

# SECRETS OF THE LABYRINTH

## COMPUTER + VIDEO GAMES



**SACRED ARMOUR OF ANTIRIAD PLAYERS GUIDE**  
**GAUNTLET PLAYERS GUIDE/WIN PAPERBOY'S BMX!**  
**WIN FIRELORD'S GOLDEN HELMET/FIST II REVIEWED**  
**HOWARD THE DUCK EXCLUSIVE INTERVIEW/WIN ATARI HITS**  
**BACK A WINNER WITH DICK FRANCIS/HOT HITS FOR CHRISTMAS**



From a  
**NEW** NAME IN COIN-OP  
COMES  
**IKARI WARRIORS**  
By SNK Corporation

Spectrum	Cassette	£7.95
Amstrad	Cassette	£8.95
Amstrad	Disc	£14.95
Commodore	Cassette	£9.95
Commodore	Disc	£14.95
C16	Cassette	£7.95

Mail Order, just send a cheque or postal order payable to Elite, or quote your Credit Card number.



Elite Systems Ltd.,  
Anchor House, Anchor Road, Aldridge,  
Walsall, West Midlands, WS9 8PW.  
Telephone: (0922) 59165.  
Telex: 336130 ELITE.G. Fax: (0922) 647359

## Simultaneous 2-Player Option!!\*

\*Adding an exciting new dimension to gaming - "Ikari Warriors" allows one or two player simultaneous play. (Note: This format may vary with computer format.)

The very best Elite Titles are available at selected branches of:

WHSMITH, Tandy  
John Menzies, L.A.S.E.R.S.



# IKARI WARRIORS



# elite

# elite

Screen shots shown from various machine formats.



# 4 Massive elite

## HITS IN 1 HOT PAK

elite



AVAILABLE ON -

Spectrum  
Commodore  
Amstrad/  
Schneider  
C16 Cassette  
**£9.95**

Commodore  
Amstrad/  
Schneider  
Disk  
**£14.95**

look out for the  
next

HOT PAK

HOT PAK

coming soon...



## FEATURES

- 61 ADVENTURE NEWS
- 62 ADVENTURE HELPLINE
- 74 SECRETS OF THE LABYRINTH
- 82 SACRED ARMOUR OF ANTIRIAD  
PLAYERS GUIDE
- 87 KARATE LISTING/BBC
- 101 IDEAS CENTRAL
- 109 HOT HITS FOR CHRISTMAS
- 112 WIN FIRELORD'S HELMET!
- 114 ART COMPETITION RESULTS
- 117 SEARCH FOR THE ELITE PAPERBOY
- 119 HOWARD THE DUCK
- 122 STREET SCENE
- 127 HARBALL COMPETITION
- 129 ADVENTURE OFFERS
- 132 ATARI SMASH HITS COMPETITION
- 134 G+VG'S GAUNTLET GUIDE
- 142 ARCADE ACTION
- 148 MAILBAG
- 152 PEN PALS
- 158 SCI-FI NOVELS
- 162 HOT GOSSIP

## NEWS & REVIEWS

### 16 REVIEWS THIS ISSUE:

**GAME OF THE MONTH:** Sacred Armour of Antiriad, Firelord, Scooby Do. **C+VG HITS:** Ace of Aces, Uridium, Olli & Lissa, KWAH!, Storm, T.T. Racer, Nexor, Fist II. Plus loads more on 20 whole pages!

### 68 ADVENTURE

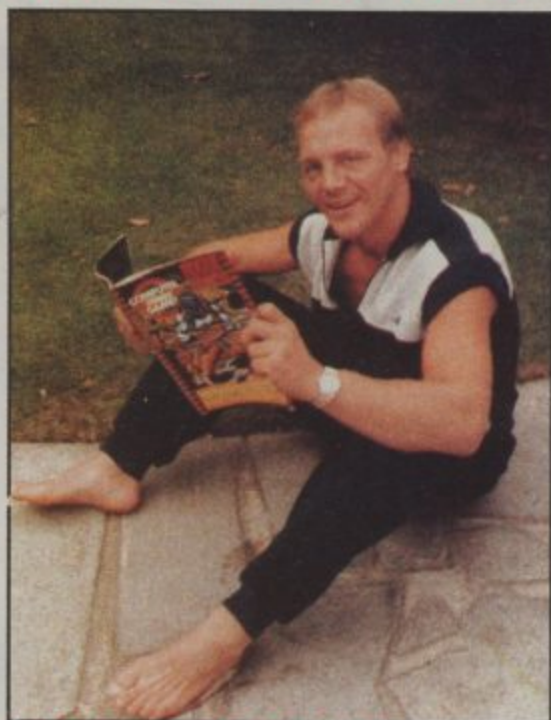
Take a tip from Keith Campbell and bet on Twice Shy the game of the thriller from Ram Jam and Dick Francis. KC profiles the odd bods at Ram Jam and reviews the game. Plus the incredible Tass Times in Tone Town. Marvel at the graphics, enjoy the text. This game has the Ultra-Touch! And much more from the King of Adventure.

### 8 NEWS

The Sega video games machine has been revealed at last. We show off the first games available on the system. We reveal our amazing Adventurer of the Year Trophy. Join our hunt for punk programmers! More arcade conversions from Activision. And bits we haven't even thought about yet...



**HOWARD THE DUCK/P119**



**BRIAN JACKS/P132**



**MEGA-ZAPPER/P16**



# INSIDE STORY

● You'll be dancing in the street if you get your hands on this copy of C+VG. You never knew there was so much in it! We've got mega-star David Bowie in digitised form starring in a brand new Lucasfilm game based on the movie called Labyrinth. Marshal M. Rosenthal has been rapping with the Californian coders to bring you a laid-back trip around the Goblin Lord's mad maze. We've also been ruffling Howard the Ducks feathers with a few probing questions in our exclusive interview — AND there's news on the Activision game starring Howard. *Sacred Armour of Antirads* is one of our Games of the Month this issue — we've reviewed this instant classic and there are games tips with a map thrown in. *Gauntlet* is the game of the moment and C+VG's spies have tracked down some games tips from the Four Gauntleteers — the programmers who have been working on the coin-op conversion which could well be the Christmas number one. All this plus our brand new Street Seen previews section and Tony Takoushi's revamped Hot Gossip page at the back of the mag. Tony must be the longest serving commentator on the games scene — so we've decided to give him space to let off steam about things that make him see red. Plus tons of competitions, 20 whole pages of reviews and lots more. And all for less than £1. How do we do it? Grill knows...

Tim



ST KARATE/P8



ANTIRIAD GUIDE/P82



LABYRINTH/P74



DREDD/P134



TRANSFORMERS/P8



GAUNTLET/P134



EDITOR

Tim Metcalfe

DEPUTY EDITOR

Paul Boughton

EDITORIAL ASSISTANT

Lesly Walker

SUB-EDITOR

Seamus St John

DESIGN

Craig Kennedy

ADVENTURE WRITERS

Keith Campbell

Paul Coppins

Steve Donoghue

AMERICAN CORRESPONDENT

Marshal M. Rosenthal

ARCADES

Clare Edgeley

SOFTWARE CONSULTANTS

Tony Takoushi

PUBLICITY

Marcus Rich

ADVERTISEMENT MANAGER

Garry Williams

ADVERTISEMENT EXECUTIVE

Katherine Lee

AD PRODUCTION

Debbie Pearson

PUBLISHER

Rita Lewis

COVER

Steve Gibbs

EDITORIAL AND ADVERTISEMENT  
OFFICES

Priory Court

30-32 Farringdon Lane

London EC1R 3AU

Tel: 01-251 6222

July-December 98,258

ABC



# With monitor, data £100 of software yo (Until mummy catc



With the Amstrad 464 home computer the fun starts as soon as you get it home.

Because unlike many other home computers the 464 comes complete with its own green screen or full colour monitor.

It also comes with a convenient built-in datacorder.

And you get £100 worth of software with games like Harrier Attack and Sultan's Maze. Not to mention Oh Mummy.

64K of RAM



means you have plenty of memory to play with. And there are over 200 Amstrad games you can play, many exclusive to Amstrad.

But games are only half the fun on the 464.

The kids can learn spelling and arithmetic with software like Wordhang and Happy Numbers.

Whilst adults will love the way that it helps around the house with budgeting and accounts.





order and  
u can't lose.  
hes you.)



To help you make the most of your 464, you can join the Amstrad User Club.

And there are lots of books and magazines devoted to it as well.

What's more you can buy joysticks, printers, disc drives, speech synthesisers and light pens to make it even more fun.

But perhaps the most pleasurable thing about the 464 is the price.

The complete home computer costs just £199 with green screen or £299 with colour monitor.

Not much to pay for a chance to get away from mummy.

Please send me more information.

Name \_\_\_\_\_

Address \_\_\_\_\_

464/CVG1

**The Amstrad 464.**  
The complete home computer.

Amstrad P.O. Box 462, Brentwood, Essex CM14 4EF.





# NEWS

■ More arcade conversions are on the way — this time from **Activision**. The addictive multi-player game **Quartet** — which C+VG had at our stand at the recent Personal Computer World Show — is one of them, **Enduro Racer**, a terrific moto-cross bike racing game is the other. In **Quartet** you control a

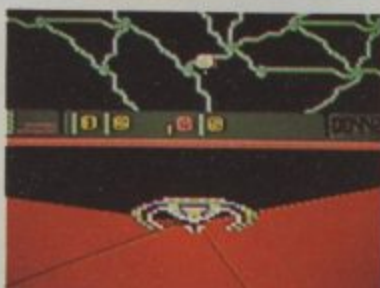


three man and a girl team out to rid a space colony of evil pirates. The coin-op is a definite **Gauntlet** clone, except the action scrolls horizontally. **Enduro Racer** puts you in charge of a high powered trail bike racing across rugged terrain against other riders and the clock. Leap over jumps, avoid rocks, skid



through water-traps. The coin-op version — just out over here — in the arcades has a **Paperboy/Hang On** style set of handlebars and some versions have a full bike complete with hydraulic action! Both games are being written for Activision by the **Probe Software** outfit.

■ **Tracker** is a tactical battle against an artificially intelligent



enemy combining a high degree of strategy and a fast 3D arcade game. The screen shot shows the arcade sequence where you fly down a 3D tunnel trying to blast the Cycloid as he comes towards you. The top half of the screen shows an enlarged view of the trackways which make up the map of sectors, and your number four Skimmer under attack. The aim is to deploy your eight Skimmers and knock out the Cycloid's central communications headquarters which is placed in the central sector. The trackways you can see in the top of the screen are just part of the game's huge map. **Tracker** is an original game from Rainbird for the 64/128. It will set you back £14.95 on tape and £17.95 on disk.

■ Captain's Log, Stardate 16.11.86. Mutiny and rebellion by starships in the Sagittarius arm of the galaxy. Allegiance has been switched to the Klingon Empire. The "mutiny sphere" is spreading and could engulf the United Federation of Planets within months.

Captain James T. Kirk of the U.S.S. Enterprise must investigate, discover the cause of the mutiny and reverse the effects.

That is the mission facing Kirk and his crew in **Beyond's Star Trek** game.

With no known means of stemming the rising tide of mutiny within the star fleet, Star Fleet Command has been forced to completely isolate the renegade zone by creating around it a Klein Sphere, an interstellar barrier through which no material object can possibly pass.

Before the barrier was complete,

the USS Enterprise entered the Quarantine Zone.

Your mission is to discover the cause of the mutiny, suspicion for which has inevitably fallen upon the Klingon Empire, and to reverse the course of the rebellion.

If the Enterprise succeeds, the thousand stars within the Quarantine Zone, not to mention



the Klingon, Romulan and Federation vessels enclosed within the Klein Sphere, will be saved.

If the Enterprise fails, the crew, the ship itself and all the inhabitants of the Quarantine Zone will be condemned to eternal imprisonment as Star Fleet Command makes the final adjustments to the Klein Sphere, turning it into a permanent feature



of the galaxy.

Beyond's other release, **Infodroids** (CBM 64, £9.95), is set in a massive city taking up an entire planet.

A travel system developed for the Infodroids was based on a platform expressway, known as the speed platform system. The speed platform consists of eight lanes, four moving in each direction. Each of these lanes move at a different speed, giving an effect which on the computer is awe inspiring.

As a droid operator, the player must direct his droids around the system, fighting other company droids and pirate droids. Scattered about the system are various rooms which should be visited by droids in order for the player to carry out his tasks.

■ We've had games from books, games from films, now prepare yourself for games from cartoons. There's **Transformers** — the NEW game from **David Crane** and **Activision**. David Crane, who has also brought you the innovative **Little Computer People** and the classic **Pitfall**, has been working for some time on this project. It's nothing like the disappointing Ocean Transformers game released a few months back. Read more about it in our **Hot Hits for Christmas** feature elsewhere in



■ Seeing is believing... and this is **System 3's International Karate** on the Atari ST. Only this screen shot has arrived at C+VG's offices so there's no indication of what the game play is like. But graphically it looks very impressive. We wouldn't dream of attempting to predict a release date for any **System 3** game but hopefully it should be available before the end of the decade.





this issue. Then there's **Masters of the Universe**, the adventure on the way from Mike Woodruffe's **Adventure Soft** outfit and based on the cartoon series starring old He-Man himself. **Ariolasoft** join in with **Centurions** and **Go-Bots** both popular TV series. Then last but by no means least there's good old



**Howard the Duck**, the cult Marvel comic character starring in his own game. Who knows — someone might want to turn the Bug Hunters into a game. Any offers?



■ Euromax are chasing Kempston for the title of Joystick Makers for Discerning Gamers. They currently have three brilliant sticks out, the Micro-Pro, the Elite, and the nifty yellow buttoned Arcade Auto-Fire Professional. The sticks range in price from £15-£19 and are great value. All are in constant use here at C+VG. Next month we'll be telling you about the best joystick buys for Christmas. And these are bound to be among them...

■ It's holding our head in our hands time again! I know we were all having a great time celebrating our birthday last issue but it seems someone had a bit too much of the old birthday cake — or something. Who was it that put the Aliens picture UPSIDE DOWN on the contents page? Who was it that switched the **Deactivators** picture with the **Zzzz** pic on the Adventure page? Whoever it was should be trembling in their shoes 'cos Big Red is coming their way the minute we find out! Normal service will be resumed as soon as possible.

■ If you're a fan of the arcade **Star Wars** series of game then you're going to just love **Starglider**, the newie from **Rainbird**. These pics are from the incredible Atari ST version of the game — but there IS a Spectrum version on the way. The ST game features fast arcade action, brilliant vector graphics and



amazing digitised sound. The music sounds as if you're listening to a record. And the sultry female voice which tells you when things are going badly wrong on board your



■ In October we reported on a possible revival in interest in dedicated video machines. By Christmas there should be three new machines on the market. First into the shops should be the Sega Master System, marketed in this country by Ariolasoft. It will cost £99.95 and a range of eight games will be immediately available. Ariolasoft hopes to add three new titles each month. The Sega's statistics are certainly impressive. This is what you get for your money: 128K of ROM and 128K of RAM, a 256K Astron card and two controllers. But what of the games available, we hear you cry. Well here's a run down and screen shots of the games available.

- **Black Belt.** The bad guys keep on coming. Karate action with literally shattering effects.
- **Fantasy Zone.** Build your own space ship before entering the fantasy zone to bring peace to a troubled universe.
- **World Grand Prix.** Design your own race track and test your nerve behind the wheel.
- **Choplifter.** Helicopter rescue under heavy fire. Fly the hostages to safety.
- **Action Fighter.** Embark on five secret and highly dangerous missions. Your weapons can transform into a dozen deadly devices.

Games released on Sega Cards are **Transbot**, a space blast 'em up, and **Hang On**, a 3D motorcycle race.

**Starglider** as it attacks baddies on long lost planets is the digitised voice of none other than **Clare Edgeley**, C+VG's **Arcade Action** writer. ST owners should get next months issue when we'll be



bringing you the low down on the latest and greatest ST software available...



■ How does the idea of absolute power appeal to you? Your dreams of megalomania could come true with **The President**, Kevin Toms' new game for

Addictive.

In it you have to run your country, outwit enemy forces, build up oil production, fight disease and save your people from starvation. And you have to fight an election at some stage.

Should be out before Christmas.

■ **Sky Runner, Cascade Games'** follow-up to **Ace**, should be touching down on the shelves of your local software shop any day now.

The game, dealing with drug-busting on an inter-planetary level where society has been dulled into obedience by the drug Sky.

**Sky Runner** is from the mind of **Ian Martin**, the programmer responsible for **Ace**, and will be available on the Spectrum and Commodore 64.



Choplifter



Transbot



World Grand Prix



Fantasy Zone



Hang-on



# NEWS

■ Grange Hill, BBC TV's highly successful school series, is being turned into an animated graphic adventure by Argus Press Software for release early in the New Year.

The storyline will be loosely based on the sub-plot involving Gonch and Hollo from the book Grange Hill After Hours.

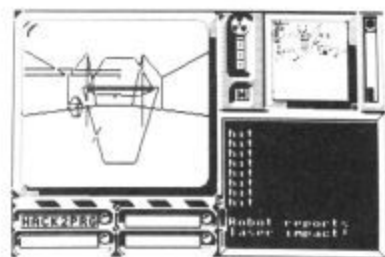
The player will control the actions of Luke "Gonch" Gardner, who must regain his confiscated Walkman from the school staff room before his mother finds out.

The school has been locked for the night, and Gonch only has a set amount of time in which to regain his property.

Gonch will be accompanied by his friend Paul "Hollo" Holloway. Gonch will have to solve various problems, break into the school boiler room, and negotiate the maze of heating ducts under the floors, at the same time persuading Hollo to follow him.

Success in the game will involve a number of skills and methods of play. These include: A small amount of jump and dodge, controlling Gonch through a joystick; Finding the correct objects and using them in the right time; Saying the correct things to other people to get them to do what you want; In the maze of ducts under the school.

■ The future is a concrete bunker in a far-off city. Up above, fall-out still makes a furnace of much of the landscape, but the droids go on, blissfully unconcerned. What could they be up to you wonder? Bit by bit you must piece together the



past. How did you once control them? What was necessary to access the computers dotted around the city? How many droids were there anyway, and what were their capabilities? And, most important of all, how the hell do you get out? And could **Cholo**

help?

**Cholo** is the new game from **Firebird** and will be available on the BBC and Commodore 64/128 in October. Amstrad and Spectrum versions to follow.

■ Are you a programmer without a publisher? Or have you simply got a good idea that you reckon could be turned into a game? Well, C+VG wants to hear from YOU. Like punk changed the face of music we reckon there's a whole new wave of games programmers out there just waiting to challenge establishment names like Jeff Minter, Jon Ritman and Andrew Braybrook. We're planning a new feature in C+VG to showcase the talents of unrecognised talents in up coming issues. So if you've got an unpublished game which you think is as good as any of the commercially available stuff then let us have a copy. We'll feature it on our **New Wave** pages — and who knows you could soon be snapped up by a major software house. What are you waiting for?

■ Here's an offer you can't refuse! **NECOM Games**, the people behind several successful play-by-mail games, have come up with an amazing offer just for C+VG readers. If you send the token below to NECOM Games, 60 Thurstlestone Drive, Hazel Grove, Stockport SK7 5RD then you'll get FREE start-up and three

FREE turns for **League Soccer**, one of their most popular games. The start up fee is normally £2 and the turns £1 each — so you'll be saving a whole £5! Pretty neat eh? If you're into PBM and football then this is the game for you.

■ **Football Manager** has been released on the MSX by **Endurance Games**, price £8.95. It contains all the features that have made the game a best-seller on other computers — including full league tables, transfer market, injury problems, promotion, relegation and FA Cup matches.

■ Talk about value for money! A Commodore 64C, plus a Dataset, plus a Mouse and Cheese graphics peripheral, plus a typing tutor, plus FIVE games, all for just £250. We're talking big deals here. This is the present Commodore is offering would-be purchasers this Christmas. It's called **The Commodore Connoisseur's Collection** and will be available from all major hardware outlets and high street stores. And we're not just saying this 'cos Commodore sent C+VG one the other day. Really we're not. But if anyone out there has got a villa in the South of France going free for a couple of weeks our Deputy Editor Paul Boughton will guarantee coverage in C+VG for the next six months at least...



■ **Marble Madness** strikes the Spectrum! With a difference — 'cos you can actually create your own marble tracks thank to Melbourne House and the **Marble Madness Construction Set**. The people who got in on the MM craze with **Gyroscope** all those many months ago have grabbed the Spectrum rights to a game that's taken the arcades by storm. Watch out for C+VG's MM construction competition coming to this magazine very soon...

O.K. PAY ATTENTION CREEPS... THE BUG HUNTERS HAVE TAKEN THEIR WINTER BREAK THIS MONTH BUT DON'T GET COCKY... ANYONE STEPPING OUT OF LINE WILL BE ANSWERABLE TO ME, LIEUT. LAWN! SO SWITCH OF THAT VID, DISCONNECT THE COM-LINK, LOCK YOUR GRANNY IN THE LOO AND THEN SIT BACK WITH YOUR DECEMBER ISSUE OF C+VG. IT'S PACKED WITH GOOD STUFF AND BY THE TIME YOU'VE GONE COVER TO COVER, MR. RAVENFLAME AND THE REST OF THE HUNTERS WILL BE BACK IN PART THREE OF 'THE STEEL MADNESS'!

DON'T MISS IT, PLUNK!



## NEXT MONTH

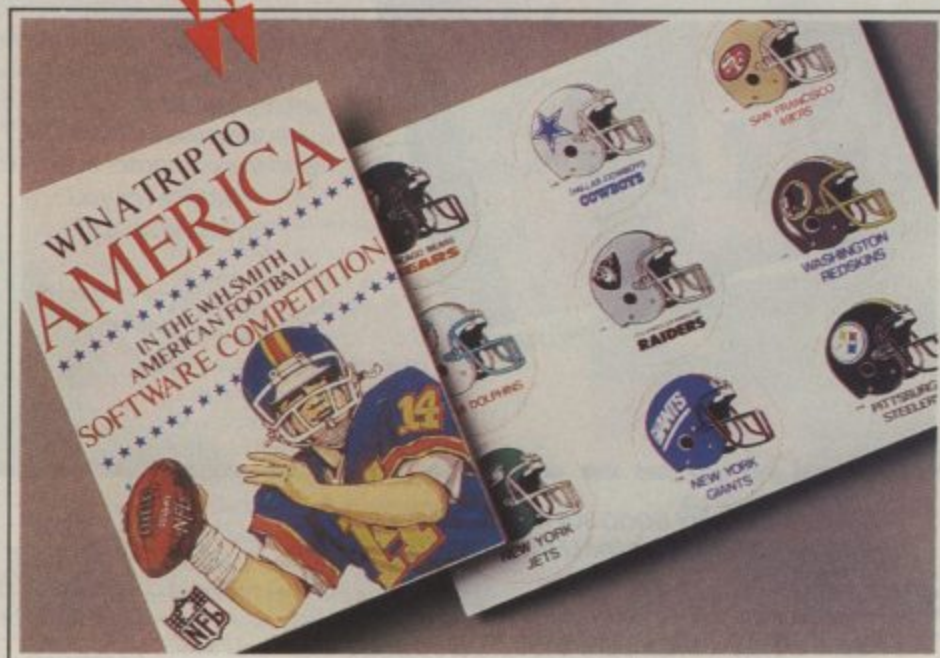
**Space Harrier** is the latest arcade smash to come out of the arcades and onto your computer screen. Will it knock **Gauntlet** off the top of the charts this Christmas? Only YOU can decide that. But we've decided to put **Space Harrier** on the front cover of the special Christmas C+VG, coming your way on December 16th. We'll be talking to the programmers, bringing you tips on game play, looking at the arcade machine that started it all and staging a great **Space Harrier** competition. There's more from **Elite** in the shape of a brilliant **Dimension Graphics** screen by screen map of **Ikari Warriors** — the game that makes **Commando** look like a stroll in the park. We also tell you how YOU can become an Astronaut, and give you the chance to win your mum a very special kettle! We also profile C+VG's contender in the National Video Games Championship — will he be able to beat the best of the rest? There's our special Atari ST supplement, packed with the superb software on its way for this magic machine. Our resident wargames expert, Dr Stephen Badsy checks out the newest strategy scene. We'll have a couple of players guides for you — **Infogrames** intriguing detective adventure, **Vera Cruz** and the incredible budget offering from **Players — Fungus!** All this, plus the regular C+VG offerings — pages of reviews, Adventure, Arcade Action, competitions and much much more. Christmas just wouldn't be the same without C+VG — so don't forget to tell Santa you NEED a copy stuffed into your stocking. We'll be out and about on December 16th. You'll be sorry if you miss us... ON SALE DEC 16TH WITH FREE GIANT POSTER!






Buy any single or multipack of software costing £4 or more and we'll give you a special American Football Competition sticker. Stick three of these on the free competition leaflet and you can enter the competition. There are more than a thousand prizes to be won, including the first prize of a two-week trip to America to watch a live American football game.

PLUS if you buy any of the software tapes from the W.H. Smith TopSoft 20 which is marked with a red star you will receive a FREE SHEET of nine NFL team stickers. Don't forget, if you don't play you can't win.



NFL™ © N.F.L.P. All rights reserved.

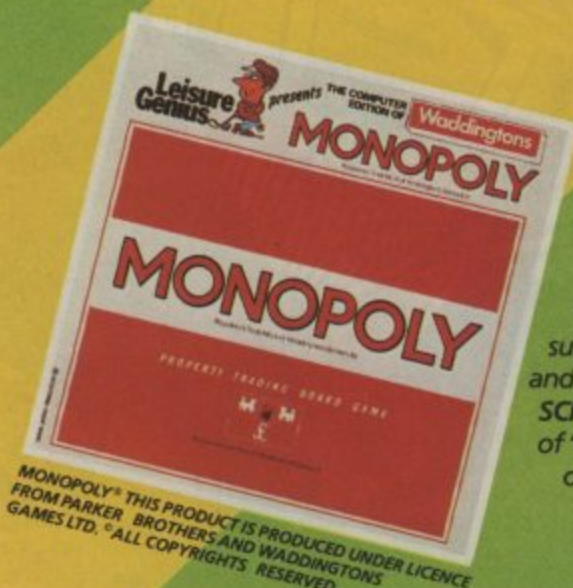
WHSMITH  HSMITH 

Subject to availability. 



# SHEER GENIUS

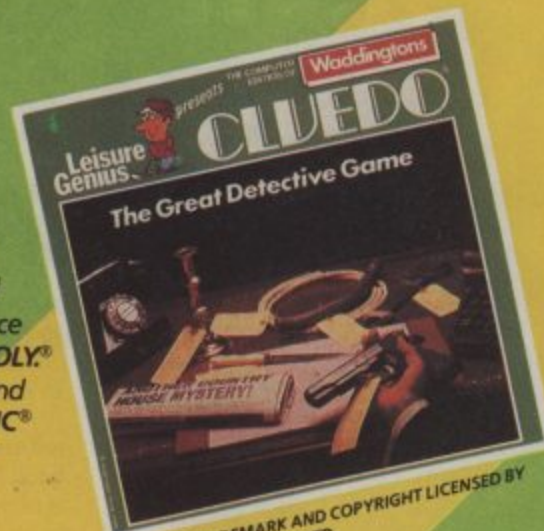
Leisure Genius presents  
these all-time favourites elegantly adapted  
to a large range of home computers.



MONOPOLY® THIS PRODUCT IS PRODUCED UNDER LICENCE FROM PARKER BROTHERS AND WADDINGTONS GAMES LTD. © ALL COPYRIGHTS RESERVED.



A wider variety of fun is hard to find. There's murder, mystery and suspense with **CLUEDO**®, high finance and property speculation in **MONOPOLY**®, 'word processing' and **SCRABBLE**® offers you a different kind of 'word processing' and **SCALEXTRIC**® offers the thrill and excitement of Formula 1 racing on as many different circuits as you want.



CLUEDO® TRADEMARK AND COPYRIGHT LICENSED BY WADDINGTONS GAMES LTD.



SCRABBLE® TRADE MARK AND COPYRIGHT LICENSED BY J.W. SPEAR & SONS PLC

You can play all these classic games with friends, or select computer opponents. Each game uses the capabilities of the computer to enhance the games as much as possible, a large dictionary incorporated in **SCRABBLE**®, lap timers in **SCALEXTRIC**® and the computer even rolls the dice for you in **MONOPOLY**®!



SCALEXTRIC® IS A REGISTERED TRADE-MARK OF HORNBY HOBBIES LTD. © ALL COPYRIGHTS RESERVED

AVAILABLE AT ANY GOOD SOFTWARE SUPPLIER OR  
AVAILABLE DIRECTLY FROM LEISURE GENIUS BY FILLING  
IN THIS FORM.

Please circle the software you require.  
Make cheques or postal orders payable to Virgin Games Ltd. The  
address is 2/4 Vernon Yard, Portobello Road, London W11 2DX.  
(Please do not post coins or notes.)

Name \_\_\_\_\_

Address \_\_\_\_\_

I have enclosed a cheque/postal order for £ \_\_\_\_\_

Leisure Genius® is a wholly owned subsidiary of Virgin Games Ltd.

Available for	Scrabble		Monopoly		Cluedo		Scalextric	
	cass	disc	cass	disc	cass	disc	cass	disc
Commodore	B	C	B	C	B	C	A	—
Spectrum	A	—	A	—	A	—	D	—
Amstrad CPC	A	C	A	C	A	C	D	D
BBC B	B	C	B	C	B	—	—	—
MSX	A	—	A	—	A	—	—	—
Sinclair QL	C	—	—	—	—	—	—	—
Einstein	—	E	—	E	—	E	—	—

A = £9.95

B = £12.95

C = £14.95

D = Not available yet, but coming soon!

E = £15.95



# NEWS

## ■ Level 9, the team behind Red Moon, Worm in Paradise

and numerous other brain-teasing games, are holding an "adventure forum" between 11am and 1pm on Saturday December 13 at Ordem computer store, Harris Arcade, off Friar Street in Reading.

The brains behind the games will be giving out adventure clues and free gifts.

■ The drums... the drums. They drive you wild. **Flash Gordon**, saviour of the universe, is here to destroy the Emperor Ming.

**Mastertronic's** new £2.99 has three sections. The first is set in the jungle, packed with monkeys, lizards, snakes and skeletons. Flash must find his way through the jungle and make contact with Prince Barin.

The second section has Flash in combat with the Prince, whom he must defeat and earn his respect. The Prince will then let Flash pass through to the game's third stage. This is high speed race section where Flash comes face to face with Ming and attempts to destroy him.

■ This is simply the most brilliant arcade machine to come along since Space Invaders!

It's a racing game with a big difference. You sit inside a simulated Porsche 962C sports car cockpit mounted on a sort of turntable which moves around as you move the wheel. The seat vibrates if you hit the kerb and you actually "feel" the road through

the steering wheel. It vibrates and twists as you wrestle with the controls!

The video screen is where the windscreen of the regular car would be and the graphics are out of this world. So is the sound which batters you from twin speakers set into the cockpit.

The track you "race" on is a copy of the famous Le Mans circuit where the epic 24 hour race takes place each summer. Our picture shows 1986 Le Mans winner Hans Stuck trying his hand on the Konami game before a long distance sports car race in Japan recently. Hans couldn't cope with the video version of a car he regularly races on circuits around the world. He only got as far as the Dunlop corner! Our arcade ace **Clare Edgeley** will be revealing more about the game in **Arcade Action** next issue.

■ **Sky Runner, Cascade Games'** follow-up to **Ace**, should be touching down on the shelves of your local software shop any day now.

The game, dealing with drug-busting on an inter-planetary level where society has been dulled into obedience by the drug Sky. Your mission is to terminate the drug harvesting operation.

**Sky Runner** is from the keyboard of **Ian Martin**, the programmer responsible for **Ace**, and will be available on the Spectrum (£9.95) and Commodore 64 (£9.95 cassette/£12.95 disk).

■ How does the idea of absolute power appeal to you? Your dreams of megalomania could come true with **The President**, Kevin Toms' new game from Addictive.

In it you have to run your country, outwit enemy forces, build up oil production, fight disease and save your people from starvation. And you have to fight an election at some stage.

Should be out before Christmas.

■ Hot on the heels of **L'Affaire Vera Cruz** and **The Inheritance**, Infogrames is releasing **Bridge** on the Amstrad, MSX (mid-late October) and C64/128 (late November). It is NOT a beginners game, but caters for the experienced Bridge player. It incorporates the seven



conventions currently recognised by most players, as well as 99,999 pre-programmed deals. Also included are a scorecard, a cheat screen, replay deal function and a facility to deal specific cards to certain players. **One**, is an arcade adventure which takes place in a 'Babysitting Arena', for want of a better description, where Alfred is sent to look after little Valentin. However, this turns out to be no easy assignment. Last, but not least, comes **Murders on the Atlantic**, due for release in the middle of November. Second in the Crime Series, Murders follows a similar pattern to **Vera Cruz**, only without the technology.

■ Get stuck in with our special C+VG Bug Hunters stickers FREE with this issue! We're issuing little challenge to C+VG readers. We want you to tell us the silliest place where you've stuck a C+VG sticker. And I'm afraid we can't just accept your word for it — we want you to send us a Polaroid or ordinary photo of you and the place where your sticker is stuck! Simple, huh?

The person who, in the opinion of the loonies here at C+VG Towers, has stuck a sticker in the silliest place will get the original artwork for one of the Bug Hunter stickers specially framed and autographed by artist Jerry Paris, plus a few games from C+VG's vaults. Five runners-up will get a bit of software for their machine. So get sticking — but remember we can't pay your legal fees or hospital bills! Send your pictures, together with the entry form to *Computer and Video Games*, It's A Stick Up!, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th. Get stuck in today!

C+VG IT'S A STICK UP!

Name \_\_\_\_\_

Address \_\_\_\_\_

Computer \_\_\_\_\_



# Star Raiders II™

The Great Galactic Adventure Continues

Star Raiders II is a trademark of Atari Corp.

COMING SOON ON

**SPECTRUM  
COMMODORE  
& AMSTRAD  
HOME COMPUTERS**

*Electric Dreams*

SOFTWARE

Electric Dreams Software,  
31 Carlton Crescent,  
Southampton, Hampshire SO1 2EW.  
Tel: (0703) 229694





# HE'S HERE!!

## Scooby Doo in his own Computer Cartoon

# SCOOPY- DOO



# elite

Spectrum	Cassette	£7.95
Amstrad	Cassette	£8.95
Amstrad	Disc	£14.95
Commodore	Cassette	£9.95
Commodore	Disc	£14.95
C16	Cassette	£7.95

Mail Order, just send a cheque or postal order payable to Elite, or quote your Credit Card number.



Elite Systems Ltd.,  
Anchor House, Anchor Road, Aldridge,  
Walsall, West Midlands, WS9 8PW.  
Telephone: (0922) 59165.  
Telex: 336130 ELITE.G. Fax: (0922) 647359

After months of development he's finally here – Scooby in his own hilarious computer cartoon. Designed and coded by Gargoyle Games, Scooby Doo is a fast-action arcade game that's as funny to watch as it's exciting to play – Scooby-Dooby-Do!!

The very best Elite Titles are available at selected branches of:

WHSMITH, Tandy  
John Menzies, Lloyds

© 1985, Hanna-Barbara Productions, Inc.

# elite

Screen shots taken from various computer formats



# Take a Trip Into The Fantasy Zone



Spectrum	Cassette	£7.95
Amstrad	Cassette	£8.95
Amstrad	Disc	£14.95
Commodore	Cassette	£9.95
Commodore	Disc	£14.95
C16	Cassette	£7.95

Mail Order, just send a cheque or postal order payable to Elite, or quote your Credit Card number.



Elite Systems Ltd.,  
Anchor House, Anchor Road, Aldridge,  
Walsall, West Midlands, WS9 8PW.  
Telephone: (0922) 59165.  
Telex: 336130 ELITE.G. Fax: (0922) 647359

**"The Most Outstanding  
Coin-Op Game  
of the Year!!"**

Sega™ invite you to take a trip to the Fantasy Zone in the fascinating 3D-Action game that set the Coin-Op world alight.

Steel your nerves, alert your senses and prepare for a thrilling trip into the future.

The very best Elite Titles are available at selected branches of:

**WHSMITH, Tandy**  
**John Menzies**  
**LAZERS**



**elite**

Screen shots taken from various computer formats.



**C+VG****REVIEWS**

This is C+VG's highest honour. It's granted to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra added ingredient which makes the game stand head and shoulders above the best of the rest.



This symbol is C+VG's way of telling you a game is the **BUSINESS!**

"Who writes your reviews?" That's a question our readers often ask. Name the guilty ones, they demand. So that's what we're doing. Satisfied now?

**TIM METCALFE:** C+VG's veteran editor enjoys shoot 'em ups, arcade adventures and basket weaving.

**PAUL "Man at C&A" Boughton:** Slick sports simulations are Paul's thing because he can wear his smooth tracksuits at the same time.

**LESLY WALKER:** Sorcery was still is Lesly's favourite. Will anything ever match up to it?

**LEE BRAITHWAITE:** Star of Radio Lancashire and ace reviewer, Lee will tackle any type of game. What a man!

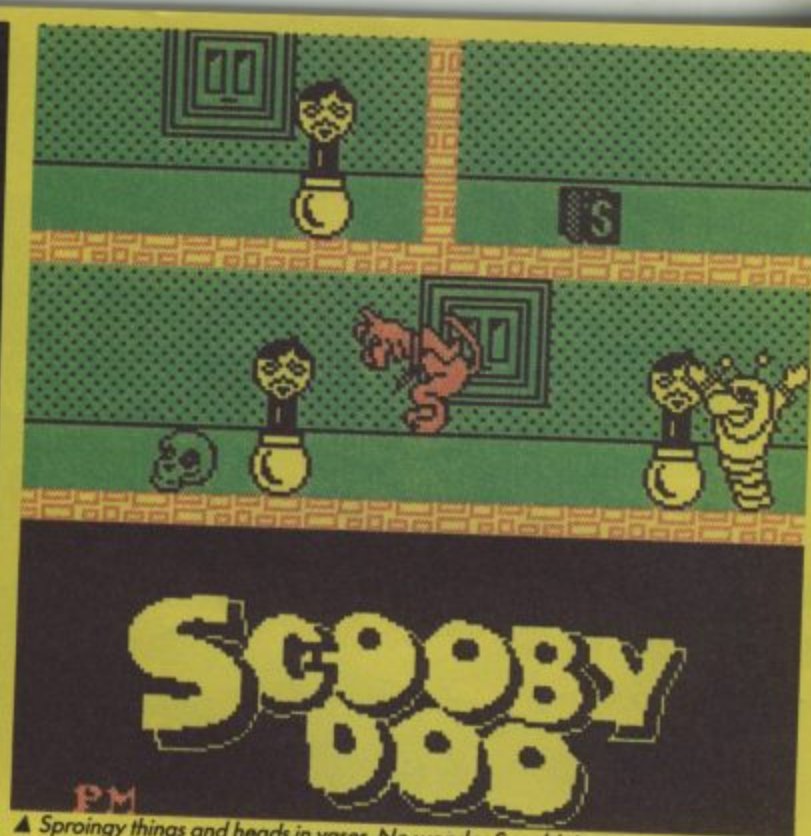
**ROBERT SCHIFFREEN:** Return of the Bug Hunter to C+VG's review pages. Despite his love of Smurfs Rob is all right really.

**NICKY TREVITT:** The enigmatic Nicky is our reclusive BBC expert.

**TONY TAKOUSHI:** The mouth makes guest appearances now and then...



▲ Scooby — top dog!



▲ Sprongy things and heads in vases. No wonder Scoob's in a spin!

# SCOOBY DOO



I must admit that when I first played Scooby's long awaited computer debut I wasn't impressed. OK, it looked very pretty and all that — but it was still a basic platforms and ladders game.

It was a far cry from the innovative development game Steve Wilcox of Elite had shown C+VG almost a year ago which was more like an interactive cartoon adventure in true *Dragon's Lair* tradition.

This route proved to be a dead end, so the guys at Gargoyle Games — yup, it's another one of theirs! — took over the project and turned it in to the game you see before you.

Anyway, I wasn't terribly turned on by it all. Then, suddenly, I knew I was hooked. The dozy dog had me in his grip! I wanted to have just one more go at least a billion times during the evening I spent playing it.

The idea of the game is simple. You must help out canine hero rescue Shaggy, Velma, Daphne and Fred from the clutches of a mad prof. The

prof lives in a weird castle populated by ghosts, mad, faceless monks, bats and absolutely 'orrible goulfish.

Scooby's mates have all been placed in odd flasks — like genies — but it will take a lot more than a quick polish to help them escape their glass prisons.

Scoob has to fight his way up through the several floors of the castle, battling nasties all the way. One of his companions is hidden in a flash on each of the castle's four levels.

Velma can be found on level one — guarded by ghouls and horrible hooded thingies. The ghouls leap out from behind doors — but luckily there's a warning noise which lets you know when this is going to happen.

Good advice is NOT to stand near any of the doors, at any time, if you can help it. Scoob can defend himself by battering the attackers with his paws — they vanish, but not for long. And beware — the nasties attack you from both sides. So watch your back at all times!

If you want to rack up a massive score, simply get your back to a wall and batter all the

▼ Scooby and his mates.



▲ Mad monk — bad habit! ghosts that come at you. The score counter will whizz round!

There are skulls dotted around which Scoob has to jump over. Make your jump on the run otherwise you won't clear these deadly bits of bone. But make sure your path is clear by knocking out any nasties before you jump.

Look before you leap as there's nothing more frustrating than jumping right into the waiting arms of a killer ghost!

Scooby snacks can be found on the floors of the levels and these give you extra lives. But I've lost count of the times I've made a dash for the shack and







▲ Time waits for no dog!

grabbed it only to be wiped out by a nasty! Talk about frustrating! And you're going to need all of Scooby's six lives to complete each level.

Level two is full of Things on Springs which have the awkward habit of trying to use the ladders at the same time as our hero. This is an added hazard on this level. The ghosts on level one stick to the corridors.

Level three is full of those horrible ghoulish. Small masterpieces of graphic design and animation these things float about opening and shutting their awesome jaws. They want to make a snack of Scooby!

Bats also shriek through the air and this gives Scooby a chance to show off another neat effect in the game. He dives for the floor and covers his eyes with his paws. A nice amusing touch this...

The final level is full of Mad Monks who obviously enjoy a bit of keep fit as there's a load of flying dumb-bells and medicine balls rolling around making Scooby's life even more difficult. There's always lots to do in the mad prof's castle!

The graphics on both versions are excellent. The choice of colours, design of the characters, animation and feel of the game are just right. Sound isn't that great — just some adequate spot effects — no tunes.

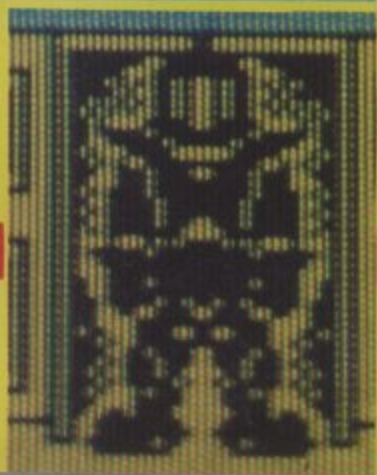
One really nice touch is the practice option which enables you to play through and see all the levels of the game before you get stuck in for real. You still lose lives but not at such a frightening rate.

Use this feature to work out the best routes to your captured comrades.

Playability? Well, Scooby ISN'T easy. Don't expect the game to be a pushover and be prepared for some initial frustrations. But persevere — it's well worth it.

Scooby Do HAS been worth waiting for. It's challenging, long lasting and lots of fun.

▷ GRAPHICS	10
▷ SOUND	6
▷ VALUE	9
▷ PLAYABILITY	9



- ▷ MACHINES: C64
- ▷ SUPPLIER: THALAMUS
- ▷ PRICE: £9.95 (tape) £14.95 (disk)
- ▷ REVIEWER: TIM

This is simply the best shoot-'em-up to hit the 64 since *Uridium*. It looks good, plays well, it's awesomely addictive and it will warm the hearts of zap fans everywhere.

If ever there was a game that demanded a joystick with an autofire facility *Sanxion* is it.

No nonsense blasting with some excellent frills. Great graphics from the man who designed and programmed the whole thing — Stavros Fasoulas. Great music by the maestro himself Rob Hubbard and great spot effects from David Whittaker.

The game also has a novel two way split screen effect. The top area of the screen shows a plan/view while the main screen area shows the horizontally scrolling bit where most of the action takes place.

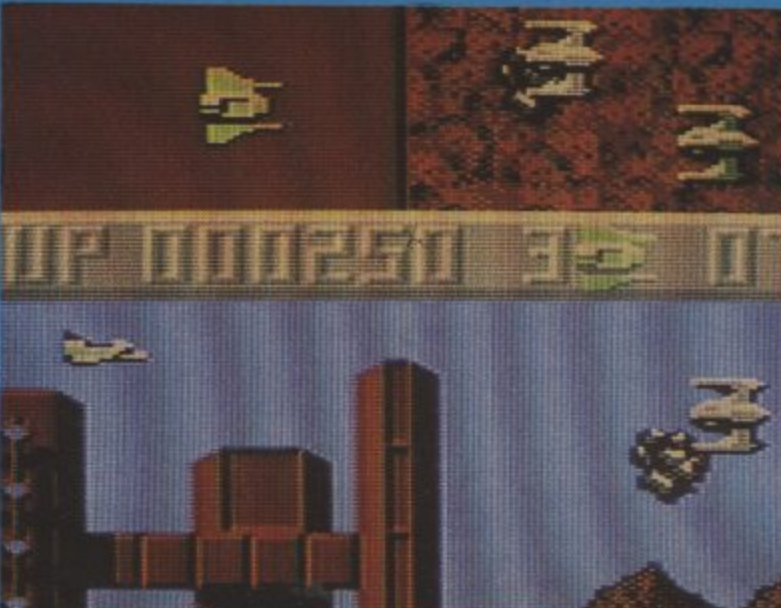
The top screen is really like a glorified radar screen — when playing you won't find yourself looking at it much, except may be to watch out for things coming up behind you.

The alien attackers come in all sorts of shapes and forms form normal looking spacecraft to abstract shapes. Some fire scatter bombs some just fly on regardless. Some bounce up and down. These are the most awkward. They can trap you in corners unless you blast them before they get too near. Attackers fly in squadrons or solo.

As you fly the landscape changes from a futuristic cityscape to desert, to seas and then to forests — all very pretty. There are ten different levels or sectors to attempt. You get an extra life for every 10,000 points and there's a bonus game to play between each successfully completed level.

This takes place against an eye-numbing scrolling background. Droid targets zap across the screen and you have to quickly spot what letter is written on them. S spells shoot, C means collide, and P means

▼ Level one ships attacking as the Sanxion ship swoops into the desert.



▲ Blast these suckers more than once. Or else...

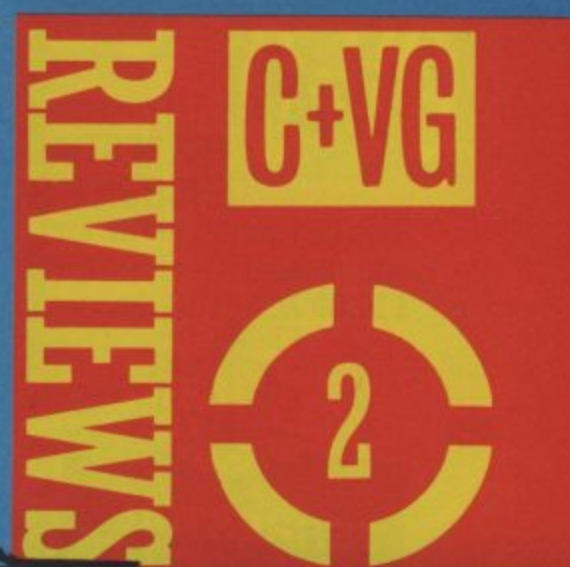
pick up. Personally I just shot the little \*?!\*s! You get a nice bonus after all this is over and then it's back to the battle once more.

Another thing to keep an eye on is the timer which ticks away on the right hand side of the screen. If you complete a level before this reaches zero — no mean trick — there's another bonus to be had.

There's a nicely presented hi-score chart and a two player option.

Sounds are spot on — from the title tune, to the neat droning engine sound of your fighter.

The game is packaged nicely and comes with one of those seemingly interminable sci-fi



scenarios. Does anyone read these things? And are the people who write them frustrated authors? Answers on a postcard please...

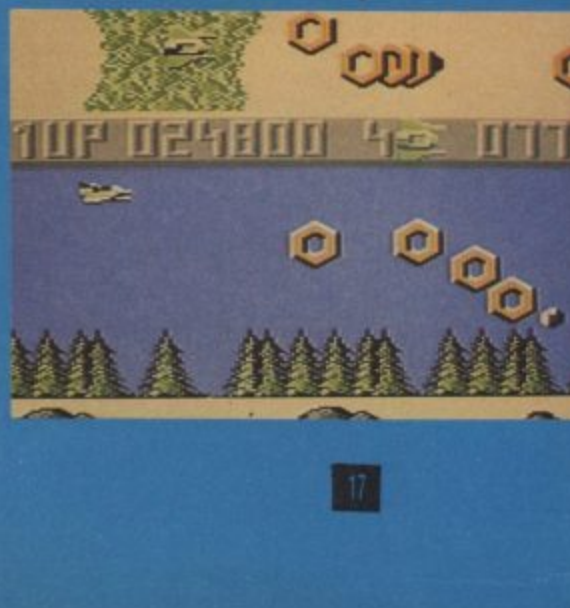
So when you're off on the school bus and there's lots of hollow eyed people looking like they need a good night's sleep you'll know they've been playing *Sanxion* — not doing anything else...

C+VG has no hesitation in recommending *Sanxion* to zappers everywhere. It's fast and it's fun. Don't miss it.

▷ GRAPHICS	10
▷ SOUND	9
▷ VALUE	9
▷ PLAYABILITY	10



▼ Don't bother to ask what these things are. Just shoot them!





**LATEST  
RELEASE**

## TERRESTRIAL ENCOUNTER

The big action game for  
space freaks everywhere!  
**£14.99** ATARI 520 ST  
FROM

**Solar  
SOFTWARE**

## TERRESTRIAL ENCOUNTER



**THE FIRST  
EVER SUPER  
SPARKLER**

## THE SAS: OPERATION THUNDERFLASH!



## THE SAS: OPERATION THUNDERFLASH!

The first ever Super Sparkler!  
Only **£2.99** for a super 3-D graphic  
game. Your task as leader of the SAS  
squad is to spearhead an offensive  
against the terrorists who have  
occupied a foreign embassy. Can you  
stay the pace? **Spectrum 48k**



**SPECIAL  
DELIVERY**

**SPECTRUM 48k**

**MONKEY  
MAGIC**

**C-64**

**ORC  
ATTACK**

**SPECTRUM 48k**

## Spike Sparkler's pick of the hits at only £1.99 each Street Date 31 Oct.

Poor old Santa! He's overslept again and now  
has only 5 hours to deliver all his Christmas  
goodies. Help him sort out this chaos by  
collecting and dropping the gifts down the  
right chimneys. **SOON ON C-64 AND ATARI**  
**SPARKLE RATING ★★★★★**

Fast and furious with more than a dash of  
magic. This search for the holy scriptures  
involves battles with venomous creatures  
which you have to fend off with lightning bolts.  
**SPARKLE RATING ★★★★★**

Defend the castle against the hordes. As Eric  
the Brave you have to fight off waves of  
murderous Orcs, outwit and slay the evil  
Sorcerer, and defeat the gigantic Demon Trolls.  
Six play levels.  
**SOON ON C-64 AND ATARI**  
**SPARKLING RATING ★★★★★**

**THE LATEST FROM SPARKLERS ALSO INCLUDES:**  
**RIVER RESCUE** **TANK COMMANDER** **COMPUTER WAR**  
**ON C-64** **ON ATARI** **ON ATARI**

AVAILABLE FROM ALL GOOD SOFTWARE STORES

Unit B11, Armstrong Mall, Summit Centre, Southwood, Farnborough, Hants. GU14 0NP. Tel: 0252 522200.

*Sparklers*

## SUPA SOFT DISCOUNT SOFTWARE

(PRESENT THE FOLLOWING SPECIAL OFFERS TO C+VG READERS)  
(BORING STATEMENT BUT JUST CHECK THE REST AND COME BACK TO THIS  
AD FOR THE REAL BARGAIN SOFTWARE)

SPECTRUM	RRP	OUR	THANATOS	RRP	OUR	ACE	RRP	OUR
Elite	14.95	10.95	Thanatos	9.95	6.75	Ace	9.95	6.75
Ghost & Goblins	7.95	5.25	Street Hawk	7.95	5.25	Commando 86	9.95	6.75
Miami Vice	7.95	5.25	Infiltrator	9.95	6.75	Infiltrator	9.95	6.75
It's A.K.O.	7.95	5.25	Hunchback 3	7.95	5.25	Infiltrator (D)	14.95	10.95
Konami's Tennis	7.95	5.25	Sold Million 3	9.95	6.75	It's a Knockout	8.95	6.00
Highlander	7.95	5.25	Bobby Bearing	7.95	5.25	Dan Dare	9.95	6.75
Paperboy	7.95	5.25	Hardball	8.95	6.50	Double Take	8.95	6.00
Dan Dare	9.95	6.75	Fist 2	8.95	6.00	Expert (Cart)	31.95	26.00
"V"	7.95	5.25	Durell's Big 4	9.95	6.75	Triv Pursuit (D)	19.95	15.95
Great Escape	7.95	5.25				W.A.R.	8.95	6.00
Uchi Marta	9.95	6.00				Cobra	8.95	6.00
Tarzan	7.95	5.25						
Dragons Lair	9.95	6.75	Great Escape	8.95	6.20			
Movie	7.95	5.25	Uchi Marta	9.95	6.75			
Trivial Pursuit	14.95	10.00	Uchi Marta (D)	14.95	10.00			
Space Harrier	7.95	5.25	Durell's Big 4	9.95	6.75			
1942	7.95	5.25	Leaderboard	9.95	6.75			
Bomb Jack 2	7.95	5.25	Leaderboard (D)	14.95	10.95			
Double Take	7.95	5.25	Durell Big 4 (D)	14.95	10.00			
Commando 86	7.95	5.25	Tarzan	8.95	6.25			
Airwolf 2	7.95	5.25	Trivial Pursuit	14.95	10.00			
Jack the Nipper	7.95	5.25	Paper Boy	9.95	6.75			
Scoby Doo	7.95	5.25	Jack The Nipper	9.95	6.75			
Batman	7.95	5.25	Bobby Bearing	8.95	6.25			
Ikari warrior	7.95	5.25	Alleykat	8.95	6.25			
Galvan	7.95	5.25	Highlander	8.95	6.00			
Green Beret	7.95	5.25	Street Hawk	8.95	6.00			
Street Hawk	7.95	5.25	Galvan	8.95	6.00			
Dynamite Dan 2	7.95	5.25	Elite	14.95	10.95			
Pyracurse	9.95	6.75	Elite (D)	17.95	13.95			
Ace	9.95	7.00	Mission Ad	8.95	6.00			
Konami's Golf	7.95	5.25	Green Beret	8.95	6.00			
City Slicker	8.95	6.00	Fist 2	9.95	6.75			
Uridium	8.95	6.00	Mikie	8.95	6.00			
Firelord	8.95	6.00	Graphic Creator	22.95	17.00			
Yie Ar Kung Fu	7.95	5.25	Graphic C (D)	27.95	22.00			
Ping Pong	7.95	5.25	Sold Million 3	9.95	6.75			
Dracula	9.95	6.75	1942	9.95	6.75			
Graphic Creator	22.95	17.00	Tau Ceti	14.95	10.95			
Theatre Europe	9.95	7.00	Tau Ceti (D)	14.95	10.95			
The Fat Worm	9.95	6.75	Bomb Jack 2	9.95	6.75			
			Atlantic Challenge	8.95	6.00			

Post & Packing Inc. Overseas Orders Please Add 75p per tape, Mail Order Only,  
Cheque and PO (sterling only please) made payable to:

**DISCOUNT SOFTWARE, Dept 3, 210 Nicholls Tower, Harlow,  
Essex CM18 6EF  
TELEPHONE (0279 29076) WEEKDAYS ONLY PLEASE**

## MAIL-SOFT

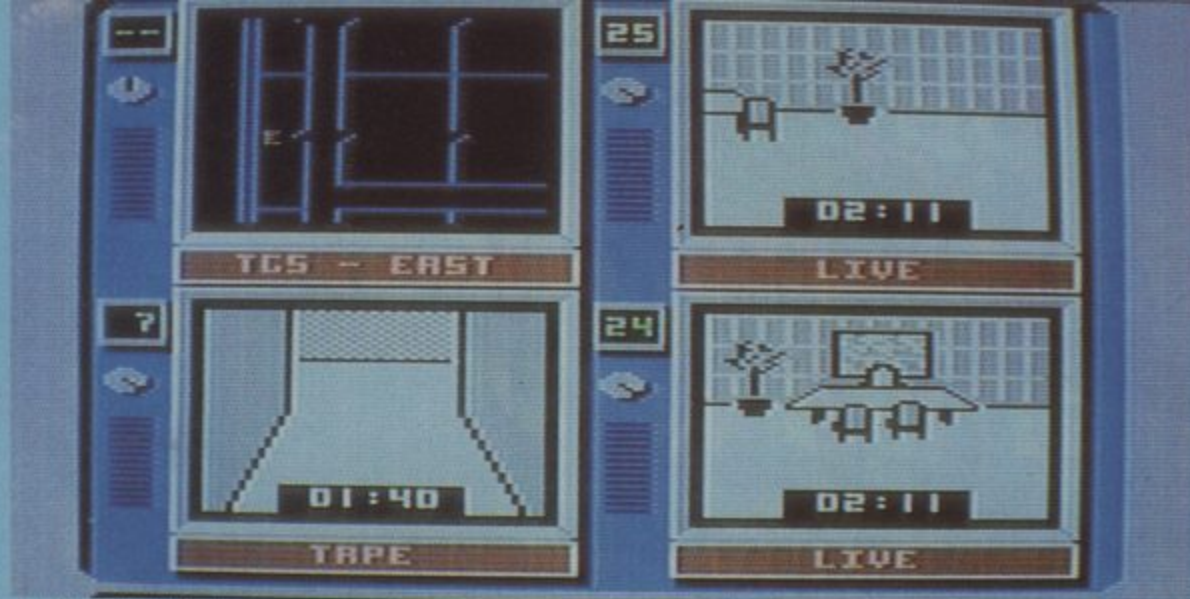
* COMMODORE 64 *	** SPECTRUM **	*****AMSTRAD*****
SACRED ANTIPIAD 6.50	PAPER BOY 5.50	LEADER BOARD 6.99
BAZOOKA BILL 6.99	1942 5.50	ELITE - D4 10.95
DRACULA - D2 6.99	COMMANDO 86 5.50	FIST II - D2 6.99
INFILTRATOR - D2 6.99	BOMB JACK II 5.50	TOMAHAWK - D2 6.99
ELITE - D3 10.95	SHAD LINS ROAD 6.50	DAN DARE - D2 6.99
PAPER BOY - D2 6.99	FIST II 6.50	REVOLUTION - D2 6.99
SHAD LINS ROAD 6.99	CITY SLICKER 6.50	CAMELOT WARRIORS - D2 6.99
LORD OF RINGS - D3 9.95	ARTIST II 9.50	FOOTBALLER YEAR - D2 6.99
TRAP DOOR 5.50	URIDIUM 6.50	DOOMSDARK REVENGE 6.99
BOBBY BEARING - D2 6.50	JAIL BREAK 5.50	TRIVIAL PURSUIT - D4 10.95
TRIVIAL PURSUIT - D4 10.95	HEAD COACH 6.50	TRAP DOOR 5.50
SPACE HARRIER - D2 6.99	AVENTER-TIGER II 6.99	STRIKE FORCE COBRA 6.99
GALVAN 6.50	ACADEMY 6.50	BOMB JACK II - D2 6.50
AVENGER TIGER II - D2 6.99	FAT WORM BLOWS 6.99	COMMANDO 86 - D2 6.50
DAN DARE - D2 6.99	HARD BALL 6.50	1942 - D2 6.50
YIE AR KUNG FU II 6.50	ELITE 10.95	IKARI WARRIOR - D2 6.50
BOMB JACK II - D2 6.99	WINTER GAMES 5.50	SPACE HARRIER - D2 6.50
GAUNTLET - D2 6.99	COMMANDO 5.50	SILENT SERVICE - D2 6.99
COMMANDO '86 - D2 6.99	REVOLUTION 6.99	IMPOSSIBLE MISSION - D2 14.95
XEVIOUS - D2 6.99	TOMAHAWK 6.99	THE ART STUDIO 6.99
DURELL BIG 4 6.99	FOOTBALLER OF YEAR 5.50	HITCHHIKERS-6128/PCW 19.95
ATTACK ON SENTINALS 6.99	LIGHTFORCE 5.50	TEMPEST - D2 6.99
LEADER TOWNSHIP 4.99	STRIKE FORCE COBRA 6.99	
TEMPLE OF TERROR - D2 6.99	TRAP DOOR 5.50	
CRYSTAL CASTLE - D2 6.99	CYBORG 6.50	
FIRELORD - D2 6.50	TRIVIAL PURSUIT 10.95	
HOT WHEELS - D2 6.99	BAZOOKA BILL 6.50	
HACKER II - D2 6.99	FIRELORD 6.50	
LIGHT FORCE 6.50	DAN DARE 6.99	
SANXIONS - D2 6.99	T T RACER 6.99	
SOLD A MILLION - D2 6.99	CRYSTAL CASTLE 6.50	
ELITE HIT PACK 6.99	PSI-5 TRADING 6.50	
SHOCKWAY RIDER 6.50	THANTOS 6.99	
1942 - D2 6.99	THEATRE EUROPE 6.99	
FOOTBALLER OF YEAR 6.99	GALVAN 5.50	
DEACTIVATORS - D2 6.99	DURELL BIG 4 6.99	
GHOST+GOBLIN - D2 6.99	ROGUE TROOPER 6.99	
CYBORG 6.50	CAMELOT WARRIORS 6.50	
STRIKE FORCE COBRA 6.99	SCOOBY DOO 5.50	
THE PAWN - DISK 14.95	KAYLETH 5.50	
A REALITY II - DISK 14.95	INFILTRATOR 6.50	
NOSFERATU 6.99	FAIRLIGHT II 6.99	
DANDY 6.99	DEACTIVATORS 6.99	
KAYLETH 6.99	REVOLUTION 6.99	
SUPER HUEY II - D2 6.99	SPACE HARRIER 5.50	
PRODIGY - D2 6.99	KNIGHTMARE RALLY 5.50	
SINBAD - D1 6.99	SOLD A MILLION 3 6.99	
WORLD GAMES - D2 6.99	ASTRIX 6.50	
	LEADER BOARD 5.50	

Disk version available: D1 - £9.95, D2 - £10.95, D3 - £12.95, D4 - £14.95.  
Post & Packing included in UK. Europe add £1 per tape.

Elsewhere at cost. Chq/PO to:  
Mail-Soft, PO Box 589, London N15 6JJ.  
Access and Visa orders accepted

If you do not see the game you want, simply deduct 30% of the RRP and we will send to you.  
\* Denotes new releases, will be sent to you as soon as the game is released from the software house.





▲ What's this? A Hacker's eye view through vid-coms!

# HACKER II

▷ MACHINE: CBM 64  
▷ SUPPLIER: ACTIVISION  
▷ PRICE: £9.95 Cass/£14.95 Disc  
▷ REVIEW: LEE

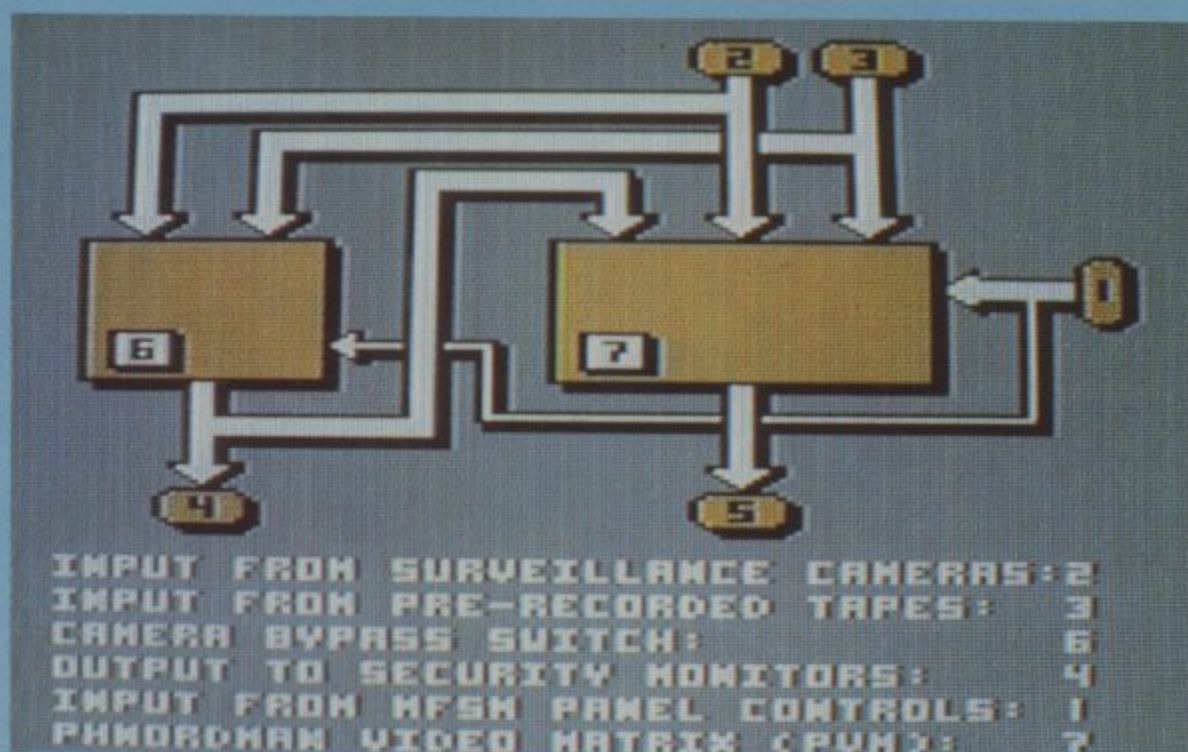
This may come as a surprise, but did you know that you are the world's greatest hacker? No, neither did I, but according to the latest game from Activision you are. The follow-up to one of the most successful games of last year has finally arrived, just in time for the Christmas rush.

*Hacker II* is written by the author of the prequel, Steve Cartwright, and takes a totally different angle to the original game.

This starts off in exactly the same way as the original, with the words 'LONDON PLEASE', and from now on, you're on your own. Once you have logged on, the CIA break into your computer, and interrupt you with a message. This informs you that the Russians have a notebook in their possession, known as The Doomsday Papers. Now this may seem trivial to you, but with it, they can bring the world to its knees.

What has this got to do with you? Well, because you are such a cunning hacker, the US Government is lending you their satellite so you can get into the Siberian complex with your computer. To help you slightly, they have managed to infiltrate this building with three Mobile Remote Units, which are little robots, that allow you to map the complex.

Now this sounds easy, but the building has a sophisticated security system, including



▲ System check via the Hacker network.

guards, video cameras and monitors, plus another droid called The Annihilator.

Unlike its predecessor, there is only one screen, which is set out in the form of a video display unit, with four monitors and a control panel. With these you can monitor what happens on the security cameras inside the building, and using the complex video system, bypass one of them.

To do this, you select one monitor, and switch the video on. Next, get the time on the video, to synch with the real time on the TV screen, and then press the bypass button, and then you can stand in front of the camera without security spotting you.

The screen controls are accessed by a hand sprite, which is moved over the command, and when the fire button is pressed, the finger moves down, and depresses

the instruction.

There is only one small problem, and that is the instructions. These are in the form of an instruction booklet for the monitors, and so the language is fairly complicated, and so it does take quite some time to read through. It does contain all the information, it's just finding what you want that's the problem!

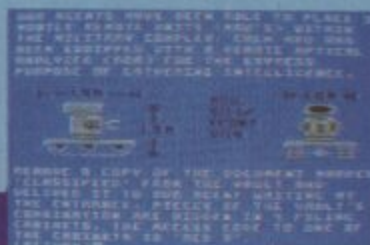
The graphics are spectacular. The animated effects on the video sequences have to be some of the most atmospheric on any computer game. It's almost worth buying the game just for the graphics.

When it first arrived, I spent ages just playing around with

the video recorder. Every detail has been included, even down to the noise bars on the screen during the preview and pause modes. The sound is just above average, although it is atmospheric, and suits the game well.

Being a fan of the original *Hacker*, I have been looking forward to Activision releasing this. Well it has lived up to my high hopes and I, for one, am not disappointed.

I suppose this game will form another cult of followers as the original did. Definitely one game for all fans of *Hacker*, and many other game players, will play into the wee, small hours of the morning.



▷ GRAPHICS  
▷ SOUND  
▷ VALUE  
▷ PLAYABILITY



10  
7  
9  
9



# KAT TRAP

PLANET  
OF THE CAT-MEN



Kat Trap is the winner of the "Crash Magazine" 'Genesis' competition. This game was selected out of 4000 entries and has been programmed by the top rated Design Design team, (need we say more).

**Streetwise**

**Spectrum 48/128  
Amstrad CPC**

**£8.95**

Programmed by

**Design Design**

STREETWISE SOFTWARE IS A DOMARK LTD LABEL  
204 WORPLE ROAD, SW20, LONDON 01-947 5626



# The best selling Computer Game is now available for the New Generation. Don't Get Mad – Get Even!



Full game or questions only  
available on  
Spectrum 48/128, CBM 64/128,  
BBC B,B+, Master, Amstrad CPC  
Cassette and Disk



John Menzies

and all local stockists



HORN ABBOT  
INTERNATIONAL

© 1986 HORN ABBOT INTERNATIONAL

## YOUNG PLAYERS™ EDITION – OUT NOW

TRIVIAL PURSUIT is a Trade Mark owned and licensed by Horn Abbot International Ltd.  
Published by Domark Limited, 204 Worple Road, London SW20 8PN. Tel: 01-947 5624.  
Trivial Pursuit was programmed by Oxford Digital Enterprises.



DOMARK



C+VG



REVIEWS

# THE GREAT ESCAPE

The Great Escape — a camp caper for tough guys. Hardship, degradation, cruelty. We've just got to get out of this place.

The year is 1942, the setting a Prisoner of War camp in the grounds of a castle in Germany. Colditz in everything but name. The aim is to escape. Suffice to say that the camp commandant and his goonish guards don't want to lose your company.

The camp is enclosed in a barbed wire fences. You can explore the grounds, exercise yard buildings and offices: searching for keys, tools and uniforms which may help you escape. Beneath the camp are old drains and secret tunnels. Can you find their entrances?

The furtive exploration of the camp is set against the strict regime of camp life — meal times, roll calls, exercise



▲ A spell in this camp is no holiday

periods. The camp is constantly under supervision. At night spotlights sweep the area. Fierce dogs patrol the perimeter fences.

The characters in the camp are the commandant — the nearest thing to God — the guards, other prisoners and you.

If you don't control your

character he will join in with the other prisoners in their mundane everyday tasks. It's a little like looking at an old black and white movie.

The majority of the screen is taken up with the 3D scrolling graphics of the camp. Remember *Movie*? We think they're similar in look and concept.

A flag pole indicates the escapee's morale. The higher the flag, the better he is. The colour of the flag changes depending on whether the POW is in a particular restricted area. If it's red, watch out. If the guards or commandant catch you, it's 24 hours of solitary confinement. Objects found are displayed at the bottom of the screen together with a medal score table, and an alarm bell.

One of the easiest ways to move round the camp is to find a German uniform. If you wear this the guards will not challenge you. Only the commandant will see through the disguise.

Thanks to a secret map supplied by Ocean I've managed to track down a few vital items. But I'm still trapped. It could be that I'll only escape with outside help. Any offers?

▷ GRAPHICS  
▷ SOUND  
▷ VALUE  
▷ PLAYABILITY



8  
7  
8  
9

## UCHI MATA

- ▷ MACHINES: CBM 64/SPECTRUM/AMSTRAD/MSX
- ▷ SUPPLIER: MARTECH
- ▷ PRICE: CBM 64 (£9.95/£12.95)/SPECTRUM (£8.95)/AMSTRAD (£9.95/£13.95)/MSX (£9.95)
- ▷ VERSION TESTED: CBM 64
- ▷ REVIEWER: PAUL

What can you say about a judo game with a name which sounds like a violent sneeze? It's frustratingly hard to get to grips with, that's what.

There was no way I could become a 10th Dan at *Uchi Mata*. I was more like a Desperate Dan as I wrestled manically with the joystick to master a Tomoe-Nage (sacrificial stomach throw, to you lot), followed by a rather neat De Ashi Barai (an advancing ankle sweep).

Brian Jacks, a 7th Dan and one of the world's foremost exponents of Judo, says in his introduction to the game that

the real thing requires "hard work, dedication and courage are essential if you are to master all the combat techniques." I'll second that — for the game as well.

You start off as a white belt and work up to 10th Dan. But that's not before you have to spend ages and ages in practice mode. Before daring to get down to the real combat.

The various throws are, of course, performed with joystick

movements. There are four main ones to learn. Even so, it was ages before I managed to throw my opponent.

Points are awarded for the degree of perfection with which a throw is performed. The top mark is ten for a Ippon, the perfect throw. If you manage this (I didn't), you get a new opponent.

Besides the two fights, the screen display indicates for grip and stamina, feet, arm and

hand positions, time and points.

To look at *Uchi Mata* is like many other martial arts games. However, it's the most difficult I've ever played. But it does appear to be very realistic. There's no huge leaps into the air or seemingly impossible kicks.

It's also one of the most tiring games I've played. My hands ached with frantic, and sometimes panic-stricken joystick movements.

If you want realism, try *Uchi Mata*. I got a little fed up with being the perpetual fall guy.

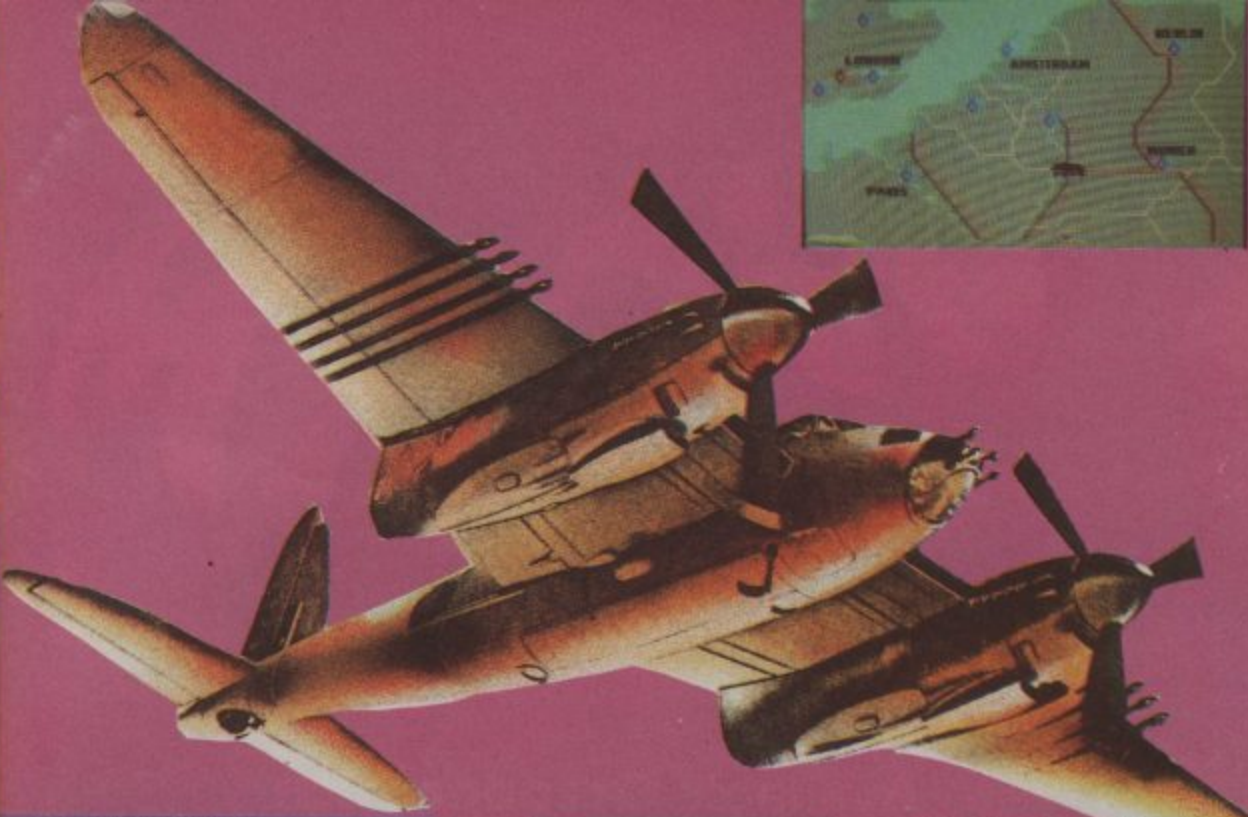
▼ Tenth Dan or Desperate Dan?



▷ GRAPHICS  
▷ SOUND  
▷ VALUE  
▷ PLAYABILITY

8  
7  
8  
7





REVIEWS

C+VG



► MACHINES: C64  
► SUPPLIER: U.S.  
GOLD/ACCOLADE  
► PRICE: £14.99 (disk)  
► REVIEWER: TIM

There I was, cruising along at 6,000 feet when who should come along but old Fritz. Lurking behind some storm cloud, he was. Gave him a couple of rockets up the old tail pipe. That saw him off!

Yes, it's good old World War Two again chaps! This time you're the pilot of one of the neatest RAF 'planes ever built. A twin-engined balsa wood Mosquito — the "wooden wonder". Fast and deadly this aircraft featured in many successful missions during the conflict with Nazi Germany.

*Ace of Aces* is a mixture of flight sim and arcade shoot 'em up. There's no messing about trying to take off and smashing into the runway here though. It's up and at 'em right from the start. But it's not just a heads up, shoot-down-the-attacking-enemy type of game. *Ace of Aces* tests your computer flying skills to the full.

You begin the game in the briefing room. An RAF type — complete with handlebar moustache and smouldering pipe — is asking you what sort of mission you want to undertake.

You can either select a "proper" mission, or attempt a practice session. When you start out, the practice mode is essential. This way you get to learn what to watch out for. You can practice dog-fights, bombing U-Boat bases, trains, or take on deadly V2 rockets.

Dog-fighting you've all seen

# A of ACES ACE

before. It's a simple shoot down the enemy game. But you do have to make it back to base. And guess what the enemy fighter always seems to knock out first when he riddles your aircraft with bullets? That's right! The compass! So the idea is to shoot first and ask questions later.

Bombing is a bit different. First get your Mosquito flying at the right speed, and then switch to the bomb screen which gives you a view through the bomb bay doors. Here you have to line up the bomb-aimers cross-hair sights and hit moving targets — like trains and U-Boats. No easy task.

Once you've practiced it's time to go for *Ace of Aces* status. This means selecting a mixture of missions from the briefing screen.

Once you've chosen what you want to shoot/blow-up, the nice RAF chap gives you details of the mission — what armament you need, what the weather is going to be like over your targets, how many enemy fighters you're likely to encounter and so on.

A map illustrates your targets on a stylised map of Europe.

Then — scramble! A nice opening sequence which shows small black and white "photo's" illustrating RAF wartime take-off as if you were looking through someone's old scrapbook.

Then you must load up your fighter with bombs, bullets, rockets and enough fuel to complete your chosen mission. You see your bomb bay filling up with deadly armaments, accompanied by nice metallic type sound effects.

Then it's straight into the action. You have to fly the aircraft and monitor the condition of your engines by switching to the engineer's screen. Here you control the speed of both your engines and "trim" of your plane. Over-rev the engines and they could



catch fire as quickly as if they had been hit by enemy bullets. Fortunately you've got a fire extinguisher to put out the blaze — but just your try flying on one engine!

Use your navigator's map to fly to your targets, bomb them, fight off enemy planes, and then make it back to base in one piece. If you can...

There's always something happening in *Ace of Aces*. The action comes thick and fast. The graphics are slick and the sound terrific. The engines give off an authentic drone as you fly through the clouds. And yes, you do get into bad weather — lightning, air pockets and all that stuff.

The disk packaging is excellent — with comprehensive and easy to follow instructions. Each screen is illustrated in detail to give you an at a glance guide.

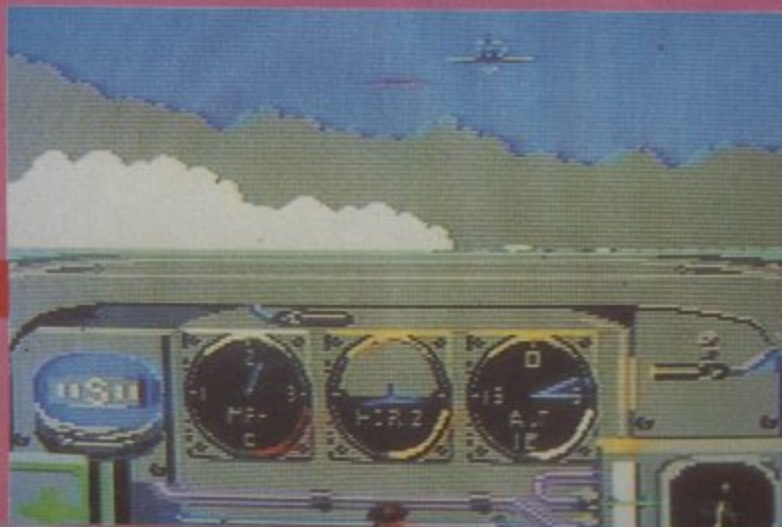
You'll need to have a hand free for keyboard/joystick combinations at times, which can be infuriating — especially when you want to put out a fire in the engine when you're on a bombing run or being attacked by fighters. But this comes with practice.

*Ace of Aces* is another extremely well presented package from Accolade — with enough frills and action to keep even the most critical computer pilot busy for some time to come.

► GRAPHICS  
► SOUND  
► VALUE  
► PLAYABILITY



10  
8  
8  
8





# EAT WORM

## *blows a sparky*

Now for something completely different. You are an insidious little WORMIE being chased through a micro-electronic labyrinth (you guessed it - a Sinclair Spectrum!) by CREEPERS in SPUTNIKS and CRAWLERS on foot (feet?). Defend yourself by shooting BURPER SPARKIES at the CRAWLERS, and BLASTER SPARKIES to take out the SPUTNIKS. You'll see the computer board in a smooth-scrolling 3D viewed from above (yawn, yawn - just another bit of mega-programming), as you crawl around in search of a DISK DRIVE on which to CLONE yourself. First you'll need to find fifty SPINDLES to eat, which will replenish your supply of SPARKIES to shoot at the BUGS. How long can you crawl down a DATA BUS? Find out how refreshing a DE-BUGGER feels when you're stuck in a Spectrum and covered in CRAWLIES. This game is like WELL CRUCIAL MAN.

**Available October 20th**

**Trade enquiries to Centresoft**

**on 021 356 3388**

**Any Spectrum £9.95**



# DURELL

***software getting harder....***



# SOFT SPOT

## Bullets

4



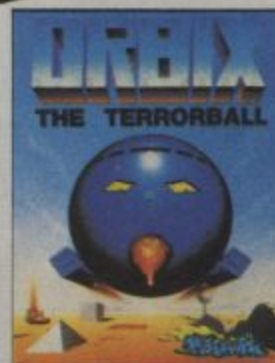
**Scalextric**  
SPECTRUM £9.95  
VIRGIN



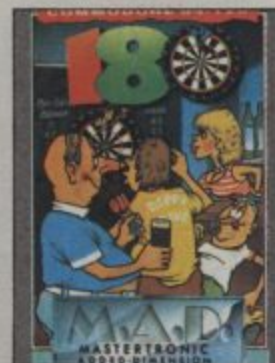
**Aliens**  
SPECTRUM £9.99  
ELECTRIC DREAMS



**Academy**  
SPECTRUM £8.95  
CRL



**Orbix**  
SPECTRUM £7.95  
STREETWISE



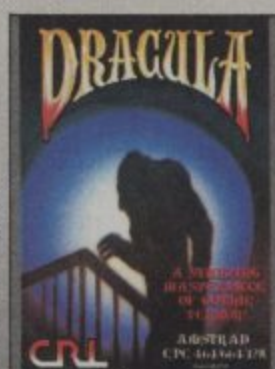
**180**  
C.64 £2.99  
MASTERTRONIC



**Breakthru**  
SPECTRUM £8.99  
US GOLD



**Howard the Duck**  
C.64 £9.99  
ACTIVISION



**Dracula**  
C.64 £9.95  
CRL



**Tarzan**  
SPECTRUM £8.95  
MARTECH



**Swat**  
ATARI £1.99  
MASTERTRONIC



**Masters of the Universe**  
C.64 £9.99  
US GOLD



**Big Trouble in Little China**  
SPECTRUM £7.99  
ELECTRIC DREAMS



**Bugsy**  
SPECTRUM £7.95  
CRL



**Boulderdash Construction Kit**  
C.64/128 £9.95  
DATATYPE



**Kettle**  
C.64 £8.95  
ALLIGATA



**Xevious**  
C.64 £9.99  
US GOLD



**Uridium**  
SPECTRUM £8.95  
HEWSON



**Kat-Trap**  
SPECTRUM £8.95  
STREETWISE



**Spy v Spy 3 Artic Antics**  
C.64/128 £9.95  
DATATYPE



**Thai Boxing**  
C.64/128 £7.95  
ANCO

AVAILABLE FROM SELECTED BULLDOG DEALERS

TOYS 'R' US

Littlewoods

makro

SPERRINGS

Lewis's



AND FROM ALL OTHER GOOD SOFTWARE DEALERS

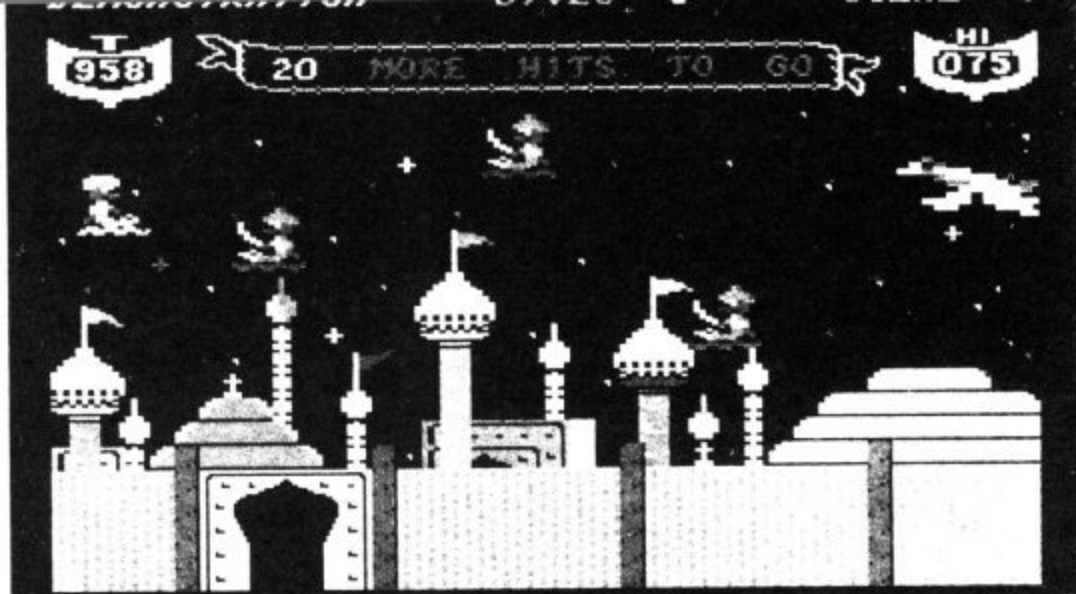
BULLDOG DISTRIBUTION LIMITED TEL: (0782) 563399 TELEX: 36247 BULLDO G



# C+VG



# REVIEWS



# THE LEGEND OF SINBAD

► **MACHINE:** CBM 64  
 ► **SUPPLIER:** SUPERIOR SOFTWARE  
 ► **PRICE:** £8.95  
 ► **VERSION TESTED:** CBM 64  
 ► **REVIEWER:** CHRIS

Remember Sinbad, star of book, stage and screen? Of course you do. Well now the monster-slaying hero is taking on the wonderful world of computers.

In his latest adventure, Sinbad is kidnapped and thrown in the dungeon of Sultan Salabim's fortress. All his treasures are stolen and hidden around the castle.

Sinbad, as you can imagine, is a little confused and angry. After all, who likes being tied up and thrown in a dungeon?

Anyway, Sinbad has broken free of his bonds and is now searching for away out of the dungeon. To escape he must find two keys and open the doors at the end of the maze. This is not an easy task. I lost many a man on this stage, so don't expect to do it first time. The dungeon is also the home of some nasty creatures which must be avoided at all costs, as they will deck you without a second thought.

When you get out of the first level, you have to fight the Sultan's guards. They are a blood thirsty lot who are only too keen to cut you into small pieces.

The leader of the guards is stronger than the rest. It takes four hits to kill him, while others only need one. Sinbad can also take four hits. But help is on hand in the form of magic lamps, which give bonus points and restore his strength.

Once you have dealt with the guards, you must take your camels across the desert,

defending them from nasty desert creatures. You must get five camels through to continue to the next level.

Now then, there are really two levels in this one. First you fight with the Sultan's bodyguards who are aided by giant birds, called Rocs. Rocs are tough and take three shots

to kill, whereas Guards are a cinch.

The Sultan, worried that one man has defeated his entire army, uses all his magic to transform himself into a fire-breathing dragon. To destroy this, one must shoot it 15 times!!

Should you do this, a

message will appear saying that could win you a competition prize. How nice. . .

The graphics on the game are a quite good, but could have been a bit bigger. The sound, though, was very good and I really liked the opening tune, well Arabian.

Not a bad game.

Oh just one more thing. From level two onwards, you are given a password when you snuff it, which enables you to start at the screen you died, rather than having to play it all the way through again.

But, you don't get the finishing message if you use passwords, so be warned.

► <b>GRAPHICS</b>	6
► <b>SOUND</b>	6
► <b>VALUE</b>	8
► <b>PLAYABILITY</b>	8

# POKER

► **MACHINE:** BBC  
 ► **SUPPLIER:** DUCKWORTH  
 ► **PRICE:** £5.95  
 ► **REVIEWER:** NICKY

Through the curling smoke, you eye evil Black Jake with suspicion. Do those tobacco stained fingers conceal a winning flush? Billy the Kid leans back in his chair and fingers his gun suggestively. Doc Holliday strokes his chin and regards you through hooded, hostile eyes. You stare at your hand, seeing the cards through a panic-stricken mist. Should bluff it out and raise them? Stick? Fold? You've got \$200 riding on this. . .

Moll the barmaid appears at your shoulder and you turn to her frantically for advice. You are an innocent in a den of lions, and you know it. 'Stick,'

she whispers in your ear. Matt Dillon swears under his breath and throws in his hand. Joshua Smith grins and raises another \$20. You sweat. The Mayor wipes his brow and sticks. So does Black Jake.

'Stick,' breathes Moll in your ear. You do so. Smith follows suit. Black Jake smiles unpleasantly. 'I'll see you,' he grates. The Mayor groans and throws in his hand. Smith shows his cards — a pair of queens. Black Jake turns up a pair of aces and a pair of fives. You show your hand — three fours. You win! With shaking fingers you gather up the cards and deal another round. . .

This is the flavour of this excellent introduction to *Poker*, written by the superbly named Tom Pinone. It starts by offering basic instructions, which you

can recall at any time, then dumps you in the middle of a smoky saloon among six seasoned players with \$1,000 to lose.

You are not entirely alone, however — the computer can sort your hand and make your discards for you, and of course there is always Moll.

The text is blocky and unpleasant to read, but it's also amusing and racy, so what the heck. You can slow down or speed up the action, which continues regardless of whether or not you have folded.

Fancy yourself as a latterday Mavrick? Now's your chance, pardner.

► <b>GRAPHICS</b>	7
► <b>SOUND</b>	8
► <b>VALUE</b>	8
► <b>PLAYABILITY</b>	7



# ALLEYKAT

## ROLLING THUNDER — IT'S ALLEYKAT!

Take up the challenge and ride the wheel of death... you'll have two things on your side — lightning speed and heavy firepower — but to blast your way through the 32 events on the space race calendar you'll need cash, skill and nerves of steel... will yours be the new name on the trophy?

Another fantastic and visually stunning game by Andrew Braybrook, author of *Paradroid* and *Uridium*.

For Mail Order send a cheque P.O. to Hewson Consultants Ltd. Order by Credit Card sending your Access Barclaycard number, and a specimen signature. Don't forget to enclose your name and address.

**FOR COMMODORE**  
**CASSETTE £8.95**  
**DISK £12.95**

AVAILABLE FROM  
JANUARY!

# HEWSON

56b Milton Trading Estate, Milton, Abingdon, Oxon OX14 4RX

As part of our continuing development of innovative software we are always happy to evaluate software sent to us with a view to publication



# GREMLIN

ALWAYS AHEAD

## Footballer of the Year

The game to answer every boyhood dream - the chance to make it to the very top of football stardom. Starting on your path to glory as a 17 year old apprentice with a Fourth Division team and only £500 and 10 goal scoring cards in your pockets, the footballing world is at your feet. Adopt the identity of a professional footballer and develop a career through the ups and downs of match days, transfer deals and injuries etc. Display your talents in Football League, UEFA, FA and Milk Cup games and then if you're good enough the ultimate accolade of your sport, the Footballer of the Year Award.

From First Division giants and opted to stay with Rovers. This promising centre-back has signed a new contract with the team manager Derek White. Thorpe announced today.

Cox, attracted to the club by the reputation of its manager and Managing Director Derek White.

ALBERT DEBUT

## FOOTBALLER OF THE YEAR

With a... spe... rough... for his h... day's Ma... against n... 2nd Divisi...

## SALE

join Rovers for Record BANKS

Europe to... new... about his City.

Cooper... for 12 months... injury, broke... week to make... to a French... medical treat... expert Pierre... has treated ot... pean Stars.

He is likely... as City are... with... him... from the... leaders... will be... reluctant to... with him.

United looked the more menacing side in the

## INJURED

English International striker KENNY MORRIS could be out of action for the rest of the season because of a leg injury.

The injury also threatens his chances of making it into the National Squad for the world cup later in the year.

Morgan, aged 29, has missed a large part of this season because of several other injuries. He pulled a leg muscle yesterday in an exhibition game, after scoring a spectacular goal against Rangers.

## Footballer of the Year

C16 + 4 MSX Spectrum 486

£6.95 £7.95

Amstrad, BBC/Electron Atari CBM 64/128

£9.95

## Avenger

C16 + 4 CBM 64/128 MSX Spectrum 486

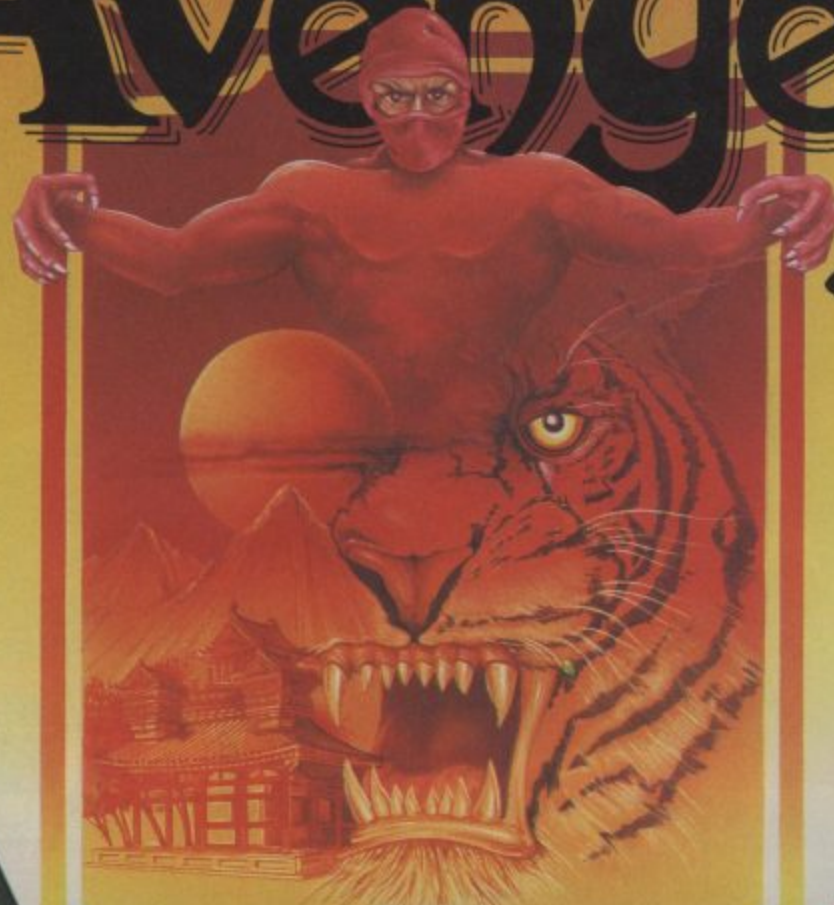
Amstrad £9.95

end of... signalling... remarkable... which has... born player... ore... e his... DIVI... lie Bai... row for... collected... ser...

The... has been... week con... after not... contract.

His departure... end of an era... signalling the... remarkable scoring... which has made the... born player the club's... prolific scorer in their... war league history.

# Avenger



First came "The Way of the Tiger" the martial arts classic in which you had to prove your physical skills to become a Ninja. Now you have to prove your supreme mental agility in the second part of the "Way of the Tiger" saga "Avenger", the ultimate arcade adventure. Yaemon the Grand Master of Flame has assassinated your foster father Nishiki and stolen the Scrolls of Kettuin. You have sworn to the God Kwon that you will avenge Yaemon's murderous act and recover the sacred scrolls. Your enemies are many, varied and all are deadly. All your skills courage and nerve will be called upon when you begin the final conflict in the Great Keep. Good Luck... only the brave hearted will survive.

Avenger (Way of the Tiger II)

Bou...

C16 + 4

£6.95

Available No...

Way of th...

C16 + 4

£9.95

Available No...

Thing on a...

C16 + 4

£6.95

Available De...

Gremlin Graphic...

Alpha House, 10 Carver Street

Available November



# GREMLIN

## HEAD OF THEIR TIME

### Future Knight Trailblazer

C16 + 4 MSX Spectrum 48K

£6.95 £7.95

CBM 64/128

Amstrad

£9.95

### Disk

Amstrad Disk

CBM 64/128

Disk

£14.95

### Future Knight

Arise Sir Randolph to take up the challenge of death that has befallen the fair maid Amelia, held in the evil clutches of Spelott the Terrible. Acting upon an inter-dimensional distress signal from the galactic cruiser SS Rutabuck, don your Omnibrot Mark IV attack suit and venture forth in pursuit of your beloved's captors. Defend yourself nobly against the Benteña Security droids. Fight your way through 20 grueling levels onto the planet's surface into Spelott's castle where the fate of Amelia lies with the outcome of your mortal combat with the awesome Hencho-droid. Is there any gallantry and bravery left in this modern day universe?

Available  
November

## FUTURE KNIGHT

# TRAILBLAZER

### Boulder

C16 + 4  
£6.95

Available November

### Day of the Tiger

C16 + 4  
£9.95

Available November

### g on a Spring

C16 + 4  
£6.95

Available December

Graphics Software Ltd.,  
Sheffield S1 4FS. Tel: (0742) 753423

Thunder into the unknown at a breakneck speed, pushing your reflexes to their limits in this definitely exhilarating journey that's not one for the fainthearted. Roll left, roll right avoiding the endless charms of doom that lay in and around the squares of mystery. Squares that will sometimes slow your progress, on occasion with fatal consequences and sometimes speed up unexpectedly or make you jump automatically. Keep a keen eye on the clock as the quicker you complete your task the higher will be your bonus. CBM 64 version is an amazing 2 player simultaneous game. Amstrad Disc version contains extra features.

Trailblazer

Available November



**C+VG****REVIEWS**

GAME OF  
C+VG  
HIT!  
THE MONTH

**FIRELORD**

► MACHINES:  
SPECTRUM/AMSTRAD/C64  
► SUPPLIER: HEWSON  
► PRICE: SPEC/AMS/C64 £8.95  
► VERSION TESTED: SPECTRUM  
► REVIEWER: JIM

C+VG Golden Joystick Winner Steve Crow has come up with a real scorcher in the shape of *Firelord*! It's an arcade adventure in the best tradition of arcade adventures — plenty of action and puzzles plus a

couple of new twists.

This is Steve's first game since the award winning *Starquake* — and you'll recognise some similarities between the two games when it comes to the style of graphic presentation. But *Firelord* isn't *Starquake* set in the Middle Ages. Far from it.

If you read our preview last issue you'll know the background to the game. But for those of you who missed it the basic idea of *Firelord* is, well basic.

You play the part of Sir Galaheart, a noble knight out to end the rule of the Evil Queen who has enslaved the population of the land of Torot using the sacred Firestone which she has stolen from an unsuspecting and very friendly dragon.

Galaheart has to become the Firelord and defeat the Evil Queen. Not an easy task...

You begin the game — as a lowly peasant — in the village, battling flame ghosts who take the form of poor villagers. Our hero can zap these creatures — but only when he's collected an enchanted crystal.

All the real villagers are hiding in their houses. They can be persuaded to help you by giving you information, and you can barter with them for useful items.

When you begin the game you won't have anything to barter with. This means you're going to have to steal something!

Now normally a gallant knight like Sir Galaheart wouldn't dream of doing such a thing.

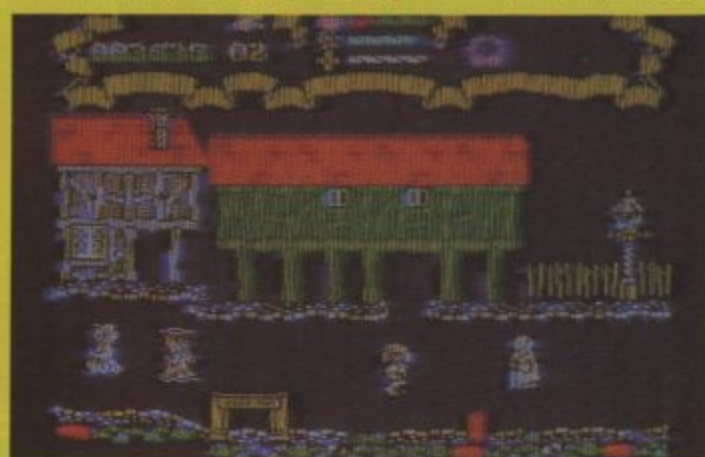
But times are hard and there's a quest at stake here!

So you're going to have to do a bit of breaking and entering. You'll always find someone at home — but you can still walk out with a useful object if you're quick at manipulating the various icons on the bartering screen.

Succeed and you'll be able to trade. Fail and you'll have to stand trial! More about that later. First let's take a closer look at trading — and cheating!

Once inside the house, shop or other inhabitable area, the screen will change. In the top right corner of the screen the character with whom you are trading is depicted. Below that is a cheat command. More of that later. Finally, on that side is the exit option.

Down the middle of the



► MACHINE: SPECTRUM  
► SUPPLIER: DIGITAL INTEGRATION  
► PRICE: £9.95  
► REVIEWER: TIM

**TT RACER**

Whooooo! Move over Kenny, Barry, Kevin and even you Ron! Here I come on my *TT Racer*! Digital do it again with an amazingly accurate simulation of Grand Prix motorbike racing.

Digital do for bikes what they've already done for jet fighters and super-helicopters, and put YOU in the hot seat.

*TT Racer* isn't your normal sit-in-front-of-the-computer-and-dodge race game. This is much more like the real thing. In fact it's a bit of an insult to call it a game really. But don't think it's terribly serious either. *TT Racer* is an entertaining and addictive bit of software.

Once you've got past the 'orrible Lenslok protection, you'll see a menu screen which looks as though it would be at home on the flight deck of Concorde. There're so many different options flashing away at you!

Still, what it all boils down to is that you can choose from four different sorts of bike, 12 different international race

tracks, how long you want your race to be, or if you just want to practice and at what level you want to race at.

You can even save lap record tables or bike performance characteristics and the menu selection to enable you to resume a racing session at any time. More about that later.

At first you'll be tempted — and rightly — to get stuck in and race. This is a great way to learn the ropes and you'll soon discover that the controls are VERY sensitive. Your first outings will more often than not end up in the grass.

It's best to begin by riding

one of the smaller bikes as there's so much instrumentation to worry about, and you can concentrate on simply staying on the track.

You can select an 80cc, 125cc, 250cc or 500cc machine. Each has different instruments and the bigger bikes even have wing mirrors so you can check what's coming up to overtake.

In practice mode you can tweak your machine so it is perfect for the particular track you've chosen to race on. You can adjust gear-ratios, select the right sort of tyres, adjust the steering and even add automatic gears if you want.

TT RACER - BIKE SELECTION

NAME	MODE
BIKE 125	100 1250 1250 1250
BIKE 250	100 1250 1250 1250
BIKE 500	100 1250 1250 1250
BIKE 1000	100 1250 1250 1250
BIKE 1500	100 1250 1250 1250
BIKE 2000	100 1250 1250 1250
BIKE 2500	100 1250 1250 1250
BIKE 3000	100 1250 1250 1250
BIKE 3500	100 1250 1250 1250
BIKE 4000	100 1250 1250 1250
BIKE 4500	100 1250 1250 1250
BIKE 5000	100 1250 1250 1250
BIKE 5500	100 1250 1250 1250
BIKE 6000	100 1250 1250 1250
BIKE 6500	100 1250 1250 1250
BIKE 7000	100 1250 1250 1250
BIKE 7500	100 1250 1250 1250
BIKE 8000	100 1250 1250 1250
BIKE 8500	100 1250 1250 1250
BIKE 9000	100 1250 1250 1250
BIKE 9500	100 1250 1250 1250
BIKE 10000	100 1250 1250 1250





# LORD

screen you can find the various services offered by the character.

A set of scales signifies that you may be able to trade with them.

A signpost will tell you that you can find out your location.

Using the cross-shaped cursor, you select which service you require, and how you intend to pay for it.

Now, back to the cheating part. Should you decide that it's worth the risk, you can choose to try and rip off the occupant of the building. If you get away with it, then you will escape with the object you desire, and the one which you promised to part with! However, if you are caught, you will find yourself at the trial.

If you're familiar with the bonus game in *Uridium* you'll

get the idea of the trial screen pretty quickly. An arrow flashes back and forwards between two words — Innocent and Death. You get three chances to ensure you don't lose a life. If you get it wrong and the arrow points to Death one life goes — every time. So if you get nabbed early on in the game it could be quite short!

Your score can be found at the top left hand side of the screen, lives left are shown in the right. In the centre are bars which show the condition of your energy, weapon and bartering powers. Items you've collected are also shown at the top of the screen.

You'll also find useful things dotted around the landscape — things like the crystals and bits of food which help keep your energy up. Making a map is essential, and always remember where you've left a supply of food.

*Firelord* is an excellent game. Graphics are colourful and sound effects original — which is saying something on the Spectrum. I particularly liked the metallic tinkling sound which happens when Galaheart dissolves after running out of energy or when he is wiped out by a baddie!

▷ GRAPHICS	9
▷ SOUND	8
▷ VALUE	9
▷ PLAYABILITY	9

Then using the useful save option from the menu, you can store all this away track by track so you've got the best machine for all the races. Again just like the real thing. . .

During a race you can make a pitstop to change tyres and refuel — only really necessary during Grand Prix events.

At the top of the main race screen you'll see a "pitboard" which transmits info about the lap times you are putting in, plus your position in the race and how many bikes are in front and behind you. There are 15 in each race.

On the bigger bikes you get a tyre indicator and a fuel gauge, plus all the normal instruments. You are looking out over the

handlebars and, as well as your instruments and the track, you can see your clutch lever and brake lever which are animated.

When racing, cornering and slick gear changes are things to get right if you are going to be a real champ.

Another pretty neat feature of this program is the networking option which allows you to link up to eight Spectrums together and race against your friends! The computers monitor the action and compile a stat sheet at the end of each event giving you lap records and race positions.

Only a couple of moans. I wish Digital wouldn't persist in putting Lensloks on their games. It's a real bind to have to cope with it EVERY time you load the game. And maybe some of the lesser machines could have been made a bit easier to control in order to make the "game learning curve" quicker for beginners, and perhaps give gamers the option of playing an "ordinary" arcade style race.

▷ GRAPHICS	9
▷ SOUND	5
▷ VALUE	9
▷ PLAYABILITY	9

▷ MACHINE: SPECTRUM  
▷ SUPPLIER: SOFTWARE PROJECTS  
▷ PRICE: £8.95  
▷ REVIEWER: CHRIS

*Dragon's Lair* was the first laser disc arcade coin-op. It caused quite a stir when it first appeared thanks to the cartoon style animation of the screens, and the original gameplay.

It wasn't easy to play and people soon got bored trying to get to grips with the thing even though it DID look extremely pretty.

It would take a brave programmer to try and attempt a conversion of this particular coin-op, despite the current trend towards turning arcade games into computer hits.

Software Projects were the brave people to attempt it — and their programming team included none other than Andy Walker from the now defunct *Tasket* software company.

The computer version features many of the "challenges" from the coin-op original. There's the falling discs, the skull hall, the burning ropes, the weapons room, the Giddy Goons, the tentacle room, the chequerboard and, of course, the dragon.

It also features the incredibly irritating "death sequence" where Dirk, the hero, collapses into a pile of bones and reforms EVERY time you lose a life. This wastes time and is boring after the billionth time.

And you'll be losing lives 19 to the dozen when you begin playing — just like the coin-op! I'd of thought it would've been better to make the game easier at the start just to get people into the swing of things. But oh, no, you have to struggle to stay on the first falling disc as a stupid genie tries to blow you off. And more often than not he succeeds.

I doubt if many people will want to play through to the end of the game where Dirk has to rescue the maiden from the fire-breathing Dragon.

Each different section, which has to be loaded from tape each time you want to play, faces the player with a different combination of joystick/keyboard controlled moves which have to be learnt, adding to the general confusion.

*Dragon's Lair* proves that some arcade games just aren't worth converting — or if you really want to have a crack at it, not to stick slavishly to the original concept which — as in this case — wasn't that great anyway.

The 64 version of this game has the benefit of prettier graphics and better sound. The Spectrum version is simply too difficult to get into and not very attractive.

A brave attempt which doesn't come off. Sorry Software Projects . . .

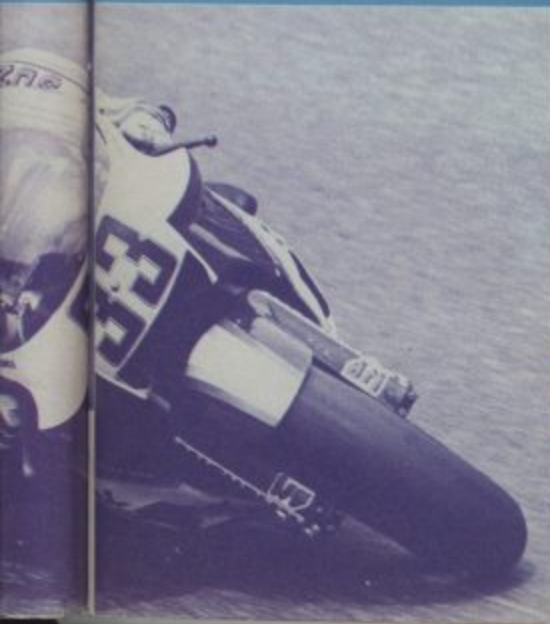
# REVIEWS

## C+VG



## DRAGON'S LAIR

▷ GRAPHICS	6
▷ SOUND	5
▷ VALUE	3
▷ PLAYABILITY	3





C+VG

REVIEWS



# THE TRAP DOOR

► MACHINE: AMSTRAD/SPECTRUM  
► SUPPLIER: PIRANHA  
► PRICE: £7.95  
► VERSION TESTED: AMSTRAD  
► REVIEWER: PAUL

It's an open and shut case for *The Trap Door*. It's great, wonderful fun etc, etc.

If you haven't come into contact with *The Trap Door* until now, where have you been? Down a hole?

The game is based on the new animated TV show which should still be on your screens. Berk, Drutt and Boni will be very familiar to you by now.

Berk is a big blue blob who lives in the depths of a gloomy castle. His role is to serve the unseen "thing up stairs", and slave away at completing various tasks set.

Below the *Trap Door* lurk all sorts of weird and not so wonderful things which are useful in helping Berk carry out his orders. In all there are five tasks to complete. They must be

finished or the Thing gets really angry. His fury is measured on the Anger-Meter at the bottom of the screen.

Berk's tasks are many and varied — as are the things that appear from under the *Trap Door*. Like the Spectrum version, this is a fun game. Those of you without a sense of humour should steer clear of Berk and his mates. But the rest of us will really enjoy it!

The graphics are wonderfully big and colourful and hugely entertaining. *Trap Door* is fun with a capital F. Don't miss out.

► GRAPHICS	9
► SOUND	8
► VALUE	8
► PLAYABILITY	9

AGFA 200 RS

AGFA 200 RS



► MACHINES: BBC/C64  
► SUPPLIER: US GOLD  
► PRICE: £9.99 (tape) £14.95 (disk)  
► VERSIONS REVIEWED: BBC/C64  
► REVIEWER: NICKY

Under the auspices of US Gold, *Crystal Castles* has finally emerged into the light of day on the Beeb and Commodore 64 micros. And about time, too. I haven't played such a satisfying game of grab-the-loot-and-run for a long time.

*Crystal Castles* has been described as 3D *Pacman*, and that just about sums it up. You play a character, apparently called Bentley, whose main aim in life is to get rich — fast. And since Bentley lives in a world of weird and wonderful castles whose corridors are strewn with gems, he has every chance of doing so.

All he has to do is scamper round the castle's walkways, leap on to moving platforms, run in and out of doorways and so on to gather all the available goodies. But, inevitably, there's a snag, and that snag takes various forms. Hostile bouncing blue balls, for instance, or mobile man-eating trees, not to mention the dreaded worms. And if Bentley takes too long clearing a screen, a savage bush — I think it's a bush — appears on the screen to add to his problems.

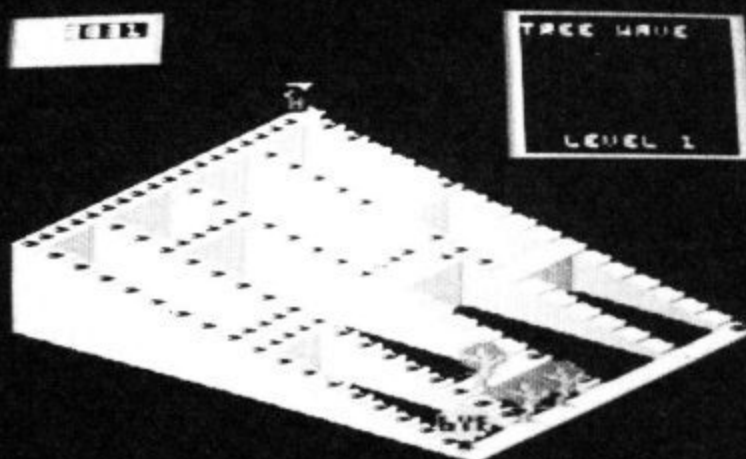
Considering the sheer speed of this game the graphics aren't bad at all, and the sound, for

once, complements the action. It's simple, slick, and very good fun.

The 64 version of *Castles* —

previewed by our very own Tony T. in *Hot Gossip* last issue — has a great tune and is very fast.

# CRYSTAL CASTLES



Each screen has a title — but on all the screens you have to collect the gems scattered around the pathways of the various *Crystal Castles*. Like the BBC game, the nasties take the shape of blue balls, trees, swarms of bees and green worm thingies.

There's another nice touch in this version are the secret warps which transport you in between levels. When you reach certain screens a message appears telling you where the warps are.

For example, when you reach level seven you get a message which reads: "Jump at left back corner of first screen".

If you do this you get 140,000 bonus points and get transported to level three.

The graphics aren't bad — just a bit fiddly for my tastes, just like the Atari original in fact.

U.S. Gold say they are releasing this game as a "limited edition". We're not quite sure quite what this means. It couldn't be a marketing ploy, could it?

Anyway, if you were a fan of the coin-op then this game is for you. *Crystal Castles* is a faithful copy of the arcade original. Completely playable and totally addictive.

► GRAPHICS	BBC	64
► SOUND	8	8
► VALUE	8	9
► PLAYABILITY	7	8
	9	9



Sentinel Awaits Your Challenge. It's What You've Come To

The Greatest Game Ever Devised, With 10,000 Separate Landscapes; The

# the SENTINEL



Expect From Firebird... Publishers Of The U.K.'s Most Exciting Software

TAPE  
£9.95



"Without doubt an exceptional piece  
of software...in a class of its own" —  
ZZAP 64

DISC  
£14.95



**firebird**

FIREBIRD SOFTWARE  
FIRST FLOOR, 64-76 NEW OXFORD ST., LONDON WC1A 1PS

BBC  
COMMODORE 64

Firebird is a Registered Trade Mark of British Telecommunications plc.

**MAIL ORDER**

Please state name of game, machine, cassette or disk and quantity required. Enclosed crossed cheque/PO made payable to FIREBIRD SOFTWARE. All offers are subject to availability. Orders are despatched promptly. All prices inclusive of VAT and postage.

MAIL ORDER: AUNTIE KAY, \*FREEPOST FIREBIRD, FIRST FLOOR, 64-76 NEW OXFORD ST., LONDON WC1A 1PS.

\*No stamp required.



# Probably the best joysticks in the world

## THE TOP PEOPLES CHOICE

# 125 +

## The Explosive Joystick



Compatible with ZX Spectrum, 16k, 48k, 128k, +2, Commodore 64, Vic 20, Amstrad, Atari, etc.

At only £8.95 the features on the 125 are second to none. Besides its unique internal structure, built to withstand immense punishment from even the most vigorous games player, the joystick contains no less than four extremely sensitive fire buttons. Two are housed in the handgrip which has been moulded for extra comfort and ease of operation. The trigger finger fire button provides ease and comfort for your finger and the top fire button is contoured to fit your thumb for sure fire shooting. The base fire buttons are positioned for extra control and two hand firing whether you are right or left handed.

A built in auto-fire switch provides continuous shooting at the touch of a fire button.

Including Spectrum+2 Selector Connector.

The 125 comes complete with a full 12 months warranty

Prices include VAT, postage & packing. Delivery normally 14 days.

Export orders at no extra cost. Dealer enquiries welcome.

Cheetah, products available from branches of

**Dixons** **WHSMITH** High St. Stores and all good computer shops.

## A Right Royal Joystick

### Cheetah MACHI + MICROSWITCH JOYSTICK

- ⚙ METAL SHAFT ⚙ AUTO FIRE
- ⚙ +2 SELECTOR CONNECTOR
- ⚙ 12 MONTH WARRANTY

ONLY  
**£14.95**

- Deluxe, robust construction. ● Comfortable rugged hand-grip, 8directional control with automatic centering.
- Heavy duty base with strong stabilizing suction cups.
- Highly sensitive light touch **MICRO SWITCH** fire buttons.
- Ergonomically designed control handle with indestructible **METAL SHAFT**. ● Built in **AUTO FIRE** function.

Machi+Joystick compatible with: ● Sinclair ZX Spectrum 16K, 48K, 128K, +2

- Amstrad computers ● Commodore 64 & VIC 20 Computers
- Commodore C16 & Plus 4 Computers (adaptor sold separately)
- MSX Computers ● Atari 2600 & Atari 5200 Video Game Systems
- Atari Home Computers

Prices include VAT, postage & packing. Delivery normally 14 days. Export orders at no extra cost. Dealer enquiries welcome. Cheetah products available from branches of **Dixons** **WHSMITH** High St. Stores and all good computer shops.



You know  
you deserve  
the best!



CHEETAH MARKETING LTD.  
1 WILLOWBROOK SCIENCE PARK  
CRICKHOWELL ROAD, ST. MELLONS, CARDIFF  
TEL: CARDIFF (0222) 777337 TELEX: 497455  
FAX: 0222 779404





**OUT NOW FOR**  
**Amstrad 464, 664 & 6128**  
**Computers**

**£8.95 cassette**

**£14.95 diskette**

Available now from your local dealer  
or mail order P&P included from:

# ENGLISH

## SOFTWARE

**1 North Parade, Parsonage Gardens,  
Manchester M3 2NH. Tel: 061-835 1358**



# We've done it again!

# ATARI SMASH Hits

## VOLUME 5 AND VOLUME 6

FOR ALL  
**48k ATARI 400/800/XL/XE**  
COMPUTERS

**£9.95 double cassette • £14.95 double diskette**

Available now from your local Atari dealer  
or mail order P&P included from:

**ENGLISH**  
**SOFTWARE™**

**1 North Parade, Parsonage Gardens, Manchester M3 2NH. Tel: 061-835 1358**



# WAR HAWK

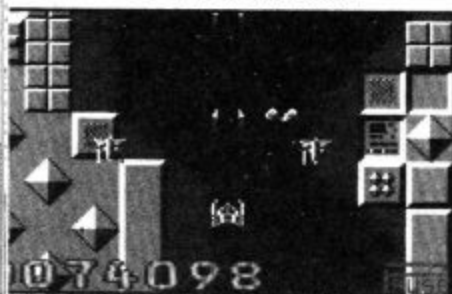
► **WAR HAWK**  
 ► **MACHINE:** C64/128  
 ► **SUPPLIER:** FIREBIRD  
 ► **PRICE:** £1.99  
 ► **REVIEWER:** TIM

Sometimes I wish Andrew Braybrook hadn't written *Uridium*. Then we'd have been spared all the shoot 'em up clones that his classic game has inspired.

I guessed it wouldn't be long until a budget version of Mr B's creation came along. And here it is in the shape of *War Hawk*, complete with soundtrack by none other than Rob Hubbard.

Instead of a sideways scrolling game we've got a horizontally scrolling one — but apart from that, and the lack of frills, this is a pretty basic blast-everything-you-see *Uridium* clone.

The backgrounds — not so detailed as *Uridium* — are nice and colourful. The alien



attackers are fast and numerous. You can shoot things in the air and on the ground — but there's none of this fancy flipping, only up-down-left-right dodging manoeuvres are permitted.

You don't get lives — only energy levels which appear at the bottom of the screen as little arrow shapes. Energy is lost by colliding with the alien attackers.

If you successfully complete a level, things get REALLY hectic at the end of each wave with lots of fast moving attackers coming at you.

There's no doubt that *War Hawk* is good value for your money — but there's only one *Uridium*. Once you've got that do you really want more of the same, whatever the price?

► **GRAPHICS** 7  
 ► **SOUND** 7  
 ► **VALUE** 7  
 ► **PLAYABILITY** 7

## THRUST

► **MACHINE:** SPECTRUM  
 ► **SUPPLIER:** FIREBIRD  
 ► **PRICE:** £1.99  
 ► **REVIEWER:** TIM

This may sound sacrilegious but I've never really understood what all the fuss over *Thrust* is all about. There's no doubt that this throwback to the days of vector graphics and *Asteroids/Scramble/Lunar Lander* type games is good

value for money.

Maybe now the Spectrum version is out we can take a considered look at the product which has done so well on the 64 and Beeb.

First up you can only play this version using the keyboard — and like all keyboard-only games you need to be an octopus to keep everything under control.

And maybe my reactions are going and I shouldn't even touch this sort of game, but I found the *Thrust* ship as manoeuvrable as an elephant on ice skates.

The idea is simple enough. You have to fly your craft down caverns, blasting at gun emplacements, in order to pick up a fuel pod and zap back into the stars carrying your cargo — and a bunch of bonus points behind you.

The caverns get progressively more difficult as you go through the game — and if you get really good you have to cope with reverse gravity.

Early excursions will prove frustratingly fruitless until you get to grips with the controls. And maybe by then you'll be so fed up with the sight of your craft smashing into the scenery you won't care too much if you manage to get a fuel pod or not.

*Thrust* is a game for keyboard experts and people willing to spend a lot of time getting nowhere fast. I'm not one of them, I'm afraid.

► **GRAPHICS** 6  
 ► **SOUND** 5  
 ► **VALUE** 7  
 ► **PLAYABILITY** 6

## HAPPIEST DAYS OF YOUR LIFE

► **MACHINE:** SPECTRUM  
 ► **SUPPLIER:** FIREBIRD  
 ► **PRICE:** £1.99  
 ► **REVIEWER:** TIM

The best thing that can be said about this pretty average arcade adventure is that it's big. Lots of locations, lots of things to collect and shuffle about in the manner of every arcade adventure ever written.

It's set in a school which looks like a private one to me. I guess loads of you out there have been to a expensive establishment, like this — with quadrangles, studies and big musty libraries full of Latin texts. This is definitely not Grange Hill.

Your task is to find the headmaster's stolen wallet. Hang on, maybe it IS Grange Hill...

It's all predictable stuff, served up lukewarm like a dodgy school dinner.

The graphics aren't bad — but uninspiring. The puzzles are uninspiring too. All in all a game that doesn't make you WANT to play it. It lacks any sort of atmosphere and you end up not caring very much if you find the wallet or not.

Ironically, if Firebird's current batch of budget games — which include gems like *Bomb scare* and *Olli and Lisa* — weren't so good the inadequacies of this little offering wouldn't show up so much.

Playing this game won't make you very happy — much like having to go to school really...

► **GRAPHICS** 6  
 ► **SOUND** 4  
 ► **VALUE** 5  
 ► **PLAYABILITY** 4

## HOODOO VOODOO

► **MACHINE:** CBM64  
 ► **SUPPLIER:** BUG-BYTE  
 ► **PRICE:** £2.99  
 ► **REVIEWER:** CHRIS

*Hoodoo Voodoo* looks like it's been converted from a ZX80, and a perfect job they've done too.

The Plot, if you can call it that, is very weak, proposing that you break a strange curse and also destroy some alien, for which you apparently receive a "big bonus".

The game is set on another world, which seems to be infested with exploding spiders and flying baked bean cans.

By collecting seven daggers of power you can open the Portal that leads to the next level.

The game boasts that it has amazing scrolling, and I must admit that although the speed is comparable to a tortoise with no legs, it is smooth.

To sum up the game in simple terms, terrible graphics, naff sound (The fist sound effect you hear must be at least 10,000 years old) and gameplay which is none existent.

► **GRAPHICS** 4  
 ► **SOUND** 6  
 ► **VALUE** 0  
 ► **PLAYABILITY** 0

## CAMELOT WARRIORS

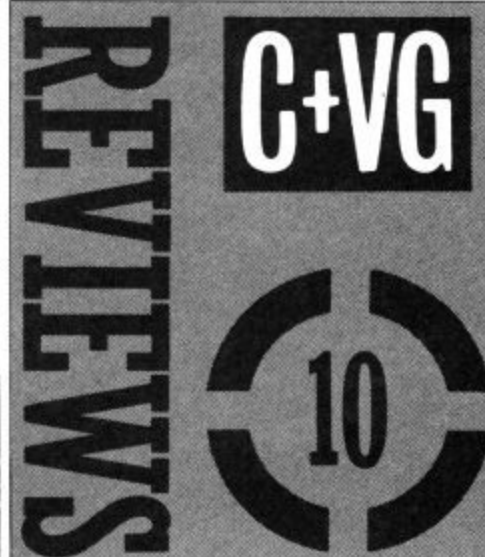
► **MACHINE:** AMSTRAD/SPECTRUM  
 ► **SUPPLIER:** ARIOLASOFT  
 ► **PRICE:** £9.95 AMSTRAD CASSETTE/£14.95 DISC/£8.95 (SPECTRUM CASSETTE)  
 ► **VERSION TESTED:** AMSTRAD  
 ► **REVIEWER:** PAUL

This is most severe case of back to the future as I've ever come across. All I did was take a quick kip in the 20th Century and I wake up in the time of King Arthur with a desperate urge to get back to the present.

Armed with my trusty sword Excamembert, I set about exploring Arthur's world.

The idea is to find four elements from the 20th Century. These are the fire which does not burn, the mirror of wisdom, the elixir of life and the voice from the other world.

There are four levels to search — the forest, lake, caves and finally Camelot Castle.



## SHORTS

In many ways *Camelot Warriors* reminded me of *Sorcery*. Graphically it has the same sort of feel and look. And



that's no bad compliment.

*Camelot Warriors* is one of Ariolasoft's best games for ages.

► **GRAPHICS** 8  
 ► **SOUND** 7  
 ► **VALUE** 7  
 ► **PLAYABILITY** 8

## STAR FORCE SEVEN

► **MACHINE:** BBC  
 ► **SUPPLIER:** BUG-BYTE  
 ► **PRICE:** £2.99  
 ► **REVIEWER:** NICKY

*Star Force Seven* is a space armada which has one year to inflict enough damage on the Zurg Hegemony (the villains) to force it to give up its attack on the Terran Empire (the goodies).

It would probably take you a year to play it. That's if you survive the pages and pages of on-screen instructions.

There's a bit of graphical action when you engage the enemy forces, but nothing to get excited about. Good for armchair tacticians, but *Star Trek* it ain't!

► **GRAPHICS** 6  
 ► **SOUND** 6  
 ► **VALUE** 8  
 ► **PLAYABILITY** 7



# INFODROID

ON THE HIGHWAYS OF THE  
FUTURE SPEEDING ISN'T  
A CRIME ... IT'S THE ONLY  
WAY TO SURVIVE

**CBM 64**  
**£9.95**

COMING SOON  
ON THE  
SPECTRUM  
AMSTRAD

**DENTON  
DESIGNS**

**BEYOND**

INFODROID IS AVAILABLE FROM ALL GOOD SOFTWARE  
DEALERS. IN CASE OF DIFFICULTY PLEASE WRITE TO  
BEYOND SOFTWARE FIRST FLOOR 64-76 NEW OXFORD ST.  
LONDON WC2A 1BU



With no hope on the horizon - all that's left are dreams

# *The* INHERITANCE

*Panic in Las Vegas*



Michael



MITRE HOUSE, ABBEY ROAD  
ENFIELD, MDDX. EN1 2RQ  
Telephone: 01-364 0123

Things couldn't be worse. No money, no food, no hope. Until the day of the telegram.

Now you must get to Las Vegas. And Why? To win a million dollars, that's all!

It won't be easy, you may not even get out of your hotel, let alone survive the ordeal of the airport. And have you the skill, and the luck, to win in the Casinos of Las Vegas?

Available on: **Amstrad** (Tape & Disk)  
**CBM 64; MSX and Spectrum** (Tape only)



▷ MACHINES: AMSTRAD/  
SPECTRUM/C64  
▷ SUPPLIER: IMAGINE  
▷ PRICE: SPEC-£7.99  
AMS/C64-£8.95  
▷ VERSION TESTED: SPECTRUM  
▷ REVIEWER: TIM

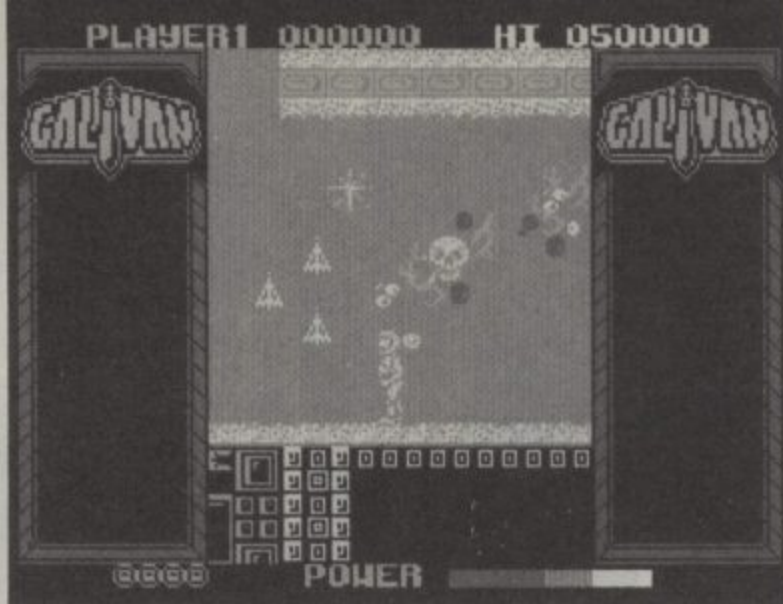
Will you please welcome the latest arcade invader *Galvan*! Based on the Nitchibutts (*Bless you! Ed*) coin-op of the same name, this home computer version joins the growing ranks of arcade machine titles.

Is it any good? Sadly, it isn't. The jerky scrolling — bad news for ANY games these days let



alone an arcade conversion — really lets it down. Hopefully this will be cured on other versions of the game — but it makes the Spectrum game not very nice to play.

Shame, as the basic idea isn't bad. You're the last surviving member of the Cosmo Police on a mission to end the vile regime of Cynepe by entering the Techno Caverns, wiping out the defence systems — they include horrible multi-headed



▲ A shaky arcade conversion. The screen on the left is from the Amstrad version

# GALVAN

demons.

Your super-cop starts the game armed only with his fists. Fortunately he can find power pyramids dropped by deceased Cosmo Policemen which contain useful weapons.

These include Arc Blasters, Laser Guns and Blue Bolt Neutralisers.

As your energy level decreases — shown as a bar graph at the bottom of the screen — the weapons are replaced with ones of lesser power. For example you could have an Arc Blaster but after fighting off a couple of andorid

defenders it could rematerialise as a dodgy laser pistol.

The Techno Caverns include factories, underwater sections, caves and things that look a bit like hydroponic gardens.

You get bonus points for zapping your enemies and completing a level by destroying a demon — the best bit of this game.

When it comes down to it, *Galvan* is still just a ladders and ramps game with added shooting. It IS big — so if you're one of those people who measures a game by the number of screens, it could be

one for your.

My feeling is that *Galvan* is a very average game, with average graphics, average sound and pretty average game play. An example of the well know Jackson T. Kalliber saying: "Not every arcade game deserves converting."

If you've played the original, take a long hard look at the computer version BEFORE you decide to buy.

▷ GRAPHICS	6
▷ SOUND	5
▷ VALUE	5
▷ PLAYABILITY	6

# BOMBSCARE

▷ MACHINE: SPECTRUM  
▷ SUPPLIER: FIREBIRD  
▷ PRICE: £1.99  
▷ REVIEWER: TIM

Budget games just seem to get better and better. *Bomb scare* is one of the best I've seen for a long time. It's a race against time on the planet Neptune where an enemy has planted a big bomb in the space station. Only Arnold, the cute bomb disposal droid, can stop the base being destroyed.

You're in control of Arnold and must guide him through the many detailed 3D rooms in search of the correct tools to help defuse the bomb. Each room is inhabited by energy draining creatures left behind



▲ Excellent graphics for £1.99!

by the enemy. Arnold can avoid or zap them — but his supply of ammo is limited.

Objects he discovers can come in useful. He can find things that give him extra lives, transport him from place to place, act as SMART bombs — blasting all the creatures in a room — or protect him from harm.

Things that look like shields are protection devices, bomb shaped objects blast the creatures, an odd pyramid thingy acts as a transport back to the "bomb" room, while a square shaped doodah with a wiggly line across it will transport Arnold to the exit when activated. Many other objects can be found, but I've yet to work out their functions.

Arnold can carry up to five objects which are selected and activated via the keyboard. Joystick controls are used to move the droid around and fire at things. A small window on the right hand side of the screen displays the object currently in use.



▲ Great budget action

You really have to work out what does which simply by activating the object you've picked up and watching what happens on screen or on your status readouts. Some objects help keep Arnold going by replacing lost energy and zapping power.

There are teleports dotted around the space station which you access by running into them. A small window opens in the middle of the screen requesting a password — as in *Starquake*. If you don't know the password you're stuck! And quite where you find them I'm not sure yet.

You'll need to hang onto the objects which get you back to the "bomb" room and the exit in order to make a quick

getaway. Even if you don't succeed in defusing the bomb you can get Arnold out of the space station before the big bang by making a dash for the exit. This gives you a 1,000 point bonus — but not a lot of satisfaction!

If you don't kill the bomb you see a nice end-game sequence in which the plant is blown into a billion bits!

It's amazing to think that a couple of years ago a game like this would have cost around £9, would probably have come from Ultimate and have been described as a major leap forward in games technology.

Here we have a game that costs just a quarter of the price, has great graphics, good sound, is immensely playable and only costs £1.99.

*Bomb scare* is a brilliant budget release destined for a very high chart placing. One some software houses producing full price games should look at and take note. Get it!

▷ GRAPHICS	7
▷ SOUND	7
▷ VALUE	9
▷ PLAYABILITY	9



# THE ICE TEMPLE



SPECTACULAR  
SPECTRUM GAME  
£7.95



BUBBLE BUS SOFTWARE · 87 HIGH STREET,  
TONBRIDGE, KENT TN9 1RX, ENGLAND.

TELEPHONE: 0732 355962 TELEX: 95151



# THE SACRED ARMOUR OF **ANTIRIX**



Actual  
screen shots  
from the  
Commodore

Now Available  
for the  
**AMSTRAD**

Pack includes  
16 Page  
**COMIC**

**READ THE COMIC!**  
**PLAY THE GAME!**



Available from all good computer game stockists  
or by mail order from Palace Software, 275  
Pentonville Road, London N1 9NL. Send cheque  
or postal order for £8.99 plus 80p p&p.  
Access and Barclaycard holders phone 01-278 0751.



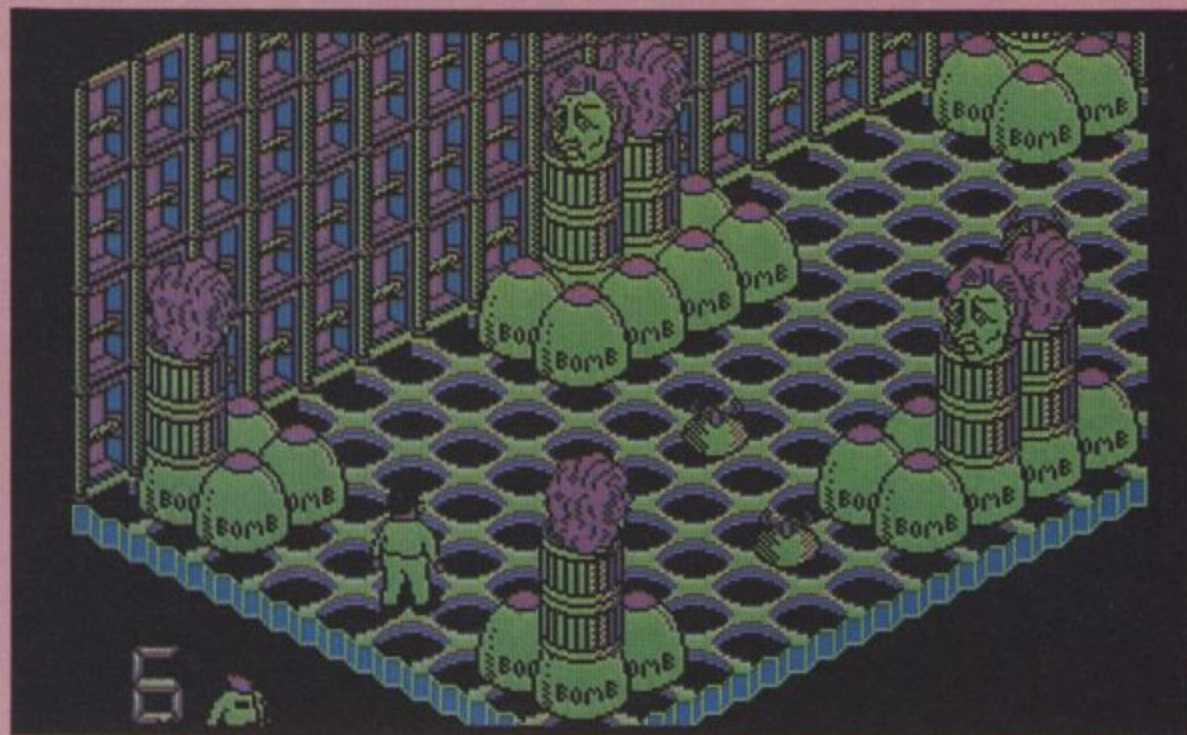


- MACHINES: SPECTRUM/AMSTRAD
- SUPPLIER: DESIGN DESIGN
- PRICE: £7.95
- VERSIONS TESTED: SPECTRUM/AMSTRAD
- REVIEWER: TIM

Is this the best Design Design game yet? Could be. It's certainly the slickest looking and easiest to get into — unless you are totally bored by the squillions of Ultimash 3D arcade adventures that have come your way since the Sabre Man discovered the Spectrum.

The game comes with a long background blurb about a space war between Earth and the Andromedans which seems to go on forever. If you're into that sort of sci-fi babble and need it in order to get the most out of a game, you'll probably enjoy reading it.

It all boils down to the fact that you have to prevent a mega-super-fab-totally-awesome weapon falling into enemy hands. This weapon is called Nemesis and it's hidden



in bits inside the the N.E.X.O.R. complex and your job is to find and collect bits of the device in order to actually make one of these mega-super-fab-totally-awesome weapons which will end the war against the Andromedans for all time.

Heard THAT before somewhere, haven't we?!

You have to find the blueprint for one weapon and bring them to safety.

All the time you are searching the complex — and it's BIG —

for these bits and bobs, the Andromedans are filtering into the many rooms. This makes your life — or lives, you get eight — much more difficult.

Some of the nasties look strangely like Mrs T. I've always had my suspicions that She was some sort of creature from outer space.

Other things suddenly grow legs and scuttle around — so watch what you start pushing around! Yes, you can move things to help you jump up to seemingly impossible

doorways and ledges. Lifts and bubbles also help transport you about the vast maze of a game.

The puzzles are what you'd expect from this sort of arcade adventure — nothing out of the ordinary here. In fact the game itself isn't vastly original. But it is good to play, addictive up to a point, and pretty to look at.

When you first start the game — and I really enjoyed this bit the first few times — you can step off into nothingness and fall, keep on falling, and fall a bit more, down a long shaft. Just

# URIDIUM

- MACHINE: SPECTRUM
- SUPPLIER: HEWSON
- PRICE: £8.95
- REVIEWER: TIM

They said it couldn't be done! But Hewson programmer Dominic Robinson has done it. And done it extremely well. What has he done? Only converted the classic space zapper *Uridium* on to the Spectrum that's all.

Andrew Braybrook's original on the 64 has spawned a billion imitators on many different machines. But there's nothing quite like original — and this Spectrum version is destined to become an instant classic.

The basic idea remains the same — you zip among the mobile defence forces of an alien fleet of

super-dreadnoughts, blasting everything and anything that comes your way.

Your Manta fighter is amazingly aerobatic — you can loop back on yourself and spin sideways in order to squeeze through tight gaps on the dreadnought's superstructure.

Don't think that just because you've played the 64 version you're going to find the Spectrum game a piece of cake — 'cos it isn't. The dreadnoughts are different. As are the attack waves.

In fact the dreadnoughts seem to be longer than on the 64 version. This may well be an optical illusion brought on by all the extra hazards Dominic has built in to the superstructure, which makes flying the length of the ship a REAL challenge.

The Spectrum version

includes all the features of the original — including the lethal space mines which are fired from the dreadnought's glowing generator ports.

If anything these mines are more deadly than the 64 version's! Very fast and they very seldom miss unless you're quick to spot one emerging and escape from that sector of the

ship extremely quickly.

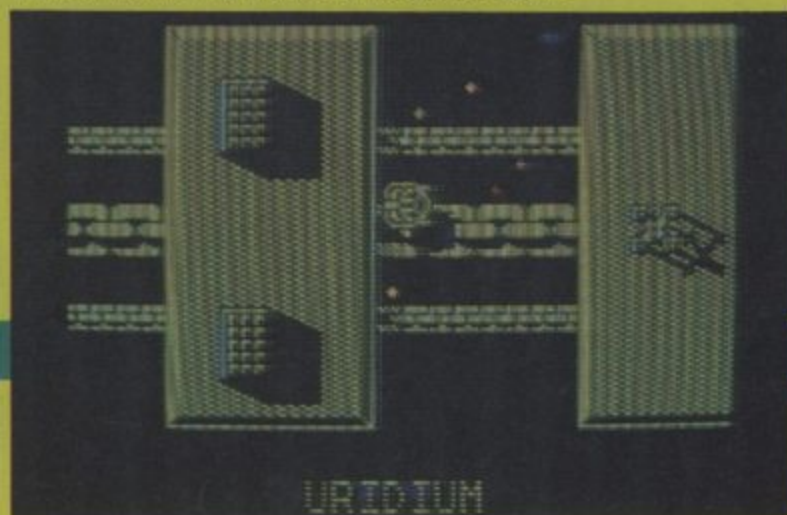
The Manta fighter is very manoeuvrable and has built in inertia which means you can slow down by throwing one of the essential 90 degree loops. You can use this manoeuvre to avoid on-coming missiles.

You get bonus points for destroying a wave of alien defenders and for zapping destroyable bits on the dreadnought's surface.

Score 10,000 plus points and you get a replacement Manta — you'll need as many as you can get.

Like the 64 version you'll see a *Land Now* message flash

▼ The best shoot-'em-up available on the Spectrum. Buy it.





# R.

as if they wanted to show how big the game really is. . .

Both Spectrum and Amstrad versions have good looking and stylish graphics. The Amstrad must be one of the best looking games around for this machine. Great use of colour and very pleasing screen design.

The alien beings you encounter — like the Maggie head — are jokey creatures, well animated.

The only thing missing from both versions is sound. No tunes and minimal round effects. But this is a minor grip. Overall *N.E.X.O.R.* is a polished and playable game.

Irony isn't it — when everyone was playing *Knight Lore* clones Design Design were turning out unfashionable super-fast shoot 'em ups like *Dark Star*. Now that everyone is playing super-fast shoot 'em-up, Design Design has produced a 3D Filmation game. Funny old world. . .

Graham Stafford and graphic designer David Fish are to be congratulated on producing a solid — if not startling different — arcade adventure.



▲ *Fist II*: The legend continues.

► **MACHINES:**  
CBM/64/AMSTRAD/SPECTRUM 48K  
► **SUPPLIER:** MELBOURNE HOUSE  
► **PRICE:** £9.95  
► **VERSION TESTED:** CBM 64  
► **REVIEWER:** PAUL

*The Way of the Exploding Fist* is a hard act to follow. Does the legend continue in *Fist II* or have the wizards from Oz come a cropper?

The arrival of *Fist II* sent C+VG into turmoil. Queues formed at the Commodore as everybody demanded first go — just as when the original *Fist* punched its way into our hearts.

But then there was silence when we started playing. The crowd grew uneasy and the boos began. This wasn't what we were expecting. *The Way of the Exploding Fist* grabbed you by the throat and made you play. There was no way you could walk away without having just one more go. *Fist II* just isn't that accessible. Many people gave up quite quickly. But, having said that, they all returned to give it another go and usually ended up involved in a prolonged playing stint.

*The Way of the Exploding Fist* was more or less a straightforward punch up game. Points for pleasure. This time you have a mission. The fighter must search out and destroy an evil warlord who lurks in a volcano fortress. But before this he must find a number of mystical scrolls, known as Trigrams, and return them to their temple. These scrolls — there are eight of them — will give the fighter extra powers with which to face the deadly showdown.

The play ranges against a variety of backdrops — swamps, mountains, underground caves, forests and temples.

There are various enemies to take on and punch and kick into oblivion — peasant soldiers, warrior guards, ninjas, shoguns, assassins and mud warriors — plus snakes, dogs



# FIST II

and bats.

In all there are more than 100 screens to explore and with a few minutes you'll realise a map will be an essential playing tool.

Within minutes of starting to play I became profoundly disappointed. There seemed to be nothing to the game just a couple of fights and a lot of apparently aimless walking about. Several times I walked away from the game. But each time I returned, the game unfolded a little more, a few more screens were discovered. How did I miss that ladder first time round? Why didn't I kick that wall down before? It's that sort of game. Unless you stick at it, you'll miss a lot of opportunities.

I was, and still am, disappointed in the fighting abilities of the little character. He just doesn't appear to be as controllable or agile as in the first game. I lost a lot of lives in battles which should have been walkovers. It's not that I hadn't the skill to win, but the fighter just didn't respond.

Some of the backgrounds were not that impressive either. The sound and music, however, are great. I thought they were fantastic on *The Way of the Exploding Fist* and contributed a lot to the fun of the game. It's the same with *Fist II*. There's one great section which I can't really describe. It's sort of slow, moody and haunting. Brilliant.

Logically there was no way Melbourne House could put out a clone of *Fist I*. They've been so many imitators that the format has been done to death. *Fist II* is different, a slower, more thoughtful game with a lot more to it that meets the eye.

I can't pretend to have met the evil warlord in deadly combat yet. I haven't the faintest idea when I'll get to him. But each time I play a little more of the game is revealed. I keep coming back for more.

	Specs	Ams
► GRAPHICS	7	9
► SOUND	5	4
► VALUE	9	9
► PLAYABILITY	8	8



when you've scored so many points. Land on the master runway and you'll get a further bonus for destroying the dreadnought totally.

Graphics capture all the feel of the 64 original — solid and metallic looking. The animation of the Manta fighter is excellent and action is as fast as the original.

Dominic has even managed to fit in the Uridium tune and a nice hi-score chart complete with glowing letters and numbers.

Don't bother with imitators — there's only one Uridium. Get it.

► GRAPHICS	9
► SOUND	8
► VALUE	9
► PLAYABILITY	10

► GRAPHICS	7
► SOUND	9
► VALUE	8
► PLAYABILITY	8



# Master Games

- |                  |              |
|------------------|--------------|
| (A) Spectrum 48K | (E) Atari    |
| (B) CBM 64/128   | (F) BBC      |
| (C) Amstrad      | (G) Electron |
| (D) C16 plus 4   | (H) MSX      |

Nb/F

## Unbelievable Ultimate

Jetpac  
Tranzam  
(A)

Lunar Jetman  
Pssst

Atic Atac  
Sabre Wolf  
(A)

Underwurde  
Alien 8

Entombed  
Blackwych  
(B)

Staff of Kanarth  
Imotep

Sabre Wolf  
© £7.99

Alien 8  
Nightshades

Jetpac  
Nightshades  
(F)

Knightlore  
Sabre Wolf

Alien 8  
Gunfright  
(H)

Knightlore  
Nightshades

## Arcade Classics

Pac Man  
Dug Dug  
(B)

Mr. Do!  
Pole Position

Pac Man  
Dug Dug  
(E)

Mr. Do!  
Pole Position

## War Game Greats

Tigers in the Snow  
Germany 1985  
(B)

Combat Leader  
Knights of the  
Desert

## Big names Bonanza

Fight Night  
Stellar 7  
(B)

Forbidden Forest  
Talladega

## Krazy Kids

Kermit  
Donald Duck.  
(B)

Return to Oz  
Congo Bongo

All cassettes **£9.99** (Except Unbelievable Ultimate Amstrad £7.99)



At a time when you're being showered with cut price bargains, amazing value packs or stunning compilations (of games you've never heard of?), then it's hard to work out what is a good buy and what isn't. Cast off the confusion and look no more, for here we present a range of compilations of games that are classics in their own right, or have established pedigrees which guarantee their quality.

Here we have compiled a series of products which stand as the master of any of its rivals.

# Ir-quality compilations

## Shoot 'Em Ups

Super Zaxxon  
Dropzone  
(B) (E)

Blue Max 2001  
Fort Apocalypse

## Amstrad Academy

Zorro  
Bruce Lee  
(C)

Dambusters  
Bounty Bob

## Spectrum Stingers

Bruce Lee  
Zorro  
(A)

Pole Position  
Cyberun

## Scott Adams Scoops

Voodoo Castle  
Strange Odyssey  
(A) (B) (C) (D)

Buckaroo Bonzai  
Pirate Adventure \*

Voodoo Castle  
Strange Odyssey  
(E) (F) (G) (H)

Buckaroo Bonzai  
Pirate Adventure \*

## Broderbund Blasters

Karateka  
Steath  
(B)

Choplifter  
Spellunker

## Atari Aces

Zorro  
Up n Down  
(E)

Spy Hunter  
Tapper

## Platform Perfection

Zorro  
Bruce Lee  
(E)

Bounty Bob  
Ghostchaser

Zorro  
Bruce Lee  
(B)

Bounty Bob  
Ghostchaser

\* (Previously unreleased)



# THE LEGEND OF APACHE GOLD

by  
Peter Torrance

Lonesome Cowboy 'LUKE WARME', not a Dime to your name and only dreaming of riches. But there is a LEGEND. A legend of great riches in an Indian Burial ground.

The legend of . . . APACHE GOLD!



From the  
producers of  
**THE GRAPHIC  
ADVENTURE  
CREATOR**

Available from all  
leading retailers.  
Or direct from:  
**INCENTIVE SOFTWARE LIMITED**  
2 Minerva House, Calleva Park,  
Aldermaston, Berkshire RG7 4QW.  
Telephone: (07356) 77288.

## PRIORITY ORDER FORM

Please rush me for my Spectrum ☐

Commodore 64 ☐ Amstrad CPC ☐

Apache Gold £7.95 ☐ Winter Wonderland £7.95 ☐

Graphic Adventure Creator

{ Tape £22.95 ☐  
Disc £27.95 ☐

I enclose cheque/PO or please debit my credit card

No \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

## GET THE BIG ONE !!

THE BIGGEST GAMES PACK EVER

SUPER  
VALUE  
PACK

**75**

NEW ORIGINAL  
PROGRAMS FOR  
THE COMMODORE  
64 OR 128

**ONLY  
£9.95**



**THE BIG ONE CONTAINS....**

YHATZEE	SPACE ATTACK	PONTOON
GAME OF KINGS	KINDER MATHS	OTHELLO
CHESS	DRAUGHTS	PAKATAK
BERZERK	SUPER FROG	BASIC MATHS
POKER	SHUFFLE	MAZE CHASE
TROLLS	TANK BATTLE	VAMPIRES LAIR
TREASURE HUNT	CLUES	THE GORGAN
3 D MAZE	MATCH BOXES	ASTRO PANIC
DEFLECTION	BOMBER HARNEY	SYNTHESIZER
DUCK SHOOT	BOWLING	BREAKOUT
SUB HUNTER	DOG FIGHT	SWITCH AROUND
WORD SEARCH	DEATH TRENCH	COLLECTION DAY
SPACE DOCK	BARRICADE	CONNECT
3 D OXO	HEAD ON	DRUM KIT
DITTO	SOLITAIRE	MASTERMIND
DYKE NIBBLER	TERROR CASTLE	DEPTH CHARGE
MONEY GRABBER	HANGMAN	DEFINITIONS
TIC TAC MATH	NIM	PEG PUZZLE

AND MANY, MANY MORE.....

**ALSO AVAILABLE FOR VIC 20 & C16/+4  
MINI COMPENDIUM 20 GAME PACK £6.95**

VIC 20			C16/+4		
CHECKERS	NIM	DRIVER	SOLITAIRE	THREES	BASIC MATHS
SHUFFLE	DRAGONS	FRUIT MACHINE	PONTOON	POKER	DEPTH CHARGE
CLUES	THREES	ATTACK	CHECKERS	SHUFFLE	PREDICTOR
KINDER MATH	SOLGOR	BOMBER	CLUES	NIM	TANKS
DITTO	SNAKES	NIBBLER	TIC TAC MATH	SOLGOR	GAME OF KINGS
MUSICIAN	SKIER	SAUCERS	FRUIT MACHINE	3D OXO	HANGMAN
3 D MAZE	SKYDIVER		YHATZEE	MUSICIAN	

PLEASE SEND ME (TICK APPROPRIATE BOX) Goods Dispatched Within Seven Days.  
75 GAMES FOR C64/128 ON CASSETTE ☐ ON DISK ☐ @£9.95 each inc.P&P  
20 GAMES FOR VIC 20 ☐ 20 GAMES FOR C16/+4 ☐ @£6.95 each inc.P&P  
I ENCLOSE A CHEQUE/ P.O. FOR £ \_\_\_\_\_ MADE PAYABLE TO AMVIC SERVICES LTD.

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

SEND TO:

U.K.: 75 GAMES, GROUND FLOOR, 536 WEST GREEN RD, TURNPIKE LANE, LONDON N15 3DX.  
REP. of IRELAND: 75 GAMES, 84 DUNSKIN AVENUE, FINGLAS, DUBLIN 11.

## FACULTY ENTERPRISES LTD

YOUR PERSONAL **MSX** STOCKISTS

DAMBUSTERS .....	9.95	HUSTLERS .....	4.99
NEMESIS ROM .....	15.99	FUZZBALLS .....	7.99
GOONIES ROM .....	15.99	MOONRIDER .....	2.99
APEMAN STRIKES		ICE .....	2.99
AGAIN .....	7.99	ROBOT WARS .....	2.99
MEANING OF LIFE .....	7.99	SMACK WALKER .....	2.99
FRONT LINE .....	3.99	MSX ARTIST .....	3.99
KINGSIZE .....	9.95	S/DAVIS SNOOKER .....	8.95
CONFUZED? .....	8.95	INT KARATE .....	7.95
EGGY .....	8.95	VIEW TO KILL .....	3.99
SNAKE IT! .....	2.99	BLAGGER .....	4.99
AACKO PRESTO .....	39.95	PANZ ATTACK .....	3.99
CLUEDO .....	9.95	FRONT LINE .....	3.99
MONOPOLY .....	9.95	GREEN BERET .....	15.99
SCRABBLE .....	9.95	JAIL BREAK .....	15.99
CHESS GAME .....	7.95	GAUNTLET .....	9.99
BRIDGE .....	8.95	VESTRON WARS .....	1.99
BOARDELLO .....	4.99	LE MANS .....	3.99

ASK FOR DETAILS JVC MIDI — 'TURNS ROOM IN RECORDING STUDIO'

SEND CHEQUES AND PO'S TO:

**FACULTY ENTERPRISES LTD**

29 RUTLAND COURT,

PONDERS END,

ENFIELD,

MIDDLESEX EN5 4BJ

TEL: 01-805 8054

SAE: FOR FULL LIST



# PRODIGY

- ▷ MACHINES: SPECTRUM/AMSTRAD/C64
- ▷ SUPPLIER: ELECTRIC DREAMS
- ▷ PRICES: SPEC — £7.99, AMS — £9.99/£14.99, 64 — £9.99/£14.99
- ▷ VERSIONS TESTED: SPECTRUM/AMSTRAD
- ▷ REVIEWER: TIM

Thought you'd seen the end of non-violent games with the demise of *Automata*? Think again — because here's *Prodigy*. True to their habit of releasing unusual and different games, Electric Dreams has come up with an Ultimate style 3D arcade adventure with some original twists.

popping him in a few oxygen bubbles.

There are also displays for Nejo's food level and the condition of his nappy! There are showers in the Mechlabs and you can wash him. Luckily this game wasn't written in smellivision!

At the bottom of the screen is a teletype machine which relays messages and information as you play.

Nejo will follow you around, but you don't need him with you all the time to complete the game. Nejo will quite happily play by himself for a while if you want to take Solo off on a solo mission. Just watch the

- ▷ MACHINES: SPECTRUM/AMSTRAD/C64
- ▷ SUPPLIER: OCEAN
- ▷ PRICES: SPECTRUM — £7.95, AMS/C64 — £8.95
- ▷ VERSION TESTED: AMSTRAD
- ▷ REVIEWER: TIM

I never thought anything could actually be worse than watching that dreary TV show which encouraged people to dress up in inflatable chicken suits and roll around in a vat of foam while attempting to empty buckets of water into a giant eggshell. But there is! And it's the game of the show!

The only good thing about the game is that you don't get the over enthusiastic commentator giggling like a looney all the time.

## IT'S A KNOCK-OUT

This is a collection of dodgy games which are about as much fun as having a sharp stick poked in your eye — which, if I remember right, was one of the events Eddie Waring used to enjoy inflicting on foreigners.

There are five events — Flying Flans, Harlem Hoppers, Titanic Drop, Diet of Worms, Obstacle Race and the Bronte Bash.

Now the Bronte Bash might appeal to those of you who were forced to read *Wuthering Heights* for your exams, but

Diet of Worms is the silliest game. You control a chicken — see I told you they had thing about chickens! — strolling about a "farmyard" eating worms. You have to catch worms and put them in a tray at the bottom of the screen.

Then it's onto the Obstacle Race where you have to run and jump over various obstacles. The runner is badly animated and hard to get going despite the normal *Decathlon* style joystick movements.

You play each event at

### BRONTE BASH



SCORE: 000

TIME: 00:00

### FLYING FLANS

Unfortunately this isn't the literary criticism that the title might lead you to expect. What you have to do is drop ton weights on the heads of unsuspecting dinosaurs who appear from craters.

Flying Flans puts you in the shoes of a catcher attempting to collect up flans hurled over a wall. Drop any and the "floor" gets "slippery".

Harlem Hoppers is odd. There's a person perched on top of a camel and sending balls up and over its hump. Again you control the catcher who is hampered by an "elastic hand" which always pulls you back to the side of the screen.

Titanic Drop puts you in charge of a team of our people sliding down a rope over water. Floating in the water are four lifebelts. Your job is to score points by dropping the people into the lifebelts.

### DIET OF WORMS

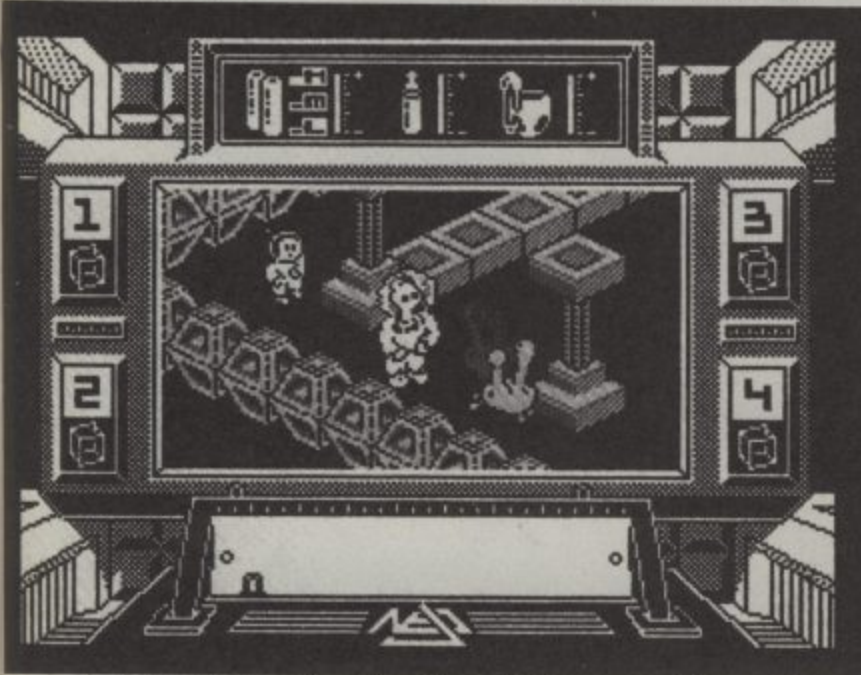
random and compete against six other "countries".

Up to six people can play the game which is about the only original thing about it.

Graphics on the Amstrad version we looked at varied from event to event. They were mostly colourful — but chunky.

There have been several budget games worthy of a full-price rating — *It's a Knock Out* should have been a budget release. Come on Ocean — you can do better than this!

▷ GRAPHICS	5
▷ SOUND	5
▷ VALUE	3
▷ PLAYABILITY	3



▲ Amstrad Prodigy. Baby sitting will never be the same again!

*Prodigy* features Solo the Syntleman and Nejo the baby — trapped in a world they never made. Solo wants to escape the nightmare maze of the Mechlabs, created by Wardlock the Machine Sorcerer.

The Mechlabs are split into four zones. There's the Ice Zone, Vegie Zone, Fire Zone and Tech Zone. Each of the zones are connected by a teleport system.

Solo and Nejo need your help to find the four Power Keys which unlock the doors to the outside world and knock out Wardlock's security system.

Solo has to keep baby Nejo washed, fed and protected from the ghastly flesh experiments called Globewels and Bloberites.

The screen display shows a view from one of Wardlock's security vid-cams. Around the side of the monitor are four rotating cubes representing security system indicators. You must disable these by finding the security units and taking them to the computer control centre. At the top of the screen is a readout which shows Solo's oxygen supply.

This can be replenished by taking Solo to the Ice Zone and

teletype for messages and remember where you left him.

The game is packed with logical puzzles — and illogical ones! — which have to be solved if you are to get Solo and Nejo out of the labs.

The zones are all colour coded and can be reached using the teleport system. My favourite is the Vegie Zone — populated by odd vegetable creatures.

Many other parts of the graphically interesting landscape are animated as well. A nice technical achievement this.

*Prodigy* will remind *Ultimate* fans of the time when that company used to produce entertaining and original games. It will provide a genuinely different challenge to all arcade adventurers and will prove high on lastability — mainly as it's NOT an easy game. Not easy by any means.

The original theme and the different graphics make *Prodigy* stand out from the mass of arcade adventures. Check it out.

	SPEC	AMS	64
▷ GRAPHICS	8	8	8
▷ SOUND	6	7	7
▷ VALUE	7	7	7
▷ PLAYABILITY	7	7	7



# KNUCKLE BUSTERS



Commodore 64 (cass) £9.95  
Commodore 64 (disk) £14.95

*from*

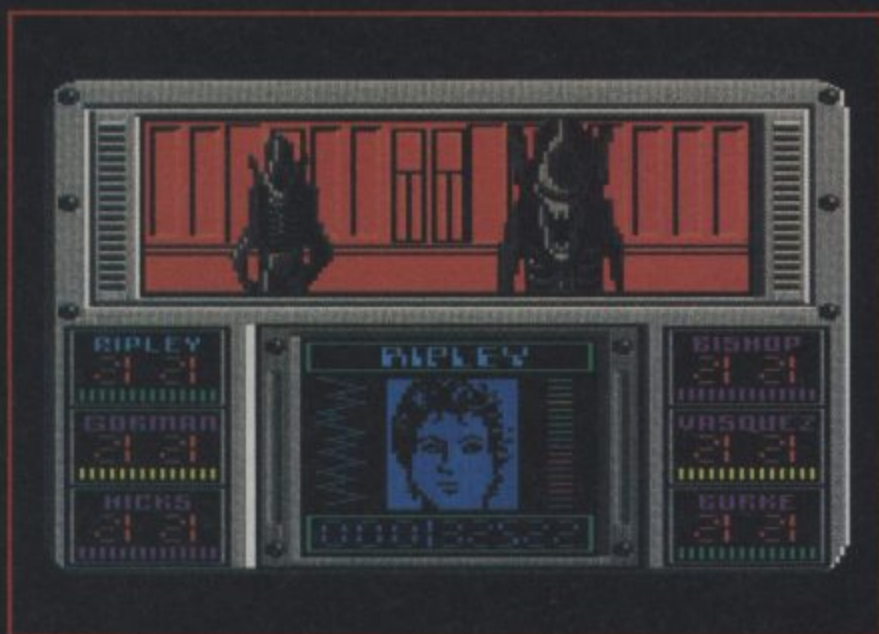
**MELBOURNE HOUSE**  
*The Home of the Hits!*





# ALONE

T H E C O M P U T E R G A M E



COMMODORE SCREEN

There are some places in the universe you don't go alone.

## AVAILABLE ON

ZX SPECTRUM 48K/128K/+ .....	£9.99	AMSTRAD CPC Cassette .....	£9.99
COMMODORE 64/128 Cassette .....	£9.99	AMSTRAD CPC Disk .....	£14.99
COMMODORE 64/128 Disk .....	£14.99		

ELECTRIC DREAMS SOFTWARE, 31 CARLTON CRESCENT SOUTHAMPTON SO1 2EW TEL (0703) 229694

Mail Order: Electric Dreams Software, 23 Pond Street, Hampstead, London NW3 2PN.

*Electric  
Dreams*

S O F T W A R E

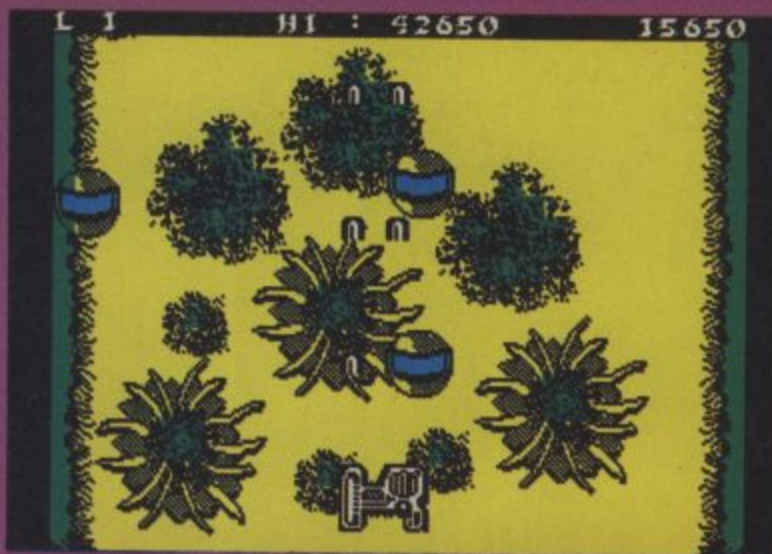
© Twentieth Century Fox



# C+VG



# REVIEWS



▲ An excellent version of the arcade classic Galaxians.

attackers and asteroids.

You launch your ship *Uridium* from a mother ship – which also has a little bit of writing on it explaining what you are about to experience!

The thing that REALLY keeps you playing is the irritating hi-score chart. If you fail to get on it, the program tells you your score with the words "Not A High Score" beside it. Talk about frustrating!

Graphics are excellent – as you'd expect from the Gargoyle Games people – for it is they who are behind the new FTL label. The aliens and landscapes are colourful, solid

# LIGHTFORCE

- MACHINE: SPECTRUM
- SUPPLIER: FASTER THAN LIGHT
- PRICE: £7.95
- REVIEWER: TIM

HEY, I must have gone through a time warp or something! I am playing *Galaxians* aren't I? No. The box says *Lightforce*. Well, it feels like *Galaxians* to me. Lots of fast moving spiralling aliens and that stuff.

Don't get me wrong, I'm not

moaning or anything. *Lightforce* is a mega-blast of the first order. Pretty graphics, smooth scrolling and enough action to keep even the most demanding zapper happy. But you HAVE seen this sort of game before.

Maybe not so polished or attractive – but when it comes to originality *Lightforce* can't claim much.

The aim of the game is to simply blast everything you

see. Certain things grant you extra lives if you zap enough of them. Landscapes may change but the object remains the same.

The game scrolls horizontally and you can move your *Lightforce* space cruiser around at will.

Learn the waves is the best advice we can give at this stage. Work out where to position your ship to best advantage to tackle the various alien

looking and well drawn. Sound isn't bad either.

*Lightforce* is a arcade blast from the past with some nice touches which bring a classic game up to date. If you're into shoot 'em ups then *Lightforce* is the game for you.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



8  
7  
9  
9

- MACHINE: SPECTRUM 48/+
- SUPPLIER: MASTERTRONIC
- PRICE: £1.99
- REVIEWER: TIM

# STORM

A couple of issues back we were raving on about a cheapie for the Amstrad called *Storm*. Now it's out on the Spectrum and is just as good. If you want to brush up your *Gauntlet* skills before the real thing turns up in time for Christmas then this is the game for you.

It's a one or two player arcade adventure in which Storm the Warrior and Agravaun Undead the magician go on a rescue mission. The evil Una Cum has captured Storm's missus – and as there's no one at home to wash his barbarian furs our hero wants her back.

You enter the weird and dangerous world of Una's castle – populated by millions of his minions who'd love to carry your head to their master.

Fortunately, as you explore the dank, dark and dusty rooms you'll discover magic scrolls, food, armour and keys which will aid your quest. What you're looking for are the three snake broaches or torcs which will enable you to open the door to Una's laboratory where Storm's



▲ Yet another budget winner from Mastertronic in the shape of Storm.

wife Corrine is imprisoned.

Like *Gauntlet* you get an overhead view of each room you enter, while a message about your current location – or about your status – scrolls along in a window at the top of the screen.

Each room is filled with baddies who attack and drain your energy unless you zap

them. They'll keep on coming unless you wipe out the monster generators easily spotted in each room. Easily spotted unless they are hidden under "floorboards", that is. Trial and error – and blasting – will help you find the obscured bits and pieces. Some useful things could be hidden as well.

Find a magic scroll and

activate it in a roomful of baddies and you'll temporarily clear an entire room.

For some reason the instructions say this is a keyboard only game. Well, my Kempston worked OK on both the one and two player games. Although player two obviously has to use the keys – and you have to wait for your mate to catch up before moving onto the next room.

The program is extremely well presented – with a useful set of on screen instructions which set the scene for the game and tell you what's what in the game. This was missing from the Amstrad version.

The graphics are chunky but acceptable. The whole game has a nice feel to it. It's also horribly addictive and very playable.

If you can't wait for *Gauntlet* to appear – and who can? – it's well worth shelling out a couple of quid to get in a bit of monster molesting with *Storm* and Agravaun. Another budget winner from Mastertronic.

- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY



7  
7  
9  
9



Many eons ago, an advanced technologically oriented civilization was forced to evacuate the Earth prior to the Ice Age. Now, these Xevious people are returning to reclaim their heritage through conquest.

From the controls of your Solvalu super spacecraft, you must defend the Earth from takeover by the Xevious invaders! Flying a search and destroy mission, you will cruise over the scrolling landscape, bombing Xevious ground entrenchments and zapping the air targets that come into range. Easy. But now look out for the flying mirrors — impossible to destroy; a collision will spell certain death! In the event of your surviving wave after wave of enemy onslaught you will encounter the controlling force of the Xevious offensive; the Andor Genesis Mother Ship! This is your goal. A direct hit to her central reactor will disable her, but do not be lulled into a false sense of security. Xevious forces will soon re-appear to renew their attacks with increased determination!



Another classic  
Atari coin-op hits  
the 64! ZZAP 64

# XEVIOUS

XEVIOUS



ATARI

Commodore 64 £9.99 CASS. £14.99 DISK.

Spectrum 48K £7.99 CASS.

Amstrad £9.99 CASS. £14.99 DISK.

\*Xevious is engineered and designed by Namco Ltd. Manufactured under license by Atari Inc. and U.S. Gold, 213 Holford Way, Holford, Birmingham B6 7AX.





# THANATOCS



**Spectrum** in October, **Amstrad** in November, **Commodore 64** in December.

All £9.95

## DURELL

*software getting harder . . . .*

Sales dept.,  
Castle Lodge, Castle Green,  
Taunton, Somerset TA1 4AB  
England Telephone (0823) 54489 & 5402





▲ Melbourne House's new adventure game KWAH!

► MACHINE: SPECTRUM  
► SUPPLIER: MELBOURNE HOUSE  
► PRICE: £7.95  
► REVIEWER: TIM

Yes, he's back. The one and only Redhawk — the world's first computer generated superhero. This time he finds himself up against a mysterious and inscrutable oriental called Dr Lee who apparently holds the secrets to Redhawk's origin.

Dr Lee is up to no good in the Lee Rest and Rehabilitation Centre, where Redhawk's alter ego Kevin — Kevin? Is that really any sort of name for a superhero? — remembers spending some time in the dim and distant past.

Kevin/Redhawk is anxious to learn more about his past so he heads for the Lee Centre — and this is where you, dear reader, come into the picture.

Talking of pictures — you'll recognise the screen layout from the previous Redhawk game. There are three picture panels at the top of the screen which either show your last three "moves" or scroll around automatically if something you've done has triggered a chain reaction. It really is like reading a comic book. Speech bubbles appear from the characters and boxes containing info or prompts also turn up.

Below the pictures you'll see your inputs in a message window. There's also a little compass showing exits from your location, and a couple of energy bar graphs.

Along the bottom of the screen are words which relate to the top row of Spectrum keys. Using these you can control the neat one key input which saves a lot of typing much used words like examine or GET. You use these keys to

# KWAH!

control Kevin's tape recorder — make it record, play, stop etc. More about this later.

There's also a RECALL key which enables you to quit the game at any point and get back to the beginning. Remember to press the symbol shift key before you try to use the one key input technique, otherwise it won't work.

You can also STORE the game at any stage. Do this regularly as you play and hitting the RECALL button will take you back to our last move. Useful!

The game starts with Redhawk dropping out of the sky and landing outside the Lee Centre. For a while you'll fiddle about trying to move — which you won't be able to. Redhawk can't even fly because some thing is keeping him well and truly grounded.

After a while it might strike you to say KWAH! and change to Kevin. Don't try typing this in without using the single key technique otherwise the computer will just look puzzled and the game freezes up until



you hit the space bar.

This is one of the game's less entertaining features. If you key in something the parser doesn't like the game locks up. Can get a wee bit irritating this!

Anyway, as Kevin, you find you've got a press pass and a tape recorder. Show the press pass to the security camera and the gates to the centre open and you're off and running.

Inside the centre you'll meet Dr Lee and you can use your best investigative interview techniques to get him to reveal secrets about the centre which you'll need later on.

But mention anything about superheroes or Redhawk and as quick as it takes Lee to nip out and release a cloud of gas into the room you'll find yourself gagged and bound inside a padded cell.

Shades of *Hulk* here as adventurers everywhere will know all too well. But if you've used your trusty tape machine to record a certain useful word you'll be laughing 'cos stupid old Dr Lee has forgotten to take the tape machine away from you. Thought this guy was supposed to be an evil mastermind?

By the way, you can use the tape to record useful conversations as well, giving you the ability to keep clues about your person.

Once you've escaped the padded cell with the aid of some magic plastic you're free to explore Lee's centre,

REVIEWS

C+VG

16

discover a young, fellow super-person, find out more about your origin AND save the world from Dr Lee by bringing him to justice. All in a day's work for your average superhero.

The youngster you find in another cell is a result of one of Dr Lee's experiments. Like Kevin/Redhawk this little chap has the ability to change into a superbeing. But he seems to be a bit odd as he keeps shouting things like: "I am green, I am green!" Which might mean he's concerned about conservation and trees — but I doubt it somehow.

The centre is inhabited by guards which Redhawk can knock out. But always remember to hide the body!

Like the original game, *KWAH!* is a hybrid adventure. Purists who hate graphics won't like it. Arcade adventurers probably won't understand it. And out and out zappers won't want to even contemplate coming near it. But they should ALL try it.

*KWAH!* is an excellent and original game which everyone should at least have a look at.

Redhawk fans will rush out and grab it as soon as it hits the shelves. Comic book fans will be close behind.

Bored with other mild mannered adventure games? Then don't say BLAH!, or NYAAH!, say KWAH!

► GRAPHICS  
► SOUND  
► VALUE  
► PLAYABILITY

C+VG  
HIT!

8  
n/a  
9  
9



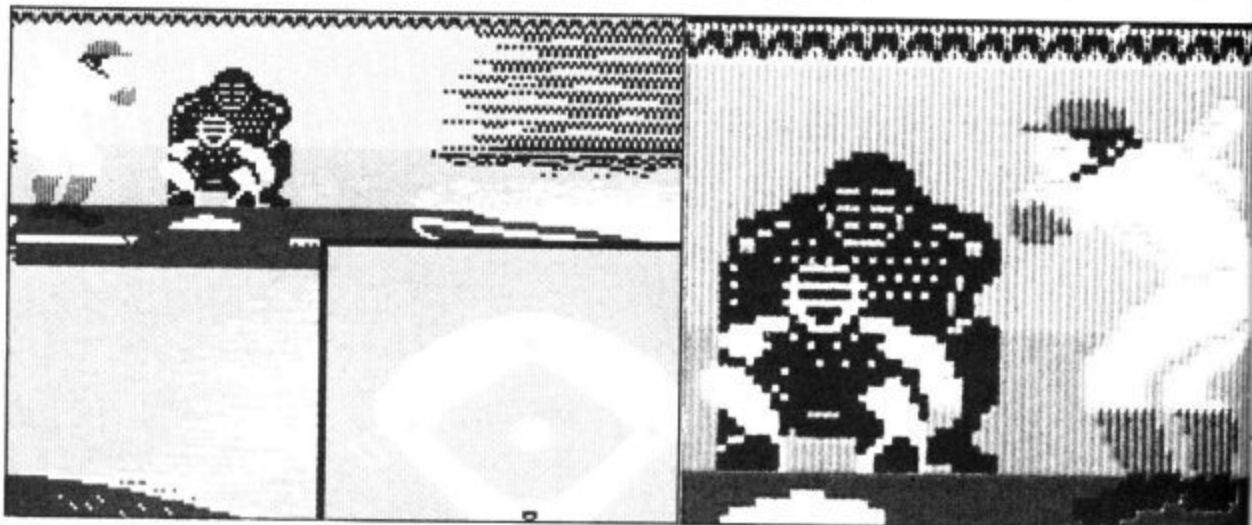


C+VG

REVIEWS

17

## HARDBALL



▲ Yes, it really is the Spectrum version.

Is this a Spectrum? That's what I said when I first saw the amazing graphics in this new conversion of Accolade's brilliant baseball game. Apart from a few colour changes the screen display looks a lot like the 64 original. Incredible, but true — just look at the screen shots.

*Hardball* is the computer version of America's favourite game — baseball. It's a game where the word strike doesn't mean all the players have walked off the field and formed a picket line. It's also a game which — like American football — has some complex rules.

Like all simulations this isn't an arcade game. It's a mixture of strategy and action so you'll have to be prepared to do a bit of thinking if you want to get to grips with it.

Basically you play the part of a team manager, selecting your team, working out your game plan and making on the spot decisions on pitchers and

batters if things start going wrong!

Four screens appear during *Hardball*. You kick off with the manager's decision screen, a sort of menu in which you set up your team and check out the opposition's strength.

Then there's the graphic representation of the batter/pitcher screens and two others which show left field and right field. Here you set up your fielding positions if your team isn't batting.

Batting and pitching are controlled by a series of options which appear at the top of the screen and which are selected by using the joystick or keyboard.

For example, if your team is pitching, you can tell your pitcher to throw a fastball, a screwball or a sinker! Just watch the action and you'll soon get to grips with it.

The same menu system applies to batting — and if you decide to play with a friend

you'll have to ask them not to watch while you make your choices!

The basic idea of the game is to score more runs than the opposition. There are several ways to achieve this — but the most satisfying is to hit a home run. The batsman blasts the ball out of the park — or at least into the crowd! If you've ever played softball or rounders, you'll know the drill.

The "action" screens are well animated and it's just as hard to give the ball a good clout as it is in real life. But when you DO get it right. Wow!

You also have to be quick off the mark if you're fielding. Once the ball is hit the screen display switches to the field view where you have to control the fielders and return the ball as quickly as possible to the pitcher or throw to the bases if the opposition looks like scoring a run.

*Hardball* on the Spectrum has appeared just in time to coincide with *Channel 4*'s

coverage of the World Series. So if you really want to know more about the game you should watch.

The game loads all in one go — so there's no fiddling about with the tape, surprising for such a complex program.

The game comes with a set of comprehensive instructions which MUST be studied before you begin to play.

*Hardball* won't be to everyone's tastes. It is a complex simulation of a sport unknown to most English games players. It takes a bit of time and trouble to get to grips with the rules and the layout of the game — but it's well worth it.

Sports fans won't find many simulations as slick and well put together as *Hardball* — especially on the Spectrum.

► GRAPHICS  
► SOUND  
► VALUE  
► PLAYABILITY

9  
7  
9  
8

## PSYCASTRIA

► MACHINE: BBC  
► SUPPLIER: AUDIOGENIC  
► PRICE: £7.95 tape, £11.95 disk  
► REVIEWER: NICKY

The *Psycastrians* are a race of bad lots. Like all aliens, they're bent on conquering earth, and to that end they've been 'psycastrating' themselves into the bodies of world leaders with the aim of causing havoc.

But fear not, Commander Ronald Boggleswick (Boggles to you) is coming to the rescue. In his flexible fighter he zeroes in on the *Psycastrian* installations on land, at sea, on the moon and in space, out to destroy the energy pods that keep them running. Thereby saving Earth...

Sound vaguely familiar? Like the publicity blurb says, this is

the return of the shoot-'em-up. Did it ever go away? You, as Boggles, must manoeuvre along the surface of the installations, avoiding high-rise buildings and enemy craft, blasting the circular pods with your astro-cannons.

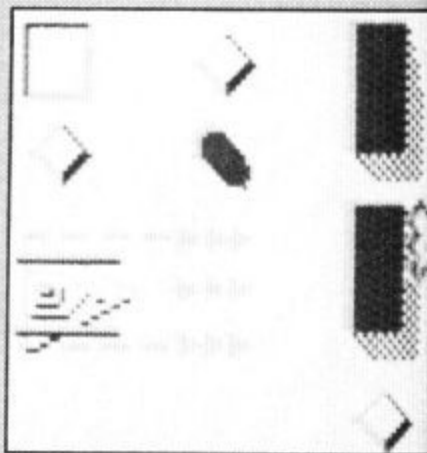
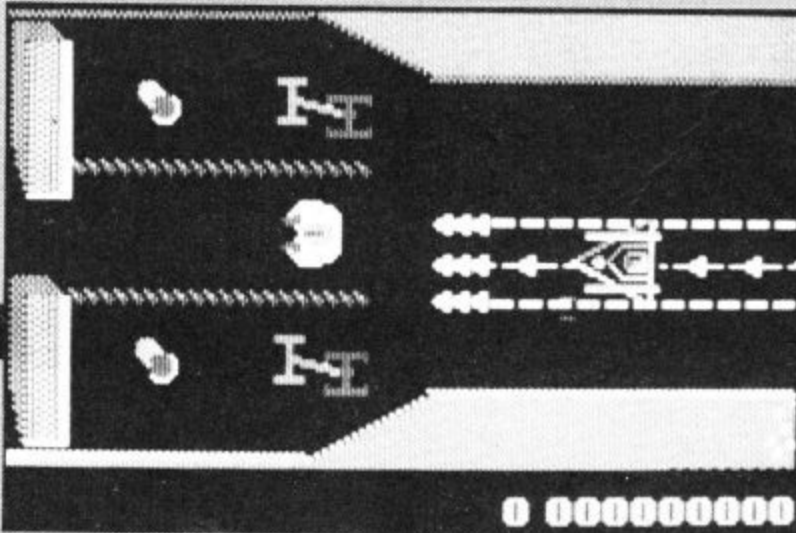
The screen scrolls smoothly from the right, and the graphics are clean if rather difficult to distinguish.

I splatted myself against

several buildings simply because I didn't recognise them as buildings in time! But, fortunately for the future of Earth, you get accustomed.

It's hot on speed, nerves and reflexes, and very slick. There's a joystick option and up to four players can have a go. (Four Boggles?! The mind, well... boggles).

Arcade addicts mourning the good old days, when aliens



▲ Saving earth yet again...!

were there to be zapped and there was none of this cryptic adventure nonsense, will clasp *Psycastia* to their chests and weep with joy.

► GRAPHICS  
► SOUND  
► VALUE  
► PLAYABILITY

8  
6  
6  
8



# SHEKHANA COMPUTER SERVICES

ORDER BY CREDIT LINE 01-809 4843

*** SPECTRUM ***		
	RRP	Our Price
PAPER BOY	7.95	5.95
EXPLODING FIST II	8.95	6.75
FAIRLIGHT II	9.95	7.50
SHAO LINS ROAD	7.95	5.95
CITY SLICKER — C1	8.95	6.75
LEADER BOARD	8.95	6.75
SILENT SERVICE	9.95	7.50
ARTIST II	14.95	12.95
BREAKTHRU	8.95	6.75
AVENGER — TIGER II	9.95	7.50
ACADEMY	9.95	7.50
HARD BALL	8.95	6.75
PUB GAMES	9.95	7.50
KWAH	8.95	6.95
CYBORG	8.95	6.75
MARBLE MADNESS	8.95	6.95
GALVAN	7.95	5.95
ELITE — C1	14.95	11.95
BAZOOKA BILL	8.95	6.75
FOOTBALLER OF THE YEAR	7.95	5.95
SHOCKWAY RIDER	7.95	5.95
T T RACER	9.95	7.50
TOMAHAWK	9.95	7.50
ACADEMY	9.95	7.50
WAR	7.95	5.95
DRAGONS LAIR	9.95	7.50
CRYSTAL CASTLE	8.95	6.75
LIGHTFORCE	7.95	5.95
ANIMATOR I	9.95	7.50
STRIKE FORCE COBRA	9.95	7.50
PSI-5 TRADING COMPANY	8.95	6.75
MIAMI VICE	7.95	5.95
ROGUE TROOPER	9.95	7.50
THANATOS	9.95	7.50
THEATRE EUROPE	9.95	7.50
THE BIG 4 — DURELL	9.95	7.50
TRAP DOOR	7.95	5.95
*WORLD GAMES	8.95	6.95
TRIVIAL PURSUITS	14.95	11.95
MASTER OF UNIVERSE	8.95	6.75
CAMELOT WARRIOR	8.95	6.75
ELITE HIT PACK	9.95	7.50
KONAMI GOLF	7.95	5.95
KEVIOUS	8.95	6.75
CYRUSS 2 CHESS	11.95	9.95
DRUID	7.95	5.95
*COBRA	7.95	5.95
INFILTRATOR	8.95	6.75
FIRELORD	8.95	6.75
URIDIUM	8.95	6.75
DYNAMITE DAN II	7.95	5.95
STRIKE FORCE HARRIER	9.95	7.50
*CHOL	14.95	12.95
REVOLUTION	9.95	7.50
YIE AR KUNG FU II	7.95	5.95
GLIDER RIDER	8.95	6.75
DESERT FOX	7.95	5.95
KAYLETH	8.95	6.75
PARALLAX	7.95	5.95
WINTER GAMES	7.95	5.95
1942	7.95	5.95
GAUNTLET	8.95	6.75
JAIL BREAK	7.95	5.95
COMMANDO 86	7.95	5.95
BOMB JACK II	7.95	5.95
IKARI WARRIORS	7.95	5.95
FUTURE KNIGHT	7.95	5.95
TRAILBLAZER	7.95	5.95
DAN DARE	9.95	7.50
SPACE HARRIER	7.95	5.95
NAPOLEON AT WAR	9.95	7.50
DANDY	7.95	5.95
VERA CRUZ	9.95	7.50
SOLD A MILLION 3	9.95	7.50
HARDBALL	8.95	6.95
INHERITANCE	9.95	7.50
SCOOBY DOO	7.95	5.95
DEACTIVATORS	8.95	6.75
NOSFERATU	8.95	7.50
COLOUR OF MAGIC	8.95	7.50

C1—COMPATIBLE WITH SPECTRUM 128K

*** SPECTRUM 128 TITLES ***		
INTERNATIONAL MATCH DAY	9.95	7.95
KAYLETH	9.95	7.95
ARTIST II	9.95	7.95
TAU CETI	9.95	7.95
MASTER OF UNIVERSE	9.95	7.95
CYRUSS II CHESS	9.95	7.95
FAIRLIGHT	9.95	7.95
CALL ME TROOPER	9.95	7.95
WINTER GAMES	9.95	7.95

**COMMODORE 64**

THE SACRED ANTIPIAD	8.99	6.95
EXPLODING FIST II — D2	9.95	7.50

For Mail Order Customers please send cheque/PO to:  
**S.C.S. (Dept CVG12)**  
**PO Box 394**  
**London N15 9JT**  
 P&P included in UK. Europe add £1 per tape.  
 Elsewhere at cost. Send a SAE for free list  
 C64/C16/SPEC/AMSTRAD/BBC/MSX

BAZOOKA BILL	9.95	7.50
PAPER BOY — D2	9.95	7.50
DRACULA	9.95	7.50
TRAP DOOR	7.95	5.95
INFILTRATOR — D2	9.95	7.50
STRIKE FORCE HARRIER — D2	9.95	7.50
MINDSTONE	8.95	6.75
BOBBY BEARING — D2	8.95	6.75
LEGEND OF SINBAD — D1	9.95	7.50
VIETNAM — D2	9.95	7.95
LABARENTH — D2	9.95	7.95
SPACE HARRIER — D2	9.95	7.50
GALVAN	8.95	6.75
SHAO LINS ROAD — D2	8.95	6.75
MARBLE MADNESS — D2	9.95	7.50
AVENGER — TIGER II	9.95	7.50
LIGHTFORCE	8.95	6.75
SHOCKWAY RIDER	8.95	6.75
FUTURE KNIGHT — D2	9.95	7.50
JEWELS OF DARKNESS — D2	14.95	12.95
TRAILBLAZER	9.95	7.50
YIE AR KUNG FU II	8.95	6.75
NOSFERATU	9.95	7.50
COLOUR OF MAGIC	9.95	7.50
TRACKER — D3	14.95	12.95
LEADER BOARD — D2	9.95	7.50
GAUNTLET — D2	9.95	7.50
GOLF CONS SET — D2	12.95	9.95
DANDY	9.95	7.95
TOBRUK — D2	9.95	7.50
KEVIOUS — D2	9.95	7.50
DRUID	7.95	5.95
CYBORG	8.95	6.95
UCHI-MATA — D2	8.95	6.75
SUPERSTAR PING PONG — D2	9.95	7.50
SARACEN — D2	9.95	7.50
BISMARCK — D2	9.95	7.95
KAYLETH	9.95	7.50
SUPER HUEY II — D2	9.95	7.50
DURELL BIG 4	9.95	7.95
CHAMPIONSHIP WRESTLING — D2	9.95	7.50
1942 — D2	9.95	7.50
COMMANDO 86 — D2	9.95	7.50
ELITE — D3	14.95	12.95
PRODIGY — D2	9.95	7.50
BOMB JACK II — D2	9.95	7.50
IKARI WARRIOR — D2	9.95	7.50
AZIMUTH HEAD ALIGNMENT	8.95	7.50
FOOTBALLER OF YEAR — D2	9.95	7.50
BUGSBY — D2	9.95	7.50
WORLD GAMES — D2	9.95	5.00
ATTACK ON CENTRALIS — D2	9.95	7.95
TRIVIAL PURSUIT — D4	14.95	12.95
BREAKTHRU — D2	9.95	7.50
TEMPLE OF TERROR — D2	9.95	7.95
CRYSTAL CASTLE — D2	9.95	7.95
THAI BOXING — (Disk 9.95)	7.95	5.95
MASTER OF UNIVERSE — D2	9.95	7.50
ACE — D2	9.95	7.95
SUPER CYCLE — D2	9.95	7.50
FIRELORD — D2	8.95	6.75
STOLE A MILLION — D2	9.95	7.50
HACKER II — D2	9.95	7.50
ALIENS — D2	9.95	7.95
SANXION — D2	9.95	7.95
DEACTIVATORS — D2	9.95	7.50
SOLD A MILLION III — D2	9.95	7.95
ELITE HIT PACK	9.95	7.95
COBRA	8.95	6.75
THE GREAT ESCAPE	8.95	6.75

*** COMMODORE 64 ***		
ALTERNATE REALITY II	19.99	17.50
PRINTMASTER	29.95	27.50
NEWSROOM	39.95	37.95
THE PAWN	19.95	17.50
FLIGHT SIMULATOR II	49.95	45.00
MIND PERSUIT	14.99	12.99
221B BAKER STREET	14.99	12.99
FINAL CARTRIDGE II	39.95	37.95
THE EXPERT CARTRIDGE	34.95	31.95
FREEZE FRAME III	39.95	37.95
FAST LOAD CARTRIDGE	24.95	22.50
LEATHER GODDESS OF PHOBAS	29.95	24.95

ALSO AVAILABLE ON DISK FORMAT  
 D1 — £11.95, D2 — £12.95, D3 — £14.95,  
 D4 — £17.50, D5 — £22.50.

*** AMSTRAD ***		
ELITE HIT PACK	9.95	7.75
EXPLODING FIST II — D2	9.95	7.50
DOOMSDARK REVENGE — D2	9.95	7.50
MONOPOLY — D2	9.95	7.50
TOMAHAWK — D2	9.95	7.50
TEMPEST — D2	9.95	7.50
ELITE — D4	14.95	12.95
IMPOSSIBLE MISSION — D2	9.95	7.50
DAN DARE — D2	9.95	7.50

If you would like to pick up your discount software from our shop please produce your copy of this advert to:  
**S.C.S. Computer Centre, Unit 5**  
**221 Tottenham Court Road**  
**London W1R 9AF**  
 (nearest tube station — Goodge St)  
 Open six days a week 10.00am-18.00pm

MERCENARY	9.95	7.50
TRIVIAL PURSUIT — D4	14.95	12.95
SHOCKWAY RIDER	8.95	6.75
TRAP DOOR	7.95	5.95
REVOLUTION — D2	9.95	7.50
NEXOR — D2	8.95	6.95
FOOTBALLER OF THE YEAR — D2	9.95	7.50
1942 — D2	8.95	6.75
COMMANDO 86 — D2	8.95	6.75
DRUID — D1	7.95	5.95
THE ART STUDIO	19.95	17.50
CAMELOT WARRIORS — D2	9.95	7.50
BOMB JACK II — D2	8.95	6.75
WINTER GAMES — D2	9.95	7.50
LEADER BOARD — D2	9.95	7.95
STRIKE FORCE COBRA	9.95	7.50
MINI OFFICE 2 — D4	14.95	12.95
CITY SLICKER — D2	8.95	6.95
INHERITANCE — D2	9.95	7.50
SILENT SERVICE — D2	9.95	7.50

*** DISKS ***		
TRIVIAL PURSUIT (PCW)	19.95	17.50
JEWELS OF DARKNESS — 6128/PCW	19.95	17.50
TOMAHAWK (PCW)	19.95	17.50
GODDESS OF PHOBAS — 6128/PCW	29.95	24.95
BATMAN — PCW	14.95	12.95
HITCHHIKERS — 6128/PCW	29.95	24.95
INFORM TITLES IN STOCK FOR 6128 AND PCW	29.95	24.95

*** BBC ELECTRON ***		
SPY HUNTER	9.95	7.95
RAID OVER MOSCOW	9.95	7.95
TRIVIAL PURSUIT — D4	14.95	12.95
GRAPHIC ADV CREATOR — D5	22.95	19.95
FOOTBALLER OF YEAR — D2	9.95	7.95
MINI OFFICE II — D4	14.95	12.95
GALA FORCE — D1	9.95	7.95
IAN BOTHAMS CRICKET (B/ELEC)	7.95	6.50
*IMPOSSIBLE MISSION	9.95	7.95
ELITE — DISK	19.95	17.50
GREEM BERET	8.95	7.50
PSYCASTRIA — D1	7.95	5.95
STRIKERS RUN — D1	9.95	7.95

*** ATARI ***		
RAID OVER MOSCOW — D2	9.95	7.95
HARDBALL — D2	9.95	7.95
LEADER BOARD — D2	9.95	7.95
FOOTBALLER OF YEAR	9.95	7.95
SMASH HITS — D2	9.95	7.95
SUPER HUEY — D2	9.95	7.95
SILENT SERVICE — D2	9.95	7.95
*TOMAHAWK — D2	9.95	7.95
ALTERNATE REALITY II	19.99	17.50
FIGHTNIGHT — D2	9.95	7.95

*** ATARI ST ***		
MERCENARY	24.95	22.50
THE PAWN	24.95	22.50
ALTERNATE REALITY	24.99	22.50
WORLD GAMES	24.95	22.50
STAR GLIDER	24.95	22.50
LEADER BOARD	24.95	22.50
GODDESS OF PHOBAS	29.95	26.95
WINTER GAMES	24.95	22.50

*** MSX ***		
FOOTBALLER OF YEAR	7.95	5.95
SCRABBLE	9.95	7.95
VERA CRUZ	9.95	7.95
FOOTBALLER MANAGER	8.95	7.50
SUPER CYCLE	9.95	7.95
ANY KONAMI CARTRIDGE	17.95	14.95
JEWELS OF DARKNESS	14.95	12.95
WINTER GAMES	9.95	7.95
AVENGER — TIGER II	9.95	7.95

*** C16 ***		
YIE AR KUNG FU	7.95	6.95
WAY OF THE TIGER	9.95	7.95
FOOTBALLER OF YEAR	6.95	5.95
SABOTOUR (C16 OR PLUS 4)	8.95	6.95
INTERNATIONAL KARATE	6.95	5.95
BOUNDER	6.95	5.95

*** JOYSTICKS ***		
QUICK SHOT II £8.95/PLUS £12.95/TURBO £12.95/KONKIS £12.99		
CHEETAH MACH I £14.95 — DATEX MICROPHASER £14.95 —		
COMP PRO 5000 £14.95		

Access and Visa card orders:  
**01-809 4843 — Credit Card line**  
**24 HOUR ANSAPHONE**  
**01-800 3156**  
**01-631 4627**  
 Credit card orders despatched same day subject to availability.  
 \*All new releases are subject to release dates from software houses. Please ring to confirm availability of new releases.



**C+VG****REVIEWS****18**

▲ Blast those baddies as they make a run for the getaway truck!

# STREET HAWK

► **MACHINES:**  
SPECTRUM/AMSTRAD  
► **SUPPLIER:** OCEAN  
► **PRICE:** £7.95 (SPEC), £8.95 (AMS)  
► **VERSIONS TESTED:** SPEC/AMS  
► **REVIEWER:** TIM

Well, was it worth waiting for? 'Fraid not. You've seen this game before in several different guises — *Spy Hunter*, *Stainless Steel* etc, etc . . .

Both versions look pretty — but they are so SLOW. The Spectrum being the worst culprit.

Basically the game comes in two bits. There's the *Spy Hunter* bit in which you guide Jesse Mach and his supersonic bike through rush hour traffic in search of villains.

He must zap the cars with the baddies in — but must avoid killing off innocent bystanders in their VW beetles. If you accidentally on purpose wipe out too many law abiding citizens the cops will be after you. Then there's the *Gunfight* section — like old Wild West arcade games.

Now if you reckon that this combination is state of the art for 1986 then where have you been for the last five years?

Controlling the superbike is fairly easy but it does have an annoying habit of doing wheelies when you don't want it to. I thought you had to have a machine that accelerated pretty fast to be able to do this anyway. And fast this isn't.

You can also "damage" the machine by bumping into kerbs cars and lorries. Inflict too many dents and it simply stops — where ever you are it just stops dead and you have to wait while a little message scrolls across before you can get things going again. If you really want to get things going again . . .

You can identify the baddies on the Spectrum version as they drive a hatchback and fire at you. On the Amstrad the baddies' cars can be any colour, except red or green.

Messages appear at the bottom of the screen telling you what to do — or if the police are chasing you.

After a couple of minutes zapping through the traffic a message will flash up telling you that a robbery is taking place up ahead. Your bike slows down and the screen display changes to the shoot out screen in which you simply have to zap the robbers as they emerge from the building they've been robbing.

You simply move a cross-hair sight around the screen and hit the fire button. On the Amstrad version the robbers shoot back.

This bit on the Spectrum is amazingly easy, and very boring. Then it's back on the road again for another round of the same sort of stuff.

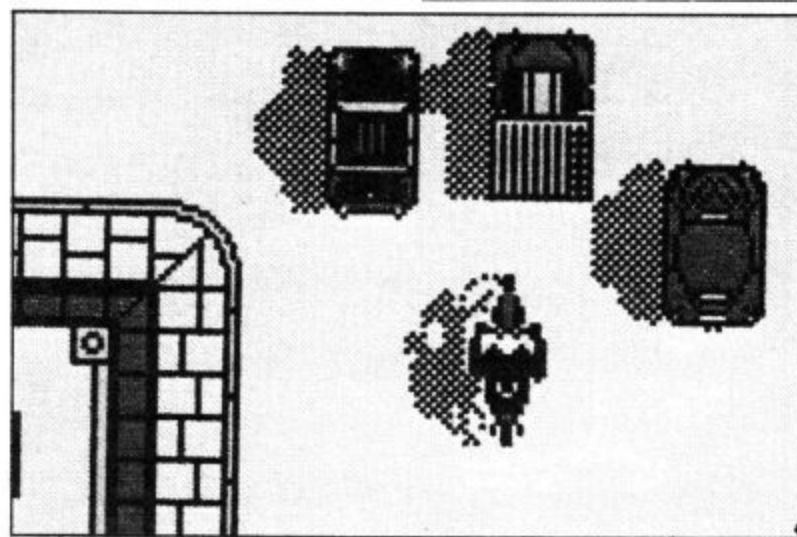
I doubt if even the most fanatical *Street Hawk* fan will find much to recommend this game. After such a long wait the end result is predictable and

awesomely average.

*Street Hawk* would make a good budget release — but as a full price offering it just doesn't make it.

► **GRAPHICS**  
► **SOUND**  
► **VALUE**  
► **PLAYABILITY**

7  
5  
4  
5



▲ Amstrad: Our hero gets caught up in traffic and there's a baddie hiding behind the lorry. Yawn . . .

# KNIGHT RIDER

► **MACHINES:**  
SPECTRUM/AMSTRAD  
► **SUPPLIER:** OCEAN  
► **PRICE:** £7.95  
► **VERSION TESTED:** AMSTRAD  
► **REVIEWER:** TIM

There are two parts to this alleged game. Neither are very good. Ocean has a real cheek asking full price for something which C+VG would hammer even if it was a budget offering.

It's a shame, as Michael Knight and his computerised supercar KITT are terrific subjects for a game — but this effort is just awful.

It looks as if someone has dug deep into their file of ZX81

games and dug out an old driving game. The graphics are extremely basic and uninteresting — as is the game itself.

If you're interested the first part of the game is simple driving simulation. You can either drive KITT or control the laser to shoot down "helicopters".

Part two comes when you reach your destination and you see the interior of an "operations" room in which some international terrorists are plotting to start world war three. You get a *Gauntlet/Parallax* style view of

the room and a message from KITT telegraphs along at the bottom of the screen telling Michael what to do.

I tried hard to find something nice to say about the game — after all we've all been waiting a L-O-N-G time for it to arrive. But I'm afraid I couldn't find any redeeming features.

Don't waste your money on this — if you want to see it, go along to your local computer store and have a few laughs.

► **GRAPHICS**  
► **SOUND**  
► **VALUE**  
► **PLAYABILITY**

3  
2  
0  
0



# AIR COMBAT YESTERDAY..

## Spitfire

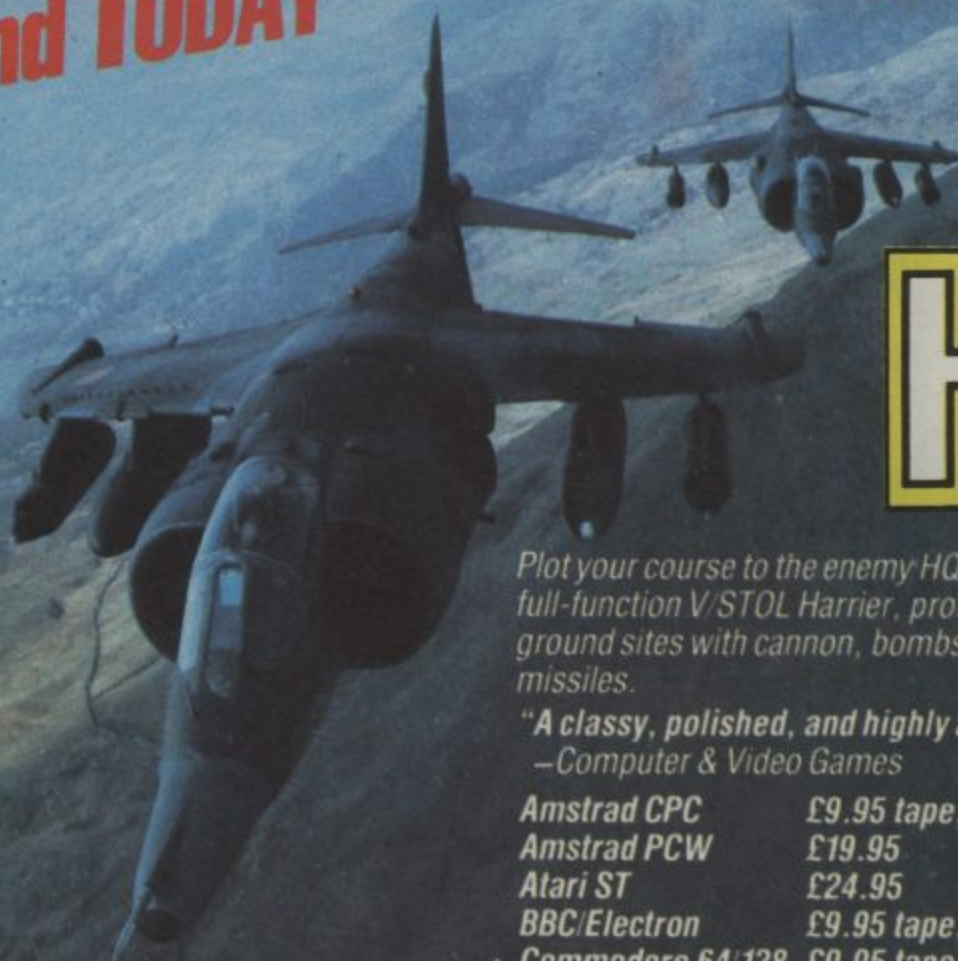


Rev up your engine and take to the skies to save your country. Hunt down the enemy and build up your log of kills as you rise through the ranks to the elite of the RAF.

## A Crash! Smash

Amstrad CPC	£9.95 (disk from Amsoft)
Atari XL/XE	£9.95 tape, £12.95 disk
Atari ST	£24.95
Commodore 64	£9.95 tape, £14.95 disk
MSX	£9.95 tape
Spectrum 48K/128K	£9.95

# ...and TODAY



## STRIKE FORCE HARRIER

Plot your course to the enemy HQ at the controls of your full-function V/STOL Harrier, protecting yourself and your ground sites with cannon, bombs, and Sidewinder missiles.

*"A classy, polished, and highly addictive simulation"*  
—Computer & Video Games

Amstrad CPC	£9.95 tape, £14.95 disk
Amstrad PCW	£19.95
Atari ST	£24.95
BBC/Electron	£9.95 tape, £12.95 BBC disk
Commodore 64/128	£9.95 tape, £12.95 disk
Spectrum	£9.95

## DOMINATE THE SKIES WITH

## MIRRORSOFT

Maxwell House, 74 Worship Street,  
London EC2A 2EN Tel: 01-377 4644



► MACHINE: SPECTRUM/64  
 ► SUPPLIER: ALLIGATA  
 ► PRICE: £9.95  
 ► VERSIONS REVIEWED:  
 SPECTRUM/64  
 ► REVIEWER: TIM

At last it can be revealed! The venue for the 1992 Olympics isn't going to be Birmingham, London or even Edinburgh. The major sporting event of the decade is going to be held in the *Dog and Nightgown*, near Nether Wallop. And you can forget all this Decathlon business – all the participants will be playing skittles, darts, dominoes and the odd game of cards.

OK, maybe not. But you can take part in the pub Olympics thanks to Alligata. All the games you used to play before they put a Space Invaders machine where the Bar Billiards table used to be. Ironical 'aint it? Here you are playing games on computer that have been pushed out of pubs by video-games.

You get seven games in the package – darts, dominoes, poker, pontoon, skittles, table football (my favourite) and good old bar billiards.

Graphics vary considerably in style and design from version to version as does the screen layout – but both packages have similar playability.

The 64 version has a neat multi-load on tape. You can choose to play all the events in sequence or practice one at a time. The program prompts you once the menu has loaded and if you pick just one event the tape winds on to the correct place and a further prompt appears.

The Spectrum version simply skips code you don't want to load in – so it's a good idea to make notes of the tape counter readings unless you want to wait around for ages.

For my money the "action" games like football, skittles and darts are the best. The program plays a good hand of Poker and Pontoon but cards on computer just aren't the same as the real thing, are they? Dominoes is good – especially on the 64. It's



a much neglected game and fun to play. Playing on the computer means you don't have to bother about shuffling all the bits up after a game or worry about losing them under the table!

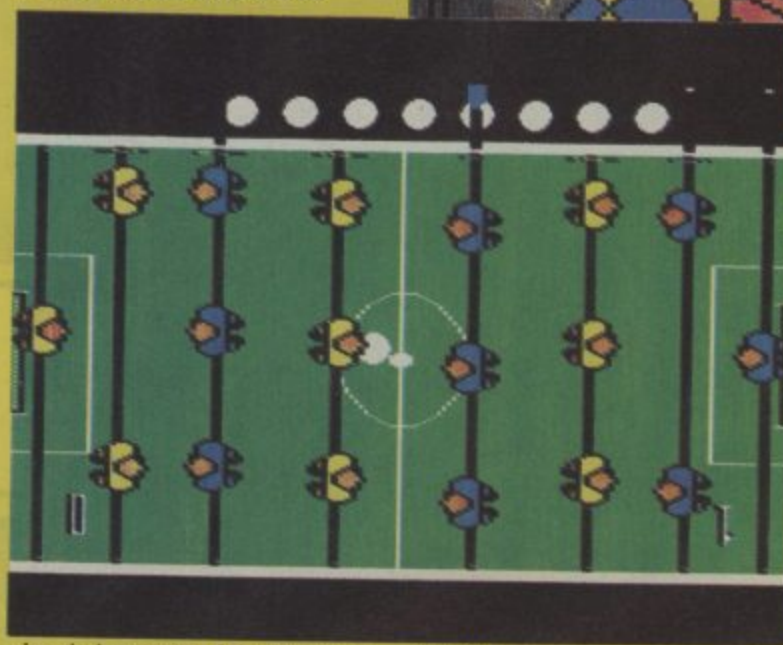
The Spectrum version of Darts wins out over the 64



machines – and if you enjoy this on computer you should try the proper game. Better than pool in my book.

Skittles is quite challenging but the controls are a bit tricky to master at first on the 64 version.

Overall a value for money package from Alligata – a good one to find in your Christmas stocking. The lastability of some of the games included could be a bit suspect. But the mixture of these old classics on one user-friendly tape is an intoxicating cocktail.



simply because of the extras it has on screen. Extras like a little window which tells you what you need to score to win, a running score for each player and a nice graphic representation of a darts player in one of those silly shirts they all wear.

Both versions of the game have the irritating "hit wire" feature which takes an age to finish and disrupts the game more than when it happens in

real life.

64 versions of skittles – which looks more like ten-pin bowling to me – and bar billiards have forced perspective "3D" graphics while the Spectrum has plan views of both.

Table football is the best of the collection to my mind – it's fast and addictive. Like the real thing – except you can't really perform those flashy flicks of the wrist on a joystick...

Bar Billiards is fun on both

	64	Spec
► GRAPHICS	7	7
► SOUND	7	7
► VALUE	8	8
► PLAYABILITY	8	8



► MACHINE: SPECTRUM  
► SUPPLIER: FIREBIRD  
► PRICE: £1.99  
► REVIEWER: TIM

Hoots Mon! There's a ghost loose about this hoose! Could this be the world's first Scottish game? Who knows — but it's certainly a budget game that thinks it's full-price.

*Olli & Lisa* set out to help Sir Humphrey, resident ghost in the Shilmore Castle somewhere in the Highlands. This ancient pile is threatened with being shipped stone by stone to the US of A by mega millionaire Eugene Portcullis.

Sir Humphrey isn't too keen on the idea and enlists Olli and Lisa's help in getting together the ingredients which will make him invisible and therefore more scary. Those Americans have seen so many monster movies with amazingly horrible special effects that they wouldn't be scared by an ordinary old ghost like Humphrey — or so he reckons.

So he sets old Olli the task of collecting the ingredients for his invisibility brew which are hidden around the castle and protected by the other little gremlins and nasties which inhabit the old pile. Lisa gets to stay by the cauldron and stir the mixture.

There are eight ingredients to collect — and you can only move onto a new screen once the particular ingredient you're

after has been collected.

Humphrey will tell you what to find to put in the cauldron on screen one in his little speech bubble.

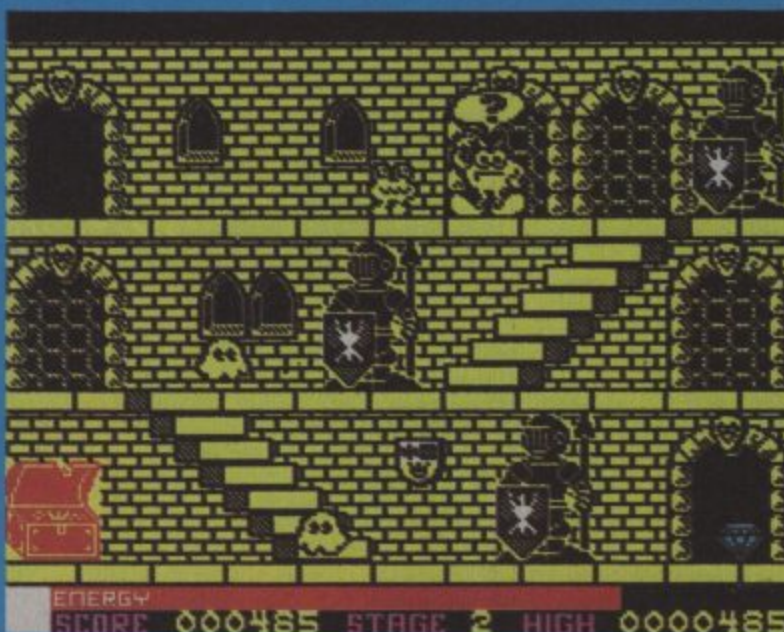
If Olli manages to collect an ingredient he gets a big kiss from Lisa — shown in a nicely animated interlude screen.

There's a time limit for each task and if you eventually run out of time and lives another neat animated screen comes up

which shows Sir Humphrey's ghostly form approaching Olli and battering him with a broom!

Olli has to explore the entire castle inside and out for the things he has to get — but he must always bring them back to the cauldron room where Lisa is stirring the brew.

Game play is basic platforms and ladders jumping over nasties — but the nice graphics



# REVIEWS

C+VG



and humorous little touches make this a really terrific game to play.

Olli and Lisa — and old Sir Humphrey are such nice characters I reckon we could be seeing a few sequels to this brilliant budget game. If not — why not?!

*Olli & Lisa* is an entertaining and very attractive game. Great value for money and instantly playable. One of the best budget games for ages.

► GRAPHICS	9
► SOUND	7
► VALUE	10
► PLAYABILITY	9

► MACHINE: SPECTRUM  
► SUPPLIER: MIRRORSOFT  
► PRICE: £7.95  
► REVIEWER: TIM

## ZYTHUM

Who said shoot 'em ups had to have space ships and aliens? How about wizards and demons for a change? If you reckon you could go for that sort of think then check out *Zythum* — a mixture of fantasy and zapping.

The packaging leads you to think that this is yet another arcade adventure — but this couldn't be further from the truth. There are arcade adventurish bits — but this is more of a shoot 'em up than anything else. And a pretty good one at that.

You take the part of a wizard on a quest across four hostile lands searching for a magical drink called Zythum which refreshes the wizards other potions cannot reach.

You will come across swamps and springy bits of grass as you move horizontally across the screen. Swamps slow you down while springy turf makes you jump — even if you don't want to.

Demons come at you from all sides, but fortunately you have a staff which fires energy bolts and a limited supply of light bombs which zap everything in your immediate vicinity.

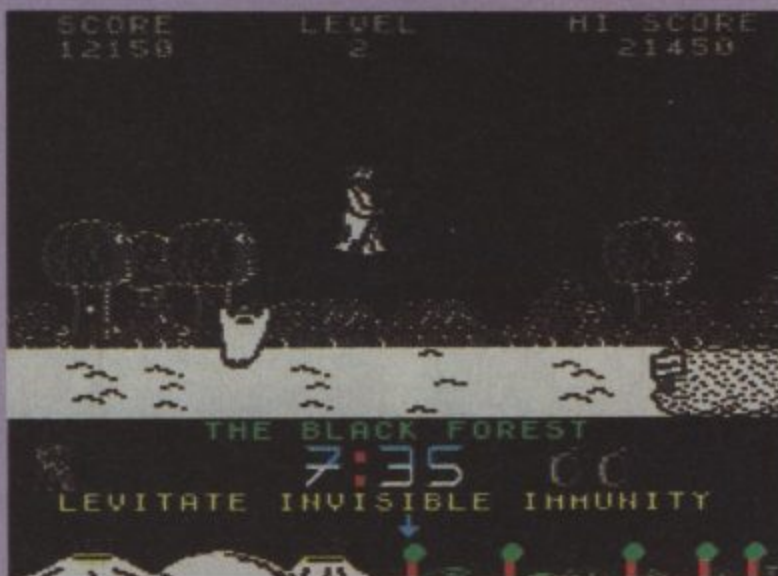
You get just eight minutes to cross each land. If you fall you lose one of your three lives.

The main part of the screen display shows your wizard's immediate surroundings. The graphics aren't bad and have an original look about them.

Other displays show the number of light bombs you have, your score and message windows which flash if you collect an object which enables you to levitate, become invisible and have invulnerability.

These powers only last for a short time. And if you die the object doesn't appear again on that level until you restart the game.

Objects to watch for are spare light bombs, crosses which give you invulnerability, money bags and treasure chests for bonus



points, and a chalice which enables you to levitate for a short time.

*Zythum* is pretty easy to get into and fun to play. Not a mega game by any means but a different twist in the current shoot 'em up trend.

► GRAPHICS	7
► SOUND	7
► VALUE	7
► PLAYABILITY	8



# A Forest of Fascinating Fantasy

Enter the darkness and embark on a path of mystery and intrigue – terror and panic – stealth and cunning. A series of adventures and brain twisting journeys with a challenge and scenario to test the most formidable adventurer.

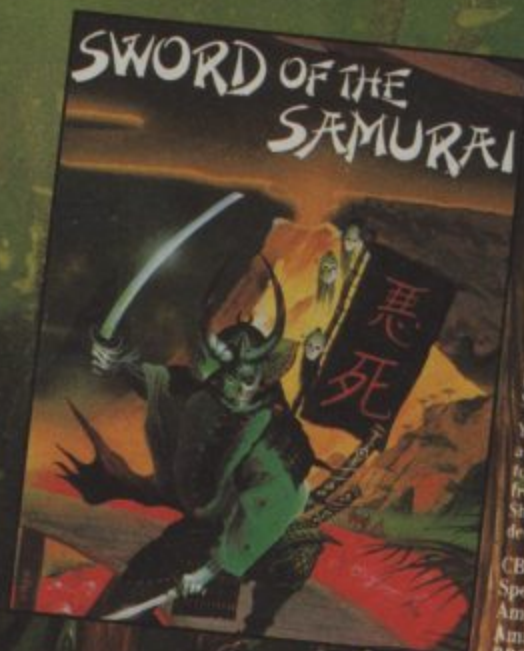


## REBEL PLANET

As the might of the alien Arcadian Empire tightens its hold on our galaxy, the leaders of the secret Earth organisation, SAROS, gather their slender resources into one last daring and fouthardy mission to strike at the heart of the invaders home planet.

YOU are their last hope. Equipped with a forbidden laser sword, your mission is to seek out the underground resistance and piece together the vital code you need to destroy the enemy. But time is running out and only YOU stand in the way of the Arcadians' complete domination of the galaxy.

CBM 64/128 \$9.95 \$14.95 Disk  
Spectrum \$9.95 Spectrum Plus \$9.99  
Amstrad \$9.95 \$14.95 Disk  
BBC/Electron \$7.95



## SWORD OF THE SAMURAI

The land of Hachiman is in grave danger. The Shogun's control is slipping. Bandits roam the land freely and barbarian invaders have begun to raid across the borders. All this because the Dai-Katana, the great sword, Singing Death, has been stolen from the Shogun.

YOU are the Shogun's champion, a young Samurai. Your mission is to recover this wondrous sword from Ikiru, the Master of Shadows, who holds it hidden deep in the Pit of Demons.

CBM 64/128 \$9.99 \$14.99 Disk  
Spectrum \$8.99  
Amstrad/Spectrum Plus \$9.99  
Amstrad Disk \$14.99  
BBC/Electron \$7.99 Text only

## Isaac Asimov's KAYLETH



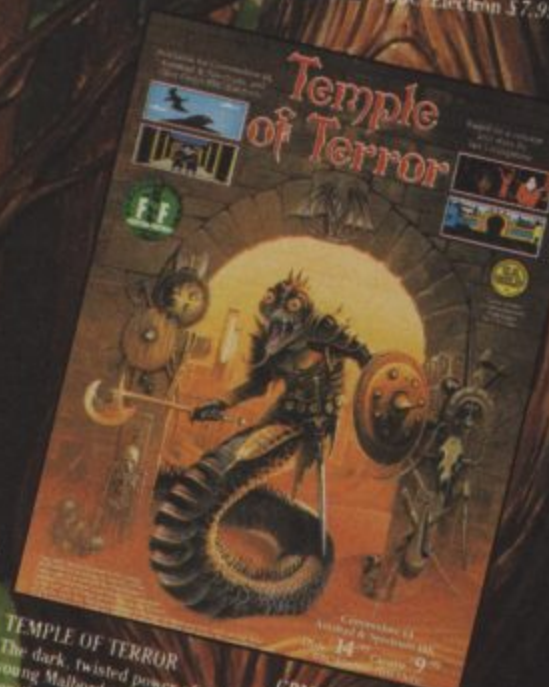
## KAYLETH

The Zyreneans were an advanced, pacifistic civilisation, until the arrival of Kayleth and his obsessional craving for Chromazin.

Now, Kayleth rules the Zyrenean skies with awesome power, using an Atomic Dissembler system to send down his powerful army of androids to enslave the Zyreneans.

You, a loyal Zyrenean, have avoided capture long enough to set into motion a plan to liberate your beloved planet. However, as you are about to discover, certain events have overtaken your well laid schemes!

CBM 64/128 \$9.99  
Amstrad \$9.99  
Spectrum 128K \$9.99  
Spectrum 48K \$8.99  
BBC/Electron \$9.95  
IBM (Disk) \$19.99



## TEMPLE OF TERROR

The dark, twisted power of the young Malbodus is reaching its zenith. All he needs now is to retrieve the five dragon artefacts which have been hidden for centuries in the lost city of Vatos. Skulls. Each day that passes brings him closer to them and only YOU can stop him! YOUR mission is to reach the lost city before Malbodus and destroy the treasures he seeks. But beware! Each step you take leads you closer to your doom.

CBM 64/128 \$9.99  
\$14.99 Disk  
Spectrum \$8.99  
Amstrad/Spectrum Plus \$9.99  
Amstrad Disk \$14.99  
BBC/Electron \$7.99 Text only





## ADVENTURE

## NEWS



Once again we had a busy week on the Adventure Helpline stand at the PCW Show. Joining me were Paul Coppins, Adrian Bott and Daniel Gilbert, and it was nice to meet so many readers, many of whose names were familiar through the Helpline mail.

Of course, there was no escaping the annual visit of The Fiend. His latest missive, arriving too late for last issue, describes how he moved within shot as I was about to take a photo of the stand, just so as to get in the picture! But I changed position to get a clear view. He claims to have been within three feet of Daniel, Adrian, and myself, looking a picture of pure innocence, as I opened the traditional gift. Daniel and Adrian were open-mouthed as they read the legend on the package — they had thought The Fiend was a figment of my imagination, dreamed up to enliven the column. Oh that he were! What terror he inflicts on us in the Penthouse. We live under the perpetual threat of demonic deeds, by an anonymous tormentor. Is there no adventurer in Faringdon, who can unmask this Fiend, and reveal his true identity? If you live in the area, watch your Spectrum-owning neighbours closely. Dog their footsteps as they head to the postbox. Put them on your list of possibles if Priory Court features on the address on the envelope!

## ADVENTURE MAIL

● The t-shirt episode was a jolly wheeze, wasn't it? What made it even more pleasurable was that I knew that you knew that it was probably a fiendish plot, but you couldn't take the risk that it was a genuine offer, and had to grit your teeth and go along with it.

I notice, however, that you sent me a Big Red t-shirt, not your actual adventure shirt, so you have achieved some saving of face and earned a little respect, however grudgingly. The shirt is proving very useful for cleaning the windows. It is nice and soft and doesn't scratch the glass. I will wash the car with it when it gets really dirty.

Any road, of course I am going to the PCW Show. By all means put everyone on "Fiend Alert" it will make it all the more challenging. I will even tell you that I will be there on the Friday. Don't expect a tie this year, as you can't be trusted to look after one properly. No, this year I have something much more appropriate in mind!

Just think of it. You will be stood there on Friday chatting away merrily to hundreds of different people, and all the time you will be wondering if this one is the Fiend, or perhaps it is him smirking over there. And I will be stood chatting with a pleasant smile on my face, looking all innocent and pure, and inside I will be shrieking with demonic laughter.

*The Fiend, Faringdon, Oxfordshire.*

**Keith's Reply:** Thanks for the mug. It will come in dead handy for getting the nasty bits out of the cat's litter tray. . .

● For centuries man has been perplexed by the greatest question of all time — how on earth does Paul Coppins manage to solve an Infocom adventure before breakfast? Surely no mortal can solve one before teatime without cheating? However, I have come up with several interesting theories!

● By breakfast, Paul means breakfast tomorrow.

● Paul is pally with Brian Moriarty, Steve Meretzky, Dave Lebling etc.

● Paul has a secret Zil disassembler hidden away.

● Paul receives a pre-production Invisicubes package with each game.

● Paul doesn't cheat and is in fact a genius.

● Paul knows a secret command built into every Infocom game which causes the adventure to automatically solve itself.

● Paul wakes up very early in the morning.

● Paul's watch has stopped.

*Paul Exley, Bury, Lancs.*

**Keith's reply:** Who said anything about Paul being mortal?

● The other day I strolled into our local shop with a friend, and found a Central Solutions compilation tape all written with *The Quill* — ten adventures for a fiver. Seeing it was written with *The Quill* I was put off, not because it is a bad utility, but because for every good *Quilled* program there are at least five bad or mediocre ones.

There is no reason why a *Quilled* adventure shouldn't compete with other cassette adventures. A well thought out vocabulary of about 150 words is more than adequate, as long as it is well thought out. After all, *Sorcerer of Claymorgue Castle* contained only 95 verbs, and that is one of the best adventures ever.

Delta 4's games and *Tower Of Despair* apart, there are precious other good *Quilled* adventures about.

*Paul Gilbert,*

*Hucknall, Nottingham.*

**Keith's reply:** Ah, but the number's growing! How about *Very Big Cave*, and *Dracula* for example?

● All the American disk adventures that are being released in the UK have been over here for years! *Asylum* (C64) has had me troubled for the last two years, and *Buckaroo Banzai* for a year and a half!

You should see the amazing specials here, on Infocom games. *Zork*s 1, 2, and 3, *Deadline Suspended*, plus *Typing Tutor*, all together for only \$25 (£12).

*Michael Spiteri, Seaford, Australia*

**Keith's reply:** Sounds worth emigrating for, Michael.

## JOHN JONES AND LEVEL 9

John Jones-Steele, who originated *Abersoft*, and wrote *Colossal Adventure* for the ZX81 under that label, went on to convert it as

**Classic Adventure** for *Melbourne House*. Mordon's *Guest* was his next game, programmed for co-authors **Peter Moreland** and **Peter Donne**.

John recently gave up his job as a programmer at The University College of Wales, to become a full-time programmer for **Level 9**.

Meanwhile, **Level 9** are increasingly finding the journey to London, one which they frequently have to make, to be inconvenient and time wasting. They plan to move to Bracknell, where they have lined up a row of four adjacent houses — one for each of them, and one where work can be done, and programmers can be accommodated.

## ADVENTURE INTERNATIONAL

Rumour has it that **Scott Adams** is starting up a new company, following the failure of **Adventure International** in the USA. A new license for the **Questprobe Adventures** is being signed with **Marvel Comics**, to allow Scott to continue with the series.

Meanwhile, little has been heard of **Q4**, which promises to be based on **X-Men**, due, no doubt, to the problems which led to the demise of **AI**.

## SILICON FOR RAINBIRD

Following the **Jewels Of Darkness** trilogy, **Rainbird** plan to release another batch of **Level 9** games — **The Silicon Trilogy**. Consisting of **Snowball**, **Return To Eden**, and **Worm In Paradise**, the original games will be given the full updating treatment with **Level 9's** latest adventure system.

## HELP FROM ROBICO

Not easy adventures, **Rick Hanson**, and **Project Thesius**, from **Robico**, are both good quality text adventures, currently being enjoyed by BBC owners.

**Robico** are now offering separate help sheets for each game. To obtain one, return your old help cards with a stamped, self-addressed envelope.



# ADVENTURE

## HELPLINE

### PROBLEMS A' PLENTY

This month sees a spate of BBC problems. First, we kick off with an oldie, in the shape of *Old Father Time*. **Tim Matthews** of Bollington, is struggling to open the chest.

Moving on to adventures from Robico, those specialists in not-so-easy BBC adventures, we come across **Chris Cranston** of Maidstone, playing *Enthar Seven*. He can't get into the shed, get past the Yarrye mountains, or disable the security camera. And he sees no point, so far, in the man singing in the caves. Do you?

"How do you get down the bank of freshly fallen snow, without falling and dying?" asks **Mike Thomas** of Caerphilly, who is playing *Rick Hanson*.

Hang on for a minute, Robico fans - there's more! A manhole on dusty ground is defeating **Huw Howells** of Llanidloes. He can't open it, and this time the game's *Project Thesus*.

Now here's a game that started life on a Beeb, and became widely popular and very long lived, through its conversions. Who can help **Timothy Riddick** of Kington, to get through a crack in *Twin Kingdom Valley*? I haven't come across one myself, let alone squeezed through. If you've found the crack, and are skinny enough to get through, let us know!

This month's Jackpot goes to **Mike Stevenson**, who managed to stump the Helpline on all four games for which he requested help.

*Madcap Manor* has a seemingly useless squirrel; *Manor of Doom* has a landing with an unreachable hatch; *Operation Turtle* has a difficult code and an inoperable radio; and *Commando* has Mike stuck on a beach with infuriating messages that he can't go anywhere! The first letter with the answer to all five of these problems, earns its sender a t-shirt!

**Philip May** of Cardiff, playing *Fantastic Four*, tried to get Thing out of the tarpit, using some tips printed in *Crash*, he says. They didn't work! Serves you right, Philip, you should read a decent magazine. Try the one in the C+VG clues section this month - a GUARANTEED exit from the tarpit!

Here's some *Ultima 3* advice from **Tim Hammonds**, from **Torsten Meyer** of Gelsenkirchen-horst: "In order to

increase thy characteristic attributes, thou must pray at the shrines which stand in Ambrosia, a long forgotten land.

"To reach Ambrosia, thou must be blessed with the four mighty marks which can be received by touching the hot red circles of lava in the deepest hell. Then steer thy ship straight into the heart of a whirlwind..."

But **Torsten** is troubled, too. His party is stuck in the sixth level of the great Styx Abyss. Is there any strong fighter, or mighty spellcaster, who can lead him to the seventh?

So you're not up to fighting, nor into spellcasting? Perhaps you're the type who lounges around on beaches, trying to impress the girls by looking muscular? If so, **Robert Saunders** of Canvey Island, calls on you to do a spot of life-saving. He drowns in *See Ka of Assiah* whenever he tries to surface whilst carrying the Casket of Vibra.

*The Boggit* is a game that is immensely popular, generating plenty of questions. Most people seem to get stuck on three problems. How to get out of the first location. How to get past the trolls. How to escape the dungeon. Look for help with the first two in the clues section! Anyone got out of the dungeon yet? Please...

I got more than I bargained for from **Brian Hobson** of Huddersfield, who, reading that I hadn't heard of *The City of Ehdollah*, in October's C+VG, sent me his (original) copy of the game.

"Please don't send it back to me, I've been trying to get rid of it for long enough. Personally I didn't like the game, and never ever finished it..." wrote Brian.

Well, after that recommendation I feel like Ed Lines - "Thanks, but no thanks!" Meanwhile Brian is pressing ahead, ahead of me with *Aftershock*, and is wondering how to oil the sluice gate mechanism?

A warning now from **Jeffrey Moore** of Griesheim in West Germany, about *See Ka of Assiah*. His 64 tape crashes on loading part two, and so does his friend's. Does anyone have a part 2 that works?

Finally, how do you get by the Junkie with the petrol bomb, in *Mafia Contract*, asks a slightly singed **Luke Gordon** of Wath-on-Deane.

### PAUL TAKES OFF

If there was ever an expert in solving adventures in no time flat

it's **Paul Coppins**. Paul has an uncanny knack of worrying away at a problem until it is overcome. And he not only reckons to complete a game before reviewing it, he completes many others, for relaxation and enjoyment.

But Paul will do more than that - he often gets quite indignant about a game in which he has found a bug that no-one else has come across - not the thousands of players, nor the author himself.

A recent find was an obscure logical flaw in *Seas of Blood*. But don't worry about it, the chances are you will never hit it yourself!

Paul has been writing adventure reviews, and answering Helpline problems for three years now, and a terrific job he has made of it, too! Rarely stuck for an answer, his enthusiasm for his subject has led him to become a real expert.

Now Paul has been invited to join *Rainbird Software* as an adventure tester - and I can't think of anyone better! So he leaves his job as Warehouse Manager of a popular firm of men's outfitters in Essex, to work in the Big city.

Will he be giving up his traditional bacon sandwiches, in favour of the more trendy tuna and cucumber variety? Will he go to work in a pin-stripe, with matching broly? Only time will tell!

Now he has a vested interest, it would hardly be fair for Paul to write adventure reviews, so you won't be seeing any more Coppins-type ratings! But we aren't letting him get clean away!

Paul WILL remain a member of the Helpline team, and concentrate on cracking the games, and replying to your problem letters. Well done Paul, and good luck in your new job!

### NEW HELPLINE LINE-UP

With no Jim and only half a Paul, will the Helpline fall apart? Don't you believe it!

Will you please welcome **Daniel Gilbert** and **Adrian Bott**, two schoolmates from Sussex. Daniel and Adrian not only write *Play To Win* for *Commodore User* magazine, but help with the CU Helpline, as well as writing adventure reviews.

Daniel and Adrian joined Paul and myself on the C+VG Adventure Helpline stand at the PCW Show recently, and showed their mettle in answering hundreds of adventure problems

face-to-face with the mighty adventure-playing public.

Their involvement with *Commodore User* came about as a result of them winning a C+VG competition, so they are, first and foremost, C+VG readers.

Daniel is currently studying for his A-levels, whilst Adrian has left school for University in Manchester. They work as a team in cracking games and answering letters, and will continue to do so - at a distance!

So, if you write to the C+VG Adventure Helpline, (and we hope you do!), here are the people who may be signing your reply postcard:

- Steve Donoghue, from Sunderland
- Paul Coppins, from Essex
- Daniel Gilbert and Adrian Bott, from Sussex
- Keith Campbell, IDEAS, Central penthouse!

### EUREKA! WHO'S THIS...?

A new adventure reviewer joins the team. It's **Matthew Woodley**, from Middlesex. If you think you recognise the name you're right. Matthew is the adventurer who solved *Damark's Eureka!* game and claimed the £25,000 prize! We thought that made him a number one choice when it came to revamping the writing team.

Matthew's first review appears in this issue. Oh, by the way, Matthew - the *Perrier* is on you!

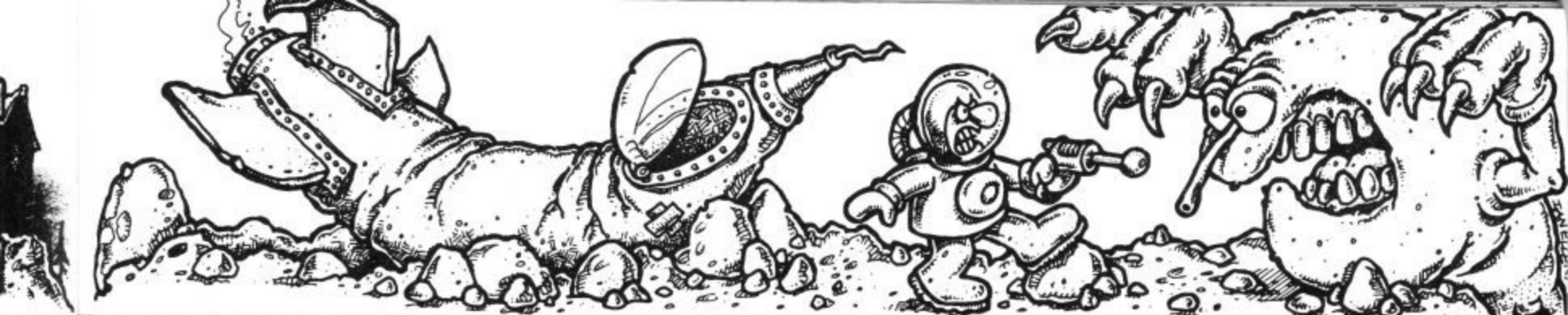
### LUCKY JIM

Regular readers will be familiar with the name of **Jim Douglas**, the *Perrier*-drinking adventure reader who joined the Helpline team some eighteen months ago. Well Jim managed to get a permanent position at C+VG, with help and encouragement from the editor, Tim Metcalfe.

Writing reviews and features on a freelance basis, as well as continuing his adventure work, Jim has been a permanent fixture in the C+VG offices for some months.

But all that is changing, as Jim has gone up in the world! He is now Staff Writer on *Sinclair User* magazine. So Jim must leave the hallowed pages of C+VG, and the





Adventure Helpline. Well, we wouldn't want all our secrets falling into the hands of Gordo Greatbelly, now, would we? He'd have them translated into medieval in no time!

## CHEAT'S CORNER

Paul Stapley of Whitby has ways of cheating *Quilled* games on the 64! Here's how to do it:

Fill the input buffer up by typing in a character until it is full. Press RETURN, and for your next commands type TEXT, followed by LOOK.

Wonderful, isn't it! All the objects in the game you're ever likely to come across! But the game will never be quite the same again, and you'll have to reload.

Paul discovered this in *Very Big Cave*, and *Seabase Delta*. But it doesn't work in *Boggit*, I discovered. Has Uncle Fergus got it right, or does the *Quill* need another Patch...?

On C64 *Kentilla*, you can get some objects fast, according to Jeffrey Moore of West Germany. By entering the waterfall and then typing LEAVE WATERFALL, you should find yourself in Ogeron's house, with a lot of objects. Tell Elva to take them all, leave by the north, and you'll get no trouble from the gargoyles or fire demons.

## ADVENTURER OF THE YEAR

The great competition to find the C+VG Adventurer of the Year is now well and truly closed, and the entries have come rolling in. The answers to all the questions will be given in the next issue, when the names of the ten semi-finalists are announced.

Meanwhile, John McCann of Lisburn, has been agonising over some of the answers! "Name the odd word out, and why," has been bugging him.

"It seems to me that to find the odd one out you'll have had to play an awful lot of adventures, to find the word that is obviously not a magic one. But then again, you are looking for that sort of person." Exactly, John!

At the time he wrote, John had heard a rumour that Yoho was a spell in a game, and has crossed it off the list. Do that, by all means, John, but not for that reason!

# CLUES

scrap, and decode the remainder.

LEATHER GODDESSES:

Carrying the decobox into the cave will not be considered batty!

ENTHAR SEVEN:

To delay explosion, use the flame resistant liquid from the kitchen.

CASTLE BLACKSTAR:

The Gurn might have something useful to say, if only he wasn't laughing at the sight of your wristband!!

THE PAWN:

Raise the sign and your hand, then pay your fare.

ZZZZ:

Enter 104 and 199 to launch the small missile. Swim to get the plank, which will act as a lever.

SEABASE DELTA:

Sliding the door leads the way across the lake, to the casket of Vibra.

SEE KA OF ASSIAH:

Urn needs headwear!

WARLORD:

To leave the room, get the diary from the chest for the combination. EXAMINE LOCK and then type in the code.

BOGGIT:

A slab through the shed will lighten your journey - refills in the sewer!

PUB QUEST:

Breathe and then hold it, about move 17, then wait until you lose that sinking feeling! Feel around, and clobber what you find!

FANTASTIC FOUR:

Don't get swamped - carry a dead Quarg!

KENTILLA:

Remove common sense from the maze, and show the door both tea, and no tea!

HITCH HIKER'S GUIDE:

## ADVENTURE CHAT

The public seem to think adventure players are mad, says John Ferris of Coventry. But he is sure they are wrong, because, he says, the little blue dwarf in his cupboard keeps telling him he is perfectly sane.

Our Copping hasn't lost his marbles. The trouble with him is that - he knows too much! This is confirmed in a letter from Paul Arendt, of Guildford: "Since meeting Paul Coppins at the PCW Show, I have felt sure you guys could solve anything..." There's faith for you!

Here's someone who hates mis-spelling as much as I do! He doesn't like the game *McKensie* an awful lot, either! Malcolm Harden of Sheppey writes: "Do you have the slightest idea why it has the title *McKensie*? The game manages to embody all that I hate about adventures, and seems to have been written by a lobotomised chimpanzee. The spelling and the logic of the messages is atrocious. Take the final message - YOUR SPACESUIT STOPS YOU BEING DECOMPOSED," says Malcolm.

"Lack of oxygen and extreme cold is what kills people in space, decomposition occurs after someone is dead. The two cannot be connected. Anyway, how many people do you know who spell manoeuvre: MANOEVEOR?!"

Malcolm finished with a point to

get all adventurers thinking. What three objects would you most like to have in your inventory at the start of any adventure game, without, of course, knowing the plot in advance?

I've told Malcolm my choice - why not write and tell me what you think you would find most useful?

## ADVENTURE CLUES

Help this month came from: David Moore; Phillip Briggs, Sutton-in-Ashfield; Gavin McNamara, Bristol; Tim Matthews, Bollington, and Charlie Sweeney, BFPO 36.



**ADVERTISING?**  
TODAY IT'S NO LONGER THE  
**HARD SELL...**

WITH TODAY'S  
CONSUMERS, WE'RE IN  
THE COMMUNICATION  
BUSINESS.

THE COPYWRITER'S ROLE  
IS TO INFORM:

**Strutt, Whisk,  
Pozer, Souse**  
Incorporated Practitioners in Advertising

*Oily*  
I've pinpointed key brand advantages, stressing the leisure management strengths of Mosaic's new product offerings.

AND THE ART DIRECTOR SEEKS TO  
APPEND COGENT VISUAL SUPPORT...

**The Archers**  
In **The Archers** - The Computer Game you're the script editor on BBC Radio 4's long-running serial. Your decisions affect life in Ambridge - and your listening figures... watch out for memos from Controller Radio 4! A clever and amusing illustrated text game by the utterly brilliant Level 9 team.

**Twice Shy**  
Based on the best-selling Dick Francis thriller, this illustrated text adventure plunges you into the seamy side of the horse-racing world. The RamJam Corporation (ingenious things!) have written two games for the price of one: the racing simulation can be played independently and as a vital part of the adventure itself.

*Col*  
I'm having creative block this week. Use the packshot - it's got horses on it.

*Col*  
Why don't we shoot Eddie Grundy and Jack Woolley feeding a blown-up packshot to some sheep? Don't forget the Beeb wants us to say 'By arrangement with the BBC' somewhere.

**DICK FRANCIS  
DICK FRANCIS  
DICK FRANCIS  
TWICE SHY**  
PROGRAM BY  
THE RAMJAM CORPORATION

**WE MUST MAKE THE  
CONSUMER AN ALLY,  
NOT A TARGET**

*Dominic*  
so please  
buy the  
Archers  
listeners  
and put your  
money on the  
favourite  
Twice Shy

**THE ARCHERS** Witty, entertaining  
and programmed by Level 9.

**TWICE SHY** Dangerous action  
adventure - a new RamJam classic.

Available for Spectrum, Commodore and Amstrad (The Archers also for Atari and MSX).  
Cassettes £9.95. Disk versions coming soon.

**MOSAIC PUBLISHING**

Distributed nationwide by WHS Distributors, St John's House, East Street, Leicester LE1 6NE (0533 551296) to stores of class and distinction and all that good stuff.

**MATCH** SPECIAL OFFER TO ALL  
C + VG READERS FROM  
BRITAIN'S TOP FOOTBALL MAGAZINE.

SEND FOR OUR NOVEMBER 15 ISSUE - AND  
GET THIS QUIZ BOOK - PLUS 24 WORLD CUP  
WONDERS CARDS - PLUS A MATCH  
STICKER!

JUST FILL IN THE COUPON AND SEND IT,  
TOGETHER WITH 75p (INC POST AND  
PACKING) TO MATCH, C + VG OFFER,  
14 HOLKHAM ROAD, ORTON SOUTHGATE,  
PETERBOROUGH PE2 0UF.

AND DON'T MISS ...  
NOVEMBER 22 ISSUE - FOR ALL THE  
ANSWERS TO YOUR FIRST QUIZ BOOK.

NOVEMBER 29 ISSUE - FOR THE MATCH  
'BOOK OF FOOTBALL QUIZ NO. 2'

MATCH IS YOUR WEEKLY PACKAGE OF FOOTBALL  
ENTERTAINMENT - WITH BIG STAR NAMES, GREAT  
COLOUR POSTERS, FUN COMPETITIONS AND SOCCER'S  
MOST COMPLETE RESULTS SERVICE!  
ON SALE EVERY WEDNESDAY AT YOUR LOCAL  
NEWSAGENT - 45p - ORDER YOUR COPY NOW!

**MATCH  
FOOTBALL  
QUIZ**

**To: MATCH (C + VG OFFER), 14 HOLKHAM  
ROAD, ORTON SOUTHGATE,  
PETERBOROUGH, PE2 0UF.**

Please send me the 15th of November issue  
of MATCH plus QUIZ BOOK - Plus 24 WORLD  
CUP WONDER CARDS plus MATCH STICKER.  
I enclose 75p cheque/Postal Order made  
payable to Match.

Name .....

Address .....

Postcode .....

AGE (If under 21) .....





# REVIEWS/1

## TASS TIMES

- **Supplier:** Activision
- **Machines:** C64, Amiga, Apple II, Macintosh, Atari ST, and IBM compatibles.
- **Price:** Varies

Tonetown is where it's all happening. Get some bodystyle, jump into a Troppo, and flash your hooplets! Tass? I should think so! You're no Jonboi tourist — you've got ultra tone!

Off to Fast Freddie's for a GloBurger and Fizzie, before hot-footing it to Tonetown Party Night. Being the septmoonual time of year, Zaha and the Daglets will be in concert at the park, playing their latest hit, Tass, on the Zagtone. Enough to zap your cranium!

But it's not all fun in Tonetown, there's some serious work to be



**Tass Times** is certainly a different adventure. It was written by the team who wrote *Mindshadow*, and comes in the same format as *Borrowed Time*. That means you get a large graphics window top left, a text window below, pictorial inventory top right, and common command icons bottom right.

The vocab leaves a little to be

desired, and although the parser accepts multi-word commands, it sometimes gives a screwy answer. Like *SPOT GO TO THE LAB* resulting in *YOU CAN'T SPOT THE LAB THE GO*. Still, I suppose it's a screwy game, anyway!

Like *Borrowed Time*, many of the graphics are animated, and there is one superb sequence, with Spot jumping back and forth through the hoop in the lab. There also sound effects. The clock ticking in the first location will slowly drive you mad, whilst switch the hoop on, and you will get a very realistic power effect. But my favourite location has to be the open-air rock concert, where the tune is a real foot-tapper!

There are plenty of puzzles to solve, and a pretty dramatic moment, when you are just patting yourself on the back for having done a good job for the Tonetown Times editor. Quite inexplicably, everything goes wrong, and you get a real rocket. Just like life under Metcalfe, really!

The package comes complete with a four-page tabloid *Tonetown Times*, which contains clues and background information to the zany world in which you'll find yourself. I loved this adventure — I'm sure you will too! Go out and blue a few picks! Don't be a stupid tourist. Get *Tass Times*, or I'll feed you to the Allidiles!

Keith Campbell

- **Vocabulary** 7
- **Atmosphere** 10
- **Personal** 10
- **Value** 9



done. Gramps has disappeared from the lab in his winterised log cabin. Seems he went to sleep with the hoop on, and disappeared into another dimension. Left some notes about investigating the rip in space, something to do with anchovy pizza. So, in a bid to find him, through the hoop you go, too, following Spot, your faithful dog.

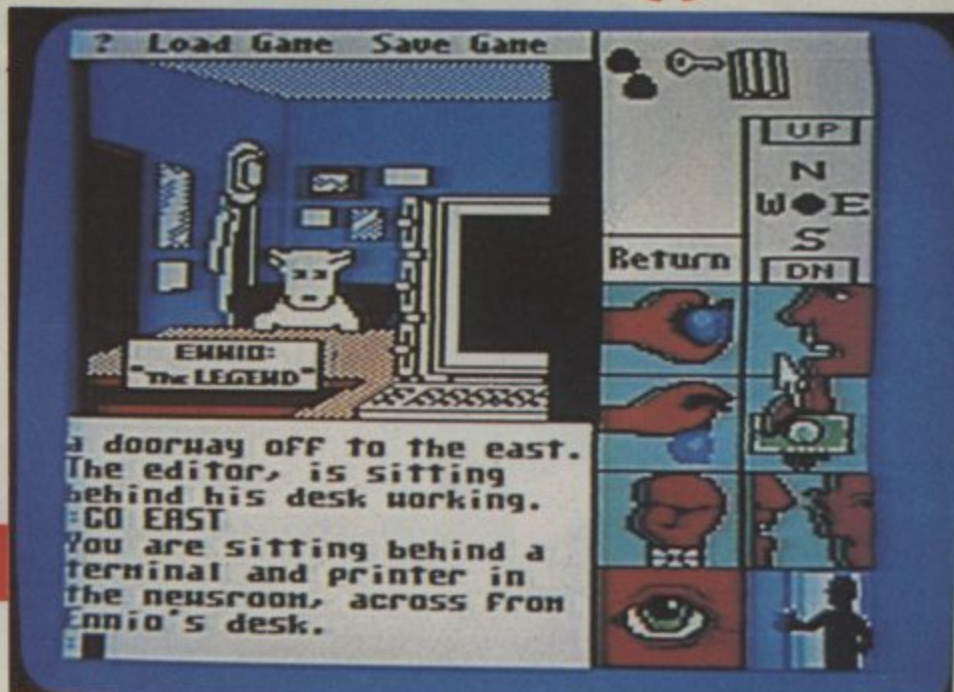
You emerge in a building site in Tonetown, owned by the fearsome Franklin Snarl, to find that Spot has undergone a radical change, and become Ennio, a canine reporter for the Tonetown Times.

All does not go smoothly on your arrival. Tourists are definitely NOT welcome, your appearance is, well, Jonboi-ish to say the least.

The locals, who are a pretty ultra bunch, snigger 'Stupid Tourist' behind your back. But tourist you are — why, I bet if you were to put a guitar-pick into the nearest float-fone, you'd only get a recorded message, when you really want to speak to someone on H728!

All the time you're giving yourself away like this, the local bigwig, Snarl himself, tracks you down with amazing regularity, and feeds you to the crocogators.

Just as well there is a QUICKSAVE feature for you will surely make good use of it, time and again, until you learn to become really tass, and have the ultra-touch.





# ACTION FOR EPYX™

Now you can experience the World

# WORLD

Alright. So you've wiped out the Russians in Summer Games.™ You've scored near perfect 10s in Summer Games II.™ And your performance in Winter Games™ now sends chills down competitor's spines. Well, just how far are you willing to go to prove you're the best? Does 24,000 miles sound reasonable?

## Visit exotic places.

In World Games,™ you'll wing your way around the globe beating the pants off foreigners in eight international events, each one authentic to its country of origin. You'll see incredible, exotic locales as you travel the world circuit. Why, you'll even have your own on-screen tour guide to smooth your way.

## The events the Olympics forgot.

To become the champion, you'll have to dive off the treacherous cliffs of Acapulco. Go stomach to stomach with a 400 pound Japanese sumo wrestler. Jump barrels in Germany. And pump heavy iron in Russia.

Next, it's off to Scotland for the caber toss. Canada, for the near impossible log roll. France, to ski the Slalom. And, at last, the U.S. of A., to ride the meanest bull in the states.

This, then, is a challenge of global proportions. The question is, are you ready to go the distance?



## BIKE ACTION MONSTER ACTION



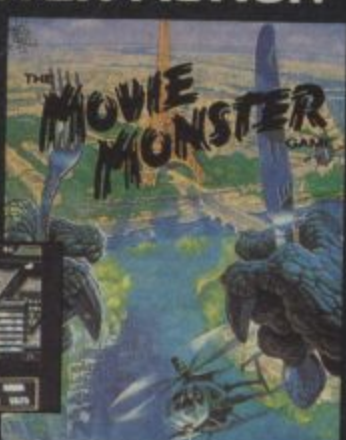
CBM 64/128  
Amstrad  
Cassette £9.95  
Disk £14.95  
Spectrum 48K  
Cassette £7.95



### SUPER CYCLE

Racing was never so fast and furious. Push your cycle to the limit and you win, push it over and you crash. Any more realistic and you'd need insurance to ride it.

CBM 64/128  
Cassette  
£9.99  
Disk  
£14.99



### THE MOVIE MONSTER GAME

This is a new and different approach ... instead of running away from monsters, you are the monster gobbling up everything and anything in your way.

There's nothing but action when two of the world's fastest movers get together to bring you an outstanding collection of action packed titles.

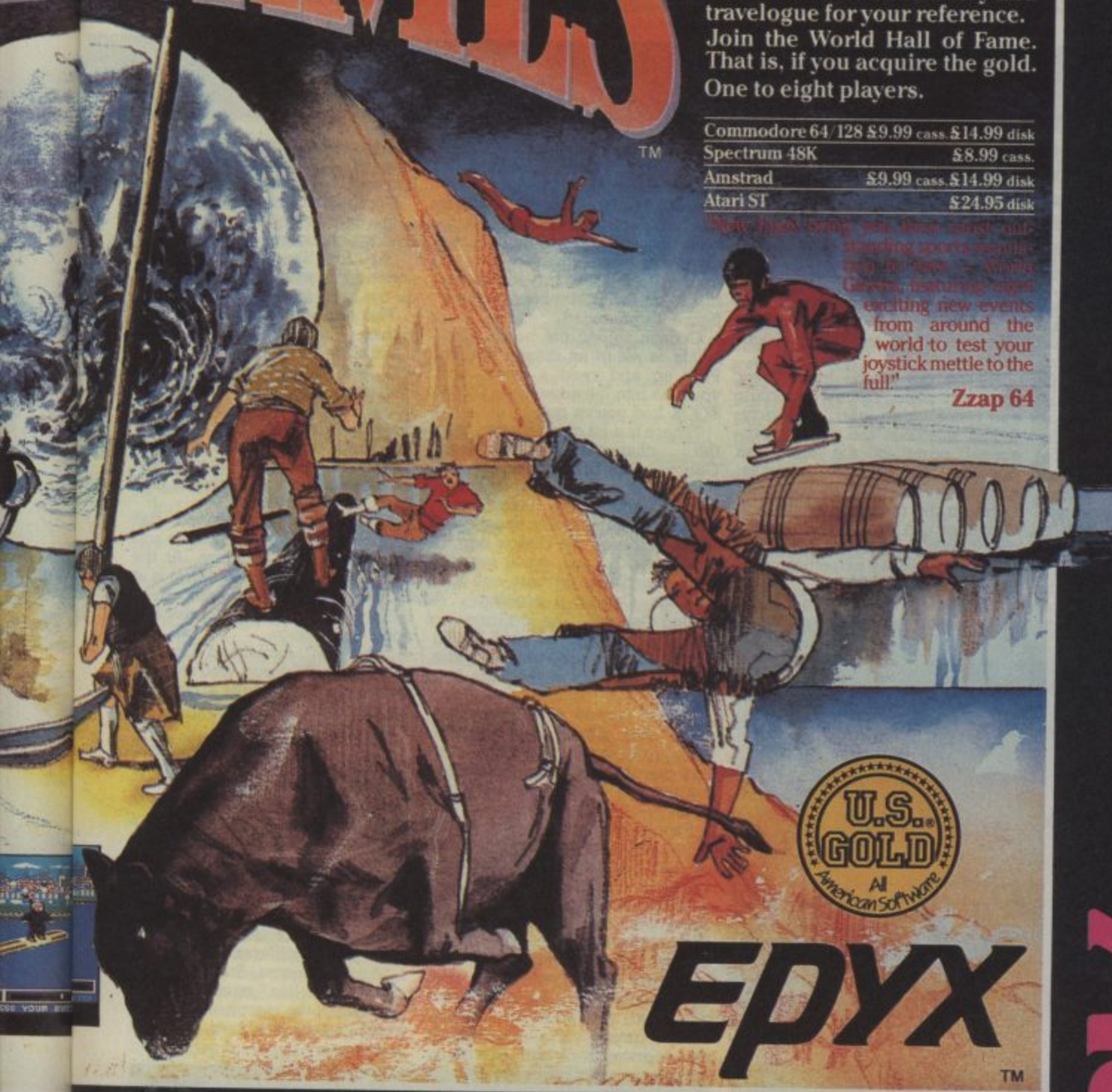
U.S. Gold Ltd., Units 2  
Birmingham B6 7AL





# OLD GAMES

## Zzap 64



**GRAPPLING ACTION... WARFARE ACTION**

Whatever thrills you, there's amazing variety and plenty of nerve tingling choice in this latest set of releases. You look for action then it's action you've got!

**CBM 64/128**  
**Disk**  
**£14.95**

## DESTROYER



Take on any 8 rowdy wrestlers, each with his own individual style when it comes to busting heads. These guys use every dirty trick known to man and a few that aren't. So you'll have a real fight on your hands to win the coveted 'Championship Wrestling' Belt!

As captain of a fully armed, Fletcher class US Naval Destroyer conduct a seek and kill 'sub' hunt, a convoy escort, a bold rescue, or 4 other progressively difficult scenarios, for a different mission every time.



Holford Way, Holford,  
Tel: (021) 356 3388



# ADVENTURE

## TWICE SHY

At enormous expense, and at great personal risk, Keith Campbell ventured into deepest Soho, to investigate The Ram Jam Corporation. He returned with a very strange story. With two pages to fill at short notice, we had no alternative but to print it. We don't believe a word of it - do YOU?

Walk into the reception hall of the mighty Ram Jam Corporation's palatial office block, and you will think that you have entered a real-life adventure game. Cunningly disguised as a pub in Soho's Beak Street (there's even a sign, 'The Old Coffee Shop', hanging outside) it is not immediately apparent which of the hundred odd people swigging beer and munching tuna sandwiches is the receptionist.

He turns out to be dressed in a white shirt and dickie bow, and is obligingly serving drinks to the staff, between receiving visitors

Dickie Bow pointed him in my direction. Simon popped along to George's office, and dragged him downstairs.

He sat out in the magnificent Ram Jam patio, sipping cocktails and watching an articulated lorry. It had mistaken the narrow personnel portal of the Ram Jam building for a major highway, arriving in the patio to get stuck between the memorial fountain to Crowther and Wood, and the statue of Scott Adams. "What a clumsy way to deliver wheelbarrows," mused George.

George it was who had given

programmer. Trev looked suddenly shift. "Didn't bring it in today," he muttered into his Champagne shandy. I hinted strongly that I suspected this to be a ploy to keep the game from the greatest computer mag ever. Was this an attempt to sell the story to another magazine for a telephone-number figure, I demanded?

George spilled the beans. *Carpathia* is set in an infinite library. Pick up and read a book, and you'll be into the adventure. DROP BOOK and you've quit.

"There is a lot of interaction with the characters," explained George. "You'll come across the butler, of course, who is extremely tidy. If you leave things lying around, he'll get really upset.

"Then there's the Dodo's egg. If you hatch that out, you'll end up with a bird that devours soft furnishings. Can be a problem..." smiled George.

He walked the 500 yard length of the patio, and mounted the stairs to the hub of the Ram Jam empire.

Trevor started untangling joysticks, disk drives, and monitor leads, from the empty coffee cups and overflowing ashtrays cluttering the opulent marble computer desk.

People walked in and out of the office, articulating expletives about Trev's latest piece of programming.

"Who's the boss around here, then?" I asked. "We have no boss. We only work with people we get on with," George explained.

"Trevor and I met in the Thai Restaurant in Soho. I'd had a great meal, and was just doing a runner when I found myself jammed in the doorway with him. Seems he

had the same idea at the same time. We decided to set up Ram Jam over the washing up."

George and Trevor stared at me with a defiant smile. It was a story I couldn't challenge.

"As for Simon here, I first noticed him when he was standing on my hand in a pub."

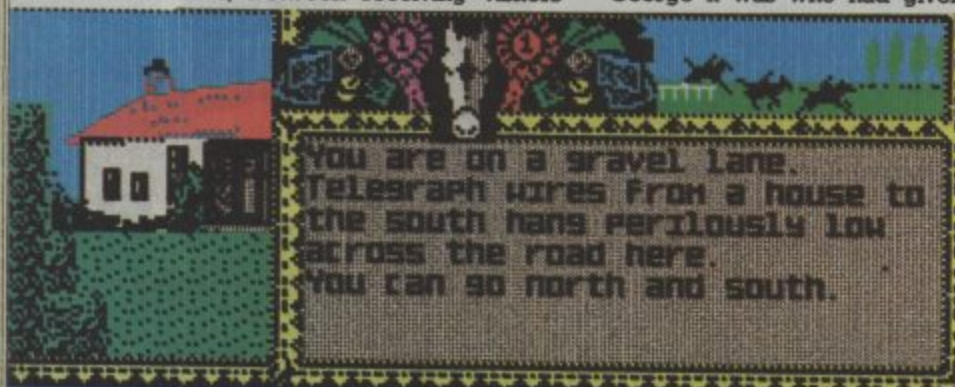
That episode will appear in *Carpathia*, when the adventurer finds a trapdoor. Once through it, you will find yourself descending a long iron ladder. After a while, you begin to hear footsteps coming down behind you. The shaft is a dead end, and you get stuck at the bottom, in some pain, as you realise there is a foot standing on your hand.

I was still unconvinced that things could run without some sort of management structure. At the back of every business there is at least one accountant, who, given half the chance, will take over and spoil everything.

"Oh, yes!" exclaimed George, knowingly. "The sort who stultifies all creativity. We have a couple - Snavelly and Weems - who we keep at arms length."

"It's quite amusing following them round *Marks and Spencers*," grinned Trevor. "Weems is very fussy about his clothes. He'll go to great lengths to get hold of a waistcoat that bulges between the buttons, like it has a frill. It's incredible how they make them such a perfect fit for him. He leaves a trail of tried-on clothes all around the store, taking each bit of a suit from a different set."

"And, of course, Snavelly is into rolled umbrellas," mused George. "He feels at the mercy of the whole world without one, even if it is hot and sunny."



and answering the phone.

"I have an appointment with George," I explained, taking advantage of the facilities and ordering a pint and a round of tuna and cucumber.

"Awfully sorry, sir, I can't say I've seen George around today. £1.68 please," he replied helpfully, with the respect expected of a receptionist.

It wasn't long before Simon passed through to check out for lunch.

birth to Max Headroom - THE Max Headroom you understand - and made a cool £100 billion out of his brainchild. Well, it's fairly rare even these days, for a man of George's slim build to give birth to an entity of Max's stature.

We weren't getting to the point. "What about *Carpathia*?" I asked, ever eager to please a software-hungry editor with a hot title.

George looked in alarm at Trevor, his bodyguard and chief







# EXCLUSIVE REVIEW

As they were enthusing about their latest project, an arcade game called *Gas That Badger*, to be released on the new Snibbo label. I asked if I could take some pictures, and have some full names.

"No names - we're not into personalities!" Simon became very definite.

"We can give you some press photos," offered George. I declined, pointing out that C+VG photos are specially taken and processed to allow for that essential ingredient which allows any picture to be placed over any caption, without the reader noticing the difference.

"Just like the screen shot of *Terror Of Trantos*, a few months back?" nodded George.

I decided it was time to leave. "Here - if you really want to have a look at our latest and greatest game, try this!" called George down the stairs after me.

A pre-production copy of *Twice Shy* hit me on the back of the head. I grabbed hold of it before someone nameless changed his mind.

## ADVENTURES WITH A BIRO

Ram Jam pin their hopes on *The Biro*. This is their own adventure creator utility. It's designed to allow the writer to write, with no knowledge of programming.

George Stone is Ram Jam's writer, and *The Biro*, he feels, allows him to write his ideas on a computer with very few constraints.

This utility has some very special facilities, that enables the writer to structure an adventure in a way that makes it more like a story than a mere succession of puzzles.

There are, of course, some strong similarities with "conventional" adventures. Both George and Trevor were weaned on the TRS-80 Scott Adams series, and accept that he unofficially laid down ground rules and conventions that are still adhered to today.

*The Biro* not only caters for locations, but allows each location to be placed in a defined "region". If, say, a dozen locations are set in an underground dungeon, these will be one region. Any exploration of the region, rather than the

series of locations, will require light.

But perhaps the speciality of the *Biro*, is in catering for interactive characters. Each can easily be given precise areas in which to move, and be told at what frequency.

Character attributes may also be assigned, and these do not merely cover the usual list of strength, skill and stamina. Heart's Desire instructs the program as to which object a character covets above all else, and Attitude determines how he will react to each of the other characters in the game, if and when he encounters them.

These factors affect the player, since he or she is defined in precisely the same way as the programmed characters, and takes his or her chances alongside them. In other words, the computer characters act just as if the adventurer is one of them.

I put it to George Stone that the writer cannot really use this as if he were writing a story. He must have an orientation towards computer logic.

"Only in the same way as a television writer will be familiar with the way in which TV works," explained George.

In fact, if the writer doesn't want to use a computer to create his adventure, he can fill in a series of forms, each of which represents a screen in the *Biro*'s input mode.

*The Biro* is available on license to anyone who wants to write an adventure game. But Ram Jam insist on keeping editorial control over anything that goes out on it. The finished game is submitted for Ram Jam scrutiny, and if it is not good enough, it gets thrown out.

## TWICE SHY

Supplier: Mosaic Publishing/Ram Jam Corporation  
Machine: Spectrum 48/128k (£9.95) Commodore 64/128k/Amstrad (£9.95 cass, £12.95 disk)  
Version reviewed: Spectrum

*Twice Shy* is the title of a book by best-selling thriller author Dick Francis, and is set in the world of horse racing. Ram Jam have taken the book and turned it into a composite adventure and betting game.

The book is not provided in

the package, and you don't need to read the novel before being able to complete the adventure. However, reading it in advance of playing the game will add to your enjoyment - and provide some useful background.

In the adventure game, you play the part of schoolteacher Jonathan Derry. You find yourself in your sitting room with your wife Sarah. The phone is ringing, and Sarah has to leave hurriedly on a mercy mission to Norwich, to help some friends, the Keithlys.

Donna Keithly is in trouble - she has stolen someone's baby.

A look around the house yields all sorts of interesting objects, including a sharp knife, an Enfield rifle and bullets, plus a cheque for £150.

Outside is your dusty if not trusty old Peugeot, and soon you are driving round the M25 near Northolt.

In an adventure which allows travel over long distances, with freedom to choose different routes, and has detailed local scenarios, there is considerable difficulty in providing a realistic mechanism for movement.

Rara Jam achieve this very well, limiting motorway routes by getting you irretrievably lost at interchanges, yet allowing turn-offs where they are relevant.

Petrol can be a problem if you make a mess of the route, but not to worry, a cheery AA man will tow you to a garage. He'll even repair the car for you if you inadvertently try to drive south down the northbound carriageway - for a price!

Arriving at the Keithlys', you find Sarah already talking to Donna and her husband Peter. If you are a drinking man, it won't be long before some cassette tapes fall into your hands, in rather worrying circumstances.

There're characters around who would dearly love to get hold of them. And as soon as they realise YOU have them, they probably will!

Ram Jam has written this game using the latest version of *The Biro*, and very neat it is too. I played the Spectrum version.

The screen is divided into four

windows. The text window occupies the bottom half. Conversation with the player takes place here - using a redefined set of 48 characters per line.

Above this is the location description window, again with a new set of characters, but this time slightly bigger.

A fixed graphic 'title' showing a horse's head, rosettes, and horse racing tops the location window, whilst to the left of these windows is the current location graphic.

Although this occupies only about one sixth of the screen, the pictures are extremely effective, and artistically drawn.

The whole presentation is extremely professional, with a colourful and attractive look and feel about it. With all these windows, and a parser that accepts fairly complex commands, including speech, the response time is amazing. A change of location is usually a good test for the longest response, requiring changes in text and graphics. In *Twice Shy*, the prompt is back in under two seconds!

A completely novel feature of the game, is that when you are at the racecourse, you can type RACE, and move from the adventure into a horse racing simulation.

How much money you have for a flutter is determined by your financial state in the adventure.

An "event" consists of six races, each with four runners. The weather, going, and distance is displayed, and the form of each horse can be called up, before your bets are placed.

At the off, the face is displayed graphically, and if you watch carefully, you'll notice the position of the horses reflects how they are faring. The one nearest the top of the screen is the horse named first in the list of runners.

*Twice Shy* is an unusual and entertaining package, containing two games for the price of one, or, if you prefer, one big game with a difference!

Keith Campbell

● Vocabulary	8
● Atmosphere	9
● Personal	9
● Value	10





# SINCLAIR **user**

**You'll  
owe US  
money**

**B**uy Sinclair User and save money! In the December issue we have a dozen ways to save you money (at least).

Obviously we'll review more software, earlier than anybody else and give you our rating when you need it — just before the thing hits the streets. That could save you plenty on naff games not bought.

Then there's this project. Listen, We know electronic projects are a bit boring — all those pages and pages of circuits with funny squiggles but if we said you could build a robot for fifteen quid or so that would trundle around, learn mazes, do all that clever stuff and needed the electrical expertise of dead hamster — then would you be interested?



**W**e review the Compliment — the ultimate up-grade including disc, real keyboard and printer for £345. Sounds cheap? Maybe. Check out the front cover

If all it has are two bits of sellotape and tear marks then somebody has stolen another astonishingly amazing free booklet.

This time we look at money. Money? Money is what matters most. We look at what costs what and provide the definitive Christmas buying guide to everything for the Spectrum that's worth scrimping, saving or nagging aged aunts for.

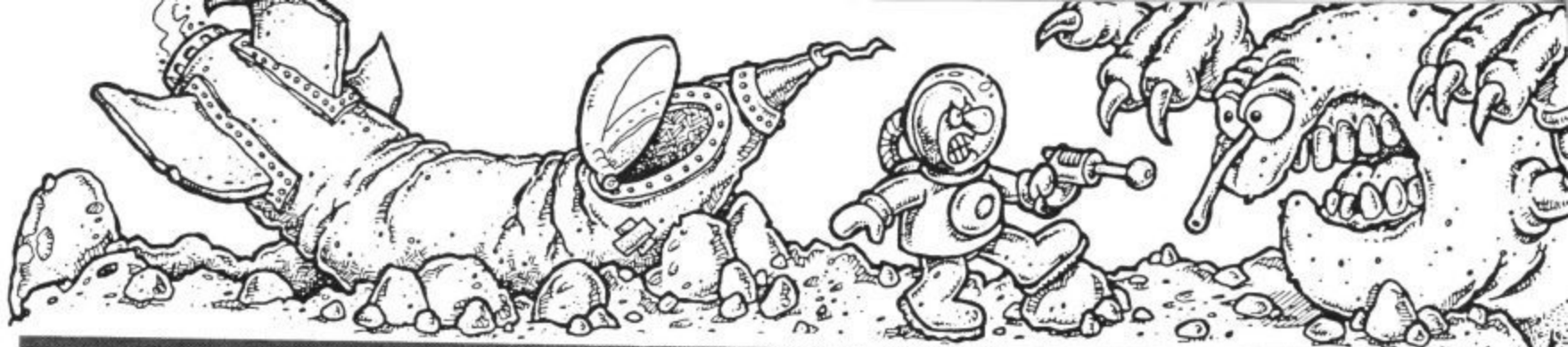
**I**n fact — after buying December's issue you'll probably have saved so much money that you'll owe us cash. But it's OK we're reasonable. Our boys are reasonable. We're sure you'll be reasonable.

Don't wear concrete shoes. Buy Sinclair User

**DECEMBER  
Sinclair User.**

**Out on Parole, November 18th**





## REVIEWS/2

# THE PAWN

- **Supplier:** Rainbird/Magnetic Scrolls
- **Machine:** Commodore 64
- **Price:** £19.95 (disk)

It's rarely that we run a second review of any adventure, but *The Pawn* has made such an impact, that it's worth having a closer look at it in its C64 format, newly released. Considering *Pawn* started off life in text on the QL, then progressed with graphics to the Atari ST and Amiga, it is amazing how closely to the 16-bit versions this first 8-bit *Pawn* compares.

The graphics perform in the same 'roller blind' fashion. On entry to a new location, the picture automatically slides down from the top, covering up the screenful of text already there. Move elsewhere, and up it goes, revealing the text.

Manual control of the picture, with no mouse available, is achieved through the Commodore's function keys, each depression of which moves it up or down by two lines of text.

The graphics are as near a copy of the originals as it is possible to get on the Commodore, and certainly better than anything I've

seen in a C64 adventure before. But they do lack some of the fine detail and range of colour, present on the Amiga and Atari versions.

There is an optional cameo, a miniaturised version of the main picture, which slides in diagonally from the top right hand corner of the screen. This feature, too, is controlled by a function key, and the cameo is displayed on second and subsequent visits to a given location.

This gives a much quicker response, and a quick glance serves to illustrate the player's whereabouts without the necessity of having to wade through a lot of text.

An unusual feature of the package is that not only is it

copyable, but the purchaser is strongly recommended to make a backup copy at the outset - there's even a copy utility included on one of the disks, that will do the job.

The Atari ST version is the only one to have copy protection, and because of this, it is a slightly different game. The 60 page novella that is included in the package is the key to avoiding piracy. All copyable versions of the game ask the player a detailed question about the story in the novella, from time to time.

Roddy Pratt, the Magnetic Scrolls programmer who was responsible for the 64 conversion, told me that this was already proving effective.

*The Pawn* is set in Kerovnia,

where you find yourself wearing a wristband that you cannot remove. To get it off, and thus complete the game, involves you in a series of highly interlocked puzzles, laced with mischievous sense of humour.

At the start, the problems are reasonably gentle, but the going gets progressively more difficult beyond about 100 points of the 350 maximum.

With the Apple II (£19.95), Macintosh (£24.95), and C128 (£19.95) already around, yet more releases are in the pipeline.

About now you should be seeing *The Pawn* on Amstrad 6128 (£24.95), Amstrad PCW 8256 (24.95), and Atari 800/130 (£19.95); and there will be an IBM version (£24.95) available in December.

If you are a keen adventurer, *The Pawn* is a must; if you merely enjoy adventure games, you'll find few to beat *Pawn*. If you hate adventure games, playing *The Pawn* could mark the turning point in your life - your conversion into an adventure addict!

Keith Campbell

● Vocabulary	9
● Atmosphere	10
● Personal	10
● Value	10

## RETURN TO OZ

- **Supplier:** US Gold
- **Machines:** Spectrum 48K, Amstrad (£8.95), Commodore 64 (£9.95)
- **Version reviewed:** Amstrad

This is essentially an icon-driven game for really young adventurers controlled purely by use of the space bar and RETURN keys.

A picture of the scene is displayed, and below it, one of a list of options is shown in highlight. The options are LOOK, TALK, SEARCH, GET, LIST and LEAVE. Hitting the space bar moves the highlight on to the next option.

If you select something that has more than one alternative, for example LEAVE, then a box highlights one of the exits. Tapping the space bar moves the box to another exit.

LIST is a pictorial inventory, and is displayed on a separate graphics screen, with choices to QUIT the list, DROP an object, or USE an object, all controlled in the same way as before.

Thus, it is a very simple game for youngsters to operate, but will it entertain them?

This is a statue of a strange metal man. He has an axe and his eyes show no fear but, more, danger. There is danger here! There is a rope attached to the Tin Woodman statue.

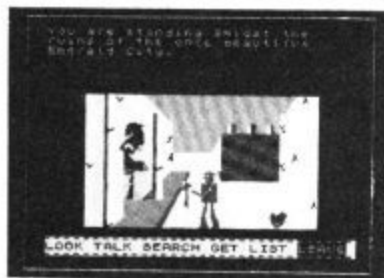


You start off with the opportunity to take a chicken and a key, and by moving, progress to a hospital, where a doctor is about to strap you into a nasty looking electrical machine. Eventually, you escape, and find yourself on the yellow brick road.

The graphics are pretty lousy. On the Amstrad version that I played, there seemed to be too

much white, which made the highlighted boxes difficult to distinguish.

The yellow brick road is presented in an unforgivable white, and seems to loop endlessly between an empty location, and one with some winged evil eyes. In this, and some other locations, you seem to be trapped, until suddenly, for no apparent reason,



the LEAVE icon becomes available.

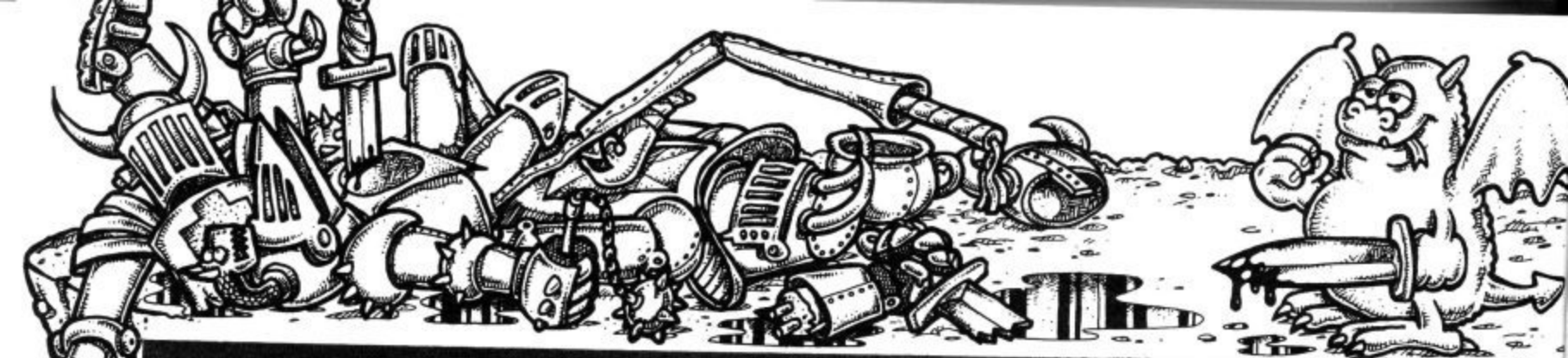
Altogether I found the game baffling - I just didn't know what was going on, nor what I was doing wrong.

My wife, a primary school teacher, played *Return to Oz* extensively, and came to the conclusion that young kiddies, at whom it is targeted, would soon become hopelessly bored by it. Not recommended for the Christmas stocking.

Keith Campbell

● Playability	4
● Atmosphere	5
● Personal	0
● Value	6





## REVIEWS/3

# AFTER SHOCK

- **Supplier:** Interceptor Micros
- **Machines:** Spectrum 48/128k, Amstrad CPC
- **Price:** Varies

Shades of Chernobyl! As an engineer, presumably for a nuclear power plant, you have been organising the repair to its backup cooling system for the last few days.

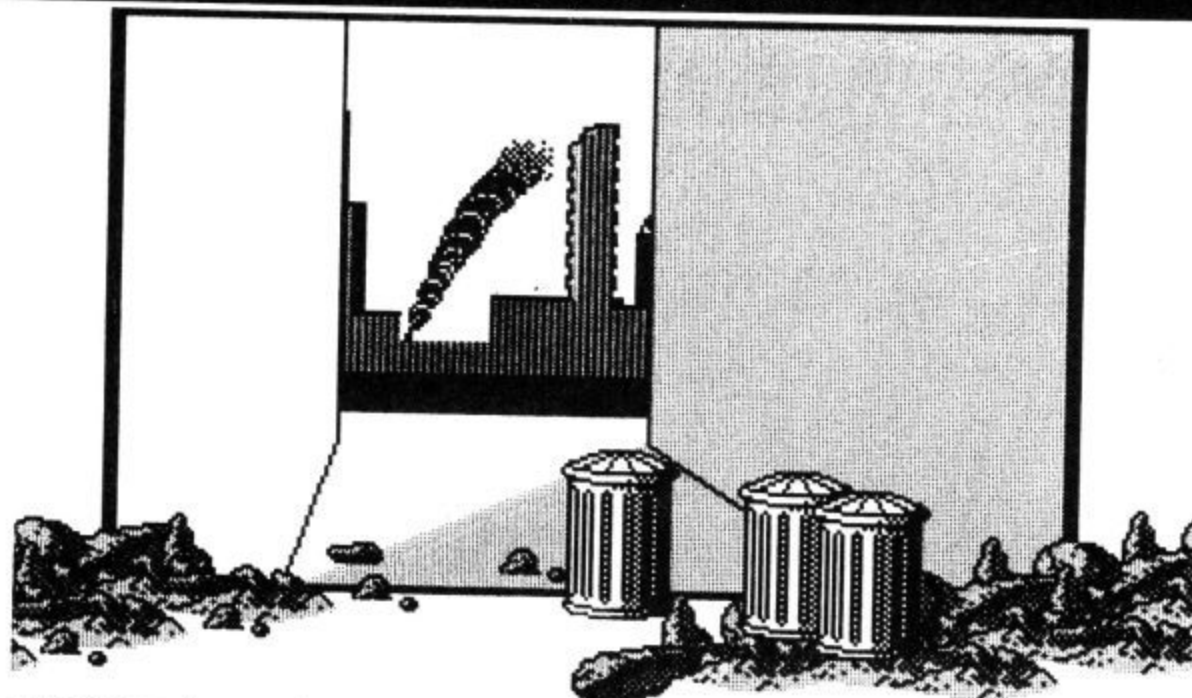
A military underground nuclear test sets off a series of earth tremors, and the city is evacuated, but you remain in your office, which, for some reason, is on the other side of the city from the power plant.

The repair crew phone to say that the main cooling system is losing pressure, and the backup system repairs are not complete. They are pulling out – the reactor will explode in a few hours.

There is no alternative but for you to make for the plant, and carry out the repairs yourself. Here is where the adventure starts, and you find yourself trapped on the top floor of your office building. Everyone else seems to have got out. The building is deserted, and you head for the lift to make your getaway. But the power has failed, the lift is useless, and to make matters worse, there is a fire raging in the stairway.

What you do next, and how successful you are, depends very much on whether you hit upon the correct phrases. Much is made in the blurb about the full-sentence command analyser, and its rejection of grammatically incorrect input.

The trouble is, full sentences,



not just two word commands, are needed to get over the first hurdle in this game, and they have to be just right.

That is not easy with a very limited vocab, and an uninformative YOU CAN'T response. So for me, the game soon resolved itself into a word and phrase finding exercise.

Having removed a panel in the ceiling of the lift, it took me some considerable time before I hit upon CLIMB OUT OF LIFT as the only way of escape. CLIMB OUT was not accepted with a PLEASE REPHRASE THAT. So what chance would I have out there, faced with the immense technical problems

of making a nuclear reactor safe?

Once outside the building, I was in the ruined city, amid piles of rubble and devastation, which were described in a way that nicely built up the atmosphere, though many were "empty" locations where nothing much seemed to happen.

This is a graphic adventure, and although there are relatively few pictures, and not over-colourful ones at that, they are superbly drawn.

Some are very effectively animated; for example, there is one of an oil-tanker on its side, with oil gushing out. Another depicts a pile of rubble with an

arm sticking out – watch carefully and you will notice the hand opening and closing, clutching at thin air.

The graphics clear for the yellow on black text display, which scrolls up from the bottom of a blank screen. Type-ahead makes replaying at speed that much easier – once you can remember the commands.

Could have been a VERY good game – pity about the vocab!

Keith Campbell

● <b>Vocabulary</b>	3
● <b>Atmosphere</b>	7
● <b>Personal</b>	6
● <b>Value (basic cass)</b>	7

## H.R.H.

- **Supplier:** 8th Day
- **Machine:** Sepctrum 48K
- **Price:** £6.95

8th Day are all out for controversy with their latest game, *H.R.H.* The cover depicts the Queen on a stamp, making a rude sign, and that kind of *Spitting Image* humour continues throughout the game.

You start off in the Post Office, queuing up for your dole money. Behind you, Princess Diana waits for her family allowance as Prince William runs about wearing a pair of large rubber ears! You take your cheque, but soon realise that it is made out to the Queen, and is worth for £250,000.

In your mind's eye, you see yourself being knighted as you hand the Queen her dole money, but as you set off to return it to her, Prince William kicks you in the leg, and runs off with the cheque. Now you must recover it!

The game is *Quilled*, with a little help from the *Illustrator*, and will only allow you to type in the exact answer to each puzzle. If you type anything else, it tells you: "I nearly understand".

The first problem involves you passing on telephone messages from Prince Andrew's girl-friends, saying that they are not pregnant. When you tell Andrew the good

news, he gives you a drink – and by the third call, you're feeling rather tipsy. The game uses a rather naughtier word, so beware, kiddies!

When drunk, you can actually take a Pink Elephant, which you see floating above you, to give to William. He gives you a spider, which so frightens an old lady, she drops her bus pass, and so on. By the way, this little sequence runs up three points out of the total 250 required to complete the game.

There are many ways for you to be stopped in your tracks during the adventure, so it is a good idea to take full advantage of the

'Memory Save' option, which involves no extra loading during a playing session.

All in all, this is an average *Quilled* adventure, though more effort seems to have been put into a funny story, rather than trying to involve complicated levels of vocabulary.

If you like *Spitting Image* humour, this could be right up your street!

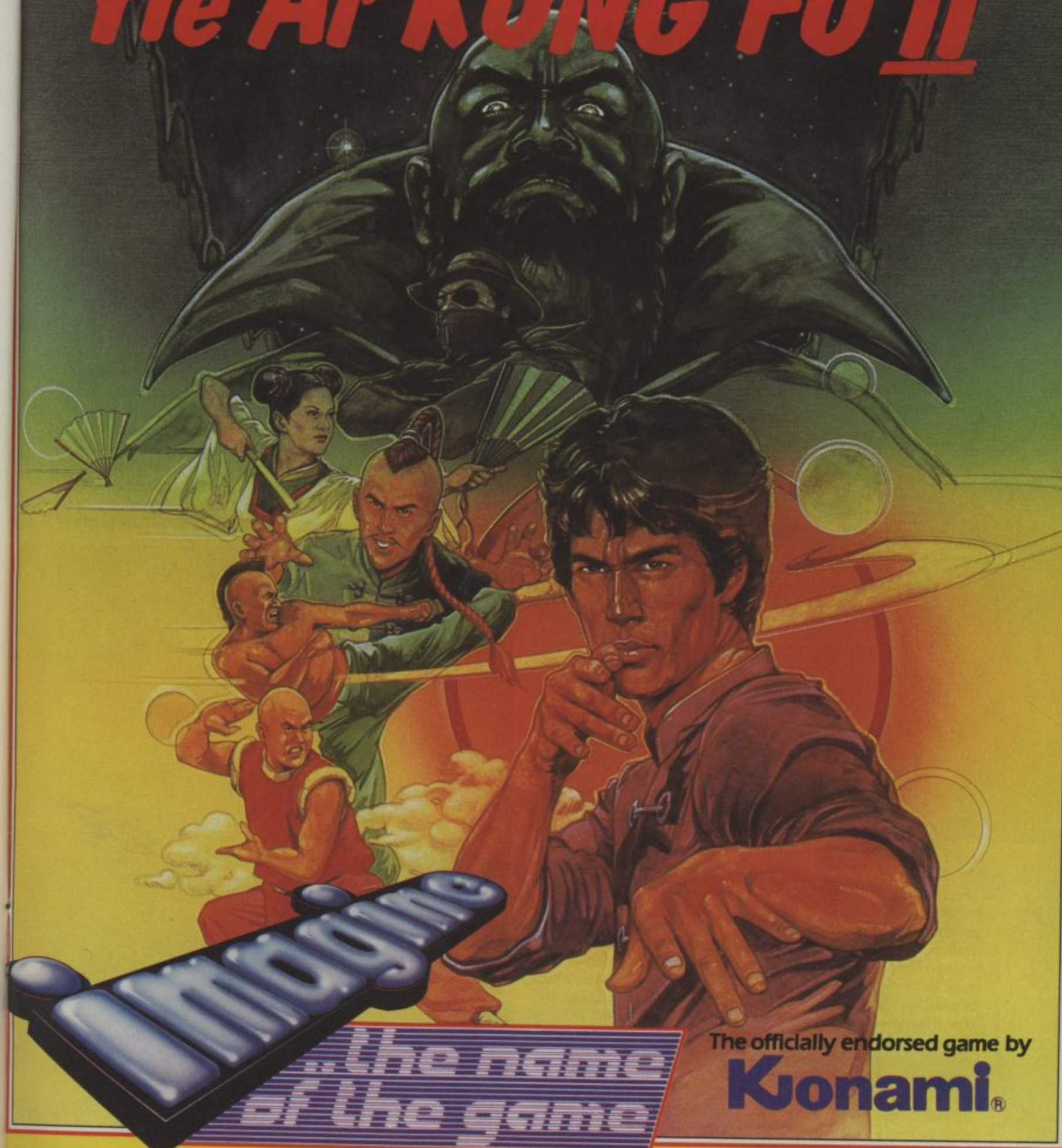
Matthew Woodley

● <b>Vocabulary</b>	5
● <b>Atmosphere</b>	7
● <b>Personal</b>	6
● <b>Value</b>	5



AMSTRAD £8.95  
ZX SPECTRUM £7.95  
COMMODORE 64 £8.95

# Yie Ar KUNG FU II



...the name  
of the game

The officially endorsed game by  
**Konami**®

**Sequel to the hugely successful Kung Fu simulation.**

Eight more deadly opponents to combat as you develop your karate skills and advance to become a black-belt master.

Authentic fighting moves with 4 different locations create an outstanding and realistic atmosphere.

Imagine Software (1984) Limited • 6 Central Street • Manchester • M2 5NS • Tel: 061 834 3939



You could be a hero for just one day if you get your mitts on a copy of Labyrinth – the tasty looking game-of-the-film from Lucasfilm. The movie stars David Bowie and a heap of 'orrible monsters. The game stars YOU. Plunge into the mystical world of the Labyrinth, meet new friends and influence people. Our American ace reporter Marshal M. Rosenthal has been checking things out down in Silicon Valley, U.S.A.

Nestled in a hidden valley of southern California, away from prying eyes, lies Skywalker Ranch. At first glance, you are not impressed by the traditional Victorian look. Named after the young hero from the Star Wars trilogy, you'd expect high tech-glass, chrome and steel formed into futuristic shapes.

Instead there are lush bungalows arranged around a large ranch house, well appointed as if a time portal had opened up and dropped it out of the 18th century.

But there is more to Skywalker than meets the eye, for it was not built in

making movies. Who doesn't know of the Muppets? He is a master of high-tech. How could he be otherwise when his puppets seem so alive? Both he and Lucas use specialised and innovative technology to create wonders on screen. Together, their companies form quite an impressive package.

Labyrinth concerns itself with the effects of wishing. Especially of wishing for bad things that you might later regret.

Teenager Sarah is fed up with having to babysit her younger brother. She wishes he would go away and not be

rely on it in order to be able to participate.

David Fox, designer/programmer, is the production manager for the game. "Maze elements have been used before of course, but here we wanted to really design an interactive adventure that the player could respond to."

"The purpose," Fox states, "has been changed in that you have an unexpected encounter with the Goblin King, who challenges you to find him within his hidden world. You must accept the challenge and win, or become his thrall forever." Fox adds that the graphics and text are cinematic – they imitate camera movements that are appealing on film and so maintain the viewer's interest.

This is the division's first adventure

game, and the designers have gone all out. You play either a male or female character, and all the screen figures are richly detailed and resemble their film counterparts. David Bowie, who plays the Goblin King, is there in all his fiendish graphic glory.

A joystick controls your character in the graphic window occupying the upper part of the screen. There is no text line for you to type on though.

Instead there are two wheels at the bottom of the screen which can be rotated to form actions and commands that effect changes in the game.

"We got tired of traditional parsers



honour of film maker George Lucas, but by him.

Not to be a movie set, or testing ground for special effects – but to provide a haven for creativity and creation. A think tank where Lucasfilm personnel can meet, meditate and design the latest and the greatest which the public has come to expect.

One of the projects to emanate from within these walls is the movie Labyrinth. It differs from previous Lucasfilm ventures in that it is a collaboration with Jim Henson.

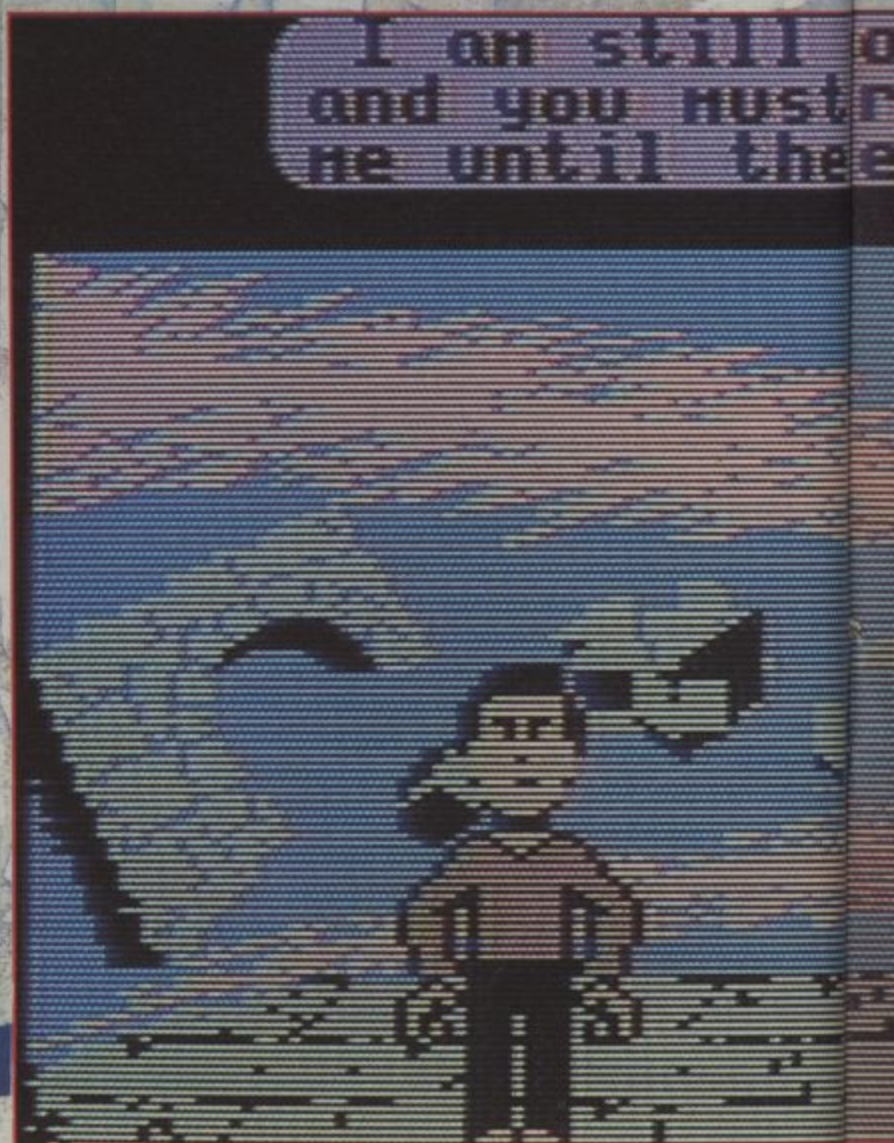
Henson, the mastermind behind Kermit the Frog, is also no stranger to

around to bother her anymore.

Much to her horror and amazement, Jareth, the Goblin King, appears to honour this wish!

Sarah is now forced to enter a strange and mysterious world in order to rescue her brother. The film works without violence though there is plenty of action to keep you on the edge of your seat.

It's only natural that Lucasfilm's game division would jump at the chance to turn this into a game. The designers decided that there should be a maze. A challenging adventure that takes its root from the film, but doesn't





# Labyrinth

which can be psyched out," notes Fox. "The player spends too much time figuring out all the combinations the computer can respond to, and so in effect gets bored by learning too much."

Fox jokingly refers to the wheels as his "slot-machine" parser. "What is important," he adds, "is that different combinations become available depending upon where the player is. There's still freedom of choice, but we've eliminated the dead end or 'insoluble' situation."

Labyrinth operates in real time, but fortunately there is a pause feature – pretty necessary as few will have the endurance to handle the 13-14 hours needed in one session.

Another difference from the traditional adventure game is that

maps become useless, as this unknown world is fantasy and so operates outside of the laws of physics. While there are arcade elements to deal with, this is one time when strategy really counts.

Other innovations exist as well. The landscape scrolls in two directions, both vertically as well as horizontally. A three-quarters perspective also enhances viewing.

As has become sort of expected from Lucasfilm games, characters are large and possess a fluid cartoon-like animation. There is also perspective changes of the characters as they move towards and away from foreground objects.

"In the Eidolon," explains Fox, "we created some interesting shapes that

moved around really fast. But their size stayed constant. Here, it's like real life where a figure diminishes in size as it moves further away.

"Charles Kellner worked out the code that enables the figures to change size depending upon their position on screen. This is quite a feat, because such actions eat up a lot of the computer's processing time. But Charles was able to optimise the effect while keeping the action moving right along."

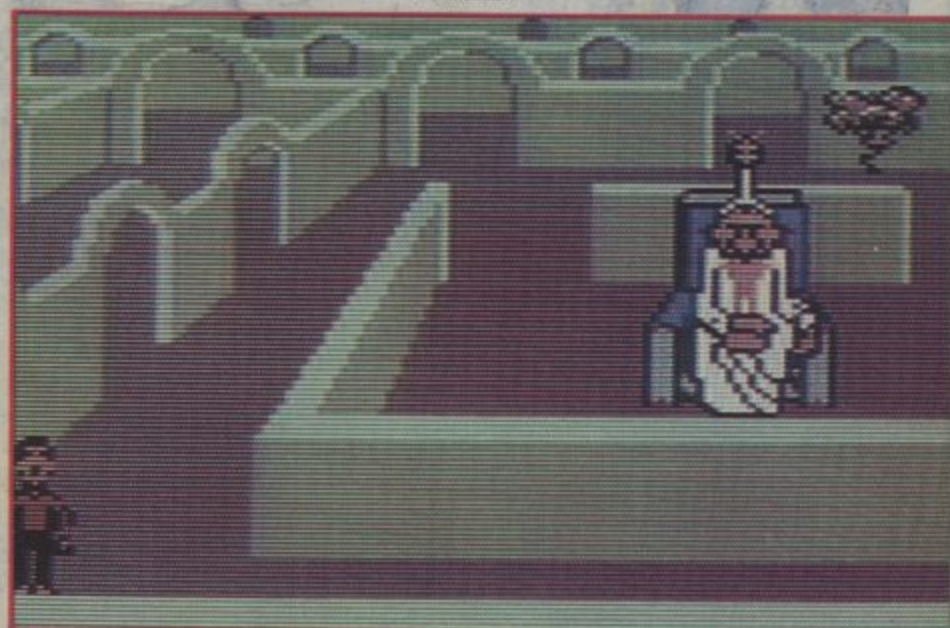
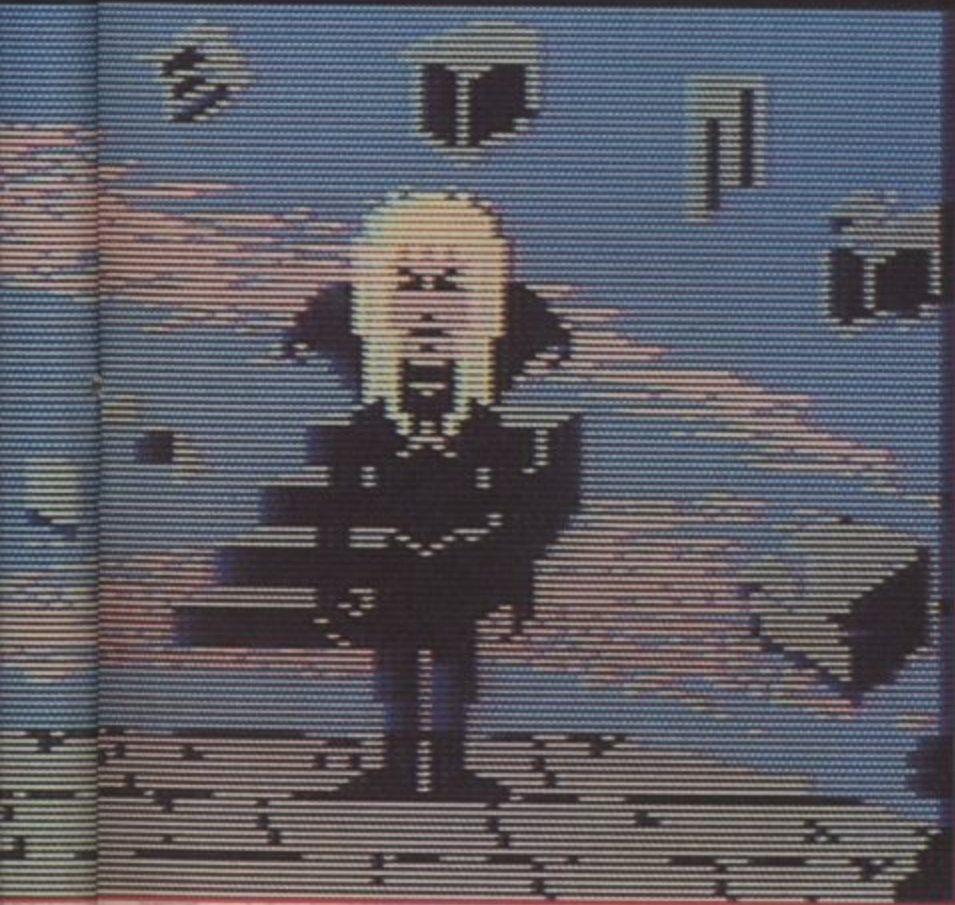
The game stays in sync with the spirit of the film in that it consists of situations that are more humorous than

The animation was done on a special software system developed by Kellner, and it went through various incarnations; from ACE to LACE to GRACE [Graphic Animation Cell Editor].

The program allows images to be created as separate segmented pieces and then joined together. This enables a large animated figure to be developed piece by piece.

The images were then taken to artist Gary Winnick to develop. Winnick, by the way, is responsible for the Jaggi monster so horribly seen in Rescue on Fractalus.

Your master  
must remain with  
me end of time.



violent. You can fail a test, get roughed up a bit – but nobody dies in a burst of flame or screaming agony. After all, games are supposed to be fun!

There are puzzles to solve and situations to resolve. Serious things happen but in a funny way. You might get caught by a squashing machine and so condensed like an accordion, but eventually you'll spring back up. Of course you'll look pretty ridiculous, so watch your step!

In a move that would no doubt endear them to Henson, puppets were viewed and analysed in order to improve the character's appearance.

Ken Macline (a noted fantasy artist who did the Eidolon cover) also worked on the images.

Meanwhile the backgrounds were being created by Matt St. Louis, who had designed and executed the Koronis Rift Cytech robot. As might be expected, this is a large game which requires both sides of the disk in order to execute.

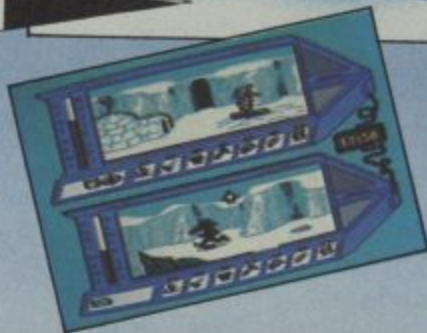
Fox admits that a lot of what happens in the game comes from special personalities who helped to mould the fantasy world.

Who are the mysterious people? Stay tuned to find out!



# SPY VS SPY™

## ARCTIC ANTICS



Spy Vs Spy the Arctic Antics takes place in the wintry conditions of the Arctic complete with igloos, polar bears, penguins, snow blizzards and other natural hazards. Your mission is to find a space helmet,

navigation chart, uranium cube and the "master carrier". Once you have recovered all these items you can enter your rocket and head for outerspace.

### GAME ELEMENTS

Booby trapped ice, snowball fights, water buckets, snow shoes, saws, TNT, ice slicks, drifting snow, deadly icicles.

### PROGRAM FEATURES

Full scrolling screens, Real Time Animation,

Simulvision — both players active at the same time. Booby trap construction, Joystick or keyboard One or Two player option and for the first time in the Spy series there is Interiors and Exteriors, where Spies can enter igloos.



**Available for Commodore 64/128, Atari 400/800/XL/XE48K ram cassette 9.95 disk 14.95**

Available from all good computer stores or post free from:  
Databyte, 15 Wolsey Mews, London NW5 2DX Telephone 01-482 1755

# DATABYTE



Charlie Kellner is one of those "special personalities". He ranks as one of the old-timers in the computer world although he's only 36.

He studied maths and physics in school, but didn't realise that more and more of his time was going into computers until one day it hit him.

"I hadn't even considered a career in computers. I figured that maybe soon everybody could have access to terminals, but I never thought that we'd have these little desktop models selling for a hundred dollars or so."

He decided to learn about the IBM machines. Then he heard about a little company starting up called Apple, and headed out to California to become a part of history.

The years taught him about the 6502 microprocessor and how operating systems work - and how they don't.

Lucasfilm was tooling up their new Games Division, and within a few months of its start, Kellner was a part of it.

Loren Carpenter was busy designing his fractal effect, which would be seen in *Rescue on Fractalus!* (and also later in the *Eidolon*). Kellner's task was to create the pilot animation, the ship's flying motion and the gun emplacements on the mountain tops.

"I remember how strange it felt to take mainframe mathematical computations and reduce them to fit onto a micro," Kellner remarks. "What would go on in my mind changed depending on the piece of work. When I was doing the graphic paint routines and the pilot, I saw pixels and data that had yet to be solidified. Working on the motion control for flying caused objects to zoom around in my mind's eye."

"The thing to keep in mind," says Kellner, "is that neither *Rescue* or

*Ballblazer* were thought of as money-making ventures. The Game Division's purpose was to take a long view towards creating interactive movies. We were using computers as a new and flexible way of seeing things, and it was a pleasant surprise to find that the results were games of high playability and entertainment."

The *Labyrinth* project called on all of the skills and talents of the Games Division. Kellner suggests that it's often good to work from scratch, where you can create what you will and modify it as you go.

"But," he notes, "it's important to start with a concept of the experience that is going to happen. Starting off with only a great graphic effect can get you lost. You need to know what you want the player to experience."

Early in the project, the *Labyrinth* team spent a week in England - brainstorming with Jim Henson. This gave the team a good understanding of the non-violent aspect integral to the film, and the motivation behind the various characters.

The team then set out to create a believable and complex interactive environment. Rather than a carbon-copy of the film, it becomes YOUR trip through the *Labyrinth*.

"This was one of the most rewarding and demanding experiences I've ever worked on," says Kellner. "It was always 'Let's stay just a bit longer and try this out' - we were held in magnetic attraction of new ideas and techniques."

"The VAX terminal got so overloaded that we enlisted the aid of a 68000 SunGraphic mini-computer to take up the slack. It was a real challenge to cram all this down the throat of the 6502." But what exactly did they accomplish?



"Nobody loves cartoons more than I," smiles Kellner. "One of my idols is Tex Avery, a cartoonist for Warner Brothers, who is credited with being the 'father' of Bugs Bunny (among other things)."

Avery was a master of the "squash and stretch" technique. A classic example can be found in his retelling of the *Little Red Riding Hood* story. A Wolf-about-town sees *Little Red* singing in a posh nightclub. He gets so excited that his entire face expands like a balloon, his eyes bulging out a mile as his mouth contorts like a pogo stick gone mad.

"This is one of the cartoon effects we wanted to reproduce," says Kellner, "one we all take for granted in films. But, to be honest, this isn't something that micros have been able to handle very well. Many times, you just get very stilted figures with hands moving woodenly back and forth."

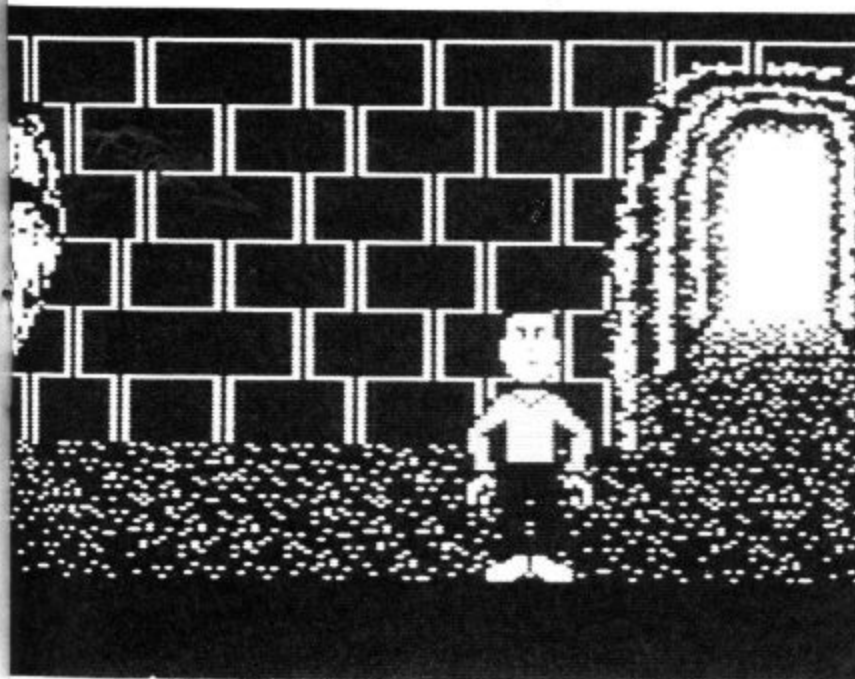
"We wanted our characters to possess the same kind of flexibility as in the movies. Cartoon animators can slowly draw each frame of animation, but the computer has to take care of everything right before our eyes."

Kellner finally came up with the programming code that made such animation possible. "I wish I could say



it was a flash of inspiration, but the truth is that it was the result of lots of thinking, and years of hard work. An important part of it comes from Loren Carpenter's fractals (developed for *Rescue on Fractalus!*) which enables the computer to draw straight lines very fast."

Kellner explains. "When you look at a screen, you see a character and what is he but pixels defined with coloured areas within a border of lines. Strip down the screen into horizontal lines, and you have a black dot, then a coloured area and then another black dot. The figure is drawn one line at a time, so it's actually a group of numbers which can be altered on the run. By adding a data compressing effect called run-length encoding we use less





# COMMODORE USER

## IT'S A MONSTER!

There'll be no missing our December issue on the newstands. It'll be weighing down the shelves with our two Christmas gifts to you.

### GIFT No.1

biggest ever issue of the best Commodore magazine in the business. Certain other mags have been shouting about quantity. The Commodore User readers know that we trade on quality. December's Commodore User will be – the first as always with the reviews of the big 64 and 16 games. The only difference is an extra 25 pages – all completely free. We haven't stinted on the colour either – there's an extra ten pages of that as well.

### GIFT No.2

A splendid double sided Poster/Calendar for your bedroom wall. Side one contains a top artist's interpretation of one of the big Xmas launches. Side two contains a massive Play To Win special map of a game that has been driving you up the wall. Here's what your bumper Christmas Special will include:

**Play To Win** – ten pages of hints, tips, maps, pokes and something special for the C16.

**Screen Scene** – biggest ever, with even more colour. C16/Plus4 owners can also look forward to more pages and more colour with no less than ten Screen Scene pages guaranteed just for you.

**Type Ins** – one for C16 and one for the 64.

**Into the Valley** – gets its share of the space with ten pages on adventure including reviews of *The Archers*, *Moonmist*, and a special Valley Rescue feature on the Ultima series.

**Hot Shots** finds out what the programmers want for Christmas and puts you to the ultimate test in the Hotshots Trivia Quiz.

There is just more of everything in this monster. So order your copy now. A mere £1. On sale November 26.



computing time and so make everything move quicker and more efficiently."

Kellner is quick to point out the other members of the team who made significant contributions. "Kevin Furry developed a sprite matrix technique for use on the Commodore 64. Now there can be many times the number of sprites than normally allowed, and this means there can be more characters in a given scene. The sprites can also be much larger, up to one-quarter of the screen size."

"Kevin may be one of the youngest members of the team," notes Kellner, "but his expertise is an invaluable addition to the team."

They didn't call it quits there though. Scrolling is another area that needs an intelligent approach if it's to simulate a filmic experience.

Not only does the scrolling in Labyrinth occur in both directions (horizontal/vertical), but there's a micro programmed cameraman who watches the characters to decide when to scroll most effectively.

As in a film, there is a bit of a lead before the character and compensation when more than one character is walking.

Additionally, this doesn't just happen every time the character reaches some point on screen. The micro-cameraman monitors the action and scrolls when it is both consistent and logical.

Technology without content won't wash though. A game needs more than gee-whiz graphics to work. It has to be entertaining and compelling.

Aiding that process was Douglas Adams, creator of the Hitchhiker's Guide books.

"I remember my first meeting with Douglas very well," says Kellner. "It was at his flat in Islington. We were talking for awhile, and then he reached over and handed me a towel. Well, what else could I do but give him the shirt off my back?"

Adams has been asked to help form puzzles to use in the game, as well as influence the overall mood. "Working with him was certainly an unusual experience," notes Kellner. "I mean, this guy has incredible ideas. One of the great things is that he won't take no for an answer - and so neither did we, at least as much as was possible within the reality of computers."

It takes a small crowbar to pry examples of Adams' humour in the game out of Kellner. Consider this one. The packaging and product information for Labyrinth is to be spectacular - with huge letters and banners declaring how amazing the graphics are and what an experience

you are about to undertake.

Boot up the disk and watch in unbearable anticipation as a title screen comes up, followed by a text line asking you to type in your name.

That's about as graphically exciting as an old shoe - you expect any moment to see an advert for clue sheets from Infocom! Of course, the game starts a few moments later.

Now you're walking around a town, meandering aimlessly until you notice a movie house marquis. Yep, that's right - it's showing Labyrinth.

So you buy a ticket, go inside, get a large popcorn and find a seat to watch the film. Moments later, you are compelled to enter THROUGH the silver screen and into the adventure.

"Some of Douglas' ideas just couldn't be done," laments Kellner. "A great one is that you run across an editing room, filled with a viewer and bins of film. You look through them to find scenes from your past adventures in the game that you can re-edit."

"That would have been a lot of fun," Kellner feels that one of Adams' strongest contributions is the "Ah-ha, now I get it" principle. The puzzles and conundrums that must be solved aren't always obvious. You have to expect the unexpected, which keeps the game fresh and interesting.

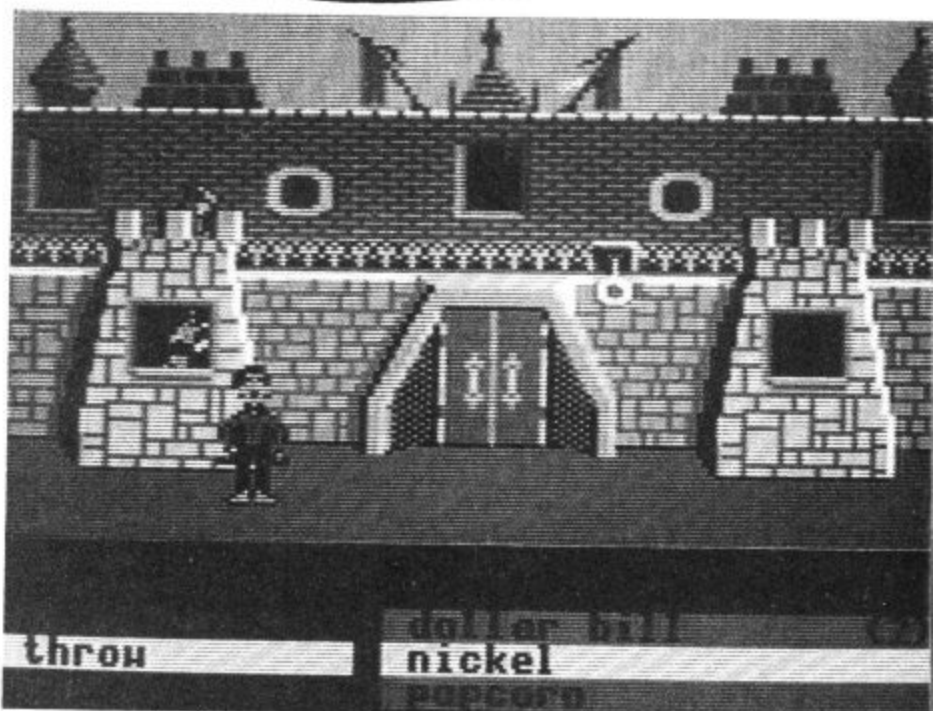
Kellner has definite ideas about the future. "We're still devoted to our original goal, creating interactive movies," he says.

"This means that we need better machines that can create more complex images with denser resolution. And we certainly want to add sound. In a very real way, we stand at the same threshold of cartoon technology as Disney did in the early 1930's, just before sound entered the picture."

Kellner agrees that the new 68000 machines, like the Amiga and Atari ST, are very good. "But," he notes, "we still need more. New designs, new features that can give us the visual impact of a laserdisk, with the mammoth storage capacity of compact disks and the interactivity of a microcomputer."

So then, what does the future hold at the Lucasfilm Games Division? "Just about anything," quips Kellner. He might not be telling, but we know how to expect amazing graphics, bizarre worlds, and situations peopled by complex characters that are very much alive.

Author's bio: Marshal M. Rosenthal is an advertising photographer in New York who also writes for a number of domestic and overseas publications on topics dealing with computers, video high technology.





# Does your micro answer back?

- Does your micro chat to 70,000 people across the UK?
- Can your micro interview pop stars, hackers and doyennes of the computer industry?
- Can your micro provide the answer to your technical and software problems?
- Could your micro send and receive telex's worldwide?
- Does your micro do your shopping for you—and have it delivered to your door?
- Is your micro an answering machine, delivering your private mail whenever you log-on?

**NO? ..... Shame!**

## Bring your micro to life!

### Micronet 800-

**Micronet 800**  
8 Herbal Hill, London EC1R 5EJ  
Telephone: 01-278 3143

**To: Micronet 800, 8 Herbal Hill, London EC1**  
Please send me a brochure on Micronet 800

Name \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_\_ Telephone No. \_\_\_\_\_

Age \_\_\_\_\_ Micro \_\_\_\_\_

CVG 12/86



COMMODORE 64  
SPECTRUM 48K AND  
ATARI 400 (48K MINIMUM)  
130XE/800/800XL  
FREE POSTER WITH EVERY COPY

# SKY RUNNER



...THE FIGHT HAS ONLY JUST BEGUN!  
Human kind is under threat—from **SKY**

**SKY**—Narcotic. Potent and plentiful. The drug that keeps the future masses in a state of docile obedience.

**SKY RUNNERS**—Organised. Ruthless. The agents who harvest, process, and distribute SKY.

**RUNNER SQUAD**—Elite mercenaries. Employed by a consortium of rebels. They must halt the SKY RUNNING in the only way they know how—total destruction.



AVAILABLE FROM ALL GOOD SOFTWARE  
RETAILERS OR, IN CASE OF SUPPLY  
DIFFICULTY, DIRECT FROM CASCADE  
24HR ORDERLINE  
(0423) 504663  
**CASSETTE: £9.95**  
**DISK: £12.95**

Cascade Games Ltd.  
Harrogate, HG1 5BG, England.  
TEL: (0423) 504663

Screenshots are taken from the C-64 version.



# The sacred armour ANTIRIAD

Every so often a game comes along which shrieks quality. Such is the case with *The Sacred Armour of Antiriad* from Palace Software. Quite simply, it's brilliant. Read on for the review, help and hints for what has to be one of the most exciting games of the year. It's also a C+VG Game of the Month.

► MACHINE: CBM 64/SPECTRUM/AMSTRAD  
► SUPPLIER: PALACE SOFTWARE  
► PRICE: £8.99 ALL VERSIONS  
► VERSION TESTED: CBM 64  
► REVIEWER: PAUL

It's very rare that I feel like wholeheartedly heaping praise on a new game. With *The Sacred Armour of Antiriad* I have no such reservations. See it, believe it, buy it. Treat yourself to some exquisite graphics and totally addictive game play.

You won't be disappointed with the Commodore 64 versions and from previews I've seen of the Spectrum and Amstrad versions, the same applies.

If you've seen *Cauldron* and *Cauldron II: The Pumpkin Strikes Back*, two of Palace's other games, you know what to expect.

Designer Dan Malone — it's his first game — programmer Stanley Schembri and sound man Richard Joseph deserve a standing ovation for the Commodore version.

Right, down to the story line. When you buy the game the scene will be set in a 16 page comic drawn by Dan Malone.

In the 21st Century the world has finally gone mad. The world's nations have formed themselves into two groups — the North Sector and South Sector. Distrust of each other is at an all-time high and hugely

powerful secret weapons have been developed. Disarmament talks finally break down and the world is plunged into a terrible war.

Both sides have developed powerful anti-radiation suits of armour, which are equipped with laser guns and mines. They can also fly. But they don't do any good for anybody. The world comes to a sudden end in a nuclear catastrophe.

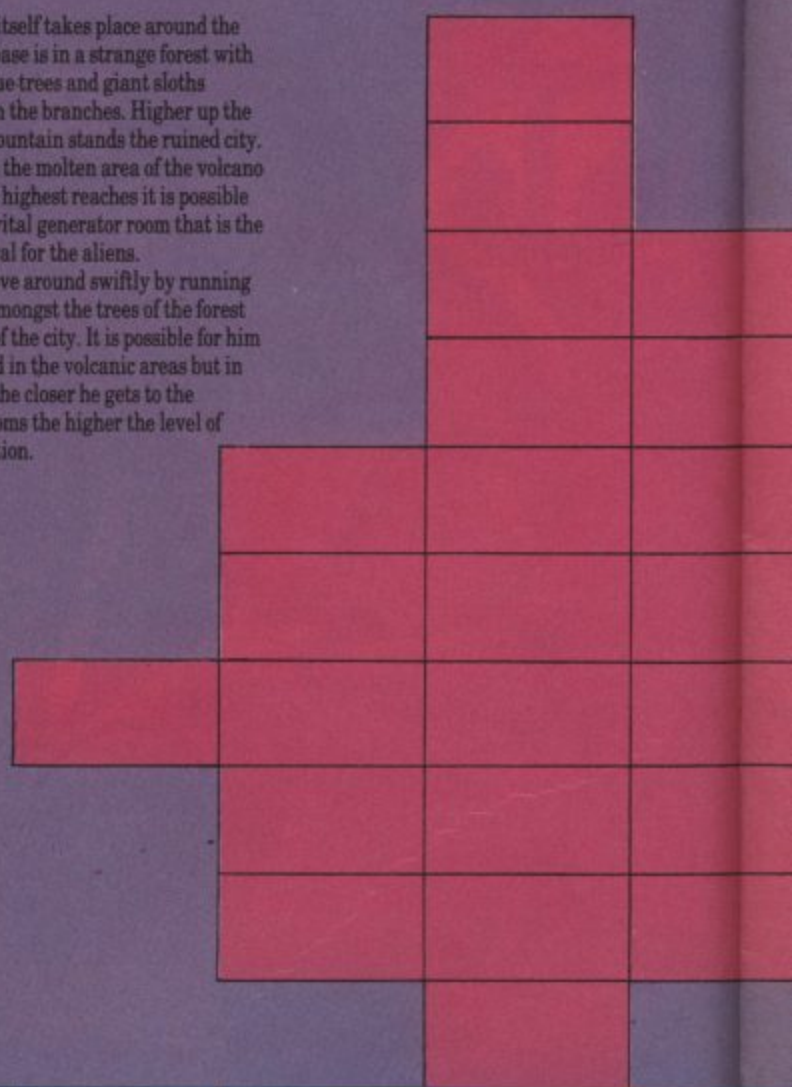
The years pass and after several centuries a new race of humans is reborn. They are simple, peaceful folk and their religion is based on some ancient scrolls — the blueprints of the legendary suits of armour.

Earth is suddenly attacked by marauders from space. Men are enslaved and sent to mine the planet's valuable minerals. The alien tyrants rule from their stronghold inside a dormant volcano.

The elders of the tribes vow to overthrow the oppressors. Secretly, young men are trained in combat. From among them one is chosen. His name is Tal. His mission is to brave the evil forest, find the sacred armour and use it to enter and destroy the alien stronghold.

The game itself takes place around the volcano. Its base is in a strange forest with evil, grotesque trees and giant sloths hanging from the branches. Higher up the side of the mountain stands the ruined city. Above this is the molten area of the volcano and from the highest reaches it is possible to enter the vital generator room that is the key to survival for the aliens.

Tal can move around swiftly by running or jumping amongst the trees of the forest or the ruins of the city. It is possible for him to run around in the volcanic areas but in that section the closer he gets to the generator rooms the higher the level of deadly radiation.





# Our of AD

To go further than the ruined city, Tal will need to find the ancient suit and the four attachments with which to operate it. In the Commodore version Tal is naked as the day he was born until he covers his modesty with the sacred armour. In the Spectrum and Amstrad versions Tal wears a loin cloth.

At first he can only hurl stones at the mutant creatures and alien droids which inhabit — or rather infest — the forest.

It's the tiny attention to detail which amazes. For instance, take a look at the stone work on some of the screens. It's



brilliant. On a tv screen it looks great but seen on a decent monitor, it's almost a work of art. Tal also, without his armour, is wonderful. His running, jumping and throwing action is great. But so is everything else.

Once again, I can only say: See it, believe it, buy it.

▶ GRAPHICS	10
▶ SOUND	9
▶ VALUE	9
▶ PLAYABILITY	10

## MAP KEY

<span style="color: red;">■</span> Mutated Forest	<span style="color: blue;">■</span> Ruined City	<span style="color: green;">■</span> Volcano
1 Starting Point	6 Implosion Mine	
2 Main Generator Room	7 Force Field	
3 Anti-chamber to Generator Room	8 Volcano Entrance	
4 Generator Entrance	9 Pulsar Beams	
5 Particle Negator	10 Teleporter	
	11 Gravity Displacers	
	12 Anti-Rad Suit	

## HINTS AND HELP

Thanks to Palace Software, Antirad designer Dan Malone has drawn this map of the game to help you find your way around. It doesn't give the whole thing away but it does give you an idea of what you're up against. In fact there is one surprise in the game which we're not going to mention.

The game always starts with Tal in either extreme of the forest. His first task is to find the armour and energise it. This activates the control panel at the bottom of

the screen. This displays the following.

- Armour energy level. If this drops to zero the suit becomes inactive. Energy can be regained by collecting a new energy cell.
- Tal's stamina. When at zero Tal will fall to the ground exhausted. He will be rejuvenated up to four times during the course of a game.
- Score. Killing alien droids and picking up attachments all give scores.
- View Screen. Shows an attachment once it has been picked up.

- Tactical display. Gives helpful messages throughout the game.
- Radiation Level Counter. Shows the level of deadly radiation in the atmosphere.
- Radiation Warning. Flashes when radiation level in the atmosphere is at its most deadly.

Once the suit has been energised it still can't be moved. To get airborne Tal must leave its safety and find the Gravity Displacer. These, in fact, are a pair of boots. Other things Tal must find are:

- Pulsar beam. This is suit's laser fire power. It can be used to blast the alien droids.
- Particle negator. The armour's forcefield which will be required as Tal nears the generator rooms in order to protect the suit from the deadly radiation.
- Implosion Mine. The ultimate weapon which will destroy the generator room.

Scattered around the forest, city and volcano are energy cells which can be picked up to boost the suit's power.

Throughout the game are various nasties and hazards. These fall into two main types — aliens and mutants. All are harmful and should be avoided or destroyed. If Tal is not wearing the armour his own energy will be sapped if he's touch or if he is wearing the suit, its power will decline.

Here's what to look out for.

Patrol Leader Drones. Of the four drones this is the toughest. It's the most difficult to knock out and has the biggest energy drain.

Patrol A and Patrol B Drones. These are easier to deal with than their leader and they drain less energy.

Indestructible Search and Destruct Drones. These guard certain areas and, as their name says, can't be destroyed. They release energy draining bombs. You can, however, destroy the bombs.

Alarm Droids. These are a real headache. They patrol areas which are relatively free of danger. Stay in these areas too long and the alarm goes off, summoning patrol drones to the area. Destroy it quickly or leave the screen as fast as you can.

Mutated Flies and Jugoids. Fairly easy to deal with.

Acid Drops. This noxious liquid drips from above. It's lethal and cannot be destroyed. One drip and you'll drop.

Subtain. These are totally mindless and sub-human.

Indestructible Collaborator Gunners. Semi-humans. Huge, hulking and semi-intelligent. They fire plasma bolts from their turbine-generated recoil guns.

Flame Dragons. These are found above the city in the volcanic areas, spitting out gaseous flame. They can't be stopped and will drain your energy. Lots of it.

Sloths. These cling to the foliage in the forest. They are lethal and indestructible.

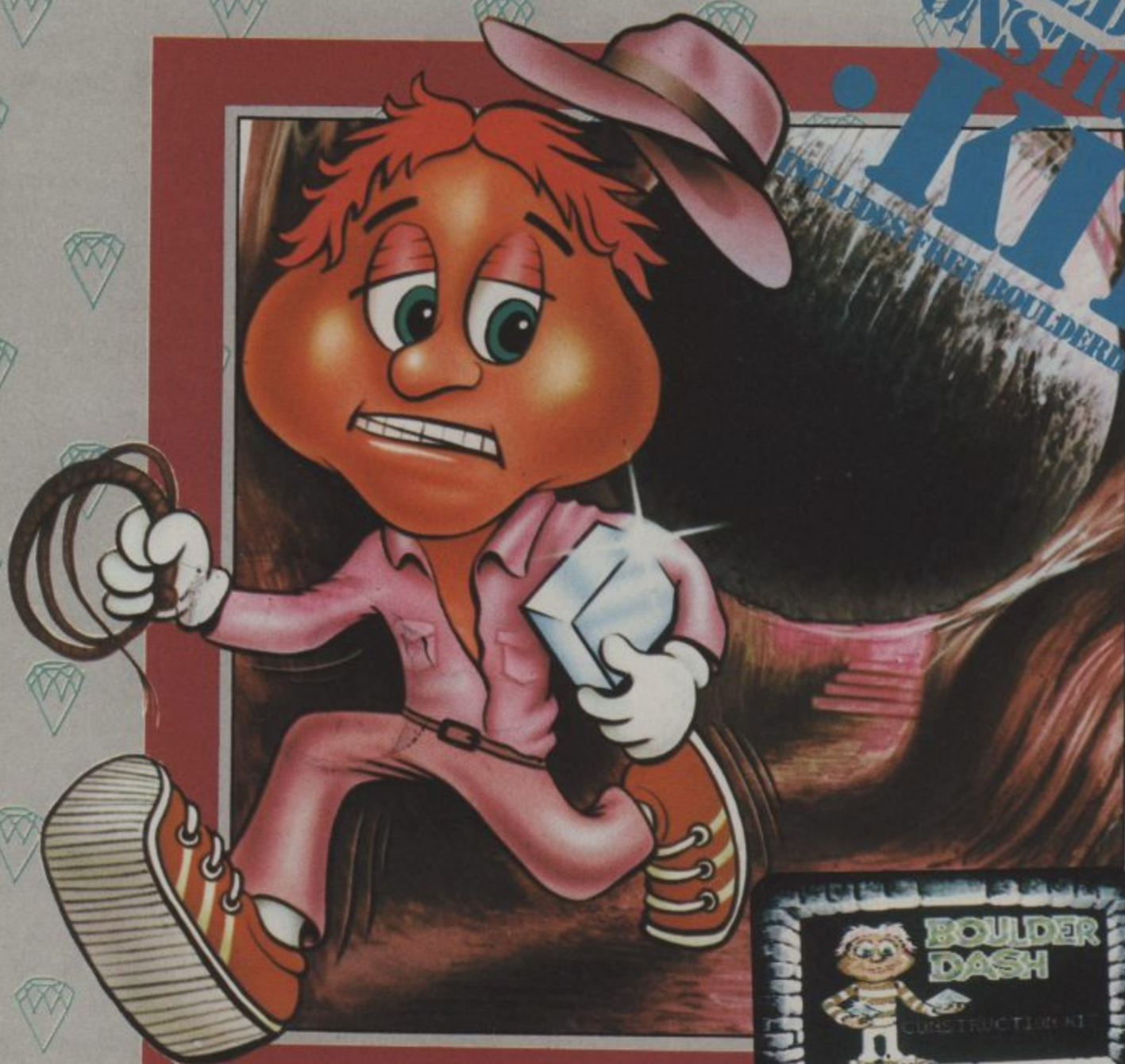
Hydraulic spikes. Energy-draining hazards in the volcanic region. They cannot be stopped.

At certain other parts in the game are force fields through which Tal cannot pass if he's wearing armour. In some cases he will have to leave the safety of the suit. It that happens in areas of high radiation, move quickly.

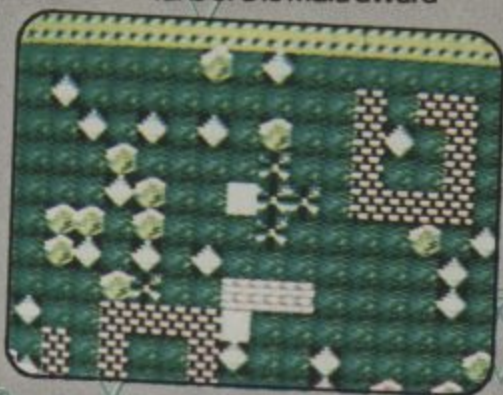




# BOULDERDASH CONSTRUCTION KIT!



Boulder Dash Construction Kit is the ultimate challenge for fans of the multi award



winning Boulder Dash and

the perfect introduction to Rockford's underground world for those yet to experience the magic. Now for the very first time you can design your own games with the Boulder Dash Construction Kit and save your creations to disk or cassette. A new game is included for impatient Boulder Dash fans.

Multiple Rockfords are featured in this new all

action strategy game for one or two players. Rockford has to dig feverishly, as boulders crash down all around him, through 16 mystical caves and 5 levels of difficulty in his relentless quest for jewels.

## GAME ELEMENTS

Fireflies, Butterflies, Diamonds, Enchanted Walls, Multiple Rockfords, Blue Slime, Amoeba and one or two player option.

**Available for Commodore 64/128, Atari 400/800/XL/XE48K ram cassette 9.95 disk 14.95**

Available from all good computer stores or post free from:  
Databyte, 15 Wolsey Mews, London NW5 2DX Telephone 01-482 1755

# DATA BYTE



# The sacred armour of ANTIRIAD



TERRIFIED AND BEWILDERED VILLAGERS RAN IN DISARRAY.

For a man who doesn't know a lot about computers, *The Sacred Armour of Antiriad* is a triumph for former freelance comic artist Dan Malone.

His idea, backed up by the enviable skills of programmer Stanley Schembri and sound man Richard Joseph, has resulted in one of this year's great games. Team work at its best.

Palace Software has been going for around three years. In that time the company hasn't exactly flooded the market with product — four games, to be precise, including *Antiriad*.

First out was *The Evil Dead*. People at Palace don't like talking about it. You get the impression that it wasn't as good as they hoped it would be. Then there was *Cauldron* and *Cauldron II: The Pumpkin Strikes Back*. Quality was the key word with both these games.

Dan joined Palace about a year ago after seeing an advert in which the software house wanted a 2000AD-style artist. Up until then Dan had been working as a freelance artist.

"I had no knowledge of computers until I came here," says Dan. "I looked at my work as being comics on computers. I started work and was just told to play games. I played all the classics. I'd been here about a month when they said we need an idea."

It eventually turned out to be *The Sacred Armour of Antiriad*. The programming team then kick the idea around and see if it can be done.

"I didn't know whether it could be done," Day says. "The programmer looks at it and says, well, perhaps it can. In the end, hopefully, we get a better game."

Months later and the game has been completed. "I'm very pleased with it," says Dan. "It wasn't until people told me it was quite nice that I felt better. I didn't realise that it was going to be such hard work. Now I feel a lot more confident about other games. I've got other ideas but nothing definite."

Continuing the C+VG tradition of asking programmers silly questions about their favourite likes and dislikes, we

print Dan Malone and Stanley Schembri's personal preferences. We leave it up to you to decide if they are being serious.

Name: Dan Malone

Born: London 1963

Favourite food: Baked potatoes

Favourite Drink: ECU. "It's a lager."

Favourite TV programme: "I love watching the ads. And Star Trek."

Favourite computer game: Highway Encounter

Countries visited: Belgium, Holland, France, Luxembourg

Favourite music: Northern Soul.

The thing I hate most about the computer industry: "Work and programmers (a little jest)."



Name: Stanley Schembri

Born: Barcelona 1965

Favourite food: Indian

Favourite drink: Horndean Special Brew

Favourite TV programme: Slinger's Day

Favourite game: The Evil Dead

Countries visited: Spain

Favourite music: Alan Parson's Project

The thing I most hate about the computer industry: Graphic designers.





# FREE WITH ORDERS OVER £30.00 IN VALUE £30.00 WORTH OF LEISURE TIME HOLIDAY VOUCHERS

Leisure Time Vouchers are redeemable at any ABTA Travel Agent

## COMMODORE TITLES

### SINGLE TAPES CASSETTE

IMOTEP	£3.95
BLACKWYCH	£3.95
OUTLAWS	£2.99
SUICIDE EXPRESS	£2.50
LAZY JONES	£2.95
GRIBBLYS DAY OUT	£2.95
DOUGHBOY	£1.99
SABRE WOLF	£4.50
HARVEY SMITHS SHOW JUMPING	£2.95
3D LUNAR ATTACK	£1.99
SHOOT THE RAPIDS	£2.95
HOVER BOVER	£1.99
BLAGGER GOES TO HOLLYWOOD	£3.95
SON OF BLAGGER	£1.95
KNOCKOUT	£2.95
JET SET WILLY	£2.95
MANIC MINER	£2.95
BC'S QUEST FOR TIRES	£2.95
FIGHTING WARRIOR	£2.99
AUTOMANIA	£1.95
DUMMY RUN	£2.50
EVERYONES A WALLY	£2.95
VIEW TO KILL	£2.95
EUREKA	£2.50
COLOSSAL ADVENTURE	£4.95
CRAZY COMETS	£2.95
STAR TROOPER	£2.95
ARC OF YESOD	£3.95
DARK TOWER	£2.95
SPACE PILOT II	£2.95
SNOWBALL	£4.95
HUNCHBACK II	£3.95
HIGH NOON	£3.95
CAVELON	£2.95
CHINESE JUGGLER	£2.95
BRIDGE PLAYER II	£3.95
PINBALL WIZARD	£3.95
DEATH STAR INTERCEPTOR	£3.95
SHEEP IN SPACE	£1.50
ADVENTURE QUEST	£4.95
LORDS OF TIME	£4.95
MATCH FISHING	£2.95
ANCIPITAL	£1.50
ROLANDS RAT RACE	£3.95
HENRYS HOUSE VOL I - 4 GAMES	£3.95
HENRYS HOUSE VOL II - 4 GAMES	£3.95
GILLIGANS GOLD	£2.95
ANDROID II	£2.95
PSI-WARRIOR	£1.95
PSYTRON	£1.95
COMBAT LEADER	£3.95
TOY BIZARRE	£1.95
TALLEDEGA	£3.95
GROGS REVENGE	£2.99
FORT APOCALYPSE	£2.50
BEACH HEAD	£2.95
ADVENTURELAND/SECRET MISSION	£3.95
PIRATE ADVENTURE/VOODOO CASTLE	£3.95
SELECT 1 (12 GAMES)	£3.95

JUMPMAN	£2.50
SILICON WARRIOR	£2.50
LUNAR OUTPOST	£2.50
PITSTOP	£2.95
CAUSES OF CHAOS	£2.99
BLADE RUNNER	£2.99
JOURNEY	£2.99
WILLIAM WOBBLER	£3.95
BASILDON BOND	£2.95
MASTER OF THE LAMPS	£2.95
PASTFINDER	£2.95
ROCK 'N' BOLT	£2.95
WEB DIMENSION	£2.95
ROCKY HORROR SHOW	£2.95
WIZARDY	£3.00
MOEBIUS	£2.99
MOTOCROSS	£2.99
JUICE	£2.50
SUICIDE STRIKE	£2.50
DRELBS	£2.50
KNIGHTS OF THE DESERT	£3.99
TIGERS IN THE SNOW	£3.99
ZORRO	£2.99
BATTLE FOR NORMANDY	£3.99
BLUE MAX 2001	£3.95
CONGO BONGO	£3.95
DONALD DUCK	£2.99
DRAGONSKULLE	£3.50
FIGHT KNIGHT	£3.99
FLAK	£2.99
GHOST CHASER	£2.99
QUESTPROBE	£3.95
LAW OF THE WEST	£3.95
MR DO	£3.95
RAID OVER MOSCOW	£3.95
SUPER ZAXXON	£3.95
REDHAWK	£3.95
FRANK	£2.95
BEAMRIDER	£2.95

### COMMODORE 64 DISCS

SHEEP IN SPACE (DISC)	£2.99
HOVER BOVER (DISC)	£2.99
GALACTIC CONTROLLER	£3.95
HIGH FLYER	£3.95
RAIL BOSS	£3.95
MONTY ON THE RUN	£3.99
ZORK 1	£3.99
ZORK 2	£3.99
ZORK 3	£3.99
STARCROSS	£3.99
DEADLINE	£3.99
SUSPENDED	£3.99
SPIRIT OF STONES (DISC)	£4.95
FANTASY FIVE (DISC)	£3.95
EXODUS - ULTIMA III	£4.95
SUPER ZAXXON	£3.95
CHIMERA/WILLOW PATTERN	£4.95
BATTLE BRITAIN	£4.95
THEATRE EUROPE	£4.95
AZTEC CHALLENGE	£3.95



AND FOR EVERY EXTRA  
£1.00 YOU SPEND  
YOU RECEIVE AN EXTRA  
£1.00 VOUCHER

### BARGAINS FROM 1st PUBLISHING

8 BOOKS FOR JUST £9.95 + £2.50 p&p  
Normal RRP over £50.00  
YOUR 64 CASSETTE BOOK, GRAPHICS BOOK  
FOR THE COMMODORE 64, PEAKS & POKES  
C64, TRICKS & TIPS FOR YOUR COMMODORE  
64, ADVANCED MACHINE LANGUAGE BOOK  
FOR THE C64, IDEA BOOK C64, MACHINE  
LANGUAGE BOOK FOR THE C64  
1st PUBLISHING PROGRAMS ON DISC. -  
ALL JUST £10.95 EACH  
FIRSTWORD (WORD PROC.)  
FIRSTBASE (DATABASE)  
BASIC 64  
PASCAL (LANGUAGE)  
ADA TRAINING COURSE  
POWER PLAN (CALCULATION PROG.)  
ASSEMBLER MONITOR (COMPILER)

### 64 CARTRIDGES

WIZARD OF WOR	£2.95
GOLF	£2.95
MUSIC COMPOSER	£3.95
JACK ATTACK	£2.50
ROBOTRON 2084 BY ATARISOFT	£5.95
DONKEY KONG BY ATARISOFT	£5.95
DEFENDER BY ATARISOFT	£5.95
MOON PATROL BY ATARISOFT	£5.95
MS PACMAN BY ATARISOFT	£5.95
DIG DUG BY ATARISOFT	£5.95

### UTILITIES & PERIPHERALS

SIMONS BASIC EXTENSION (DISC or CASS.)	£4.95
C2N DATA RECORDERS	£27.95
1551 DISC DRIVES FOR C16 and +4	£79.95
FASSEM M/C LANG. ASS.	£2.99
TOUCH TYPE (CASS.)	£2.95
TONY HARTS ART MASTER (CASS.)	£2.95
MONEY MANAGER (DISC)	£2.95
COMMODORE MODEMS	£49.95
INTRO TO BASIC PT. I (CASS.)	£2.95
INTRO TO BASIC PT. II (CASS.)	£4.95
INTRO TO BASIC PT. I (DISC)	£3.95
EASY FILE (DISC)	£9.99
PROGRAMMERS REF GUIDES	£3.95
MACRO ASSEMBLER DEVELOPMENT (DISC)	£9.99
ASSEMBLER TUTOR (DISC)	£9.95
FUTURE FINANCE (DISC)	£9.99
EASY SCRIPT	£9.99
DR. WATSONS 64 ASSEMBLY LANGUAGE COURSE (DISC)	£9.95
COMMODORE 128 MUSIC MAKER	£9.95
MUSIC STUDIO BY ACTIVISION (CASS.)	£3.95
EASY SPELL (DISC)	£9.99
COMMODORE 64 M/MAKER	£7.50

p&p 75p all orders  
overseas £1.00 per tape,  
£2.50 per pack  
£5.00 per peripherals

### LOGIC SALES LTD

6 Midgate · Peterborough · Cambs  
24 hour ordering on 0733 313870



# KARATE LISTING

## Karate

**BBC B by James Samways**

**Big kicks are in store for you if you program Karate by reader James Samways, of Cheshire**

**It's Oriental thrash and bash action in best Way of the Exploding Fist style.**

**The idea is to progress through different colour belts until you reach the exalted black belt status.**

**Both fighters can jump, kick, and somersault. It's a two-player game so make sure you don't start a real fight with your opponent.**

**Both characters have been nicely programmed by James, and the game play is addictive. It's even got a merry oriental tune as well.**

**Full instructions are included in the game.**

```
60MODE5
70belt1%=1:belt2%=1:ki1%=0:ki2%=0:PROCreverse:PROCinit:PROCscreen:PROCnextbelt(0)
80SOUND1,2,1,6
85IF @%<>1234567 PROCinst
90PROCstart
100IFINKEY(-82) AND E%=0 THEN PROCKick1
110IFINKEY(-73) AND R%=0 THEN PROCKick2
120IFINKEY(-66) AND E%=0 THEN PROChick1
130IFINKEY(-89) AND R%=0 THEN PROChick2
140IFINKEY(-67) AND E%=0 THEN PROCsweep1
150IFINKEY(-105) AND R%=0 THEN PROCsweep2
160IFINKEY(-2) AND E%=0 THEN PROCsom1
170IFINKEY(-74) AND R%=0 THEN PROCsom2
180IFINKEY(-34) THEN *FX210,0
190IFINKEY(-17) THEN *FX210,1
200IFINKEY(-68) THEN PROCfreez
e
210IFINKEY(-38) THEN PROCinst
220IFE%=1 THEN PROCKick1
230IFR%=1 THEN PROCKick2
```

```
240IFE%=2 THEN PROChick1
250IFR%=2 THEN PROChick2
260IFE%=3 THEN PROCsweep1
270IFR%=3 THEN PROCsweep2
280IFE%=4 THEN PROCsom1
290IFR%=4 THEN PROCsom2
300GOTO100
310DEFPROCcaller:A%=224:CALL&9
00:ENDPROC
320DEFPROCdelay(de1%):FORTY%=1
TODE1%:NEXTTY%:ENDPROC
330DEFPROCkick1:B%=1:E%=1:COLOUR3:ON I% GOTO 340,370,390
340PROCKickchars1:PRINTTAB(X%,20);blank$:IFX%+2=N% THEN GOTO 370
350X%=X%+1
360PRINTTAB(X%,20);man$:I%=2:ENDPROC
370PROCKickchars2:PRINTTAB(X%,20);man$:I%=3:IFX%+2=N% THEN PROCcheck
380ENDPROC
390PROCKickchars1:PRINTTAB(X%,20);man$:PROCstance:PRINTTAB(X%,20);man$:I%=1:B%=0:E%=0:ENDPROC
400DEFPROCkick2:C%=1:R%=1:COLOUR1:ONJ% GOTO 410,440,460
410PROCKickchars1:PROCcaller:PRINTTAB(N%,20);blank$:IFN%-2=X% THEN GOTO 430
420N%=N%-1
430PRINTTAB(N%,20);man2$:J%=2:ENDPROC
440PROCKickchars2:PROCcaller:PRINTTAB(N%,20);man2$:J%=3:IFN%-2=X% THEN PROCcheck
450ENDPROC
460PROCKickchars1:PROCcaller:PRINTTAB(N%,20);man2$:PROCstance:PROCcaller:PRINTTAB(N%,20);man2$:J%=1:C%=0:R%=0:ENDPROC
470DEFPROCchick1:B%=2:E%=2:COLOUR3:ONI% GOTO 480,490,510
480PROChickchars1:PRINTTAB(X%,20);blank$:PRINTTAB(X%,19);man$:I%=2:ENDPROC
490PROChickchars2:PRINTTAB(X%,19);man$:I%=3:IFX%+2=N% THEN PROCcheck
500ENDPROC
510PROChickchars1:PRINTTAB(X%,19);blank$:PRINTTAB(X%,20);man$:PROCstance:PRINTTAB(X%,20);man$:B%=0:E%=0:I%=1:ENDPROC
520DEFPROCchick2:C%=2:R%=2:CO
```

continued ►



# KARATE LISTING

```

LOUR1:ON J% GOTO 530,540,560
530PROCkickchars1:PROCcaller:
PRINTTAB(N%,20);blank$:PRINTTAB
(N%,19);man2$:J%=2:ENDPROC
540PROCkickchars2:PROCcaller:
PRINTTAB(N%,19);man2$:J%=3:IFN%
-2=X% THEN PROCcheck
550ENDPROC
560PROCkickchars1:PROCcaller:
PRINTTAB(N%,19);blank$:PRINTTAB
(N%,20);man2$:PROCstance:PROCcal
ler:PRINTTAB(N%,20);man2$:C%=0:R
%=0:J%=1:ENDPROC
570DEFPROCswep1:B%=3:E%=3:COL
OUR3:ON I% GOTO 580,590,610
580PROCswepchars1:PRINTTAB(X%
,20);man$:I%=2:ENDPROC
590PROCswepchars2:PRINTTAB(X%
,20);man$:I%=3:IF X%+2=N% THEN P
ROCcheck
600ENDPROC
610PROCswepchars1:PRINTTAB(X%
,20);man$:PROCstance:PRINTTAB(X%
,20);man$:B%=0:I%=1:E%=0:ENDPROC

620DEFPROCswep2:R%=3:C%=3:COL
OUR1:ON J% GOTO 630,640,660
630PROCswepchars1:PROCcaller:
PRINTTAB(N%,20);man2$:J%=2:ENDPR
OC
640PROCswepchars2:PROCcaller:
PRINTTAB(N%,20);man2$:J%=3:IFN%-
2=X% THEN PROCcheck
650ENDPROC
660PROCswepchars1:PROCcaller:
PRINTTAB(N%,20);man2$:PROCstance:
PROCcaller:PRINTTAB(N%,20);man2
$:J%=1:C%=0:R%=0:ENDPROC
670DEFPROCsom1:E%=4:COLOUR3:ON
I% GOTO 680,700,710,720
680IFX%-3<=2 THEN E%=0:ENDPROC
690PRINTTAB(X%,20);blank$:X%=X
%-1:PROCsomchars1:PRINTTAB(X%,19
);man$:I%=2:ENDPROC
700PRINTTAB(X%,19);blank$:X%=X
%-1:PROCsomchars2:PRINTTAB(X%,18
);man$:I%=3:ENDPROC
710PRINTTAB(X%,18);blank$:X%=X
%-1:PROCsomchars1:PRINTTAB(X%,19
);man$:I%=4:ENDPROC
720PRINTTAB(X%,19);blank$:PROC
stance:PRINTTAB(X%,20);man$:SOUN
D3,-12,1,2:SOUND0,-15,6,2:I%=1:E
%=0:ENDPROC
730DEFPROCsom2:R%=4:COLOUR1:ON
J% GOTO 740,760,770,780

```

```

740IFN%+3>=15 THEN R%=0:ENDPROC
C
750PRINTTAB(N%,20);blank$:N%=N
%+1:PROCsomchars1:PROCcaller:PRI
NTTAB(N%,19);man2$:J%=2:ENDPROC
760PRINTTAB(N%,19);blank$:N%=N
%+1:PROCsomchars2:PROCcaller:PRI
NTTAB(N%,18);man2$:J%=3:ENDPROC
770PRINTTAB(N%,18);blank$:N%=N
%+1:PROCsomchars1:PROCcaller:PRI
NTTAB(N%,19);man2$:J%=4:ENDPROC
780PRINTTAB(N%,19);blank$:PROC
stance:PROCcaller:PRINTTAB(N%,20
);man2$:SOUND3,-12,1,2:SOUND0,-1
5,6,2:J%=1:R%=0:ENDPROC
790DEFPROCinit
800ENVELOPE1,3,1,0,0,1,1,2,126
,-3,71,-10,126,34:ENVELOPE2,3,0,
0,0,0,0,0,121,-10,-5,-2,120,120
810X%=5:N%=12:B%=0:C%=0:I%=1:J
%=1:R%=0:E%=0:draw%=1
820VDU23,250,&63,&63,&32,&34,&
38,&26,&23,&43,23,251,&61,&6F,&3
3,&32,&3E,&22,&22,&41,23,252,&71
,&7E,&32,&32,&3C,&24,&22,&43,23,
253,&00,&7C,&7F,&08,&08,&0C,&0C,
&0C,23,254,&7F,&60,&30,&3C,&30,&
20,&3C,&43
830VDU23,240,&FF,&80,&80,&80,&
80,&80,&80,&80
840blank$=CHR$(32)+CHR$(32)+CH
R$(32)+CHR$(10)+CHR$(8)+CHR$(8)+
CHR$(8)+CHR$(32)+CHR$(32)+CHR$(3
2)+CHR$(8)+CHR$(8)+CHR$(8)+CHR$(
10)+CHR$(32)+CHR$(32)+CHR$(32)+C
HR$(10)+CHR$(8)+CHR$(8)+CHR$(8)+
CHR$(32)+CHR$(32)+CHR$(32)
850man$=CHR$224+CHR$225+CHR$22
6+CHR$10+CHR$8+CHR$8+CHR$8+CHR$2
27+CHR$228+CHR$229+CHR$10+CHR$8+
CHR$8+CHR$8+CHR$230+CHR$231+CHR$
232+CHR$10+CHR$8+CHR$8+CHR$8+CHR
$233+CHR$234+CHR$235
860man2$=CHR$238+CHR$237+CHR$2
36+CHR$10+CHR$8+CHR$8+CHR$8+CHR$
241+CHR$240+CHR$239+CHR$10+CHR$8
+CHR$8+CHR$8+CHR$244+CHR$243+CHR
$242+CHR$10+CHR$8+CHR$8+CHR$8+CH
R$247+CHR$246+CHR$245
870ENDPROC
880DEFPROCstance
900VDU23,224,&00,&00,&00,&00,&
07,&07,&07,&03,23,225,&00,&00,&0
0,&00,&00,&80,&80,&80,23,226,&00
,&00,&00,&00,&00,&00,&00,23,
227,&00,&3C,&63,&60,&C0,&E0,&70,

```

continued ►



# CHAMPIONSHIP WRESTLING™

And now we proudly present the Sultans of Slam. The Champs of Chokes. The meanest, nastiest, foulest fighters the canvas has ever seen. We bring you the guys who use every dirty trick known to man. And a few that aren't.

Take on any eight rowdy wrestlers, each with his own individual style when it comes to busting heads. From K.C. Clolssus, whose "trash computer" turns victims into waste matter, to Prince Vicious, who gets a crush on every opponent.

Use leg drops, spin kicks, body slams, rope bouncing, a flying drop kick, a suplex, an airspin, even the famous atomic drop to mangle those dudes. You'll need over 200 stitches if you don't.

The crowd will cheer. They'll boo. They'll egg you on, or simply throw eggs instead. The scoring is based on the complexity of your moves and, of course, your strength.

And one day, probably long after your poor battered head resembles an overcooked cabbage, you'll be good enough to win the title. And the coveted 'Championship Wrestling Belt' will be yours.

**BREAK...BREAK...  
BREAK  
HIS NECK**

**MANGLE  
HIS RIBS**

**ALL THIS BLOOD  
AND GUTS FOR ONLY  
£9.99 cassette  
£14.99 disk  
CBM 64/128**

**KILL  
HIM**

**SMASH  
HIS  
FACE IN**

"forget you ever heard of Rock'n'Wrestle - Championship Wrestling from EPYX will make it pale into insignificance when released in October. It will be easier to use, and more realistic and enjoyable to play".

Zzap 64



U.S. Gold, Units 2/3, Holford Way, Holford,

**EPYX**  
COMPUTER SOFTWARE

Birmingham B6 7AX. Tel: 021 356 3388





# LIVE DANCE

## THE COLOUR OF MAGIC

Rincewind the wizard has been given the unhappy task of guiding the ridiculous tourist Twoflower around the Discworld. The many-legged luggage follows. And Death is just around the corner. A Delta 4 adventure...

Spectrum · Commodore  
Amstrad · £9.95

## ROGUE TROOPER

*You are Rogue Trooper, one-man war machine. The last Genetic Infantryman on Nu Earth. All around you an eternal and bloody war is raging. Step into Rogue's boots, destroy the enemy and rescue your comrades from their electronic graves.*

Spectrum · Commodore ·  
Amstrad · £9.95

## Nosferatu

THE VAMPYRE

Save your soul from the Vampyre's bloodlust. Nosferatu's power is subtle and mysterious, his strength never-ending. There is only one way to bring his reign to an end. Will you live to see the dawn?

Spectrum · Commodore ·  
Amstrad · £9.95



# PLAY WITH PIR



# GENEROUSLY



## STRIKE FORCE COBRA

The countdown to destruction has begun. Lead the toughest commando team of all time in a desperate battle to save the World. Fight your way through the Enemy's fortress, free the hostages and find and destroy the heavily defended computer complex.

Spectrum · Commodore ·  
Amstrad · £9.95

## THE TRAP DOOR

A can of worms, boiled slimies and eyeball crush are just some of the delicacies demanded by Berk's bellowing master. Can you satisfy his hunger? But beware! There is always something nasty waiting to come out of the Trap Door!

Spectrum · Commodore ·  
Amstrad · £7.95

# PIRANHA

Available from all good games stockists.  
In case of difficulty, from

Richard Bason, Piranha  
4 Little Essex Street,  
London WC2R 3LF  
Tel: 01-836 6633





YOUR MISSION - RETRIEVE PK430 YOUR COUNTRIES  
 REVOLUTIONARY FIGHTER..... LOCATION - 400 MILES  
 BEHIND ENEMY LINES..... POSSIBLE ENEMY  
 ARMAMENTS - FLAME THROWERS, HELICOPTERS,  
 TANKS, JEEPS, LANDMINES..... YOUR EQUIPMENT -  
 THE WORLD'S MOST SOPHISTICATED ARMED VEHICLE  
 ..... ENEMY STRONGHOLDS - PRAIRIES, CITIES,  
 MOUNTAINS, AIRFIELDS, BRIDGES..... MISSION STATUS -  
 VITAL..... MISSION CONSEQUENCES - WORLD PEACE.....  
 MISSION OBJECTIVES - YOU MUST.....



MOUNTAIN



BRIDGE

CBM64

£9:99

TAPE

£14:99

DISK

SPECTRUM 48K

£8:99

TAPE

THE ARCADE SMASH  
 HIT FROM



PRAIRIE



CITY

AMSTRAD

£9:99

TAPE

£14:99

DISK

U.S. Gold Ltd.,  
 Units 2/3 Holford Way,  
 Holford,  
 Birmingham B6 7AX.  
 Tel: 021 356 3388.

SCREEN SHOTS FROM  
 ORIGINAL COIN-OP





# KARATE LISTING

&1C,23,228,&00,&60,&90,&1B,&1B,&1B,&2C,&2C

910VDU23,229,&00,&00,&00,&00,&00,&00,&00,23,230,&0C,&00,&0B,&0F,&0F,&0F,&1E,&1C,23,231,&26,&46,&41,&C3,&E0,&F0,&F0,&7B,23,232,&00,&00,&00,&00,&00,&00,&00,&00,&00,23,233,&3C,&3C,&3B,&3B,&3B,&3B,&20,&F0

920VDU23,234,&3B,&3C,&1C,&1C,&1C,&1C,&0B,&0E,23,235,&00,&00,&00,&00,&00,&00

930ENDPROC

940DEFFPROCKickchars1

960VDU23,224,&00,&00,&00,&00,&00,&1C,&1E,&1E,23,225,&00,&00,&00,&00,&00,&00,&00,&00,23,226,&00,&00,&00,&00,&00,&00,&00,23,227,&0E,&00,&19,&60,&60,&C0,&E0,&74,23,228,&00,&40,&A0,&3B,&3C,&4C,&46,&46

970VDU23,229,&00,&00,&00,&00,&00,&00,&00,23,230,&1C,&00,&11,&1E,&1E,&1E,&1E,&1C,23,231,&42,&41,&03,&E0,&F0,&F8,&7C,&3C,23,232,&00,&00,&00,&00,&00,&00,&00,&00,&00,23,233,&3C,&3C,&3B,&3B,&3B,&3B,&20,&F0

980VDU23,234,&1B,&02,&00,&00,&00,&00,&00,&00,23,235,&00,&00,&00,&00,&00,&00

990ENDPROC

1000DEFFPROCKickchars2

1020VDU23,224,&00,&00,&00,&00,&00,&00,&1C,&1E,23,225,&00,&00,&00,&00,&00,&00,&00,&00,23,226,&00,&00,&00,&00,&00,&00,&00,23,227,&1E,&0E,&01,&1B,&60,&60,&C0,&E0,23,228,&00,&00,&A0,&3B,&3E,&47,&40,&40

1030VDU23,229,&00,&00,&00,&00,&00,&00,&40,&C0,&00,23,230,&74,&1C,&01,&1F,&1F,&1E,&3C,&3C,23,231,&40,&7F,&FF,&FF,&E0,&00,&00,&00,23,232,&6C,&FC,&EB,&C0,&00,&00,&00,&00,23,233,&3C,&3B,&3B,&3B,&3B,&3B,&20,&F0

1040VDU23,234,&00,&00,&00,&00,&00,&00,&00,&00,23,235,&00,&00,&00,&00,&00,&00

1050ENDPROC

1060DEFFPROChickchars1

1080VDU23,224,&00,&0E,&0F,&0F,&0F,&27,&30,&70,23,225,&00,&00,&00,&00,&00,&20,&30,&3B,23,226,&00,&00,&00,&00,&00,&00,&00,23,

227,&60,&C0,&C0,&60,&28,&1B,&0E,&0E,23,228,&5B,&4C,&46,&B1,&B1,&B0,&40,&E0

1090VDU23,229,&00,&00,&00,&00,&00,&00,&00,23,230,&1E,&1C,&1C,&0E,&0F,&07,&06,&01,23,231,&F0,&7B,&3C,&1B,&06,&04,&00,&00,23,232,&00,&00,&00,&00,&00,&00,&00,&00,23,233,&03,&06,&00,&00,&00,&00,&00

1100VDU23,234,&00,&00,&00,&00,&00,&00,&00,&00,23,235,&00,&00,&00,&00,&00,&00

1110ENDPROC

1120DEFFPROChickchars2

1140VDU23,224,&00,&1C,&1E,&1E,&1E,&4E,&C0,&C0,23,255,&00,&00,&00,&00,&00,&00,&00,&00,23,226,&00,&00,&00,&00,&00,&00,&00,23,227,&C0,&D0,&90,&90,&90,&C8,&CF,&3F,23,228,&B0,&9B,&86,&46,&40,&C1,&FF,&FF

1150VDU23,229,&00,&00,&00,&00,&00,&06,&F6,&F4,&E0,23,230,&7F,&7E,&1F,&0F,&03,&00,&00,&00,23,231,&FC,&00,&E0,&EB,&EB,&1B,&00,&00,23,232,&00,&00,&00,&00,&00,&00,&00,&00,&00,23,233,&00,&00,&00,&00,&00,&00,&00

1160VDU23,234,&00,&00,&00,&00,&00,&00,&00,&00,23,235,&00,&00,&00,&00,&00,&00

1170ENDPROC

1180DEFFPROCsweepchars1

1200VDU23,224,&00,&00,&00,&00,&00,&00,&00,&00,23,225,&00,&00,&00,&00,&00,&00,&00,23,226,&00,&00,&00,&00,&00,&00,&00,23,227,&00,&00,&00,&00,&07,&07,&07,&03,23,228,&00,&00,&00,&00,&00,&00,&B0,&B0,&B0

1210VDU23,229,&00,&00,&00,&00,&00,&00,&00,&00,23,230,&3B,&60,&6B,&D0,&D0,&C8,&8F,&9F,23,231,&20,&30,&30,&5B,&5B,&9B,&8B,&C8,23,232,&00,&00,&00,&00,&00,&00,&00,&00,&00,23,233,&FD,&F8,&3B,&1C,&1C,&1C,&0B,&3B

1220VDU23,234,&CC,&EC,&F0,&7B,&3C,&1E,&0E,&01,23,235,&00,&00,&00,&00,&00,&00,&C0,&C0

1230ENDPROC

1240DEFFPROCsweepchars2

1260VDU23,224,&00,&00,&00,&00,&00,&00,&00,&00,23,225,&00,&00,&00,&00,&00,&00,23,226,&00

continued ►



# KARATE LISTING

```
,&00,&00,&00,&00,&00,&00,&00,23,
227,&00,&00,&00,&00,&00,&00,&00,
&07,23,228,&00,&00,&00,&00,&00,&
00,&00,&00
```

```
1270VDU23,229,&00,&00,&00,&00,&
00,&00,&00,&00,23,230,&07,&07,&3
B,&60,&60,&D0,&D0,&CC,23,231,&80
,&80,&A0,&30,&30,&58,&58,&98,23,
232,&00,&00,&00,&00,&00,&00,&00,
&00,23,233,&9E,&9E,&CE,&CE,&06,&
00,&06,&0E
```

```
1280VDU23,234,&6B,&FB,&7C,&3C,&
1F,&0F,&03,&00,23,235,&00,&00,&0
0,&00,&00,&E0,&DC,&3C
```

```
1290ENDPROC
```

```
1300DEFPROCsomchars1
```

```
1310VDU23,224,&00,&1C,&3E,&3E,&
1E,&0D,&02,&1C,23,225,&00,&00,&0
0,&00,&80,&C0,&63,&3F,23,226,&00
,&00,&00,&00,&00,&00,&00,&00,23,
227,&3B,&1B,&1C,&0F,&07,&00,&00,
&00,23,228,&1B,&00,&60,&E7,&00,&
BF,&7F,&7F
```

```
1320VDU23,229,&00,&00,&00,&C0,&
20,&90,&D0,&D0,23,230,&00,&00,&0
0,&00,&00,&00,&00,&00,23,231,&3F
,&01,&03,&01,&03,&03,&01,&00,23,
232,&D0,&D0,&C0,&A0,&40,&A0,&D0,
&D0,23,233,&00,&00,&00,&00,&00,&
00,&00,&00
```

```
1330VDU23,234,&00,&00,&00,&00,&
00,&00,&00,&00,23,235,&00,&00,&0
0,&00,&00,&00,&00,&00
```

```
1340ENDPROC
```

```
1350DEFPROCsomchars2
```

```
1360VDU23,224,&00,&00,&00,&00,&
00,&01,&01,&03,23,225,&00,&00,&0
1,&03,&E7,&DA,&9D,&AE,23,226,&C0
,&C0,&60,&70,&30,&DB,&DB,&E0,23,
227,&03,&06,&06,&02,&0C,&1E,&3E,
&3E,23,228,&56,&36,&37,&16,&0E,&
1E,&7D,&79
```

```
1370VDU23,229,&C0,&80,&00,&80,&
C0,&C0,&80,&00,23,230,&3E,&1B,&0
0,&00,&00,&00,&00,&00,23,232,&00
,&00,&00,&00,&00,&00,&00,&00
```

```
1380VDU23,233,&00,&00,&00,&00,&
00,&00,&00,&00,23,234,&00,&00,&0
0,&00,&00,&00,&00,&00,23,235,&00
,&00,&00,&00,&00,&00,&00,&00
```

```
1390ENDPROC
```

```
1400DEFPROCreverse
```

```
1410FORZ%=0 TO 2 STEP 2:P%=&900
```

```
1420[OPTZ%
```

```
1430STA&7E:CLC:ADCF12:STA&7F
```

```
1440.rev LDX&70:LDY&0
```

```
1450LDA&7E:STA&70
```

```
1460LDA&A:JSR&FFF1
```

```
1470LDA&0:TAX
```

```
1480.clr STA&81,X:INX:CPX&8:BNE
clr
```

```
1490LDX&0
```

```
1500.nby LDY&0
```

```
1510.rby CLC:ROR&71,X:ROL&81,X
```

```
1520INY:CPY&8:BNErby
```

```
1530INX:CPX&8:BNErby
```

```
1540LDA&23:JSR&FFEE
```

```
1550LDA&7F:JSR&FFEE
```

```
1560LDX&0
```

```
1570.rep LDA&81,X:JSR&FFEE
```

```
1580INX:CPX&8:BNErep
```

```
1590INC&7E:INC&7F
```

```
1600LDA&7E:CMPE236:BNErev
```

```
1610RTS
```

```
1620JNEXT
```

```
1630ENDPROC
```

```
1640DEFPROCscreen:VDU20,19,2,4,
0;0,17,0,17,131:FORK%=8 TO 15:FO
Rmk%=2 TO 17:PRINTTAB(mk%,k%);CH
R#248:NEXTmk%:NEXTk%
```

```
1650FORf%=8 TO 16:COLOUR128:PRI
NTTAB(6,f%);" ";TAB(13,f%);" ":N
EXTf%:VDU17,130,28,1,30,18,17,12
,26,17,128,28,0,31,1,0,12,26,28,
18,31,19,0,12,26
```

```
1660VDU28,0,8,19,4,12,26,28,0,3
1,19,29,12,26,17,129,28,0,31,0,0
,12,26,28,19,31,19,0,12,26,28,0,
6,19,0,12,26,28,0,31,19,31,12,26
```

```
1670VDU5:GCOL0,0:t%=450:1%=1000
:FORui%=1 TO 4:MOVEt%,1%:PRINTCH
R#250+CHR#251+CHR#252+CHR#251+CH
R#253+CHR#254:t%=t%+3:1%=1%-3:IF
ui%=3 THEN GCOL0,3
```

```
1680NEXT:VDU4,23,1,0;0;0;0;:END
PROC
```

```
1690DEFPROCcheck
```

```
1700RESTORE 1550
```

```
1710FORig%=1 TO 4
```

```
1720READ M%,0%
```

```
1730IFM%=B% AND 0%=C% THEN PROC
```

```
man2dead
```

```
1740NEXTig%
```

```
1750FORgi%=1 TO 4
```

```
1760READ M%,0%
```

```
1770IF M%=B% AND 0%=C% THEN PRO
```

```
Cman1dead
```

```
1780NEXTgi%
```

```
1790hj%=1:REPEAT
```

```
1800READM%,0%
```



# KARATE LISTING

```

1810IFM%=B% AND O%=C% THEN draw
%=draw%+1:ENDPROC
1820IFdraw%=8 THEN GOSUB 1880
1830hj%=hj%+1:UNTILhj%=8
1840DATA3,1,3,0,1,0,2,0
1850DATA1,3,0,3,0,1,0,2
1860DATA3,2,1,3,2,3,3,1,1,1,2,2
,3,3,0,0
1870ENDPROC
1880a%=RND(2):IF a%=1 THEN PROC
man1dead
1890IFa%=2 THEN PROCman2dead
1900RETURN
1910DEFPROCdeadchars1
1920VDU23,224,&00,&00,&00,&00,&
18,&3C,&3E,&1E,23,225,&00,&00,&0
0,&00,&00,&00,&06,&C6,23,227,&0C
,&20,&20,&60,&70,&68,&64,&34,23,
228,&22,&36,&3C,&5C,&48,&20,&20,
&20,23,230,&34,&13,&13,&1B,&1B,&
03,&01,&01
1930VDU23,231,&C0,&E0,&A0,&B0,&
90,&D0,&D0,&D8,23,233,&01,&01,&0
0,&00,&00,&00,&00,&00,23,234,&CB
,&E8,&E8,&E8,&E0,&DB,&36,&6C
1940FORgr%=226 TO 235 STEP 3:VD
U23,gr%,0,0,0,0,0,0,0,0:NEXTgr%
1950ENDPROC
1960DEFPROCdeadchars2
1970VDU23,230,&00,&00,&60,&F0,&
F0,&67,&00,&60,23,231,&00,&00,&0
0,&00,&00,&80,&E0,&30,23,232,&00
,&00,&00,&00,&00,&00,&00,&00,23,
233,&70,&3C,&0E,&03,&03,&00,&00,
&00,23,234,&0B,&3C,&73,&7C,&7F,&
1F,&07,&01
1980VDU23,235,&00,&00,&14,&B6,&
36,&B6,&B6,&B6
1990FORhy%=224 TO 229:VDU23,hy%
,0,0,0,0,0,0,0,0:NEXThy%
2000ENDPROC
2010DEFPROCman1dead:COLOUR3:SOU
ND0,-15,45,2
2020PROCdeadchars1:PRINTTAB(X%,
20);man$:PROCdelay(300):PROCdead
chars2:PRINTTAB(X%-1,20);man$:CO
LOUR1:PROCstance:PROCcaller:PRIN
TTAB(N%,19);blank$:TAB(N%,20);ma
n2$
2030PROctwiddle:PROCdelay(200):
PROCnextbelt(1)
2040PROCstart:GOTO110
2050DEFPROCman2dead:COLOUR1:SOU
ND0,-15,45,2
2060PROCdeadchars1:PROCcaller:P
RINTTAB(N%,20);man2$:PROCdelay(3

```

```

00):PROCdeadchars2:PROCcaller:PR
INTTAB(N%+1,20);man2$:COLOUR3:PR
OCstance:PRINTTAB(X%,19);blank$:
TAB(X%,20);man$
2070PROctwiddle:PROCdelay(200):
PROCnextbelt(2)
2080PROCstart:GOTO110
2090DEFPROCnextbelt(k1%):COLOUR
129:VDU28,0,5,19,4,12,26
2100IFk1%=1 THEN belt2%=belt2%+
1
2110IFk1%=2 THEN belt1%=belt1%+
1
2120RESTORE2180
2130FORbt%= 1TO belt1%:READcol1
$:NEXTbt%
2140RESTORE2180
2150FORtb%=1 TO belt2%:READcol2
$:NEXTtb%
2160IF belt1%=6 THEN PROCwin(1)

2170IF belt2%=6 THEN PROCwin(2)
2180DATA White,Yellow,green,pur
ple,brown,black
2190ENDPROC
2200DEFPROCstart:X%=5:N%=12:dra
w%=0
2210COLOUR3:COLOUR129:PRINTTAB(
2,5);col1$:TAB(13,5);col2$:COLOU
R130:VDU28,3,28,16,17:CLS:VDU26:
PROCbow:COLOUR3:PRINTTAB(X%,20);
man$:COLOUR1:PROCcaller:PRINTTAB
(N%,20);man2$:PROCdelay(1600)
2220PROCstance:COLOUR3:PRINTTAB
(X%,20);man$:COLOUR1:PROCcaller:
PRINTTAB(N%,20);man2$:ENDPROC
2230DEFPROCwin(pl%):*FX9,3
2240VDU23,1,0;0;0;0;:*FX10,3
2250*FX15,0
2260VDU26,17,129,12,28,1,29,18,
2,17,128,12,26,28,2,27,17,4,17,1
30,12,26
2270COLOUR3:PRINTTAB(7,5);CHR$2
50+CHR$251+CHR$252+CHR$251+CHR$2
53+CHR$254
2280COLOUR0:PRINTTAB(2,7);"CONG
RATULATIONS!":COLOUR3:PRINTTAB(2
,9);"You have reached";TAB(4,11)
;"the status of":COLOUR0:PRINTTA
B(5,13);"BLACK BELT"
2290PRINTTAB(4,26);"PRESS SPACE
":PROCstance:COLOUR3:IFpl%=2 THE
N COLOUR1
2300PROChikickchars1
2310IFpl%=1 THEN PRINTTAB(9,18)
;man$

```

continued ►



# KARATE LISTING

```

2320IFp1%=2 THEN PROCcaller:PRI
NTTAB(9,18);man2$
2330*FX15,0
2340SOUND1,-14,40,8:SOUND2,-13,
41,8:PROCdelay(860):SOUND1,-14,5
0,2:SOUND2,-13,51,2:PROCdelay(70
0):SOUND1,-14,50,2:SOUND2,-13,51
,2:PROCdelay(700):SOUND1,-15,74,
9:SOUND2,-15,75,9:SOUND3,-10,85,
9
2350A$=GET$:COLOUR128:CLS:PROCi
nst
2360DEFPROCbow
2370VDU23,224,&00,&00,&00,&00,&
00,&00,&00,&00,23,225,&01,&03,&0
3,&03,&0D,&10,&16,&27,23,226,&C0
,&E0,&E0,&E0,&C0,&00,&40,&40,23,
227,&00,&00,&00,&00,&00,&00,&00,
&00,23,228,&27,&2E,&2E,&2D,&2D,&
4A,&4A,&5A
2380VDU23,229,&40,&80,&80,&00,&
00,&00,&00,&00,23,230,&00,&00,&0
0,&00,&00,&00,&00,&00,23,231,&5A
,&42,&7E,&7A,&3A,&3A,&3A,&3A,23,
232,&00,&00,&00,&00,&00,&00,&00,
&00,23,233,&00,&00,&00,&00,&00,&
00,&00,&00
2390VDU23,234,&3A,&3A,&3A,&3A,&
3A,&00,&3D,&3E,23,235,&00,&00,&0
0,&00,&00,&00,&80,&C0
2400ENDPROC
2410DEFPROCinst:*FX21,0
2420VDU26,17,129,12,28,1,29,18,
2,17,128,12,26,28,2,27,17,4,17,1
30,12,26
2430VDU17,3:PRINTTAB(7,5);CHR$2
50+CHR$251+CHR$252+CHR$251+CHR$2
53+CHR$254
2440VDU17,3:PRINTTAB(3,7);"your
reactions";TAB(5,9);"and quick"
;TAB(3,11);"thinking must";TAB(2
,13);"be at their best"
2450COLOUR0:PRINTTAB(2,16);"You
have 4 moves":PROCswepchars2:P
RINTTAB(6,17);man$:PROCchickchar
s2:PRINTTAB(11,18);man$:PROCkic
kchars2:PRINTTAB(6,23);man$:PROC
somchars2:PRINTTAB(11,23);man$
2460VDU17,129,17,3:PRINTTAB(4,3
0);"PRESS SPACE":PROCtune:VDU26,
17,130,28,2,27,17,6,12,26
2470VDU17,0:PRINTTAB(3,7);"KEYS
":PROCstance:VDU17,3:PRINTTAB(5,
9);man$:PRINTTAB(9,9);"- CTRL";T
AB(9,10);"- A";TAB(9,11);"- S";T
AB(9,12);"- X"

```

```

2480VDU17,1:PROCstance:PROCcall
er:PRINTTAB(5,16);"RETURN";TAB(5
,17);"J";TAB(5,18);": ";TAB(5,19)
;"/";TAB(12,16);man2$
2490VDU17,0:PRINTTAB(2,22);"W/D
SOUND/QUIET";TAB(2,24);"F/R FRE
EZE/REST "
2500PROCtune:@%=1234567:RUN
2510ENDPROC
2520DEFPROCfreeze
2530B$=INKEY$(0):IF B$="R" THEN
ENDPROC
2540GOTO 2530
2550ENDPROC
2560DEFPROCtune:VDU23,1,0;0;0;0;
;
2570RESTORE2650:REPEAT
2580L$=INKEY$(0):IFL$=" " THEN
ENDPROC
2590IFL$="Q" THEN *FX210,1
2600IFL$="W" THEN *FX210,0
2610READP%,L%,W%:SOUND2,1,P%-20
,L%:SOUND1,1,P%,L%
2620FORF%=1 TO W%:NEXT
2630UNTIL W%=1600
2640GOTO 2570
2650DATA140,3,2100,140,3,2100,1
45,2,1200,156,2,1300,148,2,1200,
139,2,1300,134,8,4500,144,3,2100
,144,3,2100,160,7,3100,145,2,130
0,135,6,4500,155,3,2100,155,3,21
00
2660DATA160,2,1200,171,2,1300,1
63,2,1200,154,2,1300,149,8,4500,
159,3,2100,159,3,2100,175,7,3100
,160,2,1300,150,1,1000,152,1,400
,150,1,400,147,2,1100,147,2,1300
,134,2,1100,134,2,1200,127,2,110
0,127,2,1600
2670ENDPROC
2680DEFPROCtwiddle
2690RESTORE2750:REPEAT
2700READno%,le%,wa%
2710SOUND2,1,no%-23,le%:SOUND1,
1,no%-3,le%
2720FORF%=1 TO wa%+200:NEXT
2730UNTIL wa%=2000
2740ENDPROC
2750DATA150,1,1000,152,1,400,15
0,1,400,147,2,1100,147,2,1300,13
4,2,1100,134,2,1200,127,5,2000

```

Iron Road, C+VG's October program for the Spectrum, appears to have a bug in it. If you're having difficulty, write and tell us and we'll forward on your problem to Star Dreams, the company who supplied the program, and we will publish any corrections in the next available issue of C+VG.



● Karate programmer  
James Samways

ends here ◀



WHEN MERE MAN WAS NOT ENOUGH...  
IT WAS THE TIME OF...

# CYBORG



# CRL

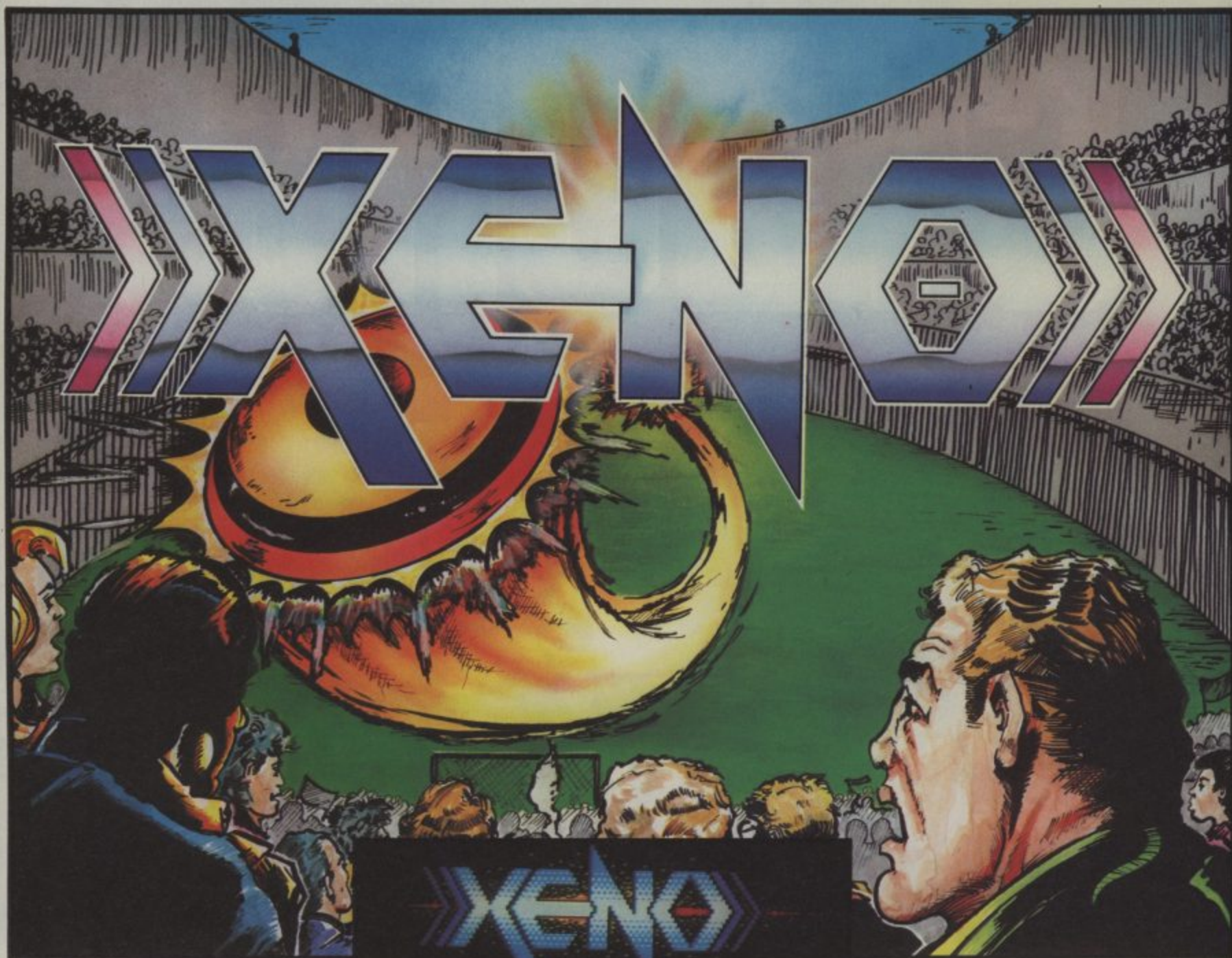
Hot Line: 01-533 2918

CRL Group PLC, CRL House 9 Kings Yard, Carpenters Road London E15 2HD



# The fastest sci-fi arcade game yet.

**AMTIX!**  
Accolade

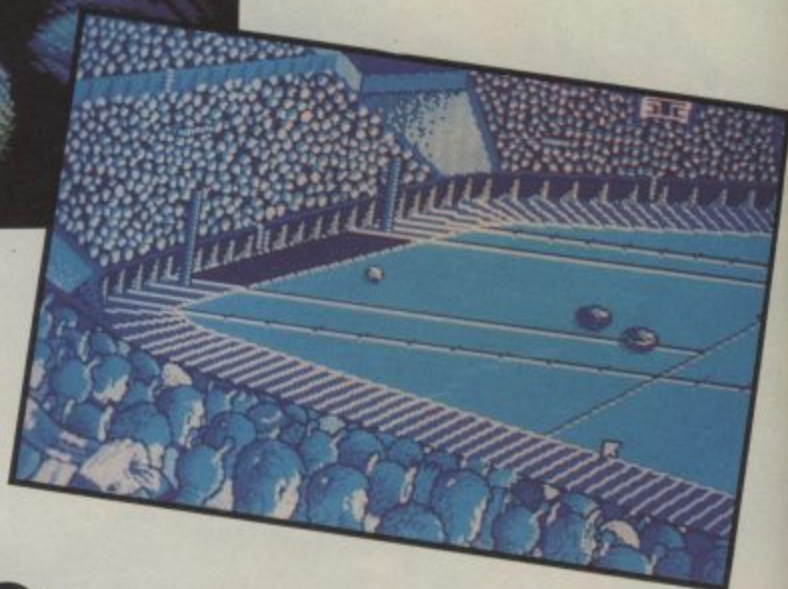


Victory House, Leicester Place,  
London WC2H 7NB  
Telephone: 01-439 0666

Spectrum  
CBM 64 and Amstrad: **£8.95**

## Can you become Earth's Xeno champion?

1 or 2 player  
option.





# SCRAMBLE YOUR BRAINS WITH MIND BENDING SOFTWARE

## CROSSCHECK

Here's the ultimate challenge for word game fans. Gameplay is a combination of strategy and crossword puzzling that allows up to four players, including children. Optional word-clue disks are available to provide even more hours of fun.

CROSSCHECK is great family entertainment.

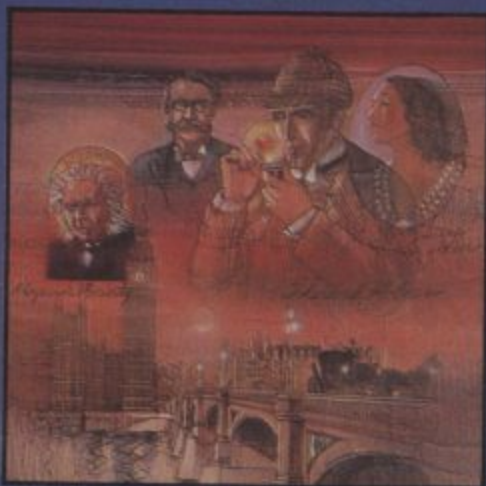
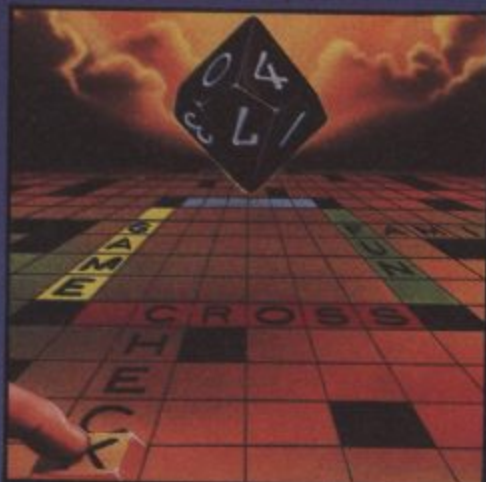
CBM64/128, APPLE £14.99  
IBM £19.99

## 221B BAKER STREET

Join forces with Sherlock Holmes, travel the streets and alleys of Victorian London, and gather clues that will lead to the solution of some of the most intriguing cases ever faced by the famous detective and his sidekick, Dr. Watson. This adventure-strategy game, complete with 30 cases (additional 30-case disks available), is designed for 1-4 players.

CBM64/128, ATARI £14.99  
APPLE £19.99

U.S. Gold  
Units 2/3 Holford Way,  
Holford,  
Birmingham B6 7AX.  
Telephone: 021 356 3388



## MIND PURSUIT

The ultimate test of information and knowledge. Three difficulty levels and an animated game-board option make this new game fun for children, yet challenging for adults. Set the question timer for a tougher game. Up to four individuals or teams can play, making this a game the whole family can enjoy.

CBM64/128 £14.99  
APPLE £19.99

## VIDEO TITLE SHOP

This unique product fills a need for everyone who always wished they could put their own title or descriptive screens into their video tapes. VIDEO SHOP now gives them that capability to create titles in a variety of sizes and type styles to personalise their home or vacation video tapes, or as introductions to shows taped from their TV sets.

CBM64/128, ATARI £14.99  
APPLE £19.99

Sit yourself down, download your data and you're off on a trail of mind twisting tests. High quality software! High quality challenge! Can your mind take the strain?

# DataSoft® DISKS







# MAGMAX

Nichibutsu  
instnquhcn  
Nichibutsu

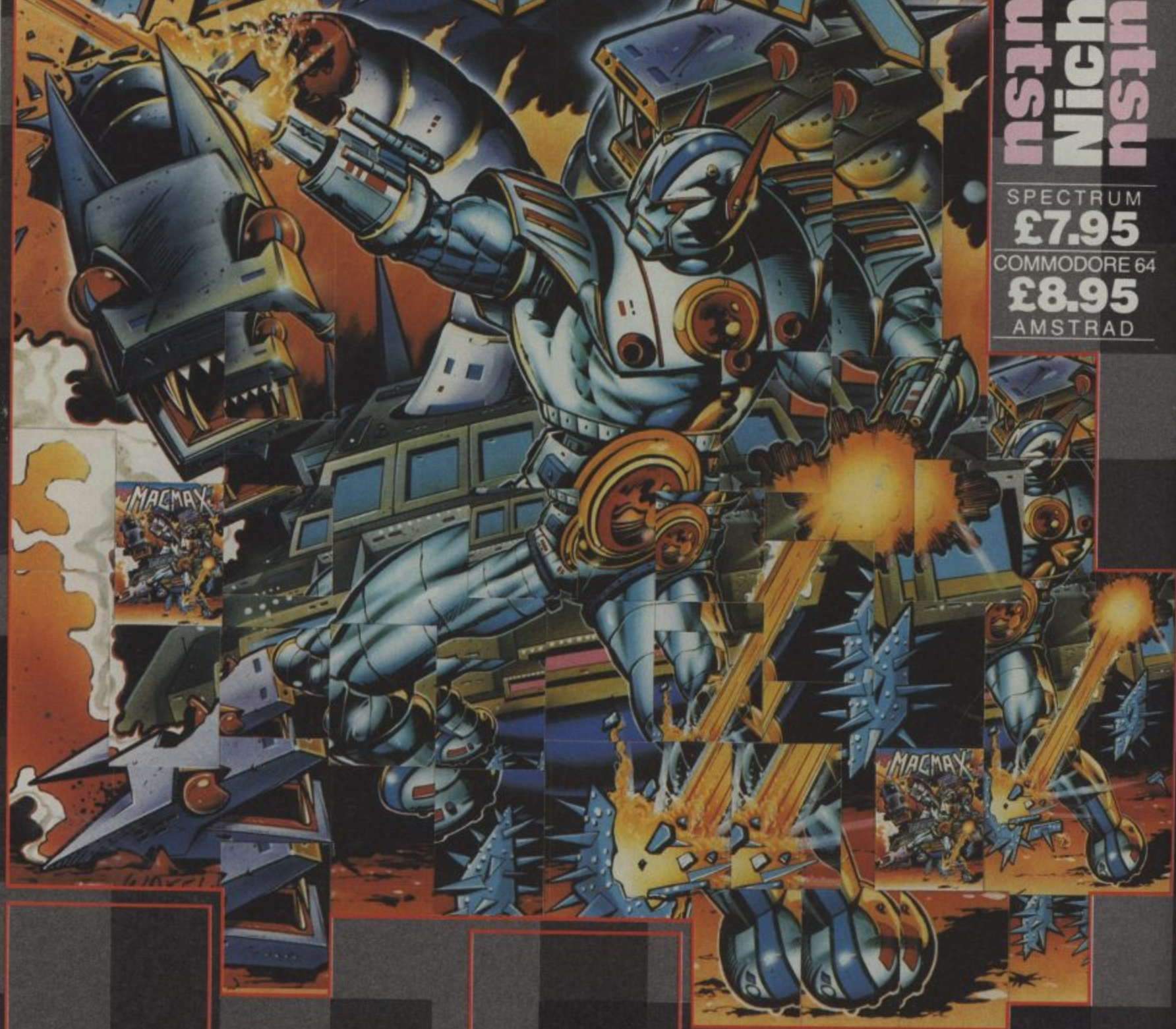
SPECTRUM

£7.95

COMMODORE 64

£8.95

AMSTRAD



Nichibutsu's arcade hot-shot on your home computer now!

If you haven't already played it in the arcades then you're in for a *real* surprise – if you have then you'll be going Mag Max to load it into your micro.

Mag Max could be a mean machine if you've got what it takes to put him together. Build him up and his fire-power increases – you'll need it! – believe it!

Imagine  
..the name  
of the game

Imagine Software - 6 Central Street - Manchester M2 5NS - Tel: 061 834 3939 - Telex: 66997



# I.D.E.A.S CENTRAL

Hi, Melissa R. here. This issue I.D.E.A.S Central has expanded to cover four pages — which means that each month we will be able to bring you more hints, tips and pokes for YOUR computer. And when you write to IC in the future, please enclose a recent photo of yourself — passport size if possible. Who knows, one issue you may open up C+VG and find your features staring out! Just imagine the fame at school, or being mobbed as you walk down the street! Send everything to Melissa Ravenflame, I.D.E.A.S. Central, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. See you next issue!



## HELP

Virgin Games have been in touch with Ideas Central and asked us to pass on the following information to you. There seems to be some discrepancy between the Amstrad Disc loading instructions in the inlay and disc label and what you must type into the computer. Instead of RUN'DISC, Dan Dare requires **CPM** (the **l** — or bar — is achieved by pressing SHIFT and **@**).

Mr Thomas of Essex would like some readers to help him on *William Wobbler*. He has only managed to last 30 seconds in the game, so he can't even get past the first hole. Has anyone done any better?

One game that seems to be causing a few grey hairs to appear is *Spellbound*. Michael Houlihan of London seems to be stuck in about the same place as everyone else —

namely the casting of the Cannelabrium illuminatis spell. He has collected the shield, candle and four leafed clover, but when he tries to cast the spell it says the time is not suitable. Who knows the right time?

A regular request in I.C. HQ are pokes for *Jet Set Willy I and II*. So, dig out your copies of these games and get playing. But, remember to make sure the pokes are

correct before sending them in. M Coulson of Cheshire has written in with some help for *A View to a Kill* codes — to pass from Paris Chase to Town Hall use QRS21. Town Hall to Mine QQQQQ and the code for End HRMQE. In return for these he would like some help with *Batman*. After getting all the bat equipment where does he go from there? He can't go back the way and every other direction leads to a dead end.

## POKES

Seems as though the pokes we printed for *Cauldron II* didn't work, so here, courtesy of Nick and Stephen of Hants, are the correct pokes. (I

hope!)  
1 SYS 63276:POKE 783, 1:  
POKE 830, 34:POKE 832,  
50:SYS 62828  
2 FOR K=679 to 767: POKE

K, PEEK (K+8192):NEXT  
3 POKE 961, 169:POKE 962,  
115:POKE 963, 141:POKE  
964,245:POKE 965, 128 4  
SYS 686

Now rewind the tape to the beginning and type RUN, the game will then load. Thanks lads!

## QUICKIES

On Ocean's *Nightmare Rally*, Andrew Bird of Sheffield recommends that you accelerate the car till it reaches a reasonable speed then hit the keys 'Q' and

symbol shift simultaneously. Your car will then accelerate away very rapidly driving straight through the obstacles until it reaches the end of that stage, automatically qualifying

for the next. To score maximum points wait until your car turns red then use the cheat. This cheat works when using the keys or cursor joysticks, but Richard has not

tried it when other joysticks are used. By the way, who can give Richard a poke for *Monty Mole*?

Want to be a little horror without going to too much

● continued ►



## QUICKIES

trouble? P Limmons of High Wycombe found this bug in *Jack the Nipper*. Collect the key and go to the museum. Enter the secret passage and go into the haunted house. Get the horn from the shelf and scare the three cats in the house, playskool and police station. Leave the police station until last. Once you have scared the cat, leave the room and then come back in again. All you have to do now is wait until the two police men are on the opposite side of the room and then fire continuously. Your rating will now go up by about 5% every time you sound the horn.

If you want to beat all the opponents on *Karate Combat* for the BBC then load in the game as normal and play a two player game. When the

game is finished it says press the space bar, but, instead of this, press Escape key. This will then put you on a one player game with whatever controls you were using in the two player game. Apart from this, it will also stop your opponent fighting back, therefore you can beat the highest ranking 'The Master' — just like Tony Sinnett of West Sussex.

After using most of your torpedos and shells, on Microprose's 'Silent Service, Neil Flannigan of Tyne and Wear, suggests that you go over to the map and press run/stop until "ready" appears. Type in "RUN" and press return. This will take you back to the "continue patrol" option stop. The next time you have a look at the gauges you

will have 24 Torpedos and 80 shells, which is of course what you started with!!

I have been getting quite a few letters from irate Spectrum owners who think that over the last few months IC have turned their backs on games tips and hints for their computer, in favour of Atari and BBC. But, never fear, Lieutenant Lawws's first job was to go out and track down a couple of games tips to keep you happy. First up is Patrick Walsh of Slough who has these Do's and Don'ts for *Paperboy* by Elite.

**Do:**  
Runover flowers of non-subscribers — 50 points  
Knock the lids off the bins (with the papers) — 250 points  
Hit gravestones — 250 points  
Hit lamps — 250 points

Hit bird-wash fountains — 250 points

Throw papers into holes beside houses — 250 points  
Smash windows of non-subscribers — 250 points  
**Don't:** Go slow near dogs and people or go-karts. And don't go head on into kerbs.

Mind out for — skateboards, road diggers, giant wheels, bombs, dancers, fences and fire hydrants.

To get Extra lives — deliver one paper on Monday, then on Tuesday deliver one again to the same house, which will gain you a perfect score, an extra life and a re-subscriber. On Wednesday you will have to deliver three papers to get a perfect score.

## VIC 20

Mario Richard of Lancs appears to be our only Vic 20 reader left, or he's the only one interested in sending in pokes. This time he has three

for *Multitron*. For infinite lives: load the game and reset the computer. Now type POKE 4822,234:POKE 4823,234:SYS 7373

*Phantom Attack* — for 255 lives: load the game, reset the computer and enter POKE 36865,20:POKE 36867,31:POKE36869,252:

POKE 7579,255:SYS 5120  
*Caterpillar* — 255 lives — load the game and reset. Type POKE 5516,255:SYS 6267

## VIC 20

## SPECTRUM

Matthew Clark of Bristol tells you how to get the various Bat-equipment for Ocean's *Batman*.

The Batbag — from the start enter the door on the right and go through the entrance which faces up the way. Get past the sentries by waiting until one is just past you, then walk through. Go in the door at the other end. The Batbag is guarded by one sentry. Stand opposite the bag out of the sentry's path. When he passes you walk to the right and get the bag.

The Batboots — enter the room on the right. Save the game by touching the still object. Go through the door. The conveyor belt will take you near a sentry. Follow him

up. Keeping your finger on the left, walk on the block just before the boots. When the guard passes get the boots. Go back on the block as before. When he goes past again, go down Jump onto the belt and continue doing so to enter the door facing down. The Bat Thruster — follow the path down and get past the 'dogs' (you may have to practise this one) Get "5" object in the room down from the dogs and face the cases. Press key get/jump to save game by touching object on top. Enter the door on the left. Go to the other side of the table and stand on cloak, just on the floor. Jump to table, then onto next table. Leap on to the ball and walk across

and get the thruster. Go out of the room.

The Bat Belt — enter the room on the right. Stand on the edge with cape and press jump & right. Keep you finger on these keys and you will leave the room. Enter the room up, then the room on right. Jump on one object. Get it. Push another towards the right conveyor belt. Jump on the pushed object and press Get. You should now have two objects on top of each other. Take the other object and place it by the two. Jump on it and then press jump/get. Press Get and you will be on 3 objects Jump onto the belt, then on to the moving block. It will take you upwards, jump towards the bat belt to get it.

Richard Gaunt of Staffs has sent in the following tips for *Quazatron*. It is best to build up your power unit then drive, chassis, weapons and devices. If your droid is running out of energy use a recharge plate. When running out of power, if the interfaced parts burn out before you can recharge or grapple another power until then you can recharge your old chemifax off the nearest energy plate before you blow up! The detector defends against disintegrator. Lazer shields defend against any laser. Pulse lasers have no effect on battle droids or other high class droids and if possible get a disruptor shield before going to another level.

## COMMODORE

E Nieland, a regular contributor to IC, has sent these tips for *Hacker II*. First of all you will have to

Logon and the codes for that are Title, Cover, Demo, Demo Pam, Wami, Dome and Gomes. The Logon I.D.

number is 00987 and with this number you can skip the identifying of the panel controls and start directly on

the MFSM.

## COMMODORE



## SO WHAT'S NEW IN LLAMALAND (HANTS)?

**JEFF MINTER**, our long-haired Peruvian Correspondent is off to the land of INCA COLA once again...

## LEAVING A FEW SOFTWARE ARTIFACTS BEHIND...

## For the CBM 64

- ★★ **IRIDIS ALPHA** - meet GILBY, a droid with a high cuteness factor, scuttling or flying across the planetary surfaces collecting energy..  
**A BLAST WITH CLASS** for those who like a little subtlety with the intergalactic mayhem. Includes a great bonus-wave game, pause mode game and (a real first!) fractal music! -published jointly with **HEWSON ASSOCIATES** £8.95 on tape, £12.95 on disc

## For the CBM 16

- ★★ **MATRIX & LASERZONE** - two classics re-written for the C16. MATRIX includes all the features of the original version including that traitorous humanoid, the Snitch, plus (it's hard to take) an even faster fire rate than the original! LASERZONE's unique duo of independently controlled laser-bases has never been easy to control but as you learn its skills things get rougher and tougher for those pesky aliens! - published jointly with ARIOLASOFT £6.95 - both games on tape.
- ★★ **VOIDRUNNER** - The new, megablasting sequel to GRIDRUNNER and LASERZONE... lots of waves, loads of chaos and bits of disintegrated alien flying everywhere in the fastest blast to hit the C16... and on the far side (of the cassette) we plan to include the '16 version of HELLGATE - a shoot-em-up for those with superfast reactions and independently controlled eyeballs!  
- coming soon from LLAMASOFT, with ARIOLASOFT.

## AND ALL THIS

- ★★ **VIVA VIC!** is our VIC collection - 8 of JEFF's best for the good old machine. Great stuff for VIC owners! ABDUCTOR, TRAXX, MATRIX, HELLGATE, LASERZONE etc. £6.50, all on one tape.
- ★★ **YAK'S PROGRESS** - the best of Jeff's '64 stuff, includes 8 games, some now difficult to get, commercially - ATTACK, & REVENGE OF THE MUTANT CAMELS, ANCIPITAL, SHEEP IN SPACE, HOVER BOVER, etc.  
can't whack it at £9.45 (2 tapes) or £11.95 on disc

## AND LIGHTSYNTHS TOO

Another string to JEFF's bow is his work on our **LIGHT SYNTHESISERS** which allow the computer user to play his machine like a 'LIGHT PIANO'.

The original Lightsynth, **PSYCHEDELIA**, is still available for most home micros, now £4.00

**COLOURSPACE**, its successor, has been published for the **ATARI 8-bit** micros (only on tape £7.50), the **BBC B** (tape, £7.95) and in a spectacular 16-bit form for the **ATARI 520 ST** (£19.95).

**FUTURE:** After the Peru trip the Atari ST is due for a bit of pounding - a new project is planned which should be totally ZARJAZ. Suffice to say that COLOURSPACE addicts should expect something interesting in 1987...  
FOR EVEN MORE DETAILS

**FOR EVEN MORE DETAILS :-  
SEND S.A.E. FOR CATALOGUE & FREE NEWSLETTER, TO  
LLAMASOFT LTD, 49 Mount Pleasant TADLEY HANTS RG26 6BN**

# LLAMASOFT



## COMMODORE

During the game you have to open several filing cabinets, so here are the access codes  
First filing cabinet : red 7  
Second filing cabinet : white 6  
Third filing cabinet : blue 1  
Fourth filing cabinet : white 50

When you are at the vault remove a document from the file marked 'Decoy' as you will find a micro-electronic transmitter implanted which will lead you in the right direction.

For identifying the block diagram use the keys 2 3 6 4 1 7 5

When you first start the game, your best bet is to mess about with the video screens before anything else. Once you have practised over-riding the video systems, start learning how to control the robot. There is no point getting to deep into the game if you cannot do these things as you will become a corpse very fast. So practise

## PANEL CONTROL BUTTONS

VHOLD — adjust vertical hold  
CAM — monitor 1 of 38 live cameras

VTR — view 1 of 38 pre recorded tapes

MON — intercept 1 of 2 security monitors

TGS — enable telemetry guidance system

BVP — bypass cameoa with video tape

MRU — activate mobile remote unit.

+ — after pressing CAM,

pressing these will let you see all cameras

The play stop pause « and » keys are to see the pre recorded tapes.

That's all for *Hacker II* but here's another couple of quickies from Nieland.

If you type something dirty on *Tau Ceti* (when you're in computer mode) something strange will happen!!!

*Biggles'* codes — chox, away, aces, high.

## MSX

Yipee another MSX reader with a poke. This time J R Mawhinney of Staffs has one for Turmoil. Which will give you infinite lives. Load in the loader program by typing Load

"CAS:" After the 'ok' prompt, get the LIST. This is a one line list. Delete the 'R' at the end of the line and type in the following.

10 POKE &HEOC1, &HOO

20 DEFUSRO=&HE646:A=USR(O)

This has the effect of stopping the program from deleting a life each time you get caught. Using this system JR

## MSX

discovered a flaw — there is no way to get the oil can on screen 'P'. Anyone else know how to do this

## ATARI

Since the first Atari tip appeared in IC, we have been getting a steady flow of letters with pokes and hints for fellow Atari users. This month was no exception and here we have a selection of them.

Joost van den Meerendonk of Holland is first up with these tips. *Bruce Lee* (player vs computer). Collect all the lanterns on the first three screens, then go back to the second screen. Don't go down to the next screen, but run to the centre and climb up. The ninja will appear and fall down. He will land next to the hole in the ground. When the Yamo appears, there's a good chance he will fall on top of the Ninja. If this happens, jump on top of them. They will walk into the opening and you will score about 6,700 points. Do this about eight times to get an extra life.

*Crystal Castles*. In the very first screen, move to the left corner and jump. This will warp Bentley Bear to level three. At the Crossroads, on level five, stand at the top of the screen and jump to warp to level seven. Beware of the tree. To get rid of the bees, press the space bar before starting the game. The words "press start" will change colour and the bees will no longer trouble you.

On *Chimera* when you take

the warhead to a computer (and push a button) you get the message "You must find a" and then the game crashes. Joost would like to know if this is a real bug or a faulty disk?

Samer Saba of Middlesex has loads of tips that he wants to share with you, so, let's get on with them.

When playing *Ghost Chaser* type FANDA and you will go to a secret level. On *Ollies Follies*, type FRANK to jump to room five and FANDA to jump to room nine.

If you can not find a lift on *Mercenary* go to location 3:00 and you will find one. Press E to open it and on *One Man and his Droid* some of the secret words for jumping levels are Atari and Coffee.

The last one for the Atari is from Simon Stokes of Birmingham and its for *Karateka*.

On the first stage stand perfectly still, just out of range of the guard. He should start to demonstrate his prowess by narrowly missing you with kicks and punches. Eventually he will step one pace towards you and you should then make a high/low kick. It doesn't matter if you don't make contact because when you stand upright, your leg should be across your opponent's. As soon as this happens, rapidly

press the fire button causing your karateka to land several punches. Eventually the fighters will separate and you should repeat the above steps until you knock his strength right down. One point to remember is that the second level can only be reached by running into the wizard's stronghold and not by defeating a set number of guards, so you should run towards the temple whenever possible. That way you will encounter the least number of guards along the way.

The second level guards can be dealt with in much the same way, but, beware of their increasing skill to kick three of four times in quick succession. If at any point your strength falls to a dangerous level, walk backwards to regain precious points, but keep up a barrage of mid-height kicks to keep your opponent's strength down.

The eagle possesses a serious threat on this level because it will fly at you between guards and will knock two points of strength off before the next bout of fighting. The only way to avoid this is to judge the eagle's height and end it packing with a well-time kick. The entrance to the third level is extremely dangerous. Walking beneath the portcullis causes the bars

to drop, so step back and stand up straight. The bars will gradually rise and you should prepare to run under when the bars are high enough.

The third level consists of a small hallway and a series of rooms with a fighter in each. Defeat the fighters as explained earlier and kick the door open to go into the next room.

After defeating one fighter your strength will shoot up. This means that behind the next door is the eagle. As soon as you open the door, the eagle attacks and will fly back into the room, only to return seconds later. By standing near the far door you will get the best chance of timing your kicks. Five kicks are needed to kill the eagle. Next comes the wizard. Kick the door open and walk in punching. The wizard will push you out and his attack. One method dealing with him is to rock back and forth using mid-kicks to knock his strength down. You should keep the same distance between the two. When the wizard advances, retreat.

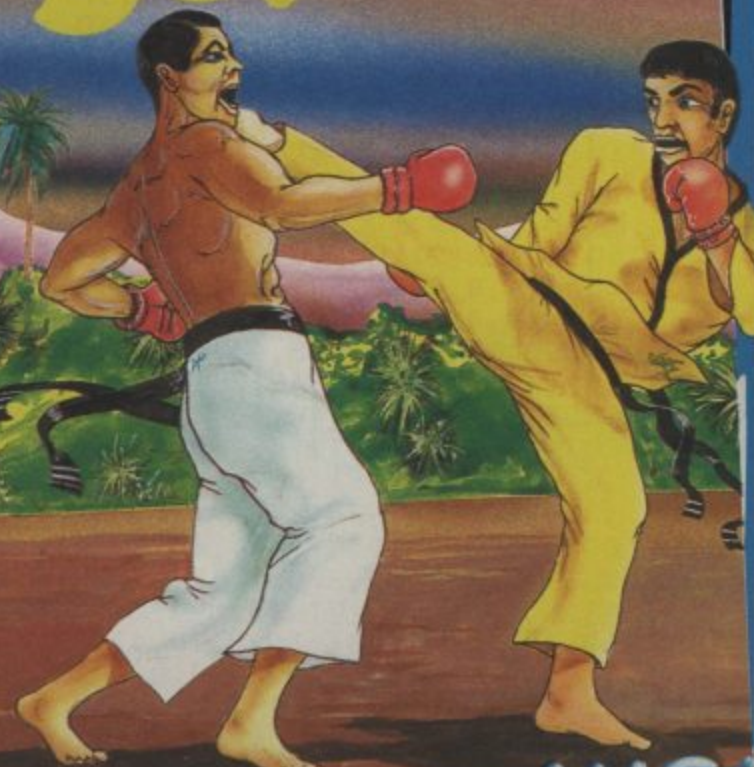
If you defeat Akuma, you can run and rescue Mariko, but, don't show her any signs of aggression. . . you'll regret it. By the way, does anyone know the password for *Whirlinurd* to play level E?



# THAI BOXING



The cuts and bruises on boxers faces visibly show the pounding they are receiving from the kicks and punches to the face and body. Fast and furious action in 3D brings to life one of the greatest spectator sports, which has just one aim - Victory!



ANCO

CBM 64 Screen shots.

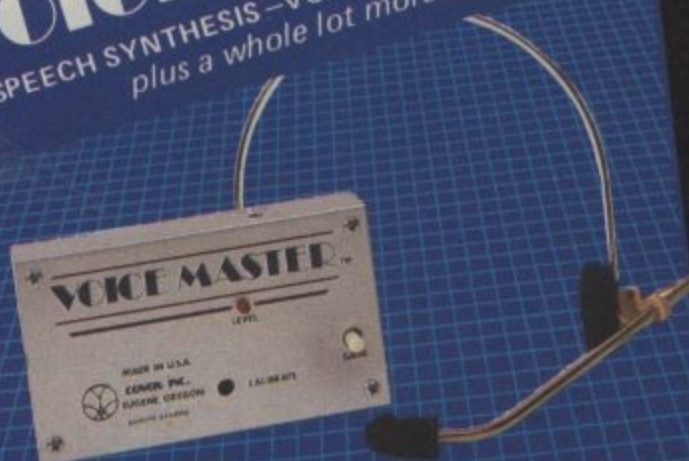
CBM 128 Disc 11.95  
CBM 64/128 Cass 7.95 Disc 9.95  
CBM PLUS 4 Cass 7.95

SPECTRUM Cass 7.95  
AMSTRAD 6128 Disc 13.95

AMSTRAD 464/664 Cass 8.95 Disc 12.95  
MSX Cass 9.95  
ATARI ST Disc 19.95

## THE AMAZING VOICE MASTER

SPEECH SYNTHESIS-VOICE RECOGNITION  
plus a whole lot more!



£59.95

AVAILABLE FOR:-

COMMODORE CBM 64/128, ATARI 800/800XL/130XE, APPLE IIc/IIe.

## VOICE MASTER

**YOUR COMPUTER CAN TALK IN YOUR OWN VOICE.** Not a synthesizer but a true digitizer that records your natural voice quality, in any language or accent. Words and phrases can be expanded without limit from disk. Speech Edit program alters or improves sounds.

**WILL IT UNDERSTAND WHAT YOU SAY?** A real word recognizer for groups of thirty two words or phrases with unlimited expansion from disk/tape memory. Speech playback and word recognition can work together. Have a two way conversation with your computer.

Easy to use with new basic commands like SPEECH, LEARN, VOLUME etc. Machine code programs and memory locations for more experienced programmers.

Totally transportable software. Speech recorded on a CBM 64 using a V.M. can be loaded into another CBM 64 via tape or disk and reproduced without using a V.M.

**EXCITING MUSIC BONUS.** Lets you hum or whistle to write and perform. Notes literally scroll by as you hum! Your composition can be edited, saved and printed out. You don't have to know one note from another in order to write and compose!

**NEW! DEMO SPEECH DISK AVAILABLE** an introduction to Covox speech. The disk gives several general vocabularies that you can use in any of your own programs. Sample programs include a talking keyboard, calculator, clock and more. English, French and German selections. Samples of level 1 and 2 speech editing. Twenty eight page booklet included. Price £2.50p Available from ANCO.

Dealers write to us on your letter headed note paper for a FREE sample of the talking disk.

**ULTIMATE HUMAN TO COMPUTER INTERFACE** - You will never find better value.

ANCO

ANCO SOFTWARE, 4 WEST GATE HOUSE, SPITAL STREET, DARTFORD, KENT DA12EH. Telephone: 0322 92513/8 Telex: 892758 ANCOG.

24 HOUR CREDIT CARD SERVICE 0322 522631



# AMSTRAD

girl French, Richard. Parlez Francais? Richard's poke this month is for *Starquake*.

## ALIENS' MAP

OPERATIONS. ROOM 28  
ARMOURY. ROOM 78  
CONTROL ROOM. ROOM  
174 GENERATING ROOM.  
ROOMS 177 — 182  
MEDICAL RESEARCH  
BLOCK.





# The great Christmas extravaganza

## 9th official commodore computer show



### LOCATION

**Champagne Suite & Exhibition Centre,  
Novotel, Hammersmith  
London W6**



### HOURS

**10am-6pm Friday,  
November 21  
10am-6pm Saturday,  
November 22  
10am-4pm Sunday,  
November 23**



### PRESENT TIME

Looking for ideas for gifts? Take your pick from many thousands of products from stocking fillers to major presents, including all the latest software and hardware releases.



### RANGE

On show: the entire Commodore family – from the C16 and Plus 4 to the 64, C64, C128 and the fabulous Amiga.



### MUSIC HALL

When the versatile C64 takes to the stage you'll be treated to an amazing kaleidoscope of sound and music.



### GEOS

Windows, icons and pull-down menus – see the innovative GEOS in action.



### AMIGA VILLAGE

The centrepiece of the whole show – this is where you'll see for the first time the exciting new products that will make the Amiga the most talked-about computer range of them all.



### WHO'LL BE THERE?

Everyone who's anyone in the growing Commodore world – including a number of mystery celebrities. The last time a Commodore Show was held in London it attracted a record 20,000 visitors.



### TICKETS

Write today for your advance tickets. Walk past the queues and save money too – £1 per head off the normal admission prices.

### Advance ticket orders

Please supply:

- ☐ Adult tickets at £2 (save £1) ..... £ \_\_\_\_\_
- ☐ Under-16s tickets at £1 (save £1) ..... £ \_\_\_\_\_
- Total £ \_\_\_\_\_
- ☐ Cheque enclosed made payable to Database Publications Ltd.
- ☐ Please debit my credit card account

Access \_\_\_\_\_

Visa \_\_\_\_\_

**Admission at door:**  
£3 (adults), £2 (under 16s)

9th official  
commodore  
computer show

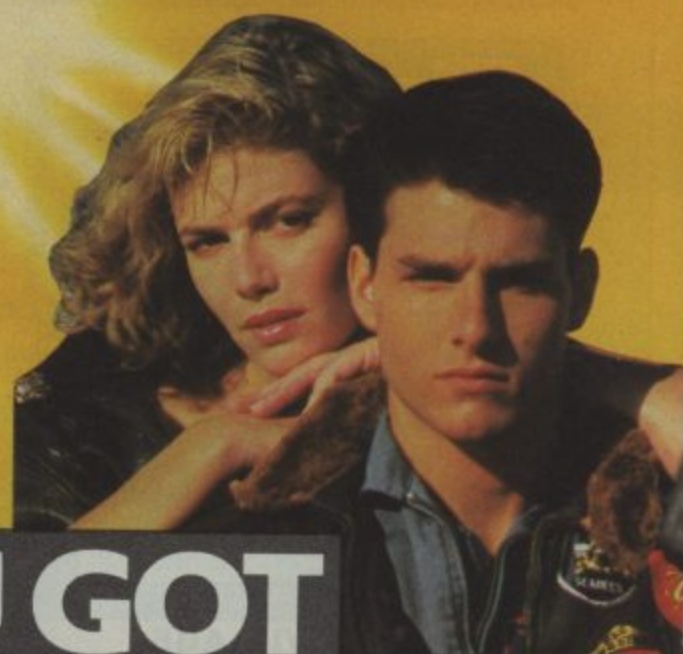
**November  
21-23  
1986**

Post to: Commodore Show Tickets,  
Europa House, 68 Chester Road,  
Hazel Grove, Stockport SK7 5NY.

Name .....  
Address .....  
..... Signed .....

**PHONE ORDERS: Show Hotline: 061-456 8835**  
**PRESTEL ORDERS: KEY \*89, THEN 614568383**  
**MICROLINK ORDERS: MAILBOX 72:MAG001**  
Please quote credit card number and full address. Ref.CVG12





HAVE YOU GOT  
WHAT IT TAKES TO BE A

# TOP GUN

TM

Top Gun puts you in the fighter pilot's seat of an F-14 Tomcat.

Vector graphics and a split screen allow 1 or 2 players to play head to head, or against the computer.

Your armaments in this nerve tingling aerial duel are heat seeking missiles and a 20mm rapid fire cannon.

Can you feel the force!

Top Gun mavericks! Enter the danger zone.

**£7.95**

SPECTRUM



**£8.95**

AMSTRAD/COMMODORE

Ocean Software Ltd., 6 Central Street, Manchester M2 5NS. Telephone: 061-832 6633. Telex: 669977 OCEAN G.

Ocean Software: Distributed in France by Ocean France. Telephone: 93-42-7144. Distributed in Germany by Rushware. Telephone: 2101-70040.

TM DESIGNATES TRADEMARK OF PARAMOUNT PICTURES CORPORATION and used by OCEAN SOFTWARE, LTD. under authorization.



# HOT HITS

# for Christmas

Who says American software has got dull, predictable and boring? Well, C+VG may have been guilty of something like this. But our US ace reporter Marshal M. Rosenthal was determined to prove us wrong with this bunch of hot stuff from the States. And with release dates here and in America getting closer every week you'll soon be seeing these games in our green and pleasant land...

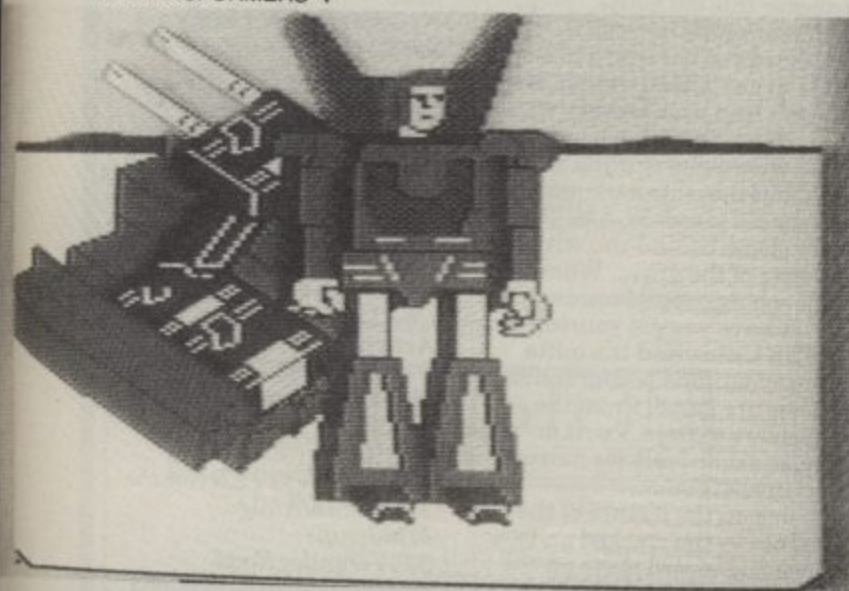
**The Transformers: Battle to Save the Earth.** The Decepticons, have developed a plan to reduce all of Earth to rubble in a bid to gain enormous power. Only your Autobots can stop them! Plan your strategy on the map. Send Cliffjumper or Hound, or Pipes, or any of the eight Autobots to various locations and prepare for an attack.

Where will the Decepticons strike? At the Andreas Zoo? The Shuttle base? The offshore Oil



PIPELINE JUNCT.

▲ TRANSFORMERS ▼



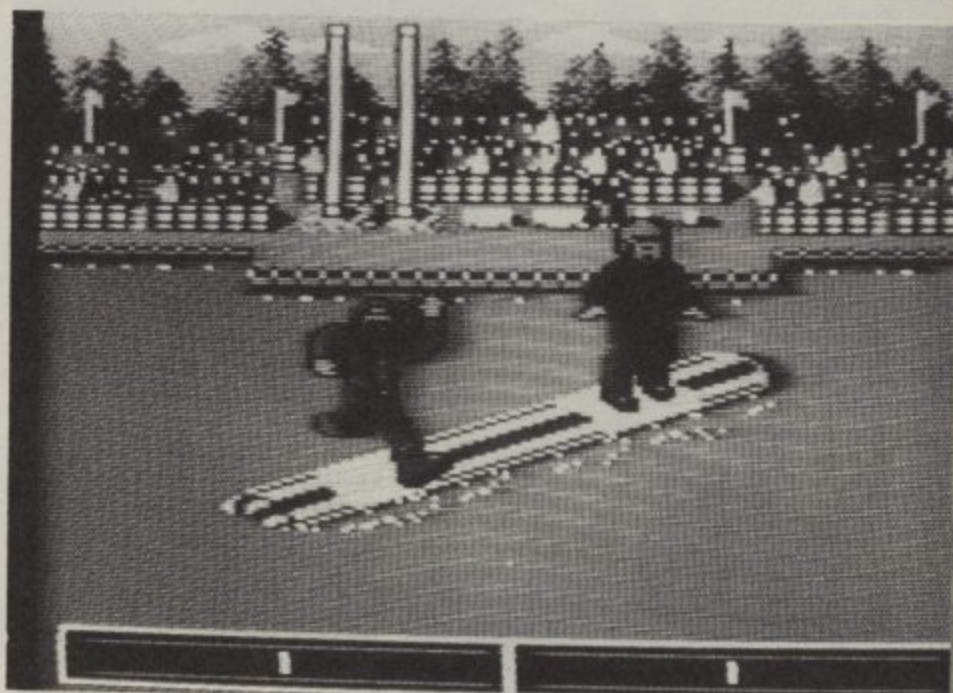
Platform?

Plan your strategy. Will you send the fast Bumblebee, or the slow but powerful Rodimus Prime?

The robots possess strength and energy in proportion to their size (use the status screen to check). Watch them change from robot to car, or truck and back again.

Tune in on their view screen and attack the invaders with devastating firepower. Watch out, the planes are getting too close. Transmission, damaged from shelling — energy low. Return the Autobot to base while shifting to another robot's view screen. Beware, for failure increases the threat to Earth's safety. But don't rack your brain deciphering the clues for now — get those Decepticons!

There's a ton of action going on ALL the time, with



explosions, moving figures, animation and a continuously running musical track. Side two of the disk features the story of the Autobots and is narrated by a robotized voice as illustrations fill the screen. All I can say is that if you like action, you're gonna love Transformers.

**Gamemaker** fans will be happy to see the arrival of the new Library disks. The first two are Sports and Science-Fiction. Both include a variety of sprites, scenes and sounds that can be integrated into your own programs.

Scenes include Archery, Boxing, Darts, Sking, Planets, Stars and Meteors.

Sprites include golfers, baseball players, flying saucers and bug eyed monsters.

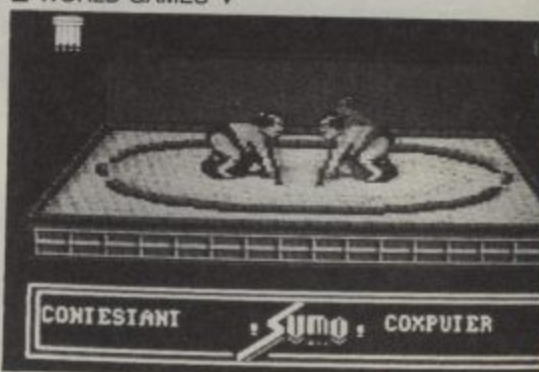
Sounds echo with balls being smacked and ray guns zapping.

Completing the packages are a number of musical themes.

For those who want to know, **Gamemaker** is soon to come out for the Amiga and Atari ST. It should be awesome.

Return to World War 2, and one of the greatest little bombers of the Royal Air Force, the Mosquito. A lightweight wooden fuselage combines with Rolls-Royce Merlin engines to create a darting, lightning-fast that painfully stung the Germans again and again.

▲ WORLD GAMES ▼



Now it's time to see if YOU can handle the "Wooden Wonder" in an exciting, multi-screen game from **Accolade, Ace of Aces.**

First choose a mission. Start easy, or go for a Nazi sub or V2 rocket bae. Select weapons based on mission and experience.

But you can read more about **Ace of Aces** in this month's review section.

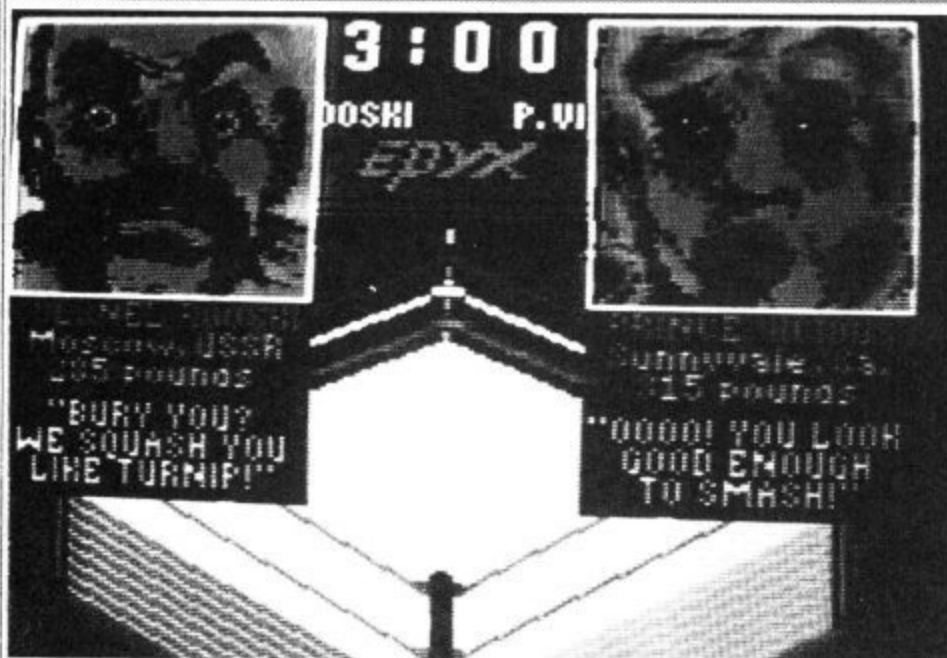
Holidays mean fun. Computers mean fun. Put the two together and you get **Paper Models: The Christmas Kit** from Activision.

The disk is filled with all sorts of holiday decorations and patterns that you can use, adapt and put together with your own designs (using a painting program).

Create tree ornaments, gift wrap decorations, even a

► CONTINUED ON PAGE 110





#### ▲ WORLD CHAMPIONSHIP WRESTLING

You respond to him on the keyboard. Talk about anything and everything. Do it seated, or lying down (if your fingers will stretch that far). Dr XES is patient and understanding, but he doesn't tolerate being ignored. Hesitate too long and he might bring up your mother again.

The Games are back. What Games? World Games. Players hungry for more Olympic-style challenges will be delighted because Epyx has assembled a set of truly international competitions, all along the lines of their successful Olympic Game series (*Summer Games*, *Summer Games 2*, *Winter Games*).

You and your joystick will circle the globe, participating in difficult and exotic sports.

Dive off the jagged cliffs of Mexico, where a few inches means the difference between success and death.

Jump barrels in Germany, hold on for dear life as a bull takes you for an afternoon spin in the American west.

Eight events will challenge your skill and test your daring. Those feeling a bit daunted can warm up with log rolling in Canada or caber tossing in Scotland (Give it a go, Lesly?).

Take on the computer, or have up to eight fellow competitors.

There's even a travelogue feature to inform and add to the enjoyment of the locale. All with pleasing graphics, great sound, and the exceptional attention to detail you've come to expect. So go on — go for Gold.

But I hear you fans of the gentle art of wrestling grumbling about being overlooked. Don't despair — Epyx has seen the

light. Presenting **Championship Wrestling**, with such quality competitors as Purple Hays, Zeke Weasel and B.C. Colossus.

In fact, there are eight of these guys on the circuit, and you can battle to your heart's content (after assuming the persona of any one of them).

A status line indicates a player's strength, which affects both his performance and stamina.

Prior to the main event, the two participants are given a chance to wish the other luck (ie they trade off insults).

The ring is three-dimensional, and has nice, hard turnbuckles aching for someone's head (try to make sure it won't be yours).

Enter the ring and use any variety of 25 moves to pound your electronic opponent into lunch meat.

It's all done with joystick/button combinations, natch, and each "wrassler" has a special move all his own which he will be more than willing to demonstrate to his opponent.

What about sound effects? Besides cute musical themes to introduce each member of this scientific sport, there is also a full symphony of grunts and groans as body parts are rearranged. Plus encouragement and jeers from the fans.

The crowd isn't very passive by the way — in fact they tend to get downright nasty.

Action isn't confined to the ring either. There's always the possibility/inevitability of being tossed over the ropes.

**Championship Wrestling** finally brings dignity to the much-maligned sport of science and skill. And poke out anyone's eyes who tells you different.

You should know better than to enter this old house.

Unfortunately, a) you've smashed you car into a nearby tree, b) are getting rained on and c) can't find your brother who was, WAS, in the car with you.

So where else can you go for help but into this dark and musty old place? SLAM! The door closes behind you with the finality of the grave. Where is that sobbing sound coming from? What have you got yourself into?

**The Uninvited** is a quite unconventional text/graphics adventure game. From the designers of *Deja Vu*, it uses the mouse exclusively for movement and investigation.

Click on the picture of the old victrola — the cracked and repeating record plays an old Rudy Valee tune.

Check everything, clues abound as do things go bump in the dark.

The main graphics window displays each location, and a bottom screen highlights text information.

Unlike a static screen, furniture can be moved around and doors and closets opened. Though it might be wiser to leave some things alone.

Icons indicate health, status and additional information. A small graphics window to the right of the main screen shows various exits and passages pertaining to the area you're in.

Digitised sounds are most realistic . . . and discomforting.

Animated figures appear and aren't there just for show.

There are also other surprises, but they're much too horrible to mention. Yet . . .

*Author's bio: Marshal M. Rosenthal is a New York photographer and journalist for a number of domestic and overseas publications, dealing in computers, video and high-tech.*

#### PRODUCTION INFORMATION:

**ACE OF ACES** (C64/128):  
Accolade (US Gold in UK)  
20833 Stevens Creek Blvd.  
Cupertino, California 95014

**CHAMPIONSHIP WRESTLING/WORLD GAMES** (C64/128, Atari ST and Amiga/World Games only):

Epyx  
600 Galveston Drive  
Redwood City, California 94063

**DR. XES** (for the Atari ST/Amiga):  
Finally Software (formerly Rosetta Stone)  
4000 MacArthur Blvd., suite 3000  
Newport Beach, California 92663

**GAMEMAKER: SPORTS LIBRARY, SCIENCE-FICTION LIBRARY/PAPER MODELS: THE CHRISTMAS KIT/THE TRANSFORMERS: BATTLE TO SAVE THE EARTH, VOLUME ONE** (all for the C64/128):  
Activision  
P.O. Box 7286  
Mountain View, California 94039

**THE UNINVITED** (for the MacIntosh/Amiga):  
Mindscape  
3444 Dundee Road  
Northbrook, Illinois 60062



#### ▲ UNINVITED Christmas village.

The secret is that everything has been designed to be folded into three-dimensional shapes.

Paste the print-outs onto cardboard or stiff paper, and assemble along the dotted lines to form tree ornaments, gift holders, a locomotive, even that perennial old sourpuss Scrooge.

There's plenty inside the box as well. A decorator's guide will help in planning your creations. Also included is a ruler, green and red felt-tip pens, a glue stick and heavy card stock. Even five jingle bells! Say Happy Holidays by giving personalised attention to your friends and family.

If the holidays start to get you down, maybe a good session with a psychiatrist will help. Save your money by telling your troubles to **Dr Xes**, the Shrink-in-the-Box from **Finally Software**. He'll lead you through a therapy session that will have you climbing the walls (padded of course).

The doctor will ask you all kinds of questions as he probes into your very being. You reply as you see fit. Did I mention that the Dr SPEAKS to you? He's kind of a gruff son-of-a-gun, but at least he smiles occasionally. I guess I forgot about his face being on the screen too.



## CUT PRICE SOFTWARE

SPECTRUM	RRP	OUR	COMM 64/128	Cass	Disk	AMSTRAD	Cass	Disk
Unidrum	8.95	6.50	World Games	7.25	11.95	Galvan	6.50	10.00
1942	7.95	5.50	Leaderboard	6.95	10.95	Tomahawk (8256)	N/A	11.95
Galvan	7.95	5.50	Freeze Frame 3 (cart)	35.95	10.95	Mini Office 2	11.95	14.95
Elite	14.95	11.00	Uchi Marta	6.95	10.95	Monopoly	7.25	10.95
Great Escape	7.95	5.50	Breakthru	6.99	10.99	Scrabble	7.25	10.95
Sold Million 3	9.95	6.95	Alleycat	6.50	10.00	Trivial Pursuit	11.95	16.95
Paperboy	7.95	5.95	Durels Big 4	7.00	10.95	Highlander	6.50	10.00
W.A.R.	7.95	5.50	Lightforce	6.50	N/A	Imp Mission	6.99	10.95
Shao Lins Rd	7.95	5.50	Paperboy	6.95	10.95	Dracul	6.95	N/A
Dan Dare	9.95	6.95	The Pawn	N/A	16.95	Sold A Million 3	6.95	10.95
Terra Cresta	7.95	5.50	Now Games 3	6.95	N/A	Miami Vice	6.50	10.00
Durels Big 4	9.95	6.95	Trivial Pursuit	11.95	16.95	1942	6.50	10.95
Now Games 3	9.95	6.95	Galvan	6.50	10.00	Now Games 3	6.95	N/A
Infiltrator	9.95	7.25	Infiltrator	7.25	11.95	Paperboy	6.95	N/A
Space Harrier	7.95	5.50	Cyborg	6.50	N/A	Tau Cee	6.95	10.00
Trivial Pursuit	14.95	11.95	Shao-Lins Rd	6.50	10.95	Its a K.O.	6.50	10.00
Uchi Marta	8.95	6.50	Exploding Fist 2	6.95	10.95	Winner Games	7.25	10.95
Revolution	8.95	6.50	Dracul	6.95	10.95	Elite	11.00	17.95
Dandy (Gauntlet)	7.99	6.50	Leaderboard Tor	3.99	5.99	Dan Dare	6.95	N/A
Hardball	8.95	6.50	Gauntlet	7.25	11.95	Durels Big 4	7.00	10.95
Thantos	8.95	6.50	Sold Million 3	6.95	10.95	Leaderboard	9.95	10.95
Shockway Rider	7.95	5.75	Masters Universe	7.25	11.95	Green Beret	6.50	10.00
Fist 2	8.95	6.50	Championship Wres	6.95	10.95	Fist 2	7.00	10.95
Miami Vice	7.95	5.50	Fairlight 2	7.25	11.95	W.A.R.	6.50	N/A
Lightforce	7.95	5.75	Bobby Bearing	6.50	10.00	Starstrike 2	6.95	10.95
Footballer Year	7.95	5.50	Ace of Aces	7.95	11.95	Atlantic Chalg	6.50	N/A
Graphic ad Creat	22.95	18.00	Great Escape	6.50	10.00	Konams Golf	6.50	10.00
Dracul	9.95	6.95	Double Take	6.50	10.00	Uchi Marta	6.95	10.95

P&P included. Overseas orders please add 75p per tape. Make cheques payable to: C.P.S. Visa/Access orders welcome by phone.

ACCESS **CUT PRICE SOFTWARE Unit 6, Stort House, Riverway, Harlow, Essex CM20 2DW** VISA  
Tel: (0279) 24433 (24 hour ansaphone) or 31956 During Office Hours

400/806

# LOOK

NOW

XL/XE

ST

ATARI OWNERS

Are you having difficulty finding suitable software. If so, then look no further. We have available for both **hire** and **purchase** one of the largest selections of both UK and American titles to choose from. Games and Utilities for all ages. Hardware and add-on utilities at discount prices and special deals regularly being offered. If you would like further information please send a large s.a.e. to:—

**CHARWOOD PRODUCTS AND GAMES**  
30A Warwick Avenue, Quorn, Loughborough  
Leicestershire LE12 8HD  
Tel: 0509 412604

## TECHNICAL SUPPORT

We are looking for a very rare breed of person of assume a technical support role in our newly established Software Development Group, The Software Studios.

This rewarding position commands a varied list of duties; the work is challenging and requires a working knowledge of 6502 and/or Z80, and familiarity with most popular home microcomputers. You will work closely with our Product Management team and freelance software developers assisting and resolving any technical issues that may arise, in addition to managing product testing.

Additionally, you will assess new hardware and advise the Group on various technical matters. An understanding of cassette and diskette mastering would be an advantage, as would knowledge of protection techniques for home computer software.

If such a responsible and varied position would suit you, please send a current C.V. to:

**ACTIVISION**  
ENTERTAINMENT SOFTWARE®

The Software Development Manager

Software Studios  
Activision (UK) Limited

Activision House, 23 Pond Street, Hampstead, London NW3 2PN  
Tel: 01 431 1101/01 431 2992 Telex: 21485

# EUROMAX



# JOY BALL

A sensational new design  
- very easy to use and  
extremely positive. Fitted with  
ultra sensitive switches and  
rapid fire option.  
**FORGET THE REST -  
GET THE BEST**

**EUROMAX**

The name for joysticks

**WARNING: — cheap imitations of our range are available. Please be careful and insist on our product to ensure full guarantee of satisfaction.**

# JOY BALL

Contact your nearest computer store for details on full range or clip the coupon.

Prices from £8.95 — £69.95

Euromax Electronics Ltd.,  
FREEPOST Pinfold Lane,  
Bridlington,  
YO16 5XR

☎ 0262 602541

☑ Access Accepted

Please send me full details  
Name \_\_\_\_\_  
Address \_\_\_\_\_

JB



# Firelord

## ● COMPETITION

OK, so you've got your trusty broadsword, polished up the old questing armour and given your shield a coat of bright new paint — but there's something missing, right? Suddenly it strikes you like a bolt from a wizard's staff. You haven't got a helmet! What self respecting knight could go on a quest without one? What would the guys gathered at the Round Table say when they saw you — a naked knight! Well, never fear C+VG is here! We've got hold of a golden helmet that would grace even the most fashion conscious knight's bonce.

It once belonged to the Firelord — hero of Hewson's latest game. And they've agreed to donate it to the winner of our grand Firelord competition. As well as the great golden helmets the winner will also get a copy of Steve Crow's latest epic which will be available on the Spectrum, Amstrad and 64. Then 25 runners-up will be able to claim a copy of the game. Now, here's what we want you to do.

Steve Crow's game is set in a land ruled by an Evil Queen, is populated by Flame Ghosts, a friendly dragon, and is generally weird and mysterious. We'd like you to draw or paint us a picture of any of the characters featured in the game. You could draw us the friendly dragon, the Evil Queen, a Flame Ghost or even the Firelord himself. You can use anything you want to create your picture and make it as big or small as you wish.

Once you've got it together send your entry to *Computer and Video Games*, Firelord Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is December 16th, normal C+VG rules apply and Big Red's decision is final. The competition will be judged in three aged categories, under 12, 12-15, 15 and over.



C+VG/Hewson Firelord Competition

Please fix this coupon to your entry

Name: .....

Address: .....

Age: .....

Computer owned: Spectrum ☐ C64 ☐ Amstrad ☐ (tick box)



**Crime is a disease. He's the cure.**



# **STALLONE**

# **COBRA**



© 1986 Warner Bros. Inc.  
All rights reserved.

**ocean**

SPECTRUM

**£7.95**

COMMODORE 64

**£8.95**

AMSTRAD

6 Central Street • Manchester M2 5NS  
Tel. 061 834 3939 • Telex 669977



# COMPETITION RESULTS

Hubble, bubble — it was every witch way and win with Cauldron, a knight to remember with Ghost 'n' Goblins and a real thriller with Zoidzilla.

Yes, it's competition results time and we've printed a selection of winners from three recent C+VG art competitions.

First up is Cauldron. First prize of a golden pumpkin mounted on a wooden base with a plaque goes to Nalin Solanki, 15, of 52 Lansdowne Road, Ilford, Essex. Paint sets go to Anthony Taylor, 6, of 19 Woodfield Road, Tredegar, Gwent (under 10 winner); Paul Telford, 15, of 39 Craighlaw Avenue, Waterfoot, Eaglesham, Glasgow (10-15 winner); Martin Rogan, 18, 59 Edith Street, Consett, Co Durham (over 15 winner).

The following 20 runners-up get copies of Palace Software's Cauldron and Cauldron II: Angus Lee, 16, 7b Rosemount Sq, Aberdeen, Scotland; J. R. Dawson, 14, 19 Nightingale Ave, Chelmsleywood, Birmingham; Phil Irish, 19, 29 Ragleth Gdns, Monkmoor, Shrewsbury, Shrops; Stewart Dean, 15, Crow Hall, Weset Lexton, Kings Lynn, Norfolk; Graeme Robb, 14, 23 Traquair Park West, Edinburgh; Gerben den Heeten, 14, Berkenrodelaan 23, Amstelveen, 1181 Ah, Netherlands; Simon Docwra, 14, 7 Monument Lane, Chalfont St. Peter, Bucks; Russell Mills, 14, 57 Molyneux Dr, Bodicote, Banbury, Oxon; Kevin Curtin, 13, 36 Elmgrove, Nairn, Scotland; Nicky Watson, 13, 38 Hummers Knot Ave, Darlington, Co. Durham; Matthew Wade, 12, 105 Rochdale Rd, Middleton, Manchester; Timothy Eggleton, 12, Milton Keynes; James Baylay, 12, Worcester; Nicholas Beesley, 12, Warrington; Andrew Carr, 11, 37 Glebeville, Leek, Staffs; Crispian Hall, 11, London Joanne Hough, 6, 96 London N21; Susan Knott, 8, Rathfarnham, Dublin 14; Zoe Miveid, 11, 47 Amaulla Rd, Croxteth, Liverpool; Andrew McAvoy, 10, Southend-on-Sea.

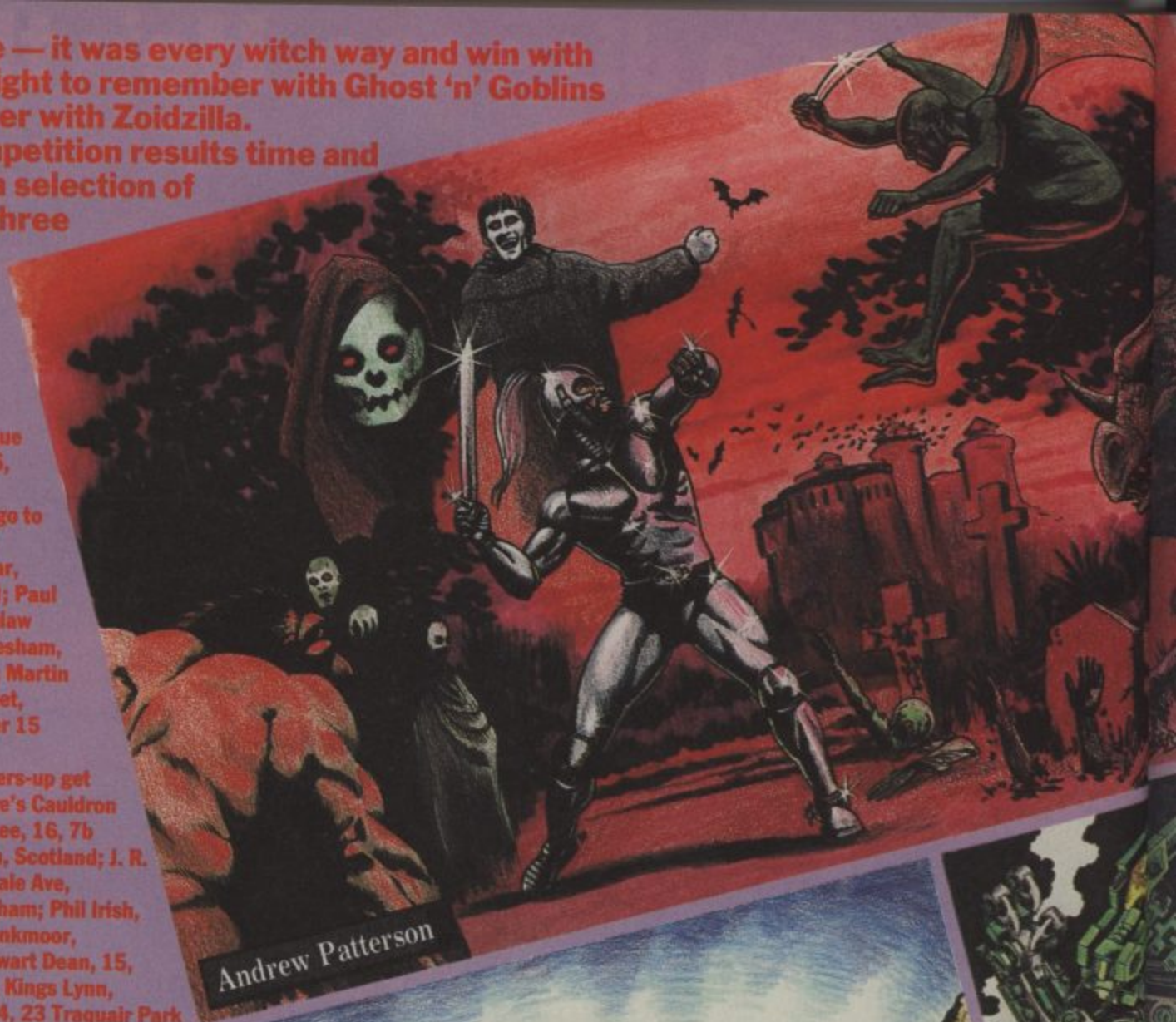
In our Ghost 'n' Goblins competition, we asked you to draw or paint a picture of the galant knight in battle with the evil creatures found in the game.

The ten winners received a package of three of Elite's converted arcade games — Commando, Bomb Jack and Ghost 'n' Goblins.

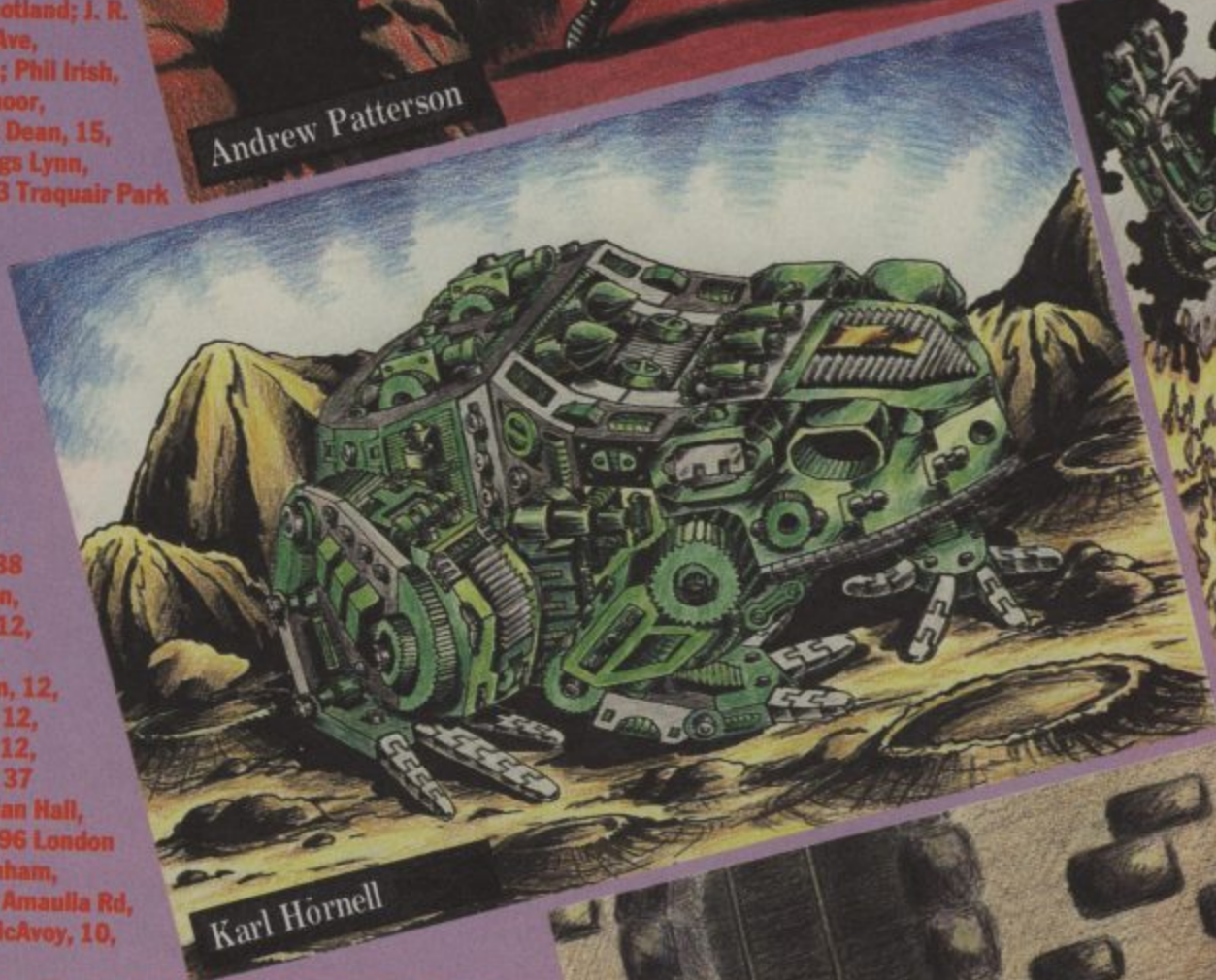
The prize winners are: R.C. Fokkema, Claremaheerd 19, 9736 LB Groningen, The Netherlands; Andrew Patterson, Hull; Darren Bonas, 48 Rutland Avenue, Walkergate, Newcastle-upon-Tyne; Xavier Pick, Fulford, York; Mark McDonnough, Stockport, Cheshire; Jonathan Eggleton, Bletchley; Lee Jackson, 49 Harey Dene, Newcastle; Nadeem Mohammed, London; Michael Marshall, Killamarsh, James Closs, Shopperton, Middlesex.

A Tomy Zoidzilla kit, which builds up into a motorised Zoidzilla, goes to these three first prizewinners: Lee Scott, 303, Molesay Road, Hersham, Surrey; Jonathan Eggleton, 92, Melrose Avenue, Bletchley; Karl Hornell, Hasseivagen 25, 743 00 Storvreta, Sweden.

The following ten runners up get a smaller tomy wind-up kit: David Patterson, Welwyn garden City, Zaniccotti Filippo, Milan, Italy; Martin Smith, West Midlands; Marc Smith, Colliers Wood, Stuart Allardyce, 8 Stevenage, Richard Pelley, Westbury-on-Trym, Bristol; Fernando Abrantes, Tooting, Stewart Darling, Hildlothian; Lee J Harris, Sheffield.



Andrew Patterson

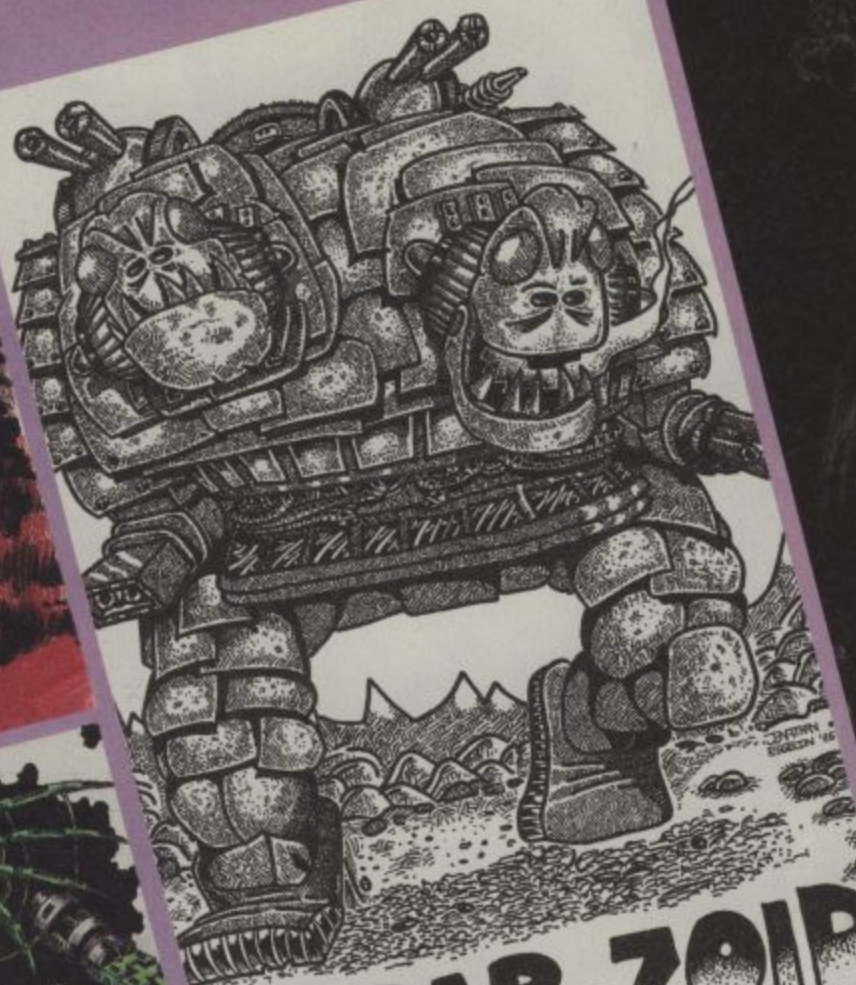


Karl Hornell



Nalin Solanki





**TRAP-ZOID**  
Jonathan Eggelton



Paul Telford



Karl Hornell



Jonathan Eggelton



Lee Scott

**BIL**

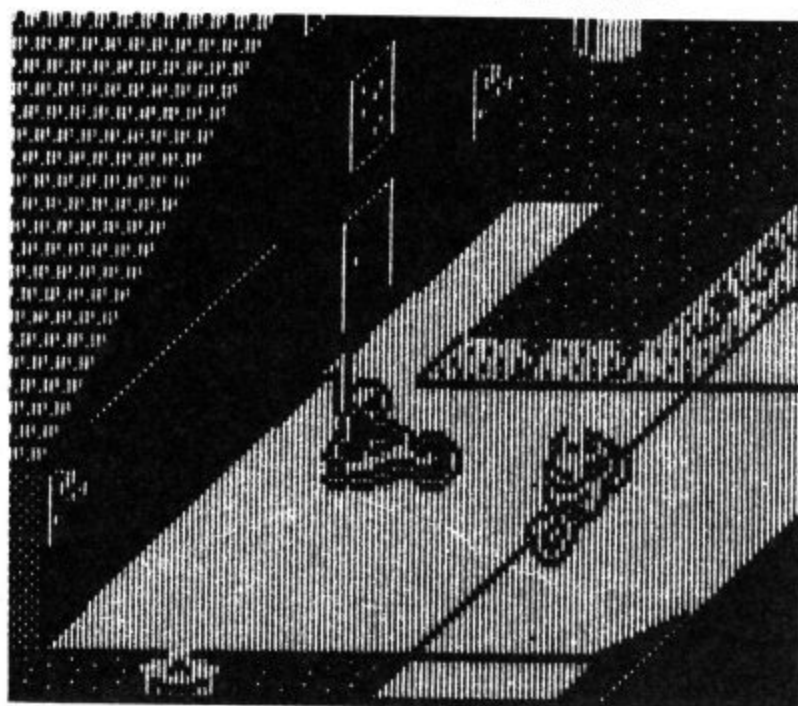
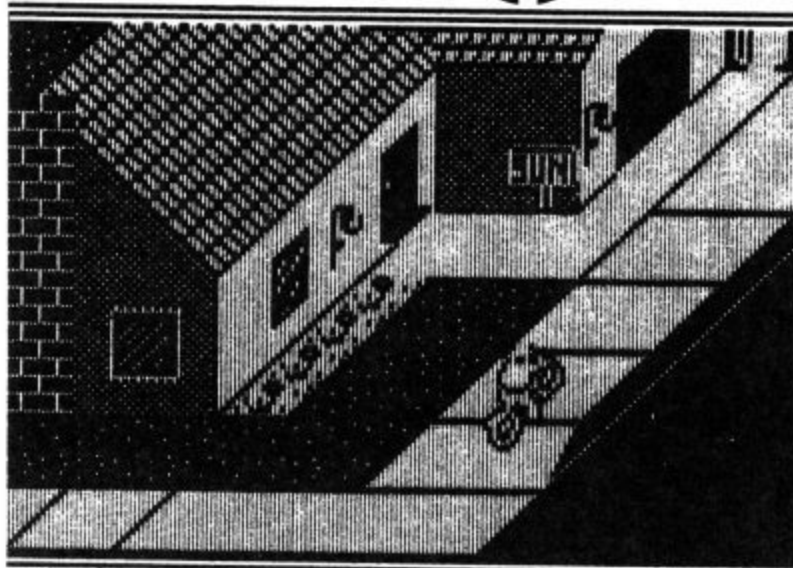
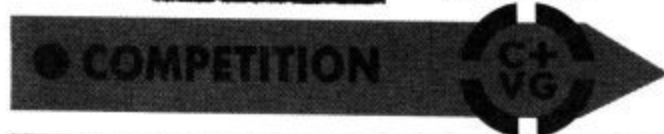
**RED**

**SCORPION**  
ZOID





# PAPERBOY™



Read all about it! C+VG's hunt for the UK's Elite Paperboy. If you're one of the few who get up at the crack of dawn, brave dangers like dogs, cats and angry customers, come rain, snow, hell and high water, YOU could be the person we're looking for.

Together with *Elite*, the people who brought you the soon to be classic Paperboy conversion, we're on the lookout for the paperboy or girl who can truly claim to be the country's Elite deliverer of papers, comics, magazines and C+VG!

The boy or girl who claims the title will get a special BMX bike to help speed those deliveries. Runners-up will get copies of *Elite's Paperboy* game or a C+VG T-shirt. You can choose which!

All you have to do to claim the prize is get the newsagent who you work for to nominate you – and give us a good reason why you are the UK's Elite paperperson!

If you've done a good deed, or something above and beyond the call of duty, tell us about it. Just fill in the coupon below and fix it to your letter – don't forget to tell us which computer you own and what size T-shirt you want. And remember to get your employer to sign the form!

Once you've done all that send your entry to *Computer and Video Games*, Elite Paperboy, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Closing date is December 1st to give you more time to get yourself organised. And if you have an amusing story about your paper round why not tell us about it?

## C+VG/ELITE PAPERBOY COMPETITION

Name \_\_\_\_\_  
Address \_\_\_\_\_

Computer owned \_\_\_\_\_ T-shirt size \_\_\_\_\_

Newsagents signature \_\_\_\_\_

Please fix this coupon to your entry.





Coming to earth soon...



# HOWARD!

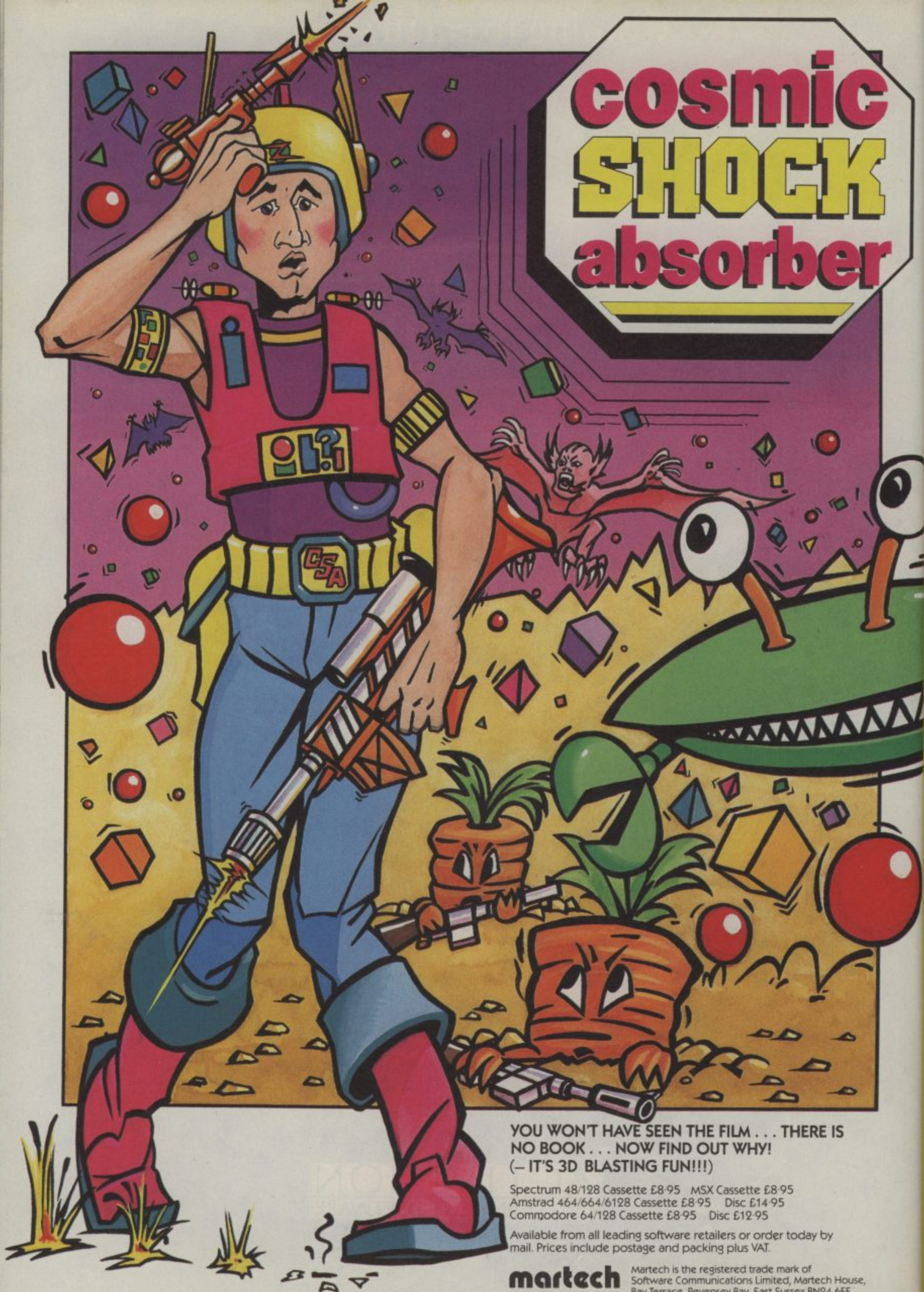
ACTIVISION  
ENTERTAINMENT SOFTWARE

From Lucasfilm and Universal Pictures

© 1991 Activision, Inc. All rights reserved.



# cosmic SHOCK absorber



YOU WON'T HAVE SEEN THE FILM . . . THERE IS  
NO BOOK . . . NOW FIND OUT WHY!  
(- IT'S 3D BLASTING FUN!!!)

Spectrum 48/128 Cassette £8.95 MSX Cassette £8.95  
Amstrad 464/664/6128 Cassette £8.95 Disc £14.95  
Commodore 64/128 Cassette £8.95 Disc £12.95

Available from all leading software retailers or order today by  
mail. Prices include postage and packing plus VAT.

**martech**

Martech is the registered trade mark of  
Software Communications Limited, Martech House,  
Bay Terrace, Pevensey Bay, East Sussex BN24 6EE  
TRADE ENQUIRIES WELCOME. PHONE: (0323) 768456 TELEX: 878373 Martec G



IF IT LOOKS LIKE A DUCK, AND IT SOUNDS LIKE A DUCK, THEN IT MUST BE . . .

# HOWARD THE DUCK



For the first time anywhere Howard the Duck speaks! Yes, in another great C+VG exclusive the Master of Quack Fu reveals his innermost secrets . . . well some of them anyway.

C+VG: How did you arrive on this planet?  
Howard: Didn't I make the front page here? For the record I plummeted through space in an armchair. Don't think I couldn't make the scheduled air fare — let's just say the trip was unplanned.  
C+VG: How does it feel to be the subject of a computer game?  
Howard: Oh, it's fairly painless.  
C+VG: What's your opinion of computers?  
Howard: ★!★!★!★!★! As a billosophical duck, I can accept intellectually that there will be good and bad in any cross-section of computers. But, oh brother, let me at the ★!★!★ one that malfunctioned and zapped me onto this planet and I'll

★★★★★★★★★★★★★!!! and then ★@/!/\$/★/★! (Simmer down Howard, we can't devote the whole issue to this, Ed.)

C+VG: Did you have computers on Duckworld?  
Howard: Are you insinuating we're behind the times? Ducks may be small buddy, but we're smart.

C+VG: Have you ever, or will you ever, play a computer game?

Howard: Sure, I like computer chess when I'm in the mood to lose.

C+VG: Why aren't you called Howard Drake?

Howard: Are you kidding, in

our telephone directories half the entries are under 'Drake'. I understand humans have a similar problem with 'Smith'.

C+VG: Are you related to Donald?

Howard: Donald who?

C+VG: Please give graphic details of your lifestyle.

Howard: Sorry, I've never been any good at drawing pictures. What's that groaning noise?

C+VG: Are you a mallard or an Aylesbury?

Howard: Give me a break you guys, I'm a duck with an interplanetary identity crisis already. Besides, Beverly has

told me this may be a rude question.

C+VG: Have you any memories of being in your egg?

Howard: I have this recurring dream about being trapped inside a smooth sphere. It's very warm and hard for me to breathe. My psychiatrist thinks this is very interesting, but at his hourly rate who would tolerate indifference?

C+VG: What are your earliest memories?

Howard: I remember waking at 3am once.

C+VG: When did you have your first swimming lesson?



Howard: OK, embarrass me. I can't swim.

C+VG: Are you allergic to oranges or cranberry sauce?

Howard: Ducks don't eat oranges or cranberries so put me down as a 'don't know'.

C+VG: What is your idea of a good night out?

● continued on page 120 ►

## HOWARD THE DUCK'S ADVENTURE ON VOLCANO ISLAND

**T**HE horror of it. There I was, resting comfortably in an easy chair. No worries. At peace with the world. Then suddenly I was transported from normality into total lunacy. Trasported to world of hairless apes!

But life's life, you know? You meet a nice girl. Make



C+VG has gone totally quackers this month thanks to Howard the Duck. Cult comic character here and in America and star of a new George Lucas film, Howard is about to hit the small screen in a big way thanks to Activision. Here we bring you an exclusive interview with the feathered hero — while our wildlife correspondent Marshal M. Rosenthal takes off after the game.

some new friends and fight off evil and global destruction. At least when it's all over you can find another comfortable chair and have a smoke. Then again . . . What's this? Has C+VG's ace American reporter Marshal M. Rosenthal totally flipped his lid? Or did he really meet a Duck in a suit? As every fowl for himself goes,

Howard the Duck is about average, no more true-blue than true-grey. But take Beverly, his girlfriend, have some Dark Overlord take Beverly away — and well then you get a duck of a different colour.

Howard must battle to save

continued on page 120 ►



◀ continued from page 119

Howard: My close friends call me Disco Duck and I must admit to some pretty fancy webb-work on the dance floor. But you know, a star's life gets to be one long round of partying. My favourite night out is a night in my apartment relaxing with the latest Kurt Vonneduck novel.

C+VG: Do you see yourself becoming a world leader one day?

Howard: Well . . . modesty prevents me from saying too much, but what the hell . . . Yes.



C+VG: What is your opinion of people who sleep with duvets?

Howard: Ugh, the very idea gives me shivers. But the way I figure it, with human diet the way it is, this barbaric practice is no surprise. Civilization is only a thin veneer — I forget who said that — some other duck of wisdom and genius.

C+VG: Would you ever consider going back to nature?

Howard: You mean like camping overnight besides a lake with the wind howling through my feathers? Thanks, but no thanks, I'm strictly an urban duck.

C+VG: How do you cope with visiting places like Regent's Park where there are lots of naked ducks?

Howard: Never been there but personally I regard the naked female duck as an object of art. How do I get to Regent's Park?

C+VG: What is the nature of your relationship with

Beverly?

Howard: Sneaky, sneaky, saving this one to the last. You figured that you'd get me nicely relaxed, talking freely, and then wham! Well yarboo sucks, a star is entitled to his private life. Leave me some crumbs for my autobiography, you creeps.



◀ continued from page 119  
the world but this time with YOUR help.

Load up the game. Howard enters on screen and takes a bow. Exiting stage right, he begins to wonder (via a word balloon) why Beverly has not shown up for his moment of glory. A guy doesn't save the world everyday, you know!

Then the challenge of Volcano Island or Beverly is cooked meat. There can be only one decision: FIGHT!

Howard certainly won't quack up in the face of a challenge! You direct him in his quest to rescue Bev from a baddie so mean, he steams!

Time to get going. Parachuting onto the island is easy, locating the packback of supplies isn't. It just happens



to be on the other side of stuff that looks like quicksand.

Let's call it mutant slime since it's alive. Too bad we can't call it quits.

The slime has this habit of kicking anybody who gets on it right in the kisser. Somehow, get past it and grab the backpack. A dead end? Well, that means you get to play with the slime again. How lovely.

That packback is pretty important because it contains some goodies no self-respecting duck should be without: an



Acme portable Neutron Disintegrator, a solar powered jet-pack and an Ultralight flyer all conveniently disassembled for easy carrying.

Remember the bit about the island being deserted? Seems that doesn't include what comes out of the oversized ant-hills.

No, they're not really little Draculas, just dozens of teensy-weensy mutants who keep getting stronger and meaner. Good thing Howard knows Quack Fu, because it's going to take a whole lotta punching and kicking to wear these boys down.

Penetrating into the Overlord's hidden cavern means hugging the walls and staying on the crumbling old ledge as lava bubbles below. A stalagmite falls, then another as the volcano rumbles louder.

Finally you come face to face with the Dark Overlord. Pull out the Disintegrator and shoot it out man to duck. Score three hits, and watch DV explode entertainingly.

It'll be a short-lived victory, though, if you don't locate the

master control panel and hit the volcano's cut-off switch. Then, finally, at last, it's time to light up a good cigar.

Now for a surprise. Howard is the creation of Gamestar, the sports-oriented subsidiary of Activision. These "sports" bring a different approach to this adventure — one of total arcade action.

There are no cyborg doors to unlock, or mystic sages to grapple riddles over with. As Scott Orr (VP of Sports software development) says: "We're not interested in keeping secrets from you. Baseball, football, games of skill and strategy can tell you everything you need to know, but you still gotta get your hands on the joystick and DO IT!"

"Our feeling," Orr remarks, "is that you can't get truly involved in a game if you're spending time hunting for keys to press and commands to issue. That's why the joystick handles everything."

Orr adds that there's opening music to enjoy (taken from the film), and an original theme played at the end. Plus 20 distinct sound effects that range from Quack Fu grunts to the squishing sound of webbed feet.

Orr goes on. "The island is composed of 9 screens in a 3 x 3 grid which can scroll in any direction, and the final confrontation between Howard and the Dark Overlord uses four screens laid out vertically. And talk about your display list interrupts: Doug Barnett's backgrounds are generated in 11 colours on the C64."

"But what's really important," says Orr, "is that we've made the game very playable. Certain actions don't



come into effect until they can be used, like the Ultralight appearing when Howard reaches the edge of the cliff, or the jet-pack for when he tries to cross the water.

"Another thing is that Howard doesn't really die either. He just gets booted off the screen, and reappears at a nearby point to try again."

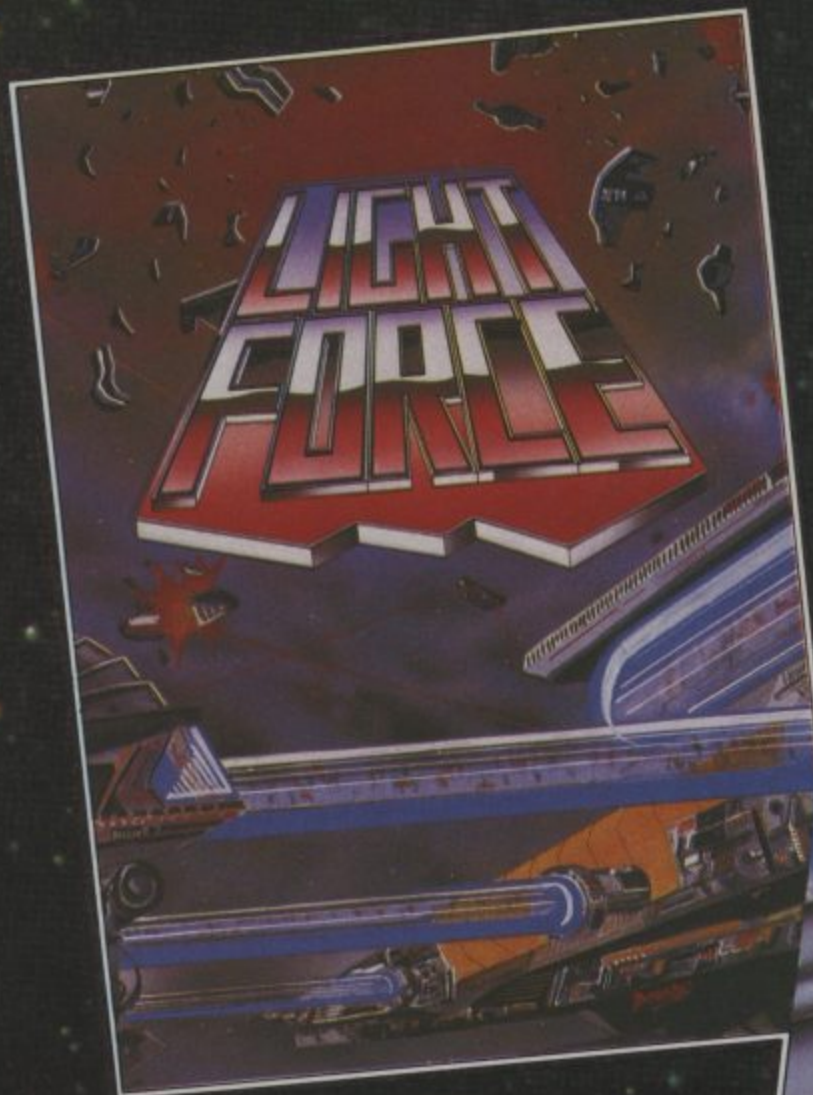
Being a hero has its own rewards. One of them is getting a gold medal proclaiming victory. The medal appears at the end of the game and gives the player a classification that depends on the level played (novice, beginner, intermediate and expert).

So unless you'd rather stay home in bed eating quackers and cheese, go play *Howard The Duck's Adventure on Volcano Island*.



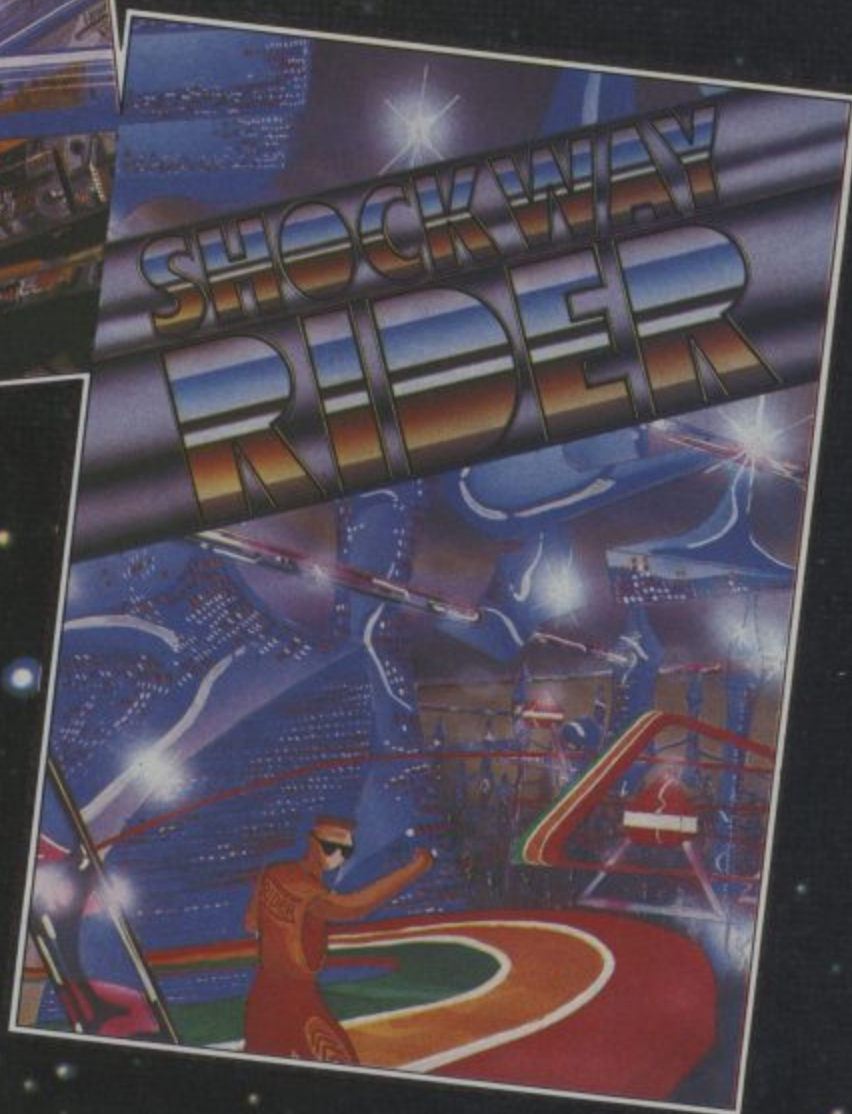


# "GAMES AT THE SPEED OF LIGHT..."



**LIGHTFORCE** is for **VENGEANCE**.....  
**LIGHTFORCE** is the Punishment Arm of Galactic Fighter Command.  
 When a Terran-settled system at the edge of the galaxy is seized by an alien force, revenge comes in the form of a lone **LIGHTFORCE** fighter.  
**LIGHTFORCE** confronts alien in a dazzling battle above the strange landscapes of the Ice-Planet, the Jungle Planet, Alien factories and the impassable Asteroid Belt.  
**LIGHTFORCE** — at the speed of Light - from **FTL**.

**SHOCKWAY RIDERS** are the pick of the street gangs - **ATHLETIC, AGGRESSIVE & ARROGANT** - as they cruise along the triple-speed moving walkways that circle the great **MEGACITYS** of the 21st Century.  
**THE ULTIMATE AIM OF EVERY RIDER** is to go "**FULL CIRCLE**" - to do that, he must fight off the Block Boys, the Cops and the Vigilantes - as well as negotiating the Speed Traps and Rider Ramps erected by the angry local residents!  
**SHOCKWAY RIDER** is the most original arcade game of the year -  
**THE ULTIMATE FUTURE SHOCK!!**



**FTL**  
**FASTER THAN LIGHT**

**LIGHTFORCE** AVAILABLE SEPT. '86  
**SHOCKWAY RIDER** AVAILABLE OCT. '86

**SPECTRUM £7.95**  
**AMSTRAD & COMMODORE £8.95**

**FTL FASTER THAN LIGHT**, CARTER FOLLIS GROUP OF COMPANIES,  
 SEDGLEY ROAD EAST, TIPTON, WEST MIDLANDS DY4 7UJ. Tel: 021-520 2981 (4 lines)

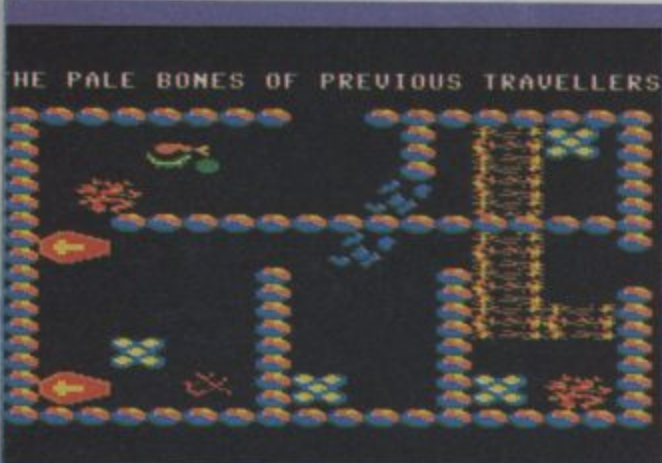
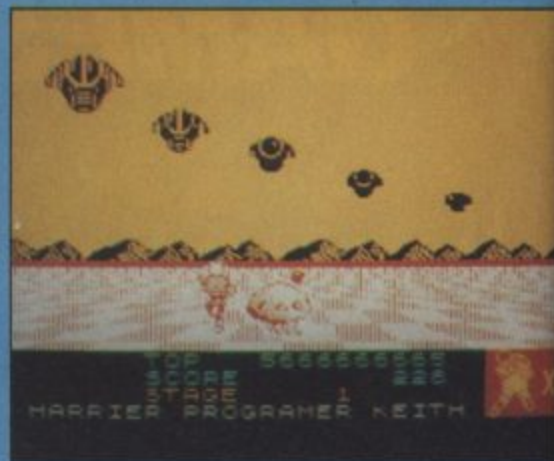


# C+VG Street Seen

This is tomorrow calling ... the shape of games to come. Are you out of touch with what's new in fun software? It's obvious you need to read **Street Seen**, C+VG's games preview pages. Every month we will be bringing you the cream of the crop of new games which will be heading your way in the weeks to come. And you can be sure we will be streets ahead of our rivals. Remember, the future starts here!

Here it is. Space Harrier from Elite! They said it couldn't be done — but I'm afraid all the doom and gloom merchants will have to eat their words. Both Spectrum and C64 are very fast, very playable and a treat for the fans of the arcade version. The Spectrum version is just about finished. The Amstrad version is will on the way and so is the 64 game. It won't disappoint those of you who have been waiting with bated breath for Elite's biggest arcade conversion to date. Watch out for our Space Harrier special next issue.

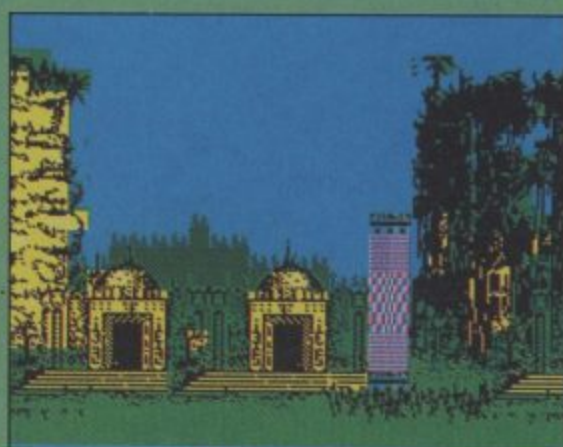
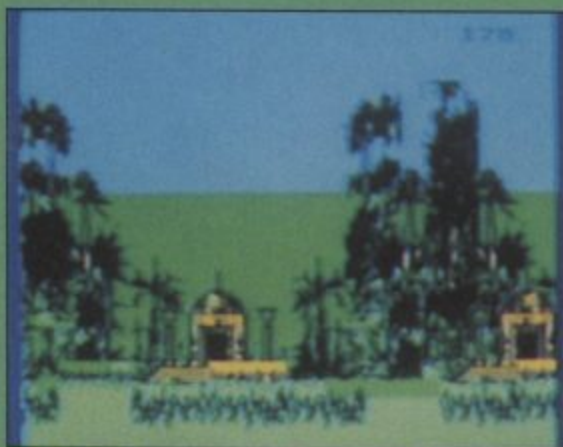
In the meantime marvel at the screen shots supplied by Elite boss Steve Wilcox. The Spectrum screen is as you'll see it in the final version. The 64, complete with solid 3D graphics, needs a few more tweaks before it is ready. But even in the semi-complete form we saw here at C+VG Commodore Harrier looks impressive. Will it tip the scales in Elite's favour as the battle for the Christmas charts starts in earnest during the coming weeks? Only time will tell.



● And now here's a *Storm* warning. The game that has been wowing Amstrad and Spectrum owners will be heading for the 64 very shortly thanks to *Mastertronic*. It's a sort of poor barbarians *Gauntlet* for two players. Nice graphics, addictive gameplay and a great cheap way to tune up your sword arm before the real thing appears.



● This here's *Timeslip*, just one of the titles on *English Software's* Atari Smash Hits Vol. 6, the latest in the ever growing line of value for money compilations from the Atari specialists. *Timeslip* is an improved and enhanced version of a title that first saw the light of day on the C16. Other titles on the compilation are *Elektraglide*, *Dreilbs* and *Fort Apocalypse*. Atari Smash Hits 6 is out now and will cost £9.95 on tape or £14.95 on disk.



● If you've ever wanted to get lost in a computer game then *Explorer* could be the one for you. It's coming out on the *Electric Dreams* label and has been created by the busy *Ram Jam Corporation*, who claim that the game has four billion locations. That may or may not be true but one thing is for sure — you DO get a whole planet to explore. The idea behind the game is that your ship has dropped out of space and crashed on a strange jungle world. On the way down bits fall off your ship and are scattered across the planet. Your job — armed only with a jet pack and a laser pistol — is to find the bits and put your ship back together again and escape. There are some odd, hostile inhabitants too. The graphics are unlike anything you've ever seen on the Spectrum — really! They lend a real atmosphere to the game which should be out now on the Spectrum at £7.99. Amstrad and 64 tape and disk versions are coming soon at £9.99/£14.99.

"Your the disease, I'm the cure." Yes it's time for Stallone to tangle with Ocean again this time in the shape of *Cobra*.

The fact that the film was universally panned by the critics has not stopped Ocean from turning it into a game. The film isn't exactly strong on plot. It's just a series of fights, chases and killings — lots of killings. The game, which will apparently follow the film plot, will be a shoot 'em up platform game. *Cobra*, the toughest of tough cops, must protect a murder witness from the baddies who are out to make sure she becomes a corpse.

In the film *Cobra* uses pistols, grenades and a particularly mean laser gun. All these will feature in the game.

*Cobra* should be out in time for Christmas on the Spectrum (£7.95), Commodore and Amstrad (£8.95).

Meanwhile Ocean's other games based on film titles are *Top Gun*, which will combine arcade action with elements of a flight simulator, *Highlander* and *Short Circuit*, a sci-fi film which should be screened sometime in the New Year.



Dare you face the Assault Machine! from Nexus. It blends strategy with shoot-em-up action.

Once the inhabitants of planet Targon were stellar vikings. They pillaged across the galaxy, provoked a devastating war and were finally imprisoned on their own world.

Now, many centuries later, disturbing reports have reached Imperial Space Command. Targon has been taken over by a fanatical organisation known as the Infiltrators. They are rumoured to be building a massive weapon system.

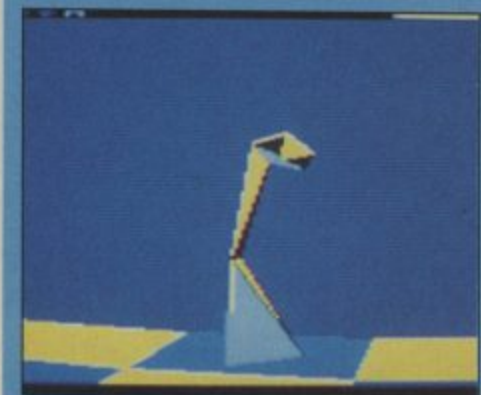
The game opens with Peacekeeper in geo-stationary orbit above the Targon sea.

First you create and target your search droids. Each is named after a Terran secret agent: Bond, Chan, Holmes and Tracy.

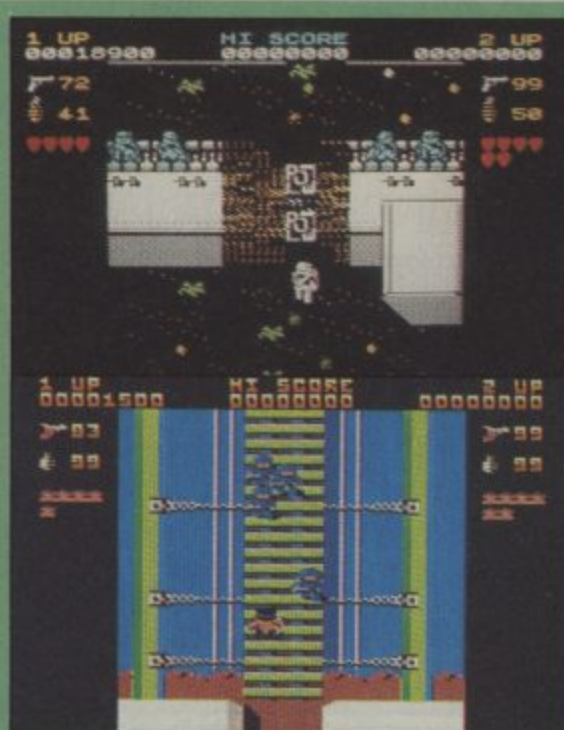
Icon driven menus help you decide what weapons and equipment the droids will carry and their target islands.

Once the droids are down on the planet searching you can monitor their progress.

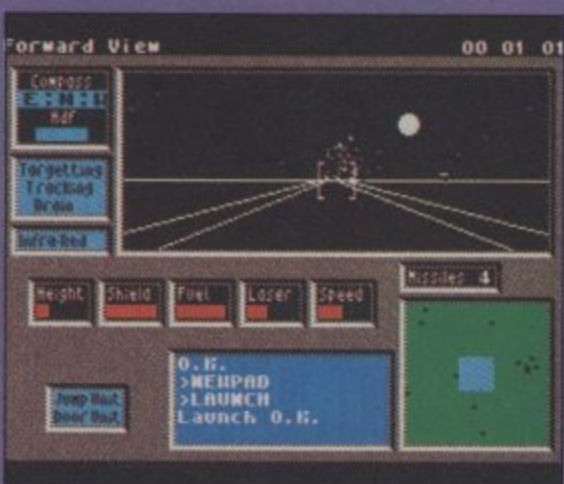
Assault Machine on the Commodore will sell for £9.95 on cassette and £12.95 on disk.



● Now this IS weird! *Sentinel* created by Jeff Crammond the programmer who brought you *Aviator* and *Revs* this newbie for the 64 is quite unique — both graphically and theme wise. It's a game for strategists everywhere. And chess fans might get a kick out of it as well. You become a robot on a strange chequer-board world. A robot out to destroy the Sentinel — a whose gaze spells withering death. Nasty! You have to manoeuvre your robot around the many different Sentinel worlds using an odd absorbing technique, avoiding the Sentinels army of guardians which he can conjure up at the wink of an eye. *Sentinel* is a genuinely different game. It will be available soon on the 64 and the BBC. Watch our review pages for more details.



● Will *Ikari Warriors* storm the charts this Christmas like *Commando* did last year? If there's any justice in the world it will. This is another no-nonsense arcade blaster from the conversion specialists at Elite. The game is an accurate representation of the coin-op. Graphics and gameplay are brilliant on the Amstrad version C+VG spy saw during a visit to Elite Towers and other machine versions are on the way before Christmas. *Ikari Warriors* is a pretty straightforward *Commando* clone — but you get to drive about in tanks, swim through rivers and generally have a fun time. Elite are also working on *Commando 86*, a two player multi-directional scrolling follow up to the original mega-hit. It looks a bit like *Gauntlet* in *Commando*'s clothing and is being developed for the 64, Spectrum and Amstrad. Also on the way from *Bombjack 2*, and *Airwolf 2*. *Airwolf* is based on the coin-op smash *Nemesis*.

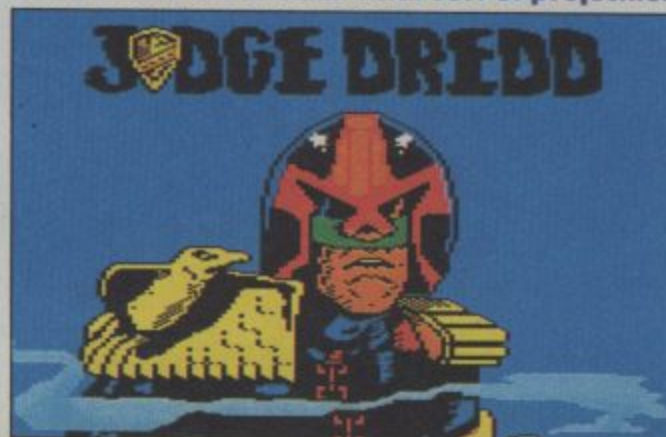


Academy				00:04:11
Ship Design:				Height
Scanner Unit	No	Yes		015
Compass/Adf Unit	No	Yes		010
Target/Track Unit	No	Yes		008
Jump/Door Unit	No	Yes		008
Infra-Red Unit	No	Yes		008
Missiles	None	4	8	008
Ann's	None	4	8	004
Flares	None	4	8	000
Delay Bombs	None	4	8	024
Laser Power Level	Low	Med	High	012
Main Drive Power	Low	Med	High	010
Shield Power Unit	Low	Med	High	014
Aux Power	Low	Med	High	010
Cost 096 MCr				Total Height 131
Design Complete				
Abandon Design				

This is it. Pete Cooke's *Academy*, the long awaited sequel to the classic *Tau Ceti*. This time Pete puts you into training. Training to become one of the Gal-Corp's top Skimmer pilots. To do this you have to pass through the Academy. Twenty tough tests of your space skills packed into one Spectrum game. Awesome isn't the word! You can even construct your own customised Skimmer for any of the special missions. Watch out for our review and Pete's players guide coming your way in our February issue!

● You're next punk! If you'd like to tangle with *Judge Dredd* then watch out for this loading screen coming to a 64 near you very soon. Melbourne House and their

Australian programmers are the people behind the game based on the cult comic character from 2000AD. The game is set in mega-City and Dredd patrols the streets armed with his trusty Lawgiver, laying down the law. Just like in the comic Dredd can choose what sort of projectiles his weapon fires —



richocet, incendiary, even normal lead bullets. The game is a fast scrolling, action packed cross between *Mission A.D.* and *Green Beret*. Watch out for it!

STREET SEEN  
C+VG



# THE MASTERS OF COMPUTER SOFTWARE PRESENT...

## MASTERS OF THE UNIVERSE™

Join forces with HeMan – the most powerful man in Eternia – as he battles against the forces of evil led by the fearsome Skeletor. Help HeMan, Battle Cat, Teela, Man-at-Arms, Orko and their allies as they struggle in thrilling and dangerous encounters with the henchmen of Snake Mountain. Already a worldwide success this incredible series will bring action and excitement to your computer.



### ARCADE GAME

	Cassette	Disk
CBM64/128	£9.99	£14.99
Amstrad	£9.99	£14.99
Spectrum 48K	£8.99	



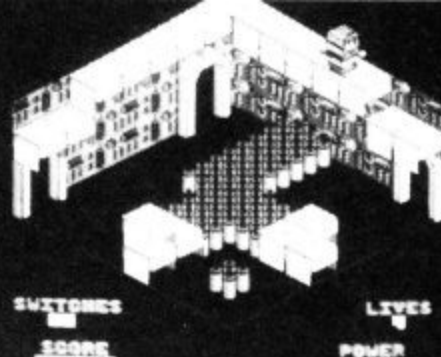
U.S. Gold, Units 2/3, Holford Way,  
Holford Birmingham B66 7AX.  
Telephone: 021 356 3388

### SUPER ADVENTURE

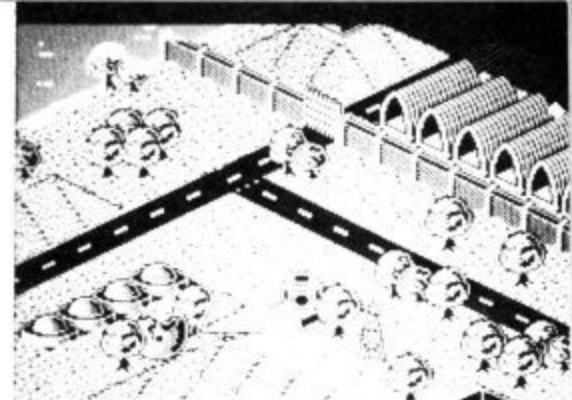
	Cassette	Disk
CBM64/128 Amstrad	£9.99	£14.99
BBC Electron C16	£7.99	
Spectrum 128K	£9.99	
Spectrum 48K	£8.99	
IBM		£19.99

© Mattel, Inc. 1986.  
All Rights Reserved.

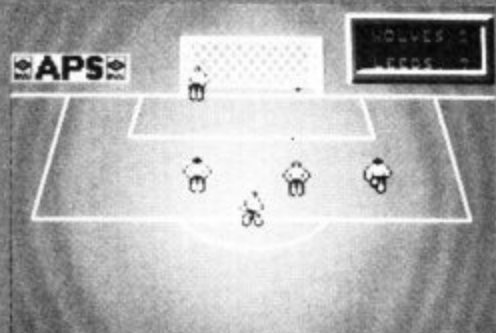




● It's 3D. It's full of nasties. And it's definitely bizarre. What is it? *Sepulcri* that's what. The latest filmation style game for the Amstrad out this month on the *Reaktor* label. You control a cute looking robot inside a top secret weapon. Your job is to make sure all the bits are working OK by checking out the special switches by jumping on them. Obvious way to check out switches isn't it? Once your droid has done that it's on to the Ridiculously Over The Top Exit Security sector where our metallic hero has to find 10 code posts to piece together the top security password "LET ME OUT" Apart from the very silly and total unpronounceable name *Sepulcri* is very pretty and pretty playable. And if you've got a printer the game has a screen dump facility, to allow you to make your very own map.

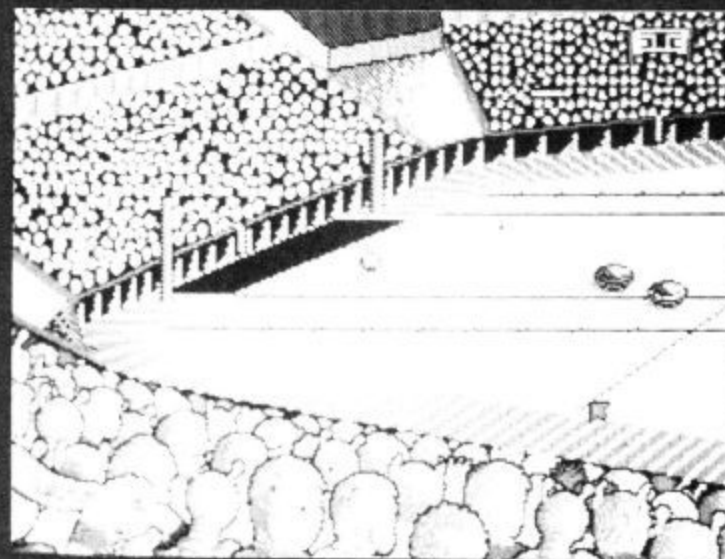


*Quicksilver's Glider Rider* on the Spectrum and Amstrad has already proved a major chart success. Here's a look at the Commodore 64 version which should boost sales. All versions sell for £9.95.



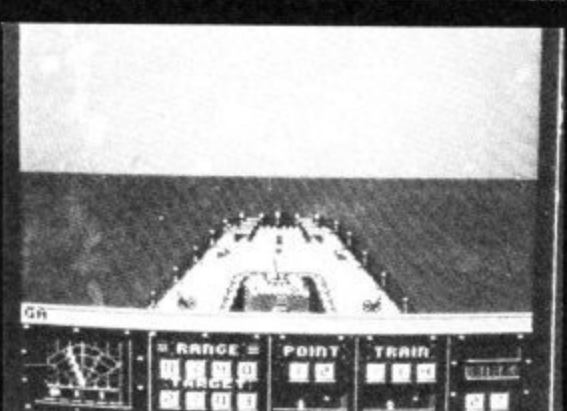
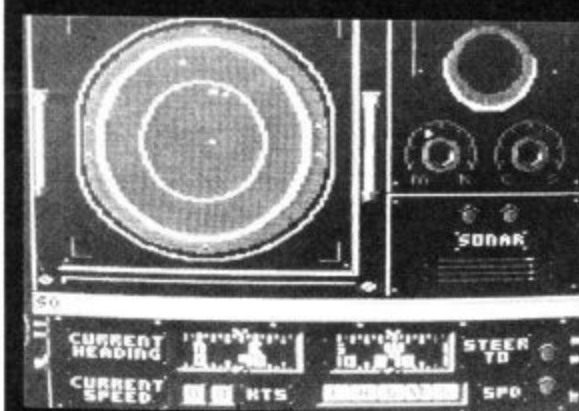
Peter Shilton's "Handball Maradona!" Yes, it is a strange name for a game, isn't it. And as far as we know the famed World Cup incident in which the Argentine ace allegedly handled the ball passed Shilton is only used in the advertising and packaging.

The game will cost just £6.95 and is from *Grandslam*.



Take shove ha-penny, put into a space-age arena and what do you get? *Xeno*, that's what. It's a new title out on the Spectrum, Amstrad, CBM 64, price £8.95, from A'n'F.

The game is set in a huge scrolling arena. You either play against the computer or another person and take it in turns to knock the counter around and score goals. Difficulty and time limits can be varied. This screen shot is from the Amstrad.



● Get this shipmates! This is *Destroyer* from *Epyx*! It's the first graphic, action-simulation of its kind. You are Captain of a US Fletcher, Class Destroyer, and it's good old World War II again...

From the main control centre on the bridge, man any one of thirteen different stations, or set them on autopilot. Once you've selected one of seven different missions, plot your course and scout the area for enemy activity. Use your sonar to locate enemy subs, or your radar to pick up enemy planes, ships, and uncharted desert islands. Japanese Zero fighter planes at 3 o'clock! Man your battle stations and power up those anti-aircraft guns. Medium damage reported on port side. Make repairs at sea, then command your destroyer onward, there's more action still to come. Out soon on the 64 from *US Gold*.



*Defcom*, from *Quicksilver*, is a 3D space shoot em up. The twist is that aliens have taken over the Star Wars Defence System, they now control the offensive systems.

The Hero has to control a star ship, disarm earth bound missiles, blow-up satellites and the alien attack force.

The ship is in touch with the worldwide communication network and must anticipate the flight patterns of the missiles. The screen has the planet rotating in the background with the player looking through the screen of his ship. Its fast control through a range of weapons and the link through to particular cities as the alien satellites converge makes this a shoot em up deluxe.

*Defcom* will be out in late November or early December on the Spectrum, Commodore 64 and Amstrad, price £8.95.

STREET SEEN  
C+VG



# TEA FOR TWO

Two screens. Two players.  
Two Kettles. A truly amazing, interactive, all action  
arcade spectacular — with a unique gameplan.

SIMULTANEOUS  
TWO PLAYER  
ACTION

# KETTLE

Screenshots from  
CBM64/128 version  
2 PLAYER



Soundtrack  
created by  
W.E.  
Music Ltd.

Test your reflexes against mysterious aliens. Pit your wits against your determined  
opponent with split screen vision that allows you to compare your progress and to  
help or hinder his.

Tape CBM 64/128 £8.95 AMSTRAD £8.95  
Disc CBM 64/128 £9.95 AMSTRAD £14.95

"Action packed. Nerve tingling excitement set in an unusual game scenario.  
You've never seen a game quite like this before." Tony Crowther

Alligata Software Ltd. 1 Orange Street, Sheffield S1 4DW. Tel: 0742 755796



Tony Crowther



ALLIGATA  
BITES BACK

8 AMSTRAD CBM64/128 AMSTRAD CBM64/128 AMSTRAD CBM64/128 AMSTRAD CBM64/128





# ● COMPETITION



**Strike One!** Want to win a genuine American baseball?

**Strike Two!** Then enter this genuinely exciting C+VG competition.

**Strike Three!** If you want to know more read on...

Yup, we've got 25 brand new baseballs to give away thanks to *Advance Software* — the people who brought you the brilliant sports simulation *Hardball*. Yes, one of these beautifully constructed spherical objects could be yours if you can answer our incredibly simple *Hardball* quiz. What could be easier?

Once you answered the questions, filled in the coupon and told us your name and address, rush the coupon off to *Computer and Video Games*, Hardball Competition, Priory Court, 30-32 Farringdon, London EC1R 3AU. Closing date for the competition is December 16th, normal C+VG rules apply and the Ed's decision is final.

## THE HARBALL QUIZ

1. The name of New York's top baseball team is:  
a) The Yankees b) The Cubs c) The Yorkies
2. The player who throws the ball in baseball is called:  
a) Bowler b) Pitcher c) Bouncer
3. In cricket when a batsman hits the ball over the boundary it's called hitting a six. What is it called in baseball?  
a) Fastball b) Home Run c) Strike.

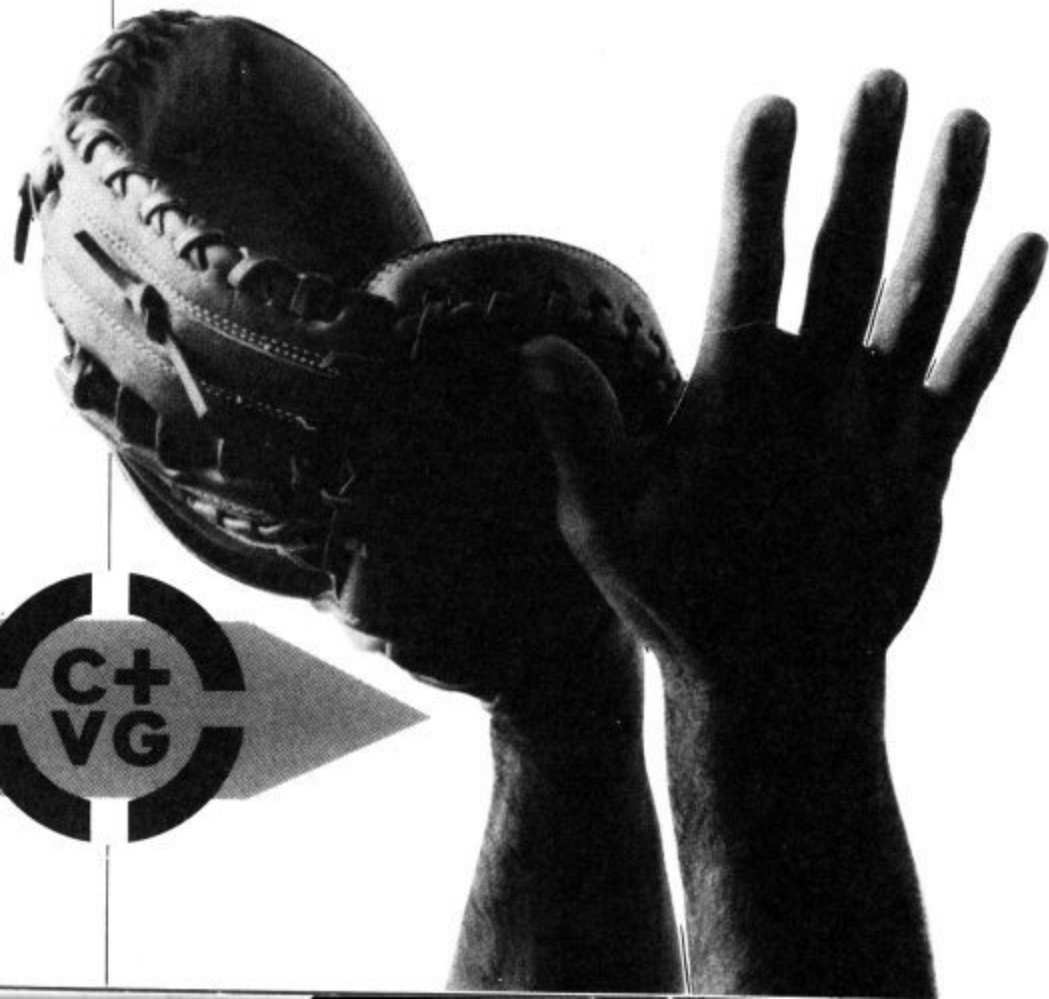


## C+VG/ADVANCE HARBALL COMPETITION

Name \_\_\_\_\_

Address \_\_\_\_\_

My answers are: 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_



# ● COMPETITION







### BULLSEYE

Millions enjoy this popular TV darts game, and now you can join Bully on the oche where you aim to win and throw to answer! A good arrow and you can pick your favourite topic ranging from Food to Pot Luck – a correct answer, and you're on your way! Do you want to gamble! £8.95

### BLOCKBUSTERS

Sixty million people every week watch Blockbusters, Britain's most popular TV quiz game! Now, thanks to Macsen software, you can actually be a contestant, recreating the excitement of the TV studio in your own home. Our Question-master follow-up give you 500 more questions, plus the chance to insert your own – be your own Bob! £7.95

### GOLD RUN

Can you beat a path through the hexagons to go for gold? The tension of this sister-game to Blockbusters is terrific, as the contestant struggles to complete his path against the clock. Adjust your own answering time to push yourself harder! £9.95

Macsen Software presents television's most popular programmes for your computer.

With our productions you can take part in your favourite programme and turn your living room into the television world of stars and sagas.



**BLOCKBUSTERS & GOLD RUN**  
Now available for C16

17 Maes Nott, Carmarthen, Dyfed SA 31 1PQ. Tel: 0267 232508

### COUNTDOWN

Countdown has come! The days of the simple crossword are numbered. Who in your family can find the longest word in a group of nine letters? Who is the quickest at crunching a three-figure number! Buy Countdown for hours of nail-biting enjoyment. £8.95

### TREASURE HUNT

We give you a helicopter, a guide and your clues – the rest is up to you, as you search throughout England, Wales and Scotland, past castles, cathedrals and cottages to sniff out the hidden treasure. Thanks to our enclosed book, you won't need Kenneth Kendall to help you. Happy hunting! £9.95

### EASTENDERS

Enter Albert Square and experience life among its inhabitants – taste their joys and woes, share their happiness and pain. See if you can survive the trials of this close community. Look out for Macsen EastEnders Software in your shops soon.

# THE WINNING HAND THIS CHRISTMAS.

Blockbusters, Bullseye, Gold Run, Treasure Hunt and EastEnders available on: Commodore 64, Spectrum 48K, BBC Model B, Electron, Amstrad. Countdown on Commodore 64, Spectrum 48K, BBC Model B, Amstrad.

All games available from leading computer departments and computer stores.





# THE UNBELIEVABLE CHRISTMAS ADVENTURE OFFER



TRULY  
WONDERFUL ADVENTURE  
OFFERS!



Just 'cos we really like you here are a couple of truly wonderful adventure offers. There's the amazing Robico £2 off offer and competition for BBC people everywhere. Then the incredible Mosaic Two for the Price of One competition. Win the adventure of The Archers radio soap or Twice Shy, the game of the Dick Francis thriller of the same name. Both are offers you can't refuse...

## TWO FOR THE PRICE OF ONE!

Hello there, me old pals, me old beauties! Want to win a copy of a real thriller? Or the world's first game of a radio show? Course you do! Thanks to the people at **Mosaic** we've got our hands on copies of their latest adventures — **Twice Shy**, based on the Dick Francis book of the same name, **AND The Archers**, the game centred on the evergreen radio soap of the same name. First prize winner in our combined **Archers/Twice Shy** competition will get a copy of BOTH games for their computer plus an amazingly valuable hardback copy of the latest Dick Francis novel called **Bolt**. Then 20 runners-up will get the choice of game. All you have to do is answer the three multiple choice questions, fill in the coupon and mail it off to **Computer and Video Games, Mosaic Competition**, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th, normal C+VG rules apply, and Walter Gabriel's decision is final!

1. Earlier this year Mosaic launched a St Bride's adventure based on a Hans Christian Anderson story. Was it called:

- a) The Snow Queen
- b) Rumpelstiltskin
- c) Arabian Nights

2. Dick Francis published his 25th thriller this year. Was it called:

- a) Runaway
- b) Bolt
- c) Front Runner

3. Sid Perks is the landlord of Ambridge's pub. The pub is called:

- a) The Pig and Nightgown
- b) The Cat and Fiddle
- c) The Bull

\* **Twice Shy** is available on the Spectrum, C64/128, Amstrad 464/664/6128. **The Archers** is available on all the above PLUS Atari XL/XE and MSX. DON'T forget to tell us which machine you own!

### C+VG/MOSIAC TWICE SHY/ARCHERS COMPETITION

Name \_\_\_\_\_

Address \_\_\_\_\_

If I win I'd like a copy of Twice Shy ☐ The Archers ☐

(tick box) I own a \_\_\_\_\_ computer

My answers are: 1. \_\_\_\_\_ 2. \_\_\_\_\_  
3. \_\_\_\_\_

## TRICKY RICKY! £2 OFF WITH C+VG

Robico Adventures are rapidly gaining a big reputation among adventurers everywhere.

Now we're offering YOU the chance to win **Myorem**, the final part of the **Rick Hanson** trilogy — the toughest challenge yet from the Beeb adventure specialists.

Alternatively you could simply cut out the special C+VG token and send it direct to **Robico** who will slash £2 off the price.

● If you are into competitions, answer the questions, fill in the coupon and send it to **Computer and Video Games, Myorem Competition**, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th and normal C+VG competition rules apply.

● If you want to take up Robico's outstanding money off offer just send the C+VG £2 off token together with a cheque or postal order made payable to **Robico Software**. With the £2 off token the adventure will cost you £7.95 on tape and just £10.95 on disc. Send your money to **Robico Software**, 3 Fairland Close, Llantrisant, Mid-Glamorgan, CF7 8QH NOT C+VG.

● Meanwhile, for those of you who want to take a chance on the competition, here are the questions.

1. Name the actor who is about to become the new James Bond
2. Name the two men from U.N.C.L.E.
3. Name the author of *The Spy Who Came In From The Cold*.

### C+VG/ROBICO MYOREM COMPETITION

Name \_\_\_\_\_

Address \_\_\_\_\_

My answers are:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

If I win I'd like a BBC ☐ Electron ☐ version 40 track disc ☐ 80 track disc ☐ (tick boxes)

IAN ELLERY



AMSTRAD £8.95  
ZX SPECTRUM £7.95  
COMMODORE 64 £8.95



...the name  
of the game

**Officially licensed coin-op game from Nichibutsu.**

**Follow up to Moon Cresta. Now for your home computer.**

**Pilot your space fighter over the planet eliminating all alien life forms on its surface. Build up fire power on board as you dodge missiles launched from land silos and under-sea bunkers. Face the giant Death Star at the end of each orbit. You will need nerves of steel to pass this test!**

Imagine Software (1984) Limited • 6 Central Street • Manchester • M2 5NS • Tel: 061 834 3939



# THE AWARD WINNING GRAPHIC ADVENTURE CREATOR



Will change the face of the  
adventure software market.  
AMSTRAD ACTION

THE ANSWER TO YOUR PRAYERS!  
C&VG

A very clever utility . . .  
very easy to use.  
KEITH CAMPBELL, COMMODORE USER

Highly recommended.  
ACORN USER

A very impressive and  
sophisticated adventure generator.  
SINCLAIR USER

Now everyone can write professionally  
illustrated adventure games.  
The Graphic Adventure Creator - THE  
adventure writing utility of the eighties.

✱ Unleash the Power of your imagination ✱



AVAILABLE AT ALL  
LEADING RETAILERS  
or direct from:  
INCENTIVE  
SOFTWARE LTD.,  
2 Minerva House,  
Calleva Park,  
Aldermaston,  
Berkshire RG7 4QW.  
Telephone: (07356) 77288.

PLEASE RUSH ME (1st Class Postage FREE)  
THE GRAPHIC ADVENTURE CREATOR

Tape £22.95 ☐ Disc £27.95 ☐

Winter Wonderland graphic adventure . . . . . £7.95 ☐

Apache Gold (Except BBC B) . . . . . £7.95 ☐

The GAC Adventure Designer Pad . . . . . £7.95 ☐

SPECTRUM ☐ COMMODORE 64 ☐ AMSTRAD CPC ☐

BBC B ☐ GAC extra information - free with any order ☐

I enclose Cheque/P.O. for £. \_\_\_\_\_

or please debit my credit card No. \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_



AFTER TWO YEARS OF RESEARCH  
THE IMPOSSIBLE HAS BEEN ACHIEVED

# THE DOUBLE



THE LEAGUE & F.A. CUP



The Manager of Everton F.C.  
Howard Kendall says . . .  
*This must be the ultimate  
of all strategy games... Excellent*

OUT NOW... OUT NOW... OUT NOW...

Pit your wits and skills against 65 other teams which have their own  
Transfers, Finances, Injuries etc., involving OVER 1050 PLAYERS  
all with their individual skill levels of Passing, Tackling, Kicking etc.  
All results are achieved by 22 players using **Artificial Intelligence**  
with 'live action' graphics and player commentary from any of the  
three division fixtures

YOUR TASK IS TO...

Manage a given 3rd Division team and succeed by either Promotion  
or interesting larger Clubs with your expertise in winning the League  
Championship or better still THE DOUBLE. Careful programming  
has eliminated luck so you will need astuteness and a Managerial  
mind to organise Administration, Staff & Players, Wages & Transfers  
(not easy we promise), Crowd Control, Policing, Scouts, Finance,  
Gates, Injuries and Physiotherapy. At your disposal are print-outs,  
individual player reports, visits to League Grounds, Fixtures, Results  
and current League Tables of ALL THREE DIVISIONS.

To survive you will have to be good — to impress other clubs you  
will have to be very good — to succeed you will have to be excellent.  
But will you achieve the ultimate of 'THE DOUBLE'???

HOWARD KENDALL did not achieve success in 5 minutes neither  
will you!

**COMPETITION, COMPETITION...**

If you can be the FIRST to achieve THE DOUBLE you will WIN A  
DAY OUT in style at EVERTON F.C., for a fixture of your choice  
and meet HOWARD KENDALL.

ORDER NOW... ORDER NOW... ORDER NOW...

**£10.95** Including V.A.T. Plus 28p post & packing

PLEASE SEND CHEQUES/P.O. TO:—

**JOHNSON  
SCANATRON  
LIMITED**

39 TOTTERDOWN ROAD  
WESTON-SUPER-MARE  
AVON BS23 4BR

COMMODORE 64, ATARI



# atari smash hits

## ● COMPETITION



### QUESTIONS.

- 1) Which game was the most successful written for the Atari by American programmer Russ Wetmore?
- 2) What is the maximum number of colours the Atari 8 bit computers can display at any one time?
- 3) Which two independent American magazines are devoted entirely to the Atari range of computers?
- 4) Which game was English Software's first machine code program on the Atari 400 16K?
- 5) Name the author of English Software's *Elektraglide*, currently featured on Atari Smash Hits Volume 5?

Name \_\_\_\_\_

Address \_\_\_\_\_

The hits keep on coming... especially on the Atari. And the C+VG competitions keep on coming as well.

English Software has now been writing Atari games for four and a half years and to help celebrate C+VG's fifth birthday, good old ES are giving away 50 copies of their *Atari Smash Hits Volume 5* as competition prizes.

The latest in the successful series of compilation tapes contains the high speed race game *Elektraglide*, the maze puzzles of *Mediator*, Kung Fu action with *Chop Suey*, and platform and ladders fun with *Quasimodo*.

To stand a chance of winning just answer the following Atari questions. Then send your answers together with the printed

coupon to Atari Smash Hits Competition, Computer + Video Games, Priory Court, 30-32 Faringdon Lane, London EC1R 3AU. The closing date for entries is November 16th and the editor's decision is final.

## COMPETITION RESULTS

### C16 GREATEST HITS COMPETITION

First Prize  
Ronnie Farrington  
Birkenhead  
Runners Up  
Kristian Smith  
Lymington — Hants  
Lim Lodeiro  
Queens Drive — London  
C Clark  
Ashfield — Notts  
Simon Hegarty  
Sheffield

A J Philpot  
Hertford — Herts  
Stuart Wardale  
Liverpool  
Michael Kukiella  
Manchester  
R Stevens  
Dyfed  
Quinten Oliver  
Edinburgh  
Jamie Rickard  
Swansea  
Ian Clark  
Bristol  
Ron Hoogenkamp  
Western Australia  
Matthew Coletz  
Stamford Hill — London

Barry Bowman  
Manchester  
Chris Speck  
Beverley — N Humberside  
Kevin Thorold  
Portsmouth  
Stuart Ordish  
Birmingham  
Robert Goldie  
BFPO 35  
Steven Morris  
Mansfield  
Michael Carroll  
Wexford — Ireland  
Paul Atmore  
Luton

### F1ST COMPETITION

Marlon Buhne  
Haarlem — Holland  
Jason Ford  
Highams Park — London

Runners Up  
Jason T Walker  
Cheshire  
Nicholas Chesters  
Burslem  
Esteve Genesca  
Spain  
Darren Freeman  
Neasden — London  
Chris Jenkinson  
Preston  
Bjorn Fr. Bjornsson  
Iceland  
Ari — Pekka Lehtola  
Finland  
Karsten Lindner  
Lilienthal  
Orhan Taskin  
Istanbul — Turkey  
Renato Bugge  
Norway  
Wolfgang Ribbe  
West Germany  
Jason Lampard  
Dyfed — Wales  
James Price  
Brighton — Sussex  
Henrik Hedberg  
Finland  
Ashraf Obaid Al Nager  
Dubai  
T. Pali  
Harrow — Middx  
Michael Suttling  
Grays — Essex

David Burton  
Cardiff  
David Smith  
Tyne and Wear  
Neil Willmore  
Clacton-on-Sea  
Scott Goodison  
Chesterfield  
James Wear  
Banbury  
Nabeel Ahmad  
Harrogate  
James Wise  
Market Weighton  
Master K.S. Gill  
Barnsley



## MEGASAVE FANTASTIC SAVINGS

SPECTRUM		Commodore 64	
Fist II	7.50	Trailblazer	5.95
Super Cycle	5.95	Star Raider II	7.50
Uchi-Mata	6.75	Future Knight	5.95
Trap Door	5.95	Ikari Warriors	5.95
Paper Boy	5.95	Xevious	5.95
TT Racer	7.50	Leaderboard	6.75
Strike Force Harrier	7.50	Cholo	12.50
Theatre Europe	7.50	World Games	6.75
Grph. Adv. Creator	19.50	Breakthru	6.75
Silent Service	7.50	Temple of Terror	7.50
Strike Force Cobra	7.50	Nosferatu	7.50
Trivial Pursuits	12.50	Colour of Magic	7.50
Dark Sceptre	7.50	Dandy	5.95
Ace of Aces	6.75	Space Harrier	5.95
City Slicker	6.75	Scooby Doo	5.95
Dodgy Geezers	5.95	Thanatos	6.75
After Shock	7.50	Dracula	5.95
Bazooka Bill	6.75	Kayleth	6.75
Footballer of Year	5.95	Inheritance	7.50
1942	5.95	Jail Break	5.95
Shao-Lins Road	6.75	SAS Strikeforce	6.95
Light Force	5.95	Tarzan	5.95
Uridium	6.75	Explorer	5.95
Firelord	6.75		
Asterix	6.75		
Super Soccer	5.95		
Highlander	5.95		
Sold a Million 3	7.50		
Best of Beyond	7.50		
Terra Cresta	5.95		
Nightmare Rally	5.95		
Avenger	7.50		
Hardball	6.75		
Cobra (Rambo II)	5.95		
Now Games 3	7.50		
Big 4	7.50		
Animator I	7.50		
Aliens	7.50		
Hit Pak (Elite)	7.50		
Gauntlet	5.95		
Sacred Armour	6.75		
Ice Temple	5.95		
Bombjack Two	5.95		
Airwolf Two	5.95		
Fairlight Two	7.50		
Fat Worm	7.50		
Wibstar	7.50		
Crystal Castle	7.50		
Top Gun	5.95		

Postage included UK. Please state which micro. Fast service.

Send cheque/PO to: MEGASAVE, Dept CVG, 49H Sutherland Street, Victoria, London SW1 V4JX

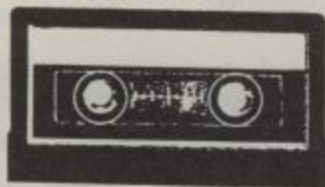
MAIL ORDER ONLY: Send for FREE list Amstrad, C16, MSX.

D=Disks Available:

D1 at £12.50, D3 at £10.50, D4 at £17.00.

## WANTED!!

Our spies inform us that programs are being written and kept secret from the public. Hidden in the depths of suburbia - lurking behind closed doors - depriving us all of vital products...



We want these programs captured. Large rewards will be offered for programs that we can sell around the world.

If you have any information for us relating to the whereabouts of such software, contact:

**ACTIVISION**  
ENTERTAINMENT SOFTWARE®

Software Studios  
Activision (UK) Limited

Activision House, 23 Pond Street, Hampstead, London NW3 2PN  
Tel: 01 431 1101/01 431 2992 Telex: 21485



**MEDALLION  
GRAPHIC  
ADVENTURE**

Breaking through the dense cloud cover you were relieved to see a dazzling white snowfield spread below you. Desperately preparing for a crash landing, you were distracted by a glint of sunlight on glass - a building! Could THIS be the lost civilisation?

Your attention however was drawn back to the ground hurtling towards you...

From the  
producers of  
**THE GRAPHIC  
ADVENTURE  
CREATOR**

AVAILABLE FROM  
ALL LEADING RETAILERS  
or direct from:  
**INCENTIVE SOFTWARE LTD.,**  
2 Minerva House, Calleva Park,  
Aldermaston, Berkshire RG7 4QW.  
Telephone: (07356) 77288.



### PRIORITY ORDER FORM

Please rush me for my: Commodore 64 ☐  
Spectrum ☐ BBC B ☐ Amstrad CPC ☐

**WINTER WONDERLAND** £7.95 ☐  
Apache Gold (except BBC) £7.95 ☐

Graphic Adventure Creator { Tape £22.95 ☐  
Disc £27.95 ☐

I enclose cheque/PO or please accept my credit  
card No. \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_





# Gauntlet

This is the game you've all been waiting for. It's Gauntlet, the multi-player arcade smash snapped up from Atari by U.S. Gold and destined for the number one chart spot this Christmas. Here we take a look at the arcade game that started it all, turn the spotlight on the programmers, check out the clones that will be battling out with the real thing AND bring you a few choice game playing tips prised from the tight-lipped Gauntleteers...

**G**hosts, ghouls, skeletons, lobbers and demons should mean a lot to you if you've been keeping at least half an eye on the arcades during the last year.

They're all creatures from Gauntlet, the Atari blockbuster which set the industry buzzing, writes C+VG's arcade ace Clare Edgeley.

Gauntlet made its debut in the arcades last year and was an instant hit. No one had seen anything like it.

Now more than a few clones are starting to make their presence felt both in the arcades and on your home computers. But Gauntlet, in most peoples eyes, is still THE business.

It wasn't the graphics that made

Gauntlet so successful. Or the innovative speech. What made it really different was its unusual and innovative gameplay. Simultaneous FOUR player action was something a little out of the ordinary to say the least. And it still is.

You can join or leave the game at any time without spoiling the fun for the rest of your fellow players. That means one player can have as much fun as four — but only a full team can win through to the end of the game.

The game has a Dungeons and Dragons role playing theme. Each of the Three players are one of four characters. The Elf, the Wizard, the Warrior and the Valkyrie. Their combined aim is to rid a fairytale

world of of its resident nasties and collect a bit of treasure along the way.

Each of the four heroes has different strengths and weaknesses and have to band together to be ultimately successful. They find themselves in a myriad of maze-like screens packed with ghosts, goblins, ghouls, lobbers and demons.

The play area is massive and scrolls in eight directions. All four players must move together when the screen scrolls on so that stragglers aren't left behind.

Getting rid of the baddies is easy in theory — just shoot out the generators where they appear from and you'll get a moments break —

until to dash around the next corner that is.

Tactics and strategy are vital if you're going to get anywhere. Working out the best character to lead the band into various situations is a matter of trial and error. Sometimes speed is essential, sometimes brute strength, sometimes magical powers.

Learning is all part of the fun. Food, treasure and magic potions must be collected to ensure a healthy life. And a digitised voice — for once very clear — cries out a warning when one of the characters is about to die. Just stuff some more money into the machine and you'll continue your quest. Something the computer game owners won't have to bother about. But if you've got the cash you'll see a lot of the game!

Simultaneous multi-player games have really caught on in the arcades — and they will be next year's computer game fad. That's for certain.

Multi-player arcade games to watch out for are Quartet and Rampage — and of course Gauntlet II.

In addition to over 100 new maze layouts in Gauntlet many randomizing maze features have been included to provide further variety for players. There are several new features and hidden strategies to



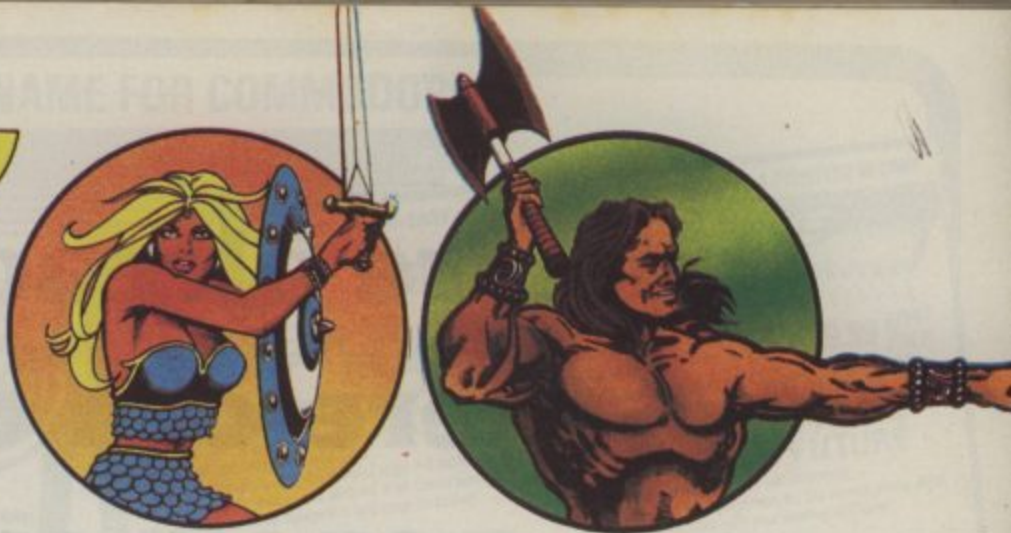
▲ Arcade Gauntlet



▲ Commodore Gauntlet



# GAUNTLET II



be found in each maze.

Players will especially like the additional game play objective of Gauntlet II's Secret Rooms.

By completing a special secret trick a player is allowed to enter the Secret Room (the other players in the game are temporarily suspended from play). If he completes the task he is given, the player is rewarded with a large bonus score as well as permanent potions and food.

All of the original Gauntlet opponents remain with the addition of many new creatures. Among the newest adversaries is the Dragon.

The fire-breathing dragon is found guarding the exit to the maze and requires several direct hits to overcome. By slaying the Dragon players are rewarded with a permanent potion and a bag of treasure. At the start of the next maze there will be a hint on how to find the Secret Room.

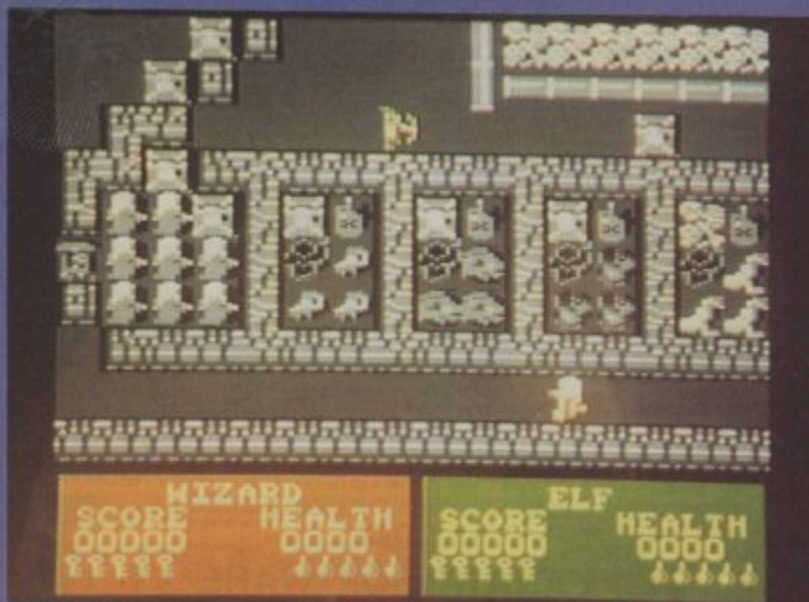
Players will find several new potions to collect as well as all of the original potions. Experience will tell the player which potions provide the greatest advantage; some potins may not be beneficial depending on the situation.

In Gauntlet II, a player can now choose his favourite original Gauntlet character even if that hero is already in play. The four characters are colour coded so there

## CLONES



Gauntlet has spawned many imitators in the arcades and on computer. Mastertronic's budget offering is Storm — a two player game out on the Spectrum and Amstrad and on its way for the 64. A C+VG HIT on both formats already, this budget offering has, well, gone down a storm! Then there's Firebird's Druid — out now on the 64 with other versions to follow. Another two player game this features all the elements of the arcade original. Closest to the original is Dandy from Electric Dreams. Programmed by the Ram Jam Corporation this game was licenced from the programmer of the Atari original. Only Druid has similar scrolling similar to the arcade version. Storm and Dandy simply flip from screen to screen. Of the three Dandy will probably give Gauntlet a run for its money in the chart battle this Christmas. But so far we've only seen the Spectrum version. Up at US Gold they've got the Amstrad, 64 Atari 8-bit and ST versions on line. So it's seconds out for the battle of the century and may the best barbarian, warrior, valkyrie or wizard win!



▲ Atari Gauntlet



▼ Amstrad Gauntlet





SPECTRUM	RRP	Our Price	AMSTRAD	RRP	Our Price	COMMODORE	RRP	Our Price
Johnny Reb II	9.95	7.20	Johnny Reb II	9.95	7.20	Johnny Reb II	9.95	7.20
Fat II	9.95	7.20	Fat II	9.95	7.40	Fat II	9.95	7.40
Jack the Nipper	8.95	6.80	Mission Elevator	9.95	7.40	Knight Games	8.99	7.70
Heartland	9.95	7.20	Stainless Steel	8.95	6.70	Mission Elevator	9.95	7.40
Dynamite Dan II	7.95	5.90	Galvan	8.95	6.70	Dynamite Dan II	9.95	7.40
Uridium	8.95	6.70	Miami Vice	8.95	6.70	Vietnam	9.95	7.40
Graphic Ad Creator	22.95	18.95	Paper Boy	8.95	6.70	Galvan	8.95	6.70
Galvan	7.95	5.90	Equinox	9.95	7.40	Miami Vice	8.95	6.70
Miami Vice	7.95	5.90	World Cup Carnival	9.95	7.40	Winter Games	9.99	7.40
Paper Boy	7.99	5.90	Saboteur	8.95	6.70	Sold a Million III	9.95	7.40
B McGuigan's Boxing	9.95	5.90	Knight Games	8.95	6.70	Uridium	8.95	7.40
They Sold a Million II	8.95	6.70	Winter Games	9.99	7.40	Knight Rider	8.95	6.70
Firelord	7.95	5.90	Sold a Million II	9.95	7.40	Kung Fu Master	9.95	7.40
Scooby Doo	7.95	5.90	Sold a Million III	9.95	7.40	Alley Kat	8.95	6.70
Streethawk	7.95	5.90	Bomb Jack	8.95	6.70	Mercenary	9.95	7.45
Turbo Esprit	8.95	6.70	Lord of the Rings	15.95	11.90	Durell Big 4	9.95	7.40
Knight Rider	7.95	5.90	Battle of Planets	9.95	7.40	Tigers in the Snow	9.95	7.45
Tomahawk	9.95	7.45	Tomahawk	9.95	7.40	R.M.S. Titanic	9.95	7.40
Space Harrier	7.95	5.90	Commando	9.95	7.40	Way of the Tiger	9.95	7.40
The Goonies	7.95	5.90	1942	8.95	6.70	Computer Hiss 10 II	9.95	7.40
Durell Big 4	9.95	7.40	Not Listed in Catalogue			Fairlight	9.95	7.40
Spec Drum	29.95	26.70	Not Listed in Catalogue			Green Barrel	8.95	7.70
Highlander	7.95	5.90	Not Listed in Catalogue			Highlander	8.95	6.70
Bomb Jack	7.95	5.90				Super Hiss II	9.99	7.40
Footballer of the Year	9.95	5.90				Temple of Terror	9.99	7.40
They Sold a Million	9.95	7.40				Dragons Lair	9.95	7.40
Dracula	7.95	5.90				Ghost in Goblins	9.95	7.40
Ghost 'n Goblins	7.95	5.90				Movie Monster	9.95	7.40
Shockwave Rider	7.95	5.90				Paperboy	9.95	7.40
Scatterix	9.95	7.40				Trivial Pursuit	14.95	10.80
Sold a Million III	9.95	7.40				1942	9.95	7.40
Bobby Bearing	9.95	5.90				Doomsday's Revenge	9.95	6.90
Pyrocurve	9.95	7.40				(Missing Rom)	9.95	6.90
Fub Games	9.95	7.40				Not Listed in Catalogue	14.95	10.95
Ace	9.95	7.40						
Kempston Pro. Int.	9.95	6.99						
Now Games III	9.95	7.40						
Underboard	7.95	5.90						
Uchi Mata	8.95	6.70						
Best of Beyond	9.95	7.40						
Konami's Tennis	7.95	5.90						
T.T. Racer	9.95	7.40						
Dan Dare	9.95	7.40						
Dod Scrope	9.95	7.40						
Trivial Pursuit	14.95	10.80						
1942	9.95	5.90						
Surf Champ	10.95	9.99						
Warrior's Kill	11.95	9.95						
Crash Palace Man	8.95	6.70						
Movie Master	7.95	5.90						
Survival Mission	29.95	14.99						
Menachos	9.95	5.90						
Bole Franchise	24.95	20.95						

Postage and packing included in price. Overseas add 75p per tape

COMMODORE 64		SPECTRUM 48/128		AMSTRAD	
Trap Door	5.75	Trap Door	5.75	Dan Dare	7.20
Firelord	7.30	Dan Dare	7.20	Ghost N Goblins	7.20
Inspector Gadget	7.30	Power Play	7.20	Now Games III	7.20
The Double	10.95	Ghost n' Goblins	7.20	Sold A Million III	7.20
Judge Dredd	7.20	Leaderboard	7.20	Durrell Big 4	7.20
Prodigy	7.20	Paper Boy	7.20	1942	7.20
Gauntlet	7.30	1942	7.20	Paperboy	7.20
Aliens	7.20	Now Games III	7.30	Highlander	6.50
Crystal Castler	7.30	Sold A Million III	7.20	Johnny Reb II	7.20
Montezuma Revenge	7.20	Durrell Big 4	7.20	Big Top Barney	2.95
Marble Madness	7.20	Supercycle	7.20	Choid	10.95
Crystal Castles	7.20	Glider Rider	6.50	Supercycle	7.20
Infiltrator	7.20	Nightmare Rally	6.50	World Games	7.30
Ghost n' Goblins	7.20	Bazooka Bill	6.50	Pub Games	7.20
Paperboy	7.20	Chequered Flag	2.99	Temple of Terror	7.30
Druid	5.75	Fight Simulation	2.99	Firelord	7.20
Dan Dare	7.20	Conquestadore	5.75	Aliens	7.20
Jack the Nipper	7.20	The Boxing	5.75	Space Hunter	7.20
Deactivators	7.20	WAR	5.75	Kettle	7.20
Sacred Armour of Antirad	6.70	Danger Mouse in Whoopee	1.99	Jetbreak	6.30
Breakthru	7.20	Strike Force Cobra	7.20	Miami Vice	6.30
Sold A Million III	7.20	Highlander	5.75	Footballer Of Year	7.20
Super Cycle	7.20	Johnny Reb II	7.20	Future Knight	7.20
1942	7.20	Tennis	6.50	Avenger	7.20
Bazooka Bill	7.20	Moonlight Madness	5.75	Dracula	5.75
Alternative Reality II	10.95	Headcoach	6.50	Masters of the Universe	7.30
Arctic Antics	7.20	Choid	10.95	Taking Tiger Mountain	6.50
Leather Goddesses of Phobas D	10.95	Miami Vice	5.75	Revolution	7.20
Jewels of Darkness	10.95	Footballer of year	5.75	The Apprentice	1.99
Ultima IV D	14.95	Future Knight	5.75	Light Force	6.50
Johnny Reb II	7.20	World Games	7.20	Beach Head	7.20
Spiky Harold	1.99	Firelord	6.50	Great Escape	6.50
Rogue	7.30	Contact Sam Cruise	5.75	The Inheritance	7.20
Hacker II	7.30	Jetbreak	5.80	Jon	5.50
Kettle	7.30	Dandy	5.80	Night Time	2.99
Asterix and the magic Cauldron	7.20	Prodigy	7.20	TI	6.50
Championship Wrestling	7.30	Frost Byte	6.50	Melt Down	7.20
Jetbreak	6.50	Dracula	5.75	Jewels of Darkness	10.95
Bismarck	7.20				

ATARI		BBC		COMMODORE 16/+4	
Leaderboard	7.30	Crystal Castler	7.30	Footballer of the year	5.75
Adam Caveman	7.30	Ghost n' Goblins	7.30	Future Knight	5.75
Polar Pierre	7.30	Tarzan	7.30	Avenger	7.30
Goddesses of Phobas (disc only)	7.30	Choid	11.95	Way of the Tiger	7.30
Atan Smash Hits	7.30	Footballer of year	7.30	Speedking	1.99
Football Manager	7.30	Masters of Universe	7.30	Paperboy	7.30

**FANATIC SOFTWARE**  
70 WESTERN AVE, BOURNEMOUTH, DORSET BH10 6HJ.



Save wear on your expansion port: 3 slot Motherboard for 64/128



**ONLY £16.99**  
POST FREE

- ☐ ACCEPTS 3 CARTRIDGES
- ☐ SWITCH IN/OUT ANY SLOT
- ☐ ON BOARD SAFETY FUSE
- ☐ HIGH GRADE PCB/CONNECTORS

AVAILABLE NOW!!

Now a full Midi Interface for your 64/128 at a realistic price!  
**NOW ONLY £24.99** POST FREE



- ☐ MIDI IN
- ☐ MIDI THRU
- ☐ 2x MIDI OUT
- ☐ Compatible with most leading software packages:
  - Advanced Music System • JMS • SEIL, etc.

Special Offer! Buy Midi Interface + advanced music system only £49.99 + £2 postage (disk only).

MODEL + ROBOTIC CONTROL MADE EASY WITH  
**ROBOTEK 64**  
**£39.99** POST FREE

Robotek 64 is a comprehensive hardware/software package to interface your 64 to the outside world, models, robots, lighting, sensors etc., etc. The features make Robotek 64 the most sophisticated unit available at any price:

- 4 output channels each with on board relay, 4 digital inputs, fully buffered.
- Analogue input with full 8 bit conversion.
- Sound input for voice recognition and voice controlled switching.
- Software features: sequencers to control output, Analogue measuring module, Test Program, Voice Activation Module, much more. Voice recognition software to be released soon.

Total package no more to buy!

TURN YOUR MPS 801 INTO 4 PRINTERS IN ONE!  
WITH  
**PRINTER IV**



Alternative Character ROM Fitted in minutes - No soldering required

- At the flick of a switch you can choose between any of 4 different superb new character sets:

**DESCENDER • SCRIBE**  
**ECLIPSE • FUTURE**

- All 4 sets can be mixed within one document
- Printer IV is a direct replacement for the normal printer ROM so it is 100% compatible with your existing software.
- Graphics - No Problem either.

SEND NOW FOR QUICK DELIVERY

UNIQUE  
**Cartridge Development System**  
**£9.99**  
Including "Cartridge Development Handbook"



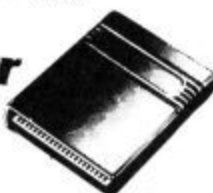
A complete kit of parts for an 8K 16K Autostart Cartridge including:

- High quality double side PCB
- Injection moulded cartridge case
- Reset button bank switching facility
- Accepts 2764 or 27128 Eproms

Cartridge can be configured in many ways - full instructions in Cartridge Development Handbook

A MUST FOR THE DISC HACKER

**Super Snooper**  
Track and Sector Editor Cartridge



**ONLY £10.99**  
POST FREE

Super Snooper lets you examine, decode and change any program directly on the disc in your drive

- Gives readout of each sector track in Hex, Decimal and ASCII
- Built in powerful disc ram monitor/disassembler. Unprotecting, adding pokes and making backups are made easier with the Super Snooper. Since most disc protection schemes are never loaded into the computer ram, a track and sector editor is invaluable tool when making back ups etc.

**Turbo Rom**  
Replacement Kernel



**£10.99**  
POST FREE

Turbo Rom actually fits inside your computer and replaces the normal slow Kernel Rom with superfast disc loading routines, plus extended DOS commands

- Loads most programs at 5.6 times speed
- Improved single key commands
- Fits inside computer so all ports are free
- Return to normal kernel at flick of switch
- Fitted in minutes - no soldering usually needed for a few C64's the old Rom may have to be de soldered.

Disc Utility Cartridge  
**Disk Mate**  
**ONLY £12.99**  
POST FREE NEW



A multi feature cartridge for the disc drive user:

- FAST DISC COPIER copies entire disc in 4 minutes even many protected programs
- FAST FORMAT format an entire disc in 10 seconds
- FAST LOADER loads many programs at 5.6 times normal disc speed
- IMPROVED DOS COMMANDS single key commands for: Directory, Load, Scratch, etc., etc.
- POWERFUL MONITOR/DISASSEMBLER view any area as full disassembly or HEX/ASCII. Features including: Move, Find, Fill, Compare, Assemble, Screen or Printer, too many features to list.

**DIGITAL SOUND SAMPLING**  
COMPLETE PACKAGE



**£49.99**  
POST FREE

FREE AUDIO (TV LEAD!)

NOW FOR YOUR COMMODORE 64

The Datel Sampler now brings you this technology at a sensible price!

The Sampler allows you to record any sound digitally into memory and replay it instantly at any pitch, backwards, forwards, ascending scale, descending, with echo, reverb, flanging, endlessly looped etc. Truly professional hardware incorporating:

- Full 8 bit D and ADC conversion
- Line or MIC input, line output and feedback control

A comprehensive software package including:

- A live effects menu with echo, reverb, digital delay, etc.
- Full sample editing facilities with review and on screen frequency plotting
- A powerful real time sequencer

Available now complete hardware/software package. Complete with microphone. Please state disc or tape software required

**COM-DRUM**



**ONLY £29.99**  
POST FREE

**DIGITAL DRUM SYSTEM FOR THE C64**

SPECIAL OFFER  
AUDIO/TV LEAD (WORTH £41 FREE!!)

Now with the Com Drum digital system you can produce studio quality drum rhythms with real drum sounds. All the features of systems 10 times the price:

- A complete digitally recorded drum kit, i.e. 8 voices - kick drum, snare, tom tom, hi hat, cymbal etc. etc. NB these are real drum sounds - not synthesised
- Real time and step time sequencers
- Full editing system
- 16 Alternative voices supplied free
- More voices to be released (price to be about £5.00 for 32 voices tape or disc)
- 8 pre programmed rhythms to start you off
- External sync facility
- Very simple to use
- Line output to hi fi amp or through TV with optional audio TV lead (see offer)
- On screen menus
- Stylish case
- Please state tape or disc software

AVAILABLE NOW!!

**£9.99** ONLY

POST FREE WHEN PURCHASED WITH THE SAMPLER  
COM-DRUM SOFTWARE ONLY, TO WORK WITH THE DIGITAL SOUND SAMPLER

**THE ULTIMATE BACKUP ACTION... CARTRIDGE IS HERE**



**NEW IMPROVED PLUS VERSION**

**FAST LOADER SYSTEM**  
Two cartridges in One!!

Stop the Action of your game and make a complete backup to TAPE or DISK

☐ Action replay takes a 'Snapshot' of the whole program in memory. It does not matter how it was loaded - From Tape or Disc - at normal or turbo speed. Therefore tape to tape, tape to disk, disk to tape or disk to disk backups are easily made.

☐ All backups will reload at turbo speed and run independently of the cartridge.

☐ Special compacting techniques to save disk space.

FOR C64/128  
**ONLY POST FREE £24.99**

- ☐ Even copes with many programs that load extra sections (tape).
- ☐ Screen Dump Feature.

UNIQUE CODE INSPECTOR FEATURE

- ☐ Stop the Action with the button and inspect the whole program including all the VIC and SID registers etc.

**PLUS BUILT IN FAST LOADER CARTRIDGE**

Action replay is actually two cartridges in one. At the flick of a switch you have a loader cartridge that will load your normal speed software 5.6 times faster.

**EVEN THE LATEST HEAVILY PROTECTED SOFTWARE**

In our most recent tests we could not find any memory resident game that could not be backed up.

MK 1 Action Replays can be upgraded for **£8.50 SEND NOW!!**

If you have a C64 you need an ACTION REPLAY

IT'S HERE... AMERICA'S BEST SELLING DISK BACKUP SYSTEM  
NOW AVAILABLE IN THE UK!

**FAST HACK'EM** <sup>TM</sup>  
BY MIKE J. HENRY

FOR THE COMMODORE 64/128  
A MULTI-MODULE SYSTEM - ALL ON ONE DISK

**£19.99** POST FREE

FAST HACK'EM IS QUITE SIMPLY THE BEST DISK COPYING SYSTEM AVAILABLE, ANYWHERE AT ANY PRICE.

SIMPLE TO USE FULLY MENU DRIVEN

**SINGLE 1541 MODULE**

- AUTO NIBBLER: Copy an entire protected disk in 3 minutes. Automatically senses type of protection and treats it as normal data to produce working copy
- NIBBLER: Copy and entire disk in 2 minutes. As above but parameters can be set manually
- FAST COPY: Copy a disk in under 2 minutes
- FILE COPY: Copy and file in 5 seconds
- FILE TRACKER: File tracks are amongst the latest forms of protection. This mode allows you to produce a file track on the disk

**SINGLE 1571 DRIVE (64 OR 128 MODE)**

- FAST COPY: Copy 1571 disk in under 1 minute
- SINGLE OR BOTH SIDES: 1571 copy C64 or true 128 software
- C64 or 128 Modes

**TWIN 1541 DRIVES MODULE**

- AUTO NIBBLER: Copy an entire protected disk in under 1 minute. Features auto track/sector analyzer
- FAST COPY: Copy entire disk in 36 seconds with verify
- AUTOMATIC FASTCOPY: As above but with completely automatic operation. In fact once set up doesn't even need the computer. A must for duplicating disks on a large scale.

**1541 PARAMETERS MODULE**

This is the module that gives Fast Hack'em its power. The parameters module contains dozens of "Parameter Keys" that are used to unlock those heavily protected programs. Each parameter is designed for a particular software brand or even a particular program. Other copy programs may make strong claims, but without special parameters they just can't cope. Datel will be offering updates to Fast Hack'em on a quarterly basis, featuring 20-50 new parameters plus other improvements as they're made. Prices to be £5 plus old disk.

**\*\*WARNING\*\***  
FAST HACK'EM IS A VERY EFFECTIVE PRODUCT DESIGNED TO ENABLE USERS TO MAKE BACK UP FOR THEIR OWN USE - DATEL IN NO WAY CONDOES SOFTWARE PIRACY.

BECAUSE FAST HACK'EM IS PRODUCED IN THE U.S. IT WILL ALWAYS BE ON TOP OF THE LATEST PROTECTION TECHNIQUES. SINCE MANY OF OUR LATEST PROGRAMS APPEARED IN THE U.S. MANY MONTHS AGO.





**Kevin Bulmer**  
**Age:** 24  
**Machines:** Graphics all machines  
**Other games:** *Pentacle*  
**Favourite TV prog:** Cheers  
**Favourite drink:** Cider (Bulmers of course!)  
**Favourite game:** *Star Raiders*  
**Pet hate:** Cassettes

## THE FOUR GAUNTLETEERS

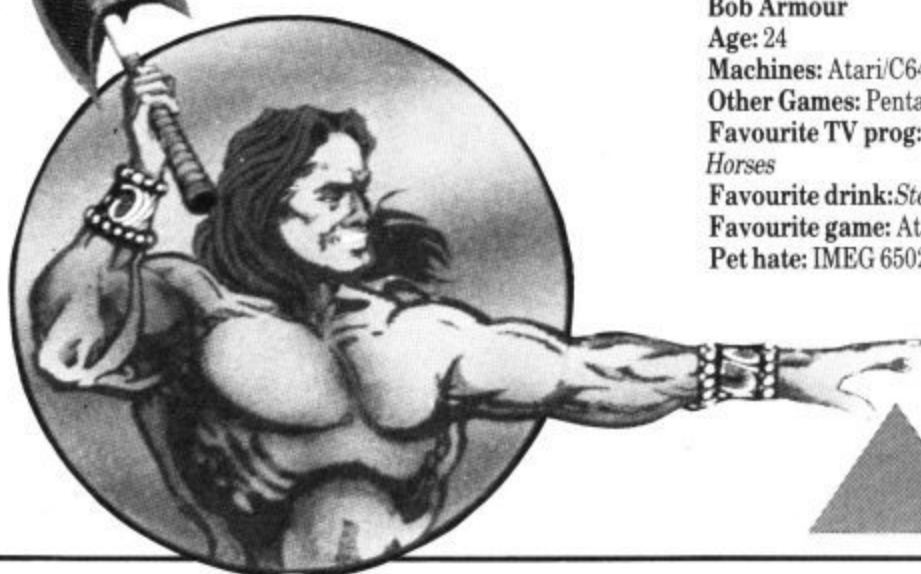
**Bill Allen**  
**Age:** 22  
**Machine:** Graphics all versions.  
**Other Games:** Barry McGuigan's Boxing  
**Favourite TV prog:** Motor sports  
**Favourite drink:** Theakston's Old Peculiar  
**Favourite game:** *Atari Ball Blazer*  
**Pet hates:** Incompatible Sinclair +2 joystick ports



**Tony Porter**  
**Age:** 22  
**Machines:** Spectrum/Amstrad/MSX  
**Other games:** Barry McGuigan's Boxing, The Eidolon  
**Favourite drink:** Theakston's Old Peculiar  
**Favourite TV prog:** *Fawlty Towers*  
**Favourite game:** *Boulderdash*  
**Pet Hate:** Over hyped programs

## THE PROGRAMMERS

**Bob Armour**  
**Age:** 24  
**Machines:** Atari/C64  
**Other Games:** *Pentacle*  
**Favourite TV prog:** *Only Fools and Horses*  
**Favourite drink:** *Stella Artois*  
**Favourite game:** *Atari Alley Kat*  
**Pet hate:** IMEG 6502 processors



## WHAT THE PROGRAMMERS SAY:

Bill Allen, Sounds man:

"The speech is far beyond anything you've heard on a game. Not even *Solo Flight* or *Kennedy Approach* come anywhere near it."

can be as many as four Warriors (or any other original character) in play at the same time. Unfortunately the computer version will only be for two players. Ironical, as the original Atari computers had four joystick ports! But it will have the speech. Better than *Solo Flight* or *Kennedy Approach*.

There's no doubt that the computer version is going to be every bit as playable as the original.

## TIPS FROM THE PROGRAMMERS

They're short, they're sweet — and so are these tips! But the four Gauntleteers reckon they are all you need to start enjoying their game.

- Shoot the monster generators as soon as possible
- Work as a team
- Look carefully at any food you find. All that looks tasty...
- Collect special potions
- Remember what your mother told you and don't shoot the food!
- More points are to be had from hand to hand combat
- Use potions to kill Death
- Plan ahead

## WHAT THE PROGRAMMERS SAY:

Bob Armour:

"We've already done the game's 163 different levels and added a few of our own. These are the 'Swine' levels. I first read about *Gauntlet* in C+VG. I went over to Warwick University because they had one there. After that I was hooked."



**KONIX**

**SPEED KING**

**VROOM!**  
**CAN YOU**  
**HANDLE THIS**  
**MUCH POWER?**  
**BLAT!**

The **KONIX SPEEDKING** packs more punch. That's why it's fast overtaking ordinary joysticks to become one of the world's most popular hand control.

As it's name suggests it's built for fast handling to give you lightening fast control. Micro switches await your slightest movement, and fly into action - ZAP, POW, SPLAT, BLAM - giving you instant reactions to every command. Tough, rugged and made in Britain to the very

**ZAP!**

highest standards, the **KONIX SPEEDKING** comes with a twelve month guarantee.

Available for:- Spectrum and Spectrum Plus, Commodore 64, 128 Vic20. All Atari Computers, Electron, M.S.X. Computers, Amstrad and Oric at **£12.99**.

Also:- BBC, Commodore C16, Plus 4, and Dragon at **£14.99**.

Trade and export enquiries contact Wayne or Sandra on **049525 5913**.

Please send me \_\_\_\_\_ Speedkings at **£12.99** each.  
\_\_\_\_\_ Speedkings at **£14.99** each

(Price includes postage and packing in the U.K. Overseas orders please send **£2.50** per Speedking.)

Computer make and model \_\_\_\_\_

I enclose a Cheque/Postal Order for \_\_\_\_\_ made payable to **KONIX**.

Please charge my Access/Visa No. \_\_\_\_\_

Card holders can telephone on **049525 5913**.

Signature \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Telephone \_\_\_\_\_

Send to Konix Computer Products, Unit 13, Sirhowy Hill Industrial Estate, Tredegar, Gwent NP2 4QZ. U.K.







**WIN  
BIG  
THIR**

**£7.95 SPECTRUM. £8.50**

## HIGHLANDER

It's Manhattan 1986.

In a vast underground garage beneath Madison Square Garden, two men are locked in mortal combat.

The huge cavern echoes to the sound of clashing steel. For although this is the 20th Century, one combatant wields an ancient Samuarai Sword, the other a broad sword.

But there can only be one Highlander.

Highlander Productions Ltd MCMLXXXVI.  
All Rights Reserved. TM - Trademark owned by Thorn EMI Screen Entertainment Ltd;  
And used by Ocean Software Ltd under authorisation. Movie and Media Marketing Ltd, Licensing Agents.

## STREETHAWK

Get a taste of what it feels like to be a street cop with a test pilot mentality in this stunning simulation of the hit TV series. Become the hunter and the hunted...burn tread on the streets!

TM and (C) 1984 Universal City Studios, Inc.  
All rights reserved. Licensed by Merchandising Corporation of America, Inc.

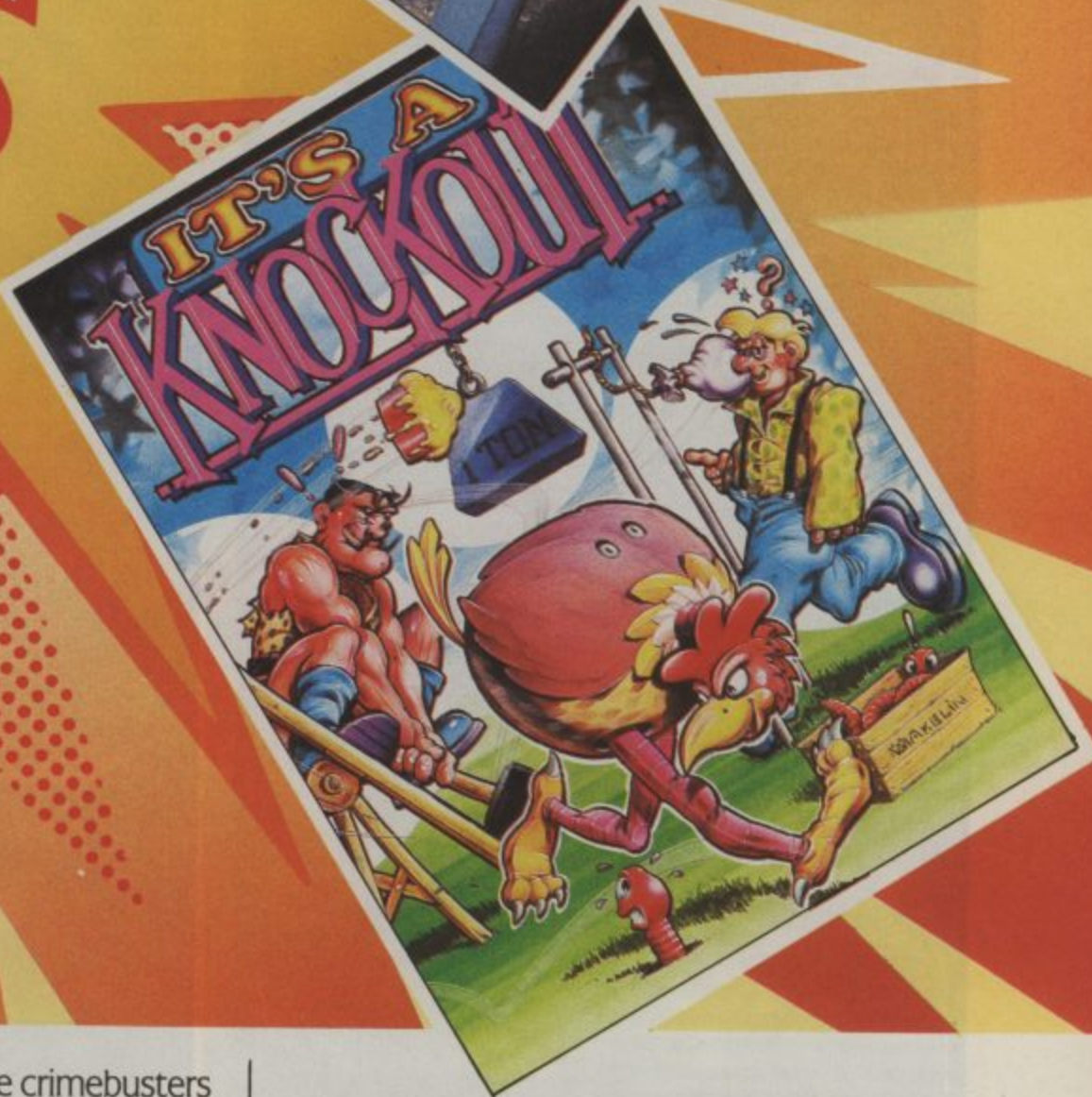
## MIAMI VICE

When the going gets tough, the tough get going. Crockett and Tubbs have got word that a contraband



# WALL RILLS

£8.95 COMMODORE/AMSTRAD



shipment is due in town. So how do the crimebusters get their man?

It's a mean scene. Shoot first and you'll lose the news, but keep your finger on the trigger or you'll be the news.

TM and © 1984 Universal City Studios, Inc. All Rights Reserved.  
Licensed by Merchandising Corporation of America Inc.

## IT'S A KNOCKOUT

All over Europe they're playing It's a Knockout, and just like the hit TV series it's all about fun. Whatever country you choose, be prepared for a bag

of surprises. It's a Knockout for all the family.



Ocean Software Ltd., 6 Central St, Manchester M2 5NS.  
Telephone: 061-832 6633 Telex: 669977 OCEAN G.

Ocean Software; Distributed in France by Ocean France. Telephone: 93-42-7144.  
Distributed in Germany by Rushware. Telephone: 2101-70040.



**Pong, the very first arcade game, makes its return in the form of Arkanoid. Clare Edgeley also gives the lowdown on the game to avoid — Spellunker II**



## ● ARKANOID

Remember *Pong*? All monochrome graphics, a couple of blocks for bats and a wildly bouncing ball. Well, Taito has decided to resurrect this ancient theme in *Arkanoid*, and you'll probably be as surprised as I was when you hear that it is in fact a very playable and addictive game.

The basics of bouncing a ball round a screen and moving your brick along to catch it on the rebound are the same. What are different are the colourful graphics, lots of bricks to knock out and the addition of extra features to make life easier... or harder, depending on how good you are.

*Arkanoid* is simple, and perhaps that's what makes it such fun. You control a VAUS craft which slides back and forth at the bottom of the screen in a Space Invaders manner. Above the VAUS craft (a fancy name for a sausage like platform) are stacks of coloured bricks arranged as a wall. The idea is simple enough, just bounce the ball, hit the bricks to make them disappear and catch the odd one which topples down for bonus features.

It's harder than it sounds. For one thing, the ball is likely to rebound off stray corners and bounce uncontrollably round the screen. When that happens it's really hard using the controls to catch it on the rebound. But there's more. Some bricks don't disappear, they fall towards you and if you manage to catch them you might be given one of seven extras: the ball might slow down; or it might not rebound when you catch it but land like a lump of



dough on the sausage — very useful. It means you can restart the bounce at any point to hit particular bricks more accurately.

Further levels are reached when you've cleared the screen of bricks and demolished the wall. There are masses of screens to follow, each harder than the last. And it's at this stage that the nasties are introduced. They take a variety of shapes but have one thing in common — they fall slowly from the top of the screen and are deadly if touched. However, take heart, if you're lucky the ball might bounce into them and destroy them before they get to you. As they fall from the top of the screen the wall blocks their passage but once you've made a hole they'll meander down, sometimes rising, but in the end reaching the bottom.

Another thing you'll notice as you travel through the game is that the walls get lower, causing the ball to rebound more quickly. And, of course, if as often happens, you don't catch the ball, you're dead. The VAUS craft explodes and you lose one of your three lives.

The controls are different, too. Instead of a joystick there's a knob which you turn left and right to control the VAUS craft. It's very sensitive and needs only a slight nudge to set the fat sausage sliding, out of range of the ball, across the screen.

*Arkanoid* is a lovely game. Fast, colourful, simple and addictive. I found it very difficult — perhaps that's just my natural clumsiness — and the only way I was able to see more of the game was through the continue play facility. A great little game which, after all, is just another brick in the wall!



## ● HALLEY'S COMET

Halley's Comet has come and gone and won't be returning for at least 70 years or so. But it has left something in its wake which keeps it in mind, for a few months longer at least.

Taito, jumping on the idea of a promising game, has come up with *Halley's Comet*, and though it's about eight months old now, it's still lurking in the back of arcades, so I thought I'd take a look.

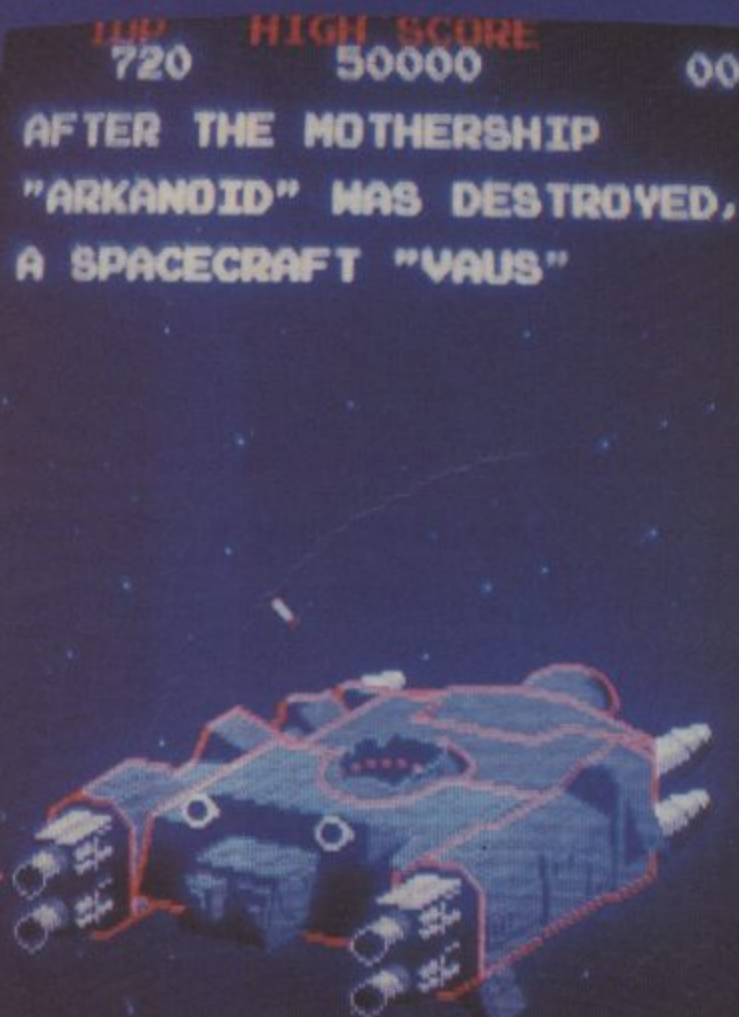
The idea of basing a game around Halley's Comet was a good one, surrounded as it was by so much publicity, but how to make it into an exciting and playable game? I know, let's make it a space shoot 'em up and the penalty for failure is the planet colliding with your planet. Macabre. But that's what it's all about.

You've got the idea? Good, well let's go out and save the world. In fact, the game is a good, fast shoot 'em up, and though I failed dismally in my race against destruction, it was exciting enough to make me want to continue playing. The screen layout is unusual in that apart from the main

playing area, there's a strip down the right hand side which maps out the comet's progress towards the planet and how well you're doing to halt it.

Halting it means blowing it out of the skies, no easy task when there are zillions of other things to annihilate too. The most dangerous are the meteors which swarm down, Gyron style, making it a tricky job to destroy them in one swoop. If they hit you, you can say goodbye to any dreams you may hold of coming out of this suicide mission alive, and if they hit the planet you're supposed to be protecting they'll cause untold damage. You just can't win. The idea is to have a fast trigger finger and a working joystick. The former I have, the latter behaved like a slug and I can only hope my terrible score was due to this defect!

There are several ways of losing in *Halley's Comet*. When all your battle ships are lost; when the comet collides with the planet; or when you've let through so many meteors that the planet's damage level reaches 100 percent. Believe me, the last happens quite easily. But at least the vertical map down the side tells you at each stage of the game what the damage level







is. I suppose it's to help you prepare for the worst, and get more money ready to continue playing, or it might galvanise you into shooting more accurately.

But meteors aren't the only things to watch out for. Stationary space stations abound, and though they look insignificant, fly over one and you'll find it's solid. Boom! Another ship destroyed. The best thing is to try and avoid them or blow them out of space. And then there are stray comets — not Halley's I don't think — which shoot down with a marvellous burning blue tail. These must be stopped — it's quite easy if you're ready for them. You've just got to be quick.

But the best feature of all are the satellite ships you can collect to increase your fire power by eight or ten times. You'll notice them, and probably ignore them at first, as nothing to worry about. Just little space ships doing nothing which soon disappear. But if you fly over them they'll attach themselves to your tail in a 'V' formation, and if you have enough of them, nothing will get past you. It's normal at this stage that a huge comet will burst from the top of the screen and knock a massive hole in your defences.

There are also objects which Taito call ship-shaped bombs. I didn't find any, but if you press the emergency escape button they act as smart bombs, destroying everything on the screen and giving you a welcome breather. Not for long though, because you'll notice that Halley's Comet is about to collide, something you'd forgotten about in all the excitement, and that the planet is past praying for. When it does go up it's spectacular. The screen pans down to show the rim of the planet and shockwaves of orange working upwards in waves.

Bye, bye planet. I don't know why I let this one slip past me, I should have looked at it months ago when Halley's Comet was making it's brief but spectacular appearance, but more likely I was star gazing at the time.

Still, if you haven't played it yet, it's well worth a bash. Not the best shoot 'em up in the world, but certainly not the worst either. Though I'm not sure about the idea of colliding comets. A bit close to home that.



## ● SPELLUNKER

Maze games with a collect and dodge theme are two-a-penny, and when you find a good one you tend to forget that the theme's as old as the Ark and just enjoy the game. However, when you find a naff version, you tend to wonder why the company even bothered to bring out such a disaster.

And that's what I was thinking as I shovelled my precious pennies into *Spellunker II* from the Irem Corporation. In fact Broderbund, the American Software house, is responsible for this awful game, and it doesn't in any way match up to its predecessor, *Spellunker*.

*Spellunker* must be nearly two years old, and is a maze game, but at least it was worth playing. I can find nothing good to say about its namesake, which is played on much the same lines but with appalling graphics and sound.

The game is set with a kind of depth meter which measures your horrendous journey into the bowels of the earth, through oceans and the like. There's an energy grid, which on some occasions took far too long to run out, but more about that later, and ropes to slither down, bombs to avoid and countless nasties to get rid of.

There are also some goodies to collect — the normal stuff and 23 keys which just happens to be the subtitle of the game.

So on with the search for whatever lies at the bottom. Down a rope, off to one side to collect some goodies, then across a chasm

to investigate an unfriendly looking bomb which lay on the other side.

No sooner had I jumped over it, than a wall sprang up enclosing me. No way of escape. I felt like banging my head against a brick wall. And in the event that's what I had to do to run out of energy and so kill myself. But that's just the beginning, because when your new man appears on screen, he too is trapped in the wall. Could this be a bug? If not, it's one of the worst pieces of programming I've come across. Anyway, when I'd managed to kill off all three lives and the game thankfully ended, I decided to give the continue play facility a go, positive that I'd now be released from my prison. No chance. There I was, surrounded by a brick wall and no way of escaping, and I then had to spend the next few minutes killing myself off again, and again.

Another irritating feature concerns your energy levels when you use the continue play facility. If you die by the hand of the nasties, when the new game starts, your energy levels will be at the same level as when you died. That could be almost zero and so you'll lose a life almost before you've started playing. To me the game is grossly unfair and a total waste of money.

And further on... well I didn't have the heart to continue. Broderbund's games in the past — *Loderunner*, *Spellunker* — have always been enjoyable to play so I don't know what went wrong with *Spellunker II*, but I wouldn't recommend it. It's one of those games that makes you think of never going into an arcade again.





# DEMPSEY AND MAKEPEACE



You have a limited time to locate and rescue your partner who has been captured and is being held somewhere within the area of London.

Driving and shooting sequences combined with 3D exploration sections in the search for clues required to complete your mission.

Your final rating will not only depend on successfully rescuing your partner, but also on the time taken and on how many other crimes you can solve on the way.

**Spectrum 48k, Commodore 64, Amstrad CPC**

## Phasor One

### THE LATEST CONCEPT IN HAND-HELD JOYSTICKS

#### FEATURES:

1. Pistol grip designed for use by all age groups.
2. Equally suitable for left or right hand use.
3. Long-life microswitches designed to our own specification.
4. Incorporating a steel shaft with a ball-bearing pivot.
5. Ultra-sensitive control lever for quick response during game play.
6. Twelve month unconditional guarantee under normal use.
7. Comes complete with extra long cable.



Dempsey & Makepeace £8.95 inc P&P  
Phasor One Joystick £12.95 inc P&P

**Britannia Software Ltd**  
M28 Cardiff Workshops  
Lewis Road, Cardiff CF1 5EB



**EXCLUSIVE**

# FREE elite GAMES

## When you subscribe to COMPUTER & VIDEO GAMES

Charity begins with us, forget about the T.V., forget about the Video, forget about the wind up stereo and your dad's 78's. We've just solved all your problems for the whole of 1987.

For just a measley **£15** (if you live in the U.K.!) you can get 12 jam-packed issues of your favourite computer mag.

Noted scientists have recently discovered that if you read every word in each issue at approximately 40,000 times slower than light whilst crossing the equator in Concorde it will leave only 3.333 hours recurring until the next month's issue arrives.

Never fear, to fill in those few desperate hours we're chucking in completely **FREE** one of the new **Elite** games.

Choose between the 3D adventures of **Space Harrier** in the fantasy zone or summon up another scooby snack with **Scooby Doo**, Shaggy and others who nobody ever remembers. Or if you're a real glutton try the **Hit-Pak**, 4 great games in one or the fearsome **Ikari Warriors**.

Simply whack back the coupon to us and we'll send your free game and start your subscription with the issue you request.

1987's gonna be so dull without it!



### COMPUTER & VIDEO GAMES/ELITE SUBS OFFER

Please start my subscription from the ..... issue.

Tick appropriate box:

- ☐ One year £15 U.K. & Eire
- ☐ One year Europe £28;  
£35 Rest of World (Surface Mail)
- ☐ One year £60 Rest of World  
(Air Mail)

My choice of **FREE** game is:

- ☐ Scooby Doo

- ☐ Space Harrier (not available for C16)
- ☐ Ikari Warriors (not available for C64 and C16)
- ☐ Hit Pak — Commando, Frank Bruno's Boxing, Bombjack, Airwolf.

My choice of computer format is:

- ☐ Spectrum 48/128
- ☐ Amstrad
- ☐ Commodore 64/128
- ☐ Commodore 16

Your **FREE** game will be sent under separate cover please allow 28 days.

I enclose my cheque/postal order payable to: **COMPUTER & VIDEO GAMES**

for £.....

Please debit my Access/Visa Account

Amount £..... Expiry Date.....

Card Number.....

Name.....

Address.....

Signed.....

Return to **CARL DUNNE, ELITE SUBS OFFER**, Magazine Services Dept,  
EMAP, 30-32 Farringdon Lane, LONDON EC1R 3AU.



# LESS CASH, NO CRASH.

Hire your software from the Matrix Club and you'll be getting one of the cheapest deals around, but you certainly won't be getting cheap imitations. We believe our games library is the most up to date in the country and all our programs are guaranteed originals, so they won't refuse to load or crash while you play.

We apply the same high standards and low cost approach to our new Pop video hire scheme, so whether your interest is computers or music you could be enjoying your selection from our extensive library of top titles at a fraction of the cost of purchasing. Our nationwide service is fast and simple to use. The hire period can be as long as you wish, and you can use the service as often or as seldom as you choose. All our members can select titles from any of our ranges and also receive free copies of our club newsletter, together with advance notice of our regular stock clearance sales at discount prices.

Use the coupon to send for further details with absolutely no obligation and you could soon be enjoying all the benefits of what we believe is the best leisure hire scheme around!

## APPLY NOW TO CASH IN ON OUR DISCOUNT MEMBERSHIP DEAL!

Please send me more details. My interest is: Spectrum ☐ Commodore ☐ Amstrad ☐ Pop Videos ☐

Name

Address

CVG 12

Post to: The Matrix Club 271 Stansted Road Bishops Stortford Herts CM23 2BT

**MATRIX**  
LEISURE CLUB

### ALL SOFTWARE CHECKED

## Maros Computers Ltd

42 Market St, Longton, Stoke-on-Trent, Staffs  
Tel: 0782 319144

COMMODORE, SPECTRUM, AMSTRAD, MSX,  
ACORN, HOME and BUSINESS

### 30% DISCOUNT

e.g. 9.95 will be 6.95

7.95 will be 5.50

ALL NEW GAMES COME STRAIGHT INTO STOCK  
ANY ENQUIRIES PLEASE PHONE. SEND SAE FOR FULL LIST

#### THIS MONTH ONLY

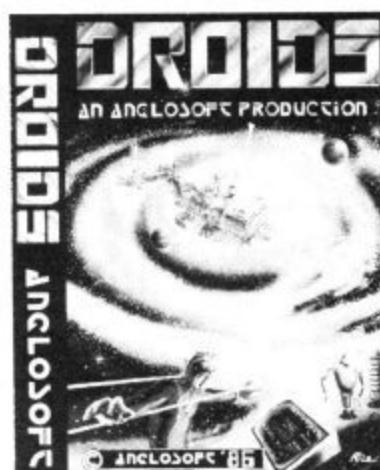
	R.R.P.	OUR PRICE
Fight Night (C64)	9.95	1.99
Combat Leadert (C64)	14.95	2.99
Law of the West (C64)	9.95	1.99
Ghostbusters (C64)	9.95	2.99
Solo Flight (C64)	9.95	2.99
Trivial Pursuit (C64)	14.95	9.50
1942 (48)	7.95	4.99
Trivial Pursuit (48)	14.95	9.50
They Sold Million (48)	9.95	6.50
Zorro (48)	7.95	1.99
Kung-Fu Master (Amst)	9.95	1.99
Ikari Warrior (Amst)	9.95	6.50
Trivial Pursuit (Amst)	14.95	9.50
Nemesis (MSX Cart)	15.95	10.99
Yie-Ar Kung Fu (MSX Cart)	15.95	10.99

All MSX Cartridges £10.99

Prices incl P&P, please allow 21 days delivery.  
Overseas add 75p per cartridge.

Cheques/Postal Orders made payable to:  
Maros Computers Ltd

Credit card phone orders welcome



The  
exciting  
NEW  
RELEASE  
from

## ANGLOSOFT

### WHAT THE PRESS SAID

"This is one of the most original games to emerge this year. . . high quality gameplay makes this fully deserve a MEGA. Great value! Buy it now!"

C.C.I. Sept. '86

"The action can be fast and furious or cool and calculated, the choice is yours! . . . Droids is a highly playable game with plenty of mental challenge as well as arcade action."

COMMODORE USER Sept. '86

"Droids is a nicely produced arcade adventure with elements of Hewson's *Paradroid* and Epyx's *Impossible Mission*. The graphics are big and colourful and the programming is pleasantly fast and smooth. . . Good fun."

POPULAR COMPUTING WEEKLY Sept. 25 '86

\* GRAPHICS 8  
\* SOUND 8  
\* VALUE 8  
\* PLAYABILITY 8

COMPUTER AND VIDEO GAMES Nov. '86

AVAILABLE NOW FROM YOUR LOCAL DEALER OR SEND CHEQUE/P.O. TO:  
ANGLOSOFT, P.O. BOX 60, COVENTRY. (Prices include P&P)

**£7.95** Cassette **£9.95** Disk



# BARGAIN SOFTWARE:

Dept. C+VG 3; Unit 1; 1 Esmond Road; London W4 1JG

**BUY BY PHONE**  
RING 01-995 2763

**PRICE PROMISE**  
If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies "Special Offers".

**ORDERS OVER £30 DEDUCT 10%**

SPECTRUM			COMPILATIONS		SPECTRUM		
	R.R.P.	OUR PRICE				R.R.P.	OUR PRICE
PAPER BOY	7.95	5.90	<b>SPEC. MEGA HITS</b>		FAT WORM BLOWS A SPARKY	9.95	7.45
3 WEEKS IN PARADISE	9.99	5.99	<b>ALL 10 GAMES ONLY £5.99</b>		KAYLETH	9.99	7.45
MISSION OMEGA	9.95	7.45	<b>3D STARSTRIKE</b>		SPACE HARRIER	7.95	5.90
W.A.R.	7.95	5.90	<b>BLUE THUNDER</b>		SCOOBY DOO	7.95	5.90
HEAVY ON THE MAGIC	9.99	6.99	<b>SON OF BLAGGER</b>		DOUBLE TAKE	7.95	5.90
LEADER BOARD	7.95	5.90	<b>AUTOMANIA</b>		BAZOOKA BILL	8.95	6.70
PSI-5 TRADING CO	7.95	5.90	<b>BUGABOO</b>		SHAO LIN'S ROAD	8.95	6.70
LAW OF THE WEST	7.95	5.90	<b>SPEC 4 CRASH SMASHES 2</b>		WORLD GAME	8.99	6.70
DRAGON'S LAIR	9.95	7.45	<b>MONTY ON THE RUN</b>		SELECT ONE (12 GAMES)	12.99	4.99
DAN DARE	9.95	7.45	<b>SWEED'S WORLD</b>		<b>COMMODORE 64</b>		
LIGHTFORCE	7.95	5.90	<b>BOUNCER</b>		INFILTRATOR	9.95	7.45
POWER PLAY	9.95	7.45	<b>STARQUAKE</b>		GAUNTLET	9.95	7.45
DARK SCEPTRE	9.95	7.45	<b>SPEC. SPORTS PACK</b>		BAZOOKA BILL	9.95	7.45
T.T. RACER	9.95	7.45	<b>ALL 6 GAMES ONLY £5.99</b>		MAG MAX	8.95	6.70
UCHI MATA	8.95	6.70	<b>C64 SPORTS PACK</b>		CYBORG	8.95	6.70
REVOLUTION	9.95	7.45	<b>WORLD CUP FOOTBALL</b>		MOVIE MONSTER	9.99	7.45
HARRIER	9.95	7.45	<b>PILOT 64</b>		HOT WHEELS	9.99	7.45
FIST II	8.95	6.70	<b>TURBO 64</b>		SANXION	9.95	7.45
HEARTLAND	9.95	7.45	<b>TEST MATCH CRICKET</b>		ACE OF ACES	9.99	7.45
DYNAMITE DAN II	7.95	5.90	<b>DERBY DAY</b>		VIETNAM	9.95	7.45
MIAMI VICE	7.99	5.90	<b>GOLF</b>		LEGEND OF SINBAD	9.95	7.45
PUB GAMES (7 Games)	9.95	7.45	<b>SPEC. C64 GAMES PACK</b>		WORLD GAMES	9.95	7.45
TRIVIAL PURSUITS	14.95	11.20	<b>VIEW TO A KILL</b>		SCOOBY DOO	9.95	7.45
THEATRE EUROPE	9.95	7.45	<b>CODE NAME MATT 2</b>		SPACE HARRIER	9.95	7.45
ACE	9.95	7.45	<b>FRIDAY THE 13th</b>		TOP GUN	8.95	6.70
G. GOOCH'S CRICKET	9.95	7.45	<b>TEST MATCH</b>		1942	9.95	7.45
FOOTBALL MANAGER	8.95	6.70	<b>PYRAMID</b>		SPY VS SPY 3	9.95	7.45
GHOST & GOBLINS	7.95	5.90	<b>BEAKY &amp; EGG SNATCHERS</b>		HIGHLANDER	8.95	6.70
GREEN BERET	7.95	5.90	<b>SPEC. BEST OF BEYOND</b>		SACRED ARMOUR OF ANTIAD	8.99	6.70
ELITE	14.95	11.20	<b>SPEC. SORDERONS SHADOW</b>		SUPER HUEY 2	9.99	7.45
GRAPHIC ADVENTURE CREATOR	22.95	20.95	<b>ENIGMA FORCE</b>		FOOTBALLER OF THE YEAR	9.95	7.45
KNIGHT RIDER	7.95	5.90	<b>DOOMDARKS REVENGE</b>		WAY OF THE TIGER 2 (AVENGER)	9.95	7.45
DRUID	7.95	5.90	<b>SHADOWFIRE</b>		MASTER OF UNIVERSE (ARCADE)	9.99	7.45
GALVAN	7.95	5.90	<b>SOLD A MILLION 3</b>		KAYLETH	9.99	7.45
SURF CHAMP	9.99	3.99	<b>FIGHTER PILOT</b>		JAILBREAK	8.95	6.70
BOUNCES	9.95	4.99	<b>RAMBO</b>		TARZAN	8.95	6.70
WORLD CUP FOOTBALL	7.95	2.99	<b>KUNG FU MASTER</b>		PAPER BOY	9.95	7.45
SPIDERMAN	7.95	2.99	<b>GHOSTBUSTERS</b>		DOOMDARKS REVENGE	9.95	5.99
POLE POSITION	7.99	2.99	<b>CHRISTMAS SPECIAL OFFER</b>		DRAGON'S LAIR	9.95	7.45
SKYFOX	8.95	6.70	<b>SPEC. 48</b>		MISSION OMEGA	9.95	7.45
ASTERIX	9.95	7.45	<b>DEFENDER</b>		ULTIMA IV (D)	19.95	16.95
QUAZATRON	8.95	6.70	<b>POLE POSITION</b>		EXPLODING FIST II	9.95	7.45
MONOPOLY	9.95	7.45	<b>SNOOKER</b>		DAN DARE	9.95	7.45
URIDIUM	8.95	6.70	<b>PROJECT FUTURE</b>		SUPER CYCLE	9.95	7.45
HARDBALL	8.95	6.70	<b>EXCELL</b>		SABOTEUR	8.95	5.99
TARZAN	8.95	6.70	<b>MOON CRESTA</b>		LIGHT FORCE	8.95	6.70
FOOTBALLER OF THE YEAR	7.95	5.90	<b>SPEC. SOLD A MILLION II</b>		TRACKER	14.95	11.20
FUTURE KNIGHT	7.95	5.90	<b>BRUCE LEE</b>		POWER PLAY	9.95	7.45
WAY OF THE TIGER 2 (THE AVENGER)	9.95	7.45	<b>KNIGHT LORE</b>		TRIVIAL PURSUITS	14.95	11.20
TRAIL BLAZER	7.95	5.90	<b>MATCH POINT</b>		UCHI MATA	9.95	7.45
DANDY	7.99	5.90	<b>MATCH DAY</b>		THAI BOXING	7.95	5.90
KNIGHTMARE RALLY	7.95	5.90	<b>DURELL PACK</b>		ALLEY KAT	8.95	6.70
THE GREAT ESCAPE	8.95	6.70	<b>SPEC. 64</b>		ASTERIX	9.95	7.45
PRODIGY	7.99	5.90	<b>SABOTEUR</b>		LEADER BOARD	9.95	7.45
STRIKE FORCE COBRA	9.95	7.45	<b>TURBO ESPRIT</b>		GALVAN	8.95	6.70
MAG MAG	7.95	5.90	<b>COMBAT LYNX</b>		SHAO LIN'S ROAD	8.95	6.70
SACRED ARMOUR OF ANTIAD	8.99	6.70	<b>CRITICAL MASS</b>		WAR	8.95	6.70
INFILTRATOR	9.95	7.45	<b>SPEC. OR C64</b>		PUB GAMES (7 Games)	9.95	7.45
HIGHLANDER	8.95	6.70	<b>NOW GAMES</b>		GREEN BERET	8.95	6.70
BREAKTHRU	8.99	6.70	<b>BRIAN BLOODAXE</b>		MERCENARY	9.95	5.99
IT'S A KNOCKOUT	7.95	5.90	<b>ST RANGE LOOP</b>		SUPERBOWL	9.95	6.99
SHOCKWAVE RIDER	7.95	5.90	<b>PYJAMARAMA</b>		HERBERTS DUMMY RUN	9.95	4.99
FIRELORD	8.95	6.70	<b>ARABIAN KNIGHTS</b>		INTERNATIONAL SOCCER	14.95	4.99
1942	7.45	5.90	<b>FALCON PATROL II</b>		ACE	9.95	7.45
JAILBREAK	7.95	5.90	<b>LORDS OF MIDNIGHT</b>		COMBAT LEADER	9.95	5.99
DEACTIVATOR	8.95	6.70	<b>SPEC. OR C64</b>		PING PONG	9.95	5.50
CYBORG	9.95	7.45	<b>NOW GAMES II</b>		SOLO FLIGHT II	9.95	7.45
SNOOKER	7.99	2.99	<b>AIR WOLF</b>		URIDIUM	8.95	6.70
DODGY GEEZERS	7.95	5.90	<b>CHUCKIE EGG II</b>		ANY MASTERONIC	1.99	1.99
MASTERS OF UNIVERSE (ARCADE)	8.99	6.70	<b>TIR NA NOG</b>		ANY MASTERONIC	2.99	2.99
BOMB JACK II	7.95	5.90	<b>CAULDRON</b>				
AIRWOLF (new)	7.95	5.90	<b>WORLD CUP</b>				

**BARGAIN SOFTWARE ORDER FORM**

Please send me the following titles. BLOCK capitals please!

Type of computer \_\_\_\_\_ Name \_\_\_\_\_

Address \_\_\_\_\_

Tel. No. \_\_\_\_\_

Title:—	Amount

Total Enclosed £ \_\_\_\_\_

Please make cheques or postal orders payable to **BARGAIN SOFTWARE**.

Prices include P&P within the U.K: Europe please add £0.75 per tape:

Elsewhere please add £1.00 extra per tape

**VISIT OUR SHOP**  
474A Chiswick  
High Road  
London W4



# C+VG Mailbag

COMPUTER + VIDEO GAMES  
30-32 FARRINGTON LANE  
LONDON, EC1R 3AU



conversation was quite heated and I cancelled my order. The young lady on the switchboard said she would make sure my money was returned. But, still nothing. I would obviously be wasting my time contacting them again. It would be interesting to see if anyone else had experienced this kind of problem. As for me — never again!  
C. F. Sandy (Mrs)  
Devon.

**This sort of thing makes me start to smolder. It seems you've been a victim of a company advertising before the product is ready — all too familiar to us here at C+VG, Mrs Sandy. My only advice is that if you're lucky enough to have a software shop near you**

**Fsssssssstt . . . Hello there. I'm Grill, the smooth, sophisticated new member of the Bug Hunters. This is my first outing on the Mailbag pages and I'm looking forward to some red hot comments and perhaps a few blazing arguments. Let's check out this month's correspondence . . .**

● Please accept apologies for such a long letter, but, unfortunately it is necessary to supply all the details.

In your April edition of C+VG there was an advertisement for *Paper Boy*, which I ordered from Elite for a Spectrum. After waiting eight weeks, I wrote to Elite who wrote back to say that the game had not yet been assigned a release date I was asked to write back if I wanted to wait, which I did.

In July I rang the Mail Order Dept at Elite and was told that the release date would be August, but because I had waited so long they would send me a complimentary game, which seemed fair enough.

I rang again at the end of August, when still nothing had arrived, and again was assured that the release date for *Paper Boy* had been despatched on Thursday 18th September. I was absolutely appalled when I had to ring again on the 24th September because no game had arrived, only to be told there was no record of my original order, my cheque, my letters or my countless telephone calls!

Needless to say this last

**wait until the game you want actually appears. The good news is that many software companies are now thinking twice about when they advertise new games and waiting until the programmers have actually come up with the goods. I can understand you getting heated about not getting your cash back. I often get heated up — about lots of things.**

● I was pleased to see that you printed my of warning in the August C+VG. I hope that you pay attention to it, but, I am afraid that it has been superceded by grim new evidence that has come into my possession.

As you no doubt remember I claimed before that Hanna Smith was in fact a cartoon. I now know that this is UNTRUE you see the whole truth is that 'Crash' have hired a MODEL to play her part for public appearances and photos. Yes! A model! A badly assembled Airfix one.

Study the photos of this plastic monstrosity, if you have the stomach for such a task. You will see the clumsy joining of the parts, how they are anatomically

incorrect and unconvincing and how no attempt has been made to file down the joins.

You can also see where the various parts have been broken hastily off by someone in a hurry and panicking in their haste to finish the kit in time for the photocall.

I can now reveal for the first time the origin of this model. Henna Smooth is, in fact, nothing more than an adaptation taken from the old Airfix 1/12 scale Oliver Cromwell kit.

"Someone" has merely taken off the helmet, discarded the sword, filed down the facial warts and given the whole thing a "modern" (!!!?) haircut.

Furthermore if you study the various images available of the subject under discussion you will notice another disturbing fact that I can now confirm for the first time in public. Like Worzel Gummidge the Haircut Smith model has interchangeable heads! I think there are five of these but I have only personally monitored three of these. They are: 1) The smug sitting at bar holding drink head. 2) The grim determined head and 3) The vacant-eyed, thoughtful girlie tipster head.

Head No.5 is, I am a fairly certain, the "Oh No Melissa! Please don't hurt me I apologise, I take it all back!" head.

The kit will of course be wearing this one very soon and thanks to you it will probably be rearranged so that its on backwards (vast improvement).

Here is a tip for you, Oh Empress of Tipsters. On the day you meet Old Plastic Bonce take along a bottle of liquid polystyrene cement and simply pour some over Harmless Smug's knees.

The glue will stick them together, they will seize up and the kit will become immobilised. You may then simply push it over,

disassemble it and pack it back into the box it came in. Simple. . . .  
Rex V. Barnes

Bromley

**I'm shocked and stunned. How could anyone even consider such a devious plan. The good news is that if our Melissa takes ME along with her she won't need the polystyrene cement. I'm good at melting things. But the word on the street is that Henna Smooth only dared to come near the IDEAS Central mobile unit at the recent PCW show on the day that Melissa was taking a well earned break. . .**

● Please excuse me if some of the comments in this letter appear to be a little out of date but we are a two months behind out here in the colonies.

My first comment refers to a remark made in July issue, where the writer felt there a too much space devoted to Keith Campbell's Adventure column.

I beg to differ. This column is the best of its type in any of the computer magazines and is one of the reasons I am a regular subscriber.

I congratulate Mr Campbell and your editing staff for the quality and the content of the column and I for one sincerely hope you do not reduce it.

My second comment is a general one regarding magazine bashing. It really annoys me to see letters in *Mailbag* that contain nothing but destructive criticism.

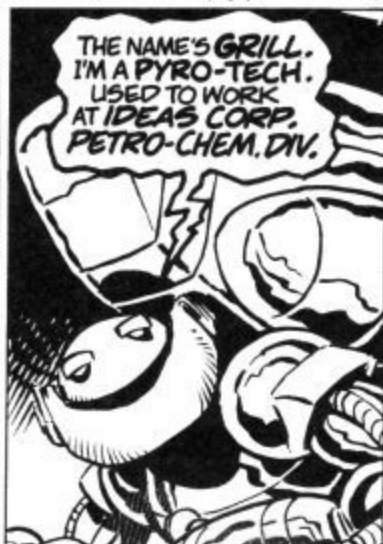
I myself, buy two magazines regularly, C+VG and Zzap. I buy both of them on their merits. I buy C+VG because it provides information about what is happening on other machines besides my own and it has the best adventure column.

I buy Zzap because it is the only magazine that is devoted entirely to the type of machine I own.

I enjoy both magazines and find no reason to knock them. What one doesn't provide, the other does.

To run a magazine down because it is not tailor-made to that readers need is futile. The answer's simple. Don't buy it.

The other thing to be considered too is price. If one wants a magazine that provides everything perfectly, is well presented on high quality paper







and in full colour then one would expect to pay the price accordingly.

Personally I think *C+VG* and the other magazine I mentioned represent excellent value and I will continue to subscribe, even if I do not get July's issue until September!

Mike Pillette  
New Zealand

**The colonies eh? Still, there's no real reason why a subscription should take you so long to get. Do you order the mag from your local newsagent or get it direct from us here at IDEAS Central. If you get it direct I'll have a little hot gossip with the guys that send out the copies to your part of the planet. And go steady on the congrats to Campbell, we have to pay him enough already . . .**

● Ever since those dark bygone ages of computing history, when a brand new 1K ZX81 cost around £70, when a fab computer mag cost 75p, (a rise of 23p in 5 years can't be bad, can it?) when the latest game was either a "scramble" or "bomber" type game with symbols for graphics which you had to imagine were something totally amazing and when a gamer had to RUN the software him/herself . . . I have been an avid reader of *C+VG*.

I can remember when the mag stood out from the rest — mainly due to the fantastic artwork on the covers — it was in a class of its own. It was full of listings — one for each popular micro, pages and pages of letters, reviews, news, cartoon, adverts and competitions. It even had its own crossword and puzzle page. There were programming tips and advice, project pages of all sorts, even a chess page. The best ever arcade coverage; and last, but not least, The Bugs.

The bugs I do miss — Mal Function, T. Hitch, Snag Jnr, Screaming Fowl-up and of course the poor old programmer.

Ah yes, those were the days. The days of old, the days of Ram pack wobble, basic BASIC, crude graphics no sound, no colour and the great *C+VG* logo.

In those days the mag was built to last, the greatest fly killer available. Even the great adventure page was built to

withstand anything. A couple of years ago, before the great change, *C+VG* went through a big crisis.

It became boring, middle of the road, boring, boring, below average, couldn't kill a fly with it, rubbish in other words — — —! So I didn't buy it — shock! horror! yahboo!

But, out of the murky waters a lace-gloved, female hand appeared and handed me a *C+VG* . . . it wasn't its oldself, looking pale and rather empty. I nearly gave it up for dead, but a voice confided in me and said "a change in nigh, persevere . . . persevere".

So, I persevered and to my delight, the new look came!

At last, great covers, colourful and almost orderly reviews, a wonderful arcade section (only a double page?) more special features, more news, a bigger adventure section (keep up the good work Keith and Co.) What more can I say?

Well, it could be better. Slave driver, aren't I?! Improvements? A bigger arcade section, more letter pages, more reviews for the Atari (Atari users are the most loyal bunch I know and they deserve better!), a review section for less popular computers, more reviews for the BBC, less reviews for budget titles, good coverage on other things happening around the world (*Letter from America*, is a great idea) AND a couple of pleas from the heart:

1) replace the original *C+VG* logo

2) Bring Back the Bugs — Bug Hunters is rubbish (No disrespect to Jerry Paris).

With these improvements *C+VG* will be in a class of its own again!

I have been buying *C+VG* since January 1982 and can remember listings for the ZX81. Since then I have been brooding about missing the first free gift. It was a strip of plastic with the bugs printed on it and it could have been used to stop ZX81 Ram pack wobbles. You haven't any lying around have you?

You could always have a column "A letter from Basildon". HINT!

Paul Knight  
Basildon

**Talking about getting heated up, this guy seems a prime candidate for a tough of Grilling! Bug Hunters are rubbish are they! See if you think the same after you've been incinerated Mister Knight! OK, so the rest of your comments are pretty reasonable and I'm glad you've come back to *C+VG* — and anyway the Ed says we can't fry people who complain. Seems a shame to me, but there's no arguing with him. As to the strip of plastic stuck to the front of that early issue, well, all the left over bits were collected up and used in the construction of Jeffrey Archer, who I understand has since become someone quite famous . . .**

● If you live on the Isle of Wight and have nothing to do on Saturday November 29th, then get yourself along to the Wight Comptuing Fair which is being held in Ryde Town Hall.

There will be special attractions including — weather satellite decoding, video digitising, and working modems. There will also be £500 worth of software and hardware prizes — all proceeds are going to two local charities. Sounds good, eh!

The Organisers,  
I.O.W

**You heard the man! Get down there! Where is the Isle of Wight anyway?**

● Each month I buy your magazine, look through it and think to myself "It . . . it will be better next month, won't it?" then I turn to the back page to see what's coming next month.

A couple of months ago I saw something which made me think "Hey that's a good idea" it was the *Pen Pals* section. I would like

a female pen pal but when I looked through, none were suitable for me, so I thought I will advertise for one. I quickly wrote down what I wanted for a pen pal and what I am like and sent it off to you. A month later I received the next issue and looked for the pen pal page — but it wasn't there.

Two, more issues have since arrived but still no Pen Pal page. What's going on? If you print the *Pen Pal* page someone may want to reply to my ad.

My ad goes something like this — I am a 13 year-old-boy who wants a Speccy or Commodore owning female of the same age — must be good looking. I hate adventures but love arcade adventures etc.

Some parts of your mag are great. Hot Gossip and er, er, er the ads. Having finished slagging off your magazine I would like to say that I must admit *C+VG* is of a high standard and I enjoy most of it BUT it could be better.

Emlyn Williams  
Essex

**Huh! Who is Mr Hoity-Toity then? Hope you like the parts of your home I'm going to leave standing after my visit! OK! OK! Sorry, no more threats. The Ed really gets upset about senseless violence. But what's wrong with boy pen pals. You wouldn't be a junior male chauvinist piglet would you?**





**COMPUTER + VIDEO GAMES**  
**30-32 FARRINGTON LANE**  
**LONDON, EC1R 3AU**

● I am just writing to say why the hell don't people want arguments in the letters page? I mean, what are letter pages for? I like a good laugh when I read your magazine (no it's not a pun) so when I turn to the letters page I always look for people arguing, but, what do I see? People crawling and creeping saying don't do this or don't do that. So come on print THIS and we will see if anyone writes up and disagrees.

Also I would like to say that the *Airwolf* pokes printed a year or so back for the C64 don't work. So let's see you print them right and print some old ones for people like me who have not been reading your mag for long.

David Williams  
Stoke on Trent

**Yeah! I'm not hot tempered but I do like a good blazing row! Let's have more arguments! And who sent those *Airwolf* pokes in! You'll be feeling my hot breath on your neck if we find out...**

● I am writing in reply to the so called General from Holland in the October issue of your great magazine. He said: "Are the sound facilities of the Atari ST as good as the highest arcade standard?" No, of course they are not. But who said they were? Tony Takoushi certainly didn't.

In the article referred to, Tony only said that about *Millipede* which just so happens to be a slightly dated arcade game.

The ST is the best value for money on the market at this moment. You should be able to judge a new computer by the amount of support it gets from the software houses. Now compare what is available for the ST with the few items that are available for the Amiga. Which do you think is the best? Can you also tell me when the cinemaware programs will be available over here on the ST.

Simon Jervis  
Nottingham

**You know we can't take sides here Simon! And I hope we're not going to get into one of those boring my-computer-is-better-than-your-computer arguments. They make me fume! As for the Cinemaware stuff, many of our readers were as amazed as us at the quality of the pictures we printed. No**

**news on a release date here — but you could try contacting Mindscape direct at 3444 Dundee Road, Northbrook, Illinois 60062, USA.**

● I am writing to thank you for putting the competition to win a day out at the golf open in your magazine. As you may have guessed I was the winner! My wife and I had a brilliant day out. We were treated like VIP's the complete day, by the airport staff, (we flew on the shuttle to Glasgow) by the staff at Ariolasoft and the other people who shared their stand and who got us VIP seats at the 18th hole.

The staff of Ariolasoft were so friendly and made us feel at home they did everything to make our day fantastic.

Thank you everybody and especially Amanda at Ariolasoft.  
Paul & Jacky Greenough  
Manchester

**Your letter brought a warm glow the everyone here at C+VG — and not just because I accidentally set fire to it in the waste paper basket.**

● I have been reading your mailbag and wrote this letter to see if you could help me. My sister bought her 10-year-old son an Atari computer but, it is an old one and he has only got one cartridge — the one he got with it and we do not seem to be able to get him any more. Can you help us as he is going mad.

P. Richardson  
Liverpool

**What you don't say is if the Atari is in fact a proper computer or the old VCS dedicated video game machine. But your best bet is to contact Atari direct on 0753 33344.**

● I read your magazine with interest — but I dread looking at the pictures! The text presentation is the best in any magazine I have seen, but the pictures and review selection annoy me and many of my friends. When you magazine is put together all the good screen shots are replaced by shots from Speccy's and Amstrads, machines that suffer from B.G.T. C.O.S.S. (Block Graphics, Two Colour, Overlay Sprite Syndrome). This problem can be rectified by printing screen shots from good computers like the C64 128, Amiga, Atari ST — and then

printing the 64 screenshots the right way up and in the right place!

You may think this is a bit harsh on our poor Speccy/Amstrad pals — but surely they would appreciate colour photo's with no sprite clashes, although I do think many programmers are getting their act together over multi-coloured games for the Spectrum — i.e. *Lightforce*. Admit it. It would make your mag more presentable  
Mark Dodwell,  
Dorset

**Oh come on Mark! It's nice to look at the amazing graphics produced by Amiga's and ST's — but how many people will be using the things? We want to show our readers what they'll be getting when they buy a game by printing screen shots of a game they may want to buy. We'd have loads more letters for me to incinerate if we stopped printing Spectrum and Amstrad screen shots, that's for sure. I think you are suffering from S.C.D. (Smug Commodore Owner). Anyway, some Amstrad screens are really nice — just look at *Batman* or *Sorcery*. And I'm sure I've seen chunky graphics on a 64 in my time...**

● I own an Amiga. I was fascinated by your preview in October's edition of *Mindscape's* new *Cinemaware* programs such as the *Defender of the Crown*. I would like to know what these programs are exactly. Are they Arcades, Arcade Adventures, Adventures or just a movie. Whatever the case I would like to have their address to be able to contact them directly.

Oliver Said,  
Malta

**Yeah! We were fascinated by Mindscape's Cinemaware stuff to. And although I like to appear as though I know it all, this time I'm stumped. Until we get hold of some software we'll tell you more. In the UK Mirrorsoft are the people who are looking after the Mindscape products but you can contact the company direct at 3444 Dundee Road, Northbrook, Illinois 60062, USA.**

● What ever happened to the impartiality of the press? You may be wondering what I am going on about so I will explain.

In the November issue of

*C+VG* there was a "review" of *El Toro*, a game for the Spectrum about bull fighting. I was horrified to read such a biased and self opinionated piece on bullfighting and absolutely nothing on the quality of the game itself. I always thought that a review of a game was about the quality of: graphics; sound; value; playability.

I am not attempting to defend bull fighting, just as I wouldn't defend boxing but I do not remember seeing a similar piece of "journalism" on any of the boxing and martial arts games. Come to think of it, I have not read anything about the fact that poor animals are shot and kicked or punched to death in some of these games (e.g. *Fist II* and *Kane* — where birds are killed for no other reason than to sell for tokens. Try to remember it's just a computer game, not the real thing and it you feel so strongly about it then write to the Spanish Government.

So please in future lets have somebody who will give a review of the game and not A.L.F. propaganda. There must be plenty of people out there who enjoy playing these sorts of game otherwise they would not enter the games charts with such regularity.

After all, I thought that there was a certain amount of freedom of choice still in this country so you don't have to buy a game such as this if you don't want to, do you?

Jonathan Diamond  
Cheadle,  
Cheshire

**So just because C+VG is a computer magazine it shouldn't bother about wider issues, eh Jon? What is a game like *El Toro* but propaganda for blood sports. Encouraging people to think killing bulls is a "fun" thing to do. And I thought there was something called the freedom of the press which enables us to comment as we see fit. I think the review summed up the quality of the game pretty well. Humans can make choices about everything that affects their daily lives. Even if it means taking part in a violent sport. Animals can't. You are defending bull-fighting simply because you don't condemn it. As for the other games you mention — you're right. Cruelty to animals in any shape or form is wrong.**



Sailing enthusiast and computer addict alike, this, the most demanding yacht race in the world, provides an enthralling challenge to your powers of judgement, skill and dexterity.

#### THE AMERICA'S CUP

The America's Cup as the most demanding yacht race in the world is designed to put to test the manoeuvrability and handling of modern 12 metre yachts. It has captured the imagination of the millions who like watching nations, yachts and individuals compete in a race where everyone starts with a realistic chance of winning. The skill and strategy is in finding the quickest path around the America's Cup course and each skipper 'tacks' and 'gybes' his yacht to capitalise on favourable wind shifts that increase boat speed through the water. The constant changing of direction is an essential strategy to take the opportunities to forge ahead of the competition and cross the finish line in a blaze of glory.

#### THE GAME

The official America's Cup Computer game is a realistic and powerful graphic representation of 12 metre yacht sailing and demands all the determination and abilities needed to win the America's Cup. There are 3 levels of difficulty, a choice of challenge and either single player or two player modes. The 'demonstration' routine, coaches you through the various game screens and single player mode provides the essential opportunities for practising the skill of sailing. (Your joystick is your crew and so improve your joystick skills to improve your's and 'your' crew's performance. Practice makes perfect and success comes from repeated good judgement, learning from one's mistakes and excellent teamwork). Set yourself out on a challenge, the like of which you'll never see again.



IBM64 Tape £9.99 Disk £14.99  
AMSTRAD Tape £9.99 Disk £14.99



US Gold, Units 2/3,  
Holford Way, Holford,  
Birmingham B6 7AX

# AMERICA'S CUP *Challenge*



THE CHANCE OF A LIFETIME TO  
SKIPPER THE WORLD'S GREATEST RACING YACHT



# PEN PAL PAGE

● Please, please, please could you put me in touch with an American pen-friend. I mean, I have tried everywhere I can think of, but, I still cannot find one. I would like a male pen-pal who is around 13-16 and I would like to exchange software and ideas with him.  
*Richard Burrows*  
*Worcestershire*

● I am an Atari owner with a cassette recorder. I have many games on cassette and would like to contact owners to swap games, tips etc.  
*Chris Glasson*  
*Merseyside*

● I own a Spectrum 48K with Interface II and printer. I collect pokes and games. Anyone can contact me, I don't care who, as long as they have a Spectrum.  
*Jon Bowen*  
*Devon*

● I am interested in trading software with anyone who has a C64 and disk drive. I would really like to try some of England's software and I am sure you would like to try some American software.  
*Chris Macionski*  
*8456 Concord*  
*Grosse Ile*  
*Michigan 348138*  
*USA*

● I am a 15 year old, arcade game addict, Amstrad CPC464 owner and I want to hear from some (or all) of the thousands of other sensible people out there. Make your letters interesting — most interesting

ones will be answered first! All letters answered. I have many of the best new games. Don't forget lists!!  
*Ashley Cotter-Cairns*  
*Herts*

● I am the owner of a C64 computer. I wish to contact other owners of the same computer. I wish to discuss, exchange ideas etc about the C64.  
*Bony Islam*  
*1/2 D, Kavi MD Ikbal Road*  
*Kidderpore*  
*Calcutta — 700023*  
*West Bengal*  
*India*

● Hi, my name's Britt and I am 17. I own a ZX Spectrum 48K and I would like very much to get in contact with a 17+ male, Speccy owner in the USA, Canada or West Germany. It would also be nice if you had some other interests, eg, Sport.  
*Britt Conacher*  
*Stafford*

● Any Commodore 64 owners want a penpal? If you do just write to me.  
*Daryll Collis*  
*Cleveland*

● I am a Commodore C16 and 1541, 1531 user in Germany and would like to get in touch with another C16 user. Write to me if you would like to swap software.  
*Henning Kuester*  
*Deezbueller Strasse 22*  
*2260 Niebuell*  
*West Germany*

● I own a Commodore Vic 20 and would like to find pen pals from any corner of the world who would like to exchange tips etc on cartridge, tape or paper, for the unexpanded, 3K/ superexpander, 8K 16K Vic  
*J Fang*  
*62 Husband Road*  
*Forest Hill*  
*Victoria 3131*  
*Australia*

If you live in Australia you can call me on 03 878 9125 after 3.30pm.

● I am an Atari 600XL owner. I have lots of software and utilities and I would like some pen pals from anywhere. We could exchange software talk about computers and send each other information. Please send your letters to  
*Andrew*  
*Lim Enjoo*  
*No 12, Lorong SS1/9A*  
*47300 Petaling Jaya*  
*Selangor*  
*West Malaysia*

● I am 15 and would like a penpal of about the same age and tastes, preferably outside Scotland. You must be mad on Adventures and willing to swap hints and tips with me.  
*Michael McCool*  
*Dumbartonshire*

● 16 Year old male C64 programmer (intellectual, frustrated, hard-up) seeks similar (preferably female) for help in a very early mid-life crisis. All replies answered, from any country.  
*Anthony Lees*  
*Lancashire*

● I own an Oric Atmos and would like to have pen-pals. I have nearly 400 titles and would like to swap hints, tips and games.  
*Jean Miginiac*  
*16 Avenue des Flamants*  
*Roses*  
*13310 Saint Martin de Crau*  
*France*

● We are forming a user group for C16/Plus 4 owners. We will produce a club magazine with news, reviews of hardware and software, interviews with software authors, competitions etc.  
*David Baxter*  
*Lanarkshire*

● If you own a BBC and a 40 or 80 track disc drive, get in touch with me to swap hints, tips, games and questions.  
*Cameron Marshall*  
*Wakefield*

● Three Spectrum owners from Poland have written to the C+VG for help from readers with programming and games. If you are interested write to one of them.

*Tomasz Bronisz*  
*Paderewskiego 18*  
*21-100 Lubartow*  
*Poland*

*Pawel Dieksiewicz*  
*Wola Osinska 10a*  
*24-103 Zyrzyn*  
*Poland*

*Miroslaw Potowski*  
*ul. Wroblewskiego 23/31*  
*24-100 Putawy*  
*Poland*

● For British penpals please send your letter to C+VG.



# 24 HOUR

# COMPUTER REPAIRS

AMSTRAD · SINCLAIR  
QUALITY APPROVED REPAIR CENTRE

COMPUTER  
SPARES



HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95

THE NO. 1  
REPAIR CENTRE  
IN THE U.K.  
OTHERS  
FOLLOW

SPECTRUM (only)  
KEYBOARD  
REPAIRS £8.95  
THE CHEAPEST  
AROUND

WHILE YOU  
WAIT SERVICE  
CALL FOR APPOINTMENT

MANCHESTER  
CITY CENTRE  
BRANCH NOW  
OPEN. CALL  
FOR DETAILS

WHY NOT COME AND  
VISIT US AT OUR NEW 2,500  
SQ. FT. WORKSHOP. YOU CAN  
EVEN HAVE A CUP OF COFFEE  
WHILE YOU WAIT.

## SPECIAL OFFER!

Why not upgrade your ordinary Spectrum into the fantastic DK Tronics typewriter keyboard for only £31.50 including fitting, VAT and return post and packing.  
Normal recommended retail price £49.95. Replacement printed DK Tronics key sets £7.50 including post & packing.

## SPECIAL OFFER!

Why not upgrade your 16K Spectrum to a 48K for as little as £17.95 including VAT, post and packing. If you would like us to fit the kit for you, just send us £19.95 which is a fully inclusive price to cover all costs including return postage. Full fitting instructions supplied with every kit. Issue 2 and 3 only.

Update Your Rubber Keyboard to a New Spectrum+  
Fitted for only £29.95 + £1.50 post & packing.  
(Also D.I.Y. Kit available for only £23.00 + £1.50 p & p)  
Same day service LIMITED OFFER

## TEN ★ REPAIR SERVICE

- While you wait service including computer spare parts over the counter.
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- Fixed low price of £19.95 including post, packing and VAT. (Not a between price of really up to £30.00 which some of our competitors are quoting).
- Discounts for schools and colleges.
- Five top games worth £33.00 for you to enjoy and play with every Spectrum repair.
- We repair Commodore 64's, Vic 20's, Commodore 16's and Plus 4's.
- The most up to date test equipment developed by us to fully test and find all faults within your computer.
- Keyboard repairs, Spectrum rubber key boards only £8.95.
- 3 month written guarantee on all repairs.

## BEST SERVICE - BEST PRICES!

## ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the Number One Repair Company in the U.K., or call in and see us at our fully equipped 2,500 square foot workshop, with all the latest test equipment available. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we give you a 100% low fixed price of £19.95 which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills £30 upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a:-

## FREE OVERHAUL WITH EVERY REPAIR WE DO:-

We correct colour, sound, keyboard, check the loading and saving chip, put new feet on the base if required, check for full memory, check all sockets including ear/mike and replace where needed. All for an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A first class reputation for speed and accuracy. Don't forget, we also now have a Service Branch in Manchester City Centre for while you wait service.

## VideoVault D.I.Y. CORNER

We regret we cannot show all the components available. Just give us a call and we can quote you over the phone, delivery by 1st class post.

### SPECTRUM SPARES

Z80B CPU	3.00
4116 Rams	1.00
ZTX 650	0.60
ZTX 213	0.60
Power Supply Transformers	9.95
ULA 6C001	16.50
Rom	16.50
Keyboard membrane Spectrum	5.50
Keyboard membrane Spectrum Plus membrane	12.90
Metal Templates	5.50
Keyboard Mats	5.50
ZX81 membrane	5.00
Service Manual	£30.00

### COMMODORE SPARES

6526 - C.I.A.	19.00
6510 - Processor	19.00
6581 - Sid Chip	19.00
906114 - House Keeper	19.00
901225 - Graphic Rom	19.00
901226 - Basic Rom	19.00
901227 - Kernal Rom	19.00
6569 - VIC	19.00
4164 Rams - Memory	3.00
Power Supply Transformers	29.00

All our prices include VAT, but please add £1.50 on each order to cover post, packing and handling charges.

### VIDEOVAULT HEALTH WARNING!!!

Sending your computer to any other Repair Centre can seriously Damage its Health

# VideoVault Ltd.

140 High Street West, Glossop, Derbyshire SK13 8HJ  
Tel: 04574-66555/67761 Head office & access orders, queries, Manchester 061- 236 0376 while you wait repair centre only.

Copyright Videovault Ltd. No. 680132

## EXTENSION RIBBON



56 Way ribbon cable to extend your ports for your peripherals  
**£10.95** plus £1.50 p & p



KEYBOARD TEMPLATES **£5.50** plus £1.50 p & p



RUBBER MAT **£6.50** plus £1.50 p & p

## REPLACEMENT POWER SUPPLY



Spectrum replacement power transformer suitable for all makes of computer **£9.95** plus £1.50 p & p

NEW

## SPECIAL OFFER!

Gun Shot II Rapid Fire Joystick and Interface complete outfit. Normal recommended retail price £19.95 if purchased together. Special offer of only **£16.50** including p & p.  
Joystick available as separate item **£10.95** plus interface available as separate item **£9.00** plus £1.50 p & p.



## KEYBOARD MEMBRANES

## COMMODORE POWER SUPPLY

Commodore replacement power transformer **£29.00** plus £1.50 p & p

## Spectrum keyboard membranes

**£5.50** plus £1.50 p & p

## Spectrum Plus spare keyboard membranes

**£12.90** plus £1.50 p & p

## ZX 81 membranes

**£5.00** plus £1.50 p & p

FULLY REPAIRED AND TESTED ON MOST ADVANCED TEST EQUIPMENT IN EUROPE!

OPEN 7 DAYS A WEEK  
MANCHESTER  
MON-SAT ONLY

ORDER NOW!

SPECIAL OFFER

5 GREAT FREE GAMES  
NORMAL RECOMMENDED RETAIL PRICE  
YOURS FREE WITH EVERY SPECTRUM REPAIR  
**£39.00**



# M I C R O S E L L

MICROSELLS — It costs only £1 to advertise in Microsell!

**Warning: It is illegal to sell duplicated or pirated software on tape or disc. You will now be liable for prosecution. All suspect advertisements will be forwarded to the Federation against Software Theft for further inspection.**

**COMMODORE 64 GAMES TO SELL.** I have 60 games including Hardball, 4 Zapp games, Summer Games II, F.A. Cup Football and many more. Phone (021) 350 1828 and ask for Steven or write to 30 Goodison Gardens, Erdington, Birmingham B24 0AQ. Contact me quickly because games will go fast.

**AMSTRAD PENPALS WANTED,** to swap tape based software. Have many games. Write to Clifford Fenton, 4 Green Drive, Send Marsh, Ripley, Woking Surrey, GU23 6JU or phone Guildford 224613.

**COMMODORE 64 + C2N FOR SALE.** Still under guarantee and in excellent condition. £130 ono. Tel: (0536) 63700.

**ATARI OWNERS** want a free basic game plus a monthly news letter which include game swaps, high score lists, and a lot more than you can handle. Write to Atari Express, 43 Norfolk Close, Redcar, Cleveland.

**COMMODORE 64,** Cassette recorder, disk drive, dust covers, joystick, lots of mags, plus £1,400 worth of original software. All worth about £1,800. Phone 01-660 6799 evenings only, 6pm-10pm. Best offer secures. Hurry!

**ATARI OWNERS!** Will somebody please buy my two disk drives. One fitted with the W.S. Doubler, the other with the Lazer. Will separate if necessary. Offer's to Mark. Phone 0744 56206.

**CBM 64 SOFTWARE TO SWAP.** I have many excellent titles. I have also many utilities and music programs. All letters will be answered. Please send your list to: Peter Ollikainen, Opiskelintie 20 A4, 33720 Tampere 72, Finland.

**ADVENTURERS!** Solutions to most Infocom adventures, (eg Sorcerer, Zork Trilogy). Also many others. Supplied on a double sided disk. £4. Individual, printed-out solutions, £1. Send to: Andrew Wallwork, 27 Millbeck Gardens, Gateshead 9, Tyne and Wear, NE9 7HS. Tel: (091) 4871515.

**48K SINCLAIR SPECTRUM,** Stonechip Keyboard, joystick + interface, light pen, Currah speech, £600 software. Bargain sell for £250. Tel. 0304 373617.

**CBM 64 OWNER** wishes to swap hints, pokes and other stuff!! Send lists to the Gamesbusters, 29 Millbeck Gardens, Gateshead, Tyne & Wear, NE9 7HS, England. All letters definitely answered. Greetings to Omega Man, The Bam and Tornado Man from the Gamesbusters Mean Machine!!

**ATARI 130 XE** Plus Atari 1050 disk drive plus £100's of original software, all in mint condition, only £240. Telephone Glenrothes (0592) 745244.

**CBM 64/128.** Software to swap. We have all the new titles. Disk only. No beginners please. Write to Bjarte Norheim Rene, Trollsteinveien 2, Kaupangrute, N-3250 Larvik, Norway. Hi to the Terminators (TTN), TCC, Newlook, Darkskin, Purebyte.

**ADVENTURES** for the 48K Spectrum and the Commodore 64 (fast load). £2.50 each adventure. 'Lifeboat' an interactive graphical adventure and 'The Hammer of Grimmold' a text only adventure with plenty of atmosphere and puzzles. Cheques/Postal Orders to J.A. Lockerby, 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL.

**COMMODORE 64 GAMES** to swap (Originals), most new releases, also I am interested in compunet demos, as I do not own a Modem I am interested in swapping for games. Letters to Andrew Hamilton, 27 Henson Grove, Airedale, Castleford, W. Yorks, WF10 3JF.

**COMMODORE 64 C2N** cassette two joysticks, intro to basic pt one plus book and mags £150 also CBM 64 Games from 80p send SAE (stamped) for list to 12 Calbroke Road Slough, Berks or Phone Slough 25217

**C+VG MICROSELL COUPON** I have 150 completed adventure solutions. Each solution is for sale at £1. Send S.A.E. for list to Asif Din, 37, Deepish Road, Rochdale, Lancs. OL11 1PH. England. **CBM 64** games for sale Dragons Lair, Biggles and many more on tape and disk all less than half price. Send S.A.E. g. McCibbin, 58, Church Street, Coatbridge, Scotland, ML5 3DP

**CBM 64 SOFTWARE** to swap. Hundreds of titles on Super Turbo. Write to Darren Hunt, 1 Church Lane, Eston Middlesbrough Cleveland TS6 9DU Hi to PB, Alex.

**CBM 64/128 OWNERS** Large selection of original software to swap on tape and disk. Send your list for mine: David Lee, 10 Market Street, Atherton, Lancashire M29 0DN. Or — tel. 0942-873211 anytime! All letters answered instantly!!

**COMMODORE 64 OWNER** wishes to swap games etc with people all over the world. I have got all the latest stuff. Disk only please. Write to Carl, 12 Ingloe Close, Westvale Kirkby, Liverpool L32-4SU. England. Originals only.

**COMMODORE CONTACTS CLUB,** for all commodore owners, news, reviews, competitions, ads, cut price software, tips, pokes, free membership, join now! send S.A.E. to 7 Cinque Ports Way, Seaford, Sussex, BN25 3UE for details. **SWAP YOUR UNWANTED SOFTWARE,** send a S.A.E. for details to M. Sibthorpe, 18 The Stray, Darlington, Co. Durham, DL1 1EP.

**ATARI CASSETTE SYSTEM FOR SALE.** Of which includes Atari 800 XL (Rev C): XC11 Data cassette Recorder: over £250.00 worth or original artari software: Mercenary, Chop Suey, Fighter Pilot, Hacker, Blue Max, Colourspace and many more all for £175 or will split. Please write to Mr S. Phillips, 1 Bruton Place, Clifton, Bristol BS8 1SN. (All enquires answered by return of post.)

**BBC OWNERS!** original software for sale, over 50% off. Night Lore, Sabre Wolf, Masterfile E5, Elite E6, Repton, Hulk, + tons more! Ring Widegates 518 after 4.30pm weekdays or anytime weekends, or write to Chris at "Seawards", Lydcott Lane, Widegates, Nr. Looe, Cornwall.

**TOSHIBA M.S.X.** Data Recorder + Joystick, books and magazines £100 of software. Over £200 worth of things — sell quick £100 O.N.O. Write to 7 Annotes Croft, Dalton, Huddersfield, or ring Hudds: 532956, will swap for Spectrum or CBM 64.

**FOR SALE — SPECTRUM 48K** plus, interface, cassette recorder, quickshot 11 Joystick, over 40 games — all original worth £400. Will sell for £150 O.N.O. Phone Jason on Aberystwyth 617010 or contact 58 Heol-Tyn-Y-Fron, Penparcau, Aberystwyth Dyfed.

**CBM 64 GAMES FOR SALE,** summer games £7, Lazer Zone £2, Asylum £6, Little Comp People £6, Uridium (Disk) £8.50. Will also swap the above. Write to C.W. Robb, 33 Waterloo Rd, Lanark, ML11 7QH.

**COMMODORE 64,** C2N tape recorder, 4 good joysticks (Slick Stick, Kempston Pro, Quickshot II and IX), over 140 original games including Leaderboard, Supercycle, Solo Flight II. All in good condition. Total value £930, bargain at £595. Will split. Hardware £199, Software £399, write to: Asif Lakhani, 21 Archway Road, Upper Holloway, London N19 3TU.

**FOR SALE — 48K SPECTRUM,** Data Cassette Recorder, Kempston Joystick Interface, Reset Switch, Dust Cover, Carry Case, + over £100 of original software. Will sell for £100 (will split) Phone 0764 2746 after 5pm.

**WANTED** Commodore 64K with data recorder and leads in good condition. Will pay £100. Ring Nick at Blackpool 594172.

**WANTED AMSTRAD 6128.** Green Screen with modulator or colour. Any software welcome, but not essential. Will pay £200. Write only with details, to Steve Kelly, 68 Dechmont Ave. Motherwell, Scotland. MC1 3LS.

**COMMODORE 64 OWNER** wants to swap software with people in U.S.A., Canada or Australia. Always brandnew titles available. Write, send lists to: Thomas Holzner, Linkstr. 13, 8000 Muenchen 45, West Germany. Originals only.

**Spectrum Plus** in excellent condition, also VTX5000 Modem, Currah U'Speech and Ram Turbo Interface, only £120. Also over 90 games, worth well over £350, sell for only £175. Will split games.

Both packages for bargain £250, or swap for Atari XE/XL with Disc and lots of games. Write only to: K. Burnham, 63 Sandhurst Avenue, Hodge Hill, Birmingham.

**CBM 64,** complete with 1541 Disc Drive, Dot-Matrix Printer with interface (worth £800+) Prism Modem Plus Mustang, Datasette, Speech Synth. Joysticks, 200+ titles on tape and disc. Stacks of books and magazines, total over £1500. Want £595 O.N.O. Buyer collects. Tel: 0602 226881. (after 4pm)

**CBM 64** owner of the latest games in the world, wants to swap with you. Write to Freddy Buttiens, 45 Chemin Du Bois, 4420 Rocourt, Belgium. Tel: 0471 63 55 94. Originals only.

**ATTARI ST USERS!** Want to swap software. Large collection with the latest games etc. Send your list now! to Eddie Ho, 28 Welbeck Street, Princes Avenue, Hull, HU5 3SQ. Originals only.

**FOR SALE.** Complete Atari computer system which includes 130XE, 1027 printer, 1050 disk drive, XC11 cassette player and joystick. Extensive range of software, including Ultim 3 and 4, pinball construction set, Eidolon, wordprocessor, Syncalc and many more. Sell for £250. Phone 0268 758936 after 7.00pm and ask for Andrew.

**STARGATE MAG** New bi-monthly magazine for 64 and 128 enthusiasts. Introductory offer of £3 for six issues. To subscribe, write to: Stardate 64, 133 Heath Lane (upper), Dartford, Kent.

**CBM 64** freak wants to swap original software with people all over the world. Disk only. Send a list to: Ove Knudsen, Helgeplasset 46, 5033 Fyllingsdalen, Norway.

**SPECTRUM OWNERS.** £2.50 gets you a booklet of 70 infinite lives pokes plus an original tape from our lucky dip-titles include Flight Stimulation, Timebomb etc. Pokes without tape £1.50. Cheques/P.O. to Robert Burgess, 1 Middlefield Road, Rotherham, South Yorkshire, S60 3JH. Stamp for list of £1.50 tapes.

**I WOULD LIKE TO SWAP** original CBM64. Games on cassette. I've got many good games. Write to Christer Henriksson, Flemingsgatan 20 10600 Ekenas, Finland.

**ORIGINAL COMMODORE 64** titles for swap/exchange/trade etc., send your lists for mine. Lists include many USA titles not available over here. Disk or tape but please state which! A. Chapman, 65 Lime Grove, Doddinhurst, Essex, CM15 02X (0277 822 793).

**AMSTRAD OWNERS:** 20 top pokes for games like Tau Ceti, Till, Bomb Jack, Commando to name a few, all for just 40p. Send a SAE + 40p to D. Smith, 119 Robin Way, Chipping Sodbury, Bristol, BS17 6JS.

**AMSTRAD 6128** with colour monitor and 5 year extended warranty. Also printer lead, Toshiba joystick and games including Sorcery and ghosts and Govlins. New £533 will sell for £350. Tel. (0256) 47038 between 4pm and 10pm.

**OVER 30 ORIGINAL AMSTRADS** for sale. Half price or less send a stamped addressed envelope for lists to: James Bland, Riverside, Salmon Lane, Stonehaven, Kincardineshire, AB3 2GD.

**WILL SWAP** over £200 of original commodore 64 latest software for Commodore 1541 disk drive. Software includes all Lucasfilm Fames and all Hewson games, plus many others. Tel Luis on, 061-477 3353 after 4pm.

**ATARI UTILITIES.** For full details of our Atari cassette and disk utilities send a S.A.E. to: K. E. Davis, 10 Ingram Avenue, Holmer, Hereford HR4 9RD.

**COMPUTER GAME EXCHANGE CLUB.** Free membership. Exchange your unwanted software, for Spectrum and Commodore 64 owners. Send SAE for more details to C.G.E.C., 24 Hollywood Road, Bolton, Lancs. BL1 6HL.

**AMSTRAD 464** with colour monitor, over 100 games with cassette cases, mags., manuals. Care kit worth over £500 easily. Asking £250 Tel: Simon (0943) 75608.

**QUICKDISC + FOR CBM 64/128** use with diskdrive, brand new £13 would anyone like to swap latest 64 and 128 games? Tel: (0742) 747243 after 5pm ask for Simon.

**AMSTRAD** Fairlight, Commando, Fist, Starion, Highway Encounter, Bruce Lee, Way Of The Tiger £6 each. Tel: 0963 40472 evenings.

**COMMODORE 64 AND ATARI ST** owner would like to swap software. Has a large C64 collection but is just starting out on the ST. Write to: Andrew Knipe, Maiden Gully Road, Bendigo, 3550, Victoria, Australia. All letters answered quickly.

**COMMODORE 64** original games for sale. Nodes of Yesod (cass) £7, Red Arrows (cass) £7, Starion (cass) £8, Redhawk (cass) £6, Brian Bloodaxe (disk) £9, Psi Warrior (cass) £7. Will drop Prices. Send money or Money Order to Jeff Phillips, 16 Wood Street, Rockhampton, Queensland, Australia, 4700.

**48K SPECTRUM ALPHACOM 32 PRINTER** with paper, Ram Turbo Twin joystick interface, Currah Microspeech, Doubler MK II Interface, and over £70 worth of original software, including Nightshade, Fighting Warrior and Cooki Cartridge, in excellent condition. Sell £170 O.N.O tel: (0224) 572510 (between 6 and 7pm, tuesday to thursday only).

**ATARI ST** software for sale, Star Glider and STKarate £10 each. Tel: 0322 330411.

**FOR SALE ONE MSX COMPUTER** with a Boxing Cart by Konami or a Straight swap for one Commodore 1541 disk drive. Price for MSX £100. Phone London on — 01-472 5002, ask for Mr B. John-Pierre, hours 9.30 and 12.00 noon.

**CBM 64** owner want's to sell or swap winter games, (special edition), Ye Ar Kung Fu, Fight Night and two tape magazines. Tel: Retford 705405. Write to Michael Lacey, 4 Silverdale Close, Retford, Notts. DN22 7XP. All cassettes.

**CBM 64/128 SOFTWARE FOR SALE** half price. All new release originals, in mint condition. Titles include, Zoids, Quake-1, Koronis Rift, Lord of Rings, Music System, Starship Andromeda, Racing Dest Set, lots more top titles. Sent SAE for list — all letters answered. A Thomas, 14 Cardigan Cres, Winch Wen Swansea SA1 7ED, West Glamorgan S. Wales.

**FOR C64:** Freeze Frame Mk2, for Sale! Completely new, in boxing, unwanted gift. Bargain at only £30! Or Dosoft transfer disks, Megatality, Megatransfer, disks with free utility programs only £20. Handles 95% current turbos, ring 01-840 0189, ask for Amarjit.

**COMMODORE PENPALS WANTED** to swap games hints etc. Latest titles write to: Nick. C. Blow, 47 Oakwood Road, Bricket Wood, St Albans, Herts, AC2 3P2 (Dept C).

**SPECTRUM PENPALS WANTED** to swap games hints etc. Latest titles write to: Nick. S. Blow, 47 Oakwood Road, Bricket Wood, St Albans, Herts, AAC2 3P2.

**COMMODORE 64 SOFTWARE TO SWAP** (tape only) over 300 titles (latest releases) send your list for mine. I will answer all letters. Anthony Thomas, 14 Cardigan Cres. Winch Wen, Swansea SA1 7ED West Glam. S. Wales.



# HOWARD

● **COMPETITION**



## MEDAL OF HONOR

Well, you've read all about Howard, his starring role in a movie, his starring role in a computer game and how he came to be on Earth in the first place. Now, as our feathered friend appears to be stuck here, what sort of job would a Duck of his obvious intelligence and breeding be doing here. I **KNOW** there're four million unemployed people — but there's only



**ONE** unemployed Duck and surely there must be a suitable job for him somewhere . . . If you can come up with a job creation scheme for a Duck then fill in the coupon below. There're prizes galore for the winners. The top ten suggestions will get Howard the Duck t-shirts, plus a Howard story-book/cassette. The ten runners-up will get the book of the film.

**C+VG HOWARD THE DUCK  
COMPETITION**

Name \_\_\_\_\_  
Address \_\_\_\_\_

T-shirt size \_\_\_\_\_  
My idea of a job for Howard  
is \_\_\_\_\_

And why? \_\_\_\_\_



# 24 HOUR

# COMPUTER REPAIR CENTRE

*The only AMSTRAD SPECIALISTS  
recommended by Amstrad*

Repairs also undertaken for all the  
following computers:  
**SPECTRUM,  
COMMODORE, ATARI,  
BBC, IBM**

**NO HIGH  
FIXED  
PRICE  
REPAIR!**

**FREE**  
SOFTWARE WORTH  
**£33**  
WITH EVERY  
SPECTRUM  
REPAIR

**The established  
company with a proven reputation**

Over the years we have built up an enviable reputation in the UK for computer repairs, which is second to none. This is based on many years experience in repairing Spectrum, Commodore, BBC and other leading makes – and we were the first AMSTRAD repair centre anywhere. This is why we have customers all over the world.

**We are the best, forget the rest, look what we offer**

- No high fixed price – you only pay what the repair actually costs.
- While-U-Wait Service – spare parts for all leading computers – available over the counter.
- State of the art test equipment to provide comprehensive test report and locate faults.
- Repairs to all leading makes of computer.
- Amstrad specialist.
- Spectrum rubber keyboards repaired for only £8.95.
- Commodore 64's, Vic 20's, Atari, Commodore 16's and Plus 4's repaired.
- Discounts for colleges, schools etc.
- Every computer repaired by us is completely overhauled and tested before return.
- All computers returned carriage paid and covered by insurance.
- Three months guarantee included.
- Free Software worth £33 with every Spectrum repair.

**DON'T DELAY –  
ACT TODAY  
It's as easy as  
ABC!**

**A** Simply send your computer securely packed, together with a cheque or postal order for the maximum fee to the address below. Your computer will be repaired and returned to you within 24 hours together with the balance of the fee and your FREE £33 worth of software.

**B** Or if you prefer a written quotation just send £2.50 to cover post & packing.

**C** Alternatively just quote your Access or Visa card number.

**AMSTRAD  
REPAIRS  
from  
£9 to £35**

**BBC  
REPAIRS  
from  
£12 to £45**

**DISCOUNT COMPONENTS**  
e.g. Power Transformers

Commodore £29.00  
+ £1.50 p.p.  
Spectrum  
£9.95  
+ £1.50 p.p.

**SPECTRUM  
REPAIRS  
from  
£7 to £19.90**

**COMMODORE  
REPAIRS  
from  
£12 to £35**

**Trade orders  
welcome**

## SPECIALIST COMPUTER REPAIR CENTRE

Dept. 18, Unit 4, M.E.B. Works, Windsor Road,  
Enfield, Redditch, B97 6DJ. Tel: Redditch 65671.



**WE SET THE STANDARD BY WHICH EVERYONE ELSE IS JUDGED**



## ATARI ST/800XL/XE OWNERS

Why not compliment the greatest home computer on the market by obtaining membership with the MIDLAND GAMES LIBRARY. The greatest, biggest and best Atari Club on the market.

Now incorporating ST software into our stocks and approaching 250 titles

**MIDLAND GAMES LIBRARY:** The company who over 4 years ago first conceived the idea of a software library.

Now over 1,700 titles on disc, cassette and Rom (games, business, education and utilities). Often purchasing popular programs in multiples of five or six to give all our members a fair chance. Always adding approximately 40 new programs monthly.

Over 2,500 very satisfied members, many as far away as Iceland, Sweden, West Germany, Holland, Denmark and Eire.

A fast efficient and friendly service operating a computerised custom built system to keep track of all your records. Requests are attended to immediately virtually assuring you a 24 hour return of service. Regular newsletters and programme updates, plus other inter-club activities.

**Important:** Midland Games Library are in no way connected with or responsible for Midland Computers Ltd. of Worcester.

SEND LARGE S.A.E. TO:

### MIDLAND GAMES LIBRARY

48 Roadway, Bishops Cleeve, Cheltenham, Glos.

Tel: 0242-67-4960 9.30-4.30

All our programs are originals with full documentation

CLASSIFIEDS

## COMMODORE SINCLAIR ATARI ACORN SCARVES AND JUMPERS

Quality knitted scarves and jumpers incorporating computer logos. Available for Commodore, Sinclair, Acorn and Atari in Black, Navy, Red or Rust with Gold, White or Green logo.

SCARVES ONLY £5.00 inc P&P  
JUMPERS ONLY £15.00 inc P&P

Jumpers available in V-Neck or Round-Neck, Sleeves or Sleeveless. All sizes (26 to 44in chest).

TRUEKNIT

32 Hazell Way, Stoke Poges, Bucks SL2 4DD

## ATARI ST OWNERS

OVER 250 ST TITLES FOR HIRE

Write to:

MIDLAND GAMES LIBRARY

48 Roadway, Bishops Cleeve,  
Cheltenham, Glos. Tel: 0242-67-4960

## STOP PLAYING GAMES

Use your computer to make money. Turn your hobby into a home-based income. Full and part time opportunities to cash in on this tremendous market. High earnings easily possible. Open to any amateur micro user and gamer. Write for free details.

Westlink Promotions

48 Great King Street  
Edinburgh EH3 4LH

## FREE MEMBERSHIP!!!

Hire CBM64, Spectrum, Vic-20 software!  
Write now for free exciting details!

**COMPUTERSOFT (cv)**

PO Box 28, North PDO, Nottingham NG5 2EE  
(Please state machine. Stamp appreciated)

## ATARI 400/600/800XL/ST SOFTWARE

We have all round selection of disks, cassettes and cartridges FOR HIRE. Apply now and hire your first four games free. Around 1,000 different original titles. For full details send large stamp addressed envelope or telephone evenings 7pm - 10pm or weekends

LOW ATARI PRICES

1050 Disc Drive £119.95 post free

Atari 52055STM £345.90 post free

Casio C2230S £279.90 post free

Antic and Analog magazines available.

**BEST QUALITY DISCS**

Memorex 5 1/4" S.S./DD Discs 10 for £13.95 p.f.

Unlabelled 5 1/4" S.S./DD Discs 10 for £9.95 p.f.

Unlabelled 5 1/4" S.S./DD Discs 25 for £22.95 p.f.

Unlabelled 5 1/4" S.S./DD Disc 50 for £42.95 p.f.

Unlabelled 5 1/4" S.S./DD Discs 100 for £79.95 p.f.

Memorex 3 1/2" Discs. Boxes of 10 S.S./DD £24.95 p.f.

Unlabelled 3 1/2" S.S./DD Discs 10 for £19.95 p.f.

Atari 520 STM with 1/2 Megabyte Drive £449.00

Happy enhancement for the 1050 Drive with revision 7. £139.95 post free

**GAMES & SOFTWARE CLUB**

DEPT. C-VG, 35 Tilbury Road, Tilbury Close,  
Sunderland SR3 4PD. Tel: (091) 528651.

## HINTS—POKES—MAPS

"Stranding Value" — Tony Bridge,  
Popular Computing Weekly

The monthly handbooks, packed with tips, pokes, hints, maps, solutions, gossip, latest reviews, competitions, plus much more.

Adventurers Handbook (CBM/SPEC) £1.00

C16/Plus 4 Handbook £1.00

Amstrad Handbook £1.00

BBC Handbook £1.00

Commodore (64/128) Arcade Handbook £1.00

Spectrum (48/128) Arcade Handbook £1.00

Or for even better value take advantage of our reduced subscription rates. — 3 issues £2.75, 6 issues £5.00, 12 issues £9.00.

Send cheque or P.O. to: B&D Services (CVG),

1338 Ashton Old Road, Higher Openshaw,  
Manchester, M11 1JG Tel: 061-370 5666

## UK SOFTWARE EXCHANGE

Swap your used software. Free membership. Huge program base for the Spectrum and Commodore 64.

Send s.a.e. for fast response  
and details to:

UK Software Exchange Club (CVG),  
15 Tunwell Greave, Sheffield S5 9GB

## DOUBLE BUDGET POSTAL SOFTWARE

BUDGET SOFTWARE SPECIALISTS AT DISCOUNT PRICES

LOOK AT THESE PRICES

Mastertronic, Players, Sparklers, Americana, Firebird, Bugbyte, Classics, Blueriband.

**NEW Codemasters NEW**

£1.99 RRP: Any 1 for £1.89; 2 for £3.69; 3 or more £1.75 each  
£2.99 RRP: Any 1 for £1.79; 2 for £5.49; 3 or more £2.69 each

ALSO

KONIX SPEEDKING JOYSTICKS £10.99

C16 type £12.99

CHEETAH 125 JOYSTICKS £1.85

QUICKSHOT 2 PLUS (microswitched) £10.95

C16 JOYSTICK ADAPTORS £3.95

**MANY OTHER BARGAINS ALWAYS AVAILABLE**

Send cheque, postal order, Access or Visa no. Payable to:

Positron

Please state your requirements, name and address and computer make clearly. Or Send SAE for details to

The Computer Shop, 15 Central Precinct

Llanelli, Dyfed SA15 1YF. Tel: 0554 759624

Allow up to 14 days for delivery, although most orders sent immediately. Personal Callers welcome. Bring this ad for discounts.

**COMPUTER REPAIR CENTRE**

PHONE OR WRITE FOR DETAILS OR OUR REPAIR SERVICE.  
E.G. COMMODORE 64 £20-£40

# BARRY PAUL

67/Leather Lane, London, EC1 7TS  
Tel: 01-405 1515/6078

Prices include  
P&P within  
the UK

Visit Our  
Shop Mon  
to Fri

### Spectrum 48K

Mindstone	5.50
Druid	5.50
Highlander	5.50
Galvan	5.50
Trivial Pursuits	9.99
Footballer of the year	5.50
It's a Knockout	5.50
Uridium	5.99
Fire Lord	5.99
Uchi Mata	5.50
Sold a Million	6.50
Great Escape	5.50
Light Force	6.50
Shockway Rider	6.50
ACE	6.50
Leaderboard	5.50
1942	5.50
Strike Force Harrier	5.50
Mag max	5.50
Zythum	5.99
Tobruk	6.50
Psi 5 Trading	5.50
Silent Service	5.50
TT Racer	6.50
Theatre Europe	6.50
Prodigy	5.50
Dark Sceptre	6.50
Trap Door	5.50
Mastertronic	1.75
Mastertronic MAD	2.50
Jack the Nipper	5.50
Glider Rider	6.50
Hero quest	6.50
Dan Dare	6.50
Vera Cruz	5.99
Revolution	5.99
Paper Boy	5.50

Strike Force Cobra	5.50
Scooby Doo	5.50
Nexor	5.50
Tujad	5.99
Camelot Warriors	5.99
Johnny Red II	6.50
Art Studio	9.99
Jewels of Darkness	9.99
Players	1.75
Double Take	5.50
Cholo	5.50
Shalins Road	5.50
Kayleth	5.99
Crystals Castles	5.99
Dantes Inferno	6.50
Deactivators	6.50
Temple of Terror	5.50
Nosferatu	6.50
Colour of Magic	6.50
Bazooka Bill	5.99
Masters of the Universe	5.99
Aliens	5.50
Eastenders	6.50
Trailblazer	5.50
Antirad	5.99
Infiltrator	6.50
After Shock	6.50
Pub Games	6.50
The Bid 4 Durell	6.50
Dracula	6.50
Cholo	9.99
HAL	5.50
Yie Ar Kung Fu 3	5.50
Terra Cresta	5.50
Top Gun	5.50
Konami's Arcade Hits	6.50
<b>Commodore 64</b>	
Jack the Nipper	6.50

Highlander	5.99
Beyond the Forbidden Forest	6.50
Footballer of the Year	6.50
Power Play	6.50
Its a Knockout	6.50
Parallax	6.50
Uchi Mata	6.50
Sold a Million III	6.50
Great Escape	5.99
Light Force	6.50
Shockway Rider	6.50
Alley Kat	5.99
Hot Wheels	6.50
Superstar Ping Pong	6.50
ACE	6.50
Asterix	6.50
Fist II	6.50
Glider Rider	6.50
Marble Madness	6.50
Ikari	6.50
Super Huie II	6.50
World Games	6.50
Xevious	6.50
Double Take	5.99
Hacker II	6.50
Infiltrator	6.50
Mumbles	6.50
Iridis OC	5.99
Power Play	6.50
Dantes Inferno	6.50
Parallax	5.99
Mag Max	5.99
Acro Jet	6.50
Movie Monster	6.50
Sanxions	6.50
Ace of Aces	6.50
Vietnam of Sinbad	6.50
Crystal Castles	6.50

Paper Boy	6.50
Strike Force Harrier	6.50
Scooby Doo	6.50
Johnny Reb II	6.50
Druid	6.50
Strike Force Cobra	5.50
Trap Door	5.50
Jewels of Darkness	9.99
Art Studio	9.99
Music System	9.99
Cholo	9.99
Shalins Road	6.50
Kettle	6.50
Future Knight	6.50
Trail Blazer	6.50
Avenger	6.50
Kayleth	6.50
Crystal Castles	6.50
Cyborg	6.50
Zzap Sizzlers	6.50
Now 3	5.99
Breakthru	6.50
Dodgy Geezers	6.50
Dantes Inferno	6.50
Deactivator	6.50
Temple of Terror	6.50
Nosferatu	6.50
Colour of Magic	6.50
Dandy	6.50
Prodigy	6.50
Bazooka Bill	6.50
Masters of the Universe	6.50
Championship Wrestling	6.50
Antirad	6.50
Spy Vs Spy Arctic Antics	6.50
Aliens	6.50
1942	6.50



Why don't you stop playing games and read a book? They're not boring. Especially if they are science fiction classics like the novels Peter Nicholls talks about here. He's the Hugo award winning editor of *The Science Fiction Encyclopedia*.

# SpAd

Science fiction has always had a close connection with computer games. Lots of people have been drawn to computer gaming through their interest in books — but these days it's just as likely to happen the other way around.

The very qualities that make SF what it is are also crucial ingredients of games. Lots of colour and action, a readiness to go in for some pretty weird lateral thinking and a strong element of problem solving.

The influence of science fiction isn't just restricted to arcade games. Lots of adventures, from Infocom's *Planetfall* to Level 9's *Silicon Dream* trilogy have used SF themes.

Most thrillers and romances set out simply to entertain — which is fine. But science fiction is different. It may be entertainment but it's mind stretching too.

In a world where everything is changing faster than ever before SF gives its readers a chance to start adjusting to changes even before they happen.

Here I'm going to suggest a list of the ten best SF books for computer gamers. In one way, of course, these lists are nonsense. Different people look for different things in books. Think of this as a list of books likely to be enjoyed by people who are fairly new to science fiction, and are mostly quite young, and like the problem solving element of computer games.

They may not be the ten best SF books ever, but if you read them you'll be in a pretty good position to start making your own judgements about good and bad in this field —

and make no mistake about it, there's a lot of rubbish around that could easily put you off the whole think.

In 1956 a young scientist called Arthur C. Clarke published *The City and the Stars* (Gollancz). It was the first novel he had written, and some people think it's still his best.



Oddly enough, the book is almost an attack on computer gaming. In the city of Diaspar nobody has ever been outside the walls. They don't even know there is an outside. The infinitely complicated games programs they can plug into (with direct mind contact) give them all the adventure they need. But one young man feels that this is not enough. The tale of how he discovers what lies outside Diaspar is fascinating, moving and constantly surprising.

Also in 1956 *Tiger! Tiger!* (Penguin) by Alfred Bester became one of the all-time SF classics almost overnight. (In some editions it goes under the alternate title of *The Star's My Destination*.)

The book is partly about the discovery of teleportation (travelling by the power of the mind) and partly a truly manic revenge story. It has more original SF ideas in each chapter than most books have in their full length. It reads like a literary firework display.

Another great first novel was Brian Aldis' *Non-Stop* (1958, Grafton). One of my favourite SF themes has always been "discovering the true nature of your world". Some people might go so far as to say that this is what life itself is all about. In computer games, too, you are given a

world, and have to find out what it means and how it works.

Aldis gives us a landscape containing metal walls. It's tremendously vivid, and the final revelation is a total surprise.

Less well known than these, but of special interest to gamers, is Algis Budrys's 1960 novel *Rogue Moon* (Gollancz). This is about a man who has nearly killed himself in a succession of violent sports. Appropriately he is chosen to explore the death machine that has been found on the Moon.

This machine is the nearest literary equivalent to an arcade game I've ever found in SF. It's been built by aliens, and nobody knows its purpose, but as a side effect it kills people.

The next selection, by contrast, is just about the





# Ed Out

most famous SF novel ever written, Frank Herbert's *Dune* (1966, New English Library). The planet Arrakis is unwilling to give up its secrets to the young princeling Paul Atreides, but slowly he decodes the enigmatic secrets of this desert world, including the function of the monstrous sandworms.

*Dune* is eccentric but always fascinating. All sorts of theories about history, psychology and ecology are flung out throughout the length of this huge novel.

Roger Zelazny is one of SF's mavericks. Half the time nobody is sure whether he is writing SF or fantasy, and the loonily entertaining *Lord of Light* (1967, Methuen) is a good example. On the surface it seems to be an adventure novel about the lively squabbles between various Hindu gods and the Buddha, Sam (short for Mahasamatman).

But then again, it seems to be a novel about the colonisation of another planet. It's all very weird, but by the end it makes sense, and it's told in a lively, lurid, hardbitten style — a kind of street poetry.

*Blade Runner* is one of the best SF films yet, but it isn't as interesting as the novel it was based on, *Do Androids Dream of Electric Sheep?* by Philip K. Dick (1968).

During most of Dick's writing lifetime (he died quite young a few years

back) he was regarded in his home country, America, as no more than a crazy pulp-writer, whose books were seldom given the dignity of a hardcover publication.



Over here, however, he achieved cult status, and he's now regarded as one of the giants of the field. *Do Androids Dream...* (which has been re-issued as *Blade Runner* by Grafton) is about a future Earth infiltrated by androids, artificial humans of great strength and intellect, but without compassion or real feeling.

The hero, whose task it is to search out and destroy these androids, begins to worry about his own humanity. Could it be that he is an android too? In the games this story plays with appearance and reality, the book is really asking, what is it that makes us human?

It wasn't only the fifties and sixties that produced great science fiction. We're doing pretty well in the eighties too. The years 1980-1983 saw the publication of the four-volume series *The Book of the New Sun* by Gene Wolfe (Arrow Books).

The first volume is called *The Shadow of the Torturer*. You should be warned that what looks like a teenage adventure story set in the far future is really very grown up indeed. I would not recommend this particular series to anybody new to science fiction — they might be too difficult to follow — but it has a strong claim to be the most sophisticated science fiction book ever published.

The hero is an apprentice in the torturer's guild, but the story is

definitely not an exercise in sadism. The world he lives in is our own a long way ahead, after the rise and fall of the Age of Technology.

Surprisingly, the computer itself has not received a particularly searching treatment in SF. But there is one young writer who has envisaged a world in which the computerised communications network is so elaborate that it almost forms a new philosophical entity, a new kind of space, called cyberspace. You can enter cyberspace through direct brain-implant modems.

The writer is William Gibson, and his award-winning first novel, *Neuromancer* (1984, Grafton) is an exciting thriller about a hacker, a computer jockey, who gets out of his depth tackling black ice (computer security systems programmed to create deadly feedback in the brains of those who try to break through them). When you read this story you can't help feeling that this is hardly fiction at all; this may really be the world of the near future.

Modern physics — unbelievably way out but with a real grounding in relativistic and quantum mathematics — is the foreground of my most recent choice, *Eon* by Greg Bear, just out from Gollancz. Don't let that mathematics talk put you off. This is not just science fiction. It's an un-put-downable adventure as well. An apparently abandoned space craft is found not far from Earth. It's a hollowed-out asteroid around 250km long, with seven chambers inside.

It seems to come from the future. But the real marvel is the seventh chamber, which is bigger inside than out. Much bigger. Possibly infinite, and certainly more than 1,000,000km long. How can this be? And does anybody live there?

People who have been complaining in recent years that SF is losing its sense of wonder should immerse themselves in the multi-dimensional space of this one, which is almost like an up-to-date version of the very best Arthur C. Clarke, back in the days of his prime.





## G-TEN LIMITED

### BEST TITLES AT DISCOUNT PRICES

Tape	Disc	Game	Price	Game	Price	Game	Price
AMSTRAD		SPINDRIZZY	7.25	11.25	GH0STS 'N' GOBLINS	7.25	11.25
DESERT FOX	7.25	N.A.			HEAVY ON THE MAGIC	7.25	N.A.
TOMAHAWK	7.25	N.A.			MIAMI VICE	6.50	N.A.
COMMANDO	7.25	N.A.			PARALAX	6.50	9.75
WORLD CUP CARVAL	7.25	11.25			MUGSY'S REVENGE	6.50	11.25
SHOGUN	7.25	11.25			CAULDRON II	6.50	10.75
KUNG FU MASTER	7.25	11.25			KNIGHT GAMES	6.50	10.75
GREEN BERET	6.50	11.25			GREEN BERET	6.50	11.25
HEAVY ON THE MAGIC	7.25	11.25			LEADERBOARD	7.25	10.75
FIFTH AXIS	7.25	11.25			SHOGUN	7.25	11.25
SAI COMBAT	6.50	11.25			SILENT SERVICE	7.25	11.25
GH0STS 'N' GOBLINS	6.50	11.25			SABOTEUR	6.50	N.A.
MIAMI VICE	6.50	N.A.			NEXUS	7.25	10.75
INTERNATIONAL KARATE	6.50	N.A.			TIMETRIX	7.25	N.A.
PAPERBOY	6.50	11.25			ACE	7.25	N.A.
BOGGIT	7.50	N.A.			TRAP	7.25	7.50
NDW GAMES 3	6.75	N.A.			DRAGONS LAIR	7.25	10.75
REVOLUTION	6.75	11.25			ROCKY HORROR SHOW	7.25	11.25
COMPUTER HITS 10v3	6.75				(128 only)		
COMMODORE 64/128					ARCANA	6.50	N.A.
WORLD CUP CARVAL	7.25	11.25			INFILTRATOR	7.25	11.25
SPINDRIZZY	7.25	11.25			SANXION	6.75	11.25
					FORBIDDEN FOREST	6.75	11.25

Please send SAE for full list. Please specify machine. Please allow 7-14 days delivery. Mail order only. Please add 50p per item (UK or BFPD only) Overseas add £1 per item. Please make Cheques/Postal Orders (sterling only) made payable to G-Ten Limited.

G-TEN LIMITED

1st Floor, Commerce House, 146/150 Commercial Street, London E1 6NU

## GOLDEN OLDIES

SPECTRUM	PRICE	COMMODORE 64	PRICE	AMSTRAD	PRICE
Spiderman (Advent)	3.99	Frak	3.99	Devils Crown	2.99
Fighter Pilot	3.99	6 Computer Hits	4.99	Lucky Fruits	3.99
Football Manager	6.99	Cauldron	4.99	Geoff Capes	4.99
Zaxxon	2.99	Pole Position (cart)	6.99	Skyfox (D)	9.99
Bullseye	4.99	Fighter Pilot	3.99	Strip Poker	3.99
Friday 13th	4.99	Kong Strikes Back	3.99	American Football	4.99
Superman (Tatecom)	2.99	The Music Studio	4.99	Super Chess	3.99
Robin of Sherwood	4.99	Valiente 17 (Advent)	3.99	Strangeloop	4.99
Toad Runner	5.99	Starship Andromeda	6.99	Jetset Willy	3.99
Panzadrome	4.99	Zork 1 (D)	4.99	Station	5.99
Combat Lynx	5.99	Zork 2 (D)	4.99	Football Manager	6.99
Gift From Gods	3.99	Zork 3 (D)	4.99	Codename Matt 2	3.99
Chess The Turk	3.99	Archon II Adapt	6.99	Typing Tutor (D)	5.99
Thunderbirds	2.99	Deadline (D)	4.99	Hunter Killer	4.99

(D) = DISC. Many other titles available for these and other machines. Send large SAE for current list, please state machine. Cheques & PO payable to:

TREASURE CHEST, Dept C,220  
Beverly Road, Hull, N. Humberside HU5 1AH

# RINN Soft

## MASTERS OF THE GAME

IF THERE'S A GAME YOU WANT —  
SEND TO US AND WE'LL SEND YOU OUR  
LATEST MAILSHOT. FROM THEN ON  
EVERY CUSTOMER WILL RECEIVE A  
MONTHLY UPDATE

SEND TO:

**RINNSOFT**  
FREEPOST  
GLASGOW G5 8 BR

## ADVERTISEMENT INDEX

Activision	111, 117, 133	G-Ten	150
Alligata	126	Hewson	27
Amstrad	6, 7	Incentive	46, 131, 133
Amvic	46	Infogrames	38
Anco	105	Johnson Scantron	131
Angiosoft	146	Konami	163, 136
Argus	98	Konix	139
Bargain	147	Liamasoft	103
Barry Paul	157	Logic Sales	86
Beyond	33	Mails	128
Britannia	144	Mails	146
Bubble Bus	40	Martech	118
Bulldog	25	Match	64
Cascade	81	Megasave	133
Charmwood	111	Melbourne House	48
Cheetah	34, 161	Mening Games Hire	146
Creative Sparks	18	Micronet	80
CRL	97	Midland Games Library	157
Cut Price	111	Mirrors	57
Database	107	Mosaic	64
Databyte	76, 84	Ocean	73, 100, 108, 113, 130, 140, 141
Datal	137	Palace	41
Domaik	20, 21	Panthe	90, 91
Durell	24, 52	Rinnssoft	150
Electric Dreams	49	Shekhana	55
Elite	2, 3, 14, 15, 116	Supasoft	18
English	35	Treasure Chest	150
Euromax	111	US Gold	164, 44, 45, 51, 60, 66, 67, 89, 99, 124, 151
Faculty	46	Video Vault	150, 153
Fanatic	136	WH Smith	11
Firebird	32		
Gargoyles	121		
Gremm	28, 29		

NOW AVAILABLE — the official Spectrum Upgrade!

# Turn your Spectrum into a Spectrum + for just £23

Makes a great Christmas present

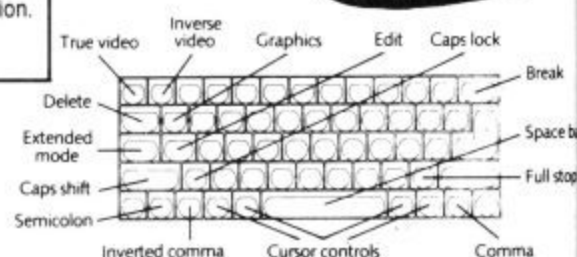
ORDER NOW!



- Professional full-size keyboard — includes 17 extra keys.
- Responsive typewriter-style action.
- Accepts all current Spectrum software and peripherals.

+ £1.50 p + p

ACCESS WELCOME



**The official Spectrum Upgrade.** Naturally your upgraded computer will accept all the peripherals in your Sinclair system Interface 1, Microdrives and so on — as well as all Spectrum software. Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds **stylish looks, new capabilities** ... and new potential for the future.

Here's some exciting news for Spectrum owners ...

the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for **£29.95 + £1.50 p + p** we'll upgrade it for you.

**The bigger, better Spectrum keyboard**

The Spectrum + measures 12 1/2" x 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action — ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a **perfect typing position**. There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

**HOW TO ORDER BY MAIL**

1. If you require us to do the upgrade for you please send **£29.95 + £1.50 p + p**. Total **£31.45**
2. Should you require the do-it-yourself kit just send **£23.00 + £1.50 p + p**. Total **£24.50**.
3. If you require your Spectrum to be repaired and upgraded to a Spectrum Plus we have a special offer price of just **£50.00** complete.

Orders can be placed by using your Access Card on the numbers below.

# VideoVault Ltd.

Upgrade Dept. 140 High Street West, Glossop, Derbyshire SK13 8HJ  
Tel: (04574) 66555/67761 & Manchester 061-236 0376

© Copyright Videovault Ltd No 689032



# Computer Music at it's best...



ONLY  
£49.95

## MIDI INTERFACE

For ZX SPECTRUM - Compatible with 48/128k/+2

Just what the serious or amateur musician has been waiting for.

- MIDI DELAY FACILITY
- MIDI IN/OUT/THROUGH
- STORES THOUSANDS OF NOTES
- CONTROL ANY MIDI COMPATIBLE INSTRUMENT
- FORWARD AND REVERSE SEQUENCE PLAYBACK
- FULL MIDI COMPATIBLE ASSIGNMENTS
- REAL OR STEP TIME INPUT FROM INSTRUMENT OR COMPUTER
- SUITABLE FOR HOME OR PROFESSIONAL USE
- EXCEPTIONAL VALUE

## SOUND SAMPLER

For ZX SPECTRUM - Compatible with 48/128k/+2

- SAMPLE ANY SOUND • SYNC FACILITY • MIXING OF SAMPLES
- SUITABLE FOR HOME OR PROFESSIONAL USE • SIMPLE TO USE
- REPLAY AT VARIOUS PITCHES FORWARDS OR BACKWARDS
- POWERFUL EDITING FACILITY • ECHO, REVERB ETC.
- SAMPLE SOUND EFFECTS INCLUDED • COMPLETE SYSTEM
- EACH SAMPLE SOUND STORED AS FILES IN MEMORY
- BANDWIDTH-AN AMAZING 17.5KHz
- OUTPUT THROUGH MOST HI FI'S • MICRODRIVE COMPATIBLE
- GRAPHICS SAMPLE DISPLAY • PLAYBACK FROM KEYBOARD
- REALTIME PITCH HARMONISER

Dog barking, Glass breaking, Drum beating, Car revving even make your voice sound like Mickey Mouse — it's all possible with this amazing add-on from Cheetah



ONLY  
£44.95



ONLY  
£29.95

## SPECDRUM

Digital Drum System for the Spectrum 48/128k/+2

As featured on  
"Micro Live"  
and  
"Saturday  
Superstore"

- 8 DIGITALLY RECORDED REAL DRUM SOUNDS
- SIMPLE TO USE — UP AND RUNNING IN ONLY MINUTES
- A TRUE DIGITAL DRUM MACHINE
- 'REAL TIME' OR ON SCREEN PROGRAMMING
- COMPLETE WITH SOFTWARE
- EXTRA SOUNDS CAN BE LOADED FROM TAPE
- CREATIVE, EDUCATIONAL AND FUN
- THE MOST EXCITING PERIPHERAL EVER DEVELOPED
- DYNAMIC FILING SYSTEM — STORE OVER 1000 PROGRAMMED RHYTHMS
- SONGS CAN BE SAVED ON TAPE / DISC
- TAPE SYNC FACILITY
- POLYPHONIC • COMPREHENSIVE MANUAL
- JUST PLUGS IN TO MOST HI FI'S

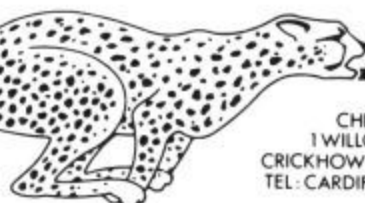
NOW AVAILABLE  
Latin Kit & Editor  
£3.99  
Electro Kit & Editor  
£4.99

128 to Midi Lead  
available  
now at... £9.75

Prices include VAT, postage & packing. Delivery normally 14 days. Export orders at no extra cost. Dealer enquiries welcome. Cheetah products available from branches of WHSMITH High St. Stores and all good computer shops.

# Cheetah

## Marketing



CHEETAH MARKETING LTD.  
1 WILLOWBROOK SCIENCE PARK  
CRICKHOWELL ROAD, ST. MELLONS, CARDIFF  
TEL: CARDIFF (0222) 777337 TELEX: 497455  
FAX: 0222 779404



# Hot Gossip

OK you lot! Eyes down and ears at the ready for the first new look **Hot Gossip** page. The Ed has told me that I can let off a little steam about what gets up my nose — and I assure you it is a **VERY** big nose — in this industry. I won't mince my words about the topics to be discussed, and I won't hold back on letting you know who the bad guys are!

**T**here are times when I feel physically sick and frustrated with the same old boring repetitive clap-trap that software houses call games. We have not moved on as an industry in the last two years. Take a look at the various charts and you will see the same old

There isn't one software house out there consistently producing truly innovative software. What most of them are doing is producing very slick L+R jobs with superb graphics, great music and sound effects.

#### Why are they doing it?

Because **YOU** are buying their games by the thousands. There is a demand and software houses are justifiably catering for it. But don't you see, it is almost self-perpetuating.

The longer **YOU** keep buying them the longer they keep producing dull, soulless — but very pretty — software.

Even arcade and film licenses converted to home micros tend to be glossy L+R. Many of them sell and top charts because a lot of you just do not stop and think before you buy. You are forking out around £8 for a name and very little else.

The ball is in **YOUR** court. It always has been, but I don't think you have realised it.

Make software houses sit up and take notice. You are the only ones who can do it. They will not listen to anyone else. It is **YOU** who will make or break them, so use that power to get the software **YOU** want.

If you are happy playing the same old games for the next five years then fine just carry on as you are. If you want to see a change, then get off your bottom, pull your finger out and write to software houses. Let them know the kind of software you want them to produce.

Whether you agree with me or not, drop me a line. I will be very interested to hear what **YOU** think.

**REMEMBER: YOUR INDUSTRY NEEDS YOU!**

"Allo my son, are you comin' down the boozier?", the crafty, and thirsty, old man asked.

"Gosh no, I'm frightfully sorry old chap, I know we would have a really spiffing time and all that, but I must go home." And with that I tried to leave the scene gracefully.

"Yeah, but they've got darts, bowlin' and 'ockey down the pub, not like them pretend computer games you play at home!"

"Goodness! You've just reminded me. I **CAN** play them at home now. I have got **Indoor Games** from Mindscape software!"

**Indoor Games** is the latest (sports?) simulation to hit the Commodore 64. It comes from those Mindscape people in the US. It looks set to appear under the Gold label in the UK.

It offers three sports — Darts, Bowling and Air-Hockey, played one-on-one.

On loading Darts you are faced with an options page (as with all three sports). This allows you to choose solo, one/two players or demo mode. Also choose double on/off, game length (301, 501, 701), skill level and game speed.

When options have been selected you switch screens and face a dartboard with a dart which you can move across the bottom of the screen via the joystick. When in position you press the fire button to hold it in place then wait for a power gauge to reach the desired strength, tap the fire button and away it goes.

The graphics are very tasty and you do get a feel for playing the game (which had been missing in previous versions I had seen). Sound is the bare minimum, but that's what you would expect!

Ten-Pin Bowling offers you a wide range of options also,

solo/1 + 2 player, balls (weight and alley slickness!), games per series and skill level.

You are shown a man about to pick up a ball you than move him to where you want across the bowling lane and press the fire button to move another arrow across the lane to show the line of the ball.

On release of the button he starts to bowl as he comes to the lane you can adjust his swing and follow through with the joystick.

When the ball is released you are shown the ten-pins and the ball hurtling towards them and the player's face (his expressions range from a stupid grin to grinding teeth). Your score is marked on a card at the bottom of the screen.

The final offering is Hockey. It is the simplest of the lot in



tired themes again and again.

The games in the charts fall into the three main categories of Ladders and Ramps, Sports Simulations and Shoot 'em ups.

Of the three the most absurd concept is L+R. It helped start this industry and has gone on to suffocate it. Ladders and Ramps **RULE** — but it is **NOT OK!**

There will always be room for definitive copies of arcade originals and for quality, state-of-the-art software. What we **DON'T** need are 999 copies of popular arcade/computer games.

A few years ago the market was swamped with versions of *Space Invaders*, *Pacman*, *Galaxions* and *Donkey Kong*. Today there are no longer "versions", they are called licenses.

Companies claim programmers are to blame, maybe they are but they need to earn a living and if they do not get active support they starve. So instead of writing original games they do conversions and souped up rehashes of current chart/arcade hits.



presentation and play.

It's not the Hockey you may have played at school. It's air-hockey the game which is found in arcades. The play area is simple enough. Just a centre circle and goals at either end. There is a puck and the player has a stick which looks like an Atari joystick.

As the game is played on a thin layer of air the puck and you sticks slide very fast across the pitch.

Overall the package is well presented, sound is OK and there are a few ditty's for you to hurr.

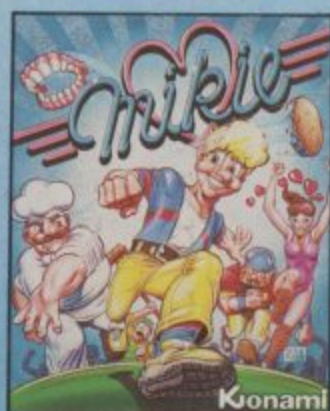
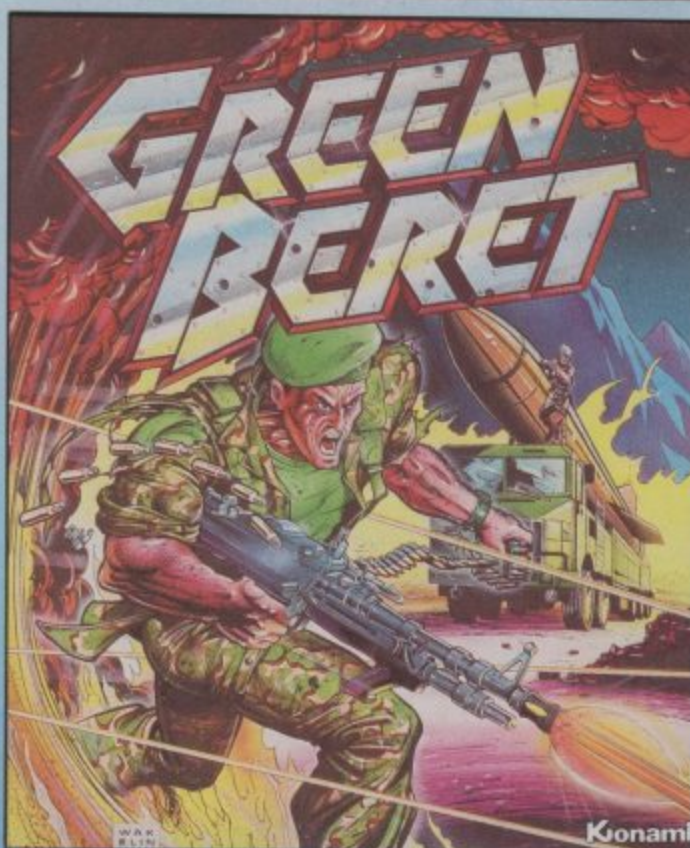
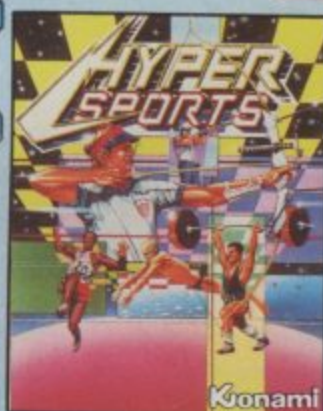
**Tony Takoushi**



KONAMI'S  
COIN-OP HITS

# FIVE GREAT ARCADE GAMES FOR THE PRICE OF ONE

IT MUST BE CHRISTMAS



## KONAMI'S COIN-OP HITS

	Cassette	Disk
SPECTRUM	£9.95	—
COMMODORE	£9.95	£14.95
AMSTRAD	£9.95	£14.95

Twin Cassette Pack



Imagine Software (1984) Limited, 6 Central Street, Manchester M2 5NS Telephone 061 834 3939 Telex 669977.

Distributed in France by Ocean France. Telephone: 93 42 7144. Distributed in Germany by Rutware. Telephone: 21 70040.



# THE ULTIMATE ROLE PLAYING FANTASY GAME



Thyra the Valkyrie, beautiful and fearless, she is protected in combat by strong armour.



Questor the Elf, impish and cunning, his deadly accuracy and unbelievable speed make him a formidable foe.



Thor the Warrior, bold and brave, there can be none to match his skill in hand to hand combat.



Merlin the Wizard, mystical and wise, the power of his magic is untold.

Enter the world of monsters and mazes. Travel the path of mystery and combat in search of the food that replenishes your 'health'. Your way is barred by an array of monsters and legions of enemy beings but they are not your only foe in the quest for food, treasure and magic potions – your fellow players compete in search of the same good bounty.



## TAPE

CBM 64/128, Amstrad, Atari, MSX **£9.99**

Spectrum **£8.99**

## DISK

CBM 64/128, Amstrad, Atari **£14.99**

Amiga/Atari ST, IBM **£24.99**



TM and © 1985 by Atari Games Licensed to U.S. Gold



# GAUNTLET™



U.S. Gold Ltd., Units 2/3 Holford Way,  
Holford, Birmingham B6 7AX. Tel: 021 3563388

