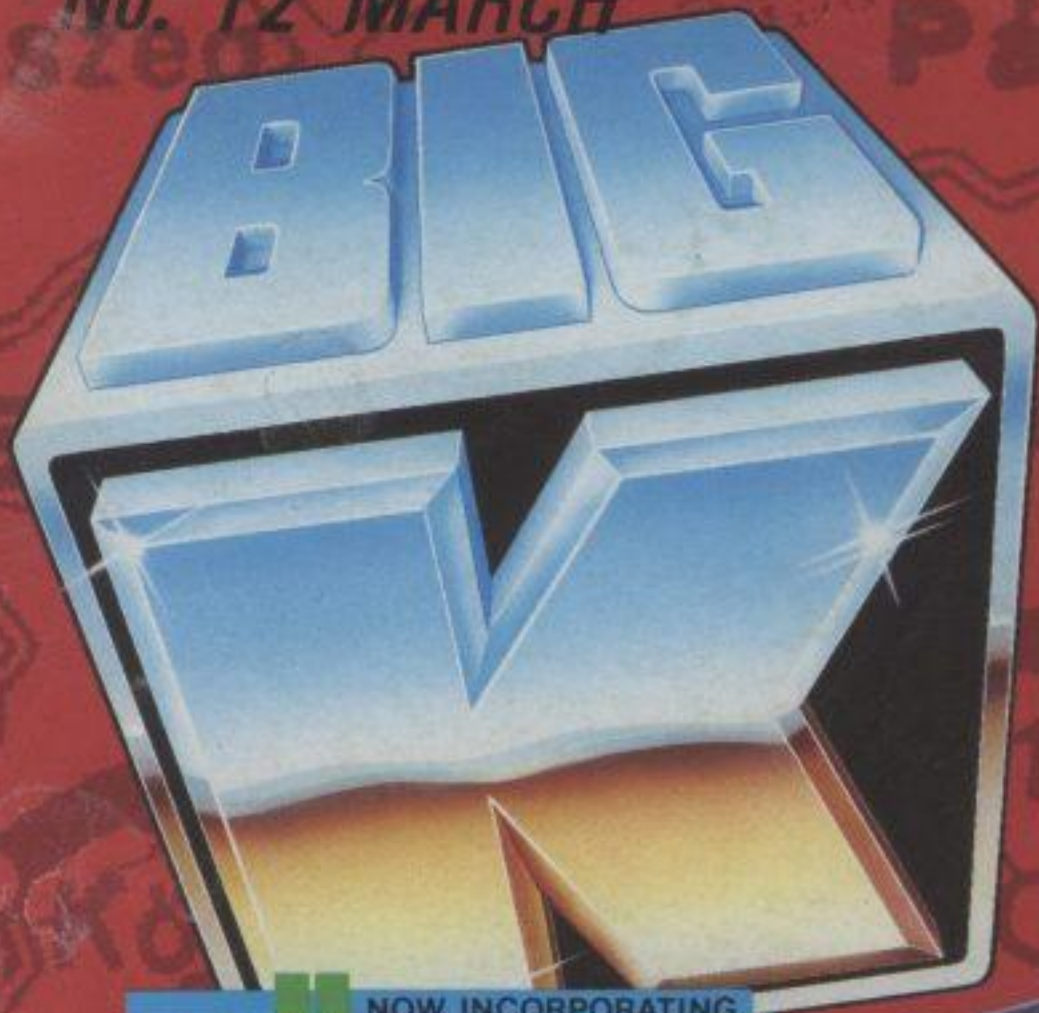


No. 12 MARCH



NOW INCORPORATING
GAMER

**STILL
ONLY
85p**

**BEHIND
THE
CURTAIN:**
Games From The
Warsaw Pact

EXCLUSIVE



EXCLUSIVE

Starting this Month:
SHATTER!
The World's FIRST
Computerised
Comic



EXCLUSIVE

**SOFTWARE
SUPERSTARS**
The BIG K Forum



Australia \$1.70.
New Zealand \$2.00.
Malaysia \$3.25.

WIN
**TIR NA
NOG**
Custom Map!

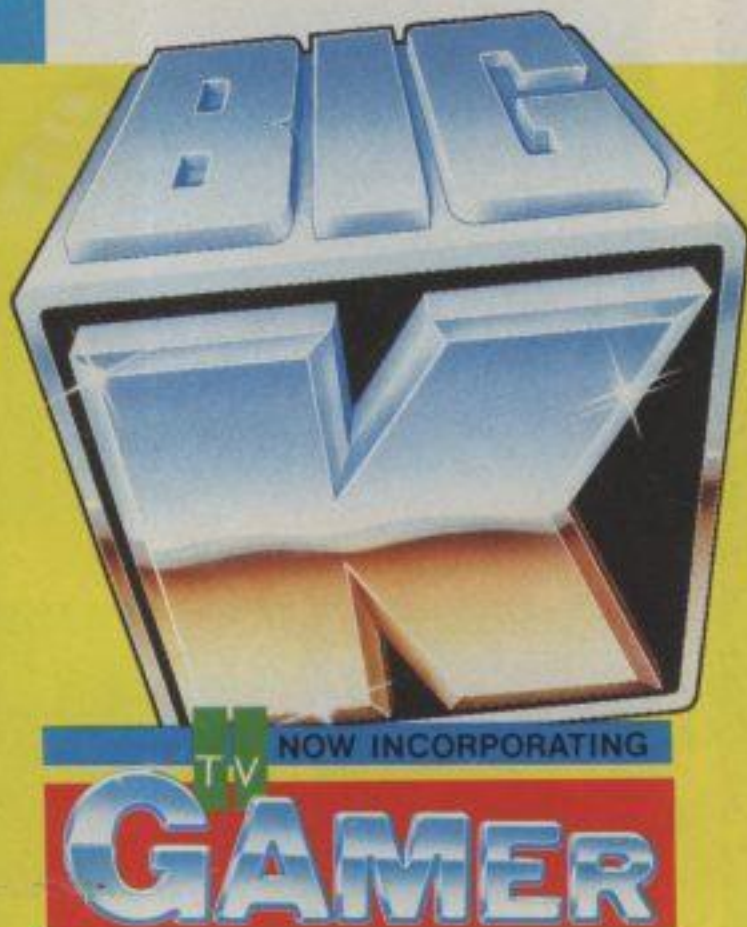
COMMODORE 64

BEYOND YOUR WILDEST DREAMS



£6.99
Out now from all good stockists.
Or write to Romik Software,
P.O. Box 478, Slough.
**Order
Hotline
(0753) 39610**





WHO'S A W.I.M.P.* , THEN?

Sharp-eyed BIG K readers will probably spot the odd item in this month's ish to do with the Apple Macintosh. The odd review here, the odd glowing comment there. we make no secret: we love the beast. And to those who say, "That's all very well for these millionaire hacks, but I've only just made the last payment on my Spectrum!" . . . we make no apologies. The Mac may be pricey by Spectrum standards, but in its design it has set the standards for all future successful computers.

The proof of this was seen at this year's US Consumer Electronics Show, where Atari unveiled a whole range of cheap Macalikes, where the Mac philosophy has been blended with Atari's peerless games expertise. And at the reported prices, no-one can complain.

Just to set the seal on where (we believe) Things Are Going, we proudly present the first instalment of SHATTER (p.76). See it to believe it. When affordable computers can do this, can fourth-generation SuperGames be far behind? We don't think so, and we bet you don't either.

Enjoy,

**Windows, Icons, Mouse Program*

TONY TYLER

CONTENTS

GAMES PROGRAMS

MIDNIGHT FALLS ON N'GANTH for MSX	40
EGG EATER for VIC 20	48
BATTLESHIPS for ATARI	52
DRAW! for SPECTRUM	58
CAVERNS OF NOGARD for DRAGON	56

SOFTWARE REVIEWS

Up Front	16
Pick of the Month	17
Review Pages	20-28
Merrie Melodies: Island's BBC music system	12
MSX Games: A First Look	42

FEATURES

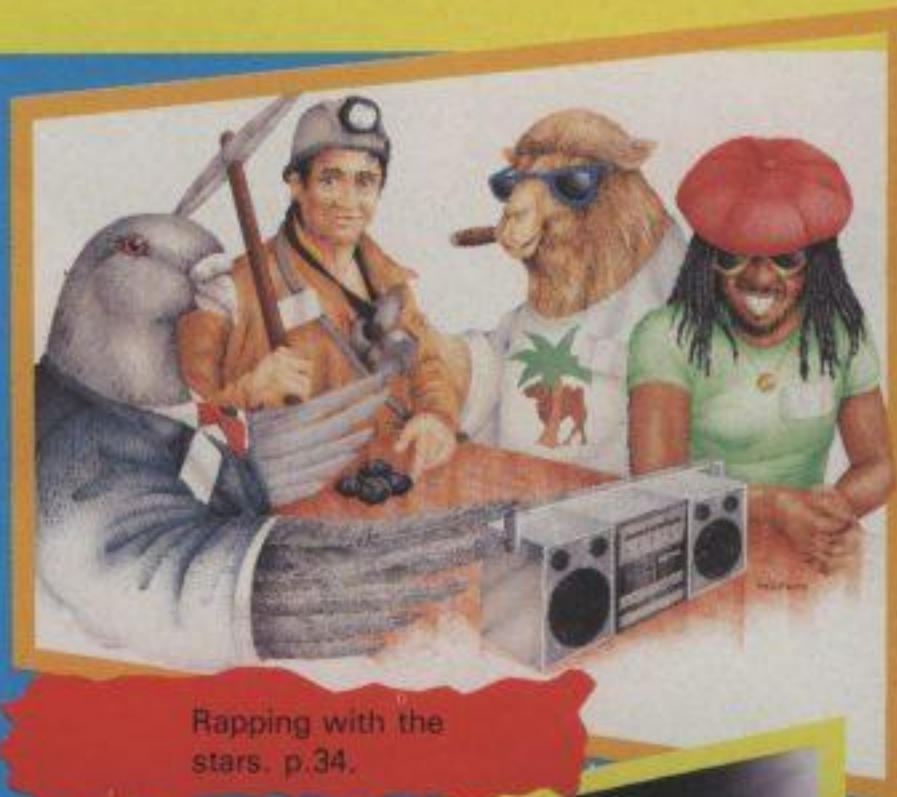
BIG K First Readers Poll Results. The Winners, the Losers!	10
Behind the Curtain: BIG K goes to Hungary	28
Software Superstars: Top programmers talk	34
Souping Up the 64: C64 system software	44
CAD CAM Couture: Hi-tech hi-fashion	71

REGULARS

On-Line News	3
The Ferret	4
Dorkslayer: Adventuring with Keaton	64
Classic Games of Our Time	70
Stix	51
Letterbase	68
Shatter: World's first computerised comic!	76
BIG K Inlay Cards	63
Charts	80

COMPETITION

Win a Limited Edition Tir Na Nog Map	66
--	----



Rapping with the stars. p.34.

The Rag Trade goes CAD CAM: software to pose in. p.71.



"Ah reckon it's a deal, Kincaid." p.58.

Editor:
TONY TYLER

Assistant Editor:
RICHARD BURTON

Art Editor:
IAN STEAD

Features:
NICKY XIKLUNA

Software:
FIN FAHEY

Contributors:

Steve Keaton

Kim Aldis

John Conquest

Bill Bennett

Gary Liddon

Sean Cox

Richard Taylor

Alex Boitz

Richard Cook

Andy Green

Tony Takoushi

Cartoonists:

Tony Benyon

Steve Way

Roger Wade Walker

Advertising Manager:

Erica Vickers

Advertising Executive:

Gareth Cooper

Group Advertisement

Controller:

Luis Bartlett

Publisher:

Barry Leverett

Publishing Director:

John Purdie

ADDRESS:

IPC Magazines Ltd.,

Kings Reach Tower

Stamford Street,

London SE1 9LS

Editorial: Room 2035

Tel: 01-261-5818

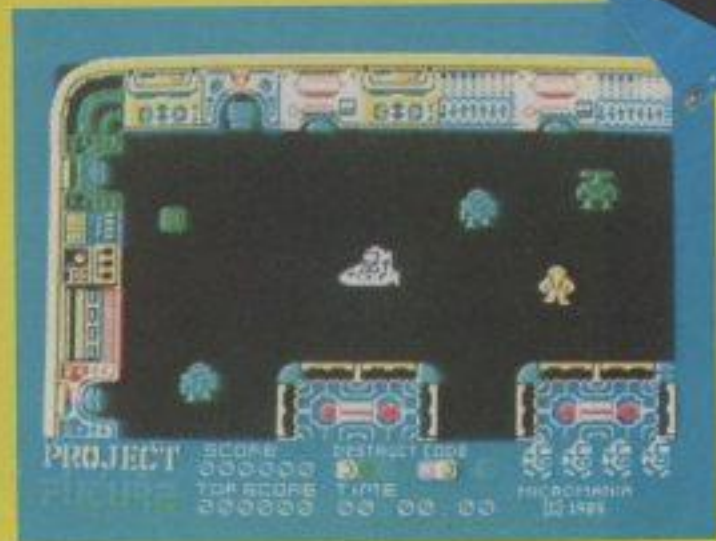
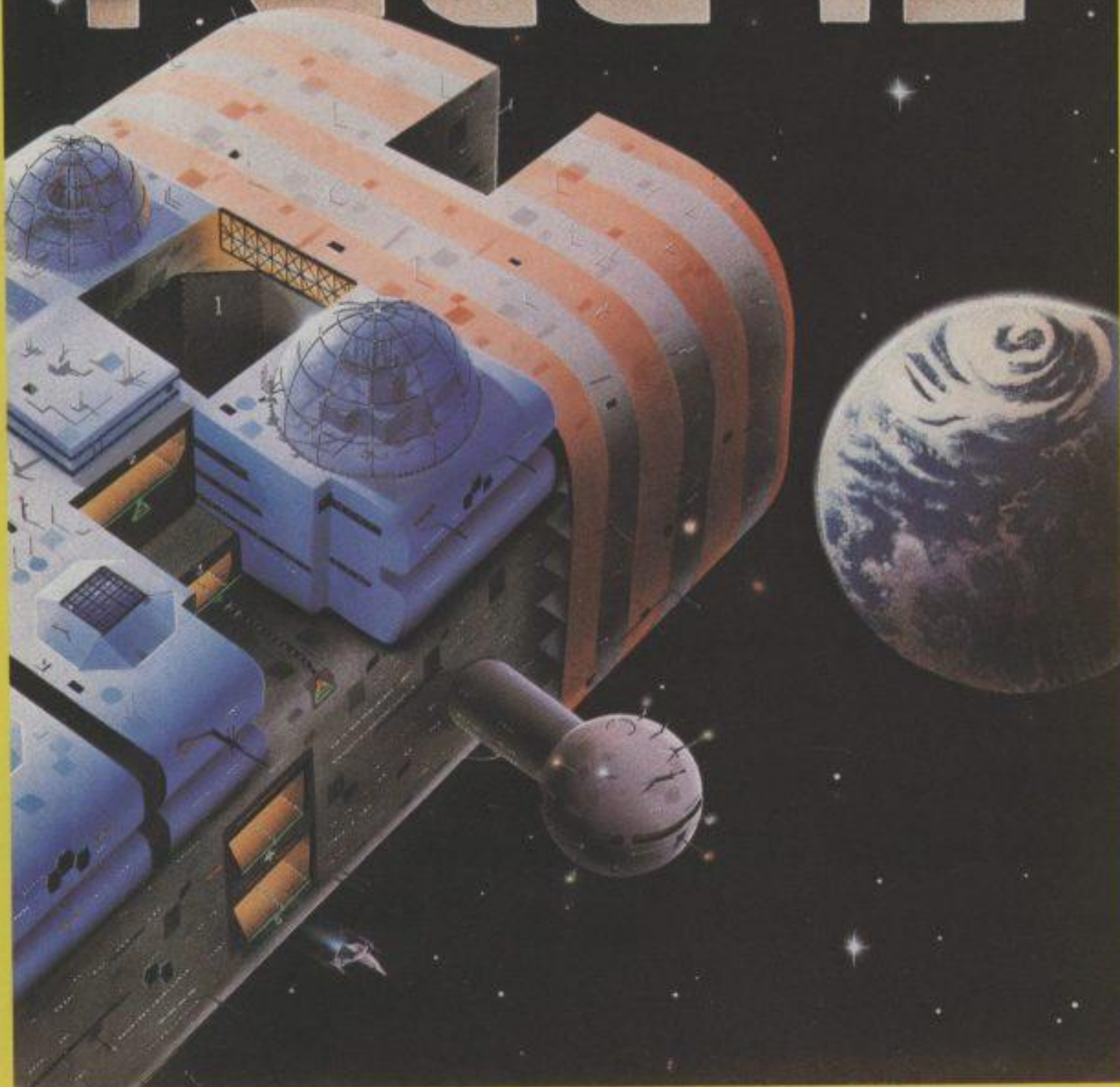
Advertising: Room 1923

Tel: 01-261-5215

Micronet: 446085655

Cover illustrations John Higgins and Dave Eastbury.

PROJECT FUTURE



NEW ONLY
£6.⁹⁵

48K SPECTRUM

PROJECT FUTURE – Your mission to teleport aboard, and activate the Self Destruct System, of the dreaded Star Ship FUTURE.

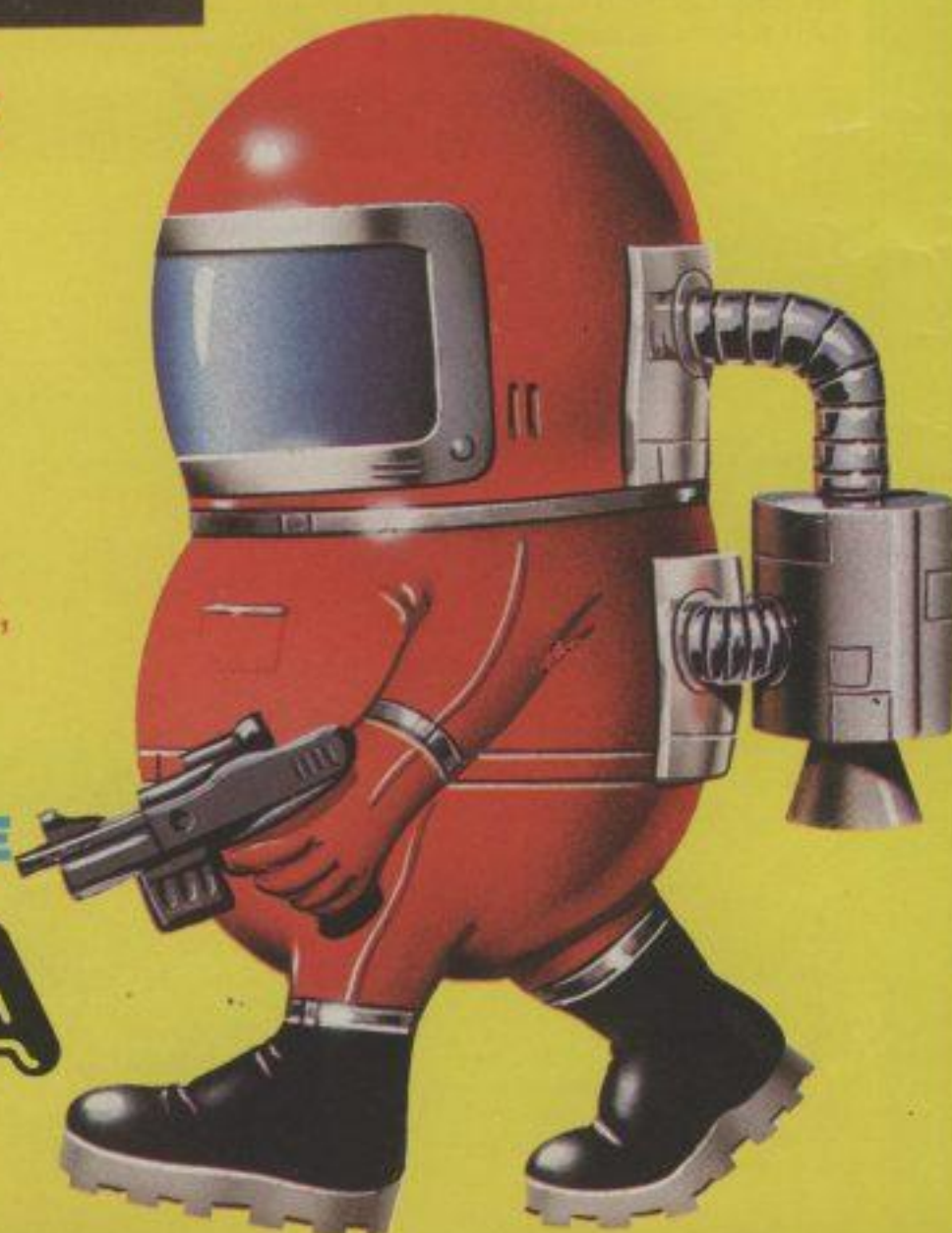
The SS FUTURE is a huge labyrinth of a Star Ship, covering 256 screens of the most amazing high resolution graphics ever seen on the Spectrum.

FEATURES: Internal Teleport System, Space Scooters, Lasers, Hyperblasters, 8 Destruct Codes, Energy Barriers, Defence Droids, Arcade Standard, 100% machine code, Amazingly Smooth Graphics.

THE **ULTIMATE** ARCADE ADVENTURE

MICROMANIA

AVAILABLE NOW FROM ALL GOOD SOFTWARE OUTLETS OR DIRECT
PRICED £6.95 INC P & P FROM:
MICROMANIA, 14 LOWER HILL RD., EPSOM, SURREY KT19 8LT



Tandy® Let Your Computer Play Host To A Hero!



Frogger
£7.95
26-7303

Penguin
£7.95
26-7307

Buzzard Bait
£7.95
26-7351

Worlds
Of Flight
£7.95
26-7359

Keys Of
The Wizard
£7.95
26-7310

Cuthbert
In The Mines
£7.95 26-7314



New 16K Titles!

Athletyx. 26-7328	£7.95
Astro Blast. 26-7329	£7.95
Bumpers. 26-7333	£7.95
Beam Rider. 26-7322	£7.95
Racer Ball. 26-7324	£7.95
Electron. 26-7327	£7.95

New 32K Titles!

Speed Racer. 26-7362	£7.95
Cuthbert In The Cooler. 26-7363	£7.95
Mud Pies. 26-7364	£7.95
Cashman. 26-7365	£7.95

Home Education Software

Tandy Micromatch. An educational series based on learning by word association. Three different formats and three or four games in each programme.

Packs 1-6. 26-7369/70/1/2/3/4	£6.95 Each
-------------------------------	------------



Adventure That Plugs
Straight Into Your TV Set!

Get A Fantasy Factory!

Is it a bird, is it a plane? It's the 16K Colour Computer 2! And with its exciting choice of adventure and educational software it's everything you can imagine. Add to this it's complete specification and Tandy's lowest cost Colour Computer is the ideal introduction to computing.

26-3134 **£119.95**

16K Extended BASIC Colour Computer 2. The advanced capabilities included mean an even bigger choice of software, more exciting graphics and action, and added sophistication for your own programs. And the baddies are even nastier!

26-3136 **£139.95**

64K Extended BASIC Colour Computer 2. When Frogger's hopped it, Cuthbert's mine is exhausted and somebody's eaten the Penguin, it's time to get back to work. The professional-standard facilities of the 64K option give you advanced computing power. Until it's time to play again!

26-3127 **£199.95**



Take A Look At Tandy, Today!

Visit your local store or dealer and ask about our expanding range of microcomputers and software - we service what we sell!

See Yellow Pages For Address Of Store Nearest You!



**BUY IT...
PLAY IT...
DODGE IT...
JUMP IT...
CLIMB IT...
SOLVE IT...
*BII& IT!**

...frustratingly addictive games!!!!

FRANKENSTEIN 2000

As a descendant of the Frankenstein family you must perform revolutionary micro-surgery...journey through the long lost monsters body in your specially equipped craft. Deposit the secret formula and encounter a multitude of surprises in every organ

- BBC...£7.95
- MSX...£6.95
- AMSTRAD...£6.95
- SPECTRUM...£5.95
- ELECTRON...£7.95



CHRYSALIS....

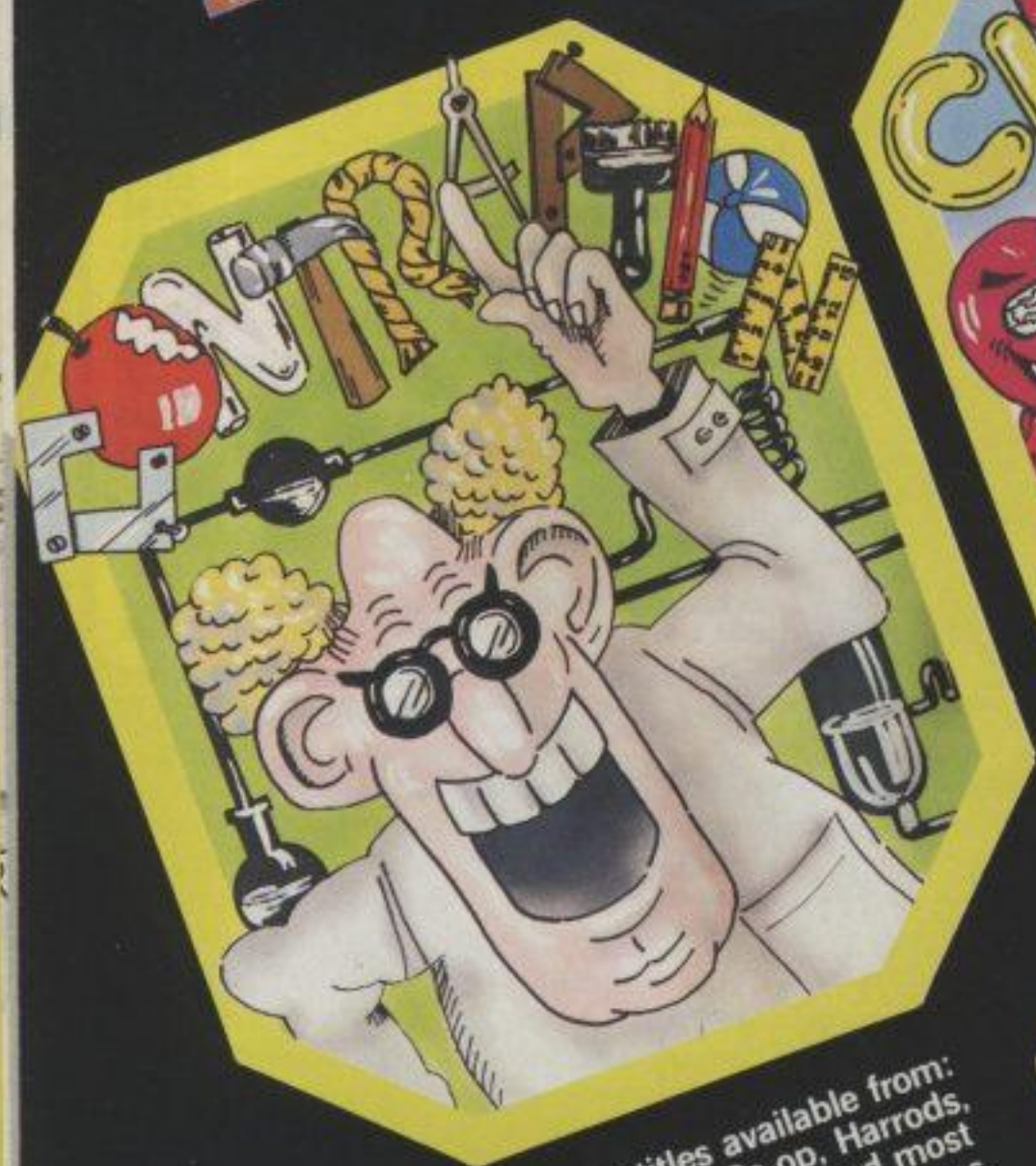
In pure super-smooth arcade action...help the last family of caterpillars change into butterflies - beware of mutant worms - they love to eat caterpillars.

- BBC...£7.95
- MSX...£6.95
- SPECTRUM...£5.95
- ELECTRON...£7.95

CONTRAPTION...

As a potty professor you pit your wits and skill against zany screens full of wild hazards and pitfalls. Set in your laboratory you must collect item after item to complete the ultimate experiment.

- BBC...£7.95
- MSX...£6.95
- SPECTRUM...£5.95
- ELECTRON...£7.95



Selected titles available from:
John Menzies, Co-op, Harrods,
Wildings, Granada TV and most
good computer shops.

Dealers Contact:-
Centresoft, Tiger Distribution
Express Marketing, Drakes,
R + R. Comp. Games and Leisuresoft.

ICON SOFTWARE

65 HIGH STREET, GOSFORTH,
TYNE & WEAR, NE3 4AA.

To order direct from us:
Send cheque or P.O. payable
to ICON or quote your
Access No.

Tel: (091) 2846966



THE FIRST 64K COMPUTER FOR ONLY £129!

ATARI XL

THE NEW ATARI
64K
800XL

£129

EVERYTHING YOU WANT FROM A HOME COMPUTER

1. **ATARI 64K 800XL - £129:** The Atari 800XL has many facilities and includes such advanced specifications that you will be amazed by its performance. At the new reduced price of only £129 inc VAT for a full specification 64K computer with a proper full stroke keyboard, we believe that the 800XL cannot be beaten. Compare Atari with the competition, just look at these specifications:-

COLOUR CAPABILITIES: 16 colours and 16 intensities giving 256 different colours (all of the 256 colours can be displayed at the same time).
OPERATING SYSTEM: 24K ROM including Atari Basic programming language and a self diagnostic test program.
KEYBOARD: Full stroke design with 62 keys including help key and 4 special function keys, international character set and 29 graphics keys.
SOUND: 4 independent sound synthesizers each capable of producing music across a 3½ octave range or a wide variety of special sound effects. (Additional programming can achieve an octave range of up to nine octaves!)
DISPLAY: 11 graphic modes and 5 text modes. Up to 320x192 resolution. Maximum text display 24 lines by 40 columns.
SPECIAL ATARI INTEGRATED CIRCUITS: GTIA for graphics display. Pokey for sound and controller ports. Antic for screen control and I/O (Input/Output).
CPU: 6502C microprocessor - 0.50 microsecond cycle and a clock speed of 1.79 MHz.
EXTENDED GRAPHICS FUNCTIONS: High resolution graphics. Multi-coloured character set. Software screen switching. Multiple redefined character sets. Player missile (sprite) graphics. Fine screen scrolling. Changeable colour registers. Smooth character movement. Simple colour animation facilities.
PROGRAMMING FEATURES: Built in Atari Basic programming language supporting peek, poke and USR plus at least 8 other languages available. The help key will provide additional information and menu screens with certain software. Full on-screen editing is available as well as syntax checking on entry.
INPUT/OUTPUT: External processor bus for expansion with memory and peripherals. Composite video monitor output. Peripheral port for direct connection to Atari standard peripherals. Software cartridge slot is included as well as 2 joystick controller ports.

SOFTWARE: Over 1,500 items of software are available including self teaching programs with unique voice over. The range of programs includes Education, Home Management & Programming aids. There is also APX (Atari Program Exchange) and of course Atari's famous entertainment software now at only £9.95. In addition there is a host of support and help available from specialist Atari magazines like Antic and Analog and from over 75 Atari books/manuals.

2. **ATARI 400 16K GAMES MACHINE - £29:** We have several Atari 400 games consoles/computers with 16K RAM. The price is £29 (for a reconditioned model) or £39 for a new machine. Both come with 12 months guarantee. The Atari 400 can play all 800XL ROM cartridge games and is expandable up to 48K RAM. Computer upgrade with Basic Programming Kit (£30) optional extra.

3. **ATARI 1010 PROGRAM RECORDER - £34:** For low cost storage and retrieval capability. Data transmission 600 baud. Storage capability 100K bytes on a sixty minute cassette. Track configuration four track, two channels (digital and audio). Auto record/playback/pause control/unique soundthrough facility. Built in accidental erasure prevention, automatic shutoff and 3 digit tape counter.

4. **ATARI 1050 DUAL DENSITY DISK DRIVE - £199:** 5¼" disks holding 127K randomly accessible bytes provide both expansion and flexibility for your 400/800 or XL system with new 'helpful' DOS 3. All customers who purchase a Disk Drive from Silica Shop will be automatically given a FREE set of 100 programs on 3 Disks recorded on both sides.

5. **ATARI 1020 COLOUR PRINTER - £99:** Printer and Plotter with four colour graphic print capability. 40 column width printing at 10 characters per second. Can print 5, 10 and 20 characters per inch. 64 character sizes. Prints text in 4 directions. Choice of line types.

6. **ATARI 1027 LETTER QUALITY PRINTER - £249:** For word processing letters in professional type. Print speed of 20 chars per second.

7. **ATARI TOUCH TABLET - £49:** Enables you to draw and paint pictures on your T.V. screen, with the touch of a stylus.

8. **ATARI TRAK BALL CONTROLLER - £19.95:** Enables cursor movement in any direction and adds arcade realism to your games.

9. **ATARI SUPER CONTROLLER - £9.95:** The ultimate joystick with double fire button to give you a greater competitive edge in your games.

SILICA SHOP ARE THE No1 ATARI SPECIALIST

Silica Shop are now firmly established as the No 1 Atari retail/mail order and wholesale specialist in the U.K. We already offer our service to over 120,000 customers, 10,000 of whom have purchased Atari Home Computers. Because we specialise (and with a turnover of £1.5 million), we are able to keep prices low by bulk purchases. Ring one of our 45 staff and we will be glad to be of service to you. Complete the coupon below and we will send you our Atari pack with our 16 page price list and XL colour catalogue.

EXTENDED TWO YEAR GUARANTEE: We are an Atari Service Centre, able to service and repair Atari equipment and have added a 12 month guarantee to the year offered by Atari, giving you a full 2 year guarantee on your new XL computer.

SPECIALIST SUPPORT: Our technical staff are always available on the telephone to help and advise you. We endeavour to hold stocks of every Atari compatible item available in the U.K. and we stock over 75 Atari books and manuals.

AFTER SALES SERVICE: When you purchase your equipment from Silica, your name will be automatically added to our mailing list. You will then receive price lists, newsletters and details of new releases and developments, as well as special offers which are exclusive to Silica Atari Computer Owners.

LOW PRICES: Our prices include VAT and are extremely competitive. We will normally match any lower price offered by our competitors.

FREE COMPUTER OWNERS CLUB: This is open to all Atari computer owners irrespective of where you purchased your equipment. Membership is FREE and entitles you to receive bulletins giving details of new releases and developments. Send now for your FREE information pack, price list & colour catalogue.

PAYMENT: We accept cash, cheques, postal orders and all Credit Cards. We also offer credit facilities over 1, 2 or 3 years, please write for a written quotation.

NEXT DAY DELIVERY - FREE: All goods despatched from Silica Shop are normally sent by first class post or parcel post FREE OF CHARGE. As a special introductory offer for a limited period only we will be sending all Computers and Disk Drives by a next day Securicor delivery service at our own expense.

So fill in the coupon below with a literature enquiry or order and begin to experience a specialist Atari service that is second to none.

SILICA SHOP LTD, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Tel: 01-309 1111
ORDER NOW-OR SEND FOR A FREE COLOUR BROCHURE

To: SILICA SHOP LTD, Dept BIGK0385, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Telephone: 01-309 1111

LITERATURE REQUEST:

- Please send me your FREE colour brochures and 16 page price list on Atari Computers.
 I own a Videogame I own a Computer

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

ORDER REQUEST:

- PLEASE SEND ME:
- | | | | |
|--|---------|---|--------|
| <input type="checkbox"/> 800XL 64K Computer | £129 | <input type="checkbox"/> 1020 4 Colour Printer | £99 |
| <input type="checkbox"/> 400 16K Games Machine | £29/£39 | <input type="checkbox"/> Letter Quality Printer | £249 |
| <input type="checkbox"/> 1010 Program Recorder | £34 | <input type="checkbox"/> Touch Tablet + Cartridge | £49 |
| <input type="checkbox"/> 1050 127K Disk Drive | £199 | <input type="checkbox"/> Trak Ball | £19.95 |
| | | <input type="checkbox"/> Super Controller | £9.95 |

ALL PRICES QUOTED ARE INCLUSIVE OF VAT - POSTAGE & PACKING IS FREE OF CHARGE

I enclose Cheque/P.O. payable to Silica Shop Limited for the following amount £

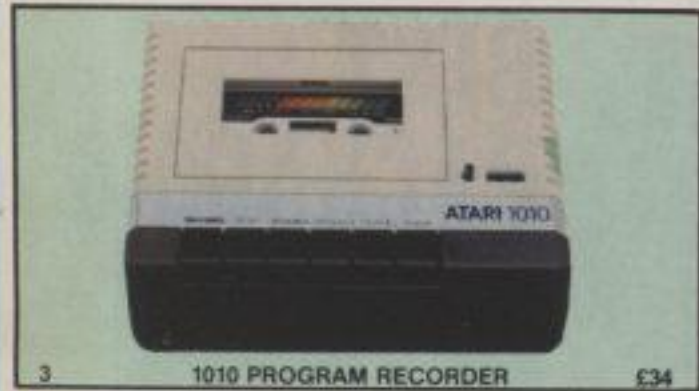
CREDIT CARD - Please debit my:
 Access/Barclaycard/Visa/American Express/Diners Club Card Number



1 800XL 64K COMPUTER £129



2 400 16K GAMES MACHINE £29



3 1010 PROGRAM RECORDER £34



4 1050 127K DISK DRIVE £199



5 1020 4 COLOUR PRINTER £99



6 LETTER QUALITY PRINTER £249



7 TOUCH TABLET PEN + CARTRIDGE £49



8 TRAK BALL £19.95

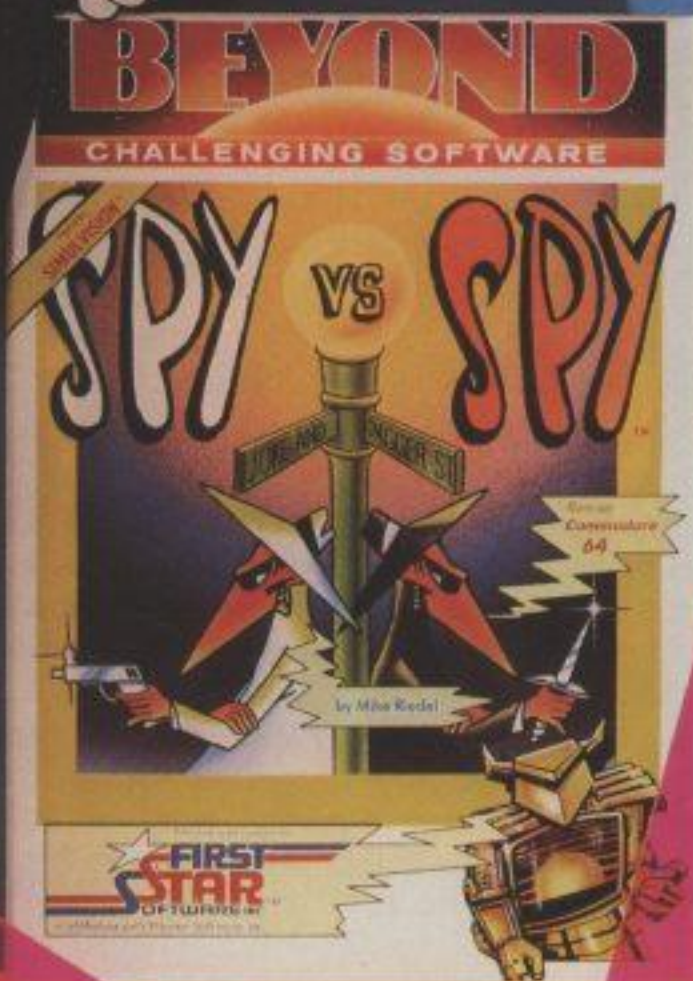


9 SUPER CONTROLLER £9.95

BEYOND

CHALLENGING SOFTWARE

Now on
Commodore 64



Spy vs Spy is two player cartoon fun!
The black and white spies chase each
other around the embassy.

They steal secrets and plant
traps, playing against each
other on a split screen display.

Available from software dealers everywhere or direct from
Beyond Competition House, Farndon Road, Market Harborough, Leicester LE16 9NR.
Access/Barclaycard telephone: 0858 34567. **Price £9.95** inc. P&P



IN SEARCH OF THE ROLLING STONES

TONY TAKOUSHI looks ahead to the New Era of Hi-Res.

THIS MONTH I'm taking a look at some of the finest US imports to arrive in the UK. Many of them have been converted from the Atari and Apple micros and take account of the added facilities of the 64 to add to the presentation and play.

BC's Quest for Tires takes the traditional theme of *Pitfall*-type encounters and puts new visuals on it. BC is a character who rides a monocycle made of stone; he is trying to rescue his beloved but along the way there are obstacles to pass.

The sight of BC speeding over hill and dale to his loved one is one you will not be able to resist. He humps up and down on his super (smooth) wheel, leaping over logs, ditches, lakes and ducks under trees. You can accelerate but the obstacles become really mean at high speeds. Some obstacles do not simply require you to leap over them — adventure elements creep in on the higher levels.

The whole theme of the game is beautifully seen in the graphics. They are SPOT ON! This is that rare game which drew me to it almost immediately. I think you will be drawn, too.

Up & Down is a US Gold title taken under licence from the arcade original of the same name. *Up and Down* has you driving a car through hills and bridgeways collecting flags scattered along the interlinking roads.

The car can leap to avoid other cars that approach from all junctions around you (and destroy them if it lands on



them). It can also leap from one track to another if it needs to collect a flag from a different lane. The car can move in all directions but the flags have to be collected as quickly as possible to get a time bonus.

When they are all collected you progress to a new level with nastier roads, added bonus items to collect, and cars that take some beating to pass.

The tune, graphics and play make for a really good arcade conversion that's going to destroy a few joysticks on the higher levels. If the conversions continue at this standard, 1985 is going to be a good year for the arcade/micro player.

ESSENCE

The Bally Midway corp has converted *Spyhunter* for the 64 and it is now available under US Gold in the UK.

Spyhunter is one of the current hit games in the arcades. In essence it's a car race, but a very skilled one.

Your car is armed with machine guns to destroy the enemy cars ahead of you. Enemy cars can bump you off the road into lanes — and

destruction — or you can beat them to it! Bumping them off the road is not always a good idea; your tyres can be spiked or a ham sandwich is in the making if another sneaks up behind you.

There is a weapons truck that can be docked with and a new weapon added to your car. These include oil, smoke and missiles.

Scenery changes from road to sea with detours along the way. Use of the added weapons becomes crucial when attacked by the helicopter and other assailants who cannot be destroyed with machine guns alone. The theme tune is the same as the arcade (go on, pump it through the stereo, oh bliss) and it FEELS like the arcade version. (That's what impressed the hell out of me!) The original licences have been closely followed (Atarisoft take note) and superlative conversions are available for the enthusiast.

Congo Bongo is another release from US Gold, but there are two versions of the SAME game out there! *Congo Bongo* in cartridge format is a standard 16K "game" for the

Commodore 64 while the other deluxe version is hi-res.

The cartridge version is OK, but the hi-res version is stunning. It features four screens of action where your intrepid hero has to climb, leap and slide his way to safety.

NO JUSTICE

I can't begin to do the presentation justice — it is simply one of the finest I have ever seen. Imagine four jungle scenarios in full hi-res ... ultra-colourful graphics — WOW!

The first screen has you clambering up a hill avoiding coffee beans an ape throws at you, sliding down ramps, and avoiding gormless apes as you leap across a waterfall to reach safety and the next screen (phew!).

Screen two has you trying to cross a river on the backs of rhinos (oh those graphics!!). As with all four screens the play is tough and the action frenetic. I recommend the hi-res version as a joy to play and a thing to behold.

Next month *Up Front* will be featuring an exclusive review of what I predict will be one of THE games of 1985. It is called *Cauldron* from Palace Software and is in the classic arcade adventure mould. It features stunning graphics, action and sound.

This one is HOT so don't miss it!



IMPOSSIBLE MISSION For CBM64

THE RUNNING, JUMPING, SCREAMING MAN

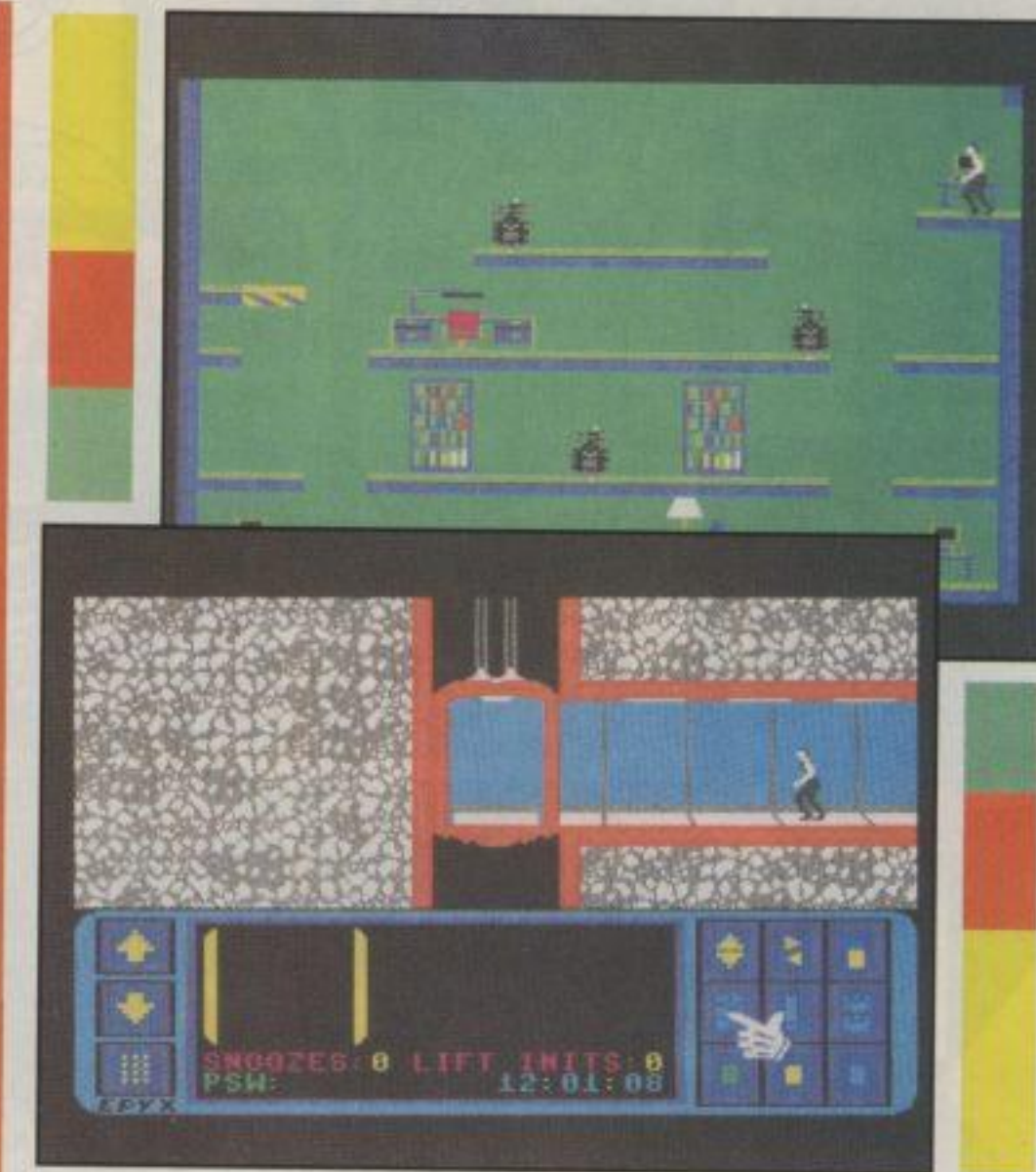
FIN FAHEY takes a flying leap at IMPOSSIBLE MISSION, a game that gives new respectability to the ladders 'n' ledges environment.

I have to confess to being a Kong-hater. I'm on record as saying that if some hapless software house ever has the temerity to send me another game involving ledges, girders, ladders, trampolines, lifts, etc., etc., ad nauseam, then I will personally go round and reason with the culprits, preferably with a baseball bat. So here I am having to eat my words (which is no laughing matter considering the inferior and tasteless brand of line printer paper that Big K issues me with), for *Impossible Mission* is indeed a Kong variant, and certainly it has ledges and lifts, but curses... it's also a totally zarjaz bit of games design. So, from across the pond, too. CBS have joined Ariolasoft and U.S. Gold in the lucrative business of zapping the U.K. market with U.S. imports, some of which are disturbingly good — I have a feeling we'd better pull our socks up in a hurry. This one is by U.S. software house Epyx and fortunately, for once, it isn't an example of the kind of "Cold War" software we've seen floating round lately (although it does have nukes).

DEFENCE

The game scenario concerns one Elvin, a mad scientist of the old school. Elvin is a super-hacker who has broken into the world's defence computer systems in order to launch the usual tiresome nuclear holocaust. The only way to stop him is to search his underground installation to obtain the entry code for his control room. This is a complex and lengthy task, and so far I have consistently failed to save the world.

There are 32 rooms to



negotiate, and sadly, they're just jam-packed with killer robots. Not only is their touch death, but many of them can fire deadly beams. If you can get past them the next problem is getting enough time to search the furniture for jigsaw puzzle bits. As you collect these bits, they're entered into your "pocket computer" which you can access in the safe corridors and lifts outside the rooms. Each puzzle piece is a little rectangle containing an apparently meaningless shape, but four shapes can be overlaid to give a completed puzzle, which in turn will give you one letter of Elvin's code word. There are 36 pieces in all, giving

nine puzzles and letters. Using the "computer" you can shift them around, flip them over, change the colour and so forth. This section of the proceedings is a lot like using an Apple Macintosh.

Puzzle pieces aren't the only things you can find. There are passes which, when entered into one of the many terminals strewn around the complex, will immobilise all the robots in the room or return the lifts to their normal position.

Which bring us to the animation, the game's strongest point. It's the most convincing I've ever seen in a game of this sort — real cartoon standard. Most sprite animation uses a

mere two shapes for a running figure, man with right leg raised, left leg planted, then left raised, right planted. The movement here is far more sophisticated, using, I'd say, at least eight frames to give a really smooth, flowing feel — the somersaults are unbelievable. The robots too, though called upon to do less, trundle around in a very believable way.

A TALKIE

Impossible Mission is very playable. For a change, I really felt that with each game played, my technique had improved just that little bit more, which is a great encouragement to play. It's nice having a choice of things to do, too. If you get bored dodging the robots and running up and down the lifts and platforms, you can always spend a restful break attempting to assemble the puzzle bits you've already got, or you can attempt one of the musical puzzles in two of the rooms. These involve sorting a sequence of notes into ascending order, and if you succeed you are issued with an "immobilise robots" pass. It's a complete impossibility for tone deaf people like me. Still I tried...

Last, but not least, this one's got the best synthesised speech of any game I've seen recently, including *Ghostbusters*. It adds a lot of atmosphere to a game if, when you enter a room, a sinister vice intones "Kill him, my robots!". Creepy.

With any luck this game will put the whole Kong tradition to bed. It surely takes the form to its limits. Addictiveness? In the synthesised words of Elvin, "Another visitor! Stay a while. Stay... for ever!". — F.F.

THE FACTS From: EPYX/ CBS SOFTWARE Format: cassette & disc Price: £8.95/£11.95



HEADS DOWN

THE GREAT SPACE RACE Spectrum 48K K

Among the many turkeys on sale this Christmas past could be found *The Great Space Race* that mega-hyped, long-promised follow-up to *Valhalla*. Resplendent in a plush, over-size plastic case, containing a glossy 56-page manual and colour poster, the game — pardon me, “computer movie” (Legend are into that socko bofo stuff) — promised much . . . and delivered little.

Far from the gods, myths and legends of *Valhalla*, the folks at Legend have got right down to basics with *The Great Space Race* (or *TGSR* from here on in). You are invited to become a galactic booze runner. Seems the civilized galaxy has become hooked on Natof (“Name to Follow”), a miracle drink that can get you paralytic without ever producing a hangover and, just for good measure contains all the nutrition needed for a good, healthy if alcoholic life (Mary W will love this one). The demand is there — you have to fill it.

To do this you hire four racers to deliver crates of the stuff to 96 space stations in different parts of the galaxy. The first one to complete the course wins the race. They are only hindered in their work by roaming pirates, booby-trapped space wrecks, over-zealous police and a few other pitfalls which can knock out your racers one by one.

The game/movie comprises of two main phases. In the first you have to hire the racers. Eight are

offered (with exotic names like Noxin, Gurm, Urg, Vindaloo, Haberdaber) with fees on a sliding scale according to capability and performance. Decisions to hire or not have a time limit and hesitations can lumber you with unwanted racers, automatically assigned. Each racer must also be kitted out with weaponry, both defensive and offensive. Payment for everything comes out of your initial allocation of 50,000 cases of Natof.

Kitting out complete, the “race” begins and consists of your racers in strict rotation, visiting various stations, off-loading crates of Natof, then moving onto the next.

The screen display consists of a central graphics area sandwiched between two large text windows; the lower giving events and reports and the upper offering options — usually a yes/no decision with a time limit given before the computer takes over and makes the decision for you. The player's toughest task is to decide which of two keys has to be pressed.

During the race the player is aroused from his stupor every so

often to deal with a situation; sobering up a racer, bribing police and pirates not to attack his racers or arrange for repairs — but only if he feels up to it. Occasionally there will be a bit of action as two ships engage in battle. This is terrifically exciting and well worth opening one eye for. That's basically it. Keep your racers in the game for as long as possible and hope that one makes the rounds safely in the shortest possible time.

To be fair some strategic elements are built in with “personality factors” ensuring that some characters will react to other characters in “unpredictable ways”. Priorities can also be chosen as to whether winning means delivering to more stations than before or the same number in a shorter time.

No doubt, given time, a player could exploit these strategic factors — but there's absolutely no incentive for him to do so. The minimal control takes away any involvement and reduces the player to a mere spectator. Fine for movies, but we're talking games here.

Graphics are great — by 1982 standards. In 1985 they look amateurish and unprofessional. The much-vaunted “facial expression” routine for the *TGSR* characters comes down to merely a “happy” or “sad” face depending on decisions.

Animation is of a similar primitive quality and general screen presentation is poor. Even the concept itself is not new. Bug-Byte's *Star Trader* and Pixel's early but enjoyable *Trader* multi-parter have been there before.

The best comes last: the game is partly in BASIC, which can be accessed by a simple BREAK command. Unforgivable in this day and age.

In the final analysis, *TGSR* is a major disappointment. It is a retrograde step from a company that promised innovation and quality with its first release — and charging £15 a go should be considered the next worst thing to vandalism. — R.B.



From: LEGEND
Format: cassette
Price: £14.95
Graphics: K
Playability: K
Addictiveness: None



THE RUNES OF ZENDOS K K Spectrum 48K

DIRTY DOZEN

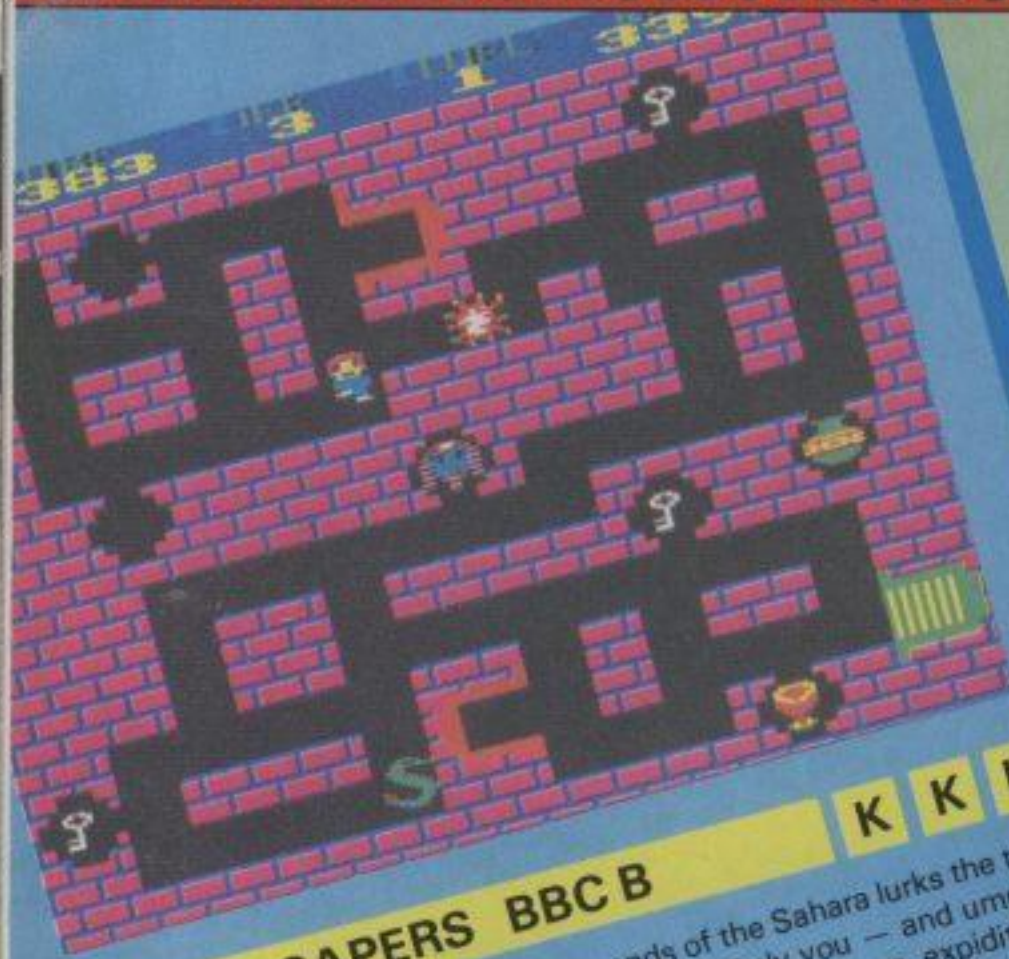
Sequel to *Oracle's Cave*, perhaps the first animated adventure, *Zendos* is a series of twelve adventures working on two different levels. On the simpler level, it presents a series of problems to be solved as your man roams corridors, climbs ladders and confronts various animate and inanimate obstacles. The same problems recur in different

sequences in each adventure so, in theory, once you've solved them in one adventure, you can deal with them pretty handily in all the rest. However, on another level, your task is harder. At the heart of each adventure is an hour glass in which *Zendos* has imprisoned a month, disrupting his neighbours' lives no little. To release them, eventually getting to the final screen, you must translate the runic inscription on each hour glass. In other words, what you get is a neat, if fairly simple, animated graphics adventure combined with a rather less simple job of code-breaking. — J.C.

From: DORCAS
Format: cassette
Price: £7.95
Graphics: KK
Playability: KK
Addictiveness: KK



REMEMBER



CRYPT CAPERS BBC B

K K K

Somewhere deep beneath the shifting sands of the Sahara lurks the tomb of Pharaoh Willy and wealth beyond measure. Only you — and umpteen other Beeb owners — know of its location. A perilous expedition is inevitable. As you might suspect though, the tomb is far from hospitable. Indeed it makes The Well of Souls look not unlike Maplins. Dusty corridors rustle to the sound of weaving nakes and ancient fireballs while huge unstoppable boulders career through the lower levels. Who would have thought that archaeology could be so 'azardous? The quest culminates with the wholesale ransacking of the Pharaoh's chamber on the 12th level, attained only after collecting all the Egyptian keys from the preceding levels. These are cleared only after beating a bonus counter that decreases when you waste a snake.

Visually the game is superb with quite enormous attention paid to detail. Tut's mask (one of the many treasures) is just glorious. Author Mike Jakobsen has obviously done his research well. Playwise it recalls *Mr Do* although owes little to it in execution. The difficulty levels are well judged and key response is excellent. The result is arcadia of the highest quality. After several hours play I was hauled from the BBC sandy, dishevelled and totally addicted. Something of a treasure I'd say. — S.K.

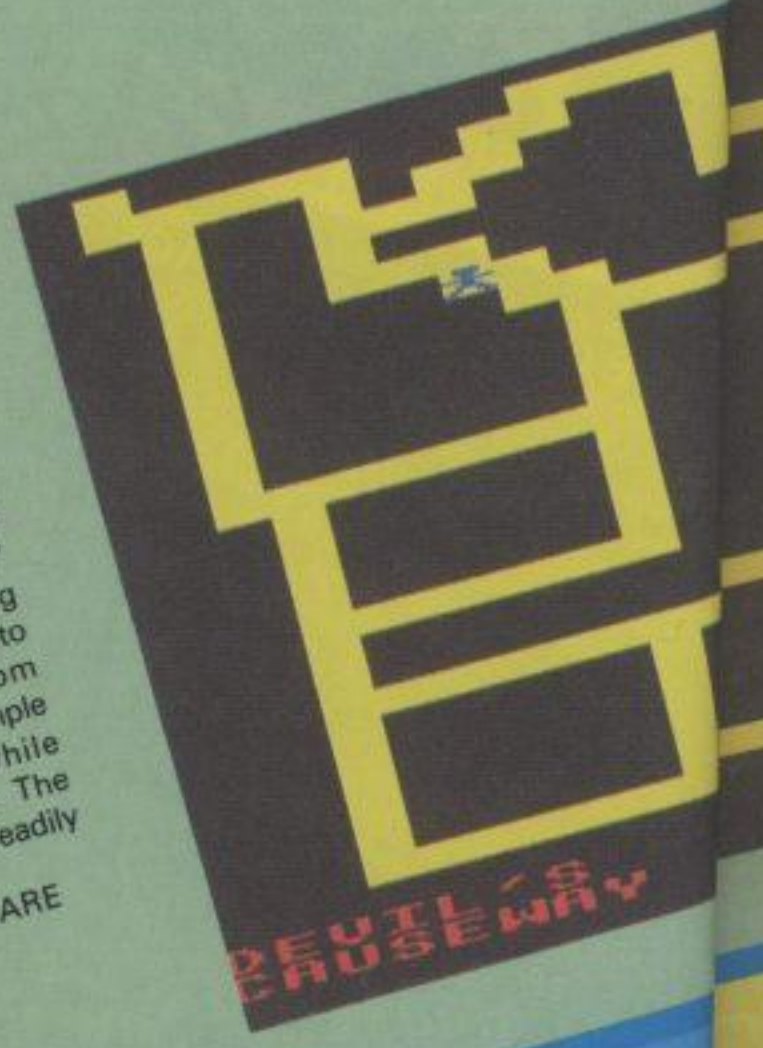
From: SOFTWARE PROJECTS
Format: cassette
Price: £7.95

DEVILS CAUSEWAY

BBC B

Hugely inept and grossly misleading educational prog that's notable only for its deceptive cover blurb and the scantily clad winch 'n' demon featured on the pack art. Those loading it in expectation of a fantasy adventure (for that's what it appears to be) will doubtless be well cheesed off when confronted by a simple line graphic and the likes of Donald the Demon Dice Thrower and Simon Summer. It quickly becomes apparent that the "adventure" consists of little more than moving a figure along a line and reacting to a number of naff random challenges. Simon poses simple arithmetical questions while Donald rolls his dice (?). The adjective pathetic springs readily to mind. — S.K.

From: WARLOCK SOFTWARE
Format: cassette
Price: £6.99
Graphics: N/A
Playability: Zip
Addictiveness: Zip



GALACTIC PATROL BBC B

K

Sluggish shoot-em up for somnambulistic Space Cadets. Once again Neasden (stop me if you've heard this one before) covers beneath the boot of an invading alien horde. Screaming Saucers strafe the scrambling populace and swarms of gaily-painted Bubble Craft raze off-world Transporters. As one of the besieged Fleet Commanders you'll need the latest in heavy-duty, mega-precise weaponry to repel these unearthly bounders. Unfortunately in this particular Galactic Patrol there's no such gear. Your Photonic lance is far too polite to do any serious damage and deep-space tracking is next to impossible with cross-hairs that do little more than creep across the screen. Alien domination seems a racing cert. There are five sheets per round (ground attack/space battle/pit-stop/evasion) and naturally the alien swine grow steadily more confident with each wave. Only the awful key response might still cut some ice, but Of course if this were a budget-price blastaramas like *Zalaga* (from when compared to other full-price blastaramas like *Zalaga* (from Aardvark) it pales into insignificance. Potential Space Cadets must therefore be advised to approach with extreme caution. — S.K.

From: WARLOCK SOFTWARE
Format: cassette
Price: £6.99

Graphics: K
Playability: K
Addictiveness: K

MANIC MINER

BBC (conversion)

K K

The classic game starring the miner who resembles Hitler in shorts makes an appearance on the BBC! For those still not familiar with it, the game involves running through vast numbers of rooms collecting keys in order to get into more rooms. The little bugger seems to have travelled well, as have the multitude of lunatic objects set poised to bar his way to wherever it is he is trying to get to.

The notion that the mind behind this spent three months in a spin dryer prior to coding is one worth subscribing to, Penguins, telephones, horned gorillas (to name but a few), all take turns to bring our hero a step closer to the size nine D.M. awaiting him after he has been bitten, battered, stung or generally mangled three times on the trot.

And they do it very smoothly and with great detail. It's nice to see they've chosen the Mode 1 screen display, a pig to animate characters on but twice the detail and worth the effort. *Manic Miner* is an unforgiving game on any machine. One step in the wrong direction results in instant death and it takes some time to develop a suitable tactical style. Once you've been totally

annihilated for the three million time halfway through the screen things begin to click you know you're competent enough to reach a few other umpteen screens.

Maker: SOFTWARE PROJECTS
Format: cassette
Price: £0.00
Graphics: KKK
Playability: KK
Addictiveness: KK



fistful of pixels to distinguish between them they've become the stuff of reviewer's nightmares (I fear the day might soon come when I'm asked to look at nothing but climbing games!)

Ledgeman is a typical offering. The title character permeates about the screen attempting to collect treasures for no other reason than to make it to the next sheet. A baffling array of levels, ladders and lurgies of course exist to thwart him. So much for the plot. Unfortunately the various adversaries and obstacles in this clone are not particularly inventive and thus the addiction level is pretty meagre. You're even given an escape clause that enables you to enter at any level. This effectively removes any incentive that you might have had for playing. By way of compensation the graphics are nice, the animation smooth and the sound FX neat.

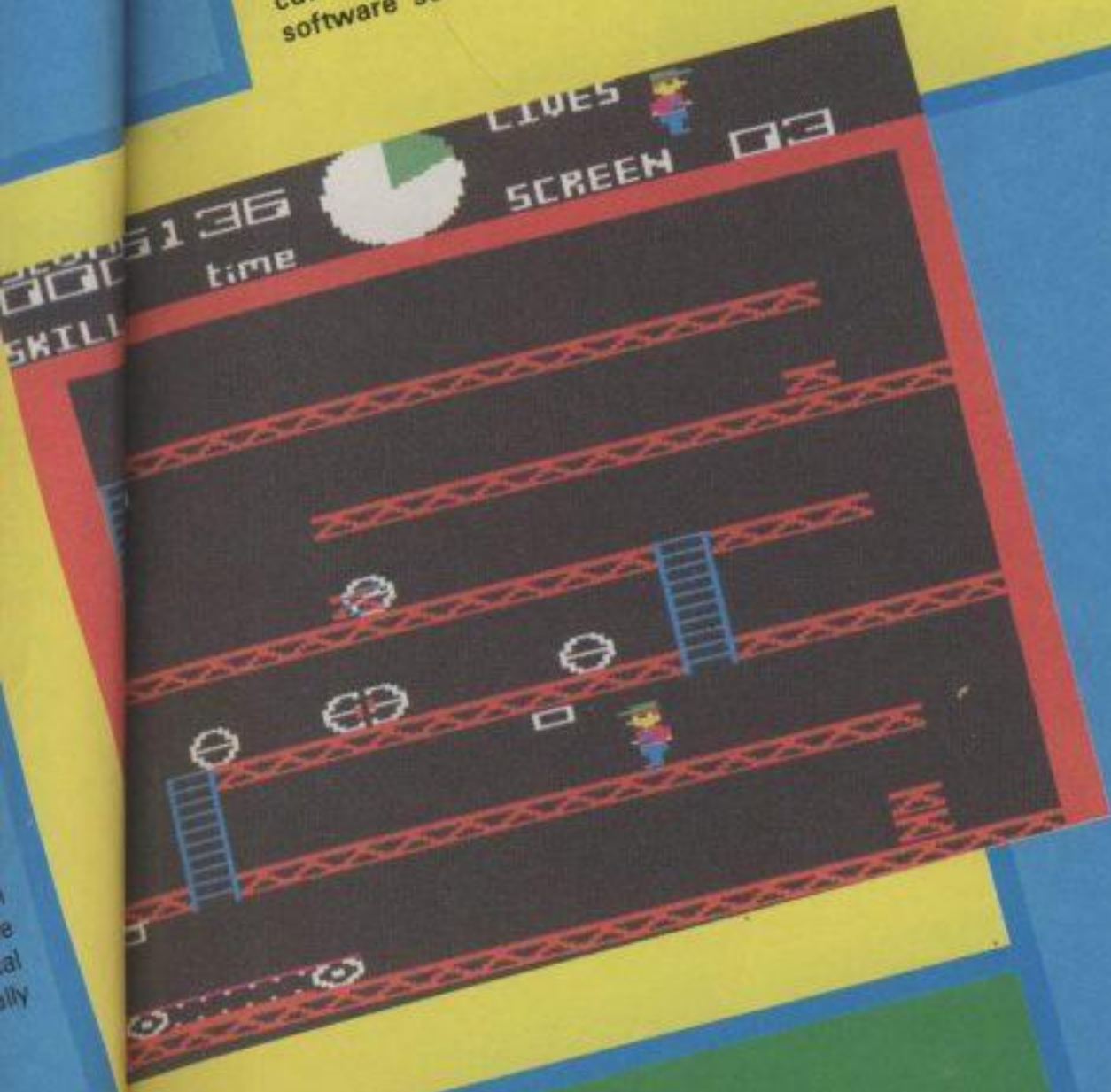
The only puzzling aspect of *Ledgeman* is in the title. Why didn't Software Projects just tag it as another Miner Willy adventure? It seems the obvious thing to do. — S.K.
From: SOFTWARE PROJECTS
Format: cassette
Price: £7.95
Graphics: K
Playability: K
Addictiveness: K

LEDGEMAN

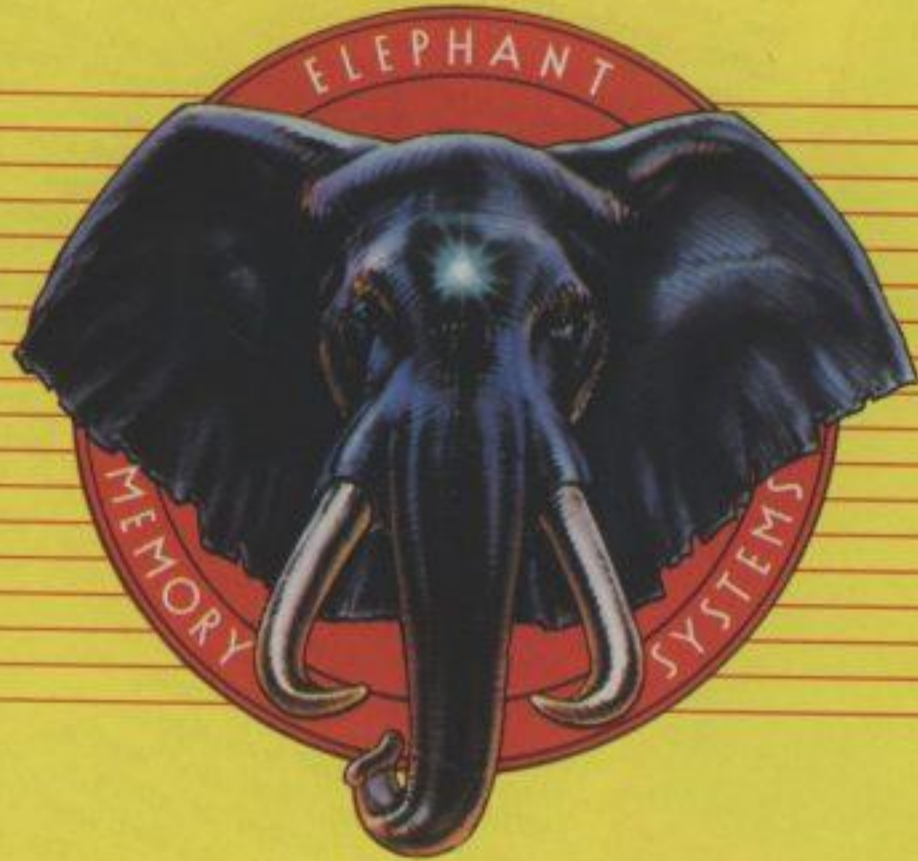
BBC B

K

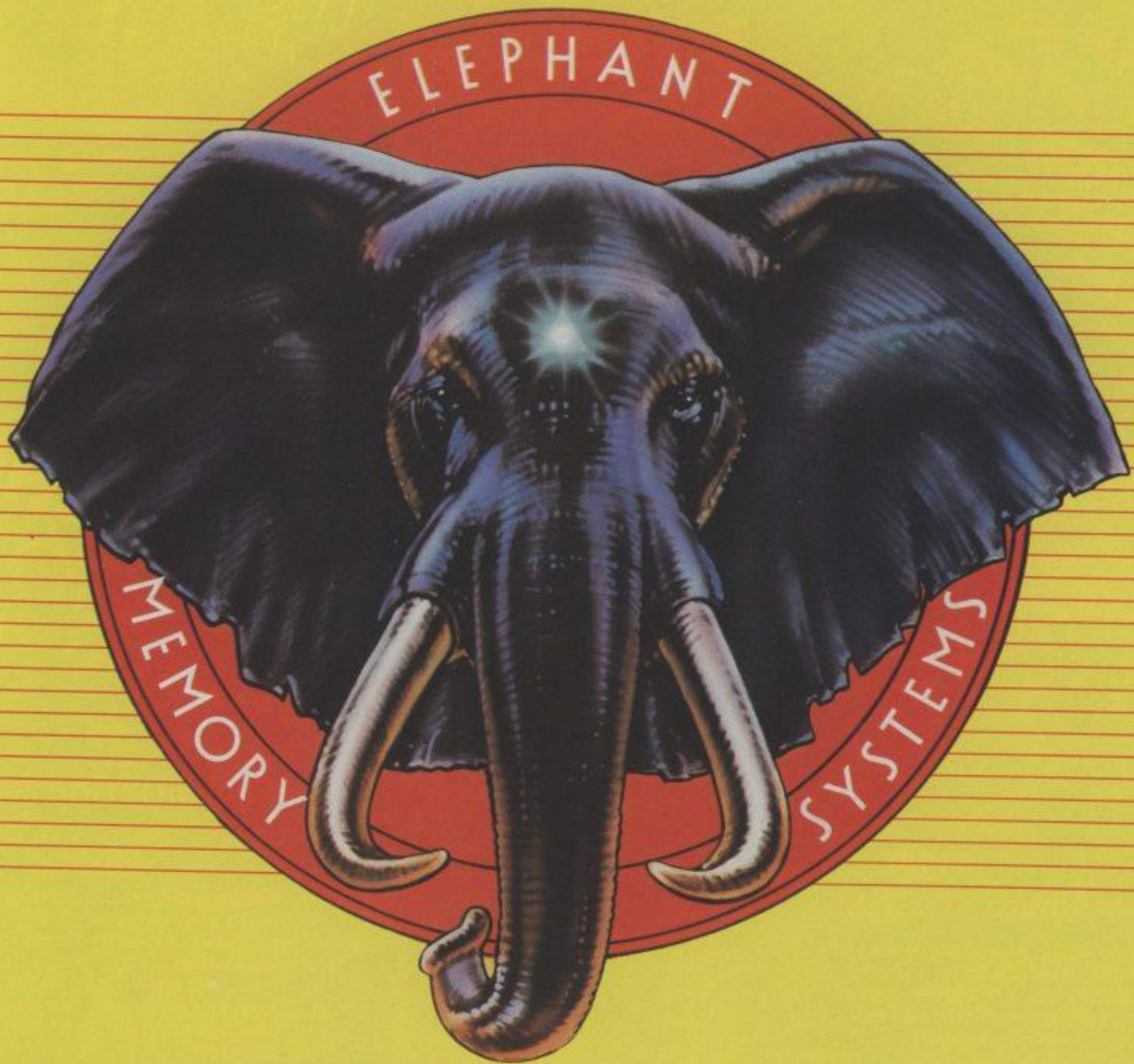
Occasionally your humble scribe will awake with a start, hackles bristling and digits trembling because his mind has become cluttered with ladders. It's an alarming occurrence at the best of times. The condition has become affectionately known as 'Miner Madness' and is something of an occupational hazard, understandable when you consider the unstoppable horde of *Miner 2049er* clones currently clogging up the software scene. With barely a



ELEPHANT NEVER FORGETS



REMEMBER



ELEPHANT NEVER FORGETS

Get the best from your computer with ELEPHANT disks. Certified 100% error-free and problem-free, and with quality maintained for at least 12 million passes, ELEPHANT disks are guaranteed to meet or exceed every industry standard and are compatible with virtually every computer on the market.

Look for the ELEPHANT sign at your local Dealers – or in case of difficulty, phone or write direct to Dennison Manufacturing Co. Ltd.



Dennison

Dennison Manufacturing Co. Ltd.

Colonial Way, Watford, Herts WD2 4JY, Tel: Watford (0923) 41244, Telex: 923321

France: Soroclass, 8, Rue Montgolfer - 93115, Rosny-Sous-Bois, Tel: 16 (1) 855-73-70

Germany: Marcom Computerzubehör GmbH, Podbielski Str. 321, 3000 Hannover 1, Telex: 923818

Other Countries: Dennison International Company, 4006 Erkrath 1, Matthias-Claudius-Strasse 9, Telex: 858 6600



UK GOLD

from KnightSoft

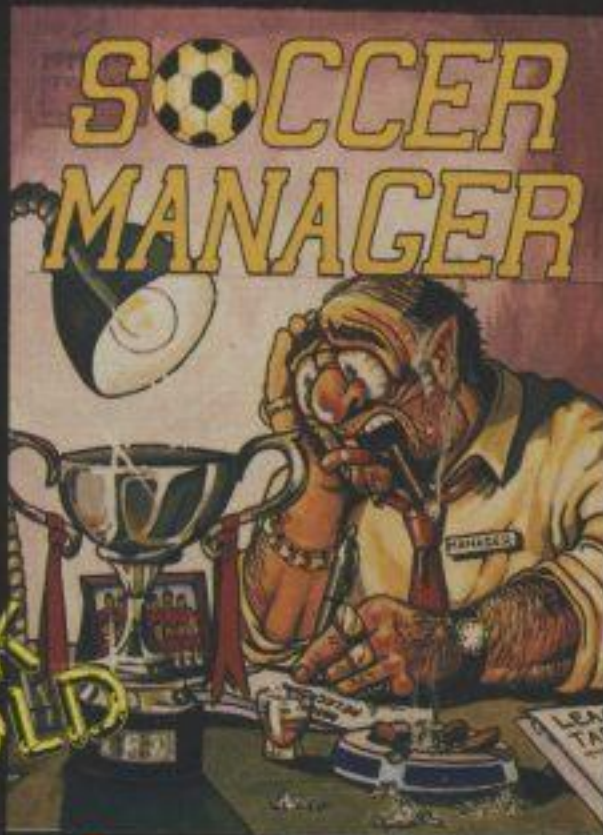


UK GOLD

3D Formula One:
CBM 64. RRP £8.95

Perhaps the racing simulator of simulators. Exceptional 3D graphics incorporating high speed animation and superb sound. Also multiple gear change, engine conditions, actual qualifying position, pit stop and much more. Can you make yourself a formula-one champion?

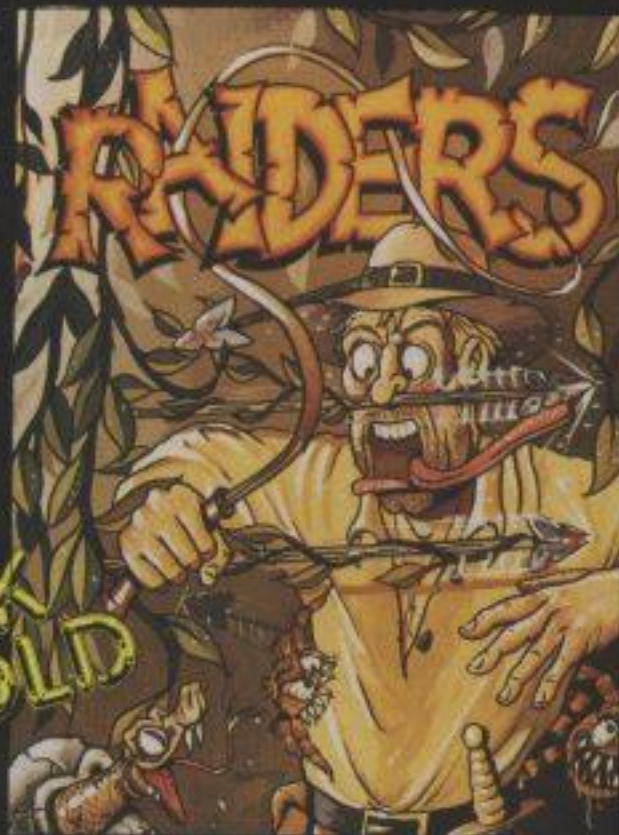
CBM 64
ORIC/ATMOS
ELECTRON/BBC B.
AMSTRAD
CMB PLUS 4



UK GOLD

Soccer Manager:
Oric & Atmos. RRP £7.95

Can you make it to Division One, win the F.A. Cup and qualify for the European Cup? To achieve this you must overcome the stress and anxieties involved in a football manager's lifestyle. Featuring 3D graphics, excellent sound, weather conditions, police crowd control, medical expenses, injuries, "orical" news headlines and much more. All these to consider to reach fame or bankruptcy.

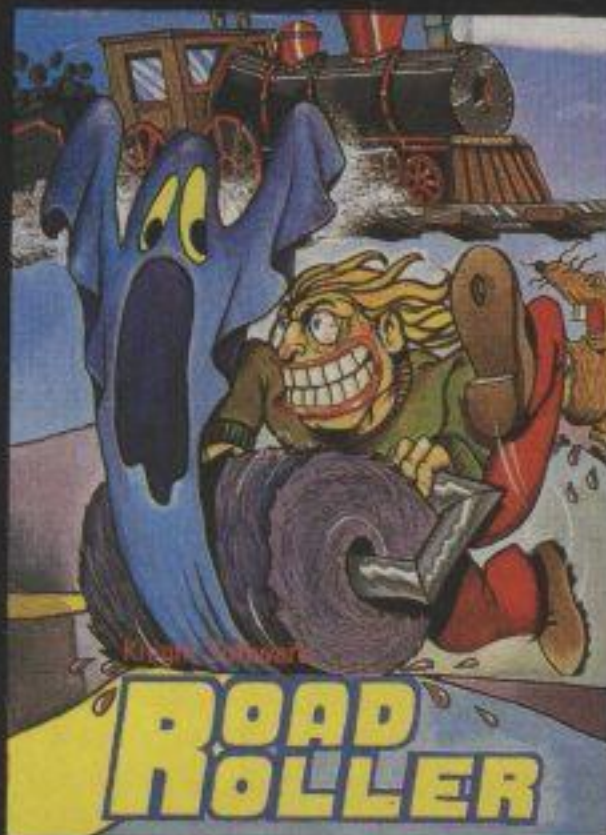


UK GOLD

Raiders: Electron/BBC B.
RRP £8.95

A multi-level animated adventure taking you through 26 death-defying caverns. Falling rocks, deadly pits, spears and arrows and many more threats to prevent you from collecting the jewels that will open the secrets of the ark.

SURREAL
UK GOLD

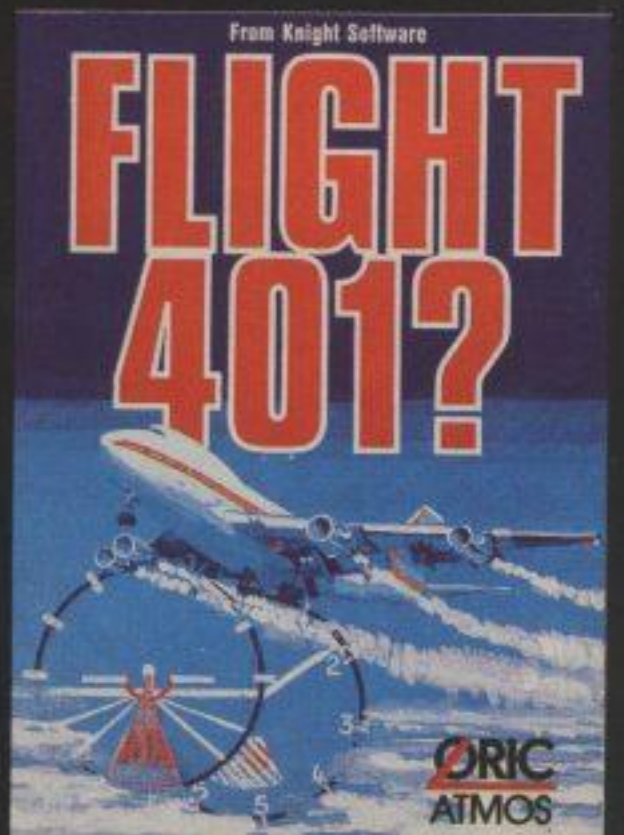


Road Roller: CBM 64.
RRP £7.95

The game addicts arcade game. Use your road roller to paint the roads making sure to avoid the pursuing ghouls. Meanwhile rats and motorcars foul up your efforts, squash them and clear up their mess. Addictive to say the least. P.S. Watch out for the train.

Flight 401? Oric & Atmos
RRP £6.95

Will you take the challenge to fly your 737 and its passengers safely to its destination? Engine failure, sidewinds, fuel shortage and stalling are but some of the hazards that you face. Take off may be easy, but can you land? Calm, quick thinking are essential. Authentic response to controls.



UK GOLD available soon on most popular home computers other than ones stated including Amstrad, CBM Plus 4, CBM 64 and Enterprise.

Programmes required for most computers. Cash purchase or royalties.

The above games are available from most leading retailers. Dealer enquiries contact us for your nearest distributor. KnightSoft, Unit E17, Glenfield Park, Glenfield Road, Nelson, Lancashire, or Tel. 0282 698052/0282 842992

BEYOND

CHALLENGING SOFTWARE

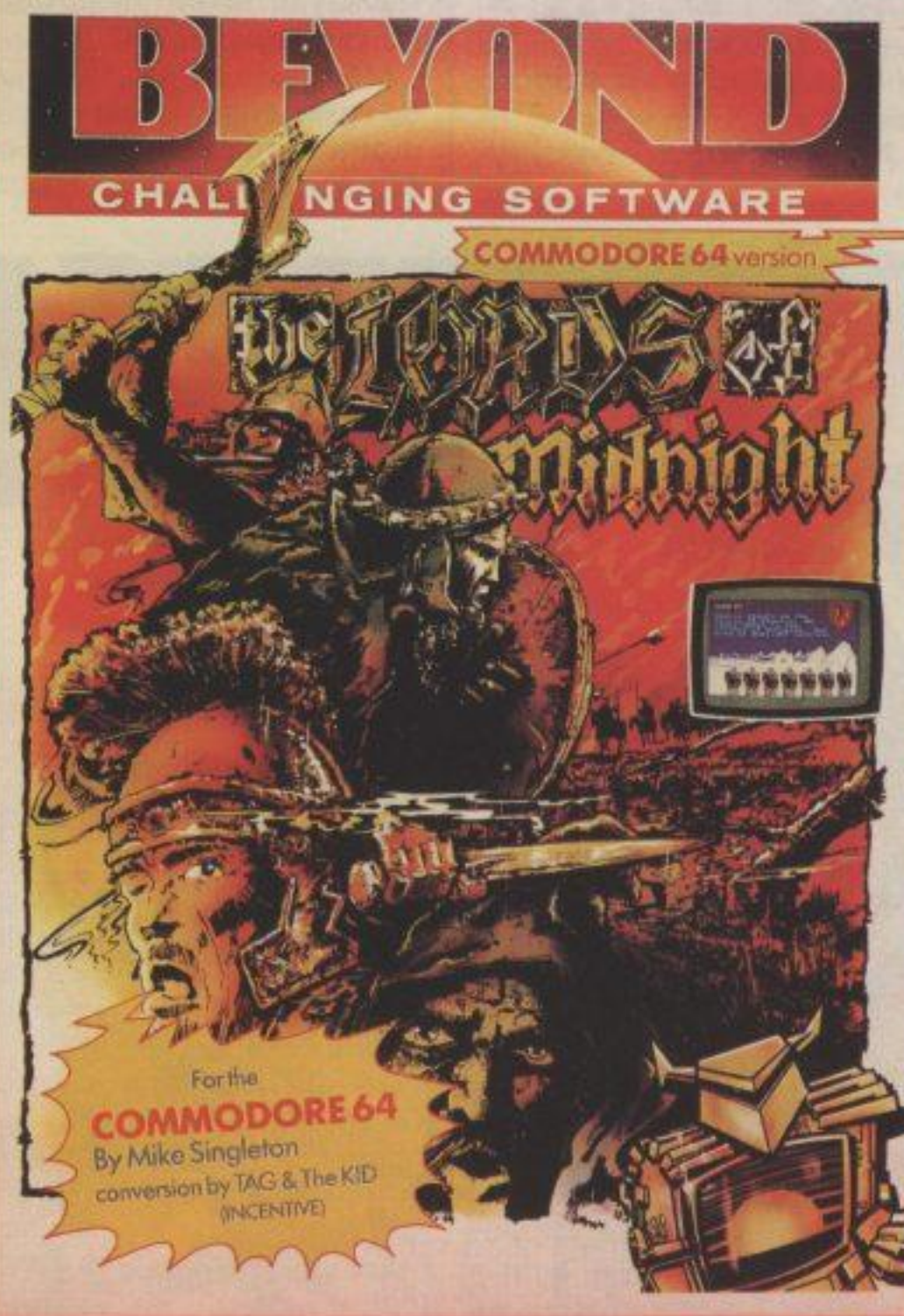
NEW

THE GAME WITH
32,000 SCREENS
NOW PLAYING ON COMMODORE 64

The Lords of Midnight is one of the most exciting games currently available.
Micro Adventurer

An outstanding success.
Popular Computing Weekly

Reader's Awards 1984
Winner
BEST TEXT/GRAPHICAL
ADVENTURE



Simply in a different league from graphic adventures that have gone before.
Your Computer

Once you get into it, The Lords of Midnight is mind-gripping to an almost unhealthy degree.
Personal Computer Games

Lords of Midnight is an 'open' game using intelligent play by the computer. Routes aren't dictated by the programmer in advance.
Big K

Reader's Awards 1984
Winner
BEST STATE OF THE ART

We've created a new programming technique called Landscaping. It provides an epic game with 4000 locations and a stunning 32,000 screen views of Midnight.
Defeat Doomdark, the evil witchking, with Morkin's quest or Luxors armies. Your skill alone will lead to victory or death.
The Lords of Midnight is more than an adventure, mightier than a wargame.
Your skill alone will lead to victory or death, in the ever changing lands of Midnight.

The Lords of Midnight is available now from better software dealers everywhere. Mail Order: **Beyond**, Competition House, Farnon Road, Market Harborough, Leicestershire LE16 9NR. Price £9.95 including P&P. Access & Barclaycard ring: 0858 34567. Cheques & POs made payable to **BEYOND**.

"Who" (we asked ourselves) "knows more about games, game-writing and computers than anybody else in the Known Universe".

"Easy" (we told ourselves), "the guys who write the hits.

In person. All at once,"

So we sent for

TONY TAKOUSHI, he

got on the case, and on

a day in December Four

of the Best came south,

to BIG K. Without

further ado, therefore,

we present . . .

Firstly, how do you see the software scene developing over the coming year? This year we've had smooth-scroll, shoot-em-up and *Decathlon* syndromes. Do you see these continuing or a new breed of game emerging?

Mathew Smith: I think we're going to reach saturation point late next year, although there are still going to be new game styles.

Do you think the industry is going to collapse?

Andy Walker: The industry is going towards people with a lot of financial backing. You can wish that as an "artist" you can write games and reach your public, but it's not like that anymore.

Professionalism or plain commercialism?

AW: Oh, I think it's a bit of both and it's evil.

Will this stifle individual talent?

AW: No, but it won't half try.

Do you think entertainment software will continue to be called "games"? Indeed, is "games" any longer an accurate word to define what you're all producing?

MS: There are games which are simulations and games which are problems. *Monopoly* is a simulation and yet it can still be called a game.

Everybody here has been setting styles — and you're leaders in your field — does this adulation cause you problems?

MS: I'm not bothered by it because it doesn't bother me. I've found that I'm expected to have opinions on topics that I haven't really considered. I'm just a programmer who has ideas. I'm not bothered by people copying my ideas. I actually see it as a compliment.

Have you taken ideas from other programmers?

MS: Yes!

So presumably there is a mother lode somewhere of someone producing original

ideas?

AW: I honestly don't think you can say that. It's like trying to say who invented the greatest song. Everybody might know the notes but they use them differently.

Tony Crowther: I know a lot of people who would call *Manic Miner* a copy of *Miner 2049'er*. But how do you know the guy who wrote that didn't get his ideas from someone else?

MS: I *did* get inspiration from *Miner 2049'er*!

Tony, how did you visualise *Loco* as a game? Was it to be an original concept?

TC: No, *Loco* was a copy of an arcade game I saw in Spain. One of my other games, *Suicide Express*, was meant to be a revamped version of *Loco*.

MS: We don't really know enough about the machines and what can be done to plan the games out.

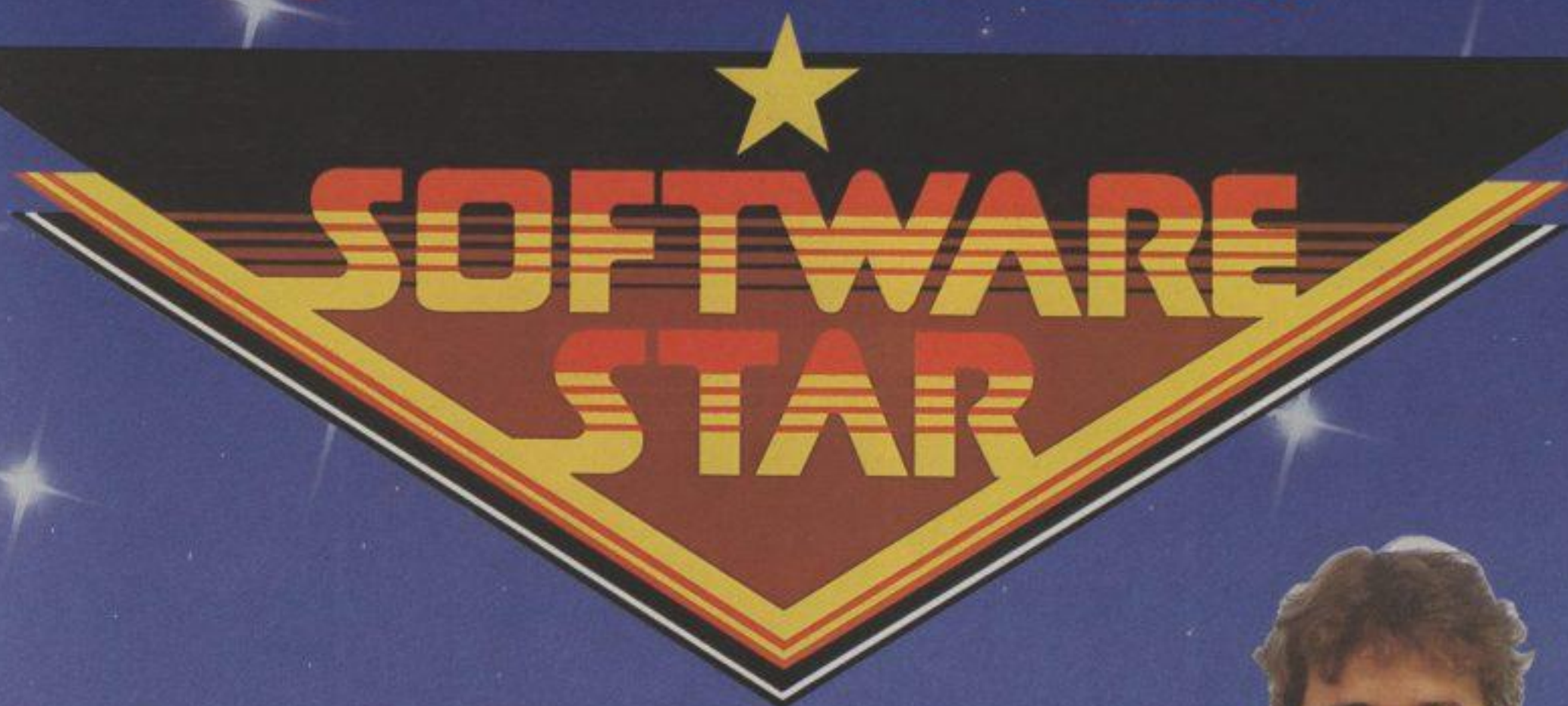
Do you think the popular micros — Spectrum/64/BBC

SOFTWARES



THE WAITING IS OVER!

The long awaited follow-up to FOOTBALL MANAGER by KEVIN TOMS is now available



Available NOW for SPECTRUM 48K £6.95 COMMODORE 64 £7.95 AMSTRAD CPC 464 £7.95

SOFTWARE STAR is the NEW game from Kevin Toms, who designed the Software Classic – FOOTBALL MANAGER. SOFTWARE STAR allows you to try your hand at running a successful software company. You have to cope with staff problems,

game launches, advertising, financial problems and more while trying to produce chart topping successful games. One other thing, SOFTWARE STAR has that gripping Addictive quality that all Kevin's games have!



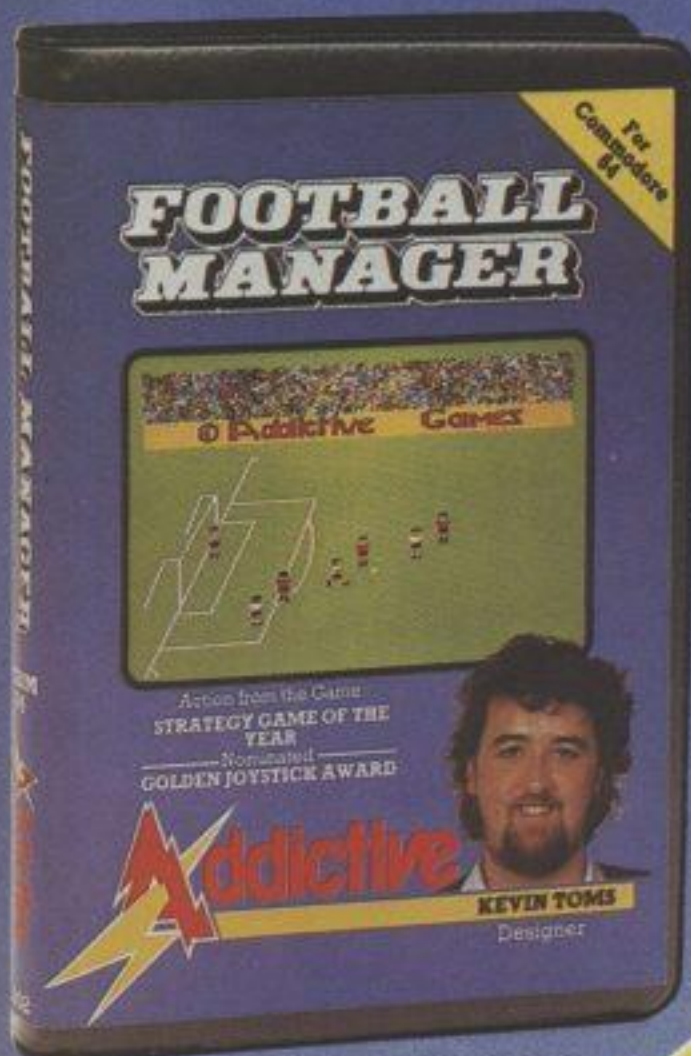
NOW AVAILABLE FOR YOUR COMPUTER!

FOOTBALL MANAGER

by KEVIN TOMS

"Absorbing and realistic – Highly recommended" – Sunday Times, February 1984

"Completely fantastic – I want one!" – Charlie Nicholas, Arsenal striker in Big K, April 1984



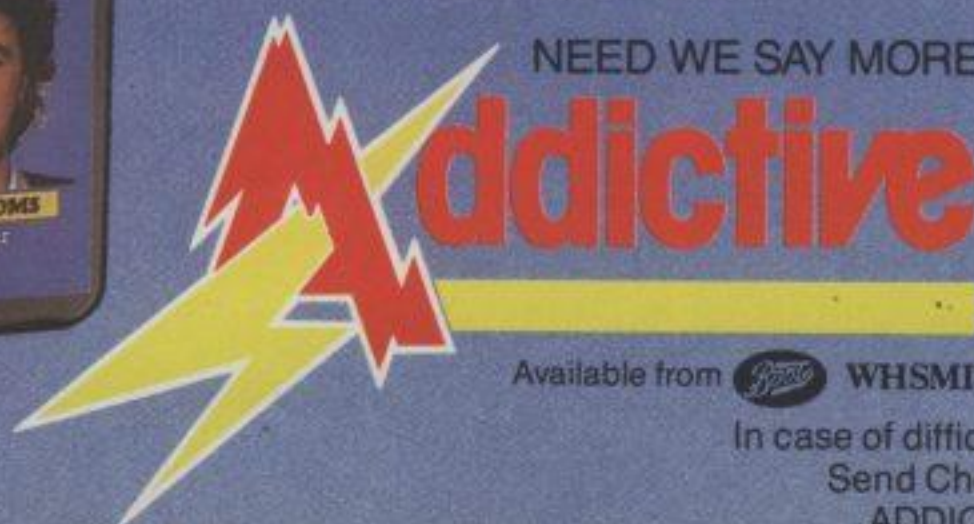
- Some outstanding features of the game
- Transfer market • Promotion and relegation
 - F.A. Cup matches • Injury problems • Full league tables
 - Four Divisions • Pick your own team for each match
 - As many seasons as you like • Managerial rating
 - 7 skill levels • Save game facility • Financial manipulations
 - You can even be sacked!

FOOTBALL MANAGER

is available for the following computers: –

AMSTRAD CPC 464	£7.95
COMMODORE 64	£7.95
SPECTRUM 48K	£6.95
ELECTRON	£7.95
BBC MODEL B	£7.95
ORIC 48K & ATMOS	£7.95
DRAGON	£5.95
ZX81 16K	£5.95
VIC 20+16K	£5.95
(soon for MSX)	

NEED WE SAY MORE



Available from WHSMITH and John Menzies (selected titles)

In case of difficulty buy by mail order.

Send Cheques/P.O.s to: –

ADDICTIVE GAMES

7a Richmond Hill, Bournemouth, Dorset BH2 6HE.

MIDNIGHT FALLS ON

NO

For millennia have the six silent cities of N'Ganth lain brooding under their force-domes. Last planet of Empire, last defence of humanity, grim N'Ganth guards the gates of our galaxy. Now the evil hordes of Dakkstarr have amassed their forces, and the cities must fall. Yet there is hope. If you, the last of the great Silo-Lords, can hold off the enemy for long enough, the

cities may have time to flash the message to the far-flung outposts of mankind, and then perhaps some may escape, some tiny seeds of civilisation may be saved. You are equipped with your portable megablast and a supply of neutron star-matter pellets. From your post on the Tower of Final Resistance in the centre of the screen, you must move the aiming cross-hair across

the screen, your pellets will explode when the aiming point is reached, vaporising any of the Dakkstarr missiles that encounter the resulting mininova. But beware, for when one wave of missiles is cleared, then they will return in renewed strength. You will however receive more ammunition, scoring a 10 unit energy bonus for every pellet you haven't used.



```

5 GOTO 100
10 REM*****
20 REM  MISSILE COMMAND
30 REM  by Stefan Icarus
40 REM  Toshiba MSX
50 REM*****
60 REM
65 REM Draw cross-hair
67 REM
70 PUT SPRITE 0,(0,209),0
80 PUT SPRITE 0,(CX,CY),15,0
90 RETURN
95 REM
97 REM  Start of program
99 REM
100 GOSUB 2000' Initialise program
110 GOSUB 1000' Start of Game
120 GOSUB 1800' Draw screen
130 GOSUB 1100' Select targets
140 GOSUB 1400' Move attackers
150 IF DC=6 THEN GOTO 200' all cities de
ad
160 IF DA=NA THEN GOTO 250' all attacker
s dead
170 GOSUB 1500' Get input
180 GOSUB 1600' Move ABMs
190 GOTO 140
200 PRESET (60,100):PRINT#1,"Another Gam
e(Y/N)?"
210 X$=INKEY$:IF X$="" THEN GOTO 210
220 IF X$="Y" OR X$="y" THEN GOTO 110
230 IF X$="n" OR X$="N" THEN END
240 GOTO 210
243 REM
245 REM  Calculate Bonus
247 REM
250 BS=(MD-ND)*10:SC=SC+BS
260 PRESET (60,100):PRINT#1,"Bonus: "
;BS;
265 FOR N=1 TO 3000:NEXT
270 GOTO 120' NEXT FRAME
897 REM
898 REM Compute ABM course
899 REM
900 XD=CX-130:YD=CY-155
910 DI=SQR(ABS(XD)^2+ABS(YD)^2)
920 TX(ND)=CX+3:TY(ND)=CY+3
930 DV(ND)=XD*DS/DI:DW(ND)=YD*DS/DI
990 RETURN
996 REM
997 REM
998 REM  Start of Game
999 REM
1000 FOR N=1 TO 6:CD(N)=0:NEXT N
1010 IF SC>HS THEN HS=SC
1020 SC=0:NA=1:DC=0
1090 RETURN
1096 REM
1097 REM
1098 REM  Select targets
1099 REM
1100 IF NA<9 THEN NA=NA+1
1110 FOR N=1 TO NA
1120 SP=2+INT(RND(1)*MS)
1130 MT(N)=1+INT(RND(1)*6)
1140 XT=(MT(N)*40-6):AX(N)=INT(RND(1)*25
5)

```

```

1150 XD=AX(N)-XT
1160 DI=SQR(ABS(XD)^2+171^2)
1170 AV(N)=XD*SP/DI:AW(N)=171*SP/DI
1180 AY(N)=0:AS(N)=AX(N)
1185 DA=0
1190 NEXT N
1195 RETURN
1197 REM
1198 REM  Scoreboard
1199 REM
1200 PRESET (190,182):PRINT#1,SC;:RETURN
1393 REM
1395 REM Move attack missiles
1397 REM
1400 FOR N=1 TO NA
1410 IF MT(N)>0 THEN GOTO 1420
1413 IF MT(N)=0 GOTO 1490
1415 MT(N)=MT(N)+1:IF MT(N)=0 THEN CIRCL
E(AX(N),AY(N)),7,1:PAINT (AX(N),AY(N)-4)
,1:CIRCLE(AX(N),AY(N)),8,1
1417 GOTO 1490
1420 NX=AX(N)-AV(N):NY=AY(N)+AW(N)
1425 REM check if city hit
1430 IF NY<164 THEN GOTO 1450
1440 IF CD(MT(N))=>0 THEN CD(MT(N))=-1:D
C=DC+1
1445 GOTO 1460
1447 REM  Missile taken out?
1450 IF POINT(NX,NY)<>9 THEN GOTO 1470
1455 SC=SC+50:GOSUB 1200
1460 MT(N)=-20:CIRCLE (NX,NY),8,9:PAINT (
NX,NY-6),9:SOUND 13,0
1465 DA=DA+1:GOTO 1480
1470 PRESET (NX,NY),11
1480 AX(N)=NX:AY(N)=NY
1490 NEXT N
1495 RETURN
1497 REM
1498 REM  scan keyboard
1499 REM
1500 CM=STICK(JS):IF CM=0 THEN GOTO 1590
1510 IF (CM<3 OR CM=8) AND CY>5 THEN CY=
CY-CS
1515 IF (CM>3 AND CM<7) AND CY<140 THEN
CY=CY+CS
1520 IF (CM>1 AND CM<5) AND CX<250 THEN
CX=CX+CS
1530 IF CM>5 AND CX>10 THEN CX=CX-CS
1540 GOSUB 70
1590 RETURN
1593 REM
1595 REM  Move ABMs
1597 REM
1600 CM=STRIG(JS)
1610 IF CM=0 THEN GOTO 1650
1620 IF ND=>MD THEN GOTO 1650
1630 ND=ND+1:DX(ND)=130:DY(ND)=155
1640 GOSUB 900' COMPUTE COURSE
1650 FOR N=1 TO ND
1660 IF DX(N)=0 THEN GOTO 1750
1670 IF DX(N)>0 THEN GOTO 1700
1680 DX(N)=DX(N)+1:IF DX(N)<0 THEN GOTO
1750
1690 CIRCLE (TX(N),TY(N)),7,1:PAINT (TX(
N),TY(N)),1:CIRCLE (TX(N),TY(N)),8,1:GOT
D 1750

```

MIDNIGHT FALLS ON N'GANTH

FOR ANY MSX MACHINE
BY STEFEN ICARUS

CONTROLS:
Joystick or cursor keys
to move the cross-hair
Fire or space to launch
a neutronium pellet.

```
1700 PUT SPRITE N, (0,209),1
1710 DX(N)=DX(N)+DV(N):DY(N)=DY(N)+DW(N)
1720 IF DY(N)=>TY(N) THEN GOTO 1740
1730 CIRCLE (TX(N),TY(N)),8,9:PAINT (TX(N)-2,TY(N)-2),9:SOUND 13,0
1735 DX(N)=-20:GOTO 1790
1740 PUT SPRITE N, (DX(N),DY(N)),15,1
1750 NEXT N
1790 RETURN
1796 REM
1797 REM
1798 REM Draw Start Screen
1799 REM
1800 CLS:N=RND(-TIME)
1810 REM Draw base line
1820 LINE (0,172)-(255,195),3,BF
1830 REM Draw Cities
1840 FOR N=1 TO 6
1850 IF CD(N)=-1 THEN GOTO 1880
1860 X=N*40-12:Y=166
1870 LINE (X,Y)-(X+12,Y+6),5,BF
1875 LINE (X+4,Y-7)-(X+8,Y-1),5,BF
1880 NEXT N
1890 REM draw base
1895 SPRITE$(0)=S0$
1900 LINE (129,154)-(139,171),14,BF
1910 CX=130:CY=90:GOSUB 70
1920 ND=0:SET NO DF DEF MS
1930 PRESET (16,182):PRINT#1,"Hi-score: ";
;HS
1940 PRESET (140,182):PRINT#1,"Score: ";
;GOSUB 1200
1950 PUT SPRITE 1, (1,208),1
1960 FOR N=1 TO 30:PUT SPRITE N, (0,209),
1:NEXT N
1990 RETURN
1996 REM
1997 REM
1998 REM Initialise program
1999 REM
2000 DIM AX(9),AY(9),DX(40),DY(40)
2010 DIM TX(40),TY(40),AV(9),AW(9)
2020 DIM DV(40),DW(40),AS(9),ET(40),CD(6),AT(9)
2022 CLS:PRINT "Keyboard or Joystick(K/J)?"
2023 X$=INKEY$:IF X$="" THEN GOTO 2023
2024 IF X$="j" OR X$="J" THEN JS=1:GOTO 2027
2025 IF X$="k" OR X$="K" THEN JS=0:GOTO 2027
2026 GOTO 2023
2027 SCREEN 2,0
2030 S0$=""
2040 FOR N=1 TO 8
2050 READ M:S0$=S0$+CHR$(M)
2060 NEXT N
2070 SPRITE$(0)=S0$
2073 REM DEFINE DM SPRITES
2075 SS$=""
2080 FOR N=1 TO 8
2090 READ M:SS$=SS$+CHR$(M)
2100 NEXT N
2120 SPRITE$(1)=SS$
2150 OPEN "GRP:"AS1
2160 MS=4: att miss speed
2170 COLOR 15,1,1
2180 CS=5:MD=30:DS=4
2190 REM set up explosion sound
2200 SOUND 0,0:SOUND 1,5
2210 SOUND 2,0:SOUND 3,13
2220 SOUND 4,255:SOUND 5,15
2230 SOUND 6,30:SOUND 7,0
2240 SOUND 8,16:SOUND 9,16
2250 SOUND 10,16:SOUND 11,0
2260 SOUND 12,56:SOUND 13,0
2900 RETURN
2996 REM
2997 REM
2998 REM Sprite data
2999 REM
3000 DATA 16,16,16,254,16,16,16,0
3010 DATA 0,0,0,16,0,0,0,0
```

MIDNIGHT FALLS ON N'GANTH for any MSX

MSX GAMES A FIRST LOOK

MSX MACHINES have been in the shops for a few months now, and we all know that in terms of units shifted the MSX phenomenon hasn't quite been the mega-invasion that many people (pro and anti) billed it as being. But a fair number have been sold, so what of the software!

Well quite frankly there isn't a lot. Software houses don't seem to have warmed to the famed MSX "computer hi-fi system" approach, and to date there've been no conversions from the enormous range of Spectrum Z80-based programs, barring *Manic Miner*, which Software Projects have converted to run on everything (I'm expecting to see it on the Jupiter Ace any day now). None of the British star software houses have shown a real interest, but maybe this won't last. In the meantime, there are a few bits and bobs around — if you look for them.

Apart from the limited choice, I wasn't thrilled to bits by the quality and tone of MSX software. It all seems robust enough, but there isn't a lot of imagination on show, and particularly in the case of Konami's cartridges, there's definitely a feeling of cuteness about most of the offerings I've seen. Uncle Walt would be proud — cute kids, cute penguins, cute insects, cute mice, cute planes with cute stubby little wings . . . urgh! Not completely to my taste, but presumably the makers are intent on the under-12s market. It makes me thankful for all those grotty little Wallys, Willies and Sabremen who parade regularly across Spectrum screens.

KOMANI

Konami are a Japanese arcade company, and their cartridges show all the expected vices and virtues. On

Fin Fahey looks at all that is best and worst in MSX software



Hustler
Format: Cassette
From: Bubble Bus
Price: £6.99
Overall: KK

the plus side, it's all very thorough, not the most minor of bugs or even a bum note in the music. On the negative side, it exudes the aforementioned cuteness, particularly *Athletic Land*, a *Pitfall* variant which was originally marketed as *Child Park* in Japan. The game involves getting an utterly charming and engagingly innocent little sprog through a series of obstacles: swinging on ropes over ponds; jumping from one trampoline or block to another; dodging dandelion seeds and so forth. Me, I kept wanting to dump him in it.

Mind you, I'm not saying it isn't a very playable game. The graphics are very elegant, the tune doesn't drive you mad, and you do get steadily better at playing — the first stages are very easy. I preferred Konami's *Antarctic Adventure*, though. This is structurally similar to *Pole Position*, but instead of a car you control an appealing little penguin.



Oh Mummy!
Format: Cassette
From: Eclipse Software
Price: £5.95
Overall: K

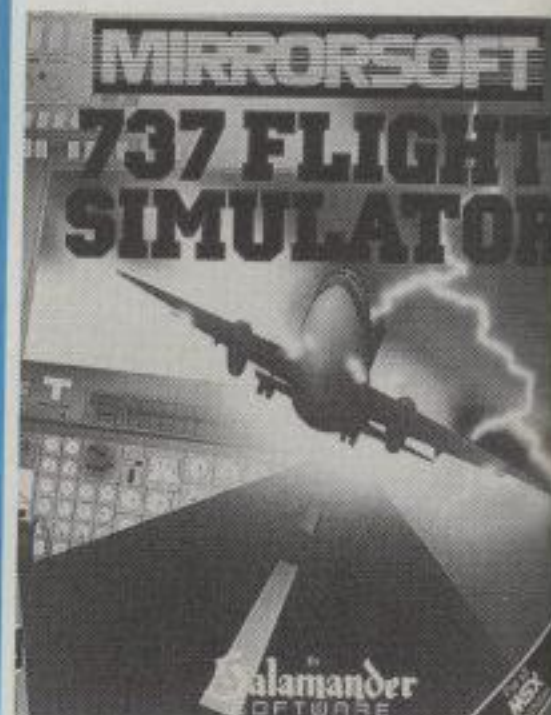
The game opens with a map showing a route around the Antarctic continent, between the different national bases. Thankfully there is no mention of the Falklands, all the hazards being distinctly non-lethal. Each frame is a route between two neighbouring bases which you have to complete within a time limit in order to get to the next. You manoeuvre the penguin from left to right dodging crevices and pools. The latter are very dodgy — from time to time a walrus may appear and running into him slows you down a lot. You can also vary speed which can be essential on the narrow bits. Great graphics, and once again a game you can ease into gently.

Unlike the preceding two, *Monkey Academy* isn't designed to appeal in any way to adults. It's a girders-and-LEDs game with educational intent. This time though, the ape is the hero. You are given a simple sum on the top line of

the screen, and you have to find the missing digit by searching through the hanging screens on the various ledges. A villainous crab attempts to stop you (but still contrives to look cute) and you prevent this by bouncing fruit off its head. Once you've got the number you pass it to your girlfriend monkey — not casual sexism — and off to the next frame. I've no idea how this game looks to six-year olds, but it really doesn't hack it as a game — and I still can't add up in my head.

MIRRORSOFT

I get the impression that in Japan games software is seen as something for kids only. It was with some relief that I turned to Mirrorsoft's *737 Flight Simulator*, written by Salamander Software. This is not a dashing flightsim — you can't throw a 737 through an Immelmann too easily, but it's unfussy and a good introduction to the genre. Don't expect a real-time 3D graphic display through the cockpit window (a la *Aviator*). *737* is more of a take-off/landing simulator, but it's quite instructive if you're interested



737 Flight Simulator
Format: Cassette
From: Mirrorsoft
Price: £9.95
Overall: KK

Buz
For
For
Pric
Ove

in landing commercial airliners. Well, I'm not really . . . but I quite enjoyed the program nonetheless. I have a suspicion that it could get pretty dull after the fourth routine flight through.

BUBBLE BUS

Another conversion from the Spectrum is Bubble Bus' *Hustler*. This is simply good old bar pool, but with only six balls — a bit too simple I thought. But it's a very solid program, and gives you lots of options. You can play one or two player games, take the balls in strict order, play with each ball assigned its own pocket, or simply down the ball any old way. Cue control is achieved by moving a little cross-hair around the screen using the joystick and pressing fire when the strength gauge is at the right level — it moves up and down continuously, a method which I wasn't too happy with. Still, Bubble Bus have improved on the Spectrum version by allowing spin and this adds a lot to the game. Solid stuff.

We return to cuteness with Kuma's *Fire Rescue*. This is yet another ledges game in which you must rescue a lot of enchanting little Mickey-type mice from a blazing house — just take them to the edge and drop them off. Unfortunately you have to dodge the fires as well and those deep burning holes in the floor which also must be dodged. Extinguishers help, but these are hard to get at. It all became very boring



Antarctic Adventure
Format: ROM
From: Konami
Price: £17.85
Overall: KK



Adventure Land
Format: ROM
From: Konami
Price: £17.85
Overall: KK



Monkey Academy
Format: Cartridge
From: Konami
Price: £17.85
Overall: K

very quickly, and I was particularly annoyed by the lengthy gap between frames.

I preferred *Driller Tanks*, another Kuma product. This is really another ledges game except underground. The scenario involves some rather ugly creatures which for some peculiar reason are called Mammutts and Skorcks in the program, but on the sleeve become Hectoriens and Ikedariens. These fire-breathing monstrosities seem hell-bent on busting up a replica of the Taj Mahal. They can be stopped by freezing, followed by crushing, but you may have to do a lot of tunnelling to get to the right position. It isn't all that wonderful, but it has a certain crazed appeal.

Which is more than I can say for *Dog Fighter*. Not a flight simulator, this is a rather lacklustre shoot-em-up in which you in your little plane (which is of course cute . . .) have to shoot down one or two other little planes from an enemy carrier. A little spice is added

by the need to match altitudes, but really I've had more fun cleaning out the cat-tray.

Kuma seem to be really banking on MSX — their fourth package is *Superchess*, altogether a sterner product than the others. Without any other MSX chess packages to compare with, all one can say is that it seems to play reasonably well at moderate levels, and the screen display's pretty readable, although the knight's a funny shape and the board is coloured yellow/green. There are several play levels, the easiest taking an average 3 seconds over a move and the hardest 12 hours. Definitely not cute.

ECLIPSE

Less cute than camp is Eclipse Software's *Oh Mummy!* This is a Painter/Amadar variant. You are an egyptologist scampering around rather disrespectfully between a whole lot of Pharaohs' tombs. As you surround a particular tomb

with your footsteps, the contents appear, and they may be either treasure or a dreaded guardian mummy. You have to get hold of both the key and the king's sarcophagus to get to the next frame, but unfortunately a bunch of rather lost-looking mummies keep harassing you. Their touch is death and so forth, but mostly they just wave their arms in the air. In fact the game is very easily learnt, and once you've got the playing technique you can go on for ever or until the Curse of Sleep claims you anyway. Soporific.

ELECTRIC

A final note of cuteness creeps in with Electric Software's *Buzz Off!* You play Bertie the Bee, and the deceptively simple idea is to run around the screen grabbing any fruit lying around, à la *Pac-Man*. Unfortunately with each bit you pick up a bit of spider appears and soon the whole screen is cluttered up. Hit the web or the screen edges and you fall to the ground stunned, whereupon the spider eats you. Well life's like that sometimes. It's a pleasant enough little thing, just not enough to it really.

So there it is . . . Sadly, the only software in this bunch I can recommend in any way are the Konami cartridges, expensive as these are, plus *Hustler* and *Superchess*, and just possibly Mirrorsoft's flightsim. It's early days yet of course and MSX programs can only increase in quality and quantity. The only question is how much . . .



Buzz Off!
Format: Cassette
From: Electric Software
Price: £8.95
Overall: K



Superchess
Format: Cassette
From: Kuma
Price: £8.95
Overall: KK



Driller Tanks
Format: Cassette
From: Kuma
Price: £8.95
Overall: K



Dog Fighter
Format: Cassette
From: Kuma
Price: £6.95
Overall: K



Fire Rescue
Format: Cassette
From: Kuma
Price: 7.95
Overall: K

New - the official Spectrum Upgrade!

Turn your Spectrum into a Spectrum+ for just £20



- Professional full-size keyboard – includes 17 extra keys.
- Responsive typewriter-style action.
- Accepts all current Spectrum software and peripherals.
- Complete with 80-page User Guide and Companion Cassette.

Here's some exciting news for 48K Spectrum owners ... the official Spectrum Upgrade Kit.

The £20 Kit 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 Sinclair and for £30 we'll upgrade it for you.

Whichever you decide on, you'll also receive the new 80-page User Guide and Companion Cassette.

The bigger, better Spectrum keyboard

The Spectrum+ measures 12½" 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.

The official Spectrum Upgrade

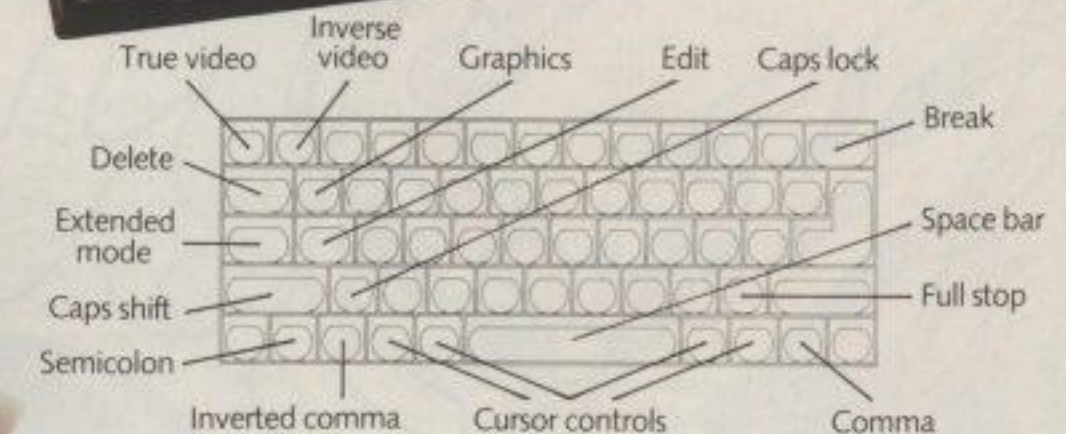
Naturally your upgraded computer will accept all the peripherals in your Sinclair system - Interface 1, Microdrives and so on - as well as all

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.

Included – the new Spectrum+ User Guide and Companion Cassette

The new User Guide has over 80 pages of information, including a handy BASIC dictionary. The Companion Cassette provides an interactive tour of the new keyboard, and includes three entertaining arcade games.



TO ORDER BY MAIL:

When ordering the Upgrade Service, send off your 48K Spectrum to the address below, carefully wrapped, together with the completed coupon and appropriate payment. (Please do not return the mains adaptor, manual or other ancillaries.) Your upgraded computer will be despatched to you within 10 days of receiving your order.

When ordering the Upgrade Kit, simply complete the coupon, enclosing the appropriate payment and post it to us at the address below. Please allow up to 28 days for delivery.

BY PHONE: Access or Barclaycard holders can call Camberley (0276) 685311 for personal attention, 9am to 5pm Monday to Friday. Only the Upgrade Kits can be ordered by phone.

Please note: the upgrade offer applies to working 48K Spectrum models in the UK only.

To: Sinclair Research Limited, Upgrade Dept., Stanhope Road, Camberley, Surrey, GU15 3PS.

All prices include VAT, post and packing, User Guide and Companion Cassette.

Please send me the Spectrum+ Upgrade Kit. I enclose payment of £20.

OR
 Please upgrade my 48K Spectrum for me. I enclose my computer together with payment of £30.

I enclose a cheque/postal order payable to Sinclair Research Limited for £ _____

OR
Please charge my Access/Barclaycard no.

Signature _____ PLEASE PRINT

Name: Mr/Mrs/Ms _____

Address _____

BGK 503

Sinclair Research Limited,
Upgrade Department,
Stanhope Road, Camberley,
Surrey, GU15 3PS.

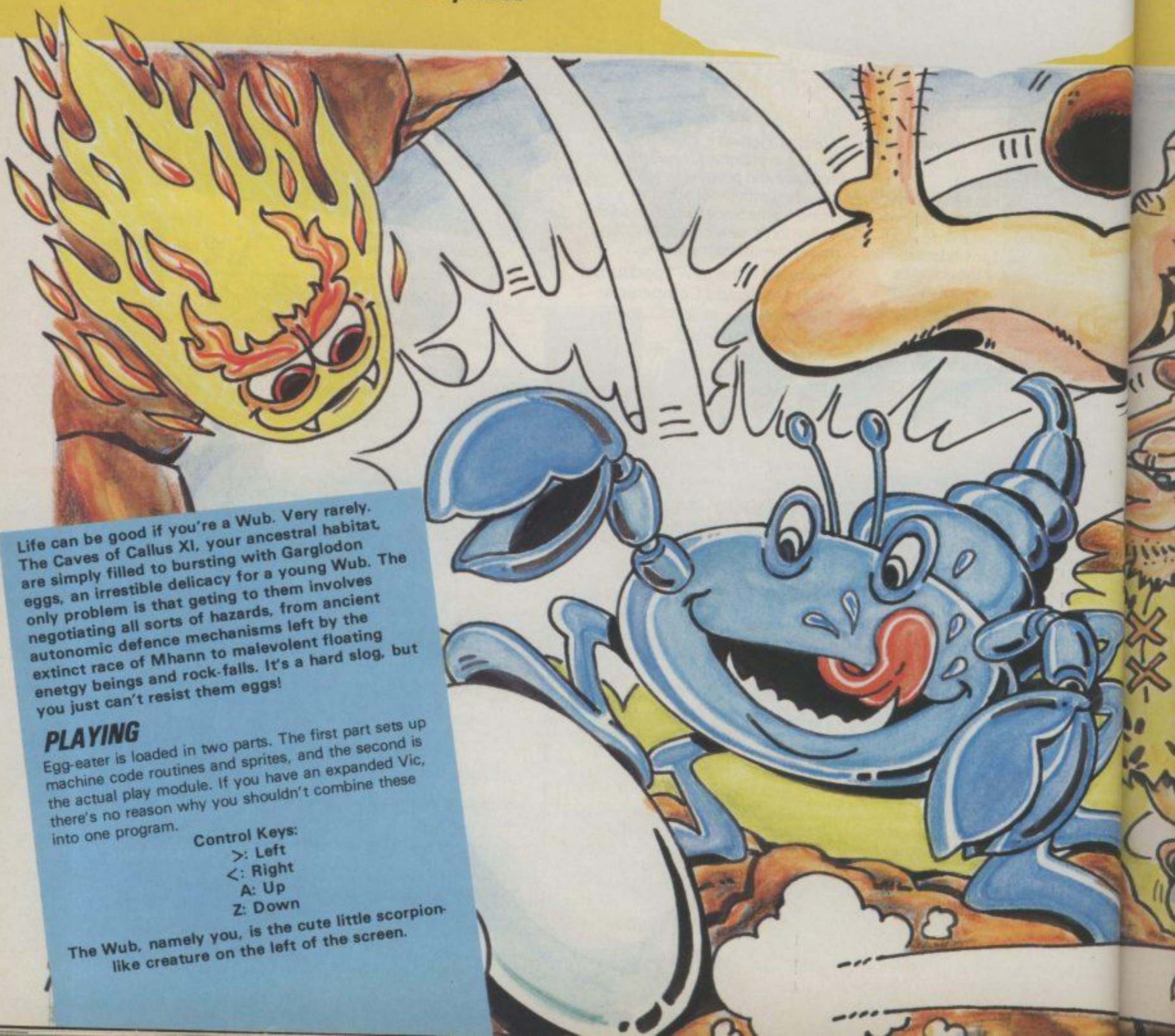
sinclair

Egg-eater

from Martin Holland for Vic-20 Unexpanded

LIST 1

```
10 POKE52,28:POKE56,28
20 FORI=7168T07679
30 READA
40 POKEI,A
50 NEXT
60 POKE198,3:POKE632,147:POKE633,131
99 REM***BIRD LEFT***
100 DATA0,0,0,54,217,61,14,24
110 DATA0,0,2,53,217,59,14,24
119 REM***BIRD RIGHT***
120 DATA0,0,0,108,155,188,112,24
130 DATA0,0,64,172,155,220,112,24
139 REM***EGG***
140 DATA0,30,127,255,255,255,127,30
149 REM***STALACTITES***
150 DATAB,8,24,28,30,30,127,255
159 REM***FORCE FIELD***
160 DATA10,10,10,10,10,10,10,10
169 REM***WALKING MAN***
170 DATA7,11,6,13,13,6,9,27
180 DATA112,176,96,208,176,96,32,96
189 REM***TWITCHING FOOT***
190 DATA10,10,10,10,81,161,137,118
200 DATA10,10,10,10,17,97,137,118
209 REM***EXPLODING BIRD***
210 DATA26,33,86,184,17,78,16,36
220 DATA36,16,78,17,184,86,33,26
229 REM***VULTURE***
230 DATA189,126,90,153,255,90,102,189
240 DATA60,255,126,153,255,126,231,60
249 REM***BOUNCING BALL***
250 DATA4,10,18,23,62,88,244,160
260 DATA0,14,25,19,62,88,244,128
269 REM***WALLS***
```



Life can be good if you're a Wub. Very rarely. The Caves of Callus XI, your ancestral habitat, are simply filled to bursting with Garglodon eggs, an irresistible delicacy for a young Wub. The only problem is that getting to them involves negotiating all sorts of hazards, from ancient autonomic defence mechanisms left by the extinct race of Mhann to malevolent floating energy beings and rock-falls. It's a hard slog, but you just can't resist them eggs!

PLAYING

Egg-eater is loaded in two parts. The first part sets up machine code routines and sprites, and the second is the actual play module. If you have an expanded Vic, there's no reason why you shouldn't combine these into one program.

Control Keys:
>: Left
<: Right
A: Up
Z: Down

The Wub, namely you, is the cute little scorpion-like creature on the left of the screen.

```

270 DATA127,255,127,63,63,127,63,63
280 DATA254,255,255,254,252,252,254,252
290 DATA137,205,255,255,255,255,255,255
300 DATA255,255,255,255,255,255,205,137
309 REM***LEDGE***
310 DATA221,255,246,98,32,0,0,0
319 REM***EMBLEM***
320 DATA80,168,168,169,169,15,9,9
329 REM***ENERGY BAR***
330 DATA255,255,255,255,255,255,255,255
340 DATA255,255,254,254,254,254,255,255
350 DATA255,255,252,252,252,252,255,255
360 DATA255,255,248,248,248,248,255,255
370 DATA255,255,240,240,240,240,255,255
380 DATA255,255,224,224,224,224,255,255
390 DATA255,255,192,192,192,192,255,255
400 DATA255,255,128,128,128,128,255,255
410 DATA255,255,0,0,0,0,255,255
419 REM***SPACE***
420 DATA0,0,0,0,0,0,0,0
429 REM***CREDITS***
430 DATA126,254,192,252,126,6,254,252
440 DATA0,0,0,0,0,0,0,0
450 DATA124,254,198,192,192,198,254,124
460 DATA124,254,198,198,198,198,254,124
470 DATA252,254,198,254,252,216,204,198
480 DATA254,254,192,248,248,192,254,254
490 DATA198,198,198,198,254,198,198,198
500 DATA126,126,24,24,24,24,126,126
510 DATA192,192,192,192,192,192,254,254
520 DATA198,198,198,198,198,238,124,56
530 DATA252,254,198,254,252,192,192,192
540 DATA198,198,198,214,214,214,254,108
550 DATA254,254,192,248,248,192,192,192
560 DATA0,255,255,85,170,255,255,0
570 DATA198,198,198,198,198,198,254,124
579 REM***NUMBERS***

```

```

580 DATA124,254,206,214,214,230,254,124
590 DATA28,60,44,12,12,12,30,30
600 DATA124,254,198,14,28,56,126,254
610 DATA124,254,134,62,62,134,254,124
620 DATA192,198,198,254,254,6,6,6
630 DATA254,254,192,252,254,6,254,252
640 DATA124,254,192,252,254,198,254,124
650 DATA254,254,6,14,28,56,48,48
660 DATA124,254,198,124,124,198,254,124
670 DATA124,254,198,254,126,6,254,124
679 REM***CREDITS***
680 DATA124,254,198,254,254,198,198,198
690 DATA108,254,214,214,214,214,214,214
700 DATA124,254,198,198,198,198,198,198
710 DATA252,254,102,102,102,102,254,252
719 REM***CAVE ROOF***
720 DATA1,3,3,15,95,95,255,255
730 DATA255,255,250,250,240,192,192,128

```

LIST 2

```

2 DIMZ(23)
5 HI=0
10 POKE36869,255:POKE36879,13:POKE36864,
13:POKE36867,38:POKE36878,15
20 FORT=1T023
30 READZ(T)
40 NEXT
45 GOTO1090
50 SC=0:LI=3:S1=36876:S2=36875:S3=36874
60 PO=7745:CP=23:M=8011:N=2:NC=0:OB=0:CO
=30720:C=0:I=22:Y=1
70 A=7810:B=22:C=7777:D=22:E=8030:F=7773
:G=6:PR=176
80 FORT=43T0155:POKE36865,T:POKES1,95+T:
POKES2,95+T:NEXT:POKES1,0:POKES2,0
100 PRINT " "
120 PRINT " !E%&      )(*&! ....."
.. !&&= ....."
130 PRINT " W W W W W W W W W W W W W W W W
W W W W W W W W";
140 PRINT " WWWWTWWWTTWWWTTTWWW";
150 PRINT"WWWWR QWR QWWW?   Q";
160 PRINT"WWWWR QW? QWR   >.. Q";
170 PRINT"WWTT? QR D  QWR D >? >W";
180 PRINT"WR   QRU QWWW?   >WW";
190 PRINT"WR >R QR  QWWW   >WWW";
200 PRINT"W? QR  Q?U QWWW? >WWW";
210 PRINT"R  QR  F   QWW? >WWW";
220 PRINT"R D EQR  F  E  QW? >TTTWWW";
230 PRINT"WSWR QSR QR  >?  QW";
240 PRINT"WWTT? QWR Q? >R D E QW";
250 PRINT"W?  QT?   QTTT? QTW";
260 PRINT"R  >R Q      Q";
270 PRINT"WSSW? QSSSSSSSS .. SSSW";
280 PRINT"WWWWR D  QWWWWWWR D >WWW";
290 PRINT"WWWSSWWWWWSSWWWWW";
295 FORT=155T043STEP-1:POKE36865,T:POKES
1,95+T:POKES2,95+T:NEXT:POKES1,0:POKES2,
0
300 POKE646,NC:PRINT"      "SC
310 PRINT"      "LI
320 IFNC=1THENNC=-1:CP=CP+1:PR=PR-1:POKE
E,32:E=E-1
330 NC=NC+1:POKEE,7+NC:POKEE+CO,1
340 POKE36878,15
370 IFPO=7723THENGOTO1000
380 POKEPO,CP:IFCP=31THENPO=PO-1:CP=23
390 J=PEEK(197)
400 IFJ=29ANDPEEK(M-1)<16ORJ=29ANDPEEK(M
-1)=32THENPOKEM,32:M=M-1:N=0:GOTO420
410 IFJ=37ANDPEEK(M+1)=32ORJ=37ANDPEEK(M
+1)<16THENPOKEM,32:M=M+1:N=2
420 IFJ=17ANDPEEK(M-22)=32ORJ=17ANDPEEK(M
-22)<16THENPOKEM,32:M=M-22
430 IFJ=33ANDPEEK(M+22)=32ORJ=33ANDPEEK(M
+22)<16THENPOKEM,32:M=M+22
435 IFJ=64THENFORT=1T020:NEXT
440 IFPEEK(M)=4THENSVC=SC+10:OB=OB+1

```



MOON CRESTA



The Classic
MOON CRESTA
manufactured under exclusive
licence from
Nichibutsu
INCENTIVE
(0734) 591678

BEWARE. THE CYCLONE.



You've seen the havoc Tornado Low Level can create. Now it's the turn of Cyclone. The latest action game from Vortex. Stunning multi-view 3D graphics. Vast dynamic playing area. A new game designed to take the Spectrum world by storm.

Beware. The Cyclone...is imminent.



- | | | | |
|--------------------------|-------------|------------------|-------|
| <input type="checkbox"/> | CYCLONE | SPECTRUM 48K | £6.95 |
| <input type="checkbox"/> | T.L.L. | SPECTRUM 48K | £5.95 |
| <input type="checkbox"/> | ANDROID TWO | SPECTRUM 48K | £5.95 |
| <input type="checkbox"/> | ANDROID ONE | SPECTRUM 16K-48K | £4.95 |

TOTAL VALUE £

NAME

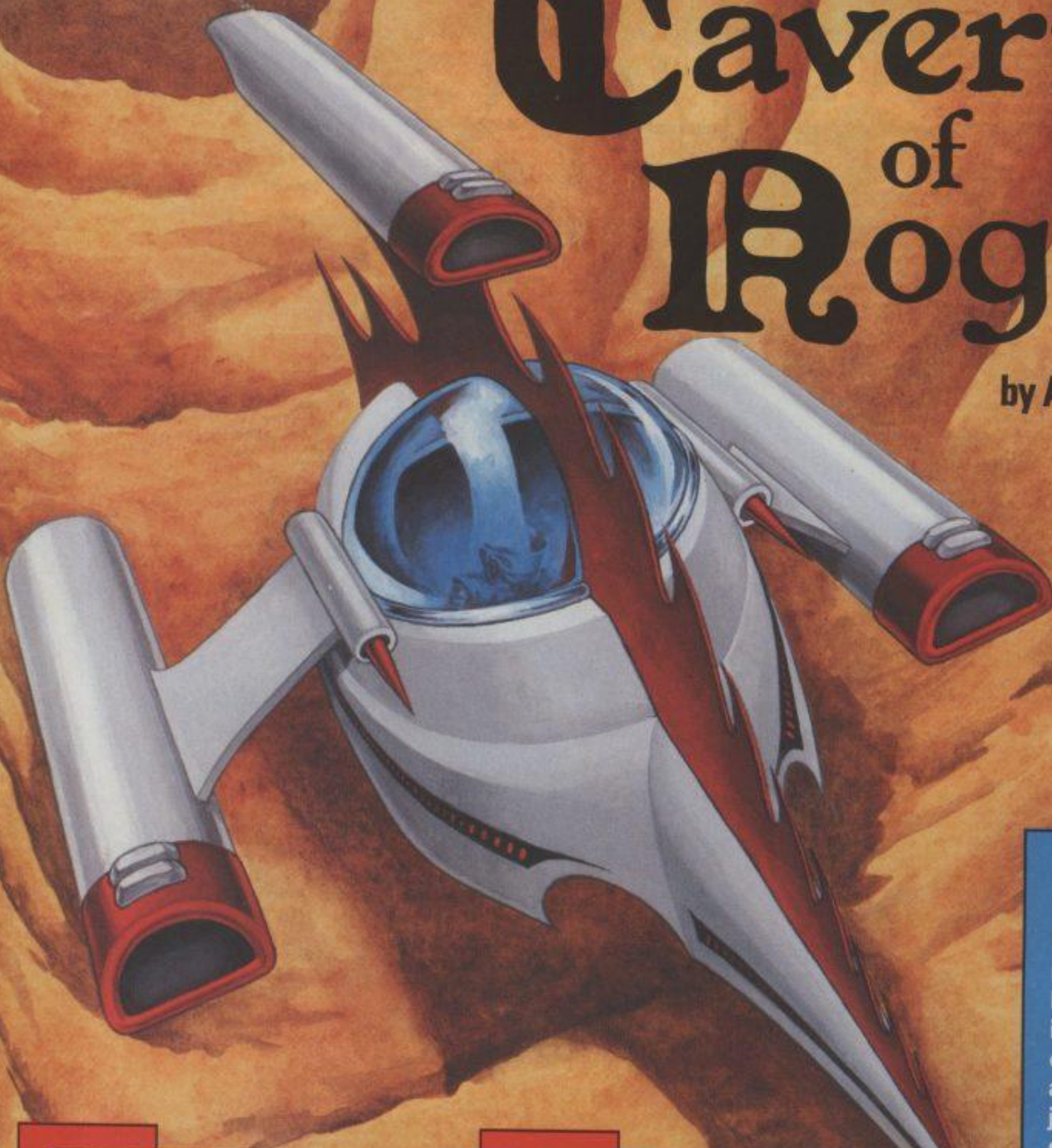
BLOCK LETTERS PLEASE

ADDRESS

ENCLOSE P/O CHEQUE PAYABLE TO VORTEX SOFTWARE (SALES) LTD.
SEND TO VORTEX SOFTWARE (SALES) LTD, 280 BROOKLANDS ROAD, MANCHESTER M23 9HD

The Caverns of Rogard

by Alexander R. Munro
for Dragon 32



Nogard 32 — a no-hope planet in a no-hope system. No reason for man or beast to ever drop in for tea and cookies. But, me, I always get the dirty jobs. Seems some green kids on a planetary research crew've got themselves stranded and like any bunch of scared rabbits they've gone to earth in a cave system. So the boss says get them out. There's gotta be an easier way to scrape a living . . .

Controls:
Joystick
Up/Down/
Left/Right

```

0 CLS4:PRINT$41," lunar"+CHR$(128)+CHR$(1
28)+"lander":PRINT$234,"please"+CHR$(12
8)+"wait":PCLEAR9:PMODE4,5:PCLS
1 S$="CSL2D4R2BR2R2U4L2BUD6F2BL6E2U6R2"
2 D$="D12P9BR2U12D12R9U12BR2D12U12F9D3U1
2BR2D12U12R9D12U6L9BR11BD6U12R9D6L9R3F6B
020D12R9BR2U12P9D12U6L9BR11BD6U12F9D3U12
BR2R9D12L9U12RR11P9L9D6R6L6D6R9BR2U12R9D
6L9R3F6":DRAW*BM20,40"+D$
3 MM$="P2E10R5E6R5F20R4E8R3F20R5F12R5E24
R3E19R5E20F3R4F5R7F21R5F4E12R3E10R5
4 FORI=1TO200:A=RND(255):B=RND(190):PSET
(A,B,5):NEXT:DRAW*BM0,145"+MM$:DRAW*BM0,
146"+MM$:PAINT(10,190),5,5:FORI=0TO255ST
EP2:FORJ=110TO192STEP2:PSET(I,J,0):NEXTJ
,I
5 CIRCLE(200,55),50,5:PAINT(200,55),5,5
6 FORI=150TO255STEP2:FORJ=0TO110STEP2:PS
ET(I,J,0):NEXTJ,I
10 DRAW*BM50,100"+S$
13 COLORS:LIN(0,180)-(255,192),PSET,BF:
COLORS
14 DRAW*CO$8"
15 DRAW*BM1,181PGD2FBR2U4R3L3D4R3BR2EU2H
BR4F3L3D4R3BR2U4R3D4L3BR5U4R3D2L3BR7BD2U
2H2F2E2BR2D4U4R3D2L3RF2BR3U4BR3R3L3D4R3U
2L2BP4BR2U4D2R3U2D4BR4U4L2R3BR4BD4U4R3D4
U2L3R7BR3BD2U4R3D2L3RF2BR2U4F2E2D4BR4BU4
R3L3D2R3D2L3BR5U4R3D4L3BR5U2R2L2U2R3BR2R
3L2B4R1U4D4
16 DRAW*E2F2U4BR2D4U4R3D4U2L3R3BR2BD2U4R
3D2L3RF2BR2R3L3U2R2L2U2R3BR3GD2FBR2R3L3U
4R3BR2FD2GC5"

```

```

60 CLEAR700
70 EL=C:F=190:L=3
80 DIMA(20)
90 POKE65495,0
99 DRAW*S4C5"
100 CLS4:PRINT$42," lunar"+CHR$(128)+"lan
der":
110 PRINT$230,"instructions"+CHR$(128)+"
">"+CHR$(128)+"cr"+CHR$(128)+"n":
120 A$=INKEY$:IFA$=""THEN120
130 IFA$="Y" THEN 850
140 IFA$="N"THENPMODE4,5:SCREEN1,1:FORP=
1TO1000:NEXT:GOTO160
150 GOTO120
160 PMODE4,1:PCLS
170 DRAW*BM5,3L2D4R2BR2R2U4L2BUD6F2BL6E2
U6R2"
180 GET(0,0)-(12,12),A,G
190 PCLS
200 M$="E8R3F12R4E3R3E8R4E10R4E15R4F5R4E
3R4F7P3E29R4F15R4F6R2F16R4E16R4F3D7R3D10
618L5G3L18G5L5H10L5H3L9G3L25G3L20G3D3L28
G34D4F3D5F6D38F4R3F4P35E5R5E6R25F4R39F3R
40F4R4F5R4EEF5R15E5U3E3U2H"L4H6L15H2L12H
3L8H4L29H2L45H2L34R10L6U10H3U3H3U25E6R50
E4R5E5R4F5R8
210 M2$="F4F5F4E10R9F3R3U4E3U4H5U3E16U4
E3U4H4U4E15E3
220 DRAW*BM0,70"+M$:DRAW*BM0,71"+M$:DRAW
*BM1,70"+M$:DRAW*BM134,105"+M2$:DRAW*BM1
34,106"+M2$:DRAW*BM135,105"+M2$
230 DRAW*BM56,119P3L3D2R2L2D2BR5U4D4R3U4

```

```

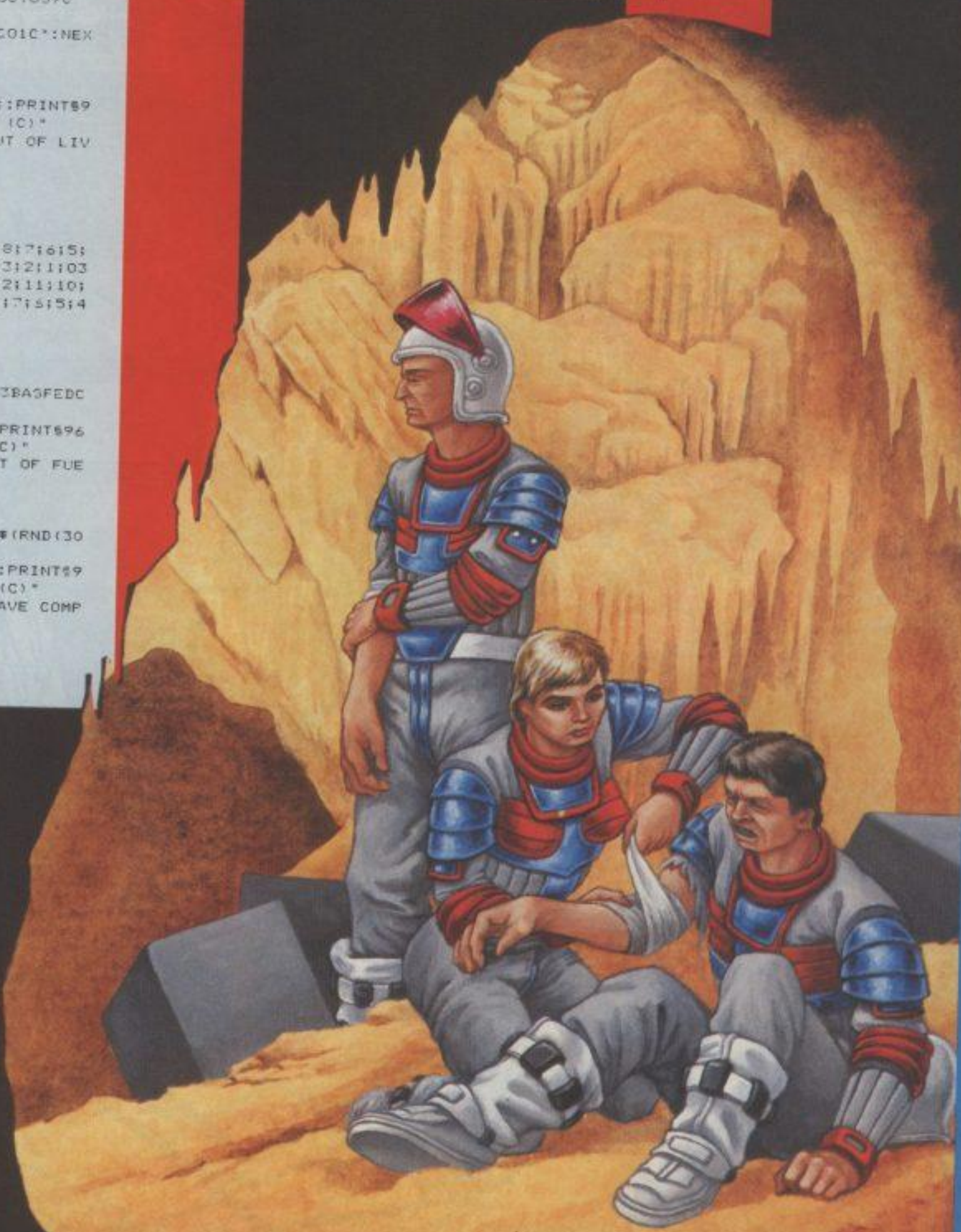
240 DRAW"BM63,134D4R3R3U4BR3D3FREU3BR2R
3L3D2R2L2D2R3BR2BU4BR3L3D2R3D2L3"
245 S#="12D4R2BR2R2U4L2BUD6F2BL6E2U6R2"
250 DRAW"BM94,134C5"+S#;DRAW"BM110,134"+
S#;DRAW"BM126,134"+S#
260 IFL<=0THENCOLOR:LINE(122,130)-(134,
142),PSET,BF:COLOR5
270 IFL=1THENCOLOR:LINE(106,130)-(118,1
42),PSET,BF:COLOR5
280 X=10;Y=10
290 SCREEN1,1
300 PUT(X,Y)-(X+12,Y+12),A,PSET
310 IFJOYSTK(0)<20THEN X=X-2ELSEIFJOYSTK
(0)>40THEN X=X+2
320 IFJOYSTK(1)<20THEN Y=Y-2ELSEIFJOYSTK
(1)>40THEN Y=Y+2
330 IFX<2THENX=2
340 IFY<2THENY=2
350 IFX>240THENX=240
360 REM ***DETECT CRASH***
370 IFPPPOINT(X,Y)=5THENGOSUB520
380 IFPPPOINT(X+12,Y)=5THENGOSUB520
390 IFPPPOINT(X+12,Y+12)=5THENGOSUB520
400 IFPPPOINT(X,Y+12)=5THENGOSUB520
410 IFPPPOINT(X-1,Y+6)=5THENGOSUB520
420 IFPPPOINT(X+13,Y+6)=5THENGOSUB520
430 REM ***SAFE LANDING***
440 IFSL=0ANDX<22ANDY<171THENGOSUB630
450 IFSL=1ANDX<10ANDY<10THEN740
460 REM ***FUEL***
470 LINE:90,120)-(F,122),PSET,BF
480 LINE:190,120)-(F,122),PSET,BF
490 F=F-.125
500 IF F<90THEN690
510 GOTO300
520 REM ***CRASH***
530 PLAY"T25505D#E#A#F#O3D#E#A#F#O1D#E#A
#E#"
540 PUT(X,Y)-(X+12,Y+12),A,PSET;FORI=1TO
12:CIRCLE(X+6,Y+6),I,5;NEXT;FORI=1TO12:C
IRCLE(X+6,Y+6),I,0;NEXT
545 FORI=1TO5:PMODE4,1:SCREEN1,1:FORP=1T
0100:NEXT;NEXT
550 SL=0;L=L-1;X=10;Y=10;F=190
560 IFL=0THENFORP=1TO1000:NEXT;GOTO590
565 PMODE4,5:SCREEN1,1
566 FORP=1TO20:PLAY"T25503CDEEDCO1C":NEX
T
570 GOTO160
580 REM ***OUT OF LIVES***
590 CLS:PRINT$42,"Lunar Lander";PRINT$9
6,"(C) COPYRIGHT A.R.M. SOFTWARE (C)"
610 PRINT$160," YOU HAVE RUN OUT OF LIV
ES"
620 GOTO790
630 REM ***SAFE LANDING***
640 SL=1
650 FORI=1TO3
660 PLAY"T255105;V31112111101918171615;
41312111041121111019181716151413121103
1121111019181716151413121102112111101;
91817161514131211011121111019117151514
131211"
670 NEXT
680 SL=1:RETURN
690 REM ***OUT OF FUEL***
700 PLAY"T25505B#GFEDCO4B#GFEDCO3B#GFEDC
O2B#GFEDCO1B#GFEDC"
710 CLS:PRINT$42,"Lunar Lander";PRINT$96
,"(C) COPYRIGHT A.R.M. SOFTWARE (C)"
720 PRINT$160," YOU HAVE RUN OUT OF FUE
L"
730 GOTO790
740 REM ***COMPLETED MISSION***
750 FORI=1TO60:PLAY"T25503V"+STR$(RAND(30
1+1)+"1"+STR$(RAND(11)+1));NEXT
760 CLS:PRINT$42,"Lunar Lander";PRINT$9
6,"(C) COPYRIGHT A.R.M. SOFTWARE (C)"
770 PRINT$171,"WELL DONE","YOU HAVE COMP
LETED THE MISSION."
780 GOTO790
790 REM ***ANOTHER GAME***

```

```

800 PRINT$480,"DO YOU WANT ANOTHER GAME
(Y/N)";
810 A$=INKEY$:IFA$=""THEN810
820 IFA$="Y"THENC164:F=190:L=3:X=10;Y=10
:PMODE4,5:SCREEN1,1:FORP=1TO1000:NEXT;GO
TO160
830 IFA$="N"THENPOKE65494,0:CLS:END
840 GOTO810
850 REM ***INSTRUCTIONS***
860 CLS:PRINT$42,"Lunar Lander";PRINT$96
,"(C) COPYRIGHT A.R.M. SOFTWARE (C)"
870 PRINT$160,"TWO MONTHS AGO THE CREW O
F A RESEARCH CRAFT WENT TO SCOUT T
HE PLANET NOGARD 23 OF THE DELTA SYS
TEM BUT NEVER CAME BACK IT WAS FOUND OUT
THAT THERE SHIP HAD CRASHED AND THE SUPV
ISORS HAD GONE DOWN A GREAT CRATER TO F
IND";
880 PRINT$ SHELTER."
890 PRINT$480,"PRESS A KEY TO CONTINUE.
.....";
900 A$=INKEY$:IFA$=""THEN900
910 PRINT$160,STRING$(255," ");
920 PRINT$160," YOUR MISSION IS TO WEAVE
YOUR WAY THROUGH THE CAVE SYSTEM OF T
HE CRATER ALL THE WAY TO THE BOTTOM,LA
ND AND GET BACK OUT AGAIN CAN YOU DO
ALL THIS WITH ONLY 3 LIVES AND A LIMITE
D SHIPPLY OF FUEL?"
930 PRINT$ CONTROL IS BY A RIGHT HAND JO
Y-STICK."
940 A$=INKEY$:IFA$=""THEN940
941 PRINT$160,STRING$(255," ");PRINT$416
,STRING$(10," ");PRINT$160,"REMEMBER ALS
O THAT THE PLANETS CAVE SYSTEM AND CUTE
R CRUST HAVE A STRONG MAGNETIC FORCE,SO D
ON'T GET TOO CLOSE TO THE WALLS OF THE
LANDSCAPE."
942 PRINT$490,"PRESS A KEY TO START.....
";
943 A$=INKEY$:IFA$=""THEN943
950 PMODE4,5:SCREEN1,1:GOTO160

```



THE CAVERNS OF NOGARD for Dragon 32


```

6080 LET h(t,d)=c(card)*10+t
6090 LET temp=c(card)
6100 NEXT j
6130 LET x=1: LET y=1+12*(d=2):
LET back=0
6140 LET down=y: GO SUB 8500
6145 GO SUB 2000
6150 FOR i=1 TO 5
6160 LET temp=INT (h(t,d)/10)
6170 GO SUB 8200
6175 LET x=x+2
6180 NEXT i
6190 RETURN
7010 LET b$=STR$ b
7020 LET u=b
7030 FOR f=1 TO 1
7040 FOR t=1 TO LEN STR$ u-1
7050 IF b$(t)>b$(t+1) THEN GO SU
B 7100
7060 NEXT j
7070 NEXT f
7080 LET b=VAL b$(1 TO LEN STR$
u)
7090 RETURN
7105 LET f=0
7110 LET t$=b$(t)
7120 LET b$(t)=b$(t+1)
7130 LET b$(t+1)=t$
7140 RETURN
7500 BORDER 1: PAPER 1: INK 7: C
LS
7510 PRINT AT 10,7; FLASH 1;"YOU
ARE BROKE"
7520 FOR f=0 TO -30 STEP -1
7530 BEEP .1,f
7540 NEXT f
7550 PRINT AT 16,3;"DO YOU WANT
ANOTHER GAME?"
7555 LET i$=INKEY$
7560 IF i$="y" OR i$="Y" THEN LE
T amount=100: GO TO 20
7570 IF i$="n" OR i$="N" THEN GO
TO 110
7580 GO TO 7555
7700 BORDER 1: PAPER 1: INK 7: C
LS
7710 PRINT AT 10,4; FLASH 1;"YOU
'VE BROKEN THE BANK:"
7720 FOR f=1 TO 3
7730 FOR g=10 TO 20
7740 BEEP .01,f+g
7750 NEXT g
7760 NEXT f
7770 PRINT AT 16,3;"DO YOU WANT
ANOTHER GAME?"
7780 LET i$=INKEY$
7790 IF i$="y" OR i$="Y" THEN LE
T amount=100: GO TO 20
7800 IF i$="n" OR i$="N" THEN GO
TO 110
7810 GO TO 7780
8000 BORDER 4: PAPER 4: INK 0: C
LS
8005 PRINT AT 10,11; FLASH 1; IN
K 2; PAPER 7;"SHUFFLING"
8009 FOR g=1 TO 2
8010 FOR f=1 TO 52
8020 LET rnd=INT (RND*52)+1
8030 LET temp=c(rnd)
8040 LET c(rnd)=c(f)
8050 LET c(f)=temp
8060 BEEP .01,(53-f AND g=1)+f
AND g=2)
8070 NEXT f
8071 NEXT g
8075 LET card=0
8080 CLS
8090 RETURN
8100 FOR f=down TO 9
8110 PRINT AT f,19; PAPER 1;"
"
8120 NEXT f
8130 INK 7: PLOT 151,168: DRAW 0
7,0: DRAW 0,-73: DRAW -97,0: DRA
W 0,73: INK 0
8140 RETURN
8150 FOR f=down TO 21
8160 PRINT AT f,19; PAPER 6;"
"
8170 NEXT f
8180 PLOT 151,72: DRAW 97,0: DRA
W 0,-72: DRAW -97,0: DRAW 0,72
8190 RETURN
8200 LET rank=INT (temp/10)
8210 LET suit=temp-rank*10
8220 LET d$="" : IF back T
HEN LET d$="███"
8230 PAPER 7
8240 FOR f=y TO y+B
8250 PRINT AT f,x;d$
8260 NEXT f
8270 IF back THEN GO TO 8420
8280 INK 2*(suit=2 OR suit=3)
8290 LET t$=s$(suit): LET v$=u$(
rank-1)
8300 PRINT AT y+1,x+1;t$:AT y+7,
x+5;t$
8310 PRINT AT y+2,x+1;v$:AT y+6,
x+5;v$
8320 IF rank>5 AND rank<11 THEN
PRINT AT y+1,x+2;t$: " ";t$:AT y+
7,x+2;t$: " ";t$
8330 IF rank>3 AND rank<7 THEN P

```

```

PRINT AT y+2,x+2;t$; " ";t$:AT y+6
,x+2;t$; " ";t$
8340 IF rank=10 OR rank=2 OR ran
k=3 THEN PRINT AT y+2,x+3;t$:AT
y+6,x+3;t$
8350 IF rank>7 AND rank<11 THEN
PRINT AT y+3,x+2;t$; " ";t$:AT y+
5,x+2;t$; " ";t$
8360 IF rank=6 THEN PRINT AT y+4
,x+2;t$; " ";t$
8370 IF rank=14 OR rank=3 OR ran
k=5 OR rank=9 THEN PRINT AT y+4,
x+3;t$
8380 IF rank=7 THEN PRINT AT y+3
,x+3;t$:AT y+5,x+2;t$; " ";t$
8390 IF rank=11 THEN PRINT AT y+
3,x+4;"███";AT y+4,x+2;"███";AT y+
5,x+2;"███"
8400 IF rank=12 THEN PRINT AT y+
3,x+2;"███";AT y+4,x+2;"███";AT
y+5,x+2;"███";AT y+6,x+4;"███"
8410 IF rank=13 THEN PRINT AT y+
3,x+2;"███";AT y+4,x+2;"███";AT y
+5,x+2;"███"
8420 PAPER 4: INK 0
8430 RETURN
8500 FOR f=down TO down+B
8510 PRINT AT f,1; PAPER 4;"
"
8520 NEXT f
8530 RETURN
9000 BORDER 0: PAPER 0: INK 7: C
LS
9005 PRINT AT 10,10; FLASH 1;"PL
EASE WAIT!"
9010 RESTORE
9020 FOR f=USR "a" TO USR "i"+7
9030 READ a: POKE f,a: NEXT f
9040 LET d$="2100550100037ECB772
007230B78B1C818F43CFE4720023E447
718EF"
9050 LET addr=50000
9060 FOR f=1 TO LEN d$ STEP 2
9070 LET a=FN c(f): LET b=FN c(f
+1)
9080 POKE addr,16*a+b
9090 LET addr=addr+1
9100 NEXT f
9110 DIM y(2): DIM x(2): DIM o(9
): DIM h(5,2): DIM j(5): DIM t(4
): DIM k(5): DIM c(52): LET amou
nt=100
9115 FOR f=1 TO 9: LET o(f)=20-(
f+2): NEXT f
9120 DIM h$(8,10): LET card=0: L
ET s$="♠♥♦♣": LET u$="234567890J
QKA"
9125 FOR f=1 TO 8: READ h$(f): N
EXT f
9130 FOR s=1 TO 4
9150 FOR f=2 TO 14
9160 LET card=card+1
9170 LET c(card)=10+f+s
9180 NEXT f: NEXT s
9185 CLS
9190 PRINT BRIGHT 1; INK 4;AT 2,
3;"██████████████████████"
9200 PRINT BRIGHT 1; INK 5;AT 2,
3;"██████████████████████"
9210 PRINT AT 20,5;"PRESS ANY KE
Y TO PLAY"
9220 LET tone=20
9240 BEEP .1,tone
9250 LET tone=tone-1: IF tone<10
THEN LET tone=20
9260 LET i=USR 50000
9270 IF INKEY$="" THEN GO TO 924
0
9290 RETURN
9900 DATA 0,100,254,254,124,124,
50,16
9910 DATA 0,56,56,16,214,254,214
,16
9920 DATA 0,16,56,124,254,124,56
,16
9930 DATA 0,16,56,124,254,254,21
4,16
9940 DATA 170,85,170,85,170,85,1
70,85
9950 DATA 170,170,85,85,170,170,
85,85
9960 DATA 152,164,164,164,164,16
4,164,152
9970 DATA 128,128,128,128,128,12
8,128,128
9980 DATA 170,170,213,213,170,17
0,213,213
9990 DATA "STRAIGHT","FOURS","FU
LL HOUSE","FLUSH","STRAIGHT","TH
REES","TWO PAIRS","ONE PAIR"

```



DRAW!! for Spectrum

ADVERTISEMENT INDEX

Adictive.....	39	Nat West Bank.....	22
Beyond.....	33, 15	Romik.....	Cover 2
Certain Adv.....	67	Shards.....	38
Dennison.....	23, 25, 31	Silica Shop.....	9
Duckworth.....	62	Sinclair.....	47
Games Workshop.....	18, 19	Tandy.....	7
Gargoyle.....	46	Vortex.....	55
Icon.....	8		
Incentive.....	50		
Knightssoft.....	32		
Martech.....	Cover 3		
Micro Answers.....	62		
Microdeal.....	Cover 4		
Micromania.....	2		

MICRO ANSWERS

70-71 Wilton Road, Victoria, SW1
(3 minutes Walk from Victoria Station)

SOFTWARE BARGAINS

● DRAGON	} Any 2 tapes	40% off R.R.P.	
● VIC 20		3-5 tapes	50% off R.R.P.
● ORIC		6 or more tapes	60% off R.R.P.
● B.B.C.	} Any 2 tapes	10% off R.R.P.	
● CBM 64		3 or more tapes	25% off R.R.P.
● SPECTRUM		Selected titles	50% off R.R.P.

HARDWARE AND PERIPHERALS

● APPLE IIE + Disc drive + Controller + SANYO Green Screen Monitor	£690.00
● BBC A (Basic 2 O.S 1.2)	£235.00
● DRAGON Delta 1 Disc drive	£190.00
● EPSON FX100 Printer	£450.00
● COMMODORE 1541 Disc drive	£175.00
● TEXAS Disc drive + Controller	£240.00
● TEXAS 32K x 8 RAM expansion	£ 80.00
● WESTRA 80 adjustable Work Stations	£ 69.00
● GP100 Printer	£190.00

Books up to 25% OFF Wide Selections

All offers are subject to availability, Prices include V.A.T.

Open Monday to Friday, 10am to 6.30pm

Telephone 01-630 5995

HELP FOR ADVENTURERS

Are you vexed by VALHALLA, hopeless with THE HOBBIT, flummoxed by PHILOSOPHER'S QUEST or stumped by SNOWBALL? The following books could save you many sleepless nights!

Each book provides 100% solutions and complete maps for the 4 adventures covered. The solutions are written in such a way as not to divulge the other secrets of the game.

THE ADVENTURER'S COMPANION

by Mike and Peter Gerrard £3.95

Covers THE HOBBIT, COLOSSAL CAVE ADVENTURE, ADVENTURELAND and PIRATE ADVENTURE.

THE COMMODORE 64 ADVENTURER

by Bob Chappell £3.95

Covers HEROES OF KARN, LORDS OF TIME, VODOO CASTLE and THE COUNT.

THE SPECTRUM ADVENTURER

by Mike Gerrard £3.95

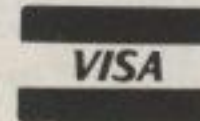
Covers VALHALLA, SNOWBALL, TWIN KINGDOM VALLEY and URBAN UPSTART.

THE BBC MICRO ADVENTURER

by Bob Chappell £3.95

Covers PHILOSOPHER'S QUEST, CASTLE OF RIDDLES, VODOO CASTLE and THE COUNT.

All books supplied post free. Many other books and adventures are available for the Commodore 64, Amstrad, BBC Micro and most popular computers. Write in for a catalogue.



DUCKWORTH

The Old Piano Factory, 43 Gloucester Crescent, London NW1 7DY
Tel: 01-485 3484



INLAY CARDS

For your Type-in Games Progs

Customise your BIG K games progs! Just carefully cut out the combined front and spine art. Make a fold and slip it over the existing inlay card in you cassette box.



REVENGE OF THE MUTANT PEPPER POTS

REVENGE OF THE MUTANT PEPPER POTS

for CBM 64



PROGRAM



EGG EATER

EGG EATER

for VIC 20



PROGRAM



DRAW!!

DRAW!!

for Spectrum



PROGRAM



MIDNIGHT FALLS ON N'GANTH

MIDNIGHT FALLS ON N'GANTH

for MSX



PROGRAM



BATTLESHIPS

BATTLESHIPS

for ATARI



PROGRAM



The Caverns of Rogard

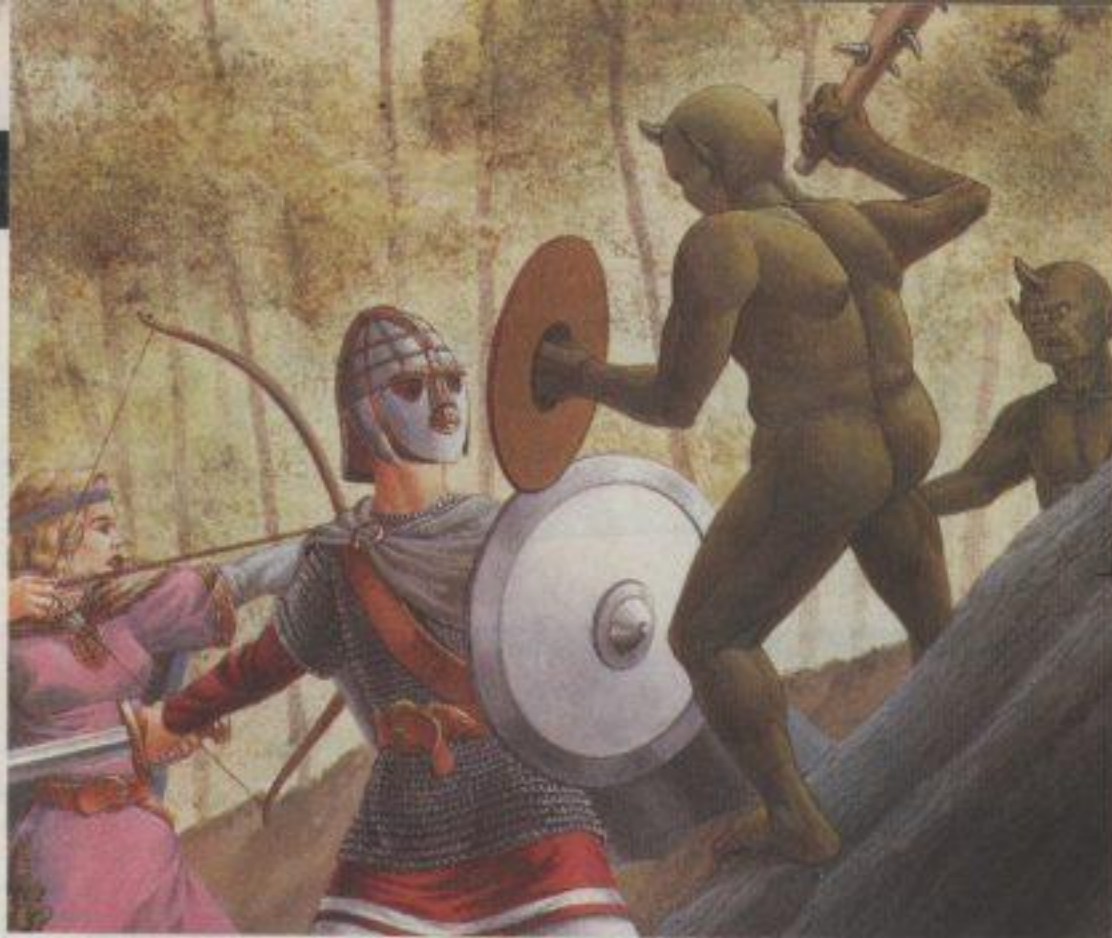
The Caverns of Rogard

for Dragon



PROGRAM





DORKSLAYER!

DO WE HAVE

'Cos if we do, we'll probably make a pig's breakfast of it—unless we make use of one of the splendid new graphics-adventure utilities now hitting the shelves. Weary adventurer STEVE KEATON tries his hand at pixel postcards...

The Dorkslayer surveyed his prison cell with a seasoned eye.

It seemed bleak in the extreme.

Black and yellow paint hung from the smooth dungeon walls and a small trapdoor laughed high above his head. "Ello, ello," he muttered abruptly. "I recognise this!" And indeed he did. With little more than a keystroke he returned to the main menu. His escape had been effortless. It was what one would suspect.

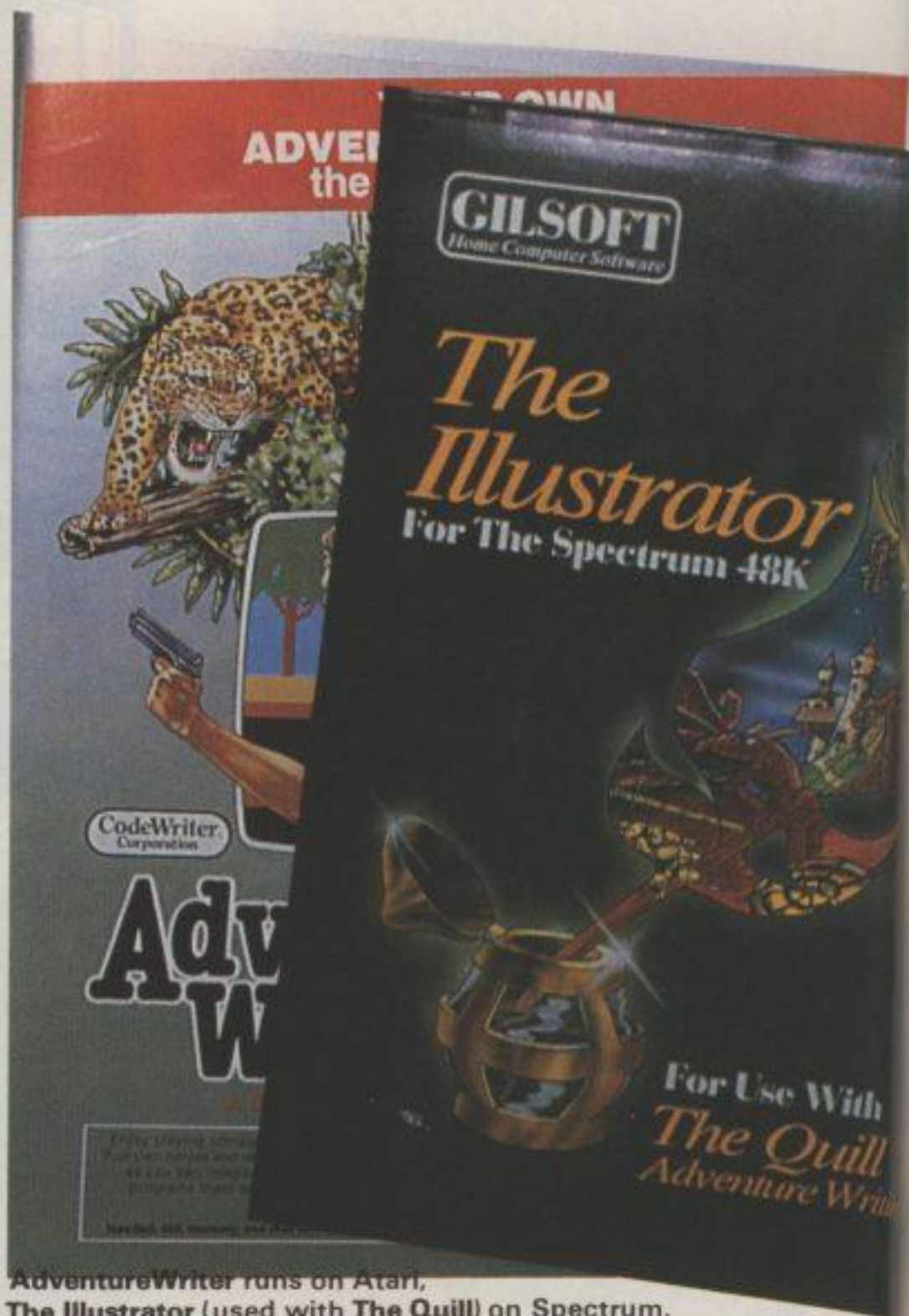
The black 'n' yellow prison cell is well known to serious adventurers as one of the demonstration models in Gilsoft's celebrated Spectrum/CBM64 adventure writing utility, *The Quill*. However this particular cell was unearthed within an Atari 800XL! The prog was an Atari AdventureWriter from CodeWriter Ltd. The similarities are easily explained. CodeWriter have in fact licensed the Gilsoft system for worldwide conversion. So far versions have been made available for the Atari, the CBM64 and the IBM P/C. Unfortunately there's a snag. They're only available as discs. There are no plans for any cassettes or ROMs.

AdventureWriter is a menu-driven utility that enables adventure games to be written without coding. Essentially it just (just!) compiles a database comprised of various interactive tables and regurgitates them in the form of a standalone adventure. Gilsoft's original has been gleefully embraced by UK 'Slayerdom, and has spawned a whole generation

of imaginative new games — a notable example being *Hampstead* from Melbourne House. If you've been frustrated by BASIC or Machine Language in the past then this will finally unshackle your imagination.

The transition from *Quill* to *AdventureWriter* has been relatively smooth with only a small number of changes made. The manual though has been completely re-written. Simple icons now represent keystrokes and screen displays, and they're used to punctuate delicately segmented instructions. The learning process has been made much more palatable. The original manual rattles along at a fair old pace and is somewhat abrasive in comparison.

While initially daunting, *AdventureWriter* is in fact very logical and this (relatively) straightforward. Upon booting up you're asked to select either the main prog or a demonstration game, which to be honest is something of a throwaway. (It does however demonstrate the system's potential.) If you select *AdventureWriter*, the main menu screen flicks up. Or at least it should. My screen just filled with garbage (I was understandably perplexed). It transpired that I'd neglected to disable the XLs BASIC. *AdventureWriter* lives quite happily with disc drives running DOS 2; however if you run on the newer DOS 3 then you must hold down the OPTION key when you boot up.



AdventureWriter runs on Atari. *The Illustrator* (used with *The Quill*) on Spectrum.

Special FX and other strange noises

In addition to standard system options like Message and Movement tables (just answer the prompts and you're in business) *AdventureWriter* also allows you to tart up your screen design. Paper and border colours can be changed as can the system messages (eg. I await your command, I do not understand, etc). You can also make considerable use of the Atari's vocal chords.

By using the SOUND command and setting note, pitch, distortion and volume you can produce an impressive soundtrack, and even create special FX like gunshots and explosions.

Curiously the Gilsoft/CodeWriter licensing deal has resulted in essentially the same product competing for shelf space. Both companies have disc versions available for the CBM64, but at differing prices. Gilsoft charge £19.95 against CodeWriter's

£24.95. If you opt for the latter you'll get a brighter box and more accessible manual. Said Gilsoft's Howard Gilberts, "We're not complaining, we get a royalty either way."

And lo, there came graphics Meanwhile, Gilsoft have been busy producing an enhancement for their original Spectrum *Quill* in the form of *The Illustrator*, a complementary package that enables you to insert full screen graphics into *Quill* adventures. To say that it's been eagerly awaited is something of an understatement. I for one have been badgering the Gilberts about it for months and nearly choked with excitement when it finally arrived. Surprisingly it lives up to even these inflated expectations. Using *The Illustrator*, full colour, hi-res displays can be painlessly painted (using about 500 bytes per sheet), thus allowing almost anyone to produce their own version of *The Hobbit*.

In order to introduce its

HOW TO DRAW YOUR OWN PICTURE

capabilities *The Illustrator* reprises the small demonstration adventure from the original Quill manual. A database for this is included on the cassette.

The first step in creating your graphics involves loading a *Quilled* database into *The Illustrator*. It's only interested in the first few bytes of this and alters its display when it's had enough, it's worth noting that *The Illustrator* will only work with the new series C *Quills*. If you have a series A database it will have to be converted. A short prog on the new *Quills* will enable you to do this. Those wishing to upgrade should contact Gilsoft direct.

Enormous savings

Having loaded the database you'll then be confronted by the standard 'not compatible' blurb. This means that the number of locations present in your database does not match those already in *The Illustrator*. The system needs to be initialised. Just press the 'Y' prompt and it'll create the required number of locations. A variety of facilities are thus made available: simple line graphics can be drawn by dragging a couple of cursors about the screen, 2 fill routines are available for rapid painting and there are 255 (count 'em) different varieties of shade. Perhaps the most interesting feature though is

the SCALE option.

This allows you to draw a picture in the form of a subroutine (imagine a door or candle) which can be called up at any location and in scale. This means that you could create an entire forest from just one tree subroutine! The memory saving is enormous. In the finished adventure the graphics draw relatively fast (depending on the kind of fills you've selected) and then flit away at a keystroke. Neat and unobtrusive. The system clearly has monstrous potential. It's a snip at £14.95. My guess is that both *The Hollow* and *Madcap Manor* (originally planned as new additions to Gilsoft's text only

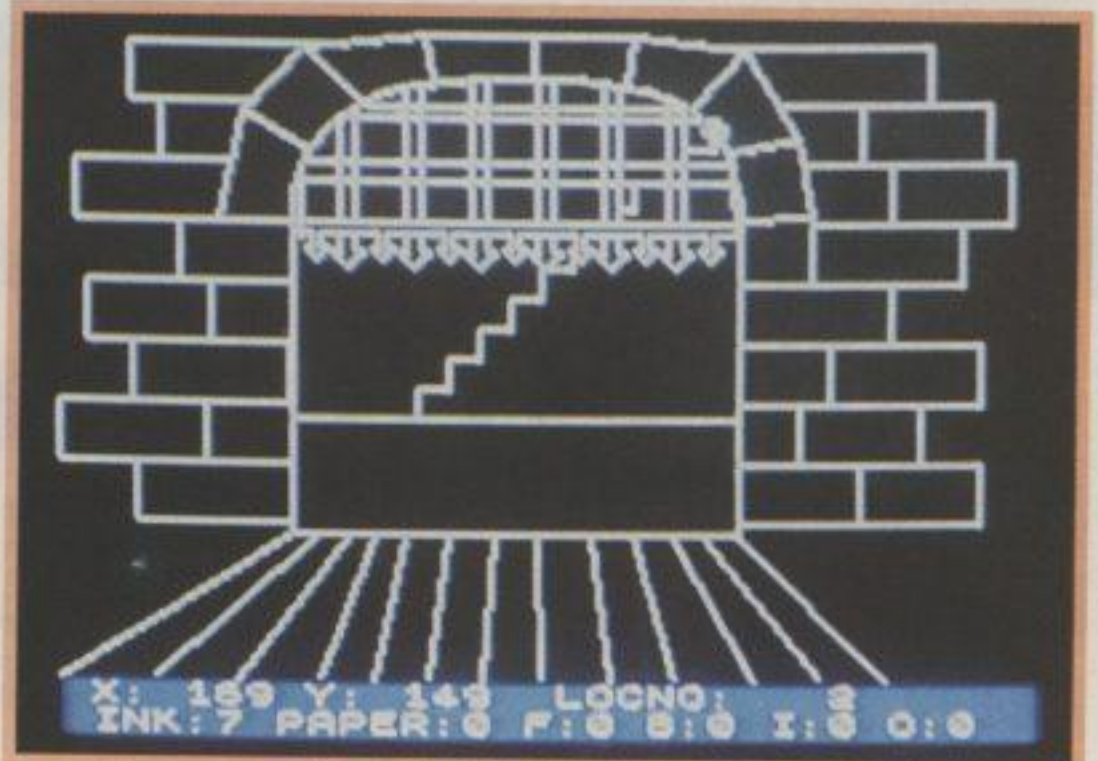
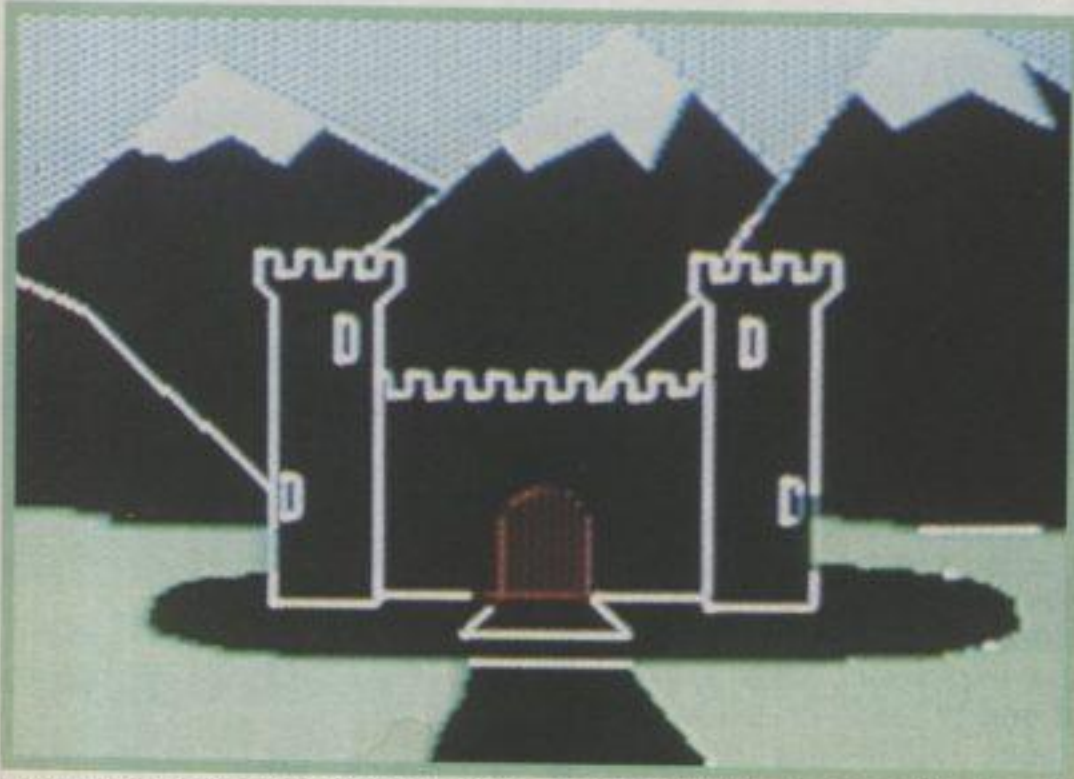
Gold Collection) will now be released with *Illustrator* graphics.

And there's more! Planned are *Illustrators* for the CBM64 and Atari as well as *Quills/Adventure-Writers* for both the BBC and the Amstrad. A text compressor is also scheduled for late '85. The possibilities seem endless.

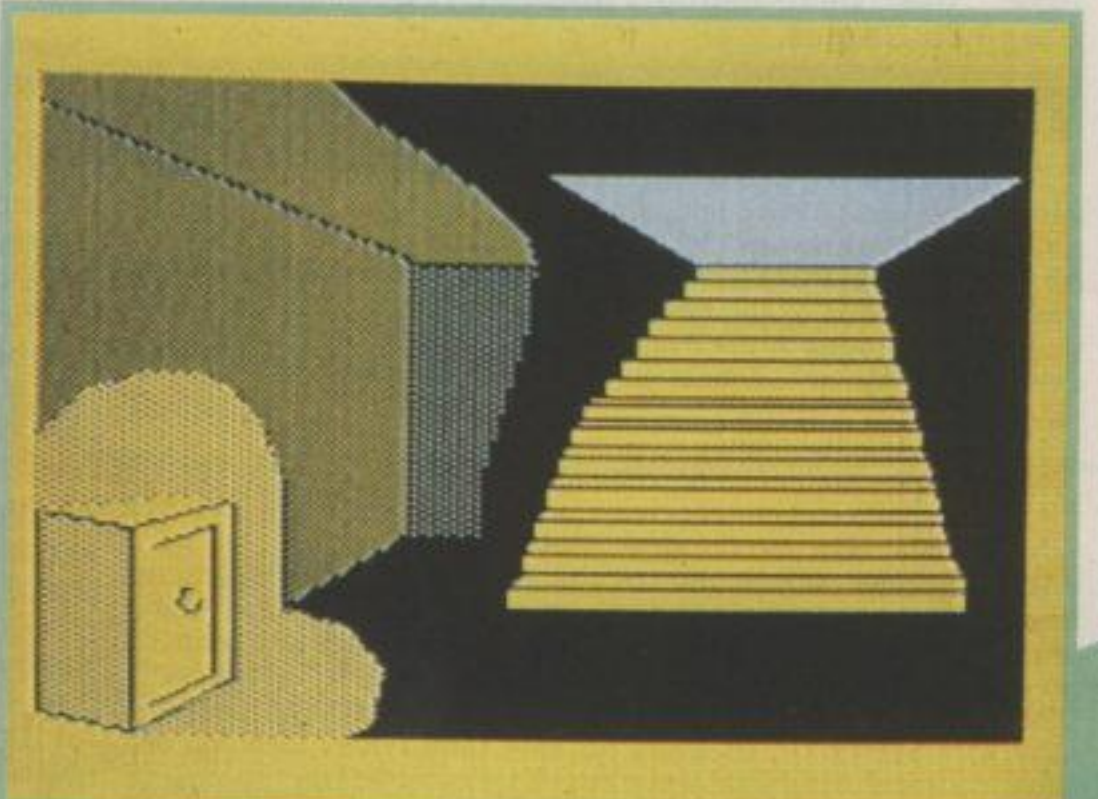
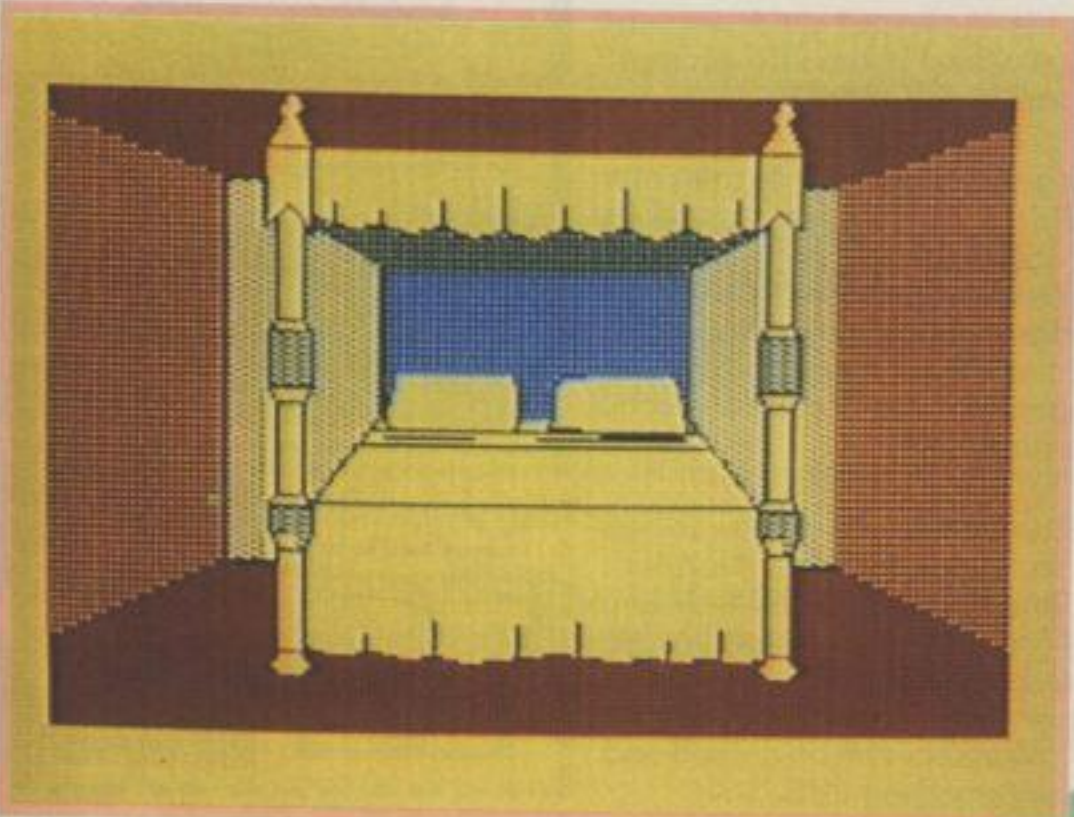
The Dorkslayer hangs out the Helpline

"Does anyone know of a Dragon version of the Crowther and Woods game, *Colossal Cave*?" pleads Cameron M Black, from the wilds of Glasgow. "Someone must have written a version!" Well, apparently not. My initial thought

OVER PAGE



Two stages of designing a scene on Gilsoft's *Illustrator*. Like in art class, get the perspective right first then embellish afterwards.



was perhaps Tandy stocked a TRS80 lookalike but all enquiries have drawn blanks. If anyone out there can help . . .

Also creditable is the work carried out by Stephen Green, of Highworth, Swindon, on Hewson's mega-headache, *Avalon*. This weary warrior has actually mapped all eight levels (give or take some rooms) and is very near to completing the adventure. A wad of hints has been sent as proof. "If an object looks suspicious", declares Stephen sagely "Send your servant in first. Beware of trapdoors though as they often hide spiders and scorpions. Some doors don't require keys, so you'll need to use either your servant or an open spell. One door in the Gatehouse level appears to be impenetrable. If you pound on it for a while a wraith will appear and go through but if you follow the program will crash."

According to Stephen, most Warlocks can be defeated with gold, which is freely available on the gatehouse level and in both the Caverns of Doom and Halls of the Deep. The Warlock in the mines however can only be killed by a diamond. To find this you'll need to kill the spider in the mines. Curiously, the gatehouse warlock will give out a star when he's aced. This transforms into an energy

booster when passed over the pentangle near the start.

"There are several energy boosters scattered about," he adds, "including mushrooms, flames and crystal balls, but they often have counterparts which drain energy. Useful objects are also disguised. There's a chest that looks like a spider and a key that looks like a bone on the gatehouse level. Dispel should reveal all . . ."

Peter Fleming and Cambell

McGibbon have also been busy mapping, this time with Fantasy's *Doomsday Castle*. However as this is something of an arcade prog it's not really of much interest (here). Still they've done some impressive work. Perhaps the boys would like to turn their hands to *Sherlock* (from Melbourne House)? I could do with some help.

Dorkreader

If you're smarting from

Acornsoft's *Philosopher's Quest* or *Castle of Riddles*, or puzzling over Scott Adams' *Voodoo Castle* and *The Count*, then invest some shekels in *The BBC Micro Adventurer*. Written by Bob Chappell, published by Duckwork and priced at a paltry £3.95 it takes a comprehensive look at all these adventures and offers segmented solutions and invaluable maps. Even if you don't own a BBC it makes a nifty read between meals.



COMPETITION TIME

BIG K and Gargoyle Games present . . .

THE TIR NA NOG CHALLENGE!

**Can you create an Adventure Game Character?
5 Tir Na Nog Limited Edition Prints TO BE WON!**

Get into exclusive adventure players' poseware with this superb, limited edition, high quality map of *Tir Na Nog*, the best-selling graphic adventure from Gargoyle Games.

HOW TO ENTER

Tir Na Nog is a game along traditional sword and sorcery lines with the powers of evil being opposed by you in the guise of Cucu, a Celtic hero. However, for this competition you are required to create a character as a substitute hero suitable for such a mystical quest. The details of the quest are unimportant, sufficient to say that your character must overcome horrendous odds to achieve Evil's defeat. Send in a brief summary of your hero including the following:

- * Physical description.
- * Attributes and/or weaknesses.
- * Character's name.
- * Anything else you consider appropriate.

When you have written the summary of your fictional character firmly affix the special entry token cut from this page to your piece of paper and don't forget to include your name, age and address on your entry. Post it in a sealed envelope to: BIG K TIR NA NOG COMPETITION, LAVINGTON HOUSE, LAVINGTON STREET, LONDON SE99 6YP, to arrive no later than Friday 29th March, 1985.

RULES

All entries must be accompanied by an entry token cut from BIG K and must bear the entrant's own name, age and address. All accepted entries arriving by the closing date will be examined and prizes awarded to the five entrants the judges consider have submitted the most original and best described fictional character suitable for a sword and sorcery quest. Age will be taken into account when assessing the entries.

No entrant may win more than one award. Prizes must be accepted as offered, there can be no alternative awards, cash or otherwise. Decisions of the judges will be final as will those of the Editor in all matters affecting the competition. No correspondence will be entered into.

The competition is open to all readers in Great Britain, Northern Ireland, Eire, the Channel Islands and Isle of Man other than employees (and their families) or IPC Magazines Ltd., Gargoyle Games or the printers of BIG K. Winners will be notified and the results published in BIG K.

tir na nog



GARGOYLE GAMES
48K ZX SPECTRUM



The Second

6809

COLOUR SHOW

FOR DRAGON AND TANDY USERS

SATURDAY 30TH AND SUNDAY 31ST MARCH

THE ROYAL HORTICULTURAL HALLS

10 A.M. UNTIL 6 P.M.

Everyone said the first show was good!

"Over 7,000 people attended ... queues formed early ... "Dragon User, Jan 85.

"The show was a tremendous success" Dragon Users Group.

"Many thanks for the very worthwhile 6809 show" Grosvenor Software.

This show will be even better!!

Even more to see and choose from. The very latest **hardware, software, interfaces and peripherals** will be there together with all your old favourites. Your chance to get up to date, try and buy all that's new. And pick up some **amazing bargains**.

Over 60 companies and organisations will be exhibiting with **special offers** on their products.

We'll also be organising events and competitions with **lots of prizes**. The manufacturers will be staffing **advice centres** to help with all your queries.

Large gangways and spacious rest areas will make sure you can see everything and sit in comfort when you want. The second 6809 Colour Show is a **family** show, a good day out.

HOW TO GET THERE

The Royal Horticultural Halls are just off Victoria Street a few minutes walk from Victoria or Parliament Square.

Buses 11, 24, 29, 70, 76 and 88 run up Victoria Street.

Underground stations; St. James Park (District and Circle lines), Victoria (District, Circle and Victoria lines).

There is an NCP car park in Abingdon Street, a few minutes away.

This exhibition is organised by:
Computer Marketplace (Exhibitions) Ltd.,
Part of the Rushworth Dales Group,
20 Orange Street,
LONDON WC2H 7ED

To: Computer Marketplace (Exhibitions) Ltd., 20 Orange Street, London WC2H 7ED

Please rush me 'fast lane' tickets for the Second 6809 Colour Show.

(Qty) Adult tickets at £2.00 (Qty) Under 12 year old tickets at £1.00

I enclose cheque/P.O. to the value of £_____ or debit my Access/Diner/American Express card

No. _____ Signature _____

Name _____

Address _____

Postcode _____

Telephone _____

6809 is the registered name of Motorola Ltd.

SOFT WEAR

THERE'S A certain cast of great British enthusiast who feels strongly that the greatest tribute he can give to his obsession is to forget about himself.

This means ignoring other social life, manners and most of all — his own appearance. Like a monk (or adherent of any other cult) his outer garb signals that he is Not Of This Mundane World. He may be rooted down here by his feet, but his ripped and shining anorak — his ancient crumbling plimsolls — are signals to the world that his head is on other, more important matters — on a different plane from ours entirely. That head — wreathed in a halo of flamboyantly unkempt, proudly and defiantly unfashionable hair — is somewhere between cloud nine and cloud-cuckoo land. For he is a true maverick.

Should you ask him why he dresses like he does, he will cast a solemn National Health lens at you (the eyeball behind which is virtually obscured by the greasy finger-prints of eons past) and reply sternly, "I don't believe in fashion".

As distinguished from glorious hippydom — where dress proclaimed what wonderful, agalitarian people they all really were — these are the MADS — the MODERN ANTI-DRESSERS. And such is MAD philosophy. But do only fools follow fashion? Do MADS rule? In short — IS THERE SUCH A THING AS A DAPPER ZAPPER? We think there is . . .

THE GLAD rags in the following pages were all designed on Kim Aldis's BBC Graph-Pac. (BIG K issue 8). Lucy Clive and Steve Smith design the fabric that makes the clothes that Lucy and Steve sell in their shop in one of London's smarter places. I met the purveyors of the Clive label at their West London flat which was occupied mostly by a table that would have done King Arthur proud. This was bestrewn with designs at various stages, from computer print-outs to enlarged and inked-in designs that were finished and waiting to go to the factory to be silk-screened and printed.

Lucy's artwork centres on the human figure which she translates into computer terms. The result is distinct; modern designs with a primitive feel. For

Generally speaking, hackers are not known to slobber over clobber. As a tribe they (you?) are not well-dressed. So we thought we'd run up this little number to get your sartorial senses salivating. Roll over, art-school scum — the Cad-cam Couturists are coming!

example, her design 'The Swimmer' was the result of several days sketching at the local pool. Essential lines are emphasised, and content simplified. Lucy insists that she doesn't set out to produce an 'ethnic' feel — the computer does it. "It's an effect of the process". To quote from famous fashion impresario, Nigel O'Stitchitwell;

"Bold and rhythmic, Lucy's design creates a symbiosis between the ancient ethnic and the terrifyingly new. Who would have thought it? — The rugged logic of the computer lends the human form of the old masters a new simplicity that strikes a chord of ethnic dissonance into the soul of modern man. I am commissioning Lucy to redesign all my pyjamas."

Lucy has learned to keep mum about her clobber's secret computer origins. "People think I've programmed the computer to originate the whole design — that I haven't done a thing myself." In fact, that rough-hewn look is the last thing that her clients expect a computer to produce. And Lucy's method certainly doesn't mean any less work. Stacked next to the BBC are some 20 tapes containing 100 designs. Only 20 will ever be published.

Lucy sits in the corner with the Beeb. She starts off with an idea in freehand that she thinks will work. "I put the image into the computer with Graph-Pac and then play around with it. The beauty of the joystick is that you can't cheat. You keep on having to simplify."

Lucy admits to having been apprehensive about working on a computer. "But once I started drawing — I love it. It was amazed that something so

personal could come out of a machine. It's so expressive that even Kim (Aldis) was surprised."

If all this wonder can be gleaned from a BBC, just think how the Clive label could be enhanced with a Macintosh. Aren't they just dying for one?

"Oh no" says Steve. "A moderate business like ours couldn't justify that kind of capital outlay. Besides, we're only just beginning to plumb the possibilities of the Beeb. Lots of interesting things happen in the process of working with it. Unexpected bonuses. For example, in resolution change. We have no facility for on-screen windowing as yet. But we can window using the printer [which is controlled by a ROM] to blow up certain sections. There's a stage when the pixel size becomes larger than that of the dot matrix. The print-out produces some great effects and textures".

I take their point — but I'd still like to see Lou let loose on a Macintosh. Not only would Lou be able to do her initial 'freehand' drawings — but plan patterns for actual garments too. What other add-ons do they fancy?

"We're hoping to get a Bitstik", says Steve (Acorn's three-axis joystick built onto a ROM chip, which allows drawing, 'painting', zooming and panning). "But we have a real problem, because software is so rarely reviewed by artists. Reviews are usually done by programmers who play with the technology but can't draw. If you're going actually to use the ware, artistic flair is most important than how hi the tech is".

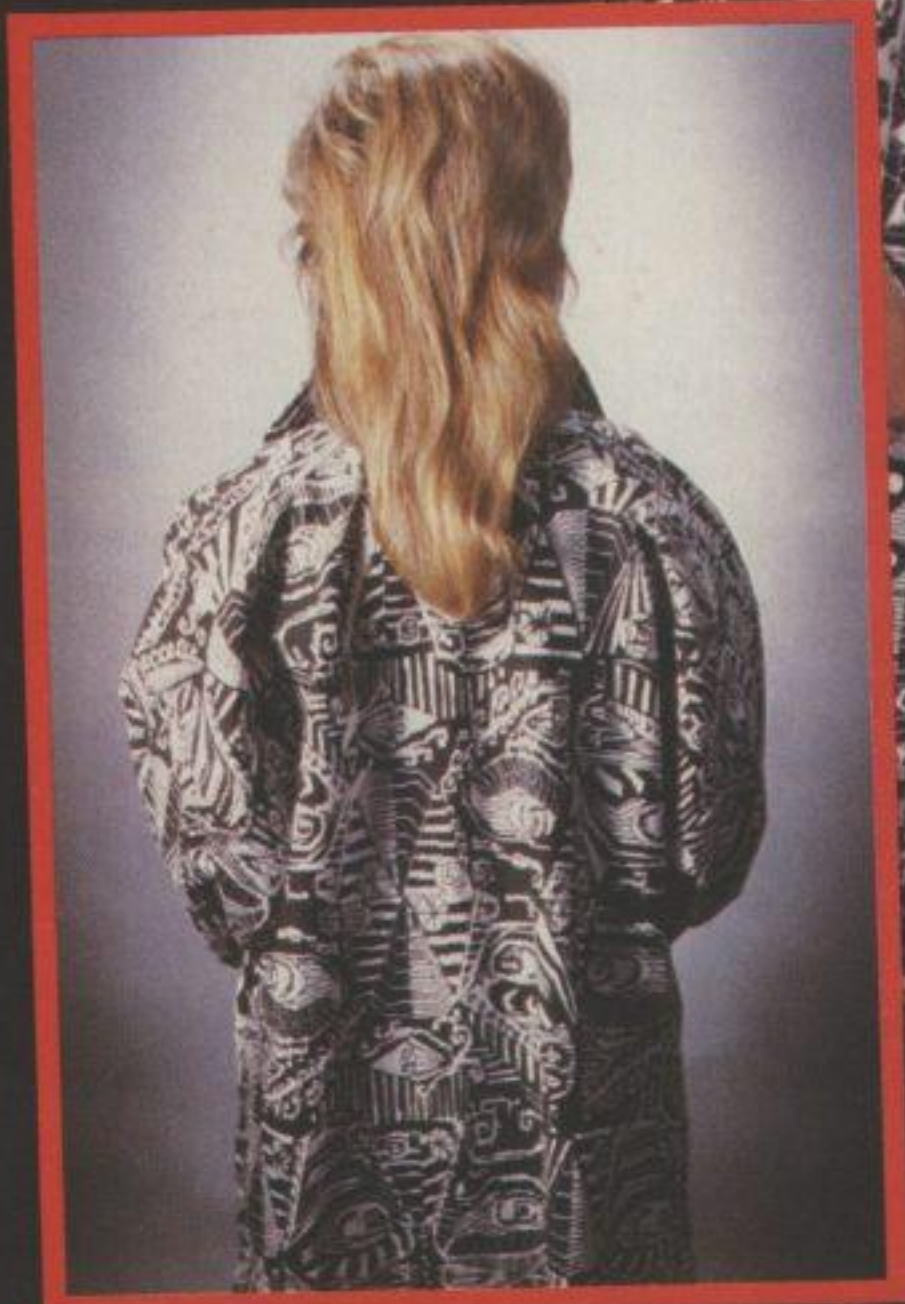
As more of the first computer-artisans like Lucy and Clive get going — surely that's a development in the grand design of things?



SOFT WEAR

CLOTHES MAKETH THE MICRO

Who says computer owners are squares? They can be round, oblong, or even covered with little squiggly bits. Lisa and Sean strut their street credibility stuff with the latest in low-level couture (BASIC, actually). And it's all done on the BBC Microcomputer using a programme exclusive to BIG K. Stand by for Knit-net, clobber-com, and (no doubt) underwear.



SOFT WEAR WEAR

KIM ALDIS — BIG K acolyte and freelancer — designed the software that produced the designs on the preceding pages. Kim dropped the prog in on us one day, dubbed it *Graph-Pac*, and returned to his place of work in London's trendy Covent Garden. *Graph-Pac* was published in issue 8. Meanwhile we noticed that a something strange was happening to Kim. We'd known him when he wore long hair and Jesus boots. He began making appearances at BIG K in increasingly alarming levels of trendiness. We put out feelers. It transpired that Aldis had had the temerity, not only to donate his prog to BIG K, but to some young fashion designers too! Well, as far as BIG K was concerned — Aldis asked for all he got . . .

As a warning to others, we decided to publish more of the kind of stuff that can lead to terminal trendiness. So here is the Aldis PAT GEN. But remember — IT COULD HAPPEN TO YOU!



```

290X%(npts%)=x%-640:Y%(npts%)=y%-512:IF
draw% flag%(npts%)=TRUE ELSE flag%(npts%)=FALSE
300UNTIL input%=ASC"Q":PROCsize
310ENDPROC
320DEFPROCinit
330DIM X%(50),Y%(50),flag%(50)
340ENDPROC
350
360DEFPROCgetinput
370*FX12,1
380*FX4,1
390GCOL4,1:inc%=4:REPEAT:input%=INKEY(
0):*FX15,0
400IF input%=ASC"D" draw%=NOT draw%
410IF input%=139 y%=y%+inc%
420IF input%=138 y%=y%-inc%
430IF input%=137 x%=x%+inc%
440IF input%=136 x%=x%-inc%
450IF input%<>-1 inc%=inc%+4 ELSE inc%
=4
460PROCcurs:IF npts%>1 AND draw% MOVE
tx%,ty%:DRAW x%,y%:*FX19
470IF npts%>1 AND draw% MOVE tx%,ty%:D
RAW x%,y%
480UNTIL input%=13 OR input%=ASC"Q" :G
COL0,1:*FX4,0
490ENDPROC
500
510DEFPROCcurs
520FOR C%=1 TO 2:MOVE x%-8,y%:DRAWx%+8
,y%:MOVE x%,y%-8:DRAWx%,y%+8:NEXT
530ENDPROC
540DEFPROCsize
550rd%=0:PRINTTAB(0,0) STRING$(30," ")
:INPUTTAB(0,0)"Relative size (fraction b
etween 0 AND .6 ",rsize:IF rsize>.6 PRIN
T"Anything Bigger than .6 gives it a ne
rvious breakdown""Try Again":GOTO550
560ENDPROC
570
580DEFPROCinstr
590CLS
600PRINT"Patgen is a recursive patter
n generator (recursion, an algorithm tha
t chases "" it's own tail."
610PRINT"Use the cursor keys to move
the cursor around the screen, pressing
<RETURN>"" to draw a line. Pressing 'D
' turns drawing on and off""When y
ou have an acceptable design press
'Q' and give 'size', a number "
620PRINT"between 0 and .6 , then sit b
ack and watch the fun"
630PRINT"If you have 'Graph_pac' (Big
K issue 8) you can save the design on t
ape "" and load it into 'Graph_Pac' for
further work"
640PRINT"" ANY KEY TO CONTIN
UE":A=GET
650ENDPROC
660DEFPROCsave
670PRINTTAB(0,0),STRING$(30," "):INPUT
TAB(0,0)"Filename ---- ",name$:OSCLI("S
AVE "+name$+" 3000 7FFF")
680ENDPROC

```



```

10REM %%%%%%%%%%%%%%%%%%%%%%%%%%%
20REM % PATGEN %
30REM % (C) KIM ALDIS 1984 %
40REM %%%%%%%%%%%%%%%%%%%%%%%%%%%
50
60PROCinit
70MODE7:PROCinstr
80MODE0:VDU23,8202,0;0;0;
90PROCget_points
100CLS
110PROCshape(npts%,1,640,512)
120PRINTTAB(0,0)"Same shape? (Y/N) ":o
pt$=GET$:IF opt$="Y" PROCsize:GOTO 100
130PRINTTAB(0,0)"Save to tape or disc
(Y/N) ":opt$=GET$:IF opt$="Y" PROCsave:G
OTO 80
140GOTO80
150END
160
170 DEFPROCshape(npts%,size,xc%,yc%)
180IF size<=.01 ENDPROC
190LOCAL I%:rd%=rd%+1:MOVE xc%+X%(1)*s
ize,yc%+Y%(1)*size
200FOR I%=1 TO npts%:IF flag%(I%) DRAW
xc%+X%(I)*size,yc%+Y%(I)*size ELSE MOV
E xc%+X%(I)*size,yc%+Y%(I)*size
210NEXT
220FOR I%=1 TO npts%:PROCshape(npts%,s
ize*rsize,xc%+X%(I)*size,yc%+Y%(I)*siz
e):NEXT
230ENDPROC
240
250DEFPROCget_points
260draw%=TRUE:CLS:PLOT69,640,512:npts%
=0:x%=640:y%=512
270REPEAT:tx%=x%:ty%=y%: npts%=npts%+1:
PROCgetinput:IF npts%>1 AND draw% MOVE t
x%,ty%:DRAW x%,y% ELSE PLOT69,x%,y%
280VDU7

```

SOFT WEAR



CHARTS

GAMES TOP 20

KEY **N** = NEW ENTRY **R** = RE-ENTRY **K** = BIG K RAVE

THIS MONTH	LAST MONTH				
1	2	K	GHOSTBUSTERS (Activision)	Spectrum/ Commodore 64	£9.99/ £10.99
2	1		BOOTY (Firebird)	Spectrum/ Commodore 64	£2.50
3	4		DALEY THOMPSON'S DECATHLON (Ocean)	Spectrum/ Commodore 64	£6.90/ £7.90
4	3	K	KNIGHT LORE (Ultimate)	Spectrum	£9.95
5	5	K	UNDERWURLDE (Ultimate)	Spectrum	£9.95
6	19		SELECT 1 (Computer Records)	Spectrum/ Commodore 64	£12.49
7	N	K	SKOOLDAZE (Microsphere)	Spectrum	£5.95
8	N		HUNCHBACK II (Ocean)	Spectrum/ Commodore 64	£6.90/ £7.95
9	N		MATCH DAY (Ocean)	Spectrum	£7.95
10	14		RAID OVER MOSCOW (US Gold)	Commodore 64	£9.95
11	N		AIRWOLF (Elite)	Spectrum	£6.95
12	9	K	DOOMDARK'S REVENGE (Beyond)	Spectrum	£9.95
13	12		BEACH HEAD (US Gold)	Spectrum/ Commodore 64	£7.95/ £9.95
14	20		MATCH POINT (Psion)	Spectrum/ Commodore 64	£7.95
15	N		POLE POSITION (Atari)	Spectrum	£7.99
16	N		BLUE MAX (US Gold)	Spectrum/ Commodore 64	£7.95/ £9.95
17	N		BLOCKBUSTERS (Macsen)	Spectrum/ Commodore	£7.95
18	N	K	SPY HUNTER (US Gold)	Commodore 64	£9.95
19	8		TORNADO LOW LEVEL (Vortex)	Spectrum/ Commodore 64	£5.95
20	16	K	JET SET WILLY (Software Projects)	Spectrum/ Commodore 64	£5.95/ £7.95

SPECTRUM TOP 10

1	GHOSTBUSTERS (Activision)	£9.99
2	BOOTY (Firebird)	£7.90
3	KNIGHT LORE (Ultimate)	£9.95
4	UNDERWURLDE (Ultimate)	£9.95
5	SKOOLDAZE (Microsphere)	£5.95
6	MATCH DAY (Ocean)	£7.95
7	DALEY THOMPSON'S DECATHLON (Ocean)	£7.90
8	AIRWOLF (Elite)	£6.95
9	SELECT 1 (Computer Records)	£12.49
10	HUNCHBACK II (Ocean)	£6.90

COMMODORE 64 TOP 10

1	GHOSTBUSTERS (Activision)	£10.99
2	DALEY THOMPSON'S DECATHLON (Ocean)	£7.90
3	BOOTY (Firebird)	£2.50
4	HUNCHBACK II (Ocean)	£7.95
5	SELECT 1 (Computer Records)	£12.49
6	RAID OVER MOSCOW (US Gold)	£9.95
7	MATCH POINT (Psion)	£7.95
8	SPYHUNTER (US Gold)	£9.95
9	TORNADO LOW LEVEL (Vortex)	£5.95
10	JET SET WILLY (Software Projects)	£7.95

THE BIG K PLAYLIST

BIG K's reviewers current favourites.

TONY TYLER

Music System (Island Logic) BBC; MacPaint (Applesoft) Apple Macintosh; Suspect (Infocom) Apple Macintosh

RICHARD BURTON

CadCan Warrior (Taskset) Commodore 64; The Hitchhikers Guide To The Galaxy (Infocom) Apple Macintosh; Ghostbusters (Activision) Commodore 64

FIN FAHEY

Knightlore (Ultimate) Spectrum; Doomdark's Revenge (Beyond) Spectrum; Skooldaze (Microsphere) Spectrum

STEVE KEATON

Mission X (Mattel Electronics) Intellivision; Spitfire Ace (Microprose) Atari 800XL; Spider Man (Adventure International) Spectrum

NICKY XIKLUNA

MacWrite (Applesoft) Apple Macintosh; MacPaint (Applesoft) Apple Macintosh; Knightlore (Ultimate)

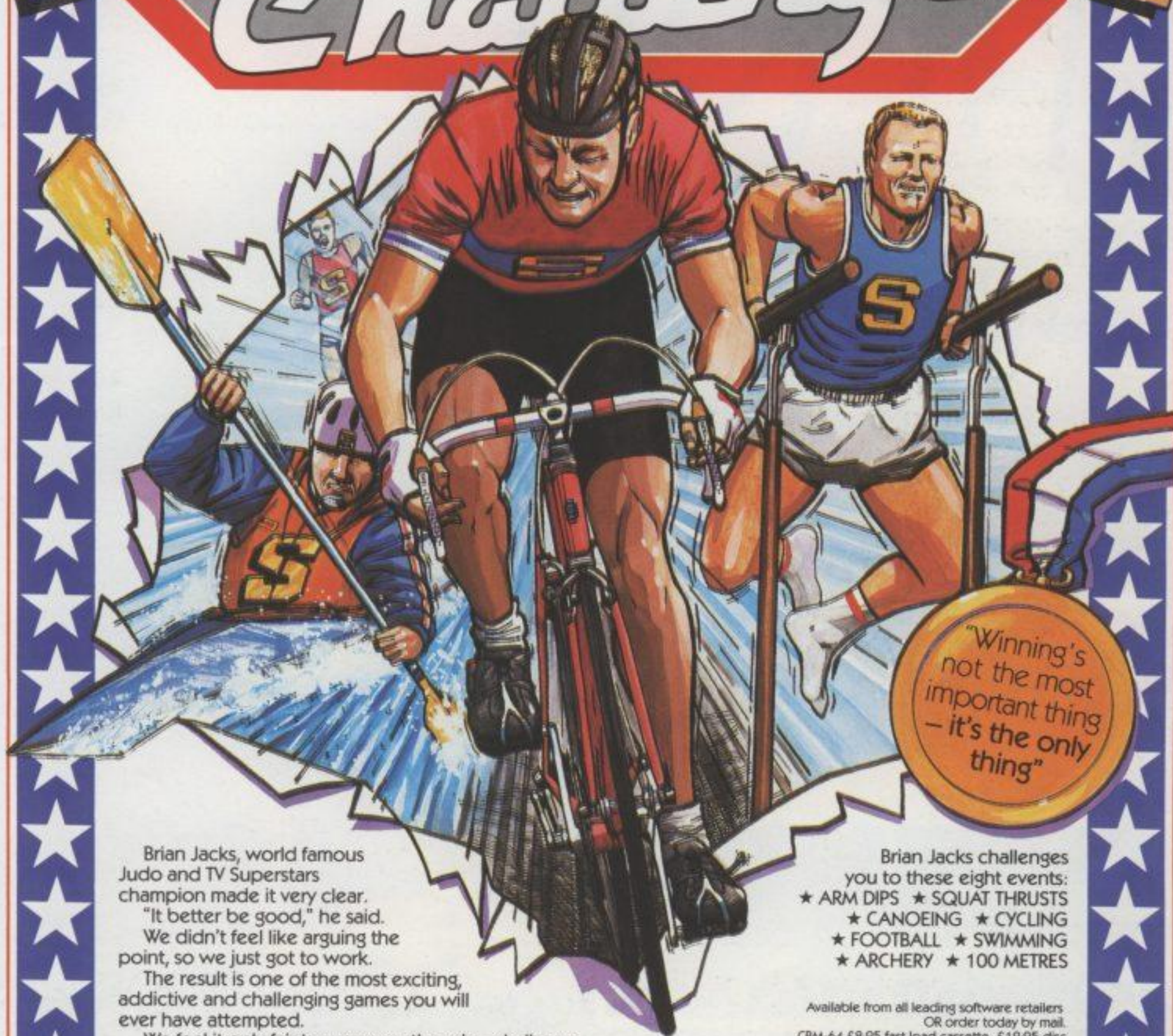
BILL BENNETT

Scrabble (Psion) Spectrum; Ghostbusters (Activision) Commodore 64; Ancipital (Llamasoft) Commodore 64

JOHN CONQUEST

River Raid (Activision) Atari 800XL; Suspect (Infocom) Apple Macintosh; Skooldaze (Microsphere) Spectrum

BRIAN JACKS SUPERSTAR Challenge



Brian Jacks, world famous Judo and TV Superstars champion made it very clear.

"It better be good," he said.

We didn't feel like arguing the point, so we just got to work.

The result is one of the most exciting, addictive and challenging games you will ever have attempted.

We feel it only fair to warn you though - challenge Brian Jacks to anything and YOU'D better be good!

Brian Jacks challenges you to these eight events:

- ★ ARM DIPS ★ SQUAT THRUSTS
- ★ CANOEING ★ CYCLING
- ★ FOOTBALL ★ SWIMMING
- ★ ARCHERY ★ 100 METRES

Available from all leading software retailers
OR order today by mail.
CBM-64 £8.95 fast load cassette £12.95 disc
48K Spectrum/BBC-B/Electron/Amstrad £7.95
prices include VAT & p/p

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: 87465 EXIM Brighton

48K SPECTRUM · COMMODORE 64 · BBC 'B' · ELECTRON · AMSTRAD

Available for
DRAGON 32
TANDY COLOUR 32 K

TIME BANDIT

Tired of games that have only a few screens or force you to follow strict levels?

Well despair no more!! In Time Bandit, you virtually create your own game! You can choose from "twenty" places throughout the game, with more than "fifteen" distinct variations and levels of difficulty in each place; this means over 300 different variations!!

You must use the "Time-Gates" to travel to each of the 3 different Worlds of Time, each containing a multitude of colourful and unique adventuring areas. Visit the medieval Dungeons of Fantasy World, recapture the days of yesteryear in Western World, and reach for the Stars in Future World. Do battle with the Evil Guardians, Looking Lurkers, Angry Almo, and the Killer Smurphs!! Find the keys and escape with the treasures of time.

Crisp Graphics, Full Colour Animation, Great Sound,
300 Screens and 100% machine code:
its all Here!!!

Requires 1 Joystick



Tandy colour version requires 32K non-extended basic and is available only at Tandy Stores.

Mail Order Sales from
Microdeal Mail Order 41 Truro Rd,
St. Austell Cornwall PL25 5JE

Credit Card Sales    
Phone 0726 73456



MICRODEAL

Dealers Contact

MICRODEAL DISTRIBUTION
0726 73456

TIGER TRADER 0925 55222
TWANG WHOLESALE 0734 580200
CENTRESOFT
021 359 3020

Selected Microdeal Titles available from computer dealers nationwide or from larger branches of

John Menzies and 
Stores