be a darn sight easier than some of these programs are to play and solve particularly if you are a newcomer to Adventuring. And writing a good adventure can be just as rewarding. Here, Simon Clarke gives a clear, step-by-step guide as to how to tackle adventure writing and leads would-be adventure writers to the golden gates of the magic castle where their dreams can become a reality.

input string. Now, take this number and character by character work backwards along the string until you find a space, now add one to your string count, and starting from this position, pick-up your three letters.

The reason for working backwards instead of forwards, is to help the player. Many people find it difficult to adhere to a strict two word command and type in lines like: "Get the sword."

This system will cope with commands like this, where the computer would otherwise respond with: "I don't understand THE". Little touches like this make the game more of a pleasure to play.

In anticipating the player's responses always try and give him plenty of scope to use the obvious words. Obscure verbs can be the main reason why players give up on adventures.

The best way to test out the game, is to ask a friend to play it and make notes of all the areas in the game where he knows the sort of word he needs to use but cannot find the exact one you had hoped for.

Then seriously consider changing the word or adding the first one the friend came up with. Adventures are often judged on their vocabulary and the words which the machine itself uses yet cannot understand.

Spectrum owners can invent their own adventures using the excellent new Quill adventure program generator.

The Quill is made by Gilsoft which is based in Barry, South Glamorgan. You can buy a copy from selected computer outlets or direct from Gilsoft by mail or phone 0466 736369. If you're an adventure fan, then you'll find it worth every penny of the £14.95 price tag.

Using The Quill lets a computer user create a playable Adventure game. You do not need to know anything about programming since The Quill will teach a novice something about writing programs as he/she works through the simple language which the Adventure interpreter understands.

We're always looking for new and original ideas for games listings in *Computer & Video Games* — and Adventures are among our favourites. You don't even have to produce a listing just a good plot idea or theme — and we'll pass it on to one of our team of expert programmers to see what they can do with it.

As Simon has said in his article above, Adventurers are often the last people you'll find actually writing a game. So if you are new to the art of Adventuring, perhaps you can bring a new idea or a fresh approach to the world of dungeons, demons and fire-breathing dragons.

If you have come up with an original idea, drop us a line and there could just be some Adventure software on hand for the best ideas we receive. Write to Computer & Video Games, Adventure Writing Contest, Durrant House, Herbal Hill, London EC1R 5EJ.



ANY keen adventurers spend as much time jotting down the ins and outs of their new world, as they do exploring it.

These are the cartographers of their age who consider map-making to be the best part of the game and who will happily take hours of painstaking work producing their diagrams and charting new territory.

I am not among their number, but when I am reviewing a game or if I get completely stuck then the pen and paper comes out and a solution is sought.

Because I am not the keenest of map makers, I have formulated a system which is easy to make and can be followed by any beginner.

The most important thing to remember is to produce a key which will be meaningful after several days away from the adventure. There's no point returning to the adventure, staring at the map and wondering: "Now what did I mean there?"

For my system you require some different coloured pens, lots of squared graph paper and a counter or 1p piece to show your position.

The first task is to set the key down on the paper, give each colour pen a different job to do and make a note. My system is shown in figure 1.

Then draw yourself a compass heading and get the adventure underway on the screen.

At this point, it is impossible to say where the adventure will lead, it could be that the start is at the westernmost end of the locations and that all routes will lead east from here.

Figure 1

Colour	Туре
Black Red Green Blue Pink	Description Danger or Treasure Other Characters Objects Indirect routes [i.e. Doors]

Things in brackets are hidden.

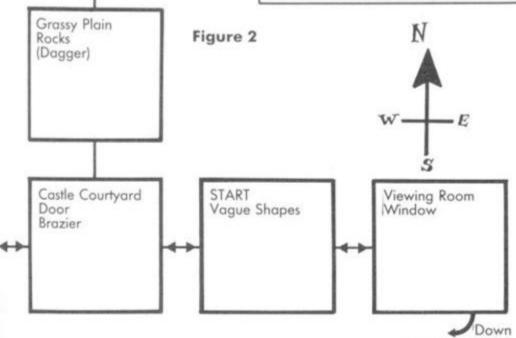


MAPPING

Those first few locations of any adventure can vanish in a blurr of hastily grabbed objects, half-remembered descriptions and casual investigation.

If you keep a pen and paper by you and take the time to make notes as you go, the adventure will take shape much faster.

Dead ends are easier to spot, new routes to muchvisited rooms suggest themselves and it is easier to tackle second time around after you take that first break.



(Weapons Room)

This cannot be helped, the only place to start is in the centre of the graph paper and see where it leads.

Begin with a square box, large enough to write all the necessary data in and label it "start".

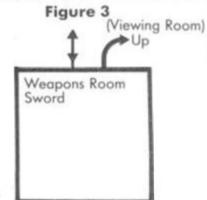
Put in the title of this location. Sometimes the adventure will make this easy by giving a location name: The Green Room, Rats' Cave or Wopwort's Cabin. In other cases, you will have to come up with something from the room's description to remind yourself of where you are, e.g. the room in which you find the sword will be the sword room.

More difficult are the featureless rooms in a maze or an area where you seem to be travelling among identical locations. These are usually just one location which the programmer has disguised to make it seem larger.

The most common are areas of forest. The programmer hasn't wasted chunks of code in producing a seemingly endless forest; he has one location labelled "Forest" and then all but one of the exits leads back to that location. It is usually quite safe to do the same.

Then mark the visible exits from the location at the relevant compass points, add arrows to each route and draw in the location it leads to. As soon as you have arrived, try returning by the same route and add a double arrow if this is possible.

In the colours you've laid out in your



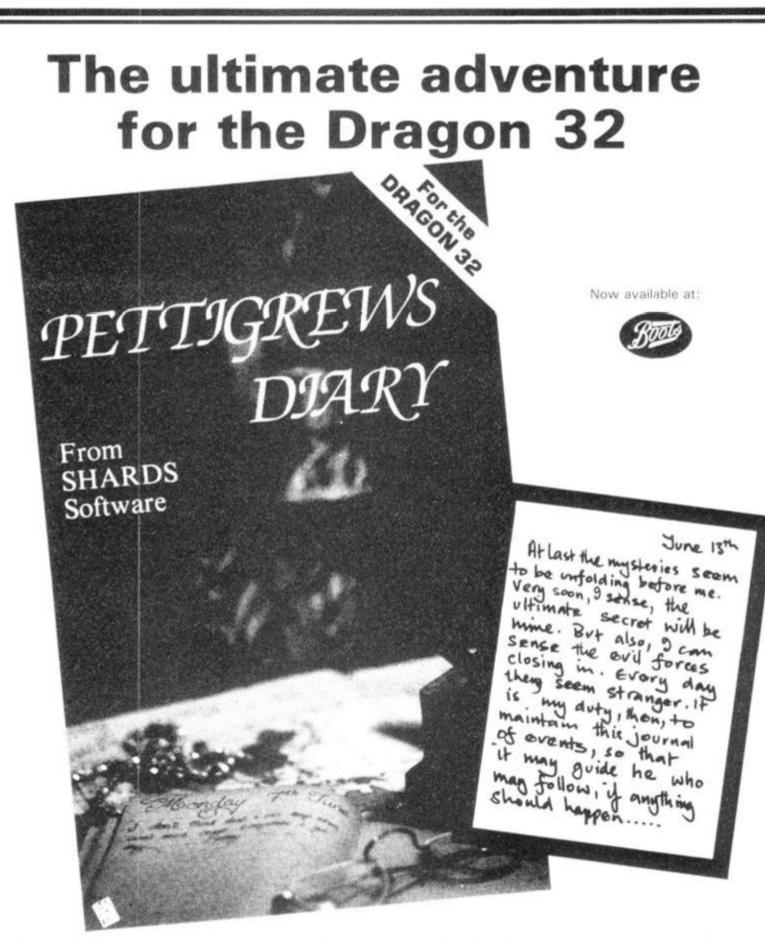
key, add the objects, people dangers and treasures of the room. Objects which are hidden should be enclosed in brackets.

Some exits from rooms will only be possible under certain circumstances or by manipulating a door, jumping a river and so on. These are "indirect routes" and should be marked in a different colour.

Maps can start to become messy when there is a change of level. This should be dealt with on a separate sheet of paper and marked as shown in figures two and three.

A final word on mazes, some of these may not seem to make sense when mapped. As with forests, the programmer can take liberties with a maze layout to add to your confusion. Routes you had planned carefully may suddenly change. There's not much you can do other than curse and start again.

These mazes apart, this system should help you to solve even the most complex of games.



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HILIP Mitchell joined Melbourne House two and a half years ago after studying for a

computer science degree at the local university.

Whilst studying for his degree, he was already working part-time on a project which was the brain child of Melbourne's ideas man and managing director, Alfred Milgrom.

The project was the Hobbit — which was to take another two years to complete but was due to make a name for Mitchell, Milgrom and Melbourne House — not to mention, a small fortune in the process.

Mitchell modestly refuses to steal all the credit for the Hobbit, "I should say at the start that it was a team effort. Alfred assembled a team...myself and another programmer called Veronica Megher, a linguistics expert, Stuart Richie, who designed the special adventure language Inglish and an artist who produced the illustrations for the graphics in the game."

Apart from having one of the best fantasy adventures ever written to draw upon, what really made the Hobbit unique was the way the game's characters roamed around the different locations. This made the game a little different every time it was played as the player never knew who might turn up in a particular place.

The Hobbit was also the first adventure game where you didn't have to rely on reproducing the exact two words the programmer had in mind. This is Inglish which allows far longer phrases than the usual adventures, with more than one idea contained within them. Despite this capability, Mitchell is often surprised at the limited sentences which people employ when playing the game.

"I think they have become used to adventures where you can only use one word commands — and tend to play the Hobbit in the same way... this is a pity because the program can cope with quite long sentences."

Inglish is driven by three connected parts of the program: a language analyser which interprets what the player has input, a data base which contains all the accepted words in the program, and an applicator which applies commands to the game.

The analyser takes every command through a chain of checks before producing a response. First every command goes to the "passer" to make sure that the word is in the game's dictionary.

Then it goes to the syntax checker which decides whether or not the command makes logical sense within the context of the game. It does this by classifying commands and words as either actions or objects — and then passing them on to a "semantic analyser" which decides if the command makes sense according to what it already knows. More simply, it checks if words exist; checks that they make sense according to the rules of grammer as defined by the program, and checks that they make sense in the game itself.

Inglish has been refined and improved to add even greater conversation between player and characters in Melbourne House's next big game — Sherlock Holmes.

This extra word power has been made the basis of the game where you



INGLISH LANGUAGE

The biggest hit adventure game of 1983 was Philip Mitchell's Hobbit on the Spectrum and now also available on BBC, Oric and Commodore 64.

So when Melbourne House told us he was working on a second, bigger and better adventure we thought you'd like to know a little bit about it.

In a marathon telephone interview with the man who has sold a hundred thousand cassettes we bring you the low down on 'down-under's' hottest programmer.

All about Inglish — the language that makes the Hobbit and Sherlock Holmes tick. playing the part of the gentleman sleuth — have to carefully question suspects, and convince other characters about your theory as to who did it.

The model for the new form of Inglish is an artificial intelligence program called Eliza, whose applications have so far been confined to the research laboratory. In experiments carried out with the program, where people have talked to Eliza from another room, they often refused to believe that they were talking to a computer.

Although Melbourne House is not claiming anything like this degree of communication power for Sherlock Holmes, the buzz phrase of "artificial intelligence" is already being used in its promotional literature.

The new game will not be packed with a copy of one of Sir Arthur Conan Doyle's books but every effort has been made to check the authenticity and consistency of actions in the game with that of the characters in the books.

The story line for the who dunnit adventure game is being produced by a Sherlock Holmes expert, Sarah Byrnes, who is writing it in novel format, drawing together elements of all of the stories rather than basing it on any particular one.

Holmes' trusty companion Dr Watson features prominently, giving advice which is not always helpful. And the stubborn unimaginative Scotland Yard Police Inspector, Lestrade is also on hand. It is Lestrade that Holmes must convince that his suspicions are correct.

This is achieved in conversations where the good inspector will do his best to fault Holmes' logic and demand further proofs.

The scene is naturally turn-of-the-century London and the case is murder with clues, suspects and witnesses in good measure. The game is played in two parts. First you must persuade Lestrade that your proof is unassailable and then the villain must be apprehended.

As with the Hobbit, Sherlock Holmes will be available on the 48K Spectrum first and will be converted to other computers with sufficient memory later.

Sherlock Holmes will have more limited graphics than the Hobbit due to the huge amount of memory taken up by the game's advanced communication system — though Mitchell did say that it will definitely contain "some" graphics.

One thing is for sure when Sherlock Holmes goes on sale in "late January early February" 1984, there is going to be a long queue of Hobbit fans armed with £ notes ready and willing to buy Philip Mitchell's new game.

The day to be there is January 15th and you'll need £14.95 to make the purchase.

Next month Keith Campbell has twenty copies of Sherlock Holmes to give away in his Adventure Column. Don't miss our Super Sleuths competition and keep a check on all the latest adventure games news and reviews.



ur Adventurers, Keith Campbell and Simon Clarke, have been huddled over their compu-

ters — fighting dragons, finding hidden treasure and braving all the dangers of the universe during the past few weeks, in a quest to discover the ultimate Adventure game.

We've let them loose on the next few pages to allow them to bring you their views on the Adventures they've been testing. We've divided these Adventures into five sections — beginning with Graphic Adventures.

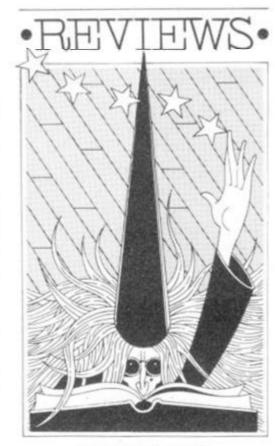
These are the new generation of Adventure games which move away from simple text displays on the screen and allow the computer to draw pictures of the different locations in which the Adventurers will find themselves.

We also look at those baffling games written by Mr Adventure himself, Scott Adams — who gets a whole section to himself!

Then there's Adventures with a Time theme, Fantasy Adventures, and Adventures with a Science Fiction background.

Keith has come up with a special rating system for the games reviewed and we'll let him explain how this works. Over to you Keith...

It has not been the practice in the past for various scale ratings to be applied to Adventure reviews on the Adventure pages.



INTRO

This is because Adventure, more than any other type of game, is very much a question of personal taste.

However, with so many games covered here, we thought some sort of comparison would be helpful, and we

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PETTIGREW'S DIARY

Pride of place in this supplement for the most original and entertaining Adventure must go to *Pettigrew's Diary* from Shards Software.

Three chapters make up this mystery story. Each must be solved (in theory, at least) to enter the next. Clues unearthed as you progress are needed later in the game.

Chapter 1 — The Burning Farmhouse. This is a cross between a text and arcade Adventure. You move around a plan of the house, opening doors and examining the contents — which includes the dying Pettigrew. His last words display thinly and vanish... 'Find my...', and he's a gonner.

All the while you're battling to beat a fire spreading graphically and randomly in real time. Nothing too special, but next there's —

Chapter 2 — London Frolics. Here is a full length text adventure with the most original display I have seen.

Explore London, travel the tube (choice of Circle, Central and Piccadilly lines). Gamble in an amusement arcade — real skill is required to win cash. Earn more cash working in a cafe, or cleaning toilets. Dodge traffic at the Embankment — skill is needed to dash when the lights are in your favour. Browse a book shop in Notting Hill. Visit the Hotel Euroconk. Avoid Eddie the Crook.

The computer's replies move letter by letter from right to left, bleeping as they go, inside a frame. Cash, date and time are displayed and automatically updated — all in real-time. I left the game to snatch a meal, and returned to find a new message 'You haven't slept for so long, you'll collapsel'.

One reply sequence was a classic. Running continuously across and off the screen: 'She leads you into an old house... into a dimly lit room... She turns on the light and takes off her coat... to reveal...' but you'll have to play it for the revelation!

Chapter 3 — European Trek. We're now off to Paris, and there is Pierre up the Eiffel Tower about to jump. You must talk him down so he can give you valuable information.

You are told the words, and must type them in undisplayed, fast and accurately to get him to climb down a level. If you fail, he will climb higher. Each time, you have a different and longer message to type, so it becomes a speed typing and memory test.

Next we move to Germany, and have a little puzzle to solve in Stuttgart, to correctly identify one of two barbers. And so on.

Three separate programs, self loading

came up with the following factors, all awarded points out of five.

LOGIC/DIFFICULTY

This is *not* a measure of how difficult the game is — it is easy to make a game almost impossible if the clues for logical deduction are not there!

This factor is a measure of the combination of how logical the problems are to solve with the clues and background given.

If a game is easy, then not too much logic would be needed, so if it all fits together, then perhaps a rating of five might be given. If it is difficult, there would need to be enough subtle clues to enable the player to judge the problems as fair, for a rating of five to be awarded. To find out how easy or difficult it is, you will have to read the review.

VOCABULARY

This is not only a measure of the extent of the vocabulary understood by the game, but also of its completeness.

A small vocabulary may get high marks as long as all the obvious words occurring to the player are recognised.

For example, if a location was described as "by a river", and the word "river" was not recognised, even if the game understood a million words, the vocabulary rating would suffer.

PLOT/THEME

This is a rating of originality and plausibility of the scenario of the game. And how well the whole thing fits together.

from the previous one, and within them, mini games in their own right! It's got to be value for money!

Pettigrew's Diary From Shards Software for Dragon at £7.95

Logic/Difficulty	5
Vocabulary	4
Plot/Theme	5

Keith Campbell

HALLS OF THINGS

Halls of the Things has an impressive cassette inlay illustration but it does not live up to its claim to be "The first fully animated adventure" for the Sinclair Spectrum.

It is just not an adventure! Where Valhalla' is truly an animated graphical adventure, Halls of the Things is an arcade maze game, and the adventure enthusiast (who usually has little interest in arcade games), will be disappointed.

You control a figure of a little man, and drive him around a maze using four keys representing Left, Right, Up and Down. The maze has seven levels, and is randomly generated each time you play.

You can open and close doors with "O" and "C", and "keep" or "drop" objects by coming alongside and typing "K" or "D". Various spells can be invoked with their initials — Fireball, Lightning and Heal. Arrows can be shot with an "A", in the direction of the Spectrum's arrow keys.

The maze "pages" quickly if you drive your man over the screen boundary, and is scattered with objects. Some of them (although looking very much like half-empty milk bottles) actually contain elixir.

The 'Things' dart around the maze in the form of purple triangles, and can zap you extremely quickly — especially if your fingers are unused to fumbling around on little squares of rubber.

Once zapped it is sudden death. You are out of the game, but can restart after a short delay, while the maze resets. Quite an effective arcade-style maze

Quite an effective arcade-style maze game, but I wonder — do the people who bill such games as "Adventures" really know what they're talking about, dr are they just trying to muscle in on both ends of the market?

Halls of the Things From Crystal for 48k Spectrum at £7.50

Logic/Difficulty	N/A
Vocabulary	0
Plot/Theme	1

Keith Campbell

GROUCHO

Fat cigars are Groucho's currency in Automata's sequel to *Pimania*. You can gamble them, buy clues with them, and get robbed of them! That fast talking member of the Marx brothers has been transferred to the Spectrum.

Groucho is big. He takes five minutes to load — but why worry when you can sit and watch his cigar and eyebrows twitching? After he has loaded he treats you to an obligatory three minutes of graphics.

The format of *Groucho* is different from that of *Pimania*, and comes across as a series of zany puzzles and joky insults, interspersed with tunes and set against a background of clever and colourful animated pictures.

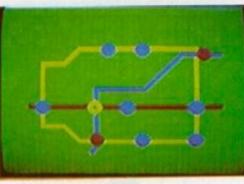
Groucho invites you to guess the identity of a Hollywood star. If you can do so by June 1 st, you stand a chance of winning yourself a trip for two by Concorde and QE2, to meet the star.

To do this you must collect clues to the star's identity. These are gained by guessing the names of other stars, from clues purchased at an ever increasing price of fat cigars.

Cigars can be come by in the Casino and other places, if you're lucky! On the other hand, the Piman might come along and 'bum' a few off you.

Groucho sometimes annoys me. He uses some witty phrases like 'Of all the words in the game, you had to choose them!' And them. And them. Wears a bit * thin after a while.

I guessed one of the stars to be



Pettigrew's Diary



Groucho



CHARLES CHAPLIN. Not so. 'THAT'S NOT A NAME — IT'S AN INSULT! I WAS THINKING OF CHARLIE CHAP-LIN' didn't go down very well!

And I can't travel. My attempts are at best ignored, at worst, for some reason, clear the program from memory — lie some other commands — and that means another eight minute wait. Together with the slow response time, playing is a laborious business.

Having said that, *Groucho* is entertaining and addictive enough to be played again and again. And like Pimania, be comes complete with a pop song — 'Groucho' — on the flip side, this time performed by Lady Clair Sinclive and the Pimen. Will the Piman soon be seen live on Top of the Pops? Will Clive Sinclair get to number one? Wait and see!

Groucho

From Automata for 48k Spectrum at £10

Logic/Difficulty	5
Vocabulary	2 :
Plot/Theme	5

Keith Campbell

SMUGGLERS COVE

What do you do when you come across an Adventure which speaks in a strange country dialect? You delve into your Cornish tourist phrase book that's what! *Smuggler's Cove* has a nice turn of Cornish phraseology to entertain even the most jaded Adventurer.

'OK' is a common Adventure response to a command successfully obeyed. *Smugglers Cove*, set in a cave on the Cornish coast, replies 'Right me dear'. Other fairly standard replies get similar treatment.

These replies made a welcome change, and persuaded me to explore the cave into which I'd fallen, and from which I was trying to escape complete with Blackbeard's treasure.

Smuggler's Cove should not be confused with Pirate's Cove. It is an orthodox type of Adventure, complete with monochrome hi-res drawings of each location occupying the top lines of the display. Unlike most graphic Adventures, these pictures display quickly, and the overall time between commands is faster than a lot of games without graphics.

Another thing about the pictures they change in accordance with the state of play. For example, in a cave with a ledge both described and clearly visible, I threw a rope with such skill that it hooked onto the ledge and was left hanging to the ground. This change was reflected in the picture.

On the minus side are disappointing omissions in vocabulary, and a barrel containing — no, not rum! — spiked shoes of all things! -

I kept slipping off the ledge, and being offered a chance of reincarnation. Unfortunately my stars were always in the wrong house!

If you can stand the dialect, and the shocking pink border, not a bad, but fairly mediocre gante for your Spectrum, me luvlies! It comes in a standard cassette box, with attractive inlay containing full instructions and background story.

Smugglers Cove From Quicksilva for 48k Spectrum at £6.95

Logic/Difficulty	3
Vocabulary	2
Plot/Theme	3

Keith Campbell

continued on page 24

FEASIBILITY EXPERIMENT

"You have been chosen as the ultimate Warrior and you are the only hope of an almost extinct alien race".

And so it begins. You wander around in search of lost treasure.

On the way you will be presented with the alien's version of some of the most testing challenges from planet Earth's history (Dinosaurs, Robots, Lions, Roman Guards, and Gladiators) and you must overcome these dangers to recover the lreasure.

This is another in the Mysterious Adventure series and uses the familiar split-screen format.

The game is quite difficult and takes quite some time to solve — days rather than hours — but isn't too difficult to map and it is fun to play and is guaranteed to hold your interest for some time to come.

The version played was for the TRS-80/Genie range, but many other versions are available, including ones for the Commodore 64, BBC, Spectrum and soon, Atari. Check ads for details.

Feasibility Experiment

From Digital Fantasia for Commodore 64, BBC, TRS-80/Genie, Spectrum and Atari. Price varies depending on the machine.

Logic/Difficulty	4
Vocabulary	4
Plot/theme	4

Simon Clarke

TIME MACHINE

The fourth dimension is opened up through an H. G. Wells-type time machine which can explore the past and the future.

But before the mysteries of time travel are revealed to you in Time Machine you must find the marvellous piece of equipment which gives the game its title.

The adventure starts with you lost in a swamp and you must tread very carefully to get to the old manor house. Getting in isn't too difficult, providing you have a slightly criminal mind.

Once inside, it is up to you to gather all the necessary clues for you to begin your task. It would spoil the game if I told you exactly what you have to do, but suffice to say that you must use the somewhat unreliable Time Machine to flit back and forth in order to complete your task.

I spent many enjoyable hours playing this game, and found it quite easy to get on with — once I'd got the hang of that damn machine. But I do have to make a confession: that I couldn't quite finish this game.

There is one point in the program where I have just drawn a complete blank. So Digital Fantasia, for the sake of my sanity, how do you break the generator?

Although I didn't finish the game, I

20



CE-SS...PES...SY-

Time Traveller

think that I got far enough through it to say that it is excellent.

Time Machine From Digital Fantasia for BBC, Commodore 64, Spectrum Atari and Dragon 32. Variou prices depending on micro.

Logic/Difficulty	5
Vocabulary	5
Plot/Theme	4

Simon Clarke

TIME TRAVELLER

"An Adventure in time", is the legend below the title on the video-cassette sized case housing a computer cassette from Sulis Software.

The world "Adventure" on a software package always sends the blood coursing through my veins, so I picked up the package and loaded into my BBC Model B.

Some very effective arcade-type sound and visual effects accompany what is essentially a piece of educational software. The idea is that you answer a series of multiple-choice questions on each of 5 ages through history, to enable you to pass through a "time-gate" and return to the 20th century. After each series of questions, the player must negotiate a hazardous maze with a theme based on the age he is in.

Unfortunately, (perhaps), not having a joystick, I used the alternative keyboard method of negotiating the mazes, and found the response too sluggish.

I did a lot better with the questions, and even learnt that the Beaker People were not, (as I had always thought), children from the pre-Snatcher era of free school milk, but a tribe originating from Spain in the Bronze age.

Quite a natty little historical educational game — but not, as described boldly on the package, an Adventure! This is a pity, for I suspect that accurate historical Adventures could well find success in the educational market.

Time Traveller

Sulis Software, from John Wiley & Sons at £9.95 for BBC 'B', 48k Spectrum, Dragon and Commodore 64.

Logic/Difficulty	N/A
Vocabulary	0
Plot/theme	0

Keith Campbell

FATHER TIME

I sat and waited. And waited. And waited. I lent across the desk and picked up the cassette box and studied it for the fourth time. I stared at the screen in front of me to confirm that the game was loading in properly. It seemed to be. My goodness — or words to that effect — I thought, it can't be that long! Can it?

Oh yes it can, for this game is BIGI I don't think that it leaves much of your 32K memory left.

The game itself involves the player in a search for Old Father Time's hourglass and staff, and this task you must complete before the Sands of Time run out. You start the game in a forest with the ground covered in leaves. Haven't I heard this somewhere before?

After getting into the cave and through the large door, the going started to get quite tough, and I think that this is the only game I have come across that actually gets more difficult the further you get into it — very good for beginners and experienced Cave-Crawlers alike. This is as much as I can tell you at the moment because, well, you see, I er, sort of, like, didn't manage to er, finish it. Sorry!

This game can be wholeheartedly recommended. It is well thought-out, imaginative, fun, witty, challenging and well packaged. It costs £9.50 and is available from Bug-Byte and their dealers for the BBC A or B 32K.

Logic/Difficulty 5
 Vocabulary 5
 Plot 5

PEN AND DARK

Turning a book into an adventure proved a successful formula for the Hobbit and a new company Mosaic has set out to capitalise on it.

The Pen and the Dark is one of the first book/adventures to come out of the Mosaic stable and it carries out its task very effectively.

The story is one of the many in the book The Unorthodox Engineers, and whether you buy this game or not, the book itself is well worth reading! The main idea of the story is that you must investigate a strange area of "something" that has appeared that seems to have no logical explanation.

As I was lucky enough to get hold of a pre-production copy of the BBC and Tandy versions, I did not have a copy of the book that comes with the game to hand, so I therefore was playing the game for about a week before the copy of the book I ordered arrived from W. H. Smith's.

I found the game a little hard going without the book, but once I had it, it made everything a lot clearer.

One thing which really endeared me to the game was at one point I was at a loss for what to do next. So I read-up on the section of the story I was in and thought I had the answer. With baited breath I typed in the necessary sentence, and the computer responded with "Anticipating the plot will not improve it."

This is the first venture into software by Mosaic, and if the rest of their software comes up to this standard then they should be very successful.

Pen and the Dark will be available in January with more versions, including a Commodore 64 one.

The Pen and the Dark

From Mosaic for BBC, TRS-80/ Genie and Spectrum. Price is not yet known.

Logic/Difficulty Vocabulary Plot/Theme	435
	-

LOST IN SPACE

Lost in Space is the sequel to Franklin's Tomb from Salamander Software. It comes complete with illustrated case file, which gives you graphics without using valuable memory space, and without slowing down the response.

Here, Dan Diamond finds himself transmitted from Franklin's Stargate to a spaceship.

His, or rather, your world is very limited unless you can deduce that one of the rooms is a lift. Pure guesswork is required, as there's not a hint that the ship even has a lift! Once discovered, try operating it!

Having learnt how to move from one level to another, I slowly explored the ship. This exploration was very slow, due to constant interruption from security robots who whisked me off to a location that takes about 10 moves to escape.

As far as I could tell, these arrests were random, and there was no way to prevent them until you learnt how to control the ship.

Dan Diamond, if he can negotiate the space ship, is in for a surprise or two. Ever tried Intergalactic Laxative? Powerful stuff — where's the laundry?

I enjoy a difficult Adventure, providing progress is possible using deduction and thought. Lost in Space is difficult, but some crucial steps are left to guesswork, and there is no HELP to give one a clue. An Adventure is easily made difficult if the obscure is not accompanied by a cryptic clue. After all, interpreting the clues or puzzles makes the game.

I spoke to Salamander Software, and requested a hint sheet. I was too early the game had only just been released and the hint sheet was not quite ready. However, Salamander were most helpful with verbal clues, and I learnt about some disappointing red herrings.



"Be quiet — know more" is the motto of Sussex University — just that! There, and I had thought this was one of the puzzle-clues!

I played Lost in Space on a Dragon, and the response was sluggish to reasonable. As the BBC version was not due out until the 16th December, Salamander kindly let me have a BBC version of Franklin's Tomb ((which I had only played on a Dragon), so that I could compare responses between the micros. Not surprisingly the Beeb's was almost instantaneous, and the frustrations of the robots in Lost in Space could, I suspect, be more tolerable on this micro.

Frankly, Franklin, I was disappointed

in you this time — but your game is still far better than a lot of other Adventures on the market. I await Fishy Business with hope!

Lost in Space From Salamander Software for Dragon, BBC 'B' and Oric at £9.95

Logic/Difficulty 3 Vocabulary 3 Plot/Theme 4

Keith Campbell

SPACE ADVENTURE

Many Adventures are not what they seem. Some games described as Adventures are not quite what I would call a real out and out Adventure — but a mutant form of the art.

With the new Adventure format branching out into new areas, not least the graphic style Adventure mentioned earlier in this review section, perhaps there should be a standard industry code for all Adventure games.

For example a text only, classic style adventure game would be marked with a large T somewhere on the packaging. A maze type Adventure would be branded with a big M and so on.

This would make life easier for Adventure addicts everywhere — and games reviewers too! Enough of the great debate.

If such a code existed, Space Adventure from Pro Software, would rate code A for Arcade-type!

Space Adventure is for the BBC, and can be played with control keys or joystick. The object is to collect four power crystals from a large alien spaceship. The difficulty is, that these are locked away, and require four keys to open the rooms containing them.

Therein lies the snag. To get to the keys, you have to battle against Androids guarding the ship. You have phaser and blaster with which to zap them, but periodically may need to recharge these, plus your life support system, by using lesser power crystals scattered throughout the ship.

Space Adventure makes reasonable use of the Beeb's sound capability, and adequate use of its graphics.

Even as an Arcade game I found it difficult to play. It seemed to me illogical that my blaster was always pointing in the direction in which I was moving therefore I had to start moving on a different course to alter my aim.

Space Adventure From Virgin Games for BBC at £7.95

Logic Difficulty	N/A
Vocabulary	N/A
Plot/Theme	2

Keith Campbell

continued on page 24

SAVAGE ISLAND II

Of all the text-only Adventures ever written, Savage Island Part 2 must surely take the prize for the most difficult!

It is not one of those difficult illogical games — it is difficult AND logical. I think!

You need to solve Savage Island Part 1 to gain the password into part 2, or at least, persuade someone who has to part with the key. But believe me — if your Adventuring is not up to completing part 1, get some more practice in before attempting this one!

You're in dead trouble right from the start. One move from the location in which you find yourself, and your lungs will likely be splattered everywhere, for you find yourself in a vacuum. And you cannot avoid passing through it to get into the game!

Hydroponics, and a caveman in a glass case will be awaiting your solution of the vacuum. From there on I have done a little manipulation, but not really progressed much further.

What is the hangar for? What is the true use of the flower?

I have had one letter from a reader who had completed the game, but resisted the temptation to ask for some tips, because every now and again I feel masochistic enough to have another session. And usually, I find out just a little bit more!

This one is definitely a game for the experienced Adventurer — and preferably with experience of the Scott Adams series.

Savage Island Part 2 From Adventure International for TRS-80, Video Genie, Apple, Atari and TI 99/4a. Various prices depending on micro.

Logic/Difficulty Vocabulary Plot/Theme	555
and the second se	

Keith Campbell

SAGA

1

This is Scott Adams's classic first adventure — Adventureland — but with the added bonus of excellent hi-res colour graphics.

The plot is exactly the same, so anyone who has already completed the text Adventureland will not be interested in buying and playing the game again.

The version under review was played on an Atari 800 and the game came on two floppy discs. Booting the program proved no trouble at all, and while you have a short wait for all the information to be loaded in, you are treated to a very impressive title screen.

I won't go into too much detail on the plot as Keith covered it in an earlier issue's Adventure column, suffice to say that you must explore an enchanted world in search of the 13 lost treasures.



SCOTT



Saga Adventureland

Obviously the main attraction of this game is going to be its graphics, and therefore comparisons with games like 'The Hobbit' and 'The Dark Crystal' are inevitable. It beats the Hobbit hands down. The Dark Crystal is better graphically, but the storyline isn't as good.

The graphics were created by Scott's own graphic editor, which you can buy, and judging from Adventureland's graphics, I think that it could well be worth investing in. The graphics really are excellent and — although I do have a strong preference for text adventures — almost worth buying an Atari and disk drive for.

There is little in the way of animation, but this fact is not really noticed when playing. The graphics are switchable. This I feel is an excellent feature and it's a pity more companies don't do it.

The program comes in an extremely well made and attractive box, containing the two discs (in protective sleeves) and a small handbook. I was impressed by the quality of packaging and the box should ensure that the discs are well protected from knocks and dust. Thanks to Microdeal for the review copy. This and the other SAGA's are available from them and their dealers.

Saga Adventureland from Adventure International for the Apple II 48K disc and Atari 48K disc. Price £28.99.

Difficulty/Logic	5
Vocabulary	5
Plot	4

Simon Clarke

THE COUNT

This is the title of a new and difficult game from Adventure International, intended only for the most persistent Adventurer.

Even Scott Adam's himself admits that this is one of his favourites (see page 10), and they don't come more highly recommended than that!

Two small holes in your neck are the tell-tale clues to your peril when you awake in a strange bed in Adam's The Count.

From the brass bed, the adventure begins and continues through a spooky old castle which hides Count Dracula, and — just as important — a way to destroy him. It is not an easy task and will tax even the most hardened adventurer.

What makes this game really difficult is that you only have a certain number of days (three) to complete your mission and, in this game, the sequence of events has to be very carefully thought about. When the sun sets, you will find it quite dangerous without taking the necessary precautions that all good vampire hunters would take.

The Count dons his guise of a bat and flaps his way around the castle in search of a supple neck to chew — yours!

The game is exactly the same screen layout as other Adam's adventures but is the most frustrating of the bunch. I really wouldn't recommend it to anyone who hasn't got a lot of patience or enjoys a real challenge.

Despite being very frustrating and difficult to complete, it is an interesting game and one that will have you constantly returning to it to play it again, as opposed to giving up and returning it to the shelf to gather dust.

Nicely presented package and a bare minimum of instructions, reliably loading cassette, interesting game and challenging too.

The Count is available for a multitude of systems and differing prices according to which machine you have. The Count

From Adventure International for TRS-80, Video Genie, Apple, Atari and TI 99/4a and Vic-20. Various prices.

4
5

Simon Clarke

GOLDEN APPLE

The Artic Adventures A to D have a wide following among Spectrum and ZX owners, possibly because they were among the first in the field for the Spectrum. It was with interest that I took the plunge into *Golden Apple*, next in the Artic series.

Golden Apple is quite different from the Ship of Doom Espionage Island format. To start with, it is displayed as coloured text on a black background giving it a different look from the black on yellow of the others.

Secondly, it is treasure-orientated rather than mission-orientated, except that to complete the game you must find the Apple.

Something about the game struck me as familiar. The instructions mention that the computer will be your puppet, and that you must collect and store 13 treasures.

When I reached a place telling me to drop treasures and type SCORE, I did, and was rewarded with the reply "You have stored 1 treasure. On a scale of 0 to 100 that rates 8". Now where have I seen that before?

A coincidence, no doubt. After all, if an infinite number of Adventure programmers write an infinite number of adventure games...!

The game had a fast response, and a number of single key commands made moving around simple and quick.

Unfortunately, there seemed to be no identifiable theme to the game. The treasures I did find seemed to give themselves up fairly easily, and for no apparent reason.

Who would suspect that a Silver Bar was lurking in a log, and would reveal itself when the log was chopped? And would you really expect to find an axe up a tree?

No — any similarity in wording to other Adventures is not reflected in brilliance of plot.

My verdict? Well written and worded, and pleasant to play, although lacking in artistry. Not necessarily quick to complete, but easy to get in to, and therefore perhaps a useful and rewarding Adventure for the novice.

Golden Apple

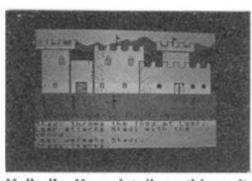
From Artic Computing for the 48k Spectrum @ £6.95 and 16k ZX81 @ £5.95

Logic/Difficulty	3
Vocabulary	4
Plot	5

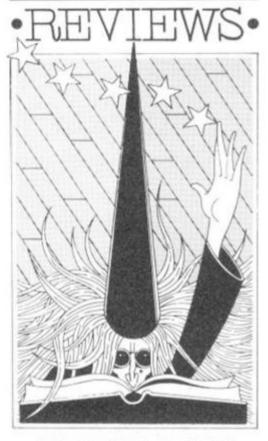
Keith Campbell

LEOPARD LORD

There are mediocre Adventures and bad Adventures, but *Leopard Lord* from Kayde Software has that little something less that makes it one of the most awful I have had the misfortune to come across. Sounds bad doesn't it!



Valhalla. More details on this exciting game in the next issue's Adventure column.



FANTASY

It loads on a 48k Spectrum under plain cover, and stops — so you have to press RUN. You may soon wish you hadn't. If you ask for instructions, you learn that. "THE PEOPLEOF YARM HAVE OFFERED 1000 GOLD COINS TO RID THEM OF FORDEL, THE EVIL WIZARD". Who was this strange "Peopleof" I wondered.

You find yourself in a gloomy forest, and in so doing are treated to your first sight of *Leopard Lord's* tiring screen display.

The initial screen, displayed on a white background, gives details of location, exits, and objects.

These are well spaced out, exits and objects appearing in columns rather than rows. After each command the screen scrolls to redisplay, and as the display height is about 2 screen height, the eyes soon tire of watching the screen and trying to decide where the new information starts. Another tiring feature is that commands must be entered as full words — no abbreviations allowed.

After a while, my eyes feeling like a reel on a one-arm bandit, I decided to BREAK and put in a CLS statement before the display. All was then revealed! Not the key to the game, but the lack of care, thought, and expertise put into the program. As I suspected, the program was as sloppy as "PEOPLEOF".

A further look at the listing gave me the impression that whoever wrote it had not heard of a subroutine. Many lines read PRINT "YOU CAN'T": GOTO 20. There were countless repeated FOR/ NEXT loops, and the Spectrum's missing ON \times GOTO statement was overcome in an inefficient way. The vocabulary, directly assigned variables, was minimal. I got the impression that tightly written, this program could have fitted a 16k Spectrum. 16k owners are lucky to be spared!

The warning is there for everyone in Cleveland. Don't go blackberry picking in Yarm — or the deadly "Peopleof Hedgerow" will get you! And to friends and readers everywhere — don't even bother to pirate *Leopard Lord!*

Leopard Lord

From Kayde Software for the 48k Spectrum @ £5.95

Logic/Difficulty	0
Vocabulary	1
Plot	1

Keith Campbell

OCEAN HUNT

Epic Hero is the title of a series of machine-code adventures for the 16k TRS-80.

Deciding to start at the beginning, I tried my hand at the first *Epic*, entitled *Ocean Hunt*. Here, the player starts off by a wharf and boat, and the opening ploys are reminiscent of *Golden Voyage*. Moving on, the boat can be sailed to an island, complete with native woman — *(Espionage Island without beads?)* The furnishings of a cave give the feeling that here is a cross between *Savage Island* and *Mystery Fun House*.

Having got that off my chest, I must mention that there are other scenarios. And there are some unusual objects lying around that seem to have unusual uses!

What I found a little irksome was death without warning. OK, anyone venturing into a mouth could expect to get eaten — but being stabbed by the native woman for one's good looks seemed a little illogical!

I would summarise Ocean Hunt as "the mixture as before". If you like the mixture, then the chances are you'll enjoy this one!

Epic Hero 1 — Ocean Hunt From Molimerx for TRS-80, Video Genie @ £10.06.

4
4
3

Keith Campbell

Continued on page 24

GRAPHICS

ASYLUM II

"No! I won't do it! Never never never! I'm only just recovering from my full frontal lobotomy and I've managed to keep my hand-grenade and there's no way you're going to get me in **there**! Noooooooo......"

Try as I might, I could not persuade Keith to enter the Asylum again. He even refused when I offered to tell him how to get to Egypt in 'Temple of Bast'. So with the sour knowledge that I could get no further in Asylum I, I entered Asylum II!

After the initial escape from the first cell and wandering around a while, I soon saw that not only had the author kept his very high standard of graphics, he'd improved them! Full 3D graphics depict the corridors and cells, offices, operating theatres, mazes and payphones.

With all the hi-res colour machines around these days it is easy to shrug-off such terms as '3D graphics', but remember, the Tandy is black & white, with almost nothing in the way of graphics — Asylum II's graphics are better than most games around for machines like the BBC, Atari and Spectrum.

Anyone that has played Asylum I will be pleased to hear that Asylum II is easier to get into, but is still an extremely hard game to solve.

Having solved Asylum's predecessors, Labyrinth and Deathmaze 5000, I was upset at not being able to complete Asylum II in the six months I have been playing it. But it is easy to wander round, you can flit back and forth from one problem to another, and this program is not short of surprises, so you won't get bored.

If you are considering trying an Asylum, the second would be the better to start off with as they aren't in any sequence. Asylum II is also very easy to map — apart from the mind-bending task of trying to draw a 6-sided square. "You can come out now Keith, I've finished." I never knew a man that size could fit under such a small table!

Asylum II from Microdeal for the TRS-80. Price £12.

Logic/Difficulty	
Vocabulary	
Plot	

Simon Clarke

5

5

5

MAD MARTHA II

After Mad Martha it was with great interest that I sat and waited for Mad Martha II to load into my Spectrum.

After a meaningless burst of flashing screens and unpleasant beeps you are asked your name, a trifle odd, as you are supposed to be taking the part of Martha's husband, Henry.

After answering, you are asked to select your skill level (1, 2 or 3), and this

sets just how much time you have for your night-on-the-tiles.

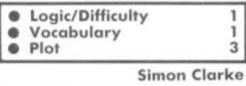
More flashes and beeps and you are seated at a table on the beach, with the glorious Spanish sun blazing down.

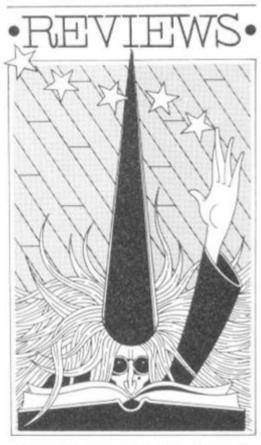
The waiter appears and hands you a scented letter and you are treated to a short rendition of *Viva Espana*. The picture was quite nicely done and the music was very impressive indeed and a nice mood setter.

From then on, the game falls short of expectations.

When all the many bugs are ironed out, this may well be a passable game, providing you're deaf, have less than seven brain-cells, and the I.Q. level of a concussed bee!

Mad Martha II from Microgen for 48K Spectrum. Price £6.95.





CONTINUED

FANTASY

WONDERLAND

This game has sat on my software shelf for some time now, gathering dust — the mere thought of it sent me to sleep.

As I had both machines on the same desk and a separate T.V. for each, coupled with the fact I had a couple of hours spare while my car was worked on, I reluctantly loaded the Beeb and TRS-80 versions into their respective machines.

Loading was no problem on either machine and after a relatively short wait, I was off. The two versions appeared to be identical, although it soon became obvious that the BBC version's response time was much quicker.

So, it is possible that this game could overcome my pre-judgement of it? YOU BETTER BELIEVE IT!!

This game has probably the best plot I have ever come across. The various little tasks of the game are all based on nursery rhymes, but believe me, this is not a game for little children — it's hard! The responses are chatty and amusing and the location descriptions are very atmospheric. The object of the game is to recover treasure (what else! I bet your cupboards must be packed with gold and jewels by now!) and each treasure can only be gained if you apply the logic formed from the old rhymes. That was probably the hardest part for me, I never was very good at remembering nursery rhymes. I wonder what type of mentality the author has?

So wonderland gets a thumbs up, and the prize for the most misleading blurb goes to Molimerx of Sussex. You can get the game from them, but don't read their description or you might be put off an excellent game!

	Simon	Clarke
Logic/Diffi Vocabular Plot		5 3 5

SCI-FI PULSAR 7

This is the fifth in the Mysterious Adventures series and is loosely based on the box office smash hit horror film *Alien*.

After delivering some Redinium ore to a nearby planet, you are heading for home, complete with a playful little creature, for Earth's intergalactic Zoo.

But the creature escapes, plays in the remains of the ore and turns into a savage and bloodthirsty beast, devouring the rest of the crew.

You must find your way to the frail shuttle-craft and escape.

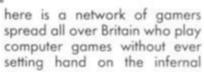
It is difficult to solve — I managed to complete it in one sitting, starting at 6 o'clock one evening and finishing at 3am the following morning. I played the game on a TRS-80 as my

I played the game on a TRS-80 as my Spectrum version had not yet come through. The Tandy version is text based, where most of the others, including the Spectrum, have graphics.

The program does have a large vocabulary and the response times are almost instant! I vote this game as one of the best in the series (second only to Circus). It is difficult in places and I wouldn't recommend it for a novice.

Escape from Pulsar 7 from Digital Fantasia for the 48K Spectrum, BBC, Atari, Commodore 64, Dragon 32 TRS-80, Colour Genie. Price varies depending on the machine.

Difficulty/Logic	5
Vocabulary	5
Plot	5



machines. They claim to be Starlords, to control

whole tribes of warring nations or to be berserkers, space pirates or apostles. These then are the computer moder-

ated gamers, whose post can hold news of intergalactic holocaust, petty treachery or pleas to unite against a stronger foe.

The games are played by post with the players sending off orders for their fleets, tribes or armies which are fed into a computer and the machine correlates all the information and works out the outcome.

This is returned to the players who can then see how their efforts fared and whether they were double-crossed by their allies, routed by their enemies or had run the entire fleet into a planet they didn't know existed.

But the reading of the latest reports and compiling of orders is only a small part of the game. The battles are usually won or lost in the rounds of hectic negotiating and bartering over the phone with opposing players.

Double crosses, threats and unholy alliances are all part and parcel of the game. But there is also a camaraderie built up between the players as between 10 to 50 can take part in any one game.



The games cost around £1-£2 a turn and a few of the most popular are: Starlord, Tribes of Crane and Starweb.

> f you want to enjoy adventuring without the necessary inflexibility of computers then you have to look to fantasy role playing.

The original and most successful fantasy role-playing game is Dungeons and Dragons. The game is played by an alter ego. Each player assumes a character: thief, fighter, wizard or cleric; and a race: elf, dwarf, halfling or human.

The choice of character is narrowed down by first throwing dice to discover six attributes, Dexterity, Strength, Charisma, Intelligence, Wisdom and Constitution. Each attribute helps to form the

character and a seventh throw equips him through a starting amount of gold pieces.

With these he buys armour, weapons, potions and supplies and he then sets out to begin adventuring.

This is just the prelude to the game which involves several players, each representing one such charac-



FANTASY GAMING

Adventures appeal to the escapist in us, who yearn to roam fantastic worlds unfettered by the conventions and restrictions of society.

Instead of being accused of living in a dream world, adventures let you enter someone else's dream and blunder against its boundaries as you learn to thrive within it.

The most successful adventures are more than logic puzzles and exercises in lateral thinking, they contain a well-worked plot, surprises and interesting characters. To enjoy an adventure it is important to be able to believe in it.

There are many other ways that games can take the player into a fantasy world where he must use his wits to play and win. Here Terry Pratt looks at a few.



ter, delving into a dungeon which has been designed by a referee or dungeon master.

Guided by a book of rules, he has invented a dungeon of many levels which features monsters, villains, victims and treasures. The players act together to defeat as many monsters and earn as much treasure as they can before escaping with their lives intact.

Each monster killed and treasure gained, results in experience points which helps the character become stronger and more capable. Wizards cast spells, fighters wield swords, thieves climb and sneak and clerics heal and ward-off the undead.

A successful party should be well balanced with all characters and well equipped. They should also have the wit and imagination to react quickly to all that the dungeon master has ready to throw at them.

There are many other types of fantasy role-playing games but all feature a book of rules for the worlds, treasures and

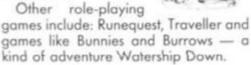
monsters and a set of dice to decide all conflicts and other decisions according to carefully worked out tables.

The games do not pit one player against another but encour-

age teamwork and even the dungeon master is not expected to kill the party,

merely to create an entertaining adventure which challenges without over-whelming the party

A great time can be had by all as you take on the role of a wizard or an orc and let your hair down!.





TE NEWS igons de.

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HUNT WINS GRAND

At yesterday's Monaco Grand Pnx, a hunting party strayed onto the track at the climax of the race Cars were halted its the hounds hundred around the Gr. cuit. The whole place has driver was reported as say. ing. The race was restanced as say nders and drivers battled hitterly around the course htterny around me course hefore the Hunt thundered past the finishing line to line of the constant of the line of the constant of Dust the transming time to take the shequered flag (it history

PLAYER WINS OPEN WINS WINS

VATE DETEC SAP

Police are haffled by the disappearance of Dan Diamond. He was last seen approaching the ceric edifice known as Franklin's Tomb, but the authorities are completely unable to find any trace of him. Citizens are asked to report any information relating to his disappearance immediately. For further details, buy TRANKLINS TOMB, a new adventure game for the BBC_MODEL B.

BANANA DICTATOR SLIPS UP

NAMEIS DIAMOND, DAN DIAMOND

A PRIVATE COP.I

SEETHING METROPOLIS ED WITH HUMAN

MISERY AND CHINESE TAKEAWAYS

NORMALLY ONLY DO ROUTI DIVORCE CASES BU

WHEN SHE WAL INTO MY OFFICE

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" Toro, dictator of

DRAGON 32 and 48k ORIC-This adventure comes complete with a 24-page illustrated Case File, (9.98 from BOO18, SPECTRUM, COMPUTERS FOR ALL, WEBSTERS and -0 other purveyors of quality software.

2 DEAD IN EVEREST TRAGEDY

The Everest Expedition ended in tragedy yesterday as Carl and Free plunged down a crevic

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to a grisly death. Hau the expedition lead was anoted as savi "Yak" Continuedonpag

COLD WAR ON XARG ESCALA Thousands dead in Ice Storm

Muduras the Mus said vesterday wished I never star-

DRAGONFIRE

Dragonfire rushed on to the adventure game scene earlier in the year amidst a blaze of television advertising.

The game is a very simple one and, despite involving dragons, a castle and a young prince it owes more to the shoot 'em up style of game than to a strategy adventure.

You have to run across the castle drawbridge ducking to avoid the balls of fire being hurled from within the walls of the castle.

Once safely over the drawbridge you find yourself in the treasure room surrounded by glittering goblets, candelabras, lamps, urns, and pieces of gold.

The only other slightly complicating factor which I ought to explain is that each room contains an enraged fire breathing dragon.

The game is one of Imagic's best offerings this year for the Atari VCS and now also available on the Intellivision.

4
4
3

E.T.

The second Spielberg adventure game — based on the blockbusting movie E.T. is every bit as difficult as Raiders but does not reach the same high standards.

The plot sticks very closely to that of the film you have to help the little alien assembled his intergalactic telephone.

The various bits of ET's phone are hidden around the four screens of the game. When you find a piece it is collected by making contact with it.

Once he has assembled the phone ET has to go to the forest and call up his alien friends — who will then beam down from the stars and rescue him.

Two other characters floating around in the game can often fleece ET of the various bits of his phone, and in the case of the FBI man, cart him off to jail.

Also after our little alien is a scientist who wants to experiment on him.

This game suffered from being rushed out to coincide with the film release.

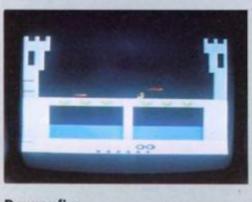
You may love ET but there are far better adventure games available for your VCS than this.

4
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PITFALL

The hit adventure game of all time on the video games systems is undoubtedly Activision's Pitfall.

Another treasure seeking game with obstacles on route. You are Pitfall Harry running from left to right across the screen leaping over crocodiles, swinging from ropes, and dodging scorpions as



Dragonfire



Dragonstomper



Treasures of Tarmin

Video games adventures are a different type of game to computer adventures though no less popular. The main difference is that all the action on screen is controlled by the player's joystick. There is no keyboard for typing in sentences of possible solutions — though in the case of the Intellivision and ColecoVision the keypad will enable the player to select certain options. Here we bring you reviews of some of the more successful video game adventures.

the jungle background scrolls by.

Pitfall is a race against the clock as well as a challenge to overcome the enemies encountered as you run.

Solutions to Pitfall are as plentiful as cures for the common cold. I just can't get enough of this game.

Theme	3
Graphics	4
Playability	5

TARMIN

The best selling games on the Intellivision are its series of Advanced Dungeons and Dragons games.

The latest of these is the three dimensional maze challenge — Treasures of Tarmin.

Deep inside the island fortress of Tarmin lies the priceless treasure guarded for centuries by the forces of evil.

To recover the treasure you must avoid being killed by the monsters who inhabit the corridors.

As you travel you will find certain artifacts dotted around the corridors which you will find useful.

This is a challenging adventure game where you have to plan your route very carefully. A must for D&D fans.

3

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4

Theme Graphics Playability

RAIDERS

This time last year just about every game coming out of Sunnyvale was an adventure — Stephen Spielberg's licensed titles prominent amongst them.

Raiders of the Lost Ark is one of the toughest VCS adventures ever and has resulted in many a gamer tearing his hair out to late into the small hours.

You play the part of Indiana Jones intrepid archaeologist and explorer in his quest for the Lost Ark of the Covenant.

The game is played using two joysticks — one to move Indy around the screen and the other to select the items which he needs at certain points in the game.

No less than thirteen screens of action and dozens of artifacts to be chosen at the correct time make Raiders a considerable intellectual puzzle.

A challenging game for around £20.00.

Theme	5
Graphics	4
Theme Graphics Playability	4

DRAGONSTOMPER

Theme

Graphics

Playability

The biggest adventure ever written for a video games system is Starpath's Dragonstomper.

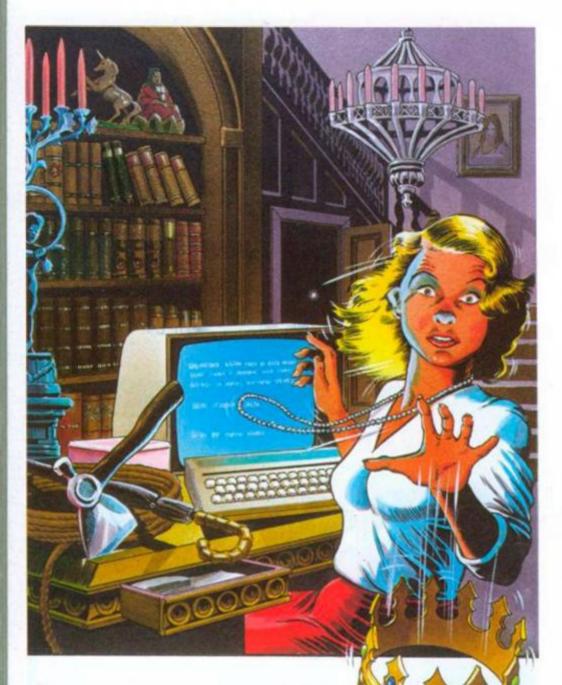
The game runs in conjunction with the Supercharger which enables the game to be fed into the VCS from cassette tape in three parts. You wander a mystic land under the evil spell of a Dragon who has the countryside gripped in a reign of terror.

The Supercharger gives this adventure the feel and play value of a more complex computer adventure game.

4

34

Book Your Adventure Now!



In this unique book, Keith Campbell will lead you through various facets of adventure games, including the history of adventure games, how to play them and a hall of fame.

He then presents a complete program listing, and explains the intricacies of creating an adventure game, including devising a plot, creating the environment and screen presentation.

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