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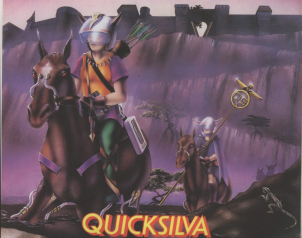
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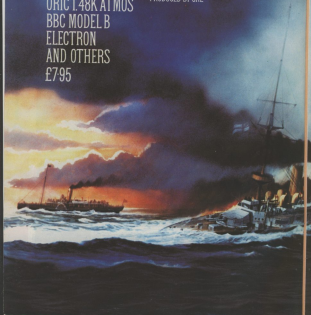




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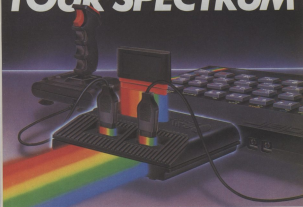
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## VIDEO RACING FOR THE VIC?

**Dear Sir,**  
After reading the excellent article on video racing in June's C&PC, I wondered whether there were any of these around for the Vic-20. I haven't heard of any available for the unexpanded or expanded Vic-20 but if there are, could you please tell me the name of the program, the price and the supplier.  
**M. F. Cheung, Kitchener, Surrey**

**Editor's reply:** The only one I know of is *Champion Race* by *Micro Action* at £6.95. Details on 06024 3347.

## CUT OUT THE MIDDLEMAN

**Dear Sir,**  
I am replying to a recent letter about expensive American software - mainly Atari.

Most of the real money from shipping, import duty, wholesalers' and local dealers' profit.

It is because the expensive middlemen, all you need is an Access card, or know someone who has one, and a telephone. You will also need an American map: preferably A.M.T.C. or Analog - these two are for Atari owners.

Find who sells the bits or let you want and give them a ring. Remember there is a time difference! When they answer, tell them who you are and where you are (it always impresses the Yanks if you say you are British). Then ask about overseas mailing - they do it well. Order your things and then state three times your name, address and post code and ask them to read it back to you, including what you have ordered. This done, tell them to charge it to your Access card number. The only thing to do next is wait for the postman.

Don't order computers as they will run to £1,200. Standards and not F.A.S. The S.T.S.C. standards can be accommodated, though, if you have any knowledge of television, try using your old computer (modulator part) in place of the S.T.S.C. one. Carl Hahn Long Eaton, Mums.

## CHARTING THE FAVOURITES!

**Dear Sir,**  
I am currently trying to compile a chart for the following retailers - BBC, Dargis, CMM 94, We and Atari - which doesn't show the best selling games but people's favourite games. Obviously, the more people who give their favourite, the more accurate it will be. If anyone would like to participate, they can send their Top 10 to M. Fabian, Thamesmead, Hookhill Road, Ilford, Essex, Q7 7TQ.

Please make the chart out for one micro-only and, if a copy of the finished chart is required, enclose a stamped addressed envelope.  
**A. Fabian, Poplar, Devon**

**Editor's reply:** What A rival to the Daily Mirror's *Computer & Video Games' Chart*. Over my dead body!

## BRIGHT SPARKS FOR THE ATARI

**Dear Sir,**  
For the very first time in my life, I have been compelled to write a letter to a magazine. I consent to the letter from Alan Peabody in your May issue. I too am an Atari owner and I cannot agree more with his wish that the English software houses should make available to us cheaper software than our American cousins, even if its quality is not the same.

You can therefore appreciate my joy on reading an advert, in the same issue,

under the banner of US Gold, allowing us access to quality American software at a very cheap price, not only for the Atari but for the Commodore 64, too.

But the best was yet to come. My eyes nearly popped out when I saw a further advert from a new company called Creative Systems - a British company no less - whose games for the Atari were all under £10, two of which were satelites.

Well, as you can imagine, I was pretty shocked out - the letters looked a hell of a lot cooler.

Let's face it, the Atari, with the possible exception of the BBC, is the best graphically and otherwise a far more British support, especially with the introduction of all these new machines.

One last word to Stuart Simpson, same issue. You can see old Atari games and about 80% of them work if you use the new Transdrive which is a tape or disc which boots in the old operating system and allows you to run the games.

**Brendan White, Selly Oak, Birmingham**

## KITCHEN SINK DRAMA!

**Dear Sir,**  
I have recently bought Jeri for Willy for my Spectrum. Sometimes, when I use into the kitchen, I start to lose my lunch over by me.

My friends who have the game have also experienced this. Should this happen? It is supposed to happen, what do I have to do before I can quit through the kitchen? Thank you.  
**David Davidson, Rainhill, Merseyside**

**Editor's reply:** Well, in there anyone out there who can help them out of his misery? Please write to *Mailbag* at the Barbed Wire address.

## THE BEEB REVIEWED

**Dear Sir,**  
After reading April's C&PC I was annoyed to read *Games News*.

The BBC is underestimated by many people - the games that the reviewers had posted were pathetic.

I have an excellent version of *Baron* called *Fortress* by Pave and a very good *Music Master* called *Slapper* by Alligata.

Why does your reviewer choose such games as *Pinball* (in the March edition)?

Other than this, I find your reviews very enjoyable to read.

**Simon Stockwell, London**

## BONANZA FOR THE BEEB

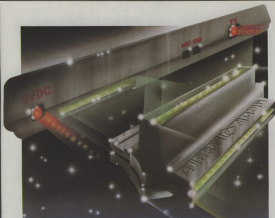
**Dear Sir,**  
In your June issue, you published a review of *Fortress* by the BBC.

The reviewer stated that the BBC had been going through a bad patch as regards software and I agree with him. But he also said that there was no doubt that the BBC would continue in that direction.

Quite simply, he is wrong. Most of your reviewer noticed that many companies are now converting existing Spectrum and CMM 64 software to the BBC, eg. Melbourne House, Games, Addictive Games etc. Also BBC companies have started producing more high quality games, eg. Microphone who have just released *Glorio* and *Jer Power*. Jack and Superior Software who have released a batch of quality games including *Ovendrive* and *Redemption*.

In fact, I think that the Beeb owner has never had it so good as regards software. **Patric Miller, Redditch, Essex**





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9	10	6	MILITARY ACTION: JETCO COMBAT MISSION 64	(Spectrum) (Spectrum)	•
11	2	3	INTERNATIONAL DOGGER COMMODORE	(Commodore 64)	•
12	18	6	BLADE ALLEY F.B.S.	(Spectrum)	•
13	14	2	JACK AND THE BEANSTALK THOR	(Spectrum)	•
14	11	2	FLIGHT PATH AMIGOS	(Commodore 64)	•
15	-	1	BLASTER ALLEGRA	(BBC)	•
16	-	4	WARRIOR WARRIOR BIG BROTHERWARE PRODUCTIONS	(Spectrum)	•
17	17	7	BLUE THUNDER RICHARD WILCOX	(Spectrum)	•
18	15	8	ATAC ATAC ULTIMAT	(Spectrum)	•
19	13	3	ANTHUR ACROSSPORT	(BBC)	•
20	8	7	SPACE PILOT AMIGOS	(Commodore 64)	•
21	-	1	LODS OF MIGHT BEYOND	(Spectrum)	•
22	-	7	HUNCHBACK OCEAN	(Commodore 64)	•
23	-	1	ANT ATTACK QUICKSILVA	(Spectrum)	•
24	12	8	CHORNERED FLAG PSON	(Spectrum)	•
25	-	1	WAGON ALLEY OCEAN	(Spectrum)	•
26	23	3	SON OF BLASTER ALLEGRA	(Commodore 64)	•
27	-	7	ALCHEMIST MAGNET	(Spectrum)	•
28	23	4	FOOTBALL MANAGER ADDICTIVE GAMES	(Spectrum)	•
29	-	1	BLASTER ALLEGRA	(Commodore 64)	•
30	21	2	AD ASTRA GARGITALE	(Spectrum)	•



Look out for the brand new 'Top 10' in the Sunday edition of the DAILY MIRROR.

Plus the complete 'Top 30' in Computer & Video Games at your newsagent on the 16th of every month.

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

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## HOLD YOUR BREATH!

The video tennis contest featured in April's issue of C&VG has turned into a long running saga.

As we told you in our last issue, we have received several hundred letters - and they are still flooding in!

So, we've decided to postpone it. We've decided the results with our September issue to give all of them a fair hearing.

Vince Clark of The Assembly will be giving us a hand in the final judgement. So if you have entered, don't miss September's C&VG.

Don't say Computer & Video Games never does anything for its readers!

Where else could you find over £2,000 worth of games software on offer? Our friends at Voyager Software - those people from the part of the country which brought you the Beatles, Freddie and now the Mummy-Boys - have given us £2,000 worth of their best games to pass on to you, the C&VG reader.

All you have to do is complete the amazing **Voyager Software Quizword!** Each letter in the quizword is hidden among the titles of six Voyager games. We're helping you out by providing some cryptic clues which you'll find elsewhere on this page.

When you've filled in the quizword, it should tell you the name of a very well-

known computer and a new Voyager game for that machine.

Once you've worked it all out, quickly rush off the completed quizword and the coupons to Voyager Software, Computer & Video Games, Dartmoor House, 8 Harbal Hill, London EC1R 3EG.

Please mark your envelope clearly with the name of the computer you own.

Closing date for the contest is August 10th. Normal C&VG competition rules apply and the editor's decision is final so no correspondence will be entered into.

Here are the names of the Voyager games that hide the letters you'll need to fill in the quizword. **AVENGER, CRAZY CRANE, MOWER MANIA, ALTAR 4, GRAB IT, QUASAR.** Read on for the cryptic clues...

### CRYPTIC CLUES

- Squares** Clue
1. 6. One hold of the last letter of this game!
  13. 17. Voyager titles have seven of these.
  14. This letter is round so you should have no bother finding it!
  1. This one stands for the A-Z!
  5. It's not real Looking for a star letter...
  7. 8. Boast about re-arranging GRAB

9. 11. Could this letter start a famous machine?
  15. A letter to a love letter.
  11. One hold of the next letter in the 60s.
  19. Second letter in mentioned title.
  18. A "buzzer" to shut you off - "TV".
  18. 19. Makes a basket of fish into a flying machine.
- (The "square" numbers refer to the squares in the quizword.)



AVENGER  
MOWER MANIA  
ALTAR 4  
CRAZY CRANE  
GRAB IT  
QUASAR

### THE PRIZE

Voyager are giving away 60 copies - yes 60! - of the following games to C&VG readers who solve their quizword. 60 Mower Mania for the ZX Spectrum, 60 Altar 4 for the Commodore 64, 60 Avengers for the Commodore 64, 60 Crazy Crane for the Spectrum, 60 Grab It for the Spectrum. What a bumper haul!

Please remember to mark the OUTSIDE of your envelope with the name of mine you own. It makes sorting your entries that much easier!



### VOYAGER SOFTWARE QUIZWORD CONTEST

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COM







# THE WAR OF THE WORLDS

The H. G. Wells classic sci-fi thriller - *The War of the Worlds* - is now available as a Spectrum game and you can win one exclusively in this issue of *Computer & Video Games*.

The game is a joint venture between musician Jeff Wayne - the man behind the *War of the Worlds LP* - and East London software house, CRL.

Jeff Wayne had the idea of a video game version of his novel two years ago and talked to several top American software houses about the project.

Unhappy with the offers he received, as they tended to centre him out of the creative side of the project and wanted merely to use the Jeff Wayne name and the rights that went with it - *WOW*, he decided to put the idea on ice.

It was on his return to the UK after a long spell in the US that Wayne met CRL boss, Clement Chambers - who had been thinking independently of a *WOW* computer game.

The game bears much evidence of Wayne's involvement in the project - with several interesting jingles and musical scores masterfully squeezed out of the Spectrum's puny speakers.

*WOW* looks set to become a major success for CRL and Jeff Wayne, which is due in large part to the excellent game created by programmer Nigel Taylor. Many companies have failed to find out that it's no good simply trying to get the rights to a text book or film. Without a good program to go with it, the title is as likely to flop as any other mediocre release.

*WOW* won't flop because, as Jeff Wayne generously points out, "the game stands by itself... it's a very good program in its own right".

*WOW* is an Adventure-style game with animated graphics. If you want to go east,

then you press the direction keys to walk in that direction.

Without wishing to give the game or the book away (if you only want read one or if both read them, you play the part of a journalist who wanders across an alien invasion, like any true romantic faced with the prospect of Armageddon, he can only think of one thing - finding his beloved Carrie).

His locations must be visited in the correct order if he is to find Carrie and he must dodge the Martians. Fighting Machines as he travels.

The action is animated so that when "a ghastly death ray" spits from one of the Martians, you see this actually happening.

The game runs on the MSX-Spectrum but will also be available for the M, Oric/V-

mos, BBC, Electron and MZC machines later in the year.

We have five first prizes of a copy of the game, Jeff Wayne's second of the *War of the Worlds* and a copy of the book, 15 second prizes of *War of the Worlds* and 20 third prizes of CRL's other recent release - *Clay City*.

To win, all you have to do is answer the questions about H. G. Wells and his famous book which are written beneath the screens from the game. Write your answers on the form below and send off to *Computer & Video Games*, *WOW* Competition, 8 Market Hill, London, EC1R 3EQ.

1. What are the 'invasions of anything coming to Earth'?
2. What do the H. G. in H. G. Wells stand for?
3. Where did the *WOW* aliens come from?
4. *WOW*'s programmer looks more like which famous pop star?  
a) Roy George, b) Simon Le Sue, c) Ferdy Sharkey

## WOW COMPETITION

Name .....

Address .....

.....

.....

Answers

1. ....

2. ....

3. ....

4. ....



## Lose yourself in the world of Activision.

# ACTIVISION

Your computer was made for us.



## ROBOTS ALL ROUND!

Judging by the response to the robot competition held in the June issue, it seems that every man and his dog would like to own a Tomy TBS - the latest droid ever.

The current answers were, in order, Robbie the Robot, Marvin, Metal Mickey and K200.

There were seven prizes up for grabs thanks to Tomy who promised two Tomy Voice Recognition Robots, two Robo Armatures and three giant Zils.

There was a wide variety of names suggested, ranging from the ordinary to the extraordinary but the two that caught the Supreme Android's fancy were Cleo-

Fee-O from Mr M. Baker, Wetherby, Harrogate and CLARE (Clare Lindsay and Reader of Enthusi) from Paul (don't believe you've got a robot) Thomson from Kildermire, Wroce. Congratulations - you'll soon have a small run-around pet to keep you company!



Contending the throne of competition helper, the two winners of the Robo Armatures were Michael Davies, Southampton, Matt with K200 (Electronic Robot in Charge of Competitions) and Stuart Holmes, Wrexham, Bedford with SAM (Super Automated Machine).

And finally the giant Zils. Many entries came in with a suggested name of Tobor (you'll spell backwards) but the first one we came across was from Steven O'Connor, Barnsley, Teles. Steven Price from Cheltenham, Derby suggested Sarcos - also a very good name - and CARSAR (Computerised). And Electronic Super Automatic Robot was the last Zil. Well done Philip Walker from Preston, Lancs.

## CROSSWORD

This is the first in a series of brand new C&W crosswords. The first three correct answers out of the C&W memory bin will get an amazing "The Champ" tee-shirt. Just send your completed crossword to Computer & Video Games, Crossword, Durrant House, 4 Herchel Hill, London EC1R 6G.

### Clues - Down

1. The Starbuck of the Ice Dance (8)
2. Hardware or software failure (8)
3. Teletypewriter no change (8)
4. Computer owners (8)
5. It could be intrepid, real or imaginary (8)
6. Quest for a sort of computer game (8)
7. Allen film star (8)
8. Program to translate symbolic instructions into machine code (8)
9. Code which changes to object code (8)
10. Personal computer (8)
11. Brand name of the TBS-80 (8)
12. Almost early-warning system (8)
13. Large walking bird (8)

### Clues - Across

1. and 7. Across. Various abnormalities get their revenge in a computer game (8, 8)
2. See 5. Across
3. Extra-sensory perception (8)
4. A or B (8) (8)
5. Micro and calculator manufacturers in US state? (8)
6. A puzzle to find a way out of (8)
7. A race in a game (8)
8. Last of the ..... J. R. Tolkien (8)
9. Science fiction (8)
10. Giant man-eating



14. Micro automated in 8 games? (8)
15. Ball activities with 11. Willy in a computer game (1, 3)
16. Micro automated in 8 games? (8)
17. Ball activities with 11. Willy in a computer game (1, 3)



## BC BILL FOR FREE!

Just occasionally you'll find yourself threatened by division in which, in this modern-day society, we tend to rely. However, Imagine Software has come up with the answer to help all those who feel like being out of their front doors dressed in animal skins, ready to take the first bit of food that tumbles past.

We've got 100 copies of *BC Bill* - 100 each for the Commodore 64 and Spectrum - the game from Imagine that transports you right back to the days of the dinosaurs and even larger reptiles.

If you feel the need to join *BC Bill* in the wild, right the coupon below to *BC Bill*, Computer & Video Games, Durrant House, 4 Herchel Hill, London EC1R 6G. Your envelope must be marked with the name you own. The first 100 entries into the office for each machine will receive a copy of the game. So get your lipsticks off!

### FREE BC BILL OFFER

Name .....  
Address .....  
.....  
.....  
When you write .....

In the June issue we ran a computer-oriented crossword and this time we don't print the results on normal paper!

The first three correct answers to be posted from the memory bin have won three of those fantastic "The Champ" tee-shirts. Congrats to John Weiss from Dorset, Murray Macdonald from Scotland and David Sherman from Hull. The last three are in this way.

The next crossword will be in the August issue to get your thinking caps warmed, aimed and ready if you want to win a fabulous prize!



## MICRONET 800

### SEE YOUR NAME IN LIGHTS



**S**o you want a whole lot of 1984. do you? Well, here's your chance to get some and get some facts too in our great Dallas Quest competition.

Dallas and Bruce Lee are the latest games from Activision - and we've managed to get our hands to some early copies of the games just for Computer & Video Games readers.

Dallas is a graphics adventure-style game in which you have to take on the role of J.R., and attempt to succeed as rich and famous as he is in Bruce Lee's new story. To win all your money the skills to defeat the evil master Green Tiger. Both are great games and run on the Commodore 64 and Macintosh.

So what do you have to do? We've hidden J.R.'s address and an optional cheque somewhere in the magazine. If you can find them and tell us the page number, then you could be one of our winners. It's as easy as that! Look carefully - we've hidden them well! Once you've discovered the full and the cheque, fill in the coupon below and send it to Computer & Video Games, Dallas Quest, Cee Contest, Quantum House, 4 Portland Hill, London, E12 8LA. Closing date for the contest is August 31st. The editor's decision is final and no correspondence will be entered into.

Please mark your envelope with the name of mine you are.

#### DALLAS/BRUCE LEE COMPETITION

Name .....  
Address .....  
J.R.'s hat is on page .....  
The dragon is on page .....  
Type of mine you are .....

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 & Video Games we're quite good at providing good incentives, as our previous competition winners will tell you!

A few months ago, we got together with Micromat 800, the new system which brings software to your home via the telephone lines, and put together a package of prizes. The response was good - but Micromat want more! So we're re-launching the competition this time.

Here's what we want you to do. Simply track 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.

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 & Video Games Programming Competition, Micromat 800, 155 Farnborough Road, London EC1R 3AD.

The competition is open to Spectrum, BBC, Tricord, Apple and Commodore Pet owners. All these machines are compatible with the Micromat 800 system.

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

Second and third place winners will get a modem plus games software for their mine from the Computer & Video Games vaults. Fifth to eleventh place programmers will get elegant Micromat 800 tee-shirts. And all the best programs will go on in the Micromat 800 system, complete with credits for their authors. So everyone's a winner!

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

Closing date for the competition is September 15th 1984 and we'll need about a month to sort through your programs.

Name .....  
Address .....  
Telephone .....  
Name of game ..... More it runs on .....  
No. of it needed ..... Other equipment (card-sets, peripherals etc) .....  
Any other information .....

# Software that always lives up to its promise.

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Soft play

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# Can learning really be this much fun?

## 3 games for the 3-9s!

GAME 1: letters and numbers rain down the screen; the child finds the matching keys before the images escape. GAME 2: colourful objects have to be matched fast by tapping out the right words. GAME 3: words flash on-screen and the child must choose the matching picture. There are 4 different levels of difficulty, with high scores winning bonus rounds.

HesWare

## KIDS ON KEYS



## Computer Keyboard fun

'Kids on Keys' introduces youngsters to keyboard controls, helping them to learn by identifying numbers, letters and words. Colourful graphics, action-deadlines and lively music keep them coming back for more.



## HesWare Turbotape

All the speed of a disk-drive, but not the cost. This program will load—amazingly—in under a minute.

### For your copy of 'Kids on Keys'

(Cat. No. HSWA 43). Available from all good computer software stockists.

Send me (tick as required)

☐ My local stockist's address

☐ Your full list of games

☐ \_\_\_\_\_ copy/ies of this game

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# NEW

## MUMMY, MUMMY

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*CELESTUS plays*  
Spectrum disk £4.95  
**MUMMY!  
MUMMY!**



*WOT  
NO  
SPACE  
INVADERS?*



# NEW

## GRID PATROL

Test and boost your driving prowess in your virtual world as you attempt to keep out the aliens in a devastating

crossfire from surrounding tanks. High score table. Fully negotiable legs. 100% machine code. Joystick game.

Any Spectrum £5.95

*WORTH  
SHELLING  
OUT FOR*

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IS AN ACE  
DE-BUGGER!**



**LOTHLORIEN ARE  
CHAMPIONS Q.K.**

## MICROMOUSE

Originally created with simple moving sprites.

POPULAR COMPUTER MAGAZINE

At last, a real maze adventure! Fight off the evil robots and help Micro Mouse de-bug his program. Satisfying, addictive. Fight through the levels to the highest score.

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Commodore 64 £6.95



## RED BLASTER

Top marks for redaction! Super sound and graphics superb, good animation. Fun to play. Reviews computer magazines.

Any Spectrum

£5.95



## TWO GUN TUFFIE

Two Gun Tuffie is a brand original and one of the best quality. It's a real action game. In the middle of winter a Tuffie is defending his gunnery patch against a variety of marauding bugs.

Watch out for dinosaurs, don't get for you. You can't go for anything unless they're suddenly shocked. But this winter you never know when it might snow.

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## GOING FOR THE BURN!

### BURNIN' RUBBER

*Burnin' Rubber* is a new all-action motor racing game for the Commodore 64.

You have to take the driving seat in an interplanetary four seasons death race across the landscape of a barren planet. Due to the fast rotation of the planet, you will encounter all four seasons of the year - winter, spring, summer and autumn - many times during the race.

This race is the ultimate competitive event between all the races of the Federation. The winner of the race then takes control of all the planets under the influence of the Federation.

The objective of the race is to run as many cars as possible off the track. The opposition is numerous and dangerous and includes the slow but deadly tank cars, death moblins and many other demon drivers.

*Burnin' Rubber* is supplied on cassette for the Commodore 64 and is available from Berkshire based Radiogenic for a price of \$6.95.

## DRUMSTICKS AT THE READY

### DRUM KIT

Budding Keith Moon can drum their way to stardom and they won't even have to look out on a real drum kit or a pair of sticks to learn.

Quintix has just launched a new program called *Drum Kit* for the BBC to complement their already large range of musically oriented software packages.

The program can play up to four drums and a percussion accompaniment at the same time. It can store up to 4,096 different beats for each and every drum voice.

Quintix have also released another new game for the BBC micro called *Gale Custer*. The game isn't about crashing parties uninvited but it is an original type of maze game in which you must try to get through a maze in the shortest possible

time by breaking down the gates blocking your way with a battle.

*Drum Kit* costs £3.95 and *Gale Custer* costs £5.95 and both are available on the BBC model B only.

## BEWARE THE FRUMIOUS BANDERSNATCH!

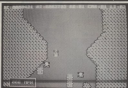
### BANDERSNATCH

No games have ever had the type that *Psychopop* and *Bandersnatch* have received.

"The computer games, that would be an inadequate description... more a collection of concepts that add up to a total home leisure experience. Come up and see for yourself".

"O.E.", I said and hopped on an Anwayd.

*Bandersnatch* is the Spec-



## CAN YOU SURVIVE THE PSYTRON?

### PSYTRON

*Pytron*, the widely acclaimed strategy space game from Beyond Software, is now to be available on the Commodore 64 as well as the 486 Spectrum.

In the game, you play the part of the *Pytron*, a highly powerful military defence computer guarding the planet *Orbita 5*.

During the first level of the game, you must direct your attention to sending out hunter robots to capture

alien spies who have been beamed into the heart of the base.

On the sixth, and final level, you must guard the planet against a full scale attack from the aliens, for a whole hour!

Beyond's latest game *The Lords of Midnight*, must easily hold the record for the number of different screens they have examined in a Spectrum - it has an incredible 32,000 separate screens.

*Pytron* will be available for the Commodore 64 in mid September and will cost £7.95.

retired officer of the Imaginatic Police.

The game is set in a distant galaxy and involves a complex interplanetary map. The key aspect of the game is survival - though there are several sub-plots. Your main enemy is a





# G·A·M·E·S N·E·W·S



## HERCULEAN TASK!

### HERCULES

One of the home computer's best features is its ability to allow you to take on the role of any famous person in history or legend for that matter.

A new game for the Spectrum allows you to become one of the greatest men in Greek mythology — Hercules, the hugely powerful god.

In the ancient story, Hercules kills his wife and young children in a fit of madness. He is so excited with guilt that he goes to the Oracle at Delphi to ask how he can cleanse himself of the crime.

His punishment was to serve the local king for 12 years, in which time he must perform any act that was asked of him.

If he survived the ordeal, he would become immortal and take his place alongside the other gods on Mount Olympus.

During his service to the king, he performed feats which became known as The Twelve Labours Of Hercules.

In the game, you too must complete 12 acts of heroism and bravery to complete the game. Hidden within the 90 levels are 12 tests of courage.

The final test always takes place in the last screen and the

mysterious character called the Baron.

Pyralpaw is still at the discussion stage though the programmers are working on parts of it.

The game introduces another hero for this one is from Pinner Barts and is from the century. Johnny Lamb is a veteran of the Vietnamese war and, just like Val in *Thunder Attack*, his only defence lies in his wit to survive.

Questions like "what is the objective of the game?" tend to earn an odd stare at Imagina

## DESIGNER OF THE MONTH

**NAME:** Kevin Toms

**GAMES:** Football Manager

**BORN:** Paignton, 1957



Kevin is married but has no children. "Glad Addictive — that's my little baby", added Kevin, shyly.

**Favourite Food:** Roast duck.

**Favourite Drink:** An odd brandy, or two.

**Favourite TV Programme:** I suppose it must be *Sitting Ducks* at the moment.

**Favourite Computer Programme:** International Soccer for the Commodore 64.

**Countries Visited:** France, Denmark and Spain.

**Pets:** None.

**Ambition:** To become an even more successful games designer.

**Favourite Pop Groups:** Spandau Ballet and *Blue* at Work.

Kevin Toms, the owner of Addictive Games, the company who launched the highly successful series of *Football Manager* games, has been in the games business since the tender age of ten.

As a child, Kevin's hobby was designing new board games for him and his friends to play. Ironically, one game based on soccer was not a success. "The football board game never really worked", said Kevin, "but the computer is the perfect medium for implementing that type of complex strategy game". And *Football Manager* was born.

Kevin's background is dominated by computers. Before setting up Addictive Games, he worked for three years as a professional programmer for a number of large companies.

He spent over a year perfecting the £2.95 and £32.95 versions of *Football Manager* before launching them simultaneously. He also wrote the *Spectrum* game, but his main role in the company is now as Development Director, overseeing the production of new software titles.

company are offering a free copy of their next game to the first 50 people to complete *Hercules*.

*Hercules* is for the Commodore 64 and is available from Imaginix for a price of £5.95.

from people who prefer to talk about the "concepts" involved in the "mega" games — as they are referred to by everyone in the company.

The most curious thing about *Pyralpaw* and *Thunder Attack* is the hardware additions which will come with them.

All Imaginix would say about this is that it "enhances the power of the computer". Now, I ask, to be answered with more talk about "concepts".

The games are due out in the late summer or early autumn at around the £40 mark.

## DART ATTACK!

### DARTS

The boys from Automata, the creators of the *PinMan* and *PinBalls*, are well renowned for their ability to turn the odd pub or two into a well frequented bar that they have launched a campaign to do.

So, it's not surprising that they have launched a campaign to turn the bar around a favourite sport — darts.

Basically, the game is set in a speedy and down and out pub, filled with expert drinkers who spend most nights carousing.

But what is the way to another?

One must win the game of a 501 or 301 shot. You can also play against the computer or a drinking mate. If you can find one that can sit still, that is.

The darts themselves are colorful animation at the inside of the pub and a high resolution picture of the board, or just a section of it.

You want to come in on a vital double.

The amount of alcohol you consume will affect your health and the large crowd in the pub will give you plenty of grief if you don't hit double twice! 20.

*Darts* is available from Potentially-based Automata Software for £10.95 (plus £2.50 p.p.h.) and costs £2.50.





# G·A·M·E·S N·E·W·S



## POWER TO THE BEEB

### MICRO POWER

MICRO POWER, one of the best-known and most successful BBC software houses in Britain, has just launched its first four titles for the Commodore 64.

The four games, *Shoobi*, *Cybertron Mission*, *Felix in the Factory* and *Sweep* are all versions of highly successful BBC and Electron games.

*Shoobi* is a version of the highly successful *Miser 2000er*-type game.

Commodore shoot-'em-up fans are in luck. *Sweep* is probably the finest *Galaxian* clone available on either the BBC or Electron and should convert well to the 64.

*Felix in the Factory* has been *Micro Power*'s most successful game to date, apart from *Killer Clonix* perhaps. You play the part of the unfortunate Felix who must guard an automated factory from gnomes during the night.

All the games use the new high-speed loading system.

All four programs are available from Leeds-based *Micro Power* and cost £7.99 each.

## SIMPLY MAGNETIC

### CRAZY CRANE

Working on the docks need to be so easy. You had been using the same crane to unload the ship's cargo for years and it had become second nature. You hardly had to think about it at all.

But you didn't count on your boss buying the latest, up-to-the-minute computerized crane.

It looked much easier to control than the old crane. No more oily gear sticks,

no more buttons to push or noisy engines to listen to all day.

Sounds much simpler, doesn't it?

There is one small problem, though. The ships need to come up from behind the harbour wall and dock themselves next to your crane. But, because of the huge advance in the technology at your disposal, you're expected to unload the ships while they are still moving!

You have to move your electromagnetic crane to meet the ship, drop the magnet, take the cargo off and deposit it on the quayside.

You have three lives in which to get as much cargo into the warehouse. On the fourth shot, military warships come into the harbour but, unfortunately, your crane's electronics have confused the warships' computers and they start firing missiles across the water towards you.

*Crazy Crane* is available from *Voyager Software* for the Spectrum 16 or 48k and costs £9.95.



## STAND BY FOR SYNAPSE SOFTWARE

### SYNAPSE

The best software in America has, up to now, been unavailable in this country owing to a legal squabble over trademarks, but happily Synapse Software's impressive range of games should soon be finding its way across the Atlantic.

Synapse had been forced to withdraw their games from the British market because a British company, Synapse UK (a firm specialising in custom-designed business programs), objected to the name being used in this country.

Synapse made various attempts to appease the British company. Stearns were placed over the offending names on

the packaging but Synapse UK insisted that the name be removed from the screen and even any mention of it hidden inside the program.

So Synapse shipped back all the tapes to the US wondering if it was worth the trouble to export to Britain.

Happily, Synapse have decided to re-launch the games in this country under the name of *Sicronsoft*.

All their most popular games, including the incredible *Daxxon* and *Dimension X* will be on sale for around the £10 mark.





# MIDLAND COMPUTERS



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Academy 3	£19.95	£19.95
Academy 4	£19.95	£19.95
Academy 5	£19.95	£19.95
Academy 6	£19.95	£19.95
Academy 7	£19.95	£19.95
Academy 8	£19.95	£19.95
Academy 9	£19.95	£19.95
Academy 10	£19.95	£19.95
Academy 11	£19.95	£19.95
Academy 12	£19.95	£19.95
Academy 13	£19.95	£19.95
Academy 14	£19.95	£19.95
Academy 15	£19.95	£19.95
Academy 16	£19.95	£19.95
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Academy 21	£19.95	£19.95
Academy 22	£19.95	£19.95
Academy 23	£19.95	£19.95
Academy 24	£19.95	£19.95
Academy 25	£19.95	£19.95
Academy 26	£19.95	£19.95
Academy 27	£19.95	£19.95
Academy 28	£19.95	£19.95
Academy 29	£19.95	£19.95
Academy 30	£19.95	£19.95

SPECTRUM TOP 30	RSP	OUR PRICE
Academy	£19.95	£19.95
Academy 2	£19.95	£19.95
Academy 3	£19.95	£19.95
Academy 4	£19.95	£19.95
Academy 5	£19.95	£19.95
Academy 6	£19.95	£19.95
Academy 7	£19.95	£19.95
Academy 8	£19.95	£19.95
Academy 9	£19.95	£19.95
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Academy 27	£19.95	£19.95
Academy 28	£19.95	£19.95
Academy 29	£19.95	£19.95
Academy 30	£19.95	£19.95

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# G·A·M·E·S, N·E·W·S



## ONE JUMP AHEAD

### JUMP CHALLENGE

First details have just been announced by Martech of their new game - Jump Challenge - based on the daring exploits of motorcycle stunt ace, Eddie Kidd.

Eddie, who set a world bike jump record by leaping 150 feet clearing 14 double decker buses, has been closely involved with Martech's programmers for several months in developing Jump Challenge. The result is a game which challenges the player to try to match Eddie Kidd's skill, timing, control and sheer courage in leaping over increasingly difficult and dangerous obstacles.

Jump Challenge will be launched in August, initially for the Commodore 64 and 486 Spectrums, and others shortly afterwards.

Precise details of the game are yet to be finalised, but Martech promise it will truly test the nerve and skill of every player.

The basic idea of the game seems to be to make the best jump possible. Long jumps will be rewarded by Martech in a monthly competition with prizes of BMX bikes, cash and computer equipment.

Eddie Kidd will be guesting at the Martech stand during the Personal Computer World Show in September. Jump Challenge costs £9.95.

One unlikely casualty of the home computer revolution could be the family pet or the local zoo.

Games involving animals as the central character seem to be all the rage. Jeff Minter has been making a living out of mutant canals and laser splitting sheep for some time now. Animal lovers could easily be shocked by his treatment of furry beasts, but he claims he likes them really, having adopted a pet llama at his local zoo to prove it.

## CANNED KANGAROOS?

### KOSMIC KANGA

and most famous export after Pome - canned kangaroos.

Kosmic Kanga is the story of a destitute kangaroo, left at an airport in a one-walaby town.

If anyone fancies a trip down under for £9.95 with their Spectrum, you can pick up a copy of Kosmic Kanga from Micromania in Epsom, Surrey.

## TURN-UP FOR TEXAS

### PARCO

Texas owners have been very badly treated by Texas Instruments over the years. Software support has been patchy and TI's support for their customers has been pathetic.

Many people thought that the TI-99/4a was finished when the company announced that it was ending the production of the computer and any new software packages. I'm sure many Texas owners have already laid their machine to rest.

Happily, I can report that the TI is alive and kicking and probably better value for money than ever.

America has been awash with top quality Texas games for years now, but nobody, least of all Texas themselves, has been bothered to import them from the States - up to now, that is.

Parco Electrica has bought up all the AtariSoft, Texas Instruments and Tigerland cartridges that have been gathering dust in warehouses all over England.

A list of all the available software and hardware for the TI-99/4a can be obtained from Parco Electrica, 4 Dorset Place, New Street, Hornton. Tel: 0484 44125.



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Requires 128K RAM, Cassette £8.95



All action game with strong strategic element. Not even the middle of the road is leading to the enemy but bumps and you motivated it past the first bridge.  
This 100% machine code game features:  
■ Superior sound and graphics  
■ Smooth action scrolling scenes  
■ Separate map screen to plan strategy  
■ Fine pre-calculated exit points  
■ One or two player game  
Requires 128K RAM, Cassette £8.95



Defend your Castle against the rampaging hordes of attacking GWC, with castles, towers, traps and towers.  
This 100% machine code game benefits from superb sound and graphics, speed-orientated screens, exciting action.  
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■ High score feature  
■ Six pre-calculated levels of play  
Requires 128K RAM, expansion  
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Intimating background scenario where you must save the lives of innocent passengers from Buhler City's monster, and the roller coaster ride from Funtastic Park's kiddies.  
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## 1 BRUCE LEE

**MACHINE:** Atari  
**SUPPLIER:** Dataeast US  
**Gold**  
**PRICE:** \$9.95

I have mixed feelings about a game based on the life of a dead movie star. It seems of opportunistic money-grubbing which usually results in the purchaser ending up with a raw deal.

Happily, *Bruce Lee* certainly doesn't fall into that category. A lot of thought and hard work has gone into the program to make it as professional and playable as possible.

The game is set in ancient Japan. You play the part of martial arts expert Bruce Lee who is in search of the secret of eternal life and fabulous riches. The only man who possesses the secret of immortality is a wizard who lives high up on Mount Fuji in a fortified, underground palace.

The palace is guarded by two of the fiercest of the most famous warriors. The huge green Yaku is a particularly dangerous foe and must be given three bone-crushing kicks before he is killed. Your second opponent, The Ninja, is far more agile and dodges and sidesteps your kicks and punches, rendering a terrifying arsenal of

weapons. He can cut a tree in half with ease.

The two main tasks you relentlessly throughout the entire 70 levels of the game.

In each of the levels, you must collect all the hanging lanterns so that the doorway to the next level will open up.

One annoying habit the game has is to let you take a lot of punishment without being given even the slightest chance to escape. One instance of this is when you get hit into a corner by flame and try to get up again. He is so close to you that you are repeatedly knocked back down again and eventually killed. Usually, though, if you are skilful enough, you can escape from almost any situation.

*Bruce Lee* is yet another American triumph for the Atari which leaves most British games in the shade. The graphics are brilliant and the playability is better.

*Bruce Lee* is also available on the Commodore 64 as well as the Atari. I'm assured by the importance of the game, US Gold, that the Commodore version of the game is every bit as good.

- Getting started 7
- Graphics 8
- Notes 7
- Playability 8

## † BATTLE PLANETS

**MACHINE:** BBC  
**SUPPLIER:** ISP  
**PRICE:** £8.95

From the people who brought you *Scope* comes a novel way of using BBC graphics.

*Battle Planets* is set in a long trench which stretches from the front of the screen and goes backwards in 3D. A very clever but little-used feature of BBC Basic, known as colour snapping, is used to convey movement.

This makes the trench appear to come towards you very fast which gives the impression of you actually moving through the screen.

You may have seen this technique on the BBC programmes. Making the Most of the Micro. Remember that wonderful demo with two globes spinning in opposite directions?

*Battle Planets* is written entirely in Basic. You can even break into the program by pressing escape, but this doesn't matter. The game is certainly not slow – in fact, if anything, it's too fast.

Your mission is to fly through the trench which is situated on these battle planets. The planets are actually giant spacehips which have mutated human con-

dition as we know it (well, that's what it says on the cassette) and the trenches are their waste spots.

As you travel along the trench, so you come closer to the very heart of the battle planet. Your ultimate mission is to detonate a plasma ball at the centre, thus rendering it harmless.

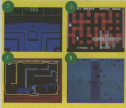
You can move your craft up, down, left and right by using the keyboard. Pressing the return key will fire the gun which serves to keep the robot fighters at bay.

You also have a force shield, although this doesn't last long and being cowardly will not give you a very long game.

All these keys are a bit tricky to keep a finger on at the same time, but you slowly get used to it.

If you're still alive after facing all that, then the commander of the robot fighters, hungry for some excitement after watching all the action, will join the fight. At this stage, there's not a lot you can do. He is indestructible, although a quick blast with a plasma ball will paralyse him for a few moments. You only have three of these, however, and you must save one of them to destroy the heart of the planet. So he's pretty hard all round, really.

At the top of the screen is a display of your remaining energy. If this drops to zero, then you're dead. You are no longer. What I found rather interesting is that you





# R·E·V·I·E·W·S



only get one life, which means that you have to start the game again by jiggling the space bar three times. You then have to wait while the game draws all the different colours which make up the floor so that the colour swapping will work.

Apart from that, though, the game's great. It's hard, but great. Graphics, as already mentioned, are good and sound is included too. For a game written in Basic, it is pretty sharp programming which, having seen their Scope games designer, I've come to expect from ISP.

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

## 3 THE FLOATERS

**MACHINE:** Any Spectrum  
**SUPPLIER:** Sinclair  
**PRICE:** £5.95

This game from Hudson Soft is marketed under the official Sinclair label.

Unfortunately, this game doesn't reach the high standards set by most of Sinclair's games in the past. In fact, it's another rescue game.

Like many other games before, you're lost in the ruins of human civilisation as we know it. The inhabitants of the remains are called Floaters.

Where they acquired this name I don't know. Maybe this tells us something about life in those times.

In reality, the Floaters are small balls of colour on the screen and they are deadly to our hero. His defence comes in the form of bombs. These can be placed at the press of a button (the space key, actually) and Eric then has about three seconds to get close.

If all is well, the Floater will wander helplessly into the path of the bomb and you'll be on screen too. If not, well there's plenty more bombs where that one came from.

There are 30 screens in the

game and the number of Floaters increases on each screen.

If you are lucky then your bombs will dislodge some of the maze and you'll find something to your advantage underneath. This will be either a treasure chest or an exit.

The treasure chest is worth extra points. Finding the exit, though, means that you can collect all the bonus points for the current screen but not progress on to the next screen. So you can pick up two-way points now.

The points system is calculated at random. It says so in the play card. A treasure chest is worth between 160 and 1280 points, while finding a Floater with your bomb will net you anything from ten to 300.

Movement in this game isn't ideal. Characters move only by a whole square at a time. The choice of keys for the keyboard action is badly thought out, although you can use a joystick if you wish. And if you have one.

The Floaters don't normally have any intelligence. They will wander round the screen with no idea of where they're going. But occasionally they turn from purple to red, which means that they know where they're going. You can put this period to good use, as planting a bomb behind you will surely force an unsuspecting Floater into its path.

A fairly average game, and maybe good for a few plays on a rainy day.

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

## 4 CARPET CAPERS

**MACHINE:** Spectrum 486  
**SUPPLIER:** Terminal  
**Software**  
**PRICE:** £5.95

*Carpet Capers* is a game about decorated carpet tiles. Or so says the play card.

Whether this means that

the carpets are decorated or the tiles themselves, I'm not entirely sure. And from the game itself, it's quite hard to tell.

After the word message at the start of the program, the loading screen appears.

This contains the main title and also a picture of a carpet. I assume it's meant to be a carpet only from the name of the game. In fact, it looks more like a cross between a map of the River Thames and the top of an electric shaver.

And here we get to the bit which I've been putting off for so long – the game itself. Frankly it's not up to much. The idea is that you're supposed to be laying carpets in the Manor. But it appears that the Lord has a bad memory, for there are two other teams there, all sitting to do the work. And they don't particularly want you around.

You have to enter nine rooms in turn. These seem to have names very reminiscent of games like *Maze Master* and *Jet Set Willy* in each, you must collect a box of tools, a hammer and a pair of cutters to help you do your job. Then you travel around the screen laying your white carpet. You are competing against the layers of blue and red carpets.

You get paid for each square of carpet laid and each room has a target. When you reach the target for a room, you can then progress to the next. To do this, you must also pick up a key. Then it's just a matter of finding the right door. There are three, usually, so a little experimenting soon pays off.

The graphics here aren't really up to much. The men are all made from only a single character and the carpet is simply blocks of color.

Control is via a joystick or the keyboard. This is not a game which, if I had bought, I would play very often. If at all.

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

## 5 BMX BIKE RIDER

**MACHINE:** CERN 486  
**SUPPLIER:** Aftonics  
**PRICE:** £1.95

Chaparral is the name of the game in the high street, as a number of manufacturers are bombarding the software racks with a selection of cheap tapes.

Several companies have jumped on the cheap games bandwagon, though the first to make any impact on the CERN 486 tape is *Microscopic*.

Aftonics have more than 30 games on offer at £1.95 each for all the popular machines.

We decided to sample the games on offer.

And out of the bag was *BMX Bike Rider* for the Commodore 64. Great, I thought, not being immune to the ads while whenever I can get my brother to play with my computer long enough for me to borrow his bike.

Now we all know that *BMX* bikes are great fun, right? And computer games are great fun too, right? So combining the two should be a winning combination, right? Wrong – this game has got to rate as the biggest flap with the CERN review team since hedgehog-favoured snail.

All it is is a very mild tale race game showing an aerial view of a bike with a third wheel that wiggles.

The only thing *BMX* isn't about is the title. All you have to do is dodge the other rider, a car and the looney who tries to gun at you. How could do it with your eyes shut – not that you want to.

If you've got £1.95 to spare, just think for a moment about all the other things you could buy with it – 2 CDPs, an ice lolly a day for a fortnight or half a Culture Club LP.

● Getting started	2
● Graphics	1
● Value	1
● Playability	1





**Getting started:** This part only covers how easy it is to load the game, but also how good the instructions on the cassette, why one, & how mark means the game takes ages to load and the manual features have's featured to tell you just what that funny green thing in the corner of the screen is!

## ALICE

**MACHINE:** CDM 64  
**SUPPLIER:** Autogonic  
**PRICE:** £12.95

Alice Goes to Video Land is finally on sale - no less than 18 months after Autogonic announced it.

Has it been worth waiting for? Well, yes - it does have extremely good graphics. It can only think of about a half a dozen other games that are quite as pretty.

Alice comes on disc for the 64 and is basically four different games that load separately - though your performance in one will affect your chances in the next.

The prettiest screen, previewed exclusively in C&VG last summer, features Alice walking along in the countryside before she falls down the rabbit hole.

She awakes through into a strange room where she has to collect pearls, slices of cake, keys and a basket in which to carry her goodies. When she falls to the bottom of the room, she can walk right or left using the keys to enter various rooms and score points. There is a ready alarm clock floating around the screen which, if it makes contact with Alice, will end her game.

Game two is the best of the four games. Alice is in a colourful garden where she has to hop from mushroom to mushroom catching the sparkling force flies which turn into bats.

It's vital that Alice catches as many bats as possible as she will need these to take part in the trumpet game on screen four.

Game three is a bizarre chess game where you have to get Alice to safety in the other side of the board with the assistance of the White Knight. Next are the Jabberwock and Tweedledum and Tweedledee try to pawn her back.

Screen four is the trumpet game where Alice has to hit the red balls through the holes before the Queen of Hearts jumps on them and squashes them.

Little girls will love Alice - it's tailor made with them in mind.

This is not to say it doesn't have anything to offer the seasoned player. I must confess, though, I was a little disappointed. The scenario is so convincingly dream, it seemed a shame that the game wasn't more challenging. Perhaps an adventure-style of game might have provided that extra element of challenge.

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

## GYRUS

**MACHINE:** CDM 64  
**SUPPLIER:** Parker Brothers  
**PRICE:** £29.95

Regular C&VG readers will need an introduction to the spiralled arcade game, Gyrus.

The machine was launched in this country last year at the Computer & Video Games National Arcade Game Championships.

On that swasty August afternoon, our reigning champion - Julian Rignall - broke up to the Gyrus and notched up an amazing 28,000 points on a machine which he had never seen before.

Now you can try your hand at Gyrus if you visit a Commodore 64 and you also happen to have a spare £35 to purchase Parker's latest cartridge.

What? Thirty five big ones, I hear you say. Yes, I know, you could buy Master Miner, Jet Set Willy, the Model and International Soccer for that kind of money.

So how do Parker justify this price? They claim that their game is of a quality that no other company has yet achieved.

Is this true? Well - yes and no. Gyrus has the best sound track of any computer game I have ever seen. Bach's Toccata and Fugue in D minor plays beautifully throughout the various stages of the game, making full use of the 64's three sound channels.

The game itself is an excellent reproduction of the arcade game. Your ship spins left and right through 360 degrees, blasting the

aliens that spiral out towards you from the centre of the screen.

The idea of the game is to get safely back to Earth - warping from planet to planet when you have cleared each space sector of the nasties.

Needless to say each warp is tougher than the previous one and the aliens start to sweep up from the bottom of the screen as well as the centre - Galaga-fashion.

Gyrus is just a damned good shoot-'em-up - probably the best game of its type available for the 64. But let's face it, at that price it has to be. And if I was given the choice of Gyrus or four other excellent games of different types, then I would have to go for the latter.

● Getting started	9
● Graphics	9
● Value	9
● Playability	9

## PENGO

**MACHINE:** Atari  
**400/800/500XL**  
**SUPPLIER:** Atari  
**PRICE:** £24.95

Pengo is one of the cutest arcade games I've ever played. It won't be a wild success as the chances are you won't have seen it.

Like most good games, the story line is very simple. You are Pengo being pursued around an ice-cap by a bunch of nasty Snobes.

By shuffling the blades of ice that are scattered around the screen, you can squash the nasties to scum-bum points.

Good video game fun - but the main thing about the arcade game was the graphics. At the beginning of each game, three lip-dancing baby penguins perform a little song and dance routine for you.

Imagine my disappointment when Atari's latest cartridge for the 400/800/500XL, plugged into my machine and went straight in to the game. Well so dancing penguins? Yes - I'm afraid so.

Apart from the missing penguins, the game has most of the

features of the arcade machine and generally plays an arcade-authentic game of Pengo.

As well as squashing Snobes, you also have to line up three special blocks to get you on to the next level. With each new level, the Snobes multiply and pursue you here with greater speed.

Pengo has now been widely copied and appears under various assumed names on most computers.

Atari's is the officially licensed version of the arcade game. The trouble with all these arcade clones - putting aside for a moment the problem of ripping off - is that they are a bore. Original games are much more fun - Jet Set Willy, Star Raiders and Aster 256er - to name but three.

Maybe it's about time that some of the Atari staff spent on licences and legal protection for those licences would into developing original ideas. I am sure that the 100-plus programmers who work at Sunnyvale are not short of their own ideas.

If you liked the arcade game, you will like this home conversion.

But even then it's a bit pricey at £24.95, though.

● Getting started	9
● Graphics	8
● Value	8
● Playability	7

## DEFENDER

**MACHINE:** VIC 20  
**SUPPLIER:** Activision  
**PRICE:** £24.95

When the history of video games is finally and definitively written, one of the all-time greats must surely be Eugene Jarvis' classic shoot-'em-up - Defender.

Defender has survived that acid test which is the benchmark by which all things are ultimately judged - the test of time.

Go into any arcade anywhere and I'll bet you anything you like that there'll be a Defender machine.

It's probably be a bit battered



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# R·E·V·I·E·W·S

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

and its cabinet will look as if it could use a coat of paint, but you can also feel that there is a group of regular gamers who keep it well fed with ten pence pieces.

Now you can take *Defender* home and play it on your Vic 19, thanks to this latest cartridge from AtariSoft.

Of course, previous attempts have been made to convert this classic of the arcade to home use on the Vic, but it must be said that this is the only version which comes anywhere near reproducing the game's relative speed and addictiveness.

It is the speed that lured previous conversions, and even this cartridge-based *Defender* would benefit from a little extra pace.

Having said that, all the game's challenging features are faithfully reproduced.

They are all here waiting to be blasted: Landers, Bombers, Barren, Mutants, Pods and Scramers. Even the smart bombs and homing missiles are incorporated with the aid of the keys and space bar.

Furthermore, the graphics have that same colourful glow that characterised the arcade game—a reminder of programming achievement on the Vic.

If you're a Vic-owning *Defender* fanatic, then this cartridge is compulsory silicon.

● Getting started	1
● Graphics	3
● Value	4
● Playability	4

## RIVER RESCUE

**MACHINE:** T86 Atom  
**SUPPLIER:** Creative Sparks  
**PRICE:** £1.95

Rescuing lost scientists from a flooded jungle is the idea of this game. But despite the title, there's no sign of any jungles in the game, except a river which makes the game very similar to Atari's *River Raid*.

You are the owner of the fastest power boat around and you have been given the job of rescuing a group of scientists who have

managed to get themselves lost in the depths of a jungle. You must navigate the river and pick up the scientists.

To do this, you move your boat through the river with the joystick. The screen scrolls sideways to show the river moving. You'll have to be careful, though, as there are crocodiles, logs and rocks in the water. If you hit any of these, then you lose one of your four lives. You are not allowed to crash the boat into the bank. If you do, then you'll also lose a life.

At the top of the screen is shown your score and the highest score so far. There are two small boxes at the bottom which tell you how many lives you have left. The game is for one or two players and you select this at the start.

As you travel along the river, you'll come across small prizes which stick out into the water. You can duck at a jetty by pulling up at the side of it.

If you duck at the top, then one scientist will leave you coming and will automatically climb into your boat. A small figure will also appear at the bottom of the screen to tell you that you have passengers on board.

Each time you duck, you can pick up more scientists, but you can only carry a maximum of nine at one time.

To gain the extra points, you have to release the scientists to their safety. You do this by backing up at the bottom half of the jetty and they will then climb out. You get bonus points for each scientist you rescue.

You are not alone in your task, for there are risks out to get you. Every so often, a real helicopter will fly overhead. It will drop mines into the river in front of your craft and you must blow them up to avoid being hit.

You can also use the cannon on your boat to destroy the logs and crocodiles.

The more scientists you rescue, the more points you get. If you let off six or more at a jetty, a bonus jet will present itself.

If you manage to pilot the boat through it without crashing, then

you'll get even more points.

I found this game very disappointing. It's every similar to *River Raid*, but nowhere near as good. It didn't hold my interest for very long.

The graphics are similar to *River Raid*, but the sound is not up to standard and it's just not very playable.

● Getting started	1
● Graphics	3
● Value	3
● Playability	4

## WONDERWORM

**MACHINE:** BBC  
**SUPPLIER:** Twin  
**PRICE:** £4.95

Remember those square glass tanks which you used to put worms in at school? The ones where you could watch them wriggle through the soil when you were supposed to be looking at the diagram on page 16 and copying the notes from the blackboard?

Well, then have computerised it. No, they haven't made a robot worm but they've turned the glass tank into the setting for a game.

You are *Wonderworm* and you have to guide yourself through the garden, avoiding collisions with the other worms which share your tiny glass case.

Once you've loaded the game, the instructions appear. They shoot up the screen letter by letter and it's quite impressive. If you're an experienced player, then just press any key and you move straight on to the game.

At the top of the main screen is your status and a pointer which shows your current energy level. Your score and the highest score so far are also shown.

Really the *Worms*, as he's known, is super slow. He moves very quickly and, as he gets longer, so he becomes more difficult to control. A growing worm has a healthy appetite and *Worm* is no exception. There are food pods scattered around the screen and these will restore the energy pointer to its full value. If you

don't manage a final food in time, then you lose a life when you run out of energy.

The food pods are only there for a few seconds. If you don't eat them in time, then they change into skulls and must be avoided. At this point, the game gets a little harder, the worm grows a bit and some small dots appear on the screen.

If *Worm* hits one of these dots, then he will change direction. You must guide him so that changing direction like this won't force him into a skull.

Everything stops when the dot and the skulls are drawn. You can't move the worm during this time, which is bad programming and annoyed me.

In the *Worms* are 12 levels whose roots start to grow one at a time either upwards or down towards the bottom of the glass case.

You get a bonus of 250 points by stopping a root from growing, by interrupting it with your body—but it's tricky. If the root hits you, then you're dead, but if you hit the root then that's different.

There's nothing really outstanding about this game, but it's quite fun to play. It's certainly nowhere near the standard of *Worm* and the *Beastnik*, which is available from Twin for the Spectrum, but it's worth trying if you fancy something different for a change.

● Getting started	1
● Graphics	7
● Value	6
● Playability	6

## TORNADO

**MACHINE:** Spectrum  
**SUPPLIER:** BPS Video  
**PRICE:** £3.95

*Tornado Live Level* and games like it are the reason why software-publishers are beginning to say that British computer games are the best in the world.

It's only a pity that great Spectrum games like *TLC* and countless others, won't sell abroad in



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# R·E·V·I·E·W·S

any wild quantities because these simply aren't vast numbers of Spectrum owners.

All manufacturers are claiming "the finest graphics yet to emerge from a Spectrum", that's an overstatement - but they are extremely good.

You are at the controls of the swing wing jet fighter. Your mission is to fly over enemy targets and take them out.

For what is basically an air-attack flight simulation, TLL is surprisingly easy to play and get into.

There are only six ways to worry about. Your jet can bank left, right, climb up and down and there is one key to operate the firing wings and another to view the battle map.

The immediate scenery is viewed through a window which takes up three quarters of the screen.

Enemy targets are represented as black dots on the outside - to eliminate them you fly a low pass, being careful not to collide with the ground or any buildings.

To make just one criticism of TLL, I would have preferred to be able to shoot up the enemy installations and I felt a bit cheated that my super-fast, swing-wing jet did not have any fire-power on board.

That said, let me put TLL properly in perspective - this is the best flight game for the Spectrum. I rate it even higher than *Fighter Pilot* and *Right Corner*.

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

## WORLD CUP

**MACHINE:** All Spectrum  
**SUPPLIER:** Ark  
**PRICE:** £5.95

Bobby Robson has no need to worry about the standard of football in this game. I don't think that these players pose much of a threat to England's chances in their next game.

This is the first attempt at an arcade version of football on the Spectrum. We've had games like

the excellent *World Cup Manager* from Addictive Games, but that was merely about typing names and numbers into the computer. There was also some real action in the game, but it only served to highlight the choices you made.

Now, Ark has brought out a full arcade football game. It's a simulation of the World Cup. You can start with anything from one to nine teams and, through the process of semi-finals and elimination matches, you will eventually emerge as champion of the world.

You start by selecting how many teams you want. You then choose them from a list of 40, everywhere from Argentina to Zambia is in there, including England, Eire, Scotland, Wales, America and Mexico. Careful selection of countries can result in some very interesting matches.

Once you've selected the teams then it's time for the first match. The game is for one or two players, so you can either play with a friend or against the computer. The players are controlled with either a joystick or the keyboard and both the *Kempston* and *Sinclair* joysticks will work.

The game starts with the two teams dropping in to the pitch. There are only five players in each team, which isn't very realistic, but the screen is less crowded.

The whistle blows and we're off. I was using the keyboard for control and found the teams easy enough to control. You have control of the member of your team who is nearest to the ball. He turns a strange shade of blue when under your control, so that you know where you are. The only problem I found is that you suddenly lose control of your player if another member of your team becomes closer to the ball.

Since you're used to this, you can get down to some serious football. The game is split into two halves and a clock at the top of the screen tells you how much time remains.

Once the game is over, it's time for the next match and the computer updates a scoreboard automatically.

The graphics are better than many I've seen in this type of

game. The movement works quite well, with the players moving their legs realistically as they run. They even go down as they approach where they happen to be running to.

If you like football, then you'll probably enjoy this game. It's a good way to spend a rainy afternoon, especially if you've got a friend to play against.

If you're not a football fan, though, then this is not the best way to get into the game.

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



**MACHINE:** Atari computers  
with disk drive  
**SUPPLIER:** Datacube  
**Gold**  
**Price:** £14.95

It had to happen, it was as inevitable as *Par-Man* knockers and *Space Invader* shouter bugs.

The only surprising thing is that, considering the consumer-mad mentality of the nation that invented computer games, it didn't happen more quickly.

But it's finally there. Yes, yes... the world's first *Dallas* computer game has finally edged its way all the way from the US of A to the C&AS review office.

You should have seen the performance of our computer room as *Dallas* fan bought Dallas fan for the right to pen this review. Yours truly really won it by a typically JH tactic - I berated the critic.

Full marks must go to Datacube for resisting the temptation of

turning the world's favourite snapp opera into some kind of absurd arcade-style game.

Instead, we are offered an above average adventure game with graphics featuring dramatic sporting Southark. JH's office and all the famous characters from the TV show.

As a well-known private detective, you are transported to Southark by Sue Ellen. Determined to become financially independent of JH, Sue Ellen has a plan to get her hands on a wealthy oil field discovered in South America by Jackaving just before he died.

Your job is to find the lost map by collecting the mysterious Chugging Jones who runs a trad-



ing good in South America. But if you think this is going to be a cutesy little adventure with you easily outwitting as Sue Ellen's knight in shining armour, then be get it. JH's also involved in this little tale and you won't need me to tell you that, where oil is concerned, this particular Texan's thirst for the black stuff is second to none.

This is a good adventure that will take the average player considerable time to solve. The graphics screens are well drawn and, thankfully, can be switched off when you want to concentrate on the text of the game.

*Dallas* is one of the range of American games imported into the UK under the US Gold label. I played the Atari version - but the game is also available for the Commodore 64.

● Getting started	5
● Graphics	3
● Value	6
● Playability	3



# R·E·V·I·E·W·S



## MR WONG

**MACHINE:** Spectrum  
**SUPPLIER:** Artic  
**PRICE:** £8.95

A rather wacky-wacky game is this latest from Artic — the company that did for the articulated lorry what *Griffon* did for dental surgery.

It's a climbing game — a mixture of *Jonkey King* and *Burger-time* but based around winding and unwinding.

You take the part of the lifting and your job is to collect the various pieces of laundry which are scattered around the screen.



soap suds. These may not be as tasty as sausages, tomatoes and chips but the way they move is very similar.

Your defence against these hazards is a box of starch. A box is good for five suds and a quick stroke in the right place will paralyse a jangling chain. When stacks of starch fall low, a new box will appear and you have a limited time in which to pick it up.

This is a good game. There's not much variety, though, as the screens are all very similar. The only difference between screens one and two is a slightly different layout of the ladders and the introduction of an extra nasty.

Control is via a *Kempston* or *Interface 2* joystick. Alternatively, you can use the keyboard. The keys are well laid out and easy to lay finger on in a hurry.

As it stays on the cassette only, it's all good clean fun.

- Getting started 4
- Graphics 4
- Value 4
- Playability 4



You then have to return to the top of the screen and tip the garments into the chute.

There are about half a dozen items on screen one and this number increases on following screens. You have to collect the items one at a time. If you are carrying something, then you'll have to drop it into the chute before you can collect another. The only entrance to the chute is at the top of the screen which is quite annoying.

The *Burger-time* aspect is apparent in two places. Chasing you round the screen are an owl, a sack of laundry and a host of

## WORSE THINGS

**MACHINE:** Spectrum 48k  
**SUPPLIER:** Silversoft  
**PRICE:** £5.95

The world thing that could possibly happen to you is that your *C Droid* should run out of power before he manages to pump out the flooded engine room.

*C Droids* are the merchant seamen of the future and you have just five of them to help you get your ship safely into port in Silversoft's latest offering for the Spectrum — *Worse Things Happen At Sea*.

The clanking sailors have to rush all over the vessel in an attempt to plug the leaks, pump out the flooded compartments and keep clanking back to take the wheel if the ship goes off course.

If you do get blown off course, you have to take the wheel and centre the dial on the control board.

The bottom two thirds of the screen shows the room that the *C Droid* is currently working in or walking through. The top third shows all the various controls and the horizon with your ship on the surface.

An indicator shows you how much *C Droid* power you have left, the course dial, time taken, water level, the number of rooms flooded or pumped dry and also shows you which particular tool the *C Droid* is currently using.

There are four different tools that your *Droid* will need to use in the game: the ship's wheel, the pump, the oil can, and the plugs.

*Worse Things* is a complex game to play but not difficult to learn and buy-it-is addictive.

In addition to all this, each *C Droid* has to nip into the refuelling chamber every so often to boost its power batteries.

*Worse Things* will have you tearing your hair out as you race around trying to plug the leaks to keep your vessel afloat.

Your first trip to the engine as you do not have to worry about the wheel. If you succeed, you will be given a coat sheet showing how much of the cargo has been damaged by water and the cost of repairing the *C Droids*.

Your next trip is much tougher as the leaks spring faster and your ship can also get blown off course.

This really is a splendid game. The mechanics of the game have been extremely well thought out to provide a progressively more difficult challenge that will be fun to play time and time again. It serves to get number one, but why are all the boxes of cargo marked QM?

- Getting started 4
- Graphics 4
- Value 4
- Playability 10

## CARLTON

**MACHINE:** CDM 64  
**SUPPLIER:** Ocean  
**PRICE:** £3.99

Castle rescue games are becoming so popular now that it is about time somebody wrote the computer equivalent of *Great Castles of Europe*.

Imagine it — *Great Castles of the Spectrum and Commodore 64*. Arguments would erupt over the author's choice of castles despite the long list he could choose from. *Castles* featured prominently would be *Albion Manor*, *Castle of Doom*, *Shamuse*, *Coyote Castle* and almost certainly *Oliver's New Game* — *Carlton*.

For those of you who have never bought it out on the shelves with a *Black Knight* to rescue a fair maiden, let me give you a brief guide to castle games.

Although plots vary, the basic idea is usually to find your way through the various rooms and levels to rescue someone — usually a princess.

*Carlton* follows this pattern exactly. You are the trusty knight on a mission to rescue *Carlton* who is the prisoner of the White Wizard.

The wizard has posted his armies and knights all around the first floor to stop you finding the eight segments of the door which will enable you to pass through to the next level.

You carry the magic sword *Excalibur* which can give you temporary immunity from the arrows and knights, though you can only use it a limited number of times.

Once you've got all the bits of the door, you go on to the next level. There are six levels to get through before you come face to face with the wizard.

This is a fun little game with nice graphics which is well thought out and presented — a useful addition to your collection of only £3.99. It is also available for the Spectrum.

- Getting started 4
- Graphics 4
- Value 4
- Playability 4



**MACHINE:** Spectrum  
**DUPLEX:** Ultimate  
**PRICE:** £9.95

Ultimate seems to have gained a unique reputation among Spectrum owners.

Ever since the arrival of Jet Pac, Sinclair fans everywhere have rushed out to their computer shops to buy Ultimate games, turning them into top sellers.

After Jet Pac, including conversion for the Vic, came Ahr Ahr and it's still selling well.

However nothing had been heard from Ultimate's Randy HQ since Ahr Ahr was launched a few months ago. Everyone knew that they were working on a new program, and all agreed that it would probably be better than anything they'd done before.

Sabre Wolf is the result of all that waiting and was launched this month.

It's a graphic arcade adventure game, which is another way of saying that it's similar in style to Ahr Ahr. Sabre Wolf is one of those maze games where you move through an area, must fight that the screen is capable of showing.

So the display (which is four directions, a whole screen at a time. If you disappear off one side of the display, it will be redrawn instantly to show your new position. If you go off the right hand side, you will be on the left of the new display.

Previous reviewers of Ultimate's software have usually noted their errors by saying that Ultimate have achieved as much detail in their graphics as the Spectrum is capable of.

Sabre Wolf goes to prove just how mistaken those reviewers, including myself, really were. I have never seen graphics of such high quality on a Spectrum as presented by Sabre Wolf.

When you load the game and have selected the initial options, you start on the first screen. This is remarkably similar to Ahr Ahr and I wondered at first whether this was just another version of an old game.

I happened to mention this to the manager of my local computer shop and he agreed with me. If people see this game for the first time when they happen to be standing at the computer counter in W. H. Smith, he said, then they may see it load, think that it's nothing new and walk away without looking further.

The game appears to be set in a



single, I assume that it is, although the word jungle is never actually mentioned in the cryptic instructions which came with the cassette.

Your task, it appears, is to free yourself from this strange place in which you have become lost. To do this, you must explore all the area around you. You can get some clues as to your ultimate (sorry!) goal by reading the strange rhyme on the instruction card. It goes like this:

The path is long so tread with care.  
 Beware the Wolf and pass his lair.  
 Danger threatens all around

So take yet from this hidden road,  
 To free thee from this sinister gate  
 By way of cave or meet thy fate.

An emulet to seek thy will.

Twice split by quad and hidden pit  
 Pass the keeper wrought with fate

To gain an entrance to the gate.  
 The peccas, but must then stress  
 For if no claim then none shall pass.

Alas, alas.  
 So the idea is to collect the four pieces of a charm (another word for amulet) which are hidden around the area of play. We managed to find one of them and my top score currently stands at around 17 per cent.

By now, you're probably wondering why the game's so hard. Wandering round a maze isn't really that difficult. But you're not alone in your quest... There's a

strange variety of other creatures in that there jungle. Some are helpful and will give you extra points or lives, while some will cause your instant death.

Your character is that of a small explorer. You are initially coloured white, but certain events will have a drastic effect on your colour. If you turn red for a few moments, then you are immune to all enemies and you can wander to your heart's content without fear of being splatted. There's one thing better than being red, though, and that's being blue. When you're blue, not only are you immune to torture but you also travel at twice the speed of your red counterpart.

Other animals which you'll encounter on your safari are lizards, scorpions, snakes, fruit bats and more. There's also a strange, vicious creature called the Cobra Wolf. Which is lucky, really, otherwise they wouldn't know what to call the game.

Your weapon against the cruel world of nature is a sword. Pressing the fire button or the joystick will activate your sword and you have a high chance of surviving. You have to hit an animal straight on to be in with a chance of killing it, though, so timing those careers is crucial.

But it's the graphics which make up the playing screen that really make the game worth every penny. The detail the animals themselves and in their movement continue to make Ultimate number one among the Spectrum software houses.

If you feel that you must get load of your own copy, then you should find one in your local computer shop somewhere. It's also available in W. H. Smith.

Sabre Wolf costs £9.95 which is pricier than most games. Ultimate claims that this is necessary because of the vast amount of time it took to develop Sabre Wolf. I can believe it.

- Getting started 9
- Graphics 9
- Music 9
- Playability 9



# HERE TO STAY



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## GULP

**MACHINE:** BBC  
**SUPPLIER:** Potters  
**PRICE:** £5.95

Playing this game really is like sticking your head in the lion's mouth. Or at least it would be, if the graphics were a little better.

This is a stunning game. There are five levels, and each has four lions on it. The lions are not moving, but they just sit there with their mouths open.

You are time, the lion timer, and, as the cassette play says, you just can't help sticking your neck out. You have agreed to take part in a world record attempt and your job is to stick your head in at those lions' mouths.

If all goes well, then you'll get a TV special with Roy Castle. If it doesn't, they've got a good chance of losing your head. Literally.

You have to walk along the platforms in order and, as you pass each lion, so you will automatically stick your head between its jaws. You can only hope that the animal isn't feeling hungry just at that moment. If it is, then it will close its mouth while your head is inside and you lose a life.

If you're lucky, or you have better timing than I had, you'll be able to get through all 20 lions on the screen.

As you progress through the game, you'll find objects on the screen which are worth extra points.

If you thought that this world record attempt was dangerous, then you'd be right. But if you thought that was all there was to it, then you've made a big mistake.

As well as the lions, there are also other small animals coming the screen. On the easy levels, there are rats which wander along the floors and must be jumped over if you wish to stay alive. I tried to feed the rats to the lions, but the game wouldn't let me! Unlike the lions, the rats are very tricky.

There are six levels in all. On the harder ones are extra obsta-

cles to dodge, including creepy crawling things which follow the rats. There are also spiders which drop down from the top of the screen and must also be avoided.

You don't get a fixed number of points for each lion whose teeth you manage to examine. Instead, a bonus ticks away at the bottom of the screen, and when you have completed the level, you will get however many points remain on the counter. You can pick up extras, though, by collecting the insects, which are scattered on the screen.

This is not one of the better games which I've seen for the BBC. The lions are not very well drawn and certainly don't live up to the claims, of the relay card which describes the animated graphics as appalling.

I became bored after playing only for a short time, so I can't recommend that you actually buy this game. But if you really want to try it for yourself, then you'll find a copy at your local dealer.

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

## WORM ATTACK

**MACHINE:** Spectrum 48k  
**SUPPLIER:** Potters  
**PRICE:** £2.95

It's no use producing cheap software if the game isn't worth the price of the blank cassette. But that's what Potters has done with this program for the Spectrum. It's a very simple game, written entirely in Spectrum Basic. Mainly for this reason, it's very slow. There's not much movement and hardly any sound effects.

You play the part of a worm and you have to crawl round the garden eating food but avoiding the rocks. As you eat more food, so you grow longer. If you eat a rock, then you lose one of your five lives. You also lose a life if you run either into your own body or hit the side of the screen. The food is made up of white circles on screen, while the rocks are black blocks.

The only movement on screen is the worm itself, which is very slow because of the limitations of Spectrum Basic. Each time you eat some food, the machine beeps. You also get a different beep when you have no more lives left.

Apart from the game being for the kids, repeated from the keyboard it's too sluggish as well. You have to keep your finger on the key for some time before it registers. This makes it rather hard to dodge awkward rocks.

There's one good feature about a game written in Basic, though. You can change it. The last thing I did was to alter the keys which prevent to control the worms. I just can't get used to using the four corner keys and, while I was doing it, I gave myself some more lives too.

Once you have cleared a sheet and eaten all the food in the garden, you are rewarded with... another sheet! And so this goes on. Whether you'll be able to stand playing this long enough to take up all your five lives, I don't know. I found it hard at times.

This game is badly written and too slow. It may be cheap, but it's still worth avoiding near £2.95.

If you have £3 to spare, buy a few blank cartridges and try some of the programs from CASS.

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

## HORACE

**MACHINE:** Dragon  
**SUPPLIER:** Melbourne  
**Price:** £5.95

Melbourne House are continuing their plans to convert their Spectrum titles for other machines.

The Horace games were very popular with Spectrum owners and the range is now being produced for Dragon games.

Horace Goes Skating is a game in two parts. First, there's a Frogger-type game where our cuddly hero must buy his way from the shop across the road.

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

Melbourne is the game really worth of those pennies? How long will its attraction last?

There are cars, lorries and motorcycles travelling across the screen and Horace must avoid them. If he fails, then he loses a life and after three attempts he will have run out of money. In this case, the game is over and you'll have to start again.

If Horace manages to get his skin, then he can quit at the shop. The shop is similar to the mass of thing games which were popular at one time. It's the same as the Cartridges 64 on Spectrum versions and isn't really that exciting.

The shop scrolls up the screen and you have to guide Horace, clad in his skin, through the gates but avoiding the trees and obstacles. If you manage to reach the finish, then you're in line for a lorry.

There are a few sound effects in the game. The skating section is silent, except when you hit a tree which produces a solitary moan from the television's speaker.

The best sound, though, is the music which plays over the title screen between games. You can interrupt it with the fire button and start the game, but I preferred to listen. It sounds like the theme from a TV documentary and I enjoyed it.

Control is via a joystick which is the main taking of the game in my opinion. The official Dragon joystick is appalling and isn't really worth using.

You can't actually lose Horace from skating, because the joystick is not self-centring. So if you don't want him to move you must point the joystick at the top of the screen.

The graphics are above average for a Dragon game, but only have a limited number of colours. High resolution graphics are used to draw the cars and characters but they didn't appear too clearly on my TV set.

Horace Goes Skating is almost worth buying. It's not a bad game but I don't think that I'd come back to it very often.

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



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# ARCADE

## ARCADE SPY

Last month the Arcade Spy was introduced. His mission – to report on the state of London's arcades to see what standard of gaming you can expect to enjoy. Eight arcades were chosen, all but one situated in approximately one square mile in the heart of the West End. The remaining arcade chosen was in Victoria near the main line station where you can guarantee to find new games.

The Spy has struck! Ruthlessly creeping around some of the West End's arcades – notebook in hand – you may have seen this suspicious looking character on a mission of the greatest importance! Yes, the Spy's first assignment was to report on the arcades in the West End to see how the land lies on the games front.

Entering an arcade for the first time can be an awesome experience. You could be excited for thinking that you had stumbled into a strange new world on some time and distant planet. The predominant sound is that of dedicated alien zapping and the players' faces are illuminated with a ghostly light from the games they are playing.

There isn't much natural light – neon strips abound and the

Victoria Street – around the corner from the station. This arcade is packed with machines and contains a mixed crowd – mostly those interested in playing fruit machines which were particularly predominant. At the time of writing, there were only seven video games in this arcade, but two of them were the very latest games.

Next on the list was The London Leisure Centre, a fairly new arcade in Oxford Street. Although this has been open for well over six months it still looks as if the place has just been taken over – the arcade is huge and although it contains a large number of games it is, by no means full. I counted 26 video games. There weren't

that many new games other than *Spy Hunter* and *M.A.S.H. 3*, but if you want to play many of the older titles in the place is come to. *Jeux*, *Robotix* and *Defender* looked not unlike with *Sensible Soccer*, *Pac-Man* and *Don't* – just a few of the games that might not be found in your local arcade.

Flashing lights proclaimed that the Spy had just entered Las Vegas. Penetrating into the gloomy depths of the arcade, it seemed entirely by the lights from the games themselves, it occurred to the Spy that Las Vegas was in Windsor Street in the heart of Soho and not in the States. The prices per game in this arcade were marginally lower than in



Family Leisure Old Computer (2)

ghostly atmosphere is accentuated by the flashing reds, blues, yellows and greens from these games. Clusters of people hang around the most popular games of the moment ever on the look-out for tips. There isn't much communication between rival players – how could there be with the sounds of some 20 games exploding in your ears?

In the West End, the Family Leisure Group of arcades seems to have the monopoly – I counted five, all within approximately one square mile. However, the games to be found in each arcade differ widely.

The first arcade to be visited upon was the Family Leisure in



*Caplus* which is a very colourful mixture of *Sledge* and *Galaxian* (*Galaga* stars *W7* and *V-3*, *Tantrix* which is a tennis game for two players with a remarkable split screen so that neither opponent can see his partner. Other games included old favourites such as *Adrian Jet*, *Pole Position* and *Star Wars*. Good games in the arcade but if you want a greater choice you'll have to travel into Soho.



Family Leisure Old Computer (2)



Seven Amusements

where – 10p, *Star's*, having games is 30p as compared to 50p in other arcades and *Amber* is only 20p per game. A good selection of both old and new games was provided with competitive prices. Universal's *Big Do* was doing especially well and at a cost of only 1 lip per game – you can't complain! A well laid out arcade and definitely worth a visit.

A short walk down the road will take you to Family Leisure in Old Compton Street. This arcade is, well, as a test centre for new games and you can guarantee that there will always be a few games that haven't yet reached the rest of the country. When the Spy visited the arcade, the most popular games were *Punch-Out?*, *TX-1*, *Star Blazer*, *Track & Field*, *Crossbow*, *Pole Position*, *Star Wars* and *10 Fast Fido*. John Pilkington who had travelled down from Milton Keynes said about *Punch-Out?* "I have never seen anything like it before – I often go to arcades and I come down to London especially to play *Punch-Out?* I've been playing it



# ACTION

- KEY**
- 1 *Family Leisure*
  - 2 *Clivedon 30*  
*The Clivedon Leisure Centre*
  - 3 *Las Vegas*  
*Windsor 30*
  - 4 *Old Campbell 30*  
*Family Leisure*
  - 5 *Cosmos Room*  
*Old Leicester Square*
  - 6 *The Street*  
*Family Leisure*
  - 7 *Let's Play*  
*Charing Cross Road*
  - 8 *Casino Amusements*  
*Tottenham Court Rd*

for about two weeks. "The Family Leisure is a friendly arcade and one with a constant change in the games, some which is refreshing."

In parallel Las Vegas is glittery lights is The Crystal Room in Leicester Square - whose name speaks for itself. Even with two thirds of the arcade given over to pinballs and fruit machines, there is still enough room for a very impressive array of video games. These are all packed into one corner of the arcade and when filled with people life becomes a little squashed!

A small arcade can be found tucking in the Strand - yet another from Family Leisure - which has several new games: *Capcom 10*, *Kart Fighter* and *Street Jack* as well as three *Defenders*, two *Tron 2* and *Pole Position*, all of which seemed to be extremely popular. Mr St. Ashton Bell and Sinclair were amongst the older machines.

Having seen some fairly large arcades, it was quite a surprise to find a very small one on Charing Cross Road - with only six video games - all fairly recent. It really isn't worth a visit, though, when there are so many arcades nearby packed with a wider selection of games.

Casino Amusements is a mid-19th century arcade in Tottenham Court Road. It has an extremely unimpressive exterior, but the wealth of games inside is fantastic. Casino Amusements is the second of the two best centres visited. It would be impossible to say what games you will find in the arcade should you decide to go in as the games being tested are changed every two or three weeks. The volume of sound is so loud that it's hard to hear yourself think and carrying on a conversa-

tion could leave you with a severely damaged eardrum. John Beagles, who owns the arcade, said that players prefer the die lighting and loud volume as it emphasised their enjoyment when playing. Rather than their mind!

On the subject of testing games, John said "The manufacturers send us a sample of games to test, but I can only test 10 games at a time. We know within 18 days whether a game's good or bad. Games may stay with us for testing for a maximum of 10 weeks."

There are more arcades in the West End but the Sisy decided to feature only eight as they are all concentrated within walking distance, so if you visit London in the near future and wish to practise for the arcade championships, look at the map which will show you where the arcades are situated. They're worth a visit and a necessary part of anyone's sightseeing tour of London!

If you want the Sisy to make a secret report on the arcades in your area, drop a line to Arcade Sisy, Computer & Video Games, Dartmoor House, 4 Market Hill, London EC1R 3EL, giving details of the area and your name and address.

## GLASS JOE BOXES CLEVER!

### PUNCH-OUT!!

It's a knock-out! Glass Joe staggers from that punishing left hook and hits the deck.

There's a recording cheer and your hand is lifted in the winner's salute - you're through to the next round.

Now that summer has arrived, we've thrown off that feeling of lethargy left over from winter and the new trend in arcade games this summer seems to be in keeping with the feeling of 'let's take some exercise!'

*Punch-Out!*, from Nintendo, is a fabulous boxing game, where you have to meet and take on a series of fighters in an attempt to win the World Video Boxing Association's championship title.

You start off by fighting Glass Joe, who's a pretty silly opponent. To help you, the computer shouts instructions like "left", "right" and "body punch!" and if you manage to hit the right buttons at the time, you stand a good chance of going for a knock-out.

Your stamina increases every time your punches connect and this is shown on the Power Meter. However, if you don't manage to

dodge your opponent's punches, you'll lose stamina and eventually hit the deck. The game is over when you're knocked out or when the time count reaches zero.

Glass Joe is quite a well matched opponent. However, future rounds will take you on to meet four others who include the Red Bull and, eventually, Mr. Bandman - and I tell you, they don't come any meaner!

The graphics are great - cartoon-style - and *Punch-Out!* is a very addictive game which is great fun to play. It's definitely sort out the man from the boy!

**BIGGEST MATCH EVER**  
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**GLASS JOE**  
Invincible  
Powerful  
Puncher

VS.

**THE CHALLENGER**  
\*\*\*\*\*

**"ARCADE NIGHT JULY 31"**

## SHOOTING STAR HITS THE FAIRGROUND

### GREAT GUNS

All the fun of the fair is the theme of Stars Electronic's latest offering which is set in a fairground.

A shooting game with two rifles placed outside the cabinet is by no means an original innovation but the theme of the game, although predictable, is original and it's filled with activity and loads of colour.

The first scene catapults you straight into a riot of activity in the fairground with various characters including a balloon seller, a juggler on a unicycle, a roller skater, a merry-go-round and the big wheel.

The idea is to shoot at all the moving targets in the fairground which are marked with cross-hairs in order to score points. The cross-hairs are in evidence everywhere - on the cars of the roller



coaster, on the big wheel and on the bobbing balloons.

*Great Guns* will separate the men from the boys and show just

how a good a shot you are. The faster the moving target, the harder it is to hit and the greater number of points scored.

An extra bullet is awarded on every 5,000 points scored and, at the end of the game, you're given the chance to aim some bonus points by firing at targets.

Following screens are much more difficult as the targets move faster and you're got to work a bit harder to gain your bonus points. The same high standard in graphics is continued throughout the game and you will see some beautifully depicted settings.

The rifles are very comfortable to use and sighting them is very easy, although you may have to make allowances.

I found it much more fun testing my shooting skills in a two player game - there is a definite competitive element in *Great Guns*.





## PITFALL PRIZE WINNERS

A champagne presentation and a slap-up meal were the order of the day when the lucky winners of our Pitfall competition came down to London last month to receive their prizes.

The lucky winners were invited along to the C&MG stand at the Summer Computer Fair in Paris Court to be presented with their prizes by Chris Trotter - Activision's European Co-ordinator.

After sipping champagne and meeting the C&MG team, they were whisked off by taxi to a top London restaurant for an all-important post-dinner treat.

All our lucky contestants had to do was tell us the number of animals that our artist had hidden in the trees in his mock-up of Pitfall. There, in not more than 30 words, they had to tell us what the common link was between Pitfall

Harry, Tarzan and Doctor Livingstone.

The top three entrants had realised that it was, however, we were after - good jokes like William Cloud's: "They still can't eat three 'Shredded Wheat'." Andrew Walker decided to go for a play on words with "They all need their Activision". Anthony Stanford decided to base his entry on the old Coca-Cola advertisement with a long list for which I have no intention of mentioning is full here - though if I say it includes "go getter", "cool talker", "you'll know what I mean".

The prize winners each receive an Atari VCS plus Pitfall II, Space Shuttle and Footloose - all generously donated by our friends at Activision - which all goes to show that the biggest and best prizes are always in C&MG.

## PLAY BY MIND CONTROL

Mind Games and Super Chips were just two of the things on show at the recent Consumer Electronics Show in Chicago last month.

The CES is the biggest games show in the world. All the top American games companies show off their goods there and some British ones as well - Sanyo's notable amongst them.

Stealing the show for the games player was Atari's new Mindlink System described as a "revolutionary product that allows you to control the action on your video game or computer screen with a specially designed headband rather than with conventional hand controllers".

Mindlink works by detecting

slight electrical impulses generated by the muscle movement in your forehead. Infra-red sensors are attached to the headband, sending signals to a receiver that is connected to your Atari.

The headband can be used to play games at a distance of up to 20 feet from the console.

C&MG's editor slipped the headband on to give Mindlink a try but wasn't terribly impressed. "It's an interesting idea but I'm not sure how much use it will be in a really complicated game where more than simple up, down, left, and right movements are required".

The Mindlink will go on sale in the USA later this year and comes complete with a specially devel-

## TUTANKHAM GOES COLECO

The ladies and gentlemen of joystick Jury have been starved of new video game cartridges this month.

In fact, the only new game up before the judge in the last four weeks is Parker's new version of Tutankham for the ColecoVision.

This shortage of games has tended to make the Jury a little bit thorough in their job.

They were out for a whole week before they returned their verdict on Tutankham.

Luckily for Parker Brothers, the Jury could not praise the game highly enough.

The latest Coleco cartridge is based on Konami's arcade game of the same name.

The idea of the game is to recover all the treasures (treasures left behind in King Tut's burial tomb).

You are Ankh, the intrepid archaeologist, who is brave enough to risk the terrors of the evil keepers of the tomb.

Your only defence against the Colons, Crotons, Crows, Cats, Rats, and Sporks is a laser gun with a limited amount of firepower.

The key to success in Tutank-

ham is to plan your route carefully so that you collect all the treasures and use up as little laser power as possible.

The graphics of this version are as much more colourful than the other versions of the game already available - clear proof that the Coleco is one of the best.

Another nice feature of this game is that it responds very well to the joystick - something that you cannot safely say about many other Coleco games.

When Konami's Tutankham hit the arcade two years ago there was a queue of gamers waiting to take-part with 20 pence to be Ankh for a short while.

You can still find the game in some arcades, though it is not as commonplace as it was.



It's worth backing one down, though, especially if you are considering forking out £25 to buy the home version. For my money, this is a good game to have in the collection, but try it for yourself.

The good thing about trying Coleco games out in the arcade first is that there isn't an enormous difference between the quality of most of the home conversions and the arcade originals. Tutankham is available at £25.

### THE VERDICT

A splendid arcade-style Atari version game and the first real alternative to Coleco's own Frontier.

- Action ..... 4
- Graphics ..... 5
- Addition ..... 4
- Theme ..... 4





# GAMING



## ENTER THE SUPERCHIP

Atari has just developed a new "superchip" to speed up and improve the graphics of their new VCS cartridges.

The first two games to feature the new chip are *Deluxe Paint* and *Crystal Castle*—reviewed exclusively in C&EG last month.

For the technically minded, the "superchip" expands the memory capabilities of the standard VCS cartridge, enhancing the graphics and allowing for more complex game play by boosting Read Only Memory (ROM) in the video game cartridge from the standard eight kilobytes to 16K, or by using a proprietary Random Access Memory (RAM) chip nicknamed Sara.



*Crystal Castle*, the first VCS game with a "superchip."

## NEW VCS AND SUPER SYSTEM

For as long as I can remember, the home computer manufacturers have been telling the video games manufacturers that their days are numbered.

People want to do more than just play games, the argument goes, and games systems are obsolete. Well there may be something in these predictions but the simple truth is that video games are still here.

Atari claim that they are selling more VCSs this year than they did last year and have just unveiled a new games-only system, using the slogan "long live the video game" to promote it to the retailers.

The new system was shown to the trade at C/TEC which is the UK's main consumer electronics show. It's basically a new VCS in a new slimline box.

The new 7800 is an entirely new system with improved sound and graphics and its own rugged-up software library and is similar in design to the 5200 which has been selling in the US for two years now.

The system will come complete

with new Super Controllers and *Pole Position II*—the follow up to the highly successful *Pole Position* racing game.

When the 7500 goes on sale in September, it will feature several well-known arcade games never before offered on a home system. Games like *Arcade*, *Robotron* and *Sphinx* are bound to make the new machine a real rival to ColecoVision for people who want to buy a deluxe games system.

As well as the hit arcade titles, there are also some new games in the pipeline from Jaleco Ltd, the people behind *Star Wars*, with titles like *Starblaster* and *Rescue at Fractalus*.

Atari have high hopes of these games which will feature computer-generated music, sound effects and three dimensional graphics.

The Atari 7800 will be available in September at £95.95 with its initial 12 cartridges selling for £24.95.

That old workhorse, the VCS, has also now been brought up to date after six years of service.

The Atari 2600s will go on sale next month at £79.99 and will

come with a set of Super Controllers and a *Centipede* cartridge. The new VCS will run existing VCS cartridges.

Atari's UK managing director is optimistic about the new machines. "The new hardware and software will undoubtedly refresh the games market."

Going back to the old VCS, initially there will be seven games for the new superchip. These include *Track and Field*, which is the official home video game of the 1984 Olympics. A special three button arcade-type controller is included in the price of the *Track and Field* cartridge.

The latest member of the Atari family is to be turned into a game in *Art of War*. The new game includes some novel features made possible by the superchip technology, including seven different scrolling maps, more power plays and some new ideas to avoid. Also for younger players—less ghosts.

*Midnight Magic* is a pinball game, with the joystick controlling the flippers. All original features—but it won't cost



# C&VG SOFTWARE FORM

Have you written a games program which you feel is just right for C&VG? If so we have come up with a form to ensure that we can test it out and give you our views on it, as quickly as possible.

We would prefer a tape and listing but can work from just a tape and will return it to you if it doesn't find its way into the magazine. We will also need an additional sheet explaining the game and its theme. And any documentation like lists of variables or how certain routines are working, would be of great help to beginners. Please make sure that your name, address and the program name is on everything you send us,

including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

If you don't want to cut up the magazine, we will accept photocopies or clean copies of this page. This form will be appearing regularly in C&VG issues from now on.

Remember we pay £25 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

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Model .....

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needed to run it: .....

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Author's Christian  
name: .....

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Name: .....

Address: .....

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Date: .....

Type of game: (if original  
please say so) .....

Loading instructions: .....

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# ddictive

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Comments about the game from press and our customers

"FOOTBALL MANAGER is the total game I have yet seen on the Spectrum and the personal favourite of all the games on my machine... To the ordinary person it is an excellent view of what goes on behind the scenes of computer games... The covering story of this game is the story of players' football highlights which show little about men running around in pitch, shooting, defending and scoring... It is a competitive game but despite the central issue game seasons of 9 hours or so, which happened on one Monday evening, will be greeted in anger that there is a move to legal option FOOTBALL MANAGER has everything it could... The

magazine, Addictive Games, partially releases the game, listing 79.00 (Practical Computing – August 1988).

"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 reveals the real football manager's problems... Personal Computer Games – Summer 1988."

### Programmer's


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Screenshot from the Spectrum version

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# ATTACK ATIC ATAC!

The favourite arcade adventure among computer gamers, in this country at least, must be the best-selling *Atic Atac* from Computer & Video Games Golden Joystick award winners, Ultimate Play the Game. C&VG reader, Michael Wood, has been hard at play solving the mysteries of the game – and now he wants to pass them on to you with the help of C&VG's resident gamer wizard, Professor Video!

The object of *Atic Atac* is very simple. All you have to do is escape from the castle. Easy? Not a bit of it! And that's why this neat game from Ultimate Play the Game has been hogging top positions in the C&VG Daily Mirror chart.

To escape from the castle, you must discover the Golden Key of 403 – ADG stands for Andy Computer Graphics, the company which owns Ultimate. To find the key, you have to explore the five floors of the castle which has almost 150 rooms!

You begin your adventure in the castle – taking the part of a knight or a wizard – on the ground floor. To get from one floor to another, you must use the staircase. But you could find yourself taking a quick trip to a secret floor via a trapdoor. There are 11 of these around the castle and, although you may end up a bit confused if you take a trip through one, the trapdoor generally lead you directly to the floor below. When you fall through a trapdoor, you will always land on a rug.

There are doors which lead you from one room to another. These will open from time to time to allow you to go through them. However, if you come across a coloured door – red, blue, green or yellow – you will need to have a key of the corresponding colour in order to get through them. You'll



find these keys hidden in the many rooms of the castle.

You can only carry three items at a time and, since there are four coloured keys, these 403s to the Golden Key and various other objects dotted around the castle, you have to do a bit of forward thinking.

The coloured doors will remain open once you have found the keys and unlocked them, so it's better to go through the castle, opening as many doors as you

can and then to drop one of the coloured keys.

The blue key can always be found in the basement and can only be reached by dropping through a certain trapdoor on the ground floor. The green key is placed randomly on either the ground floor or first floor. The red key can be found on either of these floors too but it is always guarded by the Mummy!

Most of the monsters you come across in the ultimate Cas-

tle will disappear if you simply bump into them but there are some lethal monsters which will kill you. You can kill them only if you are carrying the right object.

The deadly monsters are the Hunchback, Crossbones, the Mummy, Bracals and the Devil. As we've already said, you can kill them with the right weapon. For instance, if you have a cross, then Bracals will turn appear. If you have a spanner and Hunchback appears, you'll be able to get rid



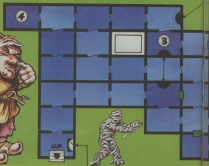
of him, presumably by loosening the bolt in his neck!

If you do bump into one of these monsters, the least that will happen is a drastic drop in your food supply. Secret passages are hidden behind the walls of the castle and you can gain entry to these by discovering the secret entrances. These are hidden behind clocks, barrels and bookcases.

The passages will generally lead to another room on the same floor, or up to the barrel on the ground floor which leads you to a room on the first floor. The passages can only be used by certain characters. You can play the part of a knight, a knight or a wizard in this game. Knights only work for



## CAVERNS



The stunning opening graphic intro screen to *Ultimate Cave Quest*, a best-selling game.



A wizard gets into a bit of bother with a witch in one of the *Cave Quest*'s many rooms.

for knights and bookcases for wizards.

How to the Golden Key. There are — as we've already mentioned — three parts to this key. They are hidden in various rooms in the castle. Two parts have the letters "A", "C" or "G" on them — the remaining part is the ring-shaped end.

There is always one part of the key in the attic and usually one in the caverns. The third is placed randomly in the castle. When you discover a section of the Golden Key, you must take it back to the room where the main doors are, drop it and go off in search of the other parts.

When you have found all the parts, you have to arrange them in the correct order on your "scroll" on the right hand side of the screen so they become the entire Golden Key. Then you simply walk through the main doors to find the surprise that awaits you!

### How to Use Your Map

Remember that with most computer adventure games — whether they are *Atacatac* Adventures or conventional Adventures — the map is only a guide to improving your mastery of the game.

With almost all games, there is



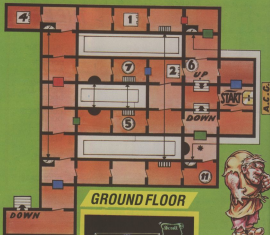
more than one way of solving them. These maps are designed to help you develop your skill at *Atacatac*.

To get the most out of them, I recommend that you take a couple of photocopies of each map.









## GROUND FLOOR



help, I'm lost!  
where did I  
put that map!

A part waits hopefully for a door to open while various enemies gather to attack him!



A knight pleads by the tambourine-maker of a part while working out which way to go next!



Mummy, Orcs and the Devil can only be repelled.

When you discover which way will help to repel individual enemies, it is worthwhile taking this down and keeping it together with your maps as a reference to the map.

One thing worth remembering is that the loss of the game is not to kill enemies but to get out of the castle. Therefore, the game will therefore have to exercise restraint in early battles.

Don't be unnecessarily cautious - enemies you are trying to escape, not become a hero.

### The History of Air Max

Of all ultimate many successful games, Air Max is the biggest yet.

It has reached that position where it is one of a handful of games that anyone who buys a new Spectrum would want to get to go with it.







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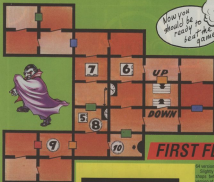
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## FIRST FLOOR

Little is known about how the game was programmed as Ultimate, as well as being regarded as the best game makers in the business, are also regarded as the most tight-lipped.

Getting information out at this stage is like getting blood out of a stone.

All we do know is that the company work in teams. That is one person works on graphics, another on sound and another game play.

The one can say that this method has not been successful. But just how successful is anybody's



This player will need to find the blue key to open the door to his left. And what lurks in the pit?

(A version is to be released)

Slightly more likely to hit the shops before *Ally Ally* is a 64 version of Ultimate's other classic - *Jet Pac*.

Next issue Philipson Video will be diving into the jungle where lurks the *Salvo Wolf*. Yes, we've got our hands on a top secret map of the *Salvo Wolf* jungle - thanks to another of our friendly and very talented readers. This latest and long-awaited game from Ultimate Play the Game, the company with quite a reputation for high quality games software, is reviewed elsewhere in this issue.

But next month we bring you an in-depth guide to the highways and byways of Ultimate's cryptic jungle and a few tips to help you discover the mysteries around.

## ATTIC

game. Sales estimates must begin at 50,000 copies level and work upwards towards the hundred mark.

Remarkably, these monster sales have been generated by only one version for one computer - the 48k Spectrum.

If, and when, *Ally Ally* is released for the 64 or for other computers, it would be certain to nearly double its sales.

All the indications are that 64 owners are going to have to wait a long time to play *Ally Ally* on their own machines as there is still no confirmation from Ultimate that a







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## ATIC ATAC

- 1) M. Lewis, Cardiff - £161,795
- 2) Daryl Ureth, Canterbury, Surrey - £55,899
- 3) Ben Williams, Reddington, Oxford - £55,899
- 4) Wesley Barr, Glasgow - £45,899
- 5) Stephen Laverbach, Selby - £39,899



BEN WILLIAMS

## ARCADIA SPECTRUM

- 1) B. Res, Bridgewater, Somerset - £112,797
- 2) Andrew Miller, Hull, Humberside - £102,897
- 3) Foster Wilson, Sheffield, South Yorks - £52,947
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## PLANETOID

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- 3) Paul Clemen, Reigate, Surrey - £66,797
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## DIAMONDS

- 1) Michael O'Mahony, Republic of Ireland - £1,897
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- 5) Jeremy Adams, Kingsheope, Northampton - £1,297



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## ZALAGA

- 1) Mark Davies, Suffolk - £194,170
- 2) J. C. Taylor, Whitby, Cumbria - £184,497
- 3) Ian Bain, Thame, Oxford - £179,487
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## OUR HALL OF FAME GAMES

CSMG knows that all you gaming fans are just dying to make your mark on the universe's premier computer magazine. Well, here's your chance. Just send in the Hall of Fame coupon with your hi-score and a flattering little photo of yourself and, if the score is high enough, we'll include your picture as well as your name.

## ARCADIA

One of the best selling games around from Spectrum. You can enter on the Spectrum file systems - but don't forget to tell us about it!

## ATIC ATAC

A great new graphic adventure-style game from Ultimate.

## DIAMONDS

English Software have high hopes for this exciting game and are even offering a diamond to a prize for the Atari owner.

## JET-PAC

The game that made Ultimate a top name in the world of games software overnight and which is rapidly becoming a cult game. For the Spectrum and Vic.

## KRAZY KONG

The best version of Donkey Kong we've seen for the Vic. From Atari.

## MANIC MINER

Great addition to the Spectrum from the Bug Byte people.

## PLANETOID

Acornsoft's brilliant version of Defender for the BBC. At Barnack, Neil Haine holds the top score of 400,000 - beat that!

## SPLAT

Help-Pipe arrives in this extremely playable game from our games company Invision Software.

## THE PYRAMID

The Pyramid has Fantasy's unique high score verification system built into the game. Help Jimmy beat the machine. On The Pyramid, please send your high score direct to Fantasy at the address on the cassette tray and NOT to CSMG. Fantasy have their own way to verify scores.

## ZALAGA

Space age action from Activision for the BBC.

## JET PAC

- 1) Stephen Price, Hay on Wye, Herts - £100,897
- 2) Adam Redman, Farnham, Yorkshire - £100,897
- 3) Dennis George, Portsmouth, Dorset - £100,897
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- 3) Neville Harrington, Cogenham, Essex - £100,797
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ANDREW JONES

## THE PYRAMID

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- 4) Scott Hamilton, Lancashire - £100,897
- 5) Graham Phillips, Wiltshire - £100,897

Hi there, I hope you like the new Hall of Fame which now comes complete with the photo of the month's top scorer! Next time we'll present a new version of Hall of Fame games. Some of the games we feature here are classic and well known, but others are getting a lot longer in the tooth and we know that there are some newer games which deserve a place in CSMG's Hall of Fame. So watch out for the next issue and if your favorite game is there, send in your hi-score!

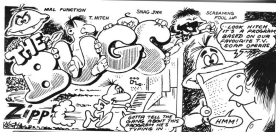
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T-shirt size	.....
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Game	.....
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# HALL OF FAME











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Age Group	Total (%)	Male (%)	Female (%)	Male (%)	Female (%)
18-24	~15	~10	~10	~10	~10
25-34	~25	~15	~15	~15	~15
35-44	~35	~20	~20	~20	~20
45-54	~45	~25	~25	~25	~25
55-64	~55	~30	~30	~30	~30
65-74	~65	~35	~35	~35	~35
75+	~75	~40	~40	~40	~40



Year	1990	1995	2000
1990	1990	1995	2000

REMEMBER: SEND NO MONEY NOW!  
 THE LIFE OF THE MIND IS THE LIFE OF THE BODY



# CONDENSATION ST.

RUNS ON ZX SPECTRUM IN 15K

Stan Oddbin, the world's most famous, and lazy, window cleaner, has dragged himself away from propping up the bar in the Rovers to make a guest appearance in the pages of C&VG.

The thing is, Stan's in a tricky position right now. It's opening time and Stan's dying for a drink at the pub, but Hilda's gone and spent all his money on silly little things like the rent and some food - can you believe it?

The only thing in Hilda's purse is a food voucher which, if Stan can take it without her noticing, he can exchange it for some money and meet his mates down at the Rovers. And who's going to cash the voucher?

Can you help Stan find his way to the boozer before closing time?

Or will he be collared by Hilda and forced to do all those little odd jobs round the house which he has neglected for the past 15 years?

BY MIKE TURNER

```

      PRINT "WELCOME TO THE RIVERS"
      GOTO 100
100: PRINT "FOR LAD TO 5 BARS"
      PRINT "LAD (15BTL) NEXT"
      GOTO 110
110: PRINT "BUT 10 BARS OFFERED NO, AND"
      PRINT "LAD 15 IF CODE 150"
      PRINT "150 THEN GO TO 20"
      RETURN
20: LET P=0: LET M=0: LET N=0
30: LET L=0: LET T=0: LET S=0
40: PRINT "YOU LEAVE ME TO GO THAT?"
50: PRINT "YES YOU HAVE, LET 1500 50"
60: LET L=100: LET T=100: LET S=100
70: LET L=100: LET T=100: LET S=100
80: PRINT "100 100 100"
90: LET L=100: LET T=100: LET S=100
100: PRINT "OUR OPTIONS ARE"
110: LET "100"
120: LET "100"
130: LET "100"
140: LET "100"
150: PRINT "YOU CAN'T GO"
160: GOTO 100
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## CONQUEST

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CheetahSoft

Soft we're not

FOR SPECTRUM 48K



## 3D BAT ATTACK

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But be warned: these vampire bats know  
a good meal when they see one. And our  
friend with the scythe has had years  
of experience....

CheetahSoft

Soft we're not

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to play the game for real. Because you'll  
find there's one sure thing about  
CheetahSoft: Soft, we're not.

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```

2014 DATA "by a friend car."
2015 DATA "in the street."
ORDER DATA "You can also see A C
2016 DATA "in the street."
2017 DATA "You can also see the
2018 DATA "in shop."
2019 DATA "in the street."
2020 DATA "You can also see."
2021 DATA "The Above Return."
2022 DATA "inside the credit."
2023 DATA "inside the corner and
2024 DATA "inside the Above RET
2025 DATA "in public."
2026 DATA "inside to exchange
2027 DATA "voucher for cash."
2028 DATA "to see the good."
2029 DATA "for a to
2030 DATA "Laser."
2031 DATA "this bet to exchange t
2032 DATA "voucher for cash."
2033 DATA "with cash."
2034 DATA "for the
2035 DATA "someone else to buy
2036 DATA "a round."
2037 DATA "to exchange t
2038 DATA "voucher for cash."
2039 DATA "to let the cash in."
2040 DATA "the money."
2041 DATA "help a debt."
2042 DATA "in
2043 DATA "PRINT CONVERSION S
2044 DATA "PRINT CREDIT" is this,
2045 DATA "advertisers make it well an
2046 DATA "in fact, you give the
2047 DATA "to a STALEY HOUSE, the store
2048 DATA "your name
2049 DATA "all work
2050 DATA "communit
2051 DATA "to pay
2052 DATA "but you c
2053 DATA "a pint of a
2054 DATA "of it
2055 DATA "that is your m
2056 DATA "to get a pin
2057 DATA "without disturbing m
2058 DATA "the bus stops."
2059 DATA "PRINT "Any
2060 DATA "to start"
2061 DATA "to see

```





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**DOCT MEXICANS! A TALENT GONE TO WASTE. WE'RE GOING BACK - FAST!**



1000

[illegible]

None of the studied patients suffered mental ill-health; possibly because of having a positive attitude towards the disease, and the fact that a person has identified the source of the infection and is aware of the cause of the disease. The patient's attitude towards the disease is a positive factor in the treatment of the disease.

[illegible]

In the sample, the average  $\beta$ -coefficient of  
 trading in the forward period decreased  
 from 0.000 to -0.0001 in the trading window  
 (Figure 1). This decrease in  $\beta$ -coefficient over time and  
 across trading windows may have been caused  
 either by a decrease in the



**Abstract**

[illegible]

These results indicate that the use of a single, standardized, and validated instrument is essential for the accurate measurement of the construct of self-esteem.

[illegible][illegible]

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**Figure 1**

**Abstract**

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**Figure 1**

## System 3 Software











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**Abstract**

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THE UNIVERSITY OF ALABAMA

# TUNNEL SNATCH



Long ago an odd race of spinner-wielders creatures left their mountain caverns because, all of a sudden, there was a severe shortage of nuts to fight! Their spinners were forged of an extremely precious metal and, as the strange creatures simply cast them aside as they left the mountain, the caves are full of these very valuable tools. Are you brave enough to attempt to go and collect

Inside the mountain there is a series of 20 tunnels - and a nasty monster called the Woodie. If you can elude the Woodie, collect all the spanners and make it to the exit before the time limit runs out, then you're a better spanner driver than the C&D team!

Martin has included a high score feature and you can enter your name alongside your top score. The program comes in two parts. The first defines the graphics and the second sets up the game itself - so be careful to program in both parts. The first part must be **SAVED** before the second is loaded and **RUN**.

The keys which control the game are: A = up, Z = down, ← = left and → = right. And remember – watch out for the Woodie!



M



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Your tasks involve managing the gang, making lots of money, organizing the protection rackets, buying weapons and ammunition but beware, your reign as the Big Boss is rather delicate. If you are too successful a contract will be put out by other gangs to get rid of you!!

You are the decision maker and one wrong move could mean the end!

Muggsy gives a totally new direction for thrill-seekers — comic animation, stunning graphics and a full arcade game.

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```

60RTV255,1
PUSHVELOP1,0,0,0,0,0,0,126
,-4,0,-1,126,100
99MODEP:VDA23:0202;0,0,0,:D1H
BAX2,CLK2,DAK2,FOC2:4040,PR0
CINSTRUCTION:CLS
3005=17:05=0,LY=0:TA=0:RO=0
100FORM=2T024-VDA31,0,0,151-
NEXT
110RSTORE:FORM=4T031:FOR30=2
T024
120RENDC1:70KIME1=40*00+00)=00
:RKT:RKT:PRINTPR0,17*SCORE1
000000":PR021=LEN:STW000,17)
0K;
130DATA00,00,00,00,00,00,00,00
,00,00,00,00,00,00,00,00,0
0,00,00,00,40
140DATA4,32,32,40,40,40,40,40
,40,40,32,32,32,40,40,40,40,4
0,40,32,32,44
150DATA4,32,151,151,151,151,1
51,151,151,151,100,32,100,151,15
1,151,151,151,151,151,151,32,44
160DATA44,40,00,00,00,00,00,00
,00,00,250,32,250,00,00,00,00,00
,00,00,40,40,44
170DATA4,40,44,32,32,40,40,40
,40,40,32,32,32,40,40,40,40,40,3
2,32,44,40,44
180DATA4,40,44,32,151,151,151
,151,151,151,100,32,100,151,151,
151,151,151,151,32,44,40,44
190DATA4,40,44,40,00,00,00,00
,00,00,250,32,250,00,00,00,00,00
,40,40,44,40,44
200DATA4,40,44,40,44,32,32,40
,40,40,32,32,32,40,40,40,32,32,4
4,40,44,40,44
210DATA4,40,44,40,44,32,100,1
51,151,151,151,151,151,151,151,1
51,100,32,44,40,44,40,44

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# DODGE

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RUNS ON A BAC

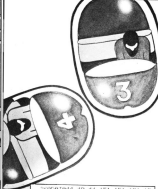
MODEL A OR B











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3600RT044,40,44,151,151,151,15
1,151,151,151,166,32,300,151,151,
151,151,151,151,151,44,40,44
3700RT044,32,160,53,53,53,53,5
3,53,53,255,32,255,53,53,53,53,5
3,53,53,160,32,44
3800RT044,32,32,40,40,40,40,40
,40,40,32,32,32,40,40,40,40,40,4
0,40,32,32,44
3900RT044,151,151,151,151,151,
151,151,151,151,151,151,151,151,
151,151,151,151,151,151,151,
44
4000RT0100,53,53,53,53,53,53,5
3,53,53,53,53,53,53,53,53,53,53,
53,53,53,53,160
4101%="1%+10 IF%100%="00
4201%="17"FOR%="1T02"FW%G%="INT
R004">10%G%="32"FW%G%="17"GW%G%
="60"1"X10="3"NEXT:CY="23"DA="04"V
H011,8%,CY,DA,24,8%,1%,CY,1%,64,
31,8%,2%,CY,2%,64"FW="INTERH04"
4301EL%>3PRINTTR015,13%,7888
DVT="FOR0="1T02000 NEXT PRINTTR01
5,13%,1" ELSEPROC00="GUT00
0
440HEPER
4502%="0"CY="0"PROCHPOS="IFF%="1PR
OOL="GOTO410
4602%="0
4701%="HITEM+40%CY+8%="32
4801FTH0EV="903PROC00H0%="1,CY>
1"IF%="1F%="1
4901FTH0EV="674PROC00H0%="1,CY>
1"IF%="1F%="2

```

```

5001FTH0EV="723PROC00H0%,CY="1">
1"IF%="1F%="3
5101FTH0EV="1054PROC00H0%,CY="1
">1"IF%="1F%="4
5200H0%="1GOTO570,530,540,550,5
60
530PROC00H0%="1,CY>1"IF%="18%="8%
-1"DA="01"GO70570ELSEP%="0"GO70570
540PROC00H0%="1,CY>1"IF%="18%="8%
+1"DA="02"GO70570ELSEP%="0"GO70570
550PROC00H0%,CY="1">1"IF%="10%="CY
-1"DA="04"GO70570ELSEP%="0"GO70570
560PROC00H0%,CY+1>1"IF%="10%="CY
+1"DA="00ELSEP%="0
5701%="HITEM+40%CY+8%="32
5801F2%="44PROOL"GO70610
5901F2%="405%="0%+1%PRINTTR0121
-LEH0STR0150,1,1,CY,RT044+1"500
H00,-14,H00,2,2
600H01LH%="120"CY="0"PROCHH="8%
="0"GO70100
610H01L2%="0320R2%100"GO70420
62000FFPROC00H0%,CY="25%1%="HITEM
+40%CY+8%1"1F2%="320R2%="400R2%="54
0R2%="300R2%="910R2%="88"THEH%="1"EN
DPROC
630CY="0"640PR00
64000FFPROC00
650FOR%="1T02"1%="HITEM+40%CY+8%
">8%G%="0%G%="1
660NEXT:000FFPROC
67000FFPROC00
680FFPROC00F%="0
690FF00%="1T02"1"IF%G%="17008%G%
="8%PROCH"GO70720
7001F0%G%="1000%G%="CY%PROCH
GO70720
7101F0%G%="0%PROCH
720044%G%="4070730,740,750,760
730PROC00H0%G%="1,CYG%="1"IF%
5%="1"8%G%="8%G%="1"GO70700ELSE
F%G%="0"PROC00
740PROC00H0%G%="1,CYG%="1"1"IF%
5%="1"8%G%="8%G%="1"GO70700ELSE
F%G%="0"PROC00
750PROC00H0%G%="1,CYG%="1"1"IF%
5%="1CYG%="CYG%="1"GO70700ELSEP%
G%="0"PROC00
760PROC00H0%G%="1,CYG%="1"1"IF%
5%="1CYG%="CYG%="1"ELSEF%G%="0"
PROC00
7701F0%="1%G%="CY
7801F2%="910R2%="0%G%="020R2%="0
G%="1"0%="2"GO70000
7901%="HITEM+40%CY+8%="8%G%="0%
">
a
000H0CT
0100H0PROC
0200FFPROC00
0300FF015,1
0400V025 OLS="PRINTTR015,10%"%
y scored "15%" points."

```



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```

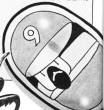
550IFSW=HIGH55:PRINTTAB3,15)
"This is also the high score!!"
560PRINTTAB3,20):"Another game
<Y/N>?"
570SW=GET$:IFSW="Y"GOTO590ELSE
IFSW="N"GOTO590
580GOTO570
590CLS:ENDPROC
600CLS:END
610DEFPROC H:=0
620IFSW(0)>0:CONPROC H SW(0),CL
(0)>+1):IFSW(1)SW(0)=0:H:=1:ENDP
ROC
630IFSW(0)>0:CONPROC H SW(0)...CL
(0)>+1):IFSW(1)SW(0)=+1:H:=1:ENDP
ROC
640IFSW(0)=0:ENDPROC
650DEFPROC V:=0
660IFSW(0)>0:CONPROC H SW(0)>+1,
CL(0)>):IFSW(1)SW(0)=+1:H:=1:ENDP
ROC
670IFSW(0)>0:CONPROC H SW(0)>+1,
CL(0)>):IFSW(1)SW(0)=+2:H:=1:ENDP
ROC
680IFSW(0)=0:ENDPROC
690DEFPROC D
1000IFSW(10)(0)>=2)
1010ENDPROC
1020DEFPROC
1030IFSW(0)>0:CONPROC H SW(0)=1:PROCH
:IFSW(1)ENDPROC
1040IFSW(0)>0:CONPROC H SW(0)=1:PROCV
:IFSW(1)ENDPROC
1050IFSW(0)>0:CONPROC H SW(0)=1:PROCV+1
PRO:ENDPROC
1060IFSW(0)>0:CONPROC H SW(0)=2:PROCH:1
PRO:ENDPROC
1070IFSW(0)>0:CONPROC H SW(0)=4:ENDPROC
1080DEFPROC INSTRUCTIONS
1090CLS:PRINTTAB 2,5):"Do you wa
sh instructions <Y/N>?" SW=GET$:
IFSW="Y"ENDPROC ELSEIFSW="Y"GOTO
1110
1100GOTO1090
1110PRINTTAB(12,6):"D O D G E H
S"
1120PRINTTAB 2,2):"You are trapp
ed in a maze from which"
1130PRINT"there is no escape!!"
" Two monsters, who live in th
e maze , are angry about your b
eing there and wish to make a
meal of you!!"
1140PRINT" As there is no esc
ape you must avoid these monste
rs (M).By eating the dots you
are awarded points in multiples
of ten.After every sheet the do
ts points increase by ten."
1150PRINT" YOUR CONTROLS ARE:
--"TAB 20">2 -- LEFT" TAB 20">0
-- RIGHT" TAB 20">1 -- UP" TAB 20">
-- DOWN"

```

```

1160PRINT" YOU START AT THE D
OTTOM OF THE MAZE GOOD LU
CK... YOU'LL NEED IT!!"
1170PRINT" PRESS ANY KEY TO
CONTINUE ....." SW=GET$
1180CLS:ENDPROC
1190DEFPROC IN FORC=1:TO100: NEXT
PROCUS(100):FORC=1:TO100: NEXT
1200GOTO6,12:PRINTTAB 10,5):CHR
(141):TAB 10,6):CHR(141)
1210SW="CONGRATULATIONS"
1220FORSW=1:TO15:PRINTTAB 10+SW,
5):HIGH SW,SW,1):TAB 10+SW,6):MI
D SW,SW,1):SOUND0,-10-RND(3),R
ND(2),1:FORC=1:TO200: NEXT: NEXT
1230PRINTTAB 30,5):CHR(140):TAB
30,6):CHR(140)
1240SW=STR$(SW+CHR(5))>:SW=STR
$(SW+5)
1250FORSW=1:TO12
1260PRINTTAB(0,SW):" ",TAB 3
2,20+SW):" "
1270NEXT
1280PRINTTAB 0,SW):" ",TAB 3
2,20+SW):" "
1290NEXT
1300FORC=1:LENTAB(12)
1310PRINTTAB(0,LENTAB,12):" ",A
B:TAB 32-LENTAB-MS,12):BA," "
1320FORC=1:TO100: NEXT
1330NEXT
1340PRINTTAB 10-LENTAB:STR$(0)>:1
4):STR$(0-LENTAB:STR$(0)>+2," "
1350PRINTTAB 20-LENTAB:STR$(0)>:1
5):0)
1360PROCUS(100):FORC=1:TO500: N
EXT:CLS:ENDPROC
1370DEFPROCUS(100):RESTORE143
0
1380FORC=1:TO12
1390READP$
1400IFP$=9999:GOTO1420ELSE:1
1410SOUND1,KL,P$+SW,3
1420NEXT
1430C@TAB1,101,109,117,103,101,
109,117,309,101,999,101
1440FORC=1:TO500: NEXT:ENDPROC
1450DEFPROC CL:CLS+1:SOUND0,-15
,5,2:SOUND0,1,5,20:PROC:V@U(1,3
),CL,32:FORC=1:TO5000: NEXT:ENDP
ROC

```





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# SUPER SOLITAIRE

BY MARK JONES

RUNS ON AN ATARI 400 OR 800

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One of the computer's greatest assets is that it is always there and never gets tired. It is also very handy when you're alone and have nothing to do.

Super Solitaire is a perfect example of the computer's usefulness and versatility. The program enables you to play the game quickly and easily because it saves you having to set up the board each time and it also makes the game more fun.

A colour television should be used, but it is possible to play the game on a black and white set.

If you can complete Solitaire, the computer recognises this and plays *When the Saints Come Marching In* as a salute. If it is obvious to the computer that you cannot solve the Solitaire, the computer will play *The Last Post*.

```

4 GOSUB 34444
5 RESTORE
10 X=18:Y=18
20 G=0
25 GRAPHICS 3
29 PEEK 752,1
34 SETCOLOR 4,0,0
35 COLOR 3
32 FOR T=6 TO 15
33 FOR H=18 TO 26
34 PLOT H,T
35 NEXT HNEXT T
36 FOR T=14 TO 23
37 FOR H=2 TO 18
38 PLOT T,H
39 NEXT HNEXT T
40 COLOR 1
50 FOR T=8 TO 12 STEP 2
60 FOR H=12 TO 24 STEP 2
70 PLOT H,T
80 NEXT HNEXT T
90 FOR T=16 TO 28 STEP 2
100 FOR H=4 TO 16 STEP 2
110 PLOT T,H
120 NEXT HNEXT T
130 SC=STICK(0)
135 FOR S=1 TO 50NEXT S
140 X=X+Y*6
150 IF SC=7 THEN X=X-2
160 IF SC=11 THEN X=X-2
170 IF SC=14 THEN Y=Y-2
180 IF SC=13 THEN Y=Y-2
190 COLOR 3:PLOT X,Y
192 X=X+Y*Y*Y
193 X=X+X*Y*Y*Y*Y
194 IF X>12 THEN X=12
195 IF X>24 THEN X=24
196 IF X>16 AND (Y=8 OR Y=12) THEN X=X-Y*Y*Y
197 IF X>28 AND (Y=8 OR Y=12) THEN X=X-Y*Y*Y
198 IF Y>16 THEN Y=16
199 IF Y>4 THEN Y=4
200 LOCATE X,Y,0
210 COLOR 3:PLOT X,Y
220 IF STICK(0)=0 THEN GOSUB 34444
230 GOTO 130
34444 IF S=1 THEN RETURN
3445 FC=STICK(0)
3446 IF FC>7 AND FC>11 AND FC>14 AND FC>13 THEN 3446
3448 S=S+Y*6
3449 IF FC=7 THEN S=S-4
3450 IF FC=11 THEN S=S-4
3451 IF FC=14 THEN S=S-4
3452 IF FC=13 THEN S=S-4
3453 LOCATE X+X/20,Y+Y/20,2
3454 IF L<78 OR C<23 THEN ? "
3455 INVALID REPEAT:FOR A=1 TO 1000:NEXT A:?"
3456 RETURN

```



```

1000 COLOR=0:PLOT ON,YH:PLOT XH+10/21,YH
+17/21:SH=SH+3:YH=YH+Y:COLOR=1:PLOT SH,Y
H
1002 ? " "
1003 SH=0:SP=SH*200
1004 FOR T=0 TO 12 STEP 3
1005 FOR SH=12 TO 24 STEP 3
1006 IF SH=18 AND T=0 THEN 1120
1007 LOCATE H,T,SH
1008 IF SH>1 THEN 1120
1009 SP=SH*200+1:LOCATE H=3,T,H:LOCATE H=4
,T,H:IF H=1 AND H=0 THEN DF=1
1010 LOCATE H,T=3,H:LOCATE H,T=4,H:IF H
=1 AND H=0 THEN DF=1
1011 LOCATE H,T=2,H:LOCATE H,T=4,H:IF H
=1 AND H=0 THEN DF=1
1012 LOCATE H=3,T,H:LOCATE H=4,T,H:IF H
=1 AND H=0 THEN DF=1
1013 IF DF=1 THEN DM=1
1014 NEXT SH:DM=1
1015 FOR T=12 TO 24 STEP 3
1016 FOR SH=12 TO 18 STEP 3
1017 IF H=18 AND T=0 THEN 1140
1018 LOCATE H,T,SH
1019 IF SH>1 THEN 1140
1020 SP=SH*200+1:LOCATE H=3,T,H:LOCATE H=4
,T,H:IF H=1 AND H=0 THEN DF=1
1021 LOCATE H,T=3,H:LOCATE H,T=4,H:IF H
=1 AND H=0 THEN DF=1
1022 LOCATE H=3,T,H:LOCATE H=4,T,H:IF H
=1 AND H=0 THEN DF=1
1023 IF DF=1 THEN DM=1
1024 NEXT SH:DM=1
1025 NEXT T
1026 FOR T=12 TO 24 STEP 3
1027 FOR SH=12 TO 18 STEP 3
1028 IF H=18 AND T=0 THEN 1140
1029 LOCATE H,T,SH
1030 IF SH>1 THEN 1140
1031 SP=SH*200+1:LOCATE H=3,T,H:LOCATE H=4
,T,H:IF H=1 AND H=0 THEN DF=1
1032 LOCATE H,T=3,H:LOCATE H,T=4,H:IF H
=1 AND H=0 THEN DF=1
1033 IF DF=1 THEN DM=1
1034 NEXT SH:DM=1
1035 NEXT T
1036 IF DM=0 THEN 2000
1037 IF DM=1 THEN 1100
1038 ? "IT IS NOW IMPOSSIBLE FOR YOU TO
COMPLETE SOLITAIRES" GOTO 3
2000
1100 RETURN

```



```

2000 FOR DM=1 TO 30:READ A40,B40,SH:DM=1
+A40,10,30:FOR SH=1 TO 20:NEXT SH:NEXT
DM:GOTO 2000
2010 DATA 121,50,50,50,50,51,50,51,200,121,
50,50,50,51,50,51,200,121,50,50,51,50
,51,100,50,100,121,100,50
2020 DATA 100,100,200,50,50,51,50,50,10
0,20,121,150,51,1,121,50,50,100,51,100,5
,1,51,50,51,150,50
2030 DATA 50,51,50,51,100,50,100,121,100
,100,100,121,200,5,2
2040 FOR I=1 TO 1
2050 ? " DO YOU WANT TO PLAY AGAIN (Y/N)
?"
2060 H=PEEK(764):FOR I=1 TO 1
2070 IF H=43 THEN RUN
2080 IF H=255 THEN 2050
2090 GRAPHICS 10:COLOR 1:FOR DM=1 TO 4
? "NEXT DM=? 0-3" SUPER=? 0-1"
SOLITAIRES=? 0-1"
2100 ? 0-3" ENDED"
2110 GOTO 2000
2120 FOR DM=1 TO 30:READ A40,B40,SH:NEXT S
H:FOR DM=1 TO 14:READ A40,B40,SH:DM=1
+A40,10,30:FOR SH=1 TO 20:NEXT SH
2130 NEXT DM:GOTO 2000
2140 DATA 100,50,51,100,50,100,100,50,5
50,100,50,51,100,50,50,100,50,51,100,50
,50,100,50,51,200,5,200
2150 GRAPHICS 10:COLOR 1:FOR DM=1 TO 4
? "NEXT DM"
2160 ? 0-3" SUPER=? 0-1" SOL
ITAIRES=?
2170 FOR DM=1 TO 30:NEXT DM:GRAPHICS
10:COLOR 1:FOR I=1 TO 1
2180 ? " WELCOME TO SUPER SOLITAI
RES"
2190 ? " This game is based on the po
pular computer game of the same name."
2200 ? " To play the game-?" 1)
use the joystick to position the"
2210 ? " green square on the counter
r you wish to move 1 orange square
on"
2220 ? " counter= dark blue square
2230 ? " 2) press the red button on the"
2240 ? " joystick to fix the counter
r to be moved"
2250 ? " 3) move the joystick in the d
irection you wish the counter to
move"
2260 ? " 4) the computer will allow no
equal moves"
2270 FOR I=1 TO 1
2280 ? " PRESS RED BUTTON TO CONTINUE"
2290 IF NOT(PEEK(764)) THEN RETURN
2300 GOTO 2150

```



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```

01700
0200 J0VSTICK R0UT0NE
0300=020 J0VSTICK R0UT0NE
0400=020 J0VSTICK R0UT0NE
0500=020 J0VSTICK R0UT0NE
0600=020 J0VSTICK R0UT0NE
0700=020 J0VSTICK R0UT0NE
0800=020 J0VSTICK R0UT0NE
0900=020 J0VSTICK R0UT0NE
1000=020 J0VSTICK R0UT0NE
1100=020 J0VSTICK R0UT0NE
1200=020 J0VSTICK R0UT0NE
1300=020 J0VSTICK R0UT0NE
1400=020 J0VSTICK R0UT0NE
1500=020 J0VSTICK R0UT0NE
1600=020 J0VSTICK R0UT0NE
1700=020 J0VSTICK R0UT0NE
1800=020 J0VSTICK R0UT0NE
1900=020 J0VSTICK R0UT0NE
2000=020 J0VSTICK R0UT0NE
2100=020 J0VSTICK R0UT0NE
2200=020 J0VSTICK R0UT0NE
2300=020 J0VSTICK R0UT0NE
2400=020 J0VSTICK R0UT0NE
2500=020 J0VSTICK R0UT0NE
2600=020 J0VSTICK R0UT0NE
2700=020 J0VSTICK R0UT0NE
2800=020 J0VSTICK R0UT0NE
2900=020 J0VSTICK R0UT0NE
3000=020 J0VSTICK R0UT0NE
3100=020 J0VSTICK R0UT0NE
3200=020 J0VSTICK R0UT0NE
3300=020 J0VSTICK R0UT0NE
3400=020 J0VSTICK R0UT0NE
3500=020 J0VSTICK R0UT0NE
3600=020 J0VSTICK R0UT0NE
3700=020 J0VSTICK R0UT0NE
3800=020 J0VSTICK R0UT0NE
3900=020 J0VSTICK R0UT0NE
4000=020 J0VSTICK R0UT0NE
4100=020 J0VSTICK R0UT0NE
4200=020 J0VSTICK R0UT0NE
4300=020 J0VSTICK R0UT0NE
4400=020 J0VSTICK R0UT0NE
4500=020 J0VSTICK R0UT0NE
4600=020 J0VSTICK R0UT0NE
4700=020 J0VSTICK R0UT0NE
4800=020 J0VSTICK R0UT0NE
4900=020 J0VSTICK R0UT0NE
5000=020 J0VSTICK R0UT0NE
5100=020 J0VSTICK R0UT0NE
5200=020 J0VSTICK R0UT0NE
5300=020 J0VSTICK R0UT0NE
5400=020 J0VSTICK R0UT0NE
5500=020 J0VSTICK R0UT0NE
5600=020 J0VSTICK R0UT0NE
5700=020 J0VSTICK R0UT0NE
5800=020 J0VSTICK R0UT0NE
5900=020 J0VSTICK R0UT0NE
6000=020 J0VSTICK R0UT0NE
6100=020 J0VSTICK R0UT0NE
6200=020 J0VSTICK R0UT0NE
6300=020 J0VSTICK R0UT0NE
6400=020 J0VSTICK R0UT0NE
6500=020 J0VSTICK R0UT0NE
6600=020 J0VSTICK R0UT0NE
6700=020 J0VSTICK R0UT0NE
6800=020 J0VSTICK R0UT0NE
6900=020 J0VSTICK R0UT0NE
7000=020 J0VSTICK R0UT0NE
7100=020 J0VSTICK R0UT0NE
7200=020 J0VSTICK R0UT0NE
7300=020 J0VSTICK R0UT0NE
7400=020 J0VSTICK R0UT0NE
7500=020 J0VSTICK R0UT0NE
7600=020 J0VSTICK R0UT0NE
7700=020 J0VSTICK R0UT0NE
7800=020 J0VSTICK R0UT0NE
7900=020 J0VSTICK R0UT0NE
8000=020 J0VSTICK R0UT0NE
8100=020 J0VSTICK R0UT0NE
8200=020 J0VSTICK R0UT0NE
8300=020 J0VSTICK R0UT0NE
8400=020 J0VSTICK R0UT0NE
8500=020 J0VSTICK R0UT0NE
8600=020 J0VSTICK R0UT0NE
8700=020 J0VSTICK R0UT0NE
8800=020 J0VSTICK R0UT0NE
8900=020 J0VSTICK R0UT0NE
9000=020 J0VSTICK R0UT0NE
9100=020 J0VSTICK R0UT0NE
9200=020 J0VSTICK R0UT0NE
9300=020 J0VSTICK R0UT0NE
9400=020 J0VSTICK R0UT0NE
9500=020 J0VSTICK R0UT0NE
9600=020 J0VSTICK R0UT0NE
9700=020 J0VSTICK R0UT0NE
9800=020 J0VSTICK R0UT0NE
9900=020 J0VSTICK R0UT0NE

```

RUNS ON A COMMODORE 64



Spillax certainly gives you an inside's eye view of the world. You play the part of a wily queen bee who is looking for a place to lay her eggs. Having spotted a cabbage field that looks perfect to leave the eggs, you start dropping them so that the maximum number of cabbages will hatch when the grub emerges from their shells.

The game requires a lot of strategic planning and maneuvering to cover the cabbage patch. But don't think you've got all day to work out the best plan, because there is a time limit.

Once you've populated one field, the next screen has progressively more cabbages and smaller time limits.

**SPLASH**







# ATTER

1. [REDACTED]  
 2. [REDACTED]  
 3. [REDACTED]  
 4. [REDACTED]  
 5. [REDACTED]  
 6. [REDACTED]  
 7. [REDACTED]  
 8. [REDACTED]  
 9. [REDACTED]  
 10. [REDACTED]  
 11. [REDACTED]  
 12. [REDACTED]  
 13. [REDACTED]  
 14. [REDACTED]  
 15. [REDACTED]  
 16. [REDACTED]  
 17. [REDACTED]  
 18. [REDACTED]  
 19. [REDACTED]  
 20. [REDACTED]  
 21. [REDACTED]  
 22. [REDACTED]  
 23. [REDACTED]  
 24. [REDACTED]  
 25. [REDACTED]  
 26. [REDACTED]  
 27. [REDACTED]  
 28. [REDACTED]  
 29. [REDACTED]  
 30. [REDACTED]  
 31. [REDACTED]  
 32. [REDACTED]  
 33. [REDACTED]  
 34. [REDACTED]  
 35. [REDACTED]  
 36. [REDACTED]  
 37. [REDACTED]  
 38. [REDACTED]  
 39. [REDACTED]  
 40. [REDACTED]  
 41. [REDACTED]  
 42. [REDACTED]  
 43. [REDACTED]  
 44. [REDACTED]  
 45. [REDACTED]  
 46. [REDACTED]  
 47. [REDACTED]  
 48. [REDACTED]  
 49. [REDACTED]  
 50. [REDACTED]  
 51. [REDACTED]  
 52. [REDACTED]  
 53. [REDACTED]  
 54. [REDACTED]  
 55. [REDACTED]  
 56. [REDACTED]  
 57. [REDACTED]  
 58. [REDACTED]  
 59. [REDACTED]  
 60. [REDACTED]  
 61. [REDACTED]  
 62. [REDACTED]  
 63. [REDACTED]  
 64. [REDACTED]  
 65. [REDACTED]  
 66. [REDACTED]  
 67. [REDACTED]  
 68. [REDACTED]  
 69. [REDACTED]  
 70. [REDACTED]  
 71. [REDACTED]  
 72. [REDACTED]  
 73. [REDACTED]  
 74. [REDACTED]  
 75. [REDACTED]  
 76. [REDACTED]  
 77. [REDACTED]  
 78. [REDACTED]  
 79. [REDACTED]  
 80. [REDACTED]  
 81. [REDACTED]  
 82. [REDACTED]  
 83. [REDACTED]  
 84. [REDACTED]  
 85. [REDACTED]  
 86. [REDACTED]  
 87. [REDACTED]  
 88. [REDACTED]  
 89. [REDACTED]  
 90. [REDACTED]  
 91. [REDACTED]  
 92. [REDACTED]  
 93. [REDACTED]  
 94. [REDACTED]  
 95. [REDACTED]  
 96. [REDACTED]  
 97. [REDACTED]  
 98. [REDACTED]  
 99. [REDACTED]  
 100. [REDACTED]

BY PAUL JAY

BY PAUL HY





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This little chap has been turning the arcade blue - and pyrotechnic assorted colours - in the arcades for some time now. But now the curating Grbert has been obtained up for the Sharp M2-dot by reimagining games author, Steven Barnett. Just like the arcade games of the same name, you have to help Grbert change the colour of a pyramid built out of cubes.

He does this by leaping from cube to cube using his amazing jumping powers. However, there are hazards which plague Gort - like a giant beach ball which bounces around after him and in later screens there's a Coily the snake to contend with. Also the test speeds up as you get better at the game and conquer more screens.

You get three lives to begin with and an extra life every two months.

Wednesday, 12 June 2002

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1000

**Q** I have been told that I should not take my dog to work because it will distract me. Is this true?

► **Chapter 8** Current conditions

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

40 - **Center 1 position**

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1  T=0:PRINT B:GOTO 1000
2  L=0:J=0:POKEA=0:POKEB=0:POKEC=0
3  IF A=0 THEN B=1:GOTO 1012
4  IF A=1 THEN B=2:GOTO 1012
5  IF A=2 THEN B=3:GOTO 1012
6  IF A=3 THEN B=4:GOTO 1012
7  IF A=4 THEN B=5:GOTO 1012
8  IF A=5 THEN B=6:GOTO 1012
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182 IF A=179 THEN B=180:GOTO 1012
183 IF A=180 THEN B=181:GOTO 1012
184 IF A=181 THEN B=182:GOTO 
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23 IF (PWRK(A1)-400) THEN
24 IF (PWRK(A1)-400) THEN
25 P=PEEK(A1)+PWRK(A1)+15:GOTO2
26 A2=INT(RND(1)*64+1)
27 A1=23779+(A2*79):IF A1=ATHEN5V
28 GOTO4
29 PWRK(A1)=INT(RND(1)*64+1)
30 IF A1=ATHEN5V=79:GOTO3
31 PWRK(A1)=42:GOTO3
32 IF A1=ATHEN5V=79:GOTO3
33 IF A1=ATHEN5V=42
34 IF (PWRK(A1)-267) * (PWRK(A1) < 2000) THEN A2=
35 A2=267+PWRK(A2)
36 PWRK(A1)=PWRK(A2)
37 PWRK(A1)=221:IF A1=ATHEN5V=113
38 IF (PWRK(A1)-400) * (PWRK(A1)-400)
39 PWRK(A1)=267 * (PWRK(A1)-400) * 2000 THEN A2=
40 PWRK(A1)+15:IF A1=ATHEN5V=113
41 GOTO2
42 A1=INT(RND(1)*64+1)
43 A1=23779+(A2*79):GOTO2
44 D=0:IF O=ATHEN5V=0:GOTO4
45 GOTO2
46 PWRK(A1)=PWRK(A1)+PWRK(A1)+15
47 IF A1=ATHEN5V=79:GOTO3
48 IF A1=ATHEN5V=42:GOTO3
49 IF (PWRK(A1)-267) * (PWRK(A1) < 2000) THEN A2=
50 A2=267+PWRK(A2)
51 IF (PWRK(A1)-400) * (PWRK(A1)-400)
52 PWRK(A1)=267 * (PWRK(A1)-400) * 2000 THEN A2=
53 PWRK(A1)+15:IF A1=ATHEN5V=113

```





BY STEVEN BURROWS

RUNS ON A SHARP MZ-80K

# Q \* BERT

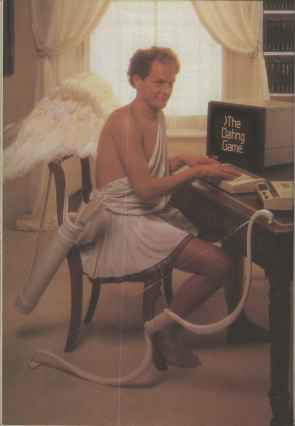
```

56 POKE42,223:IFV=223THENV=113
57 POKE44,223:IF(A4=A1)+(A2=A3)THENC9
58 GOTO2
59 POKEA,B:POKEA-41,101
60 POKEA-40,107:POKEA-39,73:POKEA-38,27
61 POKEA-37,97:N=0
62 FORI=1TO50:POKE4513,1+10I
  USR(60):POKEA,B:POKE4514,1+20I:USR(60)
63 POKEA,207:NEXTI:USR(71):J=J-1:IFJ=0THENV99
64 GOSUB137:O=A:R=113
65 A=53747:B=266:C=42:E=79:F=79:G=42:
  A1=53379:A2=A1+(E*6):A4=53883:L=113
66 P=PEEK(A1):GOTO2
67 POKEA,B:01=PEEK(A-41):02=PEEK(A-40):
  03=PEEK(A-39):04=PEEK(A-38)
68 05=PEEK(A-37):POKEA-41,101:POKEA-40,
  107:POKEA-39,73:POKEA-38,27
69 POKEA-37,97:FORI=1TO500:NEXT
  POKEA-41,B1:POKEA-40,B2:POKEA-39,B3:
  POKEA-38,B4:POKEA-37,B5
71 M=0:POKE4514,5
72 POKEA,L:A=401:PEEK(A)
73 IFI THENB=L:GOTO75
74 B=204:O=A
75 POKEA,B:POKE4513,A5:USR(60):A3=A3+3
76 IFV=204 THENMUSIC"R":GOTO8
77 GOTO72
78 J=J-1:A5=0:USR(71):IFJ=0THENV9
79 GOSUB137:USR(71)
80 A=53747:B=266:C=42:E=79:F=79:
  G=42:A1=53379:A2=A1+(E*6):
  A4=53883:L=113
81 P=PEEK(A1):GOTO2
82 MUSIC"41B1A1B1A1B1A1B1A1B1"
83 A=53747:B=266:C=42:E=79:F=79:
  G=42:A1=53379:A2=A1+(E*6):
  A4=53883:L=113
84 H=H+1:IFH=5THEN=1
85 O=O-1:O=0:IF(O<3)+(O>4)THEN=3
86 IF=0THEN=0
87 0C=0C+20:GOSUB137:N=0
88 IFH/2=INT(OH/2)THENIFJ<3
  THENJ=J+1:GOSUB143:GOSUB137:
  USR(62)

```









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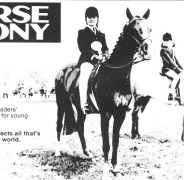
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820 LET MYH=0
830 CALL SOUND(50,43,0)
840 CALL HCHAR(5,0,0,104)
850 CALL HCHAR(5,0,0,32)
860 G=0:G=0
870 IF G=24 THEN 1000
880 CALL HCHAR(5,0,0,32)
890 IF GSET=33+GSET=34 THEN 910
900 GOTO 730
910 LET R=INT(RND*100)
920 FOR M=0 TO G=0
930 LET SCORE=SCORE+R+0
940 IF R=23 THEN 900
950 CALL HCHAR(5,0,0,104)
960 CALL HCHAR(5,0,0,32)
970 CALL SOUND(100,-5,0)
980 LET M=0
990 GOTO 730
1000 NEXT R
1010 LET C=0
1020 LET H=0
1030 GOTO 900
1040 REM CRASHED
1050 CALL CHAR(4),"8344218002253449"
1060 CALL COLOR(1,9,1)
1070 CALL COLOR(2,13,1)
1080 CALL HCHAR(5,0,0,1)
1090 FOR C=0 TO 30
1100 CALL SOUND(100,-7,0)
1110 NEXT C
1120 IF R=23 THEN 1100
1130 CALL HCHAR(5,0,0,32)
1140 LET M=0
1150 LET G=1
1160 PL=PL+1

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1170 GOTO 1470
1180 PRINT
1190 IF TOP<SCORE THEN 1200 ELSE 1210
1200 LET TOP=SCORE
1210 PRINT "TOP SCORE: "STR$(TOP)
1220 PRINT "YOUR SCORE: "STR$(SCORE)
1230 INPUT "PLAY AGAIN Y/N T=1"
1240 IF AB=1 THEN 1330
1250 SCORE=0
1260 C=0
1270 H=0
1280 G=0
1290 CALL CLEAR
1300 CALL SCREEN(1)
1310 GOTO 230
1320 CALL CLEAR
1330 STOP
1340 REM FINISHED
1350 FOR J=FIN TO LAB
1360 X=0
1370 Y=0:Y=0
1380 CALL HCHAR(5,0,0,32)
1390 CALL HCHAR(5,0,0,104)
1400 FOR M=0 TO 50
1410 NEXT M
1420 NEXT J
1430 IF LAB=32 THEN 1450
1440 FOR M=1 TO 10
1450 READ A,B,C
1460 CALL SOUND(A,B,C)
1470 NEXT M
1480 DATA 700,370,15,500,274,10,300,370,
1490 5,1000,474,0,500,474,10,500,474,15,500,5
1500 87,10,300,474,0,1000,370,0
1510 DATA 300,474,0,500,370,0,300,474,0,
1520 700,274,0,500,274,0,300,274,0,1000,274,0
1530 CALL CHAR(77,"8888888888888888")
1540 CALL CHAR(98,"1888888888888888")
1550 CALL COLOR(1,10,2)
1560 FOR M=1 TO 30
1570 CALL HCHAR(5,0,0,32)
1580 FOR J=1 TO 40
1590 NEXT J
1600 NEXT M
1610 CALL HCHAR(5,0,0,32)
1620 LET FIN=17
1630 LET LAB=32
1640 GOTO 1340
1650 CALL CLEAR
1660 GOTO 1040
1670 CALL SCREEN(1)
1680 CALL COLOR(1,9,0)
1690 CALL COLOR(2,13,2)
1700 CALL COLOR(10,14,2)
1710 H=0
1720 C=0
1730 GOTO 730
1740 REM PRINTING ROUTINE
1750 IF H=0 THEN 1760
1760 PRINT Y(4),300
1770 IF BEEK(CHR$(Y(4)*300)) THEN 1810
1780 RETURN
1790 PRINT
1800 RETURN
1810 CALL KEYLOCK(0)
1820 IF B=0 THEN 1810
1830 GOTO 1800
1840 END

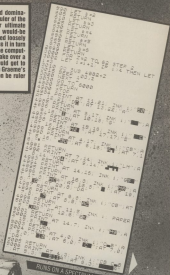
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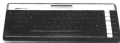
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## More from Spectrum...









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A flood of add-ons has arrived on the market since last we spoke. Machines not previously favoured by the hardware companies are now proving popular.

This month, there's news for Electron, Oric and Dragon owners as well as the more (sure I say it) popular machines

like Spectrums and BBCs. So, if you want to expand your machine without having to spend a fortune, then read on.

If you're a company which makes add-ons for home micros, then please let me know. Send details to me, Robert Schilken, at the magazine's London address.

## A MUSICAL INTERFACE

Rownt Ltd has produced a range of hardware and software products for home micros, using the Midi interface. Midi stands for Musical Instruments Digital Interface and is used in more professional synthesizers and other electronic instruments.

It allows you to control the instrument via the interface. You can also take the sounds and wave forms from the instrument and send them back through the Midi connection.

With a Midi interface on your micro, you can link a synthesizer to it. You can then play the instrument through the computer. For example, you can compose tunes in the memory of the micro and play

**The Rosetti Midi interface for the Commodore 64 or Spectrum. You can control up to six music keyboards from the computer and even play them all at once!**

**Some software is already available and more is on the way. This includes a multi track composer on disk for the CBMG4.**



them "live" through the synthesizer. If you want to change a single note of the tune then the program will let you. What's more, you can control up to six instruments through a single computer.

You can also record a tune which you play on your synthesizer, put it straight into the micro's memory and then play it back. A 48k Spectrum can hold around half an hour's music.

A Midi interface is available for the Commodore 64 or 48k Spectrum. Commodore units start at under £30, while Spectrum links start at £50. Software is extra, though. Details on 01-233 7524.

## NEW FROM AMSTRAD

The Amstrad micro has been launched officially and should be appearing in the shops.

The machine is slightly Q1-shaped and has a built-in cassette recorder at the rear. It comes complete with either a colour or green and white monitor and has 64k of RAM as standard.

One annoying aspect is that if you decide to buy the lower priced green screen version, then you can't upgrade to full colour if you happen to find some more money. Although the computers are exactly the same, Amstrad won't sell you a colour monitor on its own.

The machine has a choice of 21 colours and has three screen modes. These are 28 colours, 40 and 60. 28 colours mode lets you have the choice of any 16 colours while in 40 colours mode you may select eight. Because of all the memory which 60 colours mode uses, you can only have two colours. The highest graphics resolution is in 60 colours mode and is 600 x 340 pixels.

The best selling point of the new micro

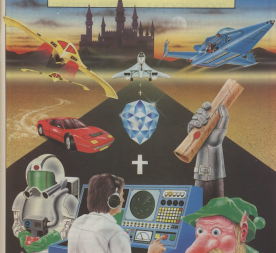
**The new Amstrad computer is finally available and should be in the shops soon. Its best selling point must be the price. You can get a 64k computer, complete with green screen monitor and cassette recorder, for £229 or an extra £100 for colour. Will this latest micro pose a serious threat to the Q1?**



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is its price. The green model is only £329 complete with cassette recorder, 54k micro and monitor. The red one version will cost an extra £100. Both versions are also available which run the CPM operating system and this costs a further £100 for a green screen model and yet another £100 for red one, complete with disk drive.

## ALAS POOR PRINTER

As a change is talking about new hardware, here's a sad tale of a well-loved peripheral which is now no longer. Sinclair has decided to drop the trusty Z8 printer. Hundreds of thousands have been sold but sales are now falling. The reason for the decline is the release of the interface 1 and other units which offer an RS232 interface to Spectrum owners. This allows a proper daisywheel or dot matrix printer to be connected. Z800 owners are not so lucky. Printer interfaces for their machine are rare and expensive. You'll still be able to buy rolls of silver paper for some time, but I suspect that this won't be available for much longer.

## FIRST BYTE

Here's some news of a much-needed joystick interface for the Electron. Although the machine runs BBC Basic and many programs are compatible with both machines, the Electron lacks all the expansion interfaces and connectors which the BBC model 1 has as standard.

First Byte Computers, from Derby, has launched a joystick interface. The white Electron-coloured box is similar in size to the well-known Sinclair UK ROM pack and plugs into the voluntary expansion connector at the back of the computer. You can then plug a single joystick into the box.

The reason that the interface costs only for one joystick is twofold: first to keep the price down and second because there's hardly any BBC or Electron software which uses two joysticks anyway.

A convention cassette is supplied with the interface and will convert twenty well-known games for use with a joystick. There's also a universal converter module which will convert any games which use the popular EMET technique to read the keyboard.

If you want to put a joystick into your Electron then this interface will set you back

£34.95. More details can be had from First Byte at 30 Churchfields, Main Centre, Derby DE1 3PE.

## SECOND BYTE

First Byte has succeeded in producing the first expansion unit for the Electron. Their joystick interface has already been mentioned, but they was first place by only a small margin, for Acornsoft has now launched the Plus 1.



This is an 'official' unit which plugs into the one and only connector on the back of the computer and provides many of the hardware facilities which BBC owners have always had and Electron owners just dreamed of.

The micro now has a single RS232 interface which will allow you to connect a printer to the machine.

It's a shame that a Centronics interface wasn't thought of, as Centronics printers are often cheaper and also easier to find. But the serial RS232 interface is more versatile than Centronics and can be used for other things besides connecting a printer - a modem, for example, although someone will need to produce a way of obtaining a mode 7 screen to use Prestel and Minitel.

The Plus 1 also adds a much needed joystick interface, via a similar connector to the one used on the back. This means that BBC games which run on the Electron can now be played with joystick.

In addition to this, the unit also provides 2 ROM cartridge slots. Acornsoft may well have plans to produce programs on cartridges in order to reduce the effects of software piracy. If this is the case, let's hope that the cartridges aren't in the Atari price range.

The Plus 1 is available from dealers and costs £59.95.

**Acorn's Plus 1 interface, available from Acorn stockists, at £60.**

**Ram Electronics' Turbo interface. A rival to Sinclair's interface 2, but a little more expensive at £32.95.**

## NEW INTERFACE 2

You've probably seen the new Sinclair Interface 2 in the shops. This allows you Spectrum to accept 2 Atari-type joysticks and also ROM software.

Ram Electronics have produced their own version of the actual Interface 2 itself and, for an extra £3, you get a lot of extra features.

Most importantly, it's fully compatible with Sinclair's version. It will take Atari type joysticks and ROM software. It also has a full expansion connector on the back which Clive's does not.

In addition to the standard Atari joysticks, the left hand socket is Protoc-compatible, while the right hand one works as a Kenwood model. Very useful. The interface should be appearing in the shops about now.

## MORE MODEMS

The battle of the modems is really hotting up. Two new ones have been launched recently.

The first is from Acorn and is the official model for the BBC micro. It sits in the same case as their other Acorn add-ons like the second processor. The modem operates at 1200 TS baud and allows you to link up to Prestel and Minitel.

EXTRA ABITS!



The software is in ROM and sits in the backboard.

The main feature by which the Acorn modem is better than Micronet's is that the Acornware is auto-dialling. This means that you just type in the phone number on the keyboard of the BBC and the modem will dial the number for you.

The other modem is from Pace and is called the Cosmocon. Clever, eh? You know, I heard it on... oh, never mind. This is one of those multi-standard modems and will operate on more than one frequency. So not only can you get into Prestel, you can also use the various 100 baud bulletin board systems which are springing up at the moment. You can also use the Bell standards (Alexander Graham, not Ding Dong) in America, as long as you can afford the phone calls.

## GANDALF'S REVENGE

Remember The Hobbit? No, not Bilbo and Gandalf, the last mini cassette recorder for the BBC?

Well, the company responsible was Eon and they've now released version 2. What's even more exciting is that they've also produced a model for the Dragon.

Now known as the Ultradrive, a stores programs and data on tiny microcassettes as used in office dictating machines. The unit itself is rifle-like in shape with dimensions of about five inches.

The BBC version is similar to the original Hobbit. The difference is in the ROM which plugs into the BBC micro itself. Existing Hobbit owners can upgrade to Ultradrive simply by buying the new ROM. This costs £20 and details can be had from Eon.

The Dragon version is totally new, though, and will work with either the £20 or the £4. The box sits on top of the computer and plugs into the main expansion socket on the right of the machine via a large, clumsy connector.

With Ultradrive, there are no buttons to press any more. The functions of the normal cassette recorder have been converted to data. Basic commands.

Once you've put the cassette in the drive, you'll need to rewind it first. All you have to do is to type REWIND and the machine will do the rest. To load from normal cassettes, you still use Load. To load from Ultradrive a normal load command is used. Type LOAD "ROM" and program ROM will be loaded.

The system uses none of the computer's RAM, as you can still load any program which used to be on tape. A BBC program will load from Ultradrive in about 10 seconds while the other around 15. A cassette holds around a 10K.

A program is available to transfer cassette-based software to Ultradrive. A specialised Ultradrive Operating System will soon be available to cope with full random access files.

As well as the tape handling commands, the Ultradrive ROM also adds an GDS command to Basic, which will convert a program if you type NEW by mistake.

Ultradrive costs £29.95 and there are a few more lengths to try.

## THE KEYBOARD SAGA

Saga seems to have brought out the ultimate in keyboards for the Spectrum.

This will improve your typing so much it has a truly professional feel to it and is very easy to fit. All you do is unclip the wires which hold your beloved Spectrum together. The new keyboard wires back on to the base of the computer while the old top is thrown away. There's no soldering to do, just a connector to plug in. The keyboard is guaranteed for 10 million pounds of each key which is an awful lot of lugging to type in.

Your Spectrum is now given 30 extra programmable keys which you can use as you wish. Positioning is all now on single key entry. Cursor keys are still there, but in better positions. The up and down keys are actually pointing in the correct direction which makes games easier to control.

**The Acorn modem for the BBC model B has now been launched. Software is supplied on ROM. You can now use a BBC to link up to any viewdata computer. As well as Micronet and Prestel, business users can access Telecom Gold. It features auto dialling and costs £99 + VAT.**

The board is fully assembled and is available from Eon at £39.95.

The company also has other ideas up its sleeve. More news follows when they emerge. Meanwhile, if you have an idea which you think Eon could market then they would really like to hear from you. You don't have to send a working circuit if you don't want to, a detailed letter will do. Eon are based in Woking, Surrey.

## WHY NOT M85B?

M85B has been called the biggest event in the home computing market this year. The first batch of machines was launched recently and, at first sight, they appear impressive.

M85B stands for Microsoft Extended Basic. No, I know it doesn't exactly fit that's what they've come up with so that's what we call them. The idea, though, is revolutionary and it's surprising that no one has thought of it before. What's been done is that a group of computer makers have come together to design a standard for a micro. Each M85B machine, as they'll be known, will run the same version of Basic and have the same internal circuit.

What's even more exciting is that software written on one M85B computer will run unchanged on any other M85B micro. Yes, if you buy an M85B machine and your friend buys one as well, then software from your machine will run on your friend's. Gosh, perhaps I wasn't supposed to say that. Anyway, what is worrying quite a few people is that if you copy a tape illegally, then not only will it run on your M85B machine, but on anyone else's too. Now there's a thought.

A catalogue of business, £80 and £90 games programs has been promised for the initial launch of the first machines in August-September. Software will be either on cassette, cartridge or disk. Cartridges will retail for around £15 and, from the first which I managed to play with at the launch, I can promise you that they're well worth the money. The movement, sound and graphics are better than anything I've seen on any micro this year. Let's just wait and see if the new idea really takes off.



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ROBYN HODE is a massive 400+ location adventure in two parts. BOTH parts are on the SAME CASSETTE! BOTH parts will fit the 48k SPECTRUM computer.

All the locations, characters and events are based on the original ballads. Can you be ROBYN HODE for a day? A week? As long as it takes?

ROBYN HODE will be released at the What Micro?Barnada's Birthday Party Micro-Fair July 14-15th. See you there!

Enter the realm of Dream and Paradox - Survive 100 locations on what is probably the most difficult task you've ever been set - if you can!

A VERY worthy addition to our range.  
**< PARADOX SPOOF >**

Help Yaw King to find SPOOF the magic object, despite the whole world being set against him. Poor Yaw - You'll probably die laughing.

Popular Computing Weekly (3/8/88): "Paradox looks, from a quick play and the complex map, very much and wrapping it like one of the most complicated adventures ever designed."

Look for the



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## MINCED WORDS

Remember the article on compilers which I wrote in June/Issue 6? I mentioned that some early copies of Blue Thunder have the compiler coded on the cassette with the game and that you may like to use it.

Quite a few people have told me that this works and that they have been able to compile some of their own programs. If you've managed to do this and require any information about the compiler used, then why not drop me a line at Bug Hunter. I'll print your letter, if possible, and you can share your tips with all our readers.

## CHESS - TEXAS

Good news for Dragon owners. There was a great chess program being for you in July's issue. Unfortunately, we said that it was on a Texas if you have a Dragon, then try the program, it's fantastic. If you have a Texas then, er... ummm... sorry.

## SPLAT! SOLVED

Remember the bit in April about a bug in Splat for the Spectrum. I mentioned a letter I'd had which said that the program crashed if you scored over 50,000.

San Andrew from Incentive Software, the company responsible for Splat, wrote to tell me that the bug appeared on early issues of the game but was soon corrected.

If you have one of the early batch and return it to Incentive, they will replace your cassette immediately and also refund the postage, which can't be bad. Thanks, San.

## THE GOLDEN ENVELOPE

Enthusiasts pointed in for the music chart contest. Well, I had quite a few.

The last to reach me in time for the closing date was by Boris Williams from Chester.

They really were fun to read and, after much deliberation, I've decided on a winner. Congratulations to Ian Watson, from Birmingham, whose entry appeared on three pages last month. If you'd like to give me a ring, Ian, and tell me what you are, then I'll get a C&VG tee-shirt in the post to you as soon as I can.

Of all the entries, a few mentioned entries of Dumas Dumas songs. These were, I'm happy to say, instantly discarded.

So. Thanks to everyone who told me about the music they like to listen to while playing their favourite video game. Carry on sending me your suggestions if you wish - I read every one.

## WILLY - THE SOLUTION

There are 80 objects in Jet Set Willy. But before you write a frantic letter to Software Projects, I'm afraid that you've been beaten. Ross Haiman and Cameron Elze were the first to complete all 80 levels and get to the final poster level.

Now that the game has finally been solved, Software Projects has written to C&VG about the random hazards which stopped so many from completing the game.

If you want an easier route and an easier game, then I can now tell you how to do it. And this is official, as written by Software Projects themselves.

Revised your tape and type "MERGE" - then press **PLAY** on the cassette recorder.

Once the first part of the program has loaded, stop the tape and enter:

```
CLEAR 8192  
LOAD "CODE"  
and then start the tape again.
```

When loading has finished, stop the tape and enter:

```
POKE 8881,8  
POKE 4160,11  
POKE 8881,32  
POKE 8874,4  
and then type GO TO 88 to play the game.
```

If you'd like to save your new version of the game, then type the following **BEFORE** you type **GO TO 40**...

```
SAVE "TEST" LINE 10  
SAVE "END" CODE 8881,8888
```

If you're a Commodore 64 owner, then don't despair. The game should be out soon and it has even more screens than the Spectrum version.

Let's hope that it doesn't have as many bugs.

## CIRCULAR PROBLEMS

There's a weird maths bug in Power's flight simulator for the Spectrum.

If you loop the loop, watch the indicators on your screen. After 360 degrees comes 360 and then back to zero again. This means that, according to Sinclair, there are 361 degrees in a circle.

I wonder who worked out the delivery schedules for the QJ?

## IS THIS YOUR VEHICLE, SIR?

You may remember Split Software, makers of a steering wheel driving module for the Spectrum. Unfortunately, it seems that this product never actually existed. Many people sent money to Split in response to the company's adverts in various computer magazines but so far they haven't received the goods.

Kenington CID is currently investigating Split Software and I'll let you know what happens. Meanwhile, if you sent off money for your driving module, you'll be hearing from Kenington CID within the next month or so.

## PIT? WHAT PIT?

I've had a couple of letters this month about our map of Jet Set Willy from Juan's team.

Our photo showed one of the screens from the game, the title of which was the Capping Pit.

If you have a copy of the game, then you won't actually find this screen on your copy. Or at least you won't find the name Capping Pit. The copy which we were given to review was not the final version and, between our review and the final version appearing, the Capping Pit was changed to Jet's Perform a Qutballing.

## MATRIX - VIC 20

Mike Davies from Dryad tells me that there's a bug in Jeff Minter's game for the Vic 20. You can clear a sheet by pressing **RUN STOP**, **CTRL**, **SHIFT** and the Commodore key all at the same time. Minter claims that this bug is deliberate, and is to help players who are not so good. How wrong have I heard that before?

Well, that's about it for another month. Remember to keep writing to me if you have any problems with any of our listings.

I'll pay £10 for any programming tips which I publish. Unfortunately, I can't pay for reports of bugs in programs, but keep sending them in and you never know, you may get your name in print. Isn't that better than money?

My address is at the top of the page with the phone number. If you're a member of Microsoft then send me a mailbox to 012 318 338.  
See you next month.

BY ROBERT SCHIFFREEN



# GHOULS

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Amazing how played out some things b





gs become.

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

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

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

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

It's like that with micros too. The machine you thought would give endless hours of fun and interest often becomes a five minute wonder. Played out within months. Or so you thought.

But imagine communicating with other micro users on a nationwide mainframe system. Updating yourself

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

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

For just £11 a quarter (and, for most of you, a local telephone call whenever you want to connect up) you could subscribe to the Micronet system.

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### Making the most of your micro.





## LORDS OF MIDNIGHT

Night has fallen and the Foul are alerted. One day has passed since the war of the Sorcerer began. Doodladark, the Working of Midnight dispatches his evil forces...

But worry not, for while Doodladark dispatches his warriors to do battle, you have mastered the Lizard, the Moonprince, is well rested and guarded by a thousand men. Merkin, meanwhile, is secretly making his way to the Tower of Doom, to destroy the Ice Claws from which Doodladark derives his powers.

This is *Lords of Midnight* from Beyond Software. Here I must declare an interest: for Beyond is a subsidiary of EMAP, publishers of *CMAP* and *Midnight* was written by Mike Hughes, whose name will be familiar to many readers.



Ever wonder what became of Terry Punt, *CMAP*'s first editor? He now masquerades Beyond and warned me back in February that he was about to introduce the world's first epic game. Would it be too much for me to handle (in a review, he wondered)? I warned him that as he was now co-editor, I wouldn't hesitate to say exactly what I thought. "Nothing's changed then?" he said.

*Lords of Midnight* has text, but no worded commands. The game does not have puzzles, so much as strategy problems. Sure is *Midnight* exactly a war game. It does have graphics, but no diagrams. It is a mixture of both and is, perhaps, an *Adventure* in the broadest sense of the word.

## WIN MY BOOK!

Have you ever played a difficult and enjoyable *Adventure* and, after weeks or months spent beating your brains out, finally completed it? It's a satisfying feeling, isn't it? You feel as if you want to reach out and tell the world how clever you've been! But the computer you've been battling against doesn't always think that way and sometimes comes up with something less than the deserved honors to acknowledge your success!

There are ten copies of my book here, waiting to be signed with a personal message and sent to the *Adventurers* who come up with the best new ending for an *Adventure* they have played. Describe to me more than just words, how you would change the ending of an *Adventure* that left you disappointed or in the end!

The *Computer & Video Games Book of Adventures*, published by Melbourne House, tells all about the history of *Adventure* game playing and how to play and describes a number of games currently available. It then goes into a detailed



easy-to-follow tutorial to explain exactly how to create and program your own *Adventure* game. There is an example listing, which is repeated for Spectrum, Commodore 64 and BBC micro.

You have until August 18th to get your ideas down on paper and to e-mail or the *CMAP* editors. Mark your envelope *My Adventure Competition*, and send it to: *Computer & Video Games, Dartmouth House, 2 Barthol St, London EC1A 8SE*. Good *CMAP* competition rules apply.

Your tasks are twofold - to destroy the Ice Claws and to defeat Doodladark. Either or both of these tasks can be chosen by the manner in which you control and display the four main characters you command. A 30-page glossy booklet explains how to play the game and contains a well written 16-page story - essential reading if you are to relate to the characters and play the game constructively.

Commands are entered by single key-strokes, selected by reference to a white plastic keyboard overlay included in the package.

You see the lands of *Midnight* through the eyes of the character you are manipulating at the time. You can rotate him in 45 degree steps, seeing his view from the same position in all directions. You can move him forward in the direction he is facing and the view, being in perspective, moves towards you as you page your way through the mountains and villages. The graphics are described as landscapes and there are said to be 50,000 different views available. This innovative approach to graphics immediately invites comparison with *Valhalla*. *Midnight*'s graphics are spectacular and, in contrast to *Valhalla*, there is no waiting for the response. The re-display is almost split-second and includes a short text description of the location and view. Neither does *Midnight* crash on you in the middle of a game. I

found the game more playable than *Valhalla*, which bored me to tears after the novelty had worn off.

The major features of the lands are depicted on a coloured map on the back of the booklet and here and this is a necessary source of reference if you are to plan your strategy to gain either objectives. The lands are vast, but unfortunately the map is small. I had expected a fold-out enlargement inside, but was disappointed. The words on the map are stylised and obviously photo-reduced and I had to squint to see where I was.

Another problem is that, upon defeat, it is necessary either to reload the program or to start a new game. The latter option takes only about half a minute and the instructions recommend you to save a game at the start for just this purpose. The reason is that there is not enough room in the computer to hold all the savegame data.

The description page seemed quite apt to me, as I felt as if I was participating in one of those Charles Horton films! It is a game that should delight those who enjoy graphics *Adventures* and *Adventurers* who don't mind breaking away, for a while, from the "What shall I do now?" format. I've not been on graphics *Adventures*, but I certainly enjoyed this game! There's Lord Knave, can I have that promotion now?

*Lords of Midnight* is from Beyond Software for the 800 Spectrum, priced £9.95.





## ADVENTURERS WRITE . . .

Our regular toony has been at it again! I wondered why my post-bag had suddenly got bigger/jobs. Tested, from Jersey, or across—the next three letters in the space of three weeks! The good news is, he's now got a printer, so I don't have to suffer the erratic output from his old typewriter!

Has anybody in Jersey got knowledge of Hindi, he asks, you he wants to play if he also dares to suggest ways of improving my column! "Why don't you publish a complete scenario, and ask people to come up with adventure settings for publication?" he asks.

Well, I'm glad to say we're one step ahead, just! Watch out in a few months time for a competition on similar lines with a simply fantastic prize! Don't expect me to be writing about it—the prize is so fantastic that I intend to resign as I can enter the competition! As usual, John signs him-

self "Yours ever so slightly mad-ly, Penzance . . ."

A special mention for the ladies. Eryn Peace of Portsmouth deliberately signs herself "Miss" because, she says, she's fed up with people who say women aren't interested in computers. Unfortunately, a letter from a lady is a fairly rare event on the Babbage! So come on ladies—only count and prove Eryn's point!

Eryn, by the way, is a Colonial Grand Master on a Hewlett Packard mini. Is anyone out there playing *Adventure 4 by Glanz*, on a frame mail? It is an extended version of *Colonial* and it's cool, she says!

Prize players, come in please—told Eryn where the real treasure are, and don't give us that seed-stone rubbish for—Jarl's on the IBM version! How do you open the safe? What are Dragon's Teeth for, the Crystal Orb and

the Glass Pail? How do you catch the owl—if it's with the moon, then how do you catch that? Eryn doesn't think there's any cheese around, too she smuck it and looked at the date file . . . (that's a woman!).

Meanwhile, Mrs G. Officer of Harlepool has amassed a score of 4300. Yes, Mrs Officer, you do top the poll list that—if you can't top the poll list that—if you can't

I had a very long letter from one of our proudest readers, Tim Shadley from Harrogate, in Mid Gloucestershire. Every word was well worth reading, for Tim solved *Exxon*, and revealed all about *THE SAVES*!

Tim, a TRS-80 enthusiast asks: "Where can I get *Sort 2* and *Sort 3* for my runner?" Alan, Tim, only from the USA, I fear. Alan and GMS owners are already revealing in *Sort 2* and *3*. Since they are available for the TRS-80 in the US, why not here?

## . . . AND WRITE . . . AND WRITE!

Andrew Lambert, a reader new to CDTV, has just completed his first *Adventures*, from *Claws*, with a high score of 4300, beating the 4000 total run up by Sir Parker. Well done, Andrew—and on a game like that! Hope that spelling didn't corrupt post!

Karl Manning of North Reddebury is one of the many Valhalla-boy authors, particularly when he loads a sheet with more than about five objects. Although the program often crashes irrationally when he is loading a saved game, he offers the following advice for "normal" bugs—type CDTV 9000 when, he says, the program will often continue as if nothing had happened.



D. J. Taitor is turning a BBC Micro *Adventure* into a writer and player. Membership includes 12 games per year, plus contacts, pen-friends and a newsletter. Anyone interested should write to BBC *Adventure* Club, 18 Weydale House, Woodberry Down, London N4 1QN for further details.

T. Soman, from Orpington de Mid, Malaga, has written to say he has obtained two different passwords from *Savage Island Part 1*. Quite possible! Your contributors *Adventure* columnists know that also that one has a different effect than the other on entry into Part 2. What I didn't realise, and I met Scott recently, was that you only take out what you put in, and that Boring's don't do so well in general!

Mark Shoddy of Leichworth has sent in a few tips for those stuck under in *Shovelbait*. Getting the first 100 points is the hardest, he says, and some of his tips were printed in our June issue.

## MORE ZORK NEWS!

The *Zork* trilogy, as most *Adventure* enthusiasts will know, are large Income Club-based games. They are produced in disk-only versions for many computers, including Apple, Atari, IBMPC, Commodore 64, TRS-80 and PDP-11.

*Sort 2*, otherwise known as the *Claws* *Adventure*, is one of the classic mainframe *Adventures* and many a lucky disk drive owner of one of the above micros has taken the plunge and looked out about £30 for a *Sort 2*. At that price, compared with many an *Adventure*, it is a reasonable buy. Nevertheless, it is expensive.

The good news for Commodore owners is that these disks are now available for £11.95, representing wonderful value.





DON'T LET THE GRIMLY GET THE BETTER OF YOU. WRITE TO...

# ADVENTURE HELPLINE



Kath Campbell, Computer & Video Games,  
Gurnett House, 8 Herbol Hill, London EC1M 6JL

**K**ATH Campbell's Adventure Helpline has become such a massive operation that we've decided to devote an entire page to your Adventure problems, hints and tips. Each month from now on you'll be able to find this special Helpline page alongside Keith's regular Adventure feature. And don't forget our bi-monthly Adventure review specials. All of which makes Computer & Video Games the best read around for micro-Adventurers!

## ADVENTURE CHAT

**PCOF - THE GAMES DESTROYER** has read *Phaze* player, Andrew Gilley, while cheating. But he couldn't get the message to appear when playing the game! A programmer's remark discouraging protection against *PIRATED* (sighs). I wonder! A number of readers have written to enquire this 'happening problem' and they all had *Vic-30* versions. Is it *PCOF* only in the *Vic* version? The question was finally settled by a reader from Levensham in Florida, who sent a card to Helpline saying "This is my version of my Adventure No. 1 *Phaze's Adventure* and type *PIRATED* anything". Then think about the response! Cheers, Steve Adams."

As I write, the game of the moment is *Snowball*. It's driving adventures to new depths of sleepier and new heights of enjoyment. "Wow - it's superb!", is how John (never so sleepily read) Teams describes it. Among the many readers who have written warmly applauding the game is Andrew Rice from Fulham. He has cracked the code of the lights - and calculated that there are 2,000,000 passengers on board! "And they had to choose me!" he adds.

Quest of Moorland is leading Colin Chidley of Barrow-in-Furness a merry dance. He has been trying to do some race-tying and getting the message *PHAZE USE TWO SPONGES*. "So it is," says Colin. "as the reply is just repeated". Huh, huh.

Mark Harvey, of Newbold on Avon, has completed the *Star Diamond* trilogy and sent in complete solutions! These were gratefully received, especially by Simon, who says me to say he had checked them out. I don't think he'd actually solved them - admit! My posting seems particularly devoid of *Star Diamond* problems. Come in all the *Phazzer's* Tenth, *Star in Space* and *Phaze* *Shimmer* players! Simon can't wait to help you with your problems!

Brendan Pollard of Bransford has been mixing data in *Rain's* series and getting strange descriptions of beautiful and/or girls that would make Mary Whitehouse blush! Try this as a last resort, he suggests, before writing to Helpline and showing your ignorance in public! Shame on you, Brendan! Do me out of a job, would you?

If you have an interesting point to make, can offer or are in need of help, write to Keith Campbell's Adventure Helpline, Gurnett House, 8 Herbol Hill, London EC1M 6JL. Paul Copples, Simon Marsh and myself will do our best to help you.

## CONCENTRATED CONUNDRUMS

New Zealand reader, Colin Foster, from Levin, is playing *Adventure Computer's* *Robot on Television IV*. He says it makes *Epispace* Island look simple and he can't control the door in the spaceship, nor go near the pit. The brain machine doesn't seem to do much and he's certain he has to go down the well, but can't. Quite a daunting lot, Colin, and unfortunately about a game I have never heard of. Are there any *CON* users out there who can cast light on these problems?

Ian Parker, a regular writer to *Discipline*, is currently suffering the insult of being called a wally by *Micro Drive*. He can't start the thing - can you?

Neil Smith of Chidley Thorndon in the West is reflecting upon how to get past the mirror room and the happy bear in *Castle of Elden*. Can anyone tell him anything to make him happy too?

Please help release Paul O'Rourke from a cell block where he can hear cries of

pain and American voices. He is playing *Master of Masters* and needs a password to get him out and back to his native Dublin.

Robert Fox of Liverpool is stuck in *Snowball* without a lance. Why he needs one, though, he is not sure!

Knigh's *Great* player, Robert Canningham, Co. Monaghan, can't get to the secret ledge in the cave and I've forgotten how! Can anyone help with a reminder?

Who was heard of *Tales of the Wolf*? Graham Turvey of Luton has and he wants the crown of mistletoe, currently in the care of a pygmy!

Torrey Rodgers of Chislewick wants help to eat his way out of the spaghetti tree maze in *Glavery in the Gloam*.

And finally, what is the secret of the chaffing machine in *Philosopher's Quest*?

## INSIDE INFORMATION

If you don't want to know what Glen Steele of Farnley revealed about *Editha* and *Castle*, Michael Renshaw of Sheffield about *The City of London*, Colin MacDonald of Larkhall about *Philosopher's Quest*, Anne Barker of West Somerset about *Castle of the Wolf*, Simon Latham about *Peridot and Astronauts*, Chris Jackson of Welbury about *Quest*, James Douglas about *Castle of Elden* and Carol and John of Bolton about *Dark*, then turn the page!

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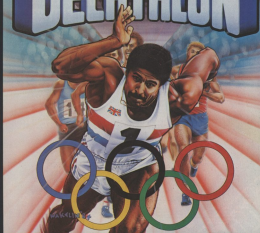




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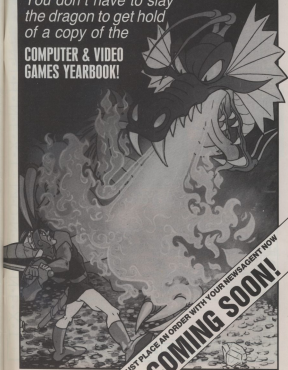






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Which super secret agent can come up with better witty remarks than James Bond? Which super spy has defeated more nasty villains than the entire staff of MI6 has had hot dinners? And which super secret agent will be appearing exclusively in Computer & Video Games next month announcing a brand new game based on his exploits? Dangermouse - that's who!

You've watched his adventures on TV, read about them in books, but never before have you been able to join in the action. That's now that he'll write an exclusive review of the game in our next issue - plus an amazing and equally exclusive competition. Yes, you'll be able to win copies of Dangermouse goodies, plus other Dangermouse goodies. Why not send your reply on to your friendly local newspaper right now with a secret message asking him to keep you a copy of September's issue of Computer & Video Games? If you only buy one copy of C&VG, you'd better make it this one.

## MAPPING OUT SABRE WOLF

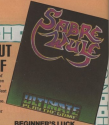
Since we started printing maps of your favourite games, you've been demanding more of the same. So who are we to disappoint you? Next issue we map out the terrain of Ultimate's latest challenging game, Sabre Wolf. It's a map by step guide to the jungle you'll discover once you've loaded this game into your Spectrum - and Professor Wides will be along to give you a few hints and tips on the game too if he can find his safari gear in time!

Getting all these extra - time is more pressing now for you to get your entry in for the 1985 Arcade Games Players under 25s Championship.

If you can think up a truly huge score on more than one arcade machine, then pop along to your local arcade now and get an entry in for the championships.

Fill in the form below and get your scores witnessed by the arcade manager or publican.

The results will play off later this month in a prestigious issue in London with a special arcade machine up for grabs for the top game scores.



## BEGINNER'S LUCK

So you've just got your very own computer and you're sitting at home looking through the manual, gazing at the keyboard and wondering just what you can do with your new machine. Never fear, Bug Hunter is here! Yes, next month we begin a special series of beginner's guides which we hope will help you - the first time micro owner - to get the most out of your new computer. And we'll be presenting it in a wall-chart format too - so you can cut it out and stick it on the wall above your computer for an at-a-

glance reference guide to the capabilities of your machine. Don't say we never think of our readers!



## PLEASE ENTER THESE SCORES IN THE C&VG ARCADE GAMES CHAMPIONSHIPS

My high score is: .....	My high score is: .....	My high score is: .....
It was scored on: .....	It was scored on: .....	It was scored on: .....
(name of machine) The manager of the pub/arcade who witnessed my score is: .....	(name of machine) The manager of the pub/arcade who witnessed my score is: .....	(name of machine) The manager of the pub/arcade who witnessed my score is: .....
His/Her Signature .....	His/Her signature .....	His/Her signature .....
Home/address of pub/arcade: .....	Home/address of pub/arcade: .....	Home/address of pub/arcade: .....
My name is: .....		
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