# CCEG

SPRING '91
£2.50
A NEWSFIELD PUBLICATION

9 770959 964005 01

COMPLETE COMPUTER ENTERTAINMENT GUIDE

On Sale 28 Mar to 27 Jun




## BUYING COMPUTER HARDWARE, SOFTWARE OR ADD-ONS? BUY THIS FIRST!

AMIGA • ATARI ST • PC • COMMODORE • SINCLAIR • AMSTRAD CPC • NINTENDO • SEGA • LYNX • ...and more!

The perfect guide to computer purchasing and enjoyment!

## ARCADE ACTION ON THE RUN!

The new handhelds in the palm of your hand!

## MIDI SPECIAL!

All you need to know to become a computer-assisted pop star!

# YOURO

Lyn







**The amazing Atari Lynx is *the* complete portable colour entertainment system. The stunningly powerful 16-bit graphics engine produces outstanding colour, crisp graphics with immense animation, superb sound and an unparalleled depth of gameplay.**

The complete entertainment system would not be complete without great software and peripherals, the Lynx has both. There are 17 titles available already with many more under development and utilities include Kitbags, Adaptors to run the Lynx off the car battery and cables to connect up to 8 Lynxes for unsurpassed multi player action.

# WN ade!




**Please send me more details about the Lynx, its peripherals and other Atari products.**

NAME _____

ADDRESS _____

_____

_____

POSTCODE _____

Atari Corp UK Ltd, Atari House, Railway Terrace, Slough SL2 5BZ

ATARI LYNX

**ASSOCIATE EDITORS**
Tim Metcalfe, Paul Boughton, Wayne Murphy
**CONTRIBUTORS**
Tony Takoushi, Steve Richter, Richard Fincher, Neil Blaber
**DESIGN & LAYOUT**
Mark Kendrick
**SYSTEMS OPERATOR**
Charlie Chubb
**PHOTOGRAPHY**
Michael Parkinson
**PRODUCTION & CIRCULATION DIRECTOR**
Jonathan Rignall
**PRODUCTION SUPERVISOR**
Matthew Uffindell
**REPROGRAPHICS**
Tim Morris, Robert Millichamp, Robb (The Rev) Hamilton, Jeni Reddard
**PUBLISHER**
Franco Frey
**GROUP ADVERTISEMENT MANAGER**
Judith Bamford
**ADVERTISEMENT SALES EXECUTIVES**
Neil Probert, Christian Testa, Christine Moore, Justine Pritchard
**ADVERTISEMENT PRODUCTION**
Jackie Morris (Supervisor), Jo Lewis
**EDITORIAL & ADVERTISING ADDRESS**
Newsfield, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW
**TELEPHONE**
(0584) 875851
**FAX**
(0584) 876044
**PRINTED**
Gibbons Barford, Willenhall, West Midlands
**DISTRIBUTED**
COMAG, Tavistock Road, West Drayton, Middlesex

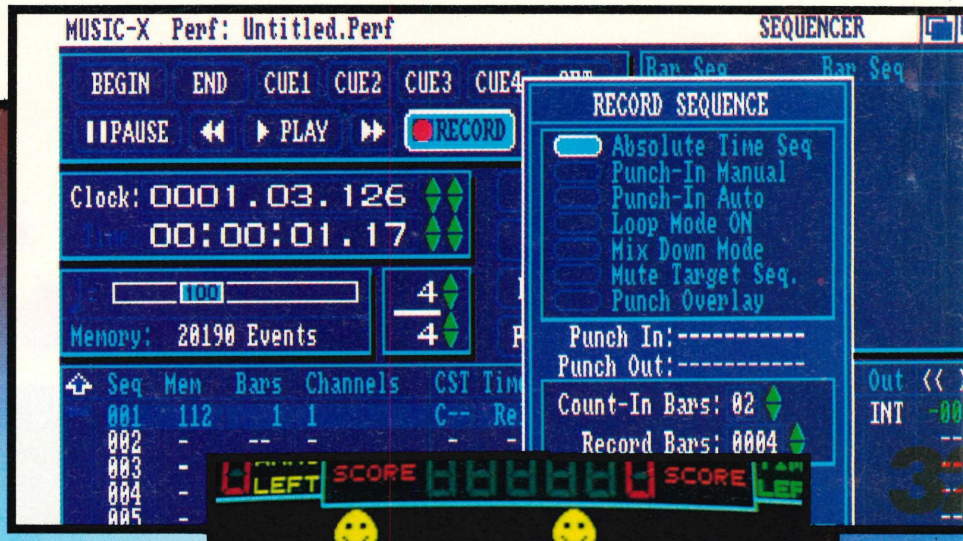
© Newsfield 1991

A Newsfield Publication ISSN 0959-9649

No material may be reproduced in any shape or form, in part or in whole, without the written consent of the copyright holder. We cannot undertake to return any solicited or unsolicited material, hardware, software, text, photography or otherwise, sent to CCEG unless it is accompanied by a suitable SAE. The Publisher reserves the right to edit any written material. The views expressed in CCEG are not necessarily those of the Publisher.

**COMPETITION RULES**
No person who is connected in any way to the Publisher or the competition sponsor may enter the competition. The Publisher reserves the right to substitute prizes of comparable value in cases outside the Publisher's control, whether this be for reason of the sponsor defaulting or the product/gift becoming unavailable.

# inside ceeg



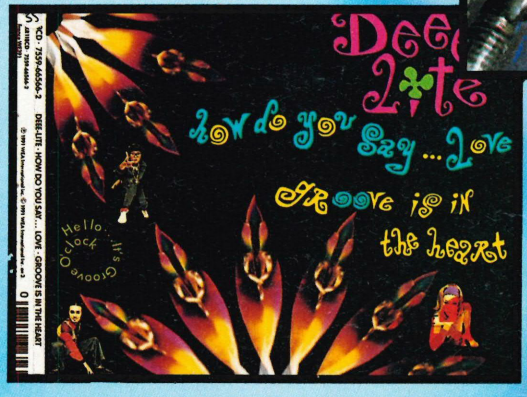






## public *domain*

Not everything that's good need necessarily cost money. Public Domain software is a great case in hand. But is it all for free?.. 62




## chips with *everything*

Last year's most exciting dance album 'World Clique' could have been your procreation (and success). Tune in to Deee-lite while they expose all their trade secrets.. 42

## hand-*helds*

Any time, any place, any where. Hand-held computer games have become veritable fashion accessories. Don't leave home without one... 50



# inside


insight 6
hardcore 10
lynx compo 12
softcore 15
joysticks 23
stick with a sting! 27
profile – renegade 28
white noise 32
steinberg CUBASE offer 34
chips with everything 42
win a deee-lite cd 44
rock circus 45
win a trip to the circus 48
hand-helds 50
dial a nintendo 53
cartland 54
virtual reality 58
public domain 62
infection 68
call games 71
home work 74
directory 76


**white noise**
CCEG's guide to making music with your computer. A feel for music and some affordable MIDI kit could get you into the charts. Think you're up to it, then get stuck in...32




**rock circus**
What have Madonna, Stevie Wonder, Tim Rice and George Michael got in common? They are all animated by Animatronics at Tussaud's Rock Circus. Talk about servo-pneumatics and digital controls is like hearing music in motion...45

**profile**
Renegade by name, renegade by action. Tom Watson is a rebel with a cause. His ideal: Less Porsche and more originality. Confused? Read on...28




**insight**
Industry pundits give us an insight into the future (well, at least the next five years) of computer entertainment. But don't hold your breath, they may be wrong (it wouldn't be the first time). It may be a long wait, or it may never happen, who knows...6

**joysticks**
Is Mario Andretti getting the better of you? Need that extra little advantage? It's about time you looked into your hand-gear. There's more to a joystick than meets the thumb...23

**cartland**
Missed out on the biggest growth sector of computer gaming? Console yourself, Tony Takoushi brings you up-to-date with the latest products and software releases...54

**virtual reality**
With Cyberzone, a new television games show to be launched this autumn, TV is putting computer-generated Virtual Reality into the limelight. CCEG looks behind the scenes...58

**call games**
Combine the ingredients of role-playing games with dramatic effects of radio plays and you end up with interactive telephone games. Lend an ear.. 71

**homework**
Educational software hasn't set the world alight (yet!). Multimedia and CD-Rom encyclopediae, however, may alter the educational world as we know it...74

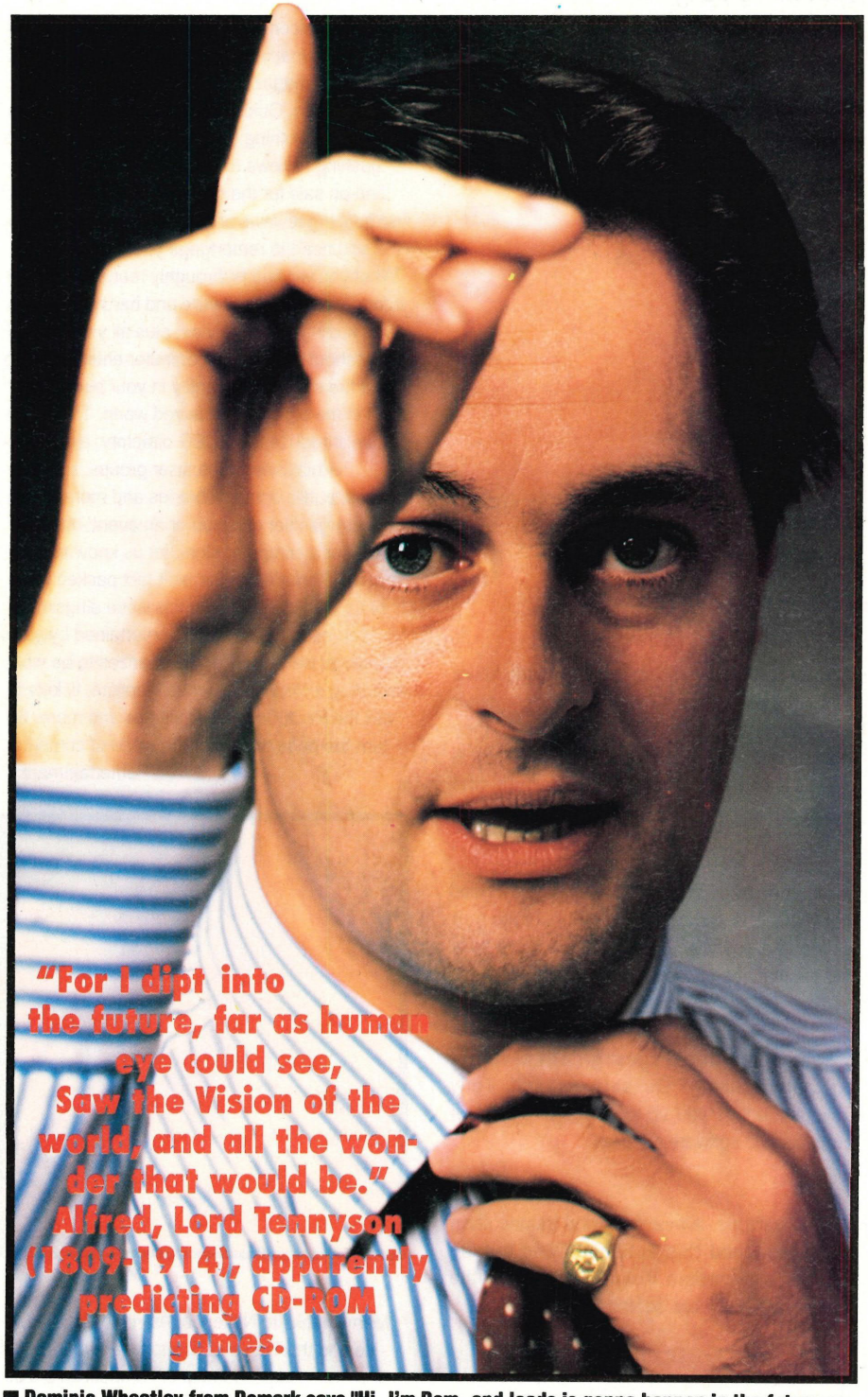
Welcome to the hype free zone! Unlike many other computer entertainment magazines, the Complete Computer Entertainment Guide aims to bring you the facts and nothing but the facts. You won't find gushing reviews of games you're not likely to find on sale for the next year or so. You won't find gushing reviews about new machines which you need to remortgage your house to buy. What you will find is throughly researched hard information about software and hardware which you know you can rely on, plus all you need to know about all forms of computer entertainment - be it the sort you can enjoy in your bedroom or out in the big wide hardwired world. This issue we introduce the CCEG directory, a guide to exhibitions, clubs, user groups, software houses, public domain libraries and more. If you are the organiser of a club or an event, run a PD library or a computer store, let us know about it and we'll include it in the next fact packed issue of CCEG. Meanwhile in this issue alngside all you need to know to be entertained by your computer we've got 100's of prizes to be won, including a Nintendo Games Machine, tickets to visit the Rock Circus, CD singles and more. So turn the page and enter the world of computer entertainment...




**Credits:**
Many thanks to Nintendo, Atari, Logic 3, Deee-lite and the Tussaud Group for their individual sponsorship of competition prizes.


**The Complete Computer Entertainment Guide is a buyers guide aimed at anyone interested in computer entertainment. It provides an introduction to computer leisure activities and advises on the necessary equipment and software.**

**The Complete Computer Entertainment Guide is a quarterly publication**




■ Dominic Wheatley from Domark says "Hi, I'm Dom, and loads is gonna happen in the future so read all about it right here!"

# industry predictions

**What secrets, shocks and surprises does the future hold? Perhaps it's best not to ask. But, as far as computer entertainment is concerned, we can make some shrewd guesses. So read what some of the top names in the computer entertainment world predict will come to pass within the next five years.**

## BILLONS OF DOLLARS

Dominic Wheatley, Domark: "Home computers will continue to grow in usage over the next few years and the applications will be as large as they are now; games and productivity titles will do respectively well.

"Some people seem to be making the mistake of saying: 'Look! There's all these new machines on the way. Surely it will destroy the PC market.' I think not. What these platforms will do is largely increase the number of people who enjoy interactive entertainment. These markets will be much better than the existing PC market and undoubtedly they may remove some of it, but the steady growth in PC usage will offset the effect.

"This has been demonstrated in the USA which - before Nintendo - was worth around 500-600 million dollars, and is now worth nearly four billion dollars. Nintendo hasn't stopped PCs being sold, or the PC users buying software, it's just added a huge number of game players. And I believe that CD-ROM - either CD-I, CD-TV or an MS-DOS platform - will do that all over again.

"The burning questions is: Will software houses, as they presently exist, be quick enough on their feet to get into the new market and meet consumer demand? Or will it be the toy manufacturers on the consoles and record/film companies on the CD-ROM formats who realise the potential and put their resources towards it?

"I noted in the States that a large number of new labels sprang up on the Nintendo bandwagon – lots of them from big toy or boardgame companies with the necessary financial muscle - and many of the better known software publishers either faded away or merged with others.

"The software companies didn't figure it out in time, many of them didn't have the ability to ever figure it out, and those that did prospered. Look

at Broderbund, Accolade, Sierra On-line, Electronic Arts. All doing well out of software, but EA is about to add a fortune to a fortune by Selling Sega cartridges, Broderbund will emerge as a major player on CD-ROM products, as will Sierra, and it is from these companies that we can learn the most.

"I can predict that Domark will be active in the area of consoles - we are already producing Sega games - and CD-ROM - we are producing five titles on CD-TV, including Trivial Pursuit. But we also have taken a bigger share of the relatively static PC market.

"I can predict that the industry will grow as a whole and that some software houses will become extinct or join others as affiliates. I would reckon around ten companies will look after 80 per cent of the PC market. The proliferation of new labels will be in the area of CD-ROM and consoles and the business will rival other entertainment markets in size and ability to take the top creative people.

"One thing's for sure - it will never be dull."



■ **Tom Watson of Renegade pins his hopes on a multi-media system.**

## MULTI-MEDIA

Tom Watson, of Renegade: "In five years time there will be a definite split between consoles and what may be CD-I, maybe CD-TV, or their successors, but an optical-based multi-media system and you'll see a whole load of self-improvement or utility packages for it."

He predicts there will be "some form of multi-media system which keys into the phone line, bank accounts, home shopping, just treats entertainment almost like you do life-style products."

Consoles, he says, will be part of television




■ **Danielle Woodyatt of US Gold ( the one on the right) reckons that CD Rom will be in. Oo-eer!**

sets.

"Virtual Reality will still be talked about. People will say, as they do now about CD-I that it will never really exist until you have that until there is some form of bio feedback."

But Virtual Reality will exist possible within the entertainment environment in everything from theme parks to arcade games.

## THE DEAD AND THE DYING

Danielle Woodyatt, US Gold. Within five years 8-bit machines will be dead and 16-bit dying, she says, replaced by CD-ROM and multi-media experiences. Film companies and record companies will have more input into software world. "We will be concentrating on original games," she says.

## CONNOISSEURS GAMES

Peter Stone, Palace Software: "Five years isn't too far to predict. The current computers will have largely died off. The only one that will survive will be the PC. the Amiga, Atari ST, C64 and Spectrum will all have died."

He sees the market dividing into three - the 8-bit console market for beginners and youngsters, the 16-bit consoles such as Super Famicon and Sega Mega Drive and, thirdly, CD-TV and what he describes as the "Connoisseurs" market. Palace will be producing "state of the art" games, he says. "We are aiming at the top end."

A step towards this future will be Palace's Pure Fiction, a new adventure game system. Unlike standard adventure games which follow a set story with a sequence of puzzles, Pure Fiction will, according to Palace, "simulate an entire game world which the player has complete freedom to explore." The player can be any one of a large number of characters, each with their own view of the world, in any location, friend or enemy. As, Palace, puts it, much of the fun will be deciding "which way to skin the cat!"

## POPULIST PROGRAMS

Cathy Campos, Mirrorsoft, predicts console growth running what she terms "populist programs" while "high-quality" games will be the preserve of the PC.

## WORLD DOMINATION

Lesley Walker, marketing manager of Sega, predicts nothing less than world domination for Sega within five years. "We will start with Europe," she adds.

"Consoles are going to rule the world. Kids are definitely moving towards playing games, the educational value of computers is on the way out. Hand-helds will come into their own. We have the next line in technology, colour hand-helds which can turn into a TV," she says.

Lesley also predicts the any time any place any where ease of playing hand-helds will lead to more women playing games. "I even have one in my own handbag."

## REALITY SHIFT

Ian Andrews, boss of Incentive, sums up the future into two words: Virtual Reality - In theme parks, in the arcades and in the home.

## VOICE OF THE PEOPLE COMPETITION

Enough of what people inside the entertainment industry know. What about you, the Great British public, who spend your money on games? The Complete Computer Entertainment Guide made a random visit an ordinary London pub, on a dull and wet evening, and spoke to ordinary people. The question we asked: What is the future of computer entertainment?

Mr G. Williams, second right, replied: "Eh?" while Mr M. Scriven, far right, said: "What?"



Their friend with the fetching green hair, who refused to give a name, said: "Personally, I have great hopes for hand-held consoles. I think there are some extremely exciting developments in the pipeline. As for CD-TV, well it's mind-blowing. I can't wait. Mind you, I think some people are little optimistic about Virtual Reality. Can't see that being available in the home for about 10 years. Me and the boys can't wait."

Mr P. Boughton, far left, said: "If I knew what the future held I wouldn't be photographed dead with this lot? God know's what sort of use a photograph like this could be used for in the future?"

Well, that's what some of the people involved in the software world thing will come to pass. But what about you? What does the future hold for computer entertainment? Write and tell us. Base your predictions on existing technology or let your imagination run riot. We will print a selection of the best in the next issue. And for each prediction printed, we will send you a prize from CCEG's extensive games library.

Send your crystal-ball gazing revelations to **Predictions, The Complete Computer Entertainment Guide, Newsfield Publications, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW.**

## PREDICTIONS

Name.....

Age.....

Address.....

.....

.....

.....

Computer/Console owned

.....

My prediction for the future of computer entertainment is

.....

.....

.....

.....

.....

.....

.....

## THE NOSTRADAMUS FACTOR - EXCLUSIVE

The astonishing developments in computer entertainment in recent years have thrown intriguing light on two previously unexplained prophecies by the 16th Century French seer Nostradamus.

Investigators carrying out a re-assessment of the poetic predictions, published in his book entitled Centuries in 1555, now believe he accurately foretold the advent of consoles, CD-ROM and even Virtual Reality.

He recorded his prophecies in four-line stanzas and grouped these into sets of 100 called Centuries. He often used puns, anagrams, scientific jargon and foreign words to convey his messages. They are often cryptic because, it is thought, he did not want to attract the unwanted attention of the church and be accused of witchcraft.

"These stanzas have always puzzled researchers. They were seemingly meaningless until we recently connected them with developments in computer science, said Madame Avril Premiere, of the Paris-based Institute of Ancient manuscripts, who headed the team analysing the Centuries. "Once the connection is made, the meaning is more obvious. This has always been the case with the seer's writings.

"Obviously Nostradamus uses his own words to describe future events so the description can appear a little odd. And remember we are translating medieval French in to modern French. Sometimes there are no exact translations."

The mysterious verses read:

As Aquarius dies, amid pain and lies
Consolation comes from the East.
A seedy defeat awaits hate bit beasts
Who linger too long in the fray."

Another reads:

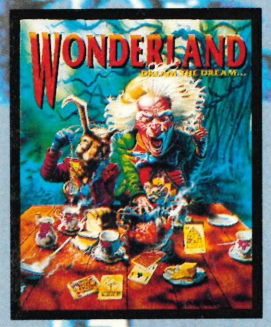
"Dreams and reality virtually unite,
As machines turn day into night
All is an illusion, a ghost, a shade,
But the masters are willing slaves."

Michel De Nostredame - Nostsradamus was the Latin form of his name - was born on 13th December 1503 at St Remy in southern France, and trained to be a doctor. He experienced visions in which he, apparently, saw the future.

Researchers believe Nostradamus foretold the Great Fire of London, Franco and the Spanish civil war, the rise of an Austrian-born man Hister - Hitler - who would lead Germany into war. He predicted names, dates and places of people and incidents up to 400 years into the future.

He even foresaw his own death in 1566.

# REASONS TO BE CHEERFUL (1-11)



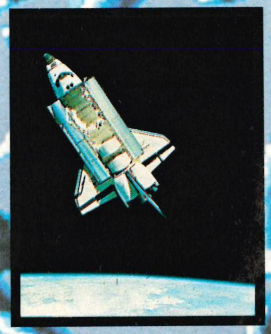

## WONDERLAND

Puzzles, conundrums, potions, a caterpillar, mushrooms and a very Mad Hatter for your **IBM PC, Amiga, Atari ST and Archimedes**



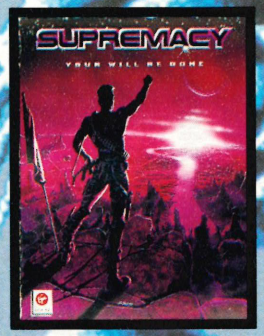

## FISTS OF FURY

Battle your way through four of the biggest selling games of all time – Double Dragon II, Shinobi, Ninja Warriors and Dynamite Dux. **Amiga, Atari ST, C64, Spectrum and Amstrad**



## SHUTTLE

The most authentic space simulation ever conceived for your **IBM PC, Amiga and Atari ST**

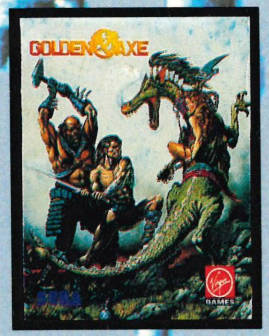


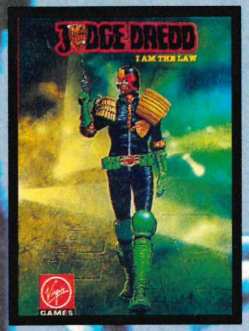

## SUPREMACY

The last word in space strategy for your **IBM PC, Amiga, Atari ST and C64**

## GOLDEN AXE

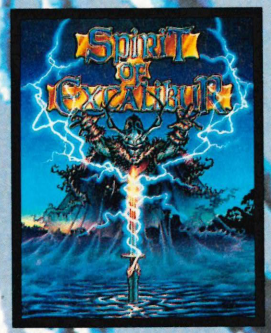
The smash hit coin-op hacks and slashes its way onto the small screen for your **Amstrad, Spectrum, C64, Amiga and Atari ST**




## JUDGE DREDD

"Nobody's innocent citizen – we're just here to determine the level of guilt." **Amstrad, Spectrum, Amiga, Atari ST, C64**



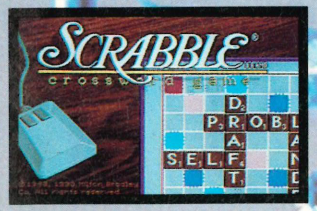

## EXCALIBUR

A rich blend of Fighting, Fantasy and Strategy set in Arthurian Britain. For your **IBM PC, Amiga and Atari ST**

**Coming Soon**

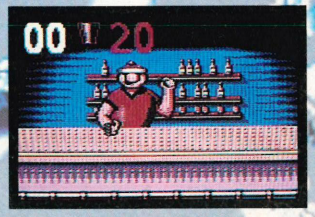
## REALMS

"Let's make no bones about it, REALMS looks like being the game to topple PowerMonger as the greatest strategy game on home computers...it's going to be a stunner!" C&VG Feb '91. **Atari ST, Amiga, IBM PC**




## "NEW" DE LUXE SCRABBLE

The ultimate De-luxe computer version of J.W. Spears No. 1 best selling board game. It will stretch your wordpower to the absolute limit. **IBMPC, Amiga, Atari ST, CBM 64, Spectrum & Amstrad**




## V I Z

Includes all the faves from your favourite mag. Roger Melly, Buster Gonad, The Fat Slags, Finbar Saunders fnaar fnaar. **Amstrad, Spectrum, C64, Amiga and Atari ST**

## THE MAGNETIC SCROLLS COLLECTION (VOLUME ONE)

Corruption, Guild of Thieves and Fish! – three classic adventures enhanced to run under Wonderland's new Magnetic Windows system. **IBM PC, Amiga, Atari ST and Archimedes**



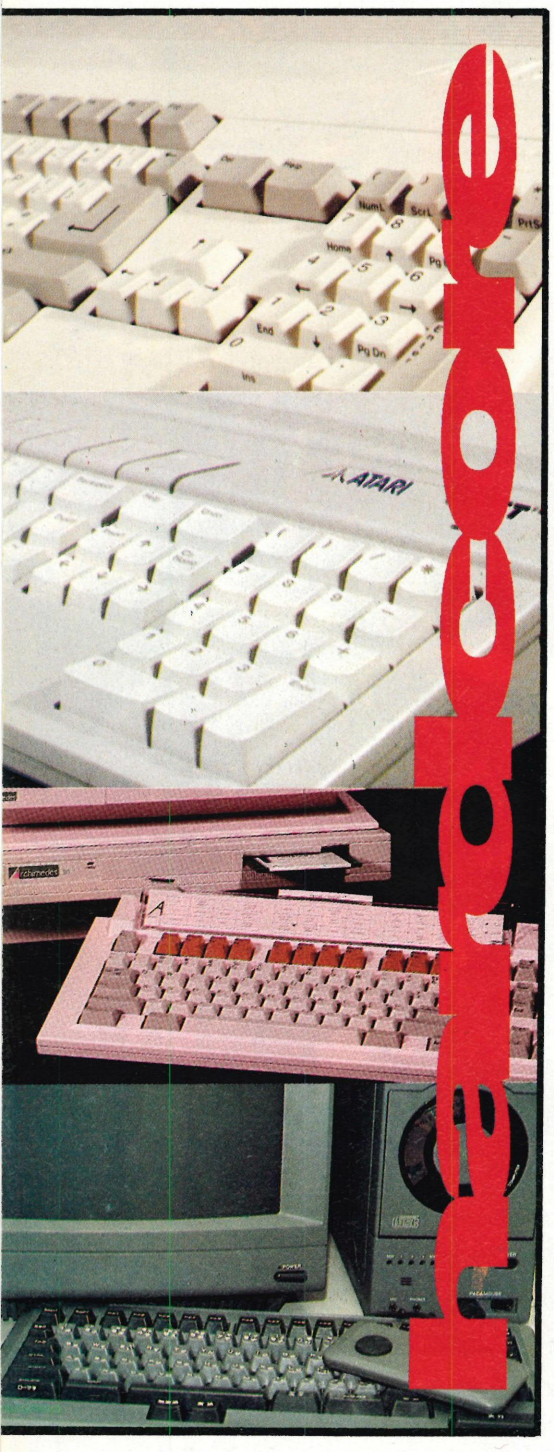

Virgin Leisure Genius

Virgin GAMES

071 727 8070 (Sales) 071 243 1980

16 Portland Road, London W11 4LA

# hardcore




# the guide to games machines

**Are you a first time buyer? Are you looking to upgrade from 8-bit to a more powerful computer? Or are you simply looking for a dedicated games machine? The Complete Computer Entertainment Guide is here to help you through the hardware jungle. Our easy to read A-Z of computers and consoles will help you find a worthwhile machine to suit your needs - and your pocket.**

**The guide is split between computers and consoles because we reckon that these days a dedicated games player will be chasing a dedicated machine - and that home computers will be for those of you who want use a machine for more than playing games. For the same reason we won't be looking at machines at the cheaper end of the 8-bit computer market - rapidly being overtaken in terms of quality games software by the increased power and quality of dedicated consoles. Explanations over. Information follows.**

## ARCHIMEDES

Manufacturer: **Acorn**
Variants: **A310, A3000, A410, A420, A440**
Price range: **From £790 - £2,645**
Guarantee: **One year**
Availabilty: **Specialist computer dealers**

### SPECIFICATION

Keyboard: **103 keys; programmable auto-repeat**
Disk: **3.5"/800k**
Memory: **A3000 - 512k; A310 - 1Mb; A410 - 1Mb; A420 - 2Mb; A440 - 4Mb**
Monitor options: **Varies with model purchased. Options are Acorn dedicated 14" colour, medium resolution; 12" mono high resolution. Multi-sync colour**
Monitor output: **Mono composite video; colour - RGB plus sync**
Resolution: **320x256 or 640x256 with standard monitors. 640x512 with multi-sync monitors**
Palette: **4096**
Interfaces: **64 way DIN; 25 PIN D parallel; 9 PIN mouse (no joystick) 41612 expansion port; IEC video outlet; I/O interface; stereo headphone jack**
Sonics: **Stereo output; 16 channels; 6 octaves, one reasonable internal speaker; MIDI possible with extra hardware**

### CCEG *COMMENT*

The Archimedes is a real boffin's machine, fast and very reliable with huge potential for development, which sadly, will probably not happen. Games software is limited - but what is available is generally impressive. The first release, called Zarch, persuaded many people to buy the machine! Much of the software around currently is business related. However, pricewise it can't really match the other 16-bit machines, and currently it offers limited entertainment potential - unless you're an enthusiast.

Contact: **Acorn, Fulbourn Road, Cherry Hinton, Cambs CB1 4JN, tel (0223) 245200**

## AMSTRAD

Manufacturer: **Amstrad**
Variants: **464 Plus; 6128 Plus**
Price range: **464 Plus - £229 (mono)/£329 (colour); 6128 Plus - £329 (mono)/£429 (colour)**
Guarantee: **One year**
Availability: **High street stores**

### SPECIFICATION

Keyboard: **74 keys (464 Plus has built in tape**



deck/6128 Plus built-in 3" disk drive)
Disk: **6128 Plus-3"**
Memory: **464 Plus - 64k; 6128 Plus - 128k**
Monitor options: **Amstrad 12" mono/14" colour (integral speakers)**
Monitor output: **RGB sync/composite**
Resolution: **n/a**
Palette: **4096**
Interfaces: **ROM cart; 2 digital joypad/1 analogue joystick; D-sub 25 printer; Centronics style 50 way expansion port**
Sonics: **Stereo ASG**

### CCEG *COMMENT*

The good looking new Amstrad machines are impressive and good value for money - making them a good choice for first time buyers. They both run exisiting Amstrad CPC software and offer the additional perk of being able to plug-in the new cartridge based Amstrad software. Both the 464 Plus and 6128 Plus come with a ROM cartridge with a motor-racing game called Burnin' Rubber and a joypad. The monitors feature stereo speakers to enhance sound quality. The 6128 Plus is firmly aimed at would-be 'bottom-end' Amiga/ST purchasers with its competitive price - but the non-standard 3" disk format could put people off. Graphic quality on the colour monitors is good, and software support is growing.

Contact: **Amstrad, Brentwood House, 169 Kings Road, Brentwood, Essex CM14 4EF, tel (0277) 228888**

## ATARI ST

Manufacturer: **Atari**
Variants: **520STFM, 520STE, 1040STE, Mega STs, Stacy**
Price range: **520STFM - £299; 520STE - £399; 1040STE - £499; Stacy n/a**
Guarantee: **One year**
Availability: **High street stores/ specialist dealers**

### SPECIFICATION

Keyboard: **96 keys; 10 function keys; 520/1040's come with built-in disk drive; Mega STs have separate drive**
Disk: **3.5"/720k**
Memory: **520STFM/520STE - 512k; 1040STE - 1Mb; Mega STs - 1,2, 4Mbs; Stacy 2-4Mbs. STE's can be expanded to 4Mb**
Monitor Options: **TV option via modulator; Atari monitors SM124 high-resolution mono; SC1442 medium-resolution colour (Stacy has integral LCD monitor)**
Monitor output: **STFM models only; others through TV modulator**
Resolution: **Low-resolution 320x200; medium resolution 640x400**
Palette: **STFM 512; STE 4096; Stacy 2**
Interfaces: **STFM/STE two joystick ports; printer; external floppy disc drive; modem; hard disc; MIDI (Stacy comes with trackball)**
Sonics: **Three channel; STE - 8-bit PCM sound; stereo on STE only**

### CCEG *COMMENT*

Regarded as THE machine for musicians, with many samplers, sequencers and other MIDI software available the competitively priced ST range also enjoys a wide variety of readily available entertainment software. It's good for graphics too, with more excellent software available. The 520STE is 'bundled' with a £400 or free software, a light-gun and joystick. The 520STFM comes with a similar value of software, but with an educational theme. Despite this the Atari machines are still overshadowed by their main rivals - the Amiga variants. An irritating throwback to the early machines which came with a single-sided drive is the 360k disk format. For some reason many games companies still insist on providing single-sided disks which can mean much boring disk-swapping - a pain in the drive when you're playing large adventure or simulation type games. It's a good idea to beware early model second-hand machines for this reason.

Contact: **Atari, Atari House, Railway Terrace, Slough, Berks SL2 5B7, tel (0753) 33344**

## AMIGA

Manufacturer: **Commodore**
Variants: **A500, A2000, A3000**
Price range: **A500 (with various software 'bundles') £399.99; A20000 - £1,236; A3000 £2,659-£3,610**
Guarantee: **One year**
Availability: **High street stores/specialist dealers**

### SPECIFICATION

Keyboard: **94 keys; 10 function keys**
Disk: **3.5"/837k; A3000 40/100Mb hard disk (A500 has built-in drive)**
Memory: **A500 - 512k; A2000 - 1Mb; A3000 40-100Mb**
Monitor options: **C1084 -£349.99**
Monitor output: **SCART/RGB and composite mono video; TV with modulator**
Resolution: **320x200 to 640x400**
Palette: **4096**
Interfaces: **Two joystick/mouse; external disc drive; RS232 serial; Centronics parallel printer; stereo audio; SCART RGB/video; composite mono video; expansion bus - internal on A2000, 32-bit on A3000, clock/memory expansion on A500 only. A2000/A3000 also have potential for internal PC expansion)**
Sonics: **Stereo output; nine octaves; four channels**

### CCEG *COMMENT*

Quite rightly, the Amiga variants are the machines of the moment. It's state of the art specification and availability of customised chips make it attractive to purchasers who want the best of both worlds - entertainment and productivity. Like the ST it has a huge range of games and other software available - but the lack of a MIDI interface appears to be a major oversight on Commodore's part. However, there are third-party interfaces available. The recently released A3000 is a very powerful machine aimed at the top end of the computer market - reflected in its 'top end' price. At the other end of the scale there are Amiga 'bundles' available, ranging in price from £400-£580.

Contact: **Commodore UK Ltd, Commodore House, The Switchback, Gardener Road, Maidenhead, Berks SL6 7XA (0628) 770088**

## FM TOWNS

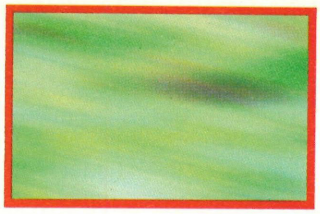
Manufacturer: **Fujitsu**
Variants: **1F, 2F, 1H, 2H**
Price range: **From around £1,300 - £2,300**
Guarantee: **n/a**
Availability: **'Grey' importers**

### SPECIFICATION

Keyboard: **74 keys; function/cursor cluster**
Disk: **CD/540 Mb**
Memory: **1F-1Mb; 2F-2Mb; 1H-1Mb+20Mb hard disk; 2H-2Mb+40Mb hard disk**
Monitor options: **Fujitsu**
Monitor output: **n/a**
Resolution: **640x480 - 320x240**
Palette: **4096-32768**
Interfaces: **Modem; SCSI,video; expansion ports**
Sonics: **Stereo PCM, eight channels; stereo four operator FM, six channels**

### CCEG *COMMENT*

The FM Towns is firmly in the 'gee whizz!' bracket. It's a PC - but the first to have built in CD-ROM technology as standard, probably the shape of things to come on the PC scene. It's competitively priced compared to to top of the range PC's - but it's really too early to say if it will see the light of day in any numbers in the UK. Games - there are 20 titles available in



Japan with more in the pipeline - match the arcade machines for sound and quality. Its sound (you can fit a MIDI interface) and graphic capabilities put other home computers to shame, and you can even use the CD as a normal player! A real dream machine. And it will probably remain just that for most people...

## PC'S

Manufacturer: **Various**
Variants: **There are 100's!**
Price range: **From £299 to mega-overdraft**
Guarantee: **One year**
Availability: **Specialist dealers/high street stores**

### SPECIFICATION

Keyboard: **Many different types - XT layout generally easier to use**
Disk: **5.25"-180k/360k/1.2Mb; 3.5" - 720k/1.44Mb**
Memory: **64k - 1Mb+**
Monitor options: **As many as there are machines**
Monitor output: **TTL RGB/RGBI (CGA); analogue RGB (EGA)**
Resolution: **CGA 320x200; EGA 640x350**
Palette: **CGA 8; EGA 64**
Interfaces: **Various**
Sonics: **Mono beeps!**

### CCEG *COMMENT*

PC's are not generally recognised as being machines which dedicated games players will go for. But it's nice to know that if you have to get one for work you can play games - in your spare time of course! There is a growing games software base - mostly of roleplaying/ adventure/simulation type games. All PC's suffer from lousy sound quality - but this can be improved with (fairly expensive) add on hardware. Few games currently support the better VGA graphics however - but this is bound to change. On a standard CGA machines the graphics are awful whatever the quality of the software. To get a graphic quality comparable with the ST and Amiga you go for a machine with an EGA or VGA specification. For the musician, there are third party MIDI interfaces available. Purchasing a PC is a bit of a minefield because of the almost limitless number of models and specifications available. The best advice is to decide exactly what use you will be putting your machine to and chose a specification which suits you, go for a good name, and don't expect quality and reliability to come ceap. Good advice is readily available from a number of specialist PC magazines. Expect to pay in the region of £750 - £1,500 for a good machine.

Contact: **Dealers or manufacturers direct, see specialist magazines for addresses and contact numbers**

## HARDCORE NEWS

As we went to press Atari looked set to slash the price of its STE to £299, almost certainly killing off the inferior STFM. With the price of an Amiga being dropped to £329 with Commodore's £70 trade-in offer, it looks as if the Atari vs Commodore war is hotting up once more.

Commodore UK have launched no fewer than seven IBM compatible PCs. First seen on the continent last year the range includes Commodore's first 486 - the top-of-the-range DT486-25C, priced at £4,699 which, you'll be pleased to hear, includes the monitor. At the more price conscious end of the market there's the attractively priced 286, which sells for £999, the price including a 40Mb hard disk. The launch of these machines coincided with the introduction of the state-of-the-art Amiga 3000 running Unix System 5, v.4. This high-end machine comes with 8Mb of RAM and a 100Mb SCSI drive and is destined for a life of expensive graphics design.

Atari's ABC 286 AT compatible, which the company boasts runs at over five times the power of the IBM XT, looks very attractive pricewise to those of you thinking of venturing into PC territory. The ABC uses the latest NEAT (New Enhanced AT) chip set, has 640k RAM expandable base memory, a 1.44Mb 3 1/2" disk drive and many impressive features. With an EGA mono monitor, plus 30Mb hard disk the ABC 286 AT will set you back £1,033.85, including VAT. An EGA colour monitor brings the price up to £1,148. The ABC Turbo with Super VGA graphics adaptor and 14" colour monitor and fast disk controller, with 30Mb hard drive will cost £1,493.85, including VAT. The ABC is the latest additon to Atar's range of 286 and 386 machines from their Business Systems division.

## link up to a lynx




Here's your chance to win an Atari Lynx — the world's first portable arcade machine. All you have to do is answer three simple arcade action questions and you could be the envy of your friends. The Lynx is the first colour hand-held games machine and features state-of0the-art technology. You can already play classic games like Guantlet on the machine — and more top titles are on the way. Enough of the waffle — how do you win? Easy. Just fill in the missing words from the game titles below and write your answers and your name and address on a postcard or the back of a sealed down envelope and rush them to:

**Lynx Competition, Complete Computer Entertainment Guide, Newsfield Publications, Case Mill, Ludlow, Shropshire SY8 1JW.**

Closing date for entries is 28th June and normal Newsfield competition rules apply.

Fill in the blanks and your on your way to winning a Lynx!

**1.** SHADOW OF THE .....

**2.** TOTAL.....

**3.** TEENAGE MUTANT.....TURTLES

**4.**.....GAMES

**5.** ..... ..... THUNDER

**6.** DUNGEON .....

**7.** THE SPY WHO ..... .....

**8.** OPERATION .....

**9.**..... S.E.A.L.S

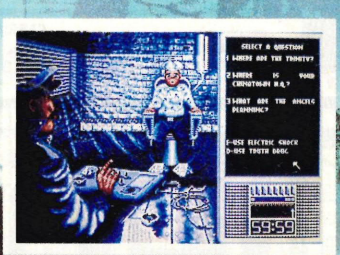
**10.**..... DRAGON

# THE KILLING CLOUD™

JOIN THE SAN FRANCISCO POLICE DEPARTMENT AND UNCOVER THE SINISTER MYSTERY OF THE KILLING CLOUD






Screen Shots: Atari ST version

©1990 Mirrorsoft Ltd ©1990 Vektor Grafix Ltd

Image Works, Irwin House, 118 Southwark St, London SE1 0SW Tel: 071-928 1454 Fax: 071-583 3494

# WE CUT PRICES DOWN TO SIZE



## Take a look!

### HOME COMPUTERS

AMIGA A500 MICROSNIPS PACK (bought separately £489) ..... **£359.00**
SPECTRUM PLUS 2 'JAMES BOND PACK' (usually £159) ..... **£149.00**
SPECTRUM PLUS 3 ACTION PACK (usually £199.95) ..... **£129.00**
ATARI 520 STFM DISCOVERY PACK inc 10 disks **£299.95**
ATARI 520 STE TURBO PACK inc 20 disks ..... **£399.95**
CBM 64 PACK (usually £179.95) ..... **£149.00**
SAM COUPÉ (was £249) ..... **£199.95**

### BUSINESS COMPUTERS

AMSTRAD PC1512 plus Software Pack, DD, Mono (was £499) ..... **£399.00**
AMSTRAD PC1512 plus Software Pack, DD, Colour (was £599) ..... **£469.00**
COMMODORE PC10 STARTER PACK (usually £499) ..... **£399.00**

### MONITORS

COMMODORE 1084 Stereo Med.Res.Colour (was £299) ..... **£239.00**
PHILIPS 8833 MKII Med.Res.Colour (was £299) ..... **£249.00**
ATARI SM124 Hi Res.Mono (was £149) **£119.00**

### PRINTERS

STAR LC-10 Mono (was £199) ..... **£179.00**
PANASONIC KXP 1081 (MRP £199) ..... **£179.00**
STAR LC-24/200 (MRP £349) ..... **£299.00**
PANASONIC KXP 1124 (MRP £399) ..... **£269.00**
STAR LC200 Colour Printer (MRP £299) **£249.00**
CITIZEN 120D+ (MRP £169) ..... **£149.00**

### PAPER

BOX 2000 SHTS 60gsm PAPER (wood-free) **£15.95**
BOX 2000 SHTS 70gsm PAPER ..... **£17.95**
BROTHER HR5 THERMAL PAPER ..... **£7.95**
TIMEX/ALPHACOM THERMAL ROLLS 5 for **£11.95**
ZX SILVER ROLLS ..... 5 for **£14.95**

### MODEMS, SOUND AND MIDI

PRISM VTX5000 MODEM (SPEC 48/+) ..... **£39.95**
COMMODORE 64 MODEM ..... **£39.95**

### INTERFACES & ACCESSORIES

MULTIPRINT for SPEC 48k, 48k+, 128k, +2 ..... ~~£44.95~~ **£39.95**
CBM 64 CENTRONICS INTERFACE ~~£39.95~~ **£29.95**
AMIGA/ST/PC/CENTRONICS LEAD ~~£10.95~~ **£8.95**
AMSTRAD, +2a/+3 CENTRONICS LEAD ..... ~~£10.95~~ **£6.95**
SPECTRUM COLOUR PRINTER DRIVER ..... **£24.95**
1000 1 ACROSS LABELS ..... ~~£9.95~~ **£6.95**

### DUSTCOVERS & SPARES

AMIGA DUSTCOVER ..... ~~£8.95~~ **£4.95**
ATARI ST DUSTCOVER ..... ~~£8.95~~ **£4.95**
SPEC +2/+3 DUSTCOVER ..... ~~£8.95~~ **£4.95**
CBM 64 DUSTCOVER ..... ~~£8.95~~ **£4.95**
ZX MEMBRANE ..... ~~£11.95~~ **£7.95**
SPEC+ MEMBRANE ..... ~~£11.95~~ **£9.95**
*** ALL COVERS STOCKED (CALL US) ***

### MONITOR ACCESSORIES

AMIGA-SCART LEAD ..... **£10.95**
AMIGA-PHILIPS 8833 Mk2 LEAD ..... **£10.95**
ATARI ST-SCART LEAD ..... **£10.95**
ATARI ST-2 PHONO (Composite Video) ..... **£10.95**
SPEC+2a/+3-SCART LEAD ..... **£8.95**
CBM-SCART LEAD ..... **£10.95**
14" ANTI GLARE SCREEN FILTER ... ~~£18.95~~ **£17.95**
THINGI COPYHOLDER ..... ~~£5.99~~ **£2.99**
ATARI ST-MULTISYNC MONITOR CABLE ..... **£24.95**
ATARI ST-COL + MONO MONITOR CABLE **£24.95**
TV/COMPUTER SWITCHING UNIT ..... **£4.99**

### MAGNETIC MEDIA

3½" DSDD BULK DISKS ..... 20 for **£15.00**
5¼" DSDD BULK DISKS 50 in lockable box ..... **£24.95**
TDK 3½" DSDD DISKS ..... 10 for **£11.95**
TDK 5¼" DSDD DISKS ..... 10 for **£7.50**
3"/3½" (state which) DRIVE HEAD CLEANER ..... **£4.99**
AMSOFT 3" CF2 DISKS ..... 10 for **£19.95**

### RECORDERS AND ACCESSORIES

DATACORDER inc +3 or 48k LEAD ..... **£26.95**
CBM LOAD 1T DATACORDER ..... **£44.95**
CBM 1530 DATACORDER ..... **£39.95**
CBM/SPEC/AMS HEAD ALIGNMENT (state which) ..... **£8.95**
+3 CASSETTE LEAD ..... **£3.99**

### DISK DRIVES & RIBBONS

AMIGA Q-TEC 3½" EXTERNAL DRIVE (was £89.95) ..... **£75.00**
ATARI Q-TEC 3½" EXTERNAL DRIVE (was £89.95) ..... **£75.00**
CBM 1541 MKII DRIVE inc 8 GAMES (worth £200) ..... **£139.00**
AMS DDI-1 3" DRIVE and INTERFACE (was £159) ..... **£99.00**
AMS FDI 3" SECOND DRIVE (CPC6128 and +3) (was £99.95) ..... **£79.95**
SAM COUPE DRIVE ..... **£79.95**
STAR LC10 MONO RIBBON ..... 2 for **£7.90**
STAR LC10 COLOUR RIBBON ... Original 1 for **£8.95**
PANASONIC KXP 1081 RIBBON ..... 2 for **£7.90**
CITIZEN 120D RIBBON ..... 2 for **£7.90**
*** ALL RIBBONS STOCKED - CALL US ***

### GRAPHIC DEVICES AND ACCESSORIES

AMIGA, ST, AMS PC1512 Q-TEC MOUSE (was £29.95) ..... **£21.95**
DATEL 48k/+2a GENIUS MOUSE inc ART STUDIO ..... **£49.95**
DATEL +3 GENIUS MOUSE inc ARTIST II ... **£49.95**
DATEL 128k/+2 GENIUS MOUSE inc ADVANCED ART STUDIO ..... **£49.95**

### JOYSTICKS

ALL TOP MAKES STOCKED

### SOFTWARE

ALL CURRENT AND MANY OLD FAVOURITES STOCKED AT AFFORDABLE PRICES

***FREE** PRICE LIST SEND A4 STAMPED SAE 27p.*

### NEW STORES

**BIRKENHEAD**
**25-29 GRANGE RD, WEST. 051-647 3377**

**WEST KIRBY**
**2 ACACIA GROVE. 051-625 9199**

**WALLASEY**
***MAIL ORDER and PERSONAL CALLERS***
**37 SEAVIEW RD, WALLASEY, MERSEYSIDE L45 4QN.**
**051-630 3013 / 051-691 2008**
**FAX: 051-639 2714**

BARCLAYCARD VISA · AMERICAN EXPRESS (WALLASEY ONLY) · LOMBARD TRICITY · BANK DRAFT · MASTERCARD · EUROCHEQUE

**CARRIAGE CHARGES**
UP TO £50 £2.00
£50-£99 £5.00
£100 Plus £10.00 Group 4 Courier

***INSTANT CREDIT***
***ASK FOR DETAILS***

**OVERSEAS CUSTOMERS WELCOME**
EUROPE: PRICES AS SHOWN.
OTHER COUNTRIES: ADD 5%.
(HEAVY ITEMS CARRIAGE EXTRA)

# MICROSNIPS




# softcore

**From space shoot 'em ups, fantasy adventures, role-playing, strategy, flight simulations to war games, cards and sports, just about everything is covered by software houses, who aim to please and provide you with hours - sometimes days - of nail-biting, adrenalin-pumping, high-wire, fast, furious, hilarious, riotous and dynamite games action.**

Besides inventing new game concepts, software houses excel in converting board games, television programmes, films, books, comics and toys for micro-chip action.

With such a vast number of products, picking the best is an arduous task. As money gets tighter as the recession bites harder, it pays to take a little time before investing your hard-earned pennies. Over-priced, over-hyped, over-repetitive, over-rated games are all too many.

As with everything, the golden rule is buyer beware. Spend a little time reading magazine reviews, ask friends and colleagues who may have already bought the game. And why not insists you see the game running before you pay. Would you buy a television or radio without a demonstration? High street stores may not be too pleased, but the specialist computer shops should not object. Customer care is all. They want - need your money. Make them work for it.

What follows is a comprehensive list of games scheduled for release about now and over the next few weeks. WARNING: Release dates and prices may be liable to change.

## DEMONIAK

**Palace**

Comic book writer Alan Grant, who has worked on Judge Dredd, Strontium Dog and Batman strips, has been given the task of creating the first in a series of new adventure games aimed at older players from Palace. The series will be promoted under the general title Pure Fiction, of which Demoniak is the first.

The cloven-hooved Demoniak has torn a hole in the fabric of the universe through which his evil hordes pour. But Doc Cortex, probably the most clever man in the universe, gathers round him a band of weird and slightly odd characters and sets out to defeat the evil one's blood-spattered dreams.

The game includes more than 50 independent characters, and the player can become any one of them, while all other characters continue their lives off-screen.

Demoniak will be available for the Atari ST, Commodore Amiga and IBM PC and Compatibles, price £29.99. Contact Palace 071-278 0751.



■ ***Chuck Rock*** **rocks lots.**

## CHUCK ROCK
### Core Design

Stoneage rocker Chuck must rescue his wife from the evil and ever-so nasty Gary Gritter over five pun and fun-packed scenes.

Chuck Rock will be available in mid-April on Atari ST and Commodore Amiga, price £24.99. Contact Core Design 0332-297797.

## CORPORATION
### Core Design

This is a multi-level 3D role-playing game in which you must infiltrate the 16-floor headquarters of Corporation, locate and obtain an embryo from the foetal laboratory, while avoiding security beams, video cameras, poisonous gases etc.

Corporation was released last year for the Atari ST and Commodore Amiga, price £24.99, and an IBM and PC Compatibles version should be available now, price £29.99. Contact Core Design 0332-297797.

## ADVANCED DUNGEONS AND DRAGONS
### SSI/US Gold

New AD&D products due shortly include Citadel of the Black Sun, Death Knights of Krynn and Shadow Sorcerer. Both should be available this spring for IBM PC and Compatibles, Atari ST and Commodore Amiga. The Amiga War of the Lance should also be out this spring and the Amiga Secret of the Silver Blades in Autumn. The Atari ST version of Pool of Radiance should be available by summer. All prices to be announced.

On the wargame from SSI has released the World War II game Typhoon of Steel for the IBM PC and Compatibles. Contact: US Gold 021-625 3388.

## OTHER GAMES TO LOOK OUT FOR

*Conspiracy:* The Deadlock Files will be released for IBM PC and Compatibles, price £29.99 in March or April. Contact: Accolade: 071-738 1376.

*Skull and Crossbones* will be released on all major formats during March. Prices to be announced. Contact Domark 081-780 2222.

*RBI 2* will be released on all major formats during March. Prices to be announced. Contact Domark 081-780 2222.

*Thunderjaws* will be released on all major formats during April. No IBM PC and Compatibles version is planned. Prices to be announced. Contact Domark 081-780 2222.

*Hunter* will be released for the Atari ST and Commodore Amiga, price £24.99. Contact Activision 0734-311666.

*Beasthunter* will be released in April for the Atari ST and Commodore Amiga, price £24.99. Contact Activision 0734-311666.

*R-Type II* will be released for the Atari ST and Commodore Amiga before September. Price to be announced. Contact Activision 0734-311666.

*F-16* will be released shortly for the IBM PC and Compatibles, price to be announced. Contact Activision 0734-311666.

## 3D CONSTRUCTION KIT
### Incentive Software/Domark

3DCK allows you to build your own "Virtual Reality" create, edit and manipulate an environment and then walk round that world and interact with it. Blocks, squares, triangles, hexagons, pentagons can be formed, merged, moulded and manipulated into buildings, houses, cars etc - and then view it from every conceivable angle. It's designed as a professional gamemakers' utility as well as the amateur.

*3D Construction Kit* will be available in April for IBM PC and Compatibles 3.5" and 5.25" and Commodore Amiga, price £49.99; Atari ST, price £39.99; Spectrum cassette, price £24.99; Amstrad cassette and disk, price £24.99; Commodore cassette and disk, price £24.99. Contact Incentive Software 0734-817288 or Domark 081-780 2222.

## HEROQUEST
### Gremlin Graphics

The best-selling fantasy board-game of the past couple of years, *HeroQuest* is destined to become a computer hit.

Invented for game makers Milton Bradley by Steve Barker, *HeroQuest* proved an excellent introduction to the world of fantasy role-playing. Gremlin's version could prove equally influential in bringing gamers to the joys of computer role-playing games.

The HeroQuest world is one of elves, wizards, dwarves and mighty barbarians battling against dark forces in search of hidden treasure, encountering dark caverns, deadly dangers, monsters and traps. Each time you play it will be a different adventure in a different generated dungeon, all with the aim of raising your status to that of Hero.

Players can select to play the part of one of four adventurers - barbarian, famed for his strength; elf, skilled in magic; wizard, a master of arcane knowledge and magic; and dwarf, strong warrior with the gift of detecting secret doors and traps.

*HeroQuest* will be released on all major formats at Easter. Price to be announced. Contact Gremlin Graphics (0742) 753423.

## SUPERCARS 2
### Gremlin Graphics

Following in the tracks of the successful Supercars, this game will feature one or two player action, three levels of play, 10 competing cars and 20 new tracks with jumps, banked curves, straights, hills, tunnels, cross-overs, ramps and chicanes. Hazards include oil, water, stones and ice.

Players can win money to buy extra weapons for their cars, including missiles, machine-guns, mines and homing missiles as well as add-ons for more speed, acceleration and rams.

*Supercars 2* is designed by Shaun Southern and Andrew Morris, whose previous credits

■ **Loads of magic and dwarfs and warriors with big swords and all that stuff in** ***HeroQuest.***





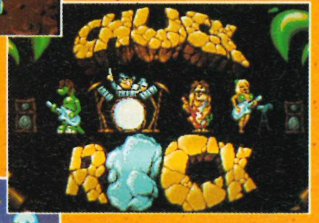







Chuck Rock's peaceful existence has been shattered by the kidnapping of his beautiful wife Ophelia by the evil Gary Gritter.

In his quest to find her, Chuck kicks and belly butts his way through over 500 screens played over 25 comical zones of exciting and addictive gameplay.









*AVAILABLE ON*
ATARI ST AND
COMMODORE AMIGA
- £24.99

SCREEN SHOTS TAKEN
FROM AMIGA VERSION

CORE
DESIGN LIMITED

include *Lotus Esprit Turbo Challenge.*

*Supercars 2* will be released on Commodore Amiga and Atari ST/STE in April, price £24.99. Contact Gremlin Graphics (0742) 753423.

## SWITCHBLADE 2

**Gremlin Graphics**

Another sequel, in which the descendant of hero Hiro, last of the Blade Knights, must confront the peril of Havoc, whose dark shadow is once again cast across the land.

*Switchblade 2,* programmed by George Allen with graphics by Paul Gregory - they both worked on *Venus: The Fly Trap,* has six levels each with more than 100 screens, building to the final showdown with Havoc on an explosive volcanic island.

Before that final confrontation, players must overcome guards, droids, hoverdroids, laser turrets, spikes, flames, landslides, eagles and lots more, while collecting weapons such as spin blades, machine-guns, firebombs, grenades, lasers and homing missiles.

*Switchblade 2* will be released on Commodore Amiga and Atari ST/STE in April, price £24.99. Contact Gremlin Graphics (0742) 753423.

## CHIP'S CHALLENGE

**US Gold**

A Bit Busters T-Shirt is the lure for *Chip's Challenge,* 144 levels of trick, traps and puzzle solving against the clock. Bombs, water traps, walls of fire and invisible partitions must be overcome as well as collecting keys to open doors to new levels of puzzlement.

*Chip's Challenge* will be released on Commodore 64 cassette and disk, Spectrum cassette, Amstrad cassette and disk, Atari ST, Commodore Amiga and IBM PC and Compatibles. Prices to be announced. Contact US Gold (021) 625 3366.

## ELVIRA: MISTRESS OF THE DARK

**Accolade**

Sultry Elvira, hostess of a B movie horror film show on American TV and all round cult figure, recently starred in her own horror flick. That intern forms the basis for this horror role-playing game.

In the game, Elvira's renovations at an ancient castle have roused her long-dead relative, Queen Emelda, from the grave. Emelda sets out in search of The Scroll of Spiritual Mastery, which will effectively give her immortality and control over the minions of Hades. Not a pleasant prospect. You must find the chest in which the scroll is contained and the six keys which will open it before Elvira's decaying ancestor does. The action ranges over 800 locations.

*Elvira: Mistress of the Dark* is now available for the Atari ST (end of February), price £29.99. The Commodore Amiga version is already available, price £29.99, as is the IBM PC and Compatibles, price £39.99. Contact Accolade 071-738 1376.



**■ Find *Elvira*'s chest and get the keys before her wrinkly ancestor does and be amply rewarded.**

## ALTERED DESTINY

**Accolade**

Graphic adventure starring an unlikely hero bearing the name P.J. Barrett, who while watching television, suddenly finds himself sucked through the screen into an alien world, struggling to avoid a grisly death and dismemberment, and get back to his own time and place.

*Altered Destiny* will be released for the Amiga, price £24.99 in March. Contact Accolade 071-738 1376.

## SEARCH FOR THE KING

**Accolade**

Humorous graphic adventure in which singer Les Manley sets out to impress the luscious Stella. His adventures take him on a wild and strange journey.

*Search for the King* will be released for the Amiga, price £24.99 in March. Contact Accolade 071-738 1376.

## LINKS

**US Gold**

Promising "total reality," Links is another in a series of popular *gold* simulations. This time it's the Torrey Pines Golf course, a major stop on The PGA Tour since 1955, and reproduced in "minute detail." Soon joy-sticks golfers will be able to play every course in the world without leaving home!

The game features adjustable stance, ball position, club face and swing plane, even practice swings; driving range, practice putting and chipping; instant replay features; accurate physics on the flight and impact of the golf ball.

*Links* is now available for IBM and PC Compatibles. Contact US Gold (021) 625 3388.

## SUPER MONACO G.P.

**US Gold**

Not a game about the well-heeled exploits of a Monte Carlo, but the conversion of the Sega coin-op race car action.

Action ranges over preliminary and actual courses, true-to-life car controls, and 16 World Championship tracks, with Monaco being the finale.

*Super Monaco G.P.* is available for the Commodore 64, Spectrum, Amstrad, Atari ST, Amiga during March. Prices to be announced. Contact US Gold (021) 625 3388.

## SHADOW DANCER

**US Gold**

Conversion of the Sega coin-op, *Shadow Dancer* follows the exploits of a young Ninja and his faithful dog who set out to clean-up their city of terrorists in a fury of crash, bang, wallop action. Fifteen stages of action in which ninja and dog must lick the baddies.

*Shadow Dancer* is available for the Commodore 64, Spectrum, Amstrad, Atari ST, Amiga in March. Prices to be announced. Contact US Gold (021) 625 3388.

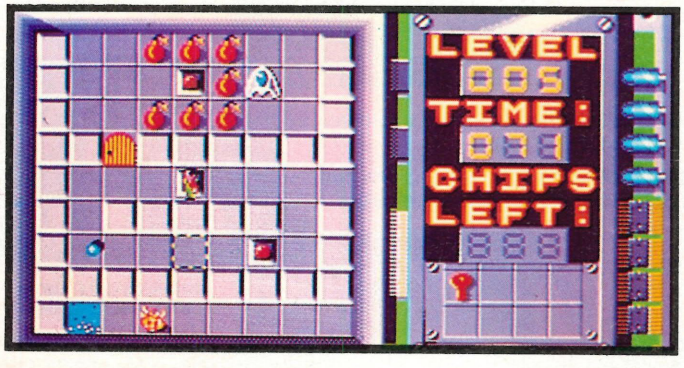
## CYBERCON III

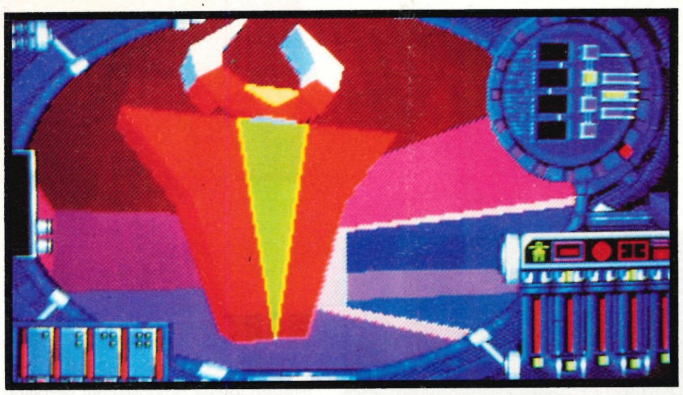
**US Gold**

Three dimensional scrolling action adventure in which players must fight and puzzle their way through 350 rooms.

*Cybercon III* is a peace-keeping computer with total control of the Earth's armoury of devastating weapons and housed in a top secret defence complex. But the computer super-brain has mutated into madness and unleashed its destructive power on its creators. Decades later, survivors of Cybercon's rage discover the secret defence complex and a volunteer, equipped with a suit of power armour, ventures in to con-

**■ Chip's here to save the day. But where's the pie?**





■ ***Cybercon III*** **pits you against a super-evil computer. A bit like the one at the tax office!**

front and defeat the malign computer.

The game is designed by Ricardo Pinto, one of the creators of *Carrier Command,* and programmed by The Assembly Line, whose previous credits include *Pipe Mania, Xenon 2, Interphase* and *Exterminator.*

*Cybercon III* will be released for the Commodore Amiga, Atari ST and IBM PC and Compatibles in March. Prices to be announced. Contact US Gold (021) 625 3366.

## HORROR ZOMBIES FROM THE CRYPT

**US Gold.**

Count Frederick Valdemar's remote country mansion has been invaded by a vast army of undead. Ghouls, werebeasts, vampires, ghouls and ghosts now infest his home. But worse is yet to come. A horde of fearful Horror Zombies have erupted from the ancestral crypt and are out for the Count. Frightened Fred must kill the frightful foes and lay the zombies to rest before calm and peace can be restored.

The action rages over six levels and 600 screens of pitfalls, crumbling floors, false walls, rotating fireplaces, trapdoors and secret rooms.

*Horror Zombies from the Crypt* is available now for Atari ST/STE and Commodore Amiga, price £24.99, and for IBM PC and Compatibles, price £29.99, in March. Contact US Gold (021) 625 3366.

## WARLOCK - THE AVENGER

**US Gold**

*Warlock - The Avenger* is the third game in the Druid and Enlightenment series. designed by Dene Carter, players must venture once more into the dangerous world of Belorn.

The evil lord Acamantor once again holds this world in his grasp as you explore eight trap-packed dungeons and practice arcane power to overcome the rule of chaos.

As a bonus, the original *Druid* game is included free.

*Warlock - The Avenger* is available now from the Commodore 64 cassette, price £10.99, and disk, price £15.99, Atari ST/STE and Commodore Amiga, price £24.99. Contact US Gold (021) 625 3366.

## SPELLCASTING 101: SORCERERS GET ALL THE GIRLS

**Legend/MicroProse**

Games designer Steve Meretzky, whose previous credits include games such as *Planetfall, Hitch-Hikers Guide to the Galaxy* and *Leather Goddesses of Phobos,* is the brain behind *Spellcasting 101,* a game apparently targeted at the mature games player. Judging from the artwork promoting the game, featuring "a nerk" between veritable chasms of college girl cleavage, it might be re-named Carry on Computing.

Anyway, the players assumes the role of a would-be sorcerer who must escape his home and evil step-father in order to attend Sorcerer University. Once at university, you must attend raucous fraternity parties, fascinating excursions and sorcery classes.

Set-up in 1989, previous Legend releases have included *Sherlock: The Riddle of the Crown Jewels,* and *Arthur: The Quest for Excalibur.* Founder Robert Bates, says: "Our games are puzzle -orientated, story-intensive, funny and fun. In order to appreciate *Spellcasting 101,* the player has to approach the game with curiosity and good sense of humour." Nudge, nudge, know what I mean?

Legend will also be releasing a game called Time Quest later this year.

*Spellcasting 101: Sorcerers Get All The Girls* is available for IBM PC and Compatibles, £29.99. Contact MicroProse (0666) 504326.

## MIDWINTER II: THE FLAMES OF FREEDOM

**Rainbird/Microprose**

*Flames of Freedom* is the follow-up to the highly-acclaimed *Midwinter* from last year, continuing the story of Midwinter Isle, which was saved from the threat of invading hordes 60 years ago, now facing obliteration because of the Earth's changing climate.

The people of Midwinter have fled the rising seas and settled on the isle of Agora, part of the Atlantic Federation, only to face a new threat in the form of the evil Saharan Empire. Settled on the African mainland, the empire now has enslaved other island communities and now threatens Agora itself.

The player takes on the role of the best Atlantic Federation agent and undertakes clandestine missions on 41 islands to defeat and overthrow the evil empire. You can generate a sophisticated character, choosing looks, sex, psychology and other physical characteristics.

Each of the islands has its own political, administrative and cultural differences. The game contains 4,000 individuals - friends and well as foes - to interact with, 24 modes of land, sea and air transport, a quarter of a million miles of mapped terrain to explore, dozens of weapons to use and thousands of building to explore.

*Midwinter II: Flames of Freedom* will be released for the Atari ST in March, price £29.99, the Commodore Amiga in May, price £29.99, and IBM PCs and Compatibles in June, price £34.99. Contact Rainbird/Microprose (0666) 504326.

## GAUNTLET III

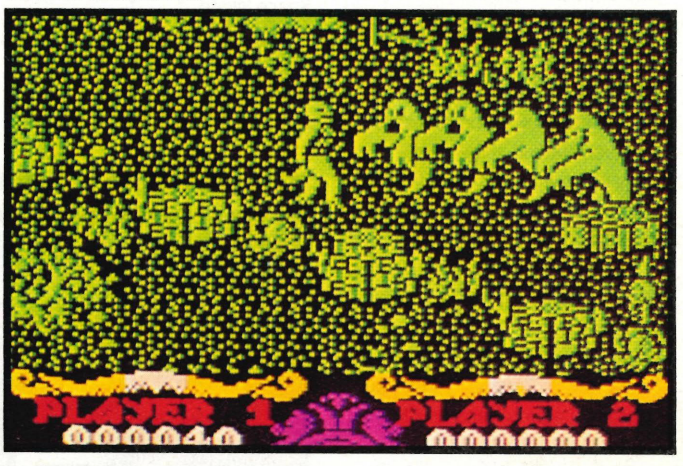
**US Gold**

The heroes are back. The sequel to the ultra-successful *Gauntlet* is set on the island of Capra where centuries of peace have been shattered by a race of evil creatures from the underworld, the Vellons, bent on releasing the devil from slavery.

The heroes must fight the Vellons and force the devil back into incarceration. But the fight will not be easy. Formerly friendly island natives have been turned to the evil cause and cannot be trusted and most of the food has been poisoned.

*Gauntlet III* will be released for the Commodore 64, Spectrum, Amstrad, Atari ST and Commodore Amiga in March, prices to be announced. Contact US Gold (021) 625 3366.

■ **No fur lined gloves here. Just a dudey hack 'n' slay killing game from US Gold.** ***Gauntlet III.***



## VIZ
**Virgin**

Johnny Fartpants, Buster Gonad and Biffa Bacon go adventuring in Fulchester. Yes, those ever-so refined and tasteful characters from Viz comic are about to be unleashed on computer.

*Viz* will be available during March for the Atari ST and Commodore Amiga, price £24.99, Amstrad cassette and disk, price £10.99 and £14.99, Commodore 64 cassette and disk, price £10.99 and £14.99, and Spectrum cassette and disk, £10.99 and £14.99. Contact Virgin Games 071-727 8070.

## JAMES POND
**Millenium/Electronic Art**

The world's oceans are threatened from radioactive canisters, oil spillages and lobsters, Mermaids and rare orchids are at risk.

Enter James Pond, licensed to make awful puns. He must undertake a dozen dangerous missions - Licence to Bubble, A View To A Spill and For Your Fins Only to name but three - exploring hidden sea caves for prizes and perils, fighting squalid squids, crushing crabs and the vengeful ghost of Bluebeard.

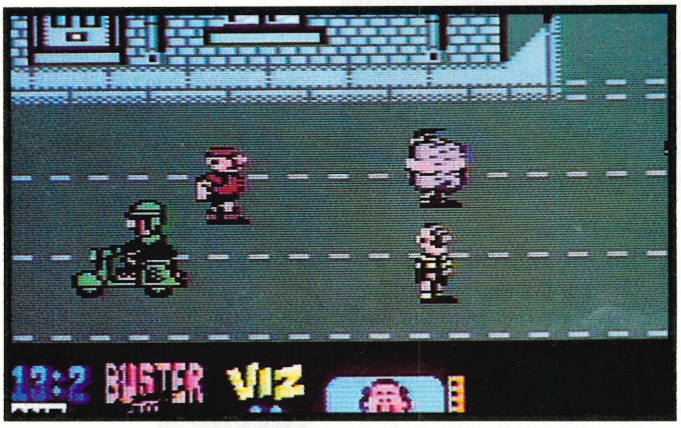
*James Pond* will be available in March for the Sega Mega Drive soon, price £39.99. Contact Electronic Arts 0753-49442.

## MARIO ANDRETTI's RACING CHALLENGE
**Distinctive Software/Electronic Arts**

Six professional racing circuits to conquer, starting in the dirtbull rings with sprint cars, modifieds, stock, sports prototypes, Formula One and Championships cars.

Then you have to take on the pros at Silverstone, Le Mans, Hockenheim, Indianapolis Fairgrounds, Ascot Park, Nazareth Speedway, Pocono, Michigan, Daytona, Laguna Seca and Monte Carlo.

*Mario Andretti's Racing Challenge* will be released during March or April for the IBM PC and Compatibles and Tandy, price £29.99. Contact Electronic Arts 0753-49442.




■ **Smelly and obnoxious! It's *Viz* from Virgin.**

## HARD DRIVIN' 2
**Domark**

More of the thrills and spills featured in *Hard Drivin'* but with the addition of a race track editor which allows you to redesign the course.

*Hard Drivin' 2* is available now for the Atari ST, Commodore Amiga and IBM PC and Compatibles, price £24.99. Contact Domark 081-780 2222.

## BRAT
**Imageworks/Mirrorsoft**

Angel by day, demon by night. This baby has the strangest dreams. Rough, tough and street smart, Brat roams the night-time world looking for trouble.

It's your job to look after Brat and guide him through the fantasy worlds of Toy Town, The Park and Space World.

*Brat* will be available for the Atari ST and Commodore Amiga, price £24.99, this spring. Contact Mirrorsoft 071-928 1454.

■ **Everyone can relive their childhood with *Brat* from Imageworks.**



## BILLY THE KID
**Ocean**

Multi-level movie-style adventure based on the life of the legendary outlaw William H. Bonney, otherwise known as Billy the Kid.

Players can either play Billy, dealing out his own version of law and order, staying one step ahead of the law, or Sheriff Pat Garrett, the Kid's ex-friend, who is out to bring Billy to justice or send him to Boot Hill.

*Billy the Kid* is available for IBM PC and Compatibles, Atari ST, Commodore Amiga. Contact Ocean 061-832 6633.

## NARC
**Ocean**

Eleven levels of sideways scrolling action set in the twilight world of hard drugs and evil pushers. As one of two Drug Enforcement Agents, you must clean up the streets, capture or destroy Mr Big, the drug boss, and his henchmen.

A wide range of weapons is at your disposal, or can be collected, including rocket launchers, machine guns and bullets.

*Narc* is available for Atari ST, Commodore Amiga, Commodore 64 cassette and disk, Spectrum cassette and disk, Amstrad cassette and disk. Contact Ocean 061-832 6633.

## NAVY S.E.A.L.S.
**Ocean**

Game based on the movie of the same name, starring Charlie Sheen, and dealing with the adventures of the American equivalent of the SAS and SBS.

The action opens as a crack squad of five S.E.A.L.S. comes ashore at Oman Harbour, after their helicopter is shot down. They embark on a mission of havoc and mayhem, killing terrorists and finding a cache of "stinger" missiles. Seven levels of platform action with a hint of strategy.

*Navy S.E.A.L.S.* is available for Atari ST, Commodore Amiga, Commodore 64 cartridge, Spectrum cassette and disk, Amstrad cartridge. Contact Ocean 061-832 6633.

■ **Wannnntedddd! Dead or alivvvve! *Billy The Kid* is better than Bon Jovi!**



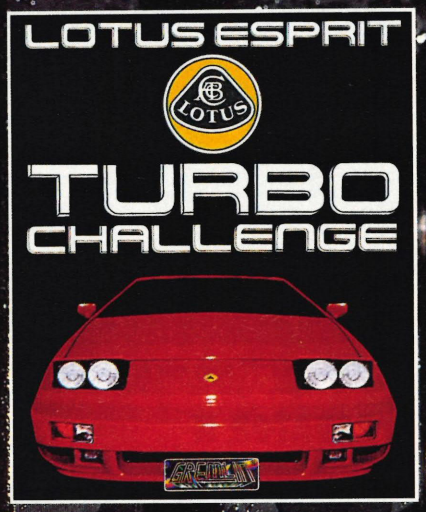
# ONLY GREMLIN CAN DO THIS

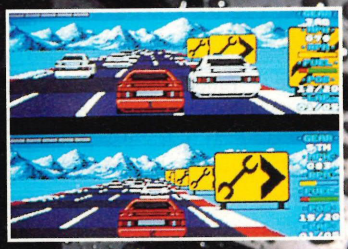
LOTUS 94% C & VG, 94% Raze Rave, 90% ST Action Award, 90% Zero Hero, 88% Amiga Action Award.
TOYOTA C & VG Hit, Amiga Action Award, ST Action Award, More To Follow.
TEAM SUZUKI .... Prepare To Be Amazed ....

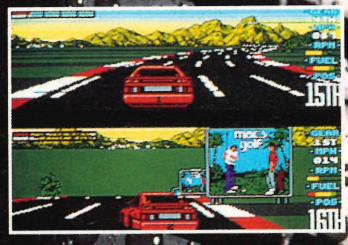
APPROVED AND LICENCED PRODUCT OF GROUP LOTUS PLC.

LOTUS

"LOTUS ESPRIT TURBO CHALLENGE demands immediate purchase" C & VG 94%.



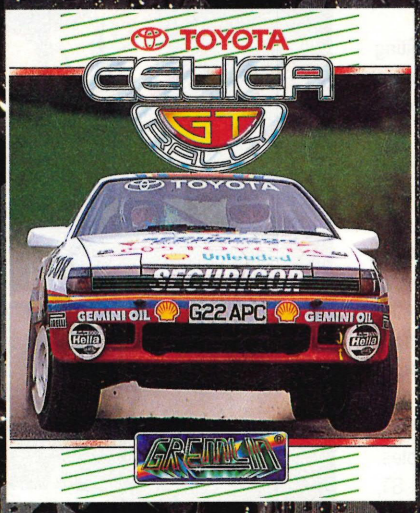






ENDORSED BY TOYOTA (GB) LTD.





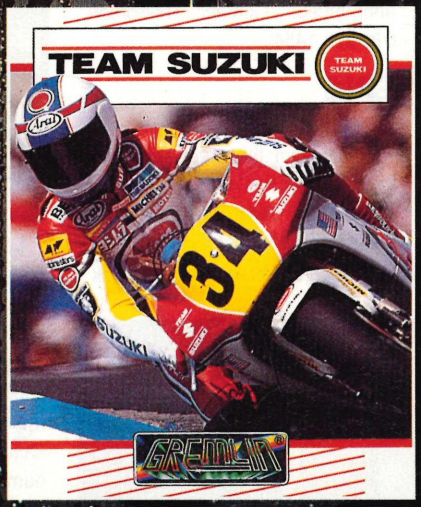


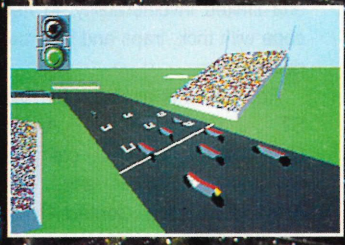

TOYOTA
CELICA
GT
RALLY

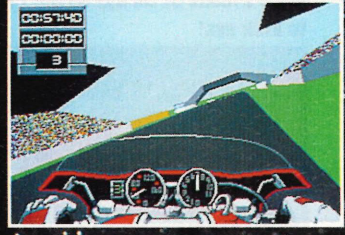
"TOYOTA really is an excellent game... very playable" ST ACTION.

TEAM SUZUKI

"3 D speed truly impressive ... superb fast polygon graphics ... Realistic Races" ACE Jim Douglas.





ENDORSED BY SUZUKI GRAND PRIX TEAM.

GREMLIN®

GREMLIN GRAPHICS SOFTWARE LTD, CARVER HOUSE, 2-4 CARVER STREET, SHEFFIELD S1 4FS TEL: (0742) 753423

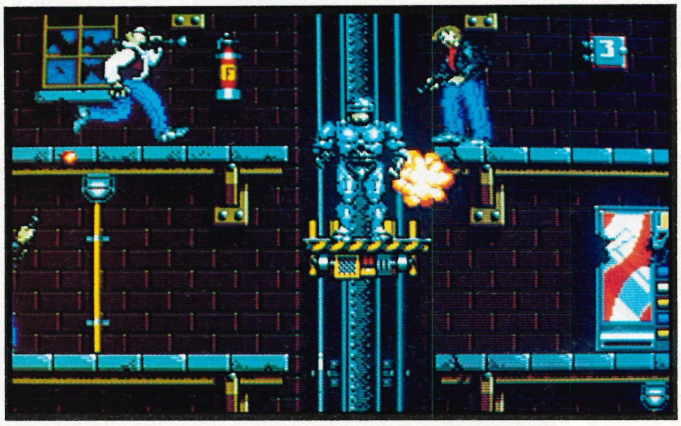
## TOTAL RECALL

**Ocean**

Violent sci-fi adventure based on the Arnold Schwarzenegger movie. You, as Quaid, undertake a mission to solve the mystery of who you really are. But there are those who are determined to stop you.

A total of 200 screens over five levels, intergalactic travel, aliens, hostile lands and high-tech weaponry all feature you as Quaid struggling to survive, eliminating the bad guys, and solve the mystery of who you are.

*Total Recall* is available for Atari ST, Commodore Amiga, Commodore 64 cassette and disk, Spectrum cassette and disk, Amstrad cassette and disk. Contact Ocean 061-832 6633.



■ **"I'll be back!" says our Arnie, and he certainly is in *Total Recall*.**

## PREDATOR II

**Imageworks/Mirrorsoft**

More muscle-bound action in the sequel of the game of the film featuring everybody's favourite hunk Arnie S.

The year is 1995. The setting downtown L.A. You're Harrigan, a cop caught in the middle of a drug war. Meanwhile, strange and motiveless murders are being committed - crimes of which no human hand is capable.

Harried Harrigan must fight his way through this 3D sideways scrolling shoot 'em up, busting the pushers and eventually confront the murdering monsters from beyond belief - The Predator.

*Predator II* will be available for IBM PC and Compatibles, Commodore Amiga, Atari ST, Commodore 64, Amstrad, and Spectrum. Prices to be announced. Contact: Mirrorsoft 071-928 1454..

## EPIC

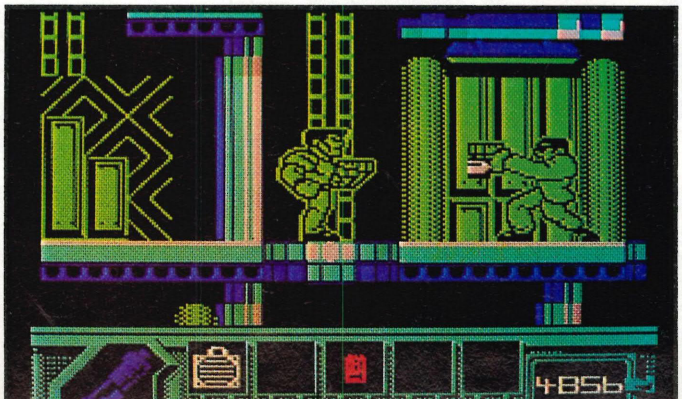
**Ocean**

The death of the sun leads to a mass evacuation of the planet and a decidedly dangerous journey to the distant planet of Ulysses 7, on the far side of the Rexxon Empire.

Leaders of the Rexxon Empire believe it is a trick to attack them and launch their war fleet against the earth convoy. The earth fleet flagship Redstorm and its battle fleet move ahead of the convoy to meet the enemy ships. Outnumbered, it's a fight to save humanity from extinction.

*Epic* is available for IBM PC and Compatibles, Atari ST and Commodore Amiga. Contact Ocean 061-832 6633.

■ **He's made of tin but he ain't from the Wizard of Oz. *Robocop* is back to kick ass!**



## ROBOCOP 2

**Ocean**

Robocop is back to battle crime and corruption. Ommi-Consumer Products' deadly and inhuman law enforcement machine - Robocop 2 - terrorises the city. As crime rises, law and order fails. Only the original Robocop can save the day.

Robocop must clean up the streets, trash the drug baron and eventually confront Robocop 2.

Four ultra-destructive weapons are available to Robocop plus extra fire power, energy bonuses and limited invulnerability, to help cope with trick, traps and bad, bad dudes.

*Robocop 2* is available for Atari ST, Commodore Amiga, Commodore 64 cartridge, Spectrum cassette and disk, Amstrad cartridge. Contact Ocean 061-832 6633.

## BACK TO THE FUTURE III

**Imageworks/Mirrorsoft**

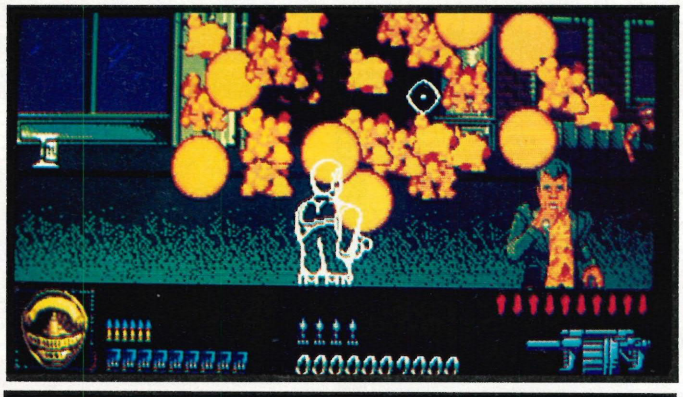
More futuristic film fun for the small screen and micro-chip. Will the day come when somebody makes a film of a computer game?

Marty McFly must go back in time to prevent his pal, Doc, taking part in a Wild West shoot out in which he will die. But Doc is involved in a romance and will not leave the past to return to the present in order to ensure he has a future. Confused?

Who wouldn't be - marooned in the past a hundred years before your birth, with a damsel in distress, gunslinging cowboys, and the US cavalry and red indians battling it out!

*Back to the Future III* will be available for IBM PC and Compatibles, Commodore Amiga, Atari ST, Commodore 64, Amstrad and Spectrum. Prices to be announced. Contact: Mirrorsoft 071-928 1454..

■ **Rip the spines out of your best mate in *Predator II*.**






■ **Fight to save humanity (again) in *Epic*.**

# joy sticks




**The choice facing a games addict looking for a tough and durable new joystick is simply bewildering. Why not let CCEG guide you through the joystick jungle? Here we present an up-to-the-minute look at what's currently available. For your entertainment and information we've divided the sticks into budget price, mid-price and 'bring me my cheque book' categories to suit all pockets**

## pick-a-stick

## BUDGET - Under £10

### SV-119 Quickjoy Junior
**Price: £4.95**
Compatible with: Commodore, Atari, Amstrad
Major features: Base and stick mounted fire-buttons; stabilising suction cups

### SV-120 Quickjoy Junior Stick
**Price: £5.95**
Compatible with: Commodore, Atari, Amstrad
Major features: Baseless 'hand-held' design; arcade style stick controller; twin fire-buttons.

### Cheetah Exterminator
**Price: £5.99**
Compatible with: Spectrum (interface sold separately), Vic 20, C64, Amstrad, Atari
Major features: Twin fire-buttons; heavy-duty base with stabilising suction cups; 12 month warranty.

### SV-122 Quickjoy II Pilot
**Price: £6.95**
Compatible with: Commodore, Atari, Amstrad
Major features: Twin stick mounted fire-buttons; auto-fire; stabilising suction cups.

### Euromax Flashfire Bebop
**Price: £6.95**
Compatible with: C64/128, Atari, Amstrad
Major features: Compact design; stubby arcade style grip; base mounted fire-button

### Quickshot 131 Apache
**Price: £6.99**
Compatible with: Atari, Commodore
Major features: Ergonomic Biogrip; twin fire-buttons; stabilising suction cups.

### Euromax Flashfire Standard
**Price: £7.95**
Compatible with: C64/128, Atari, Amstrad
Major features; Pilot style grip; stick and base mounted fire-buttons

### SV-124 Quickjoy II Turbo
**Price: £8.95**
Compatible with: Commodore, Atari, Amstrad
Major features: Twin stick mounted fire-buttons; two-tone colour scheme; auto-fire; six micro-switches; stabilising suction cups.

### Cheetah 125+
**Price: £8.99**
Compatible with: Spectrum (interface sold separately), Vic 20, C64, C16, Plus 4, Amstrad, Atari
Major features: Selector connector; four fire-buttons, auto fire; 12 month warranty.

### Quickshot 129F/129N Flightgrip Deluxe Digital
**Price: £8.99**
Compatible with: Nintendo, Sega, Atari, Commodore, Amstrad, MSX
Major functions: Futuristic 'fightgrip' design; thumb control; operating mode selector; auto-fire.

### SV-123 Quickjoy III Supercharger
**Price: £9.95**
Compatible with: Commodore, Atari, Amstrad
Major features: Ergonomic design; two-tone colour scheme; twin stick mounted fire buttons; auto-fire; stabilising suction cups.

### Euromax Flashfire Autofire
**Price: £9.95**
Compatible with: C64/128, Atari, Amstrad
Major features: Auto-fire; pilot style grip; stick and base mounted fire-buttons

### Hot Stuff
**Price: £9.95**
Compatible with: C64/128, Atari, Amstrad

# joy sticks

Major features: Auto-fire; pistol grip design; twin base and stick mounted fire-buttons; stabilising suction cups

### Quickshot 130N/130F Python 1 Deluxe Digital
**Price: £9.99**
Compatible with: Nintendo, Sega, Atari, Commodore, Amstrad, MSX
Major features: Twin stick-mounted fire buttons; auto-fire; ergonomical BioGrip; four position operating mode selector; stabilising suction cups; (128N has separate stick-mounted 'start' and 'select' buttons).

### Quickshot 135 Python 3 Deluxe Digital
**Price: £9.99**
Compatible with: Sega Megadrive
Major features: Twin stick-mounted fire buttons; auto-fire; ergonomical BioGrip; four position operating mode selector; stabilising suction cups.

## UNDER £20

### Cheetah Mach 1
**Price: £10.99**
Compatible with: Spectrum (interface sold separately), Vic 20, C16, C64, Plus 4 (adaptor sold separately), Amstrad, Atari 2600/5200 video game consoles, Atari home computers.
Major features: Auto-fire; metal shaft; heavy duty base with stabilising suction cups; twin fire-buttons; 12 month warranty.

### Konix Speedking Standard
**Price: £10.99**
Compatible with: Commodore, Atari, Spectrum, Spectrum+, Amstrad 464/6128, MSX
Major features: Unique micro-switch modules; steel shaft; ergonomic design

### Konix Speedking Sinclair
**Price: £10.99**
Compatible with: Spectrum +2/+3
Major features: Unique micro-switch modules; steel shaft; ergonomic design

### Konix Speedking Sega
**Price: £10.99**
Compatible with: Sega Master System
Major features: Unique micro-switch modules; steel shaft; ergonomic

### Euromax Flashfire Clear
**Price: £11.49**
Compatible with: C64/128, Atari, Amstrad
Major features: 'See-through' design; pilot style grip; stick and base mounted fire-buttons

### Quickshot 113/113P
**Price: £11.99**
Compatible with: IBM PC
Major features: Suction cups; twin fire-buttons.

### Quickshot 123/133
**Price: £11.99**
Compatible with: IBM PC & compatibles
Major features: Auto-fire; rotary control trim switches; ergonomic BioGrip; twin stick-mounted fire-buttons.

### Konix Speedking Autofire
**Price: £11.99**
Compatible with: Commodore, Atari, Spectrum, Spectrum+, Amstrad 464/6128, MSX
Major features: Unique micro-switch modules; steel shaft; ergonomic design; auto-fire

### Konix Speedking Sega Autofire
**Price: £11.99**
Compatible with: Sega Master System
Major features: Unique micro-switch modules; steel shaft; ergonomic design; autofire

### Konix Speedking GX4000
**Price: £11.99**
Compatible with: Amstrad GX4000, 464+/6128+
Major features: Unique micro-switch modules; steel shaft; ergonomic design

### Konix Speedking Nintendo
**Price: £11.99**
Compatible with: Nintendo NES
Major features: Unique micro-switch modules; steel shaft; ergonomic design; auto-fire

### Euromax Flashfire Spectrum
**Price: £12.95**
Compatible with: Spectrum +2/+3
Major features: Pilot style grip; stick and base mounted fire-buttons

### Contriver C5-3001
**Price: £12.99**
Compatible with: IBM PC & compatibles

### Contriver CS-5001
**Price: £12.99**
Compatible with: IBM PC & compatibles

### Cheetah 125 Special
**Price: £12.99**
Compatible with: Spectrum (interface sold separately), C64, Amstrad, Atari
Major features: Unique 'rotate' function; four independent fire-buttons able to activate separate assignable functions; auto-fire; stabilising suction cups; 12 month warranty.

### SV-126 VI Quickjoy Jet-Fighter
**Price: £13.95**
Compatible with: Commodore, Atari, Amstrad
Major features: Futuristic design; ergonomic 'pilot grip'; six micro-switches; stick mounted function button cluster; auto-fire.

### Euromax Flashfire Micro
**Price: £13.95**
Compatible with: C64/128, Atari, Amstrad
Major features: Micro-switch design; pilot style grip; stick and base mounted fire-buttons

### Euromax Zinger Nintendo
**Price: £13.95**
Compatible with: Nintendo NES
Major features: Variable speed auto-fire; pistol type grip; base mounted and stick mounted fire-buttons; mode selector switches; five 'day-glo' two-tone colour combinations; extra long cord

### Dynamics Competition Pro 5000 Black
**Price: £14.95**
Compatible with: Commodore, Atari, Amstrad
Major features: Steel shaft; twin fire-buttons; micro-switch design;non-slip base pads

### Dynamics Competition Pro Phantom
**Price: £14.95**
Compatible with: Commodore, Atari, Amstrad
Major features: Stylish black and white design; steel shaft; twin fire-buttons; micro-switch design; non-slip base pads

### Cheetah Stick 'X'
**Price: £14.95**
Compatible with: Spectrum (interface sold separately), Vic 20, C64, Amstrad, Atari
Major features: 'Base-less' hand-held design which works via movement sensors; auto-fire; 'light-touch' micro-switched fire-buttons; heavy-duty suction cup for table-top use; 12 month warranty.

### SV-401 Quickjoy SG Fighter
**Price: £14.95**
Compatible with: Sega
Major features: Futuristic design; ergonomic 'pilot grip'; LED function indicators; stick mounted function button cluster; speed selectors; six micro-switches; auto-fire.

### Logic 3 Sting-Ray
**Price: £14.95 (basic), £15.95 (auto-fire), £16.95 (Sega)**
Compatible with: Commodore, Atari, Amstrad, Sega, Nintendo
Major features: Futuristic hand-held design; arcade style controller; ergonomic design.

### Konix Navigator Standard/ Combo Dual Lead
**Price: £14.99**
Compatible with: Commodore, Atari, Spectrum, Spectrum+/+2/+3, Amstrad 464/6128, MSX
Major features: Auto-fire; unique micro-switch modules; steel shaft; ergonomic design

### Cheetah Star Probe
**Price: £14.99**
Compatible with: Spectrum (interface sold separately), Vic 20, C64, Plus 4, Amstrad, Atari
Major features: Auto-fire; metal-shaft; Spectrum +2/+3 selector connector; suction-cups; four fire-buttons.

### Quickshot 128/128F/128N Deluxe Universal
**Price: £14.99**
Compatible with: Nintendo, Sega, Atari, Commodore, Amstrad
Major features: Arcade-style design with function button cluster; auto-fire; slow-motion function; two player select function; twin-fire buttons; stabilising suction cups; four position operating mode function.



### Dynamics Competition Pro 5000 Clear
**Price: £15.95**
Compatible with: Commodore, Atari, Amstrad
Major features: 'See-through' design; steel shaft; twin fire-buttons; micro-switch design; non-slip base pads

### Quickjoy Ni-5
**Price: £15.95**
Compatible with: Nintendo
Major features: Futuristic design; ergonomic 'pilot grip'; six micro-switches; stick mounted function button cluster; auto-fire; two-tone colour scheme.

### Dynamics Competition Pro PC
**Price: £15.95**
Compatible with: IBM and compatibles
Major features: Steel shaft; twin fire-buttons; micro-switch design; non-slip base pads

### Dynamics Competition Pro BBC
**Price: £15.95**
Compatible with: BBC
Major features: Steel shaft; twin fire-buttons; micro-switch design; non-slip base pads

### Dynamics Competition Pro Spectrum
**Price: £15.95**
Compatible with: Spectrum
Major features: Steel shaft; twin fire-buttons; micro-switch design; non-slip base pads

### Euromax Professional 9000
**Price: £15.95**
Compatible with: C64/128, Atari, Amstrad
Major features: Stubby arcade style stick; twin base mounted fire-buttons

### Dynamics Competition Pro Extra
**Price: £16.50**
Compatible with: Commodore, Atari, Amstrad
Major features: 'See-through' design; steel shaft; twin fire-buttons; micro-switch design; rapid fire capability; slow-motion capability; non-slip base pads

### Contriver CS-600A
**Price: £16.99**
Compatible with: IBM PC & compatibles
Major features: Apple/IBM select mode; 360 degree cursor control; fingertip control fire-button

### Contriver CS-600I
**Price: £16.99**
Compatible with: IBM PC & compatibles

### Contriver CS-807I
**Price: £16.99**
Compatible with: IBM PC & compatibles

### Dynamics Competition Pro Glo Red/Glo Green
**Price: £17.50**
Compatible with: Commodore, Atari, Amstrad
Major features: 'Day glo' design; steel shaft; twin fire-buttons; micro-switch design; rapid fire capability; slow-motion capability; non-slip base pads

### Euromax Arcade
**Price: £17.95**
Compatible with: C64/128, Atari, Amstrad
Major features: Designed to be hand-held; stubby arcade style stick; front base mounted fire-button

### SV-125 Quickjoy V Superboard
**Price: £17.95**
Compatible with: Commodore, Atari, Amstrad
Major features: Arcade-style design; LED digital stopwatch; mode selector switches; four base mounted function buttons; twin stick mounted fire-buttons; speed selector; ten micro-switches; auto-fire; stabilising suction cups.

### SV-201 Quickjoy M5
**Price: £17.95**
Compatible with: IBM PC
Major features: Futuristic design; ergonomic 'pilot grip'; six micro-switches; stick mounted function button cluster; auto-fire.

### Contriver CS-808A
**Price: £19.90**
Compatible with: IBM PC & compatibles
Major features: Apple/IBM select mode; 360 degree cursor control; axis trim adjusters; fingertip control fire-button

### Quickjoy Ni-Pro
**Price: £19.95**
Compatible with: Nintendo
Major features: LED display screen; arcade-style design; mode selector switches; four base mounted function buttons; twin stick mounted fire-buttons; speed selector; ten micro-switches; auto-fire; two-tone colour scheme; stabilising suction cups.

### Contriver CS-909I
**Price: £19.99**
Compatible with: IBM PC & compatibles
Major features: 360 degree cursor control; fingertip control fire-button

### Konix Speedking IBM
**Price: £19.99**
Compatible with: IBM PC & compatibles
Major features: Unique micro-switch modules; steel shaft; ergonomic design

## UNDER £30

### Euromax Arcade Turbo
**Price: £22.95**
Compatible with: C64/128, Atari, Amstrad
Major features: Designed to be hand-held; front base mounted fire-button; stick mounted fire-button

### SV-127 Quickjoy Top Star
**Price: £23.95**
Compatible with: Commodore, Atari, Amstrad
Major features: Steel shaft; 'see-through' base; twin stick mounted fire-buttons; auto-fire; stabilising suction cups.

### SV-128 Quickjoy MegaBoard
**Price: £24.95**
Compatible with: Commodore, Atari, Amstrad
Major features: Arcade-style design; LED stopwatch and countdown timer; slow motion function; twin stick mounted fire buttons; CPC mode selector; eight micro-switches; auto-fire.

### Euromax MegaDrive Striker
**Price: £24.95**
Compatible with: Sega Megadrive
Major features: Console-style 'kidney shaped' design; three fire-buttons; three independent auto-fire controllers; three fire-buttons; head-phone jack; directional control extension

### Suncom Wico Super Three-Way
**Price: £24.99**
Compatible with: Commodore, Atari, Amstrad
Major features: Interchangeable grips; base mounted fire-button; stick mounted fire button

### Contriver SX11-A Challenger
**Price: £26.99**
Compatible with: Amiga, C64/128, Atari, Amstrad, MSX, Sega
Major features: LED fire button indicator; 'pilot-style' grip; twin stick mounted fire-buttons; four base mounted function buttons; auto-fire with adjustable shooting speed control; mode selector switch cluster.

### Contriver SX11-IRT Challenger
**Price: £26.99**
Compatible with: Amiga, C64/128, Atari, Amstrad, MSX, Sega
Major features: 'See-through' design; LED fire button indicator; 'pilot-style' grip; twin stick mounted fire-buttons; auto-fire with adjustable shooting speed control; four base mounted function buttons; mode selector switch cluster.

### Euromax Ultimate Superstick
**Price: £27.95**
Compatible with: Nintendo NES, Turbo Grafx, Amiga, Atari
Major features: Arcade console design; two independent dial-a-speed auto-fire selectors; slow-motion selector; two sets of fire/jump buttons with LED indicators; stabilising suction cups; extra long cord. (Amiga/Atari version as above except - one dial-a-speed auto-fire selector; two sets of fire/jump buttons with LED indicators and left/right hand select switch).

### SV-202/3 Quickjoy M6 IBM Pack
**Price: 29.95 (for stick and interface)**
Compatible with: IBM PC
Major features: Futuristic design; stick and base mounted fire-buttons; (interface plugs into any





# joysticks



standard IBM expansion slot; two 15-way D-type joystick connectors).

### Quickshot 118NR
**Price: £29.99**
Compatible with: IBM, Nintendo
Major features: 'Wireless' infra-red design which comes complete with transmitter and receiver; interchangable hand grips; twin fire-buttons; slow motion function; two-player function.

## OVER £30

### Euromax Professional 9000 Deluxe
**Price: £32.95**
Compatible with: C64/128, Atari, Amstrad
Major features: Variable speed auto-fire; twin base-mounted fire buttons; stick mounted fire button; stabilising suction cups

### Zoomer
**Price: £34.95 (Atari/Amiga); £37.95 (Sega); £42.95 (Nintendo NES); £62.95 (IBM)**
Compatible with: Amiga, Atari, Nintendo NES, Sega, IBM
Major features: Console type controller with 'jet-fighter joystick' design; variable axis control; handle mounted fire-buttons; dial-a-speed auto-fire; stabilising suction cups; extra long cord (Nintendo version features slow-motion selector)

### Contriver C-870A
**Price: £34.99**
Compatible with: Atari
Major features: 200 DPi; ball lock and locking drag buttons

### Contriver C-870G
**Price: £34.99**
Compatible with: Amiga, IBM PC
Major features: 200 DPi; ball lock and locking drag buttons

### Quickshot 127 Wireless Game Controller
**Price: £34.99 (sold as a pair)**
Compatible with: IBM, Sega, Nintendo, Commodore, Atari, MSX
Major features: 'Wireless' infra-red design complete with universal receiver; frame-by-frame slow-motion function; thumb control pad; twin fire-buttons; auto-fire switch; two player select function; removable stabilising suction cups.

### Contriver SX11-AT Challenger Infra-Red
**Price: £34.99**
Compatible with: Amiga, C64/128, Atari, MSX, Sharp, NEC, Fujitsu, Sega
Major features: As above, with the addition of 'wireless' control function.

### Cheetah Turbo Fighter
**Price: £39.50**
Compatible with: Spectrum, Vic 20, C64, Amstrad, Atari
Major features: Futuristic 'yoke' design; auto-fire; two 'light-touch' fire-buttons; heavy duty rubber suckers and special clamp for table-top mounting; 12 month warranty.

### Contriver C-870I Trackball
**Price: £39.99**
Compatible with: IBM PC
Major features: Switchable between PC and Microsoft Mode 400 DPi; ball lock and three locking drag buttons

## NEW RELEASES

### Euromax Beeshu Zipper
**Price: £ n/a**
Compatible with: Nintendo NES
Major features: Nintendo pad controller design; twin three-speed variable auto-fire mode selectors; two directional control extensions; extra long cord; choice of colours

### Euromax Beeshu Gizmo
**Price: £ n/a**
Compatible with: Nintendo NES
Major features: Arcade console style design; headphone jack and volume control for simulated stereo sound; three independent dial-a-speed controls; slow-motion function; right/left hand fire-button cluster selector; one or two player selector; four turbo-buttons for auto-fire; extra long cord

### Euromax Beeshu Omega
**Price: £ n/a**
Compatible with: IBM/Apple
Major features: twin base mounted fire-buttons; stick mounted fire-button; self-centering; axis trim adjusters; choice of four colour combinations

* Prices yet to be announced

## PERIPHERALS & ADD-ONS

### Quickshot 120 Deluxe Joystick Adaptor
**Price: £12.99**
Compatible with: IBM PC/XT/AT
Major features: Plugs into any standard IBM expansion slot; two 15-way D-type joystick connectors; three-position on-line selectable clock speed switch.

### Euromax IBM Game Card
**Price: £15.95**
Compatible with: IBM PC & compatibles

### Contriver GB-101 Twin Port GameCard
**Price: £15.99**
Compatible with: IBM PC & compatibles
Major features: For machines up to 10Mhz; supports two joystick game ports

### Euromax IBM Joystick Adaptor
**Price: £19.95**
Compatible with: IBM PC & compatibles

### Konix Twin Port PC Interface
**Price: £19.99**
Compatible with: IBM PC & compatibles

### Cheetah Defender Lightgun
**Price: 24.95**
Compatible with: Spectrum 48k (interface required) Spectrum 128k/+2/+3
Major features: Futuristic 'space gun' design; 'hair trigger' action; auto-fire function; 12 month warranty.

### Dynamics Competition Pro Ad Games Card
**Price: £24.95**
Compatible with: IBM and compatibles
Major features: Combined games card and analog/digital changer

### Contriver GB-102 Twin Port GameCard
**Price: £24.99**
Compatible with IBM PC, XT, AT, 386
Major features: Supports two joystick game ports; external audio outlet; 10 speed option with software

### Contriver CS-6010I Compatible Joystick and GameCard
**Price: £29.99**
Compatible with: IBM PC

### Dynamics Competition Pro Home Games Starter Pack
**Price: £49.95**
Compatible with: IBM and compatibles
Major features: Pack contains Competition Pro PC joystick, Pro Ad Games Card and four games - RoboCop, Wizball, World Series Baseball and Victory Road

**GUARANTEES**
All Euromax joysticks have a six month guarantee. Cheetah joysticks have a 12 month warranty. Konix joysticks have a 12 month guarantee against faulty workmanship and/or defective materials

**CONTACT ADDRESSES**
Cheetah International Ltd, Norbury House, Norbury Road, Fairwater, Cardiff CF5 3AS, tel 0222 555525

Contriver Europe Ltd, Unit 3, Buckingham Industrial Park, Buckingham MK18 1UH, tel 0280 822803

Dynamics Marketing Ltd, Coin House, New Coin Street, Royton, Oldham OL2 6JZ, tel 061 626 7222

Euromax Electronics Ltd, Bessingby Industrial Estate, Bridlington, North Humberside YO16 4SJ, tel 0262 601006

Betterneat/Konix, Unit 35 Rassau Industrial Estate, Ebbw Vale, Gwent NP3 5SD, tel 0495 350101

Quickshot/Bondwell, Bondwell House, Unit D1, Tariff Road, Tottenham, London N17 0EH, tel 081 365 1993

Quickjoy, Spectravideo Ltd, Unit 27 Northfield Industrial Estate, Beresford Avenue, Wembley, Middlesex HA0 1NU, tel 081 900 0024

Suncom Technologies, 6400 West Gross Point, Niles, Illinois 60648, USA



# stick with a sting!



**Here's your chance to win one of ten brand new joysticks from a brand new company, Logic 3. The Sting-ray is being hailed as the 'ultimate in hand-held joysticks' and has a stylish and futuristic design. But its attributes aren't limited to simple good looks. Its ergonomic design makes it comfortable to use - even after hours of zapping, and durable micro-switches make it responsive and strong. There are four different models, including sticks suitable for the Sega and Nintendo game systems.**

**If you want to get your hands on one of these desirable designer sticks, then write your answers and your name and address to the simple Sting-ray questions below on a postcard or the back of a sealed envelope with your name and address and send them to Sting-ray Competition, Complete Computer Entertainment Guide, Newsfield Publications, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW. And DON'T forget to tell us what sort of computer or games console you own so we can arrange to send you the correct model. Closing date is 28th June 1991 and normal Newsfield competition rules apply. So what are you waiting for? Get stuck in!**

1. Name the puppet pilots of the futuristic underwater submarine, Stingray.
2. Name the American car manufacturer who created a classic car named the Stingray.
3. In the natural world is a Stingray A) A snake? B) A fish C) A spider?




■ Renegades in the night: Steve Kelly, of the Bitmap Brothers, Tom Watson and Rhythm King's Dan Thompson.

# software renegades

**British software houses are putting their future at risk by their dogged pursuit of movie licences. It's the easy way to produce profit-making games, but ultimately stifles creativity, argues Tom Watson, of new software house Renegade. Things had better change before it's too late...**

## RENEGADE: IN THE LAP OF THE GODS

In the London Docklands, where the Thatcher-inspired enterprise Britain struggles to cope with crippling interest rates, the uniform business rate and inflation, **Tom Watson** is preaching revolution. Not against government, but against the smug world of software house publishers, using inflammatory phrases such as 'artistic integrity' and 'profit share deals'.

In theory, the plan is simple: to establish a games development company run by programmers, designers and artists — not by the business-suited, Porsche-driving bureaucrats who now dominate the computer entertainment industry. Developers and publishers should share in the responsibility for packaging, promotion and marketing decisions.

The reality is **Renegade**, a consortium of talents consisting of former **Telecomsoft** and **Mirrorsoft** marketing man Watson, games developers **The Bitmap Brothers** — responsible for the mega-hit *Xenon 2* — and **Rhythm King Records**, the dance label behind **Beats International**, **S'Express** and **Betty Boo**.

The immediate result is *Gods*, an eight-way scrolling arcade shoot-'em-up, add-on levels for *Cadaver*, and in the summer, *Magic Pockets*.

The future dream is to fuse talents from the world of software, music and film, creating products which will improve the standing of the games to a point where software is no longer treated as the poor relation of the entertainments industry. And, above all, fostering the talent on which the future success of the software industry depends.

A bold plan, but Watson and **Renegade** don't

believe they can change the software world on their own, but hope to provide a thought-provoking challenge to the existing order.

## DEVELOPER/HOUSE HOSTILITY

Watson believes there are two prevailing attitudes that the emergence of **Renegade** has provoked from the software industry. One, he says, is to 'stamp on our heads, that we shouldn't be allowed to do it'. The other, a more considered reaction:

'There are one or two publishers who will privately say, "There might be something in this — but we'll see how it goes. If it does seem to work, then maybe we'll switch our tack." And that would be great. If that happens it will be absolutely bloody brilliant.'

In many cases, Watson believes the existing role between games developers and the software house publishers is 'combative' and the brains behind the games aren't treated as assets but as disposable commodities. People aren't interested in the corporate identity of software houses, he argues, but they *are* interested in the people who create the games.

**Renegade** wants to change 'the way software is packaged, promoted and represented'. Corporate or personal ego aggrandizement is out. The message is the game. And the game is the people who create it.

## BITMAP BEGINNINGS

The seeds of **Renegade** were sown when Watson was at **Mirrorsoft** and the **Bitmaps** were producing *Xenon 2*. The Brothers wanted to use **Bomb The Bass**'s *Megablast* as the soundtrack to the game.

Watson contacted **Rhythm King Records** mogul **Martin Heath** to try and get the rights to the music. As he tells it, Heath was initially under the impression Watson was in fact **Tom Watkins**, manager of the then chart-topping **Bros**. The misunderstanding was sorted and it turned out Heath was a keen player of table-top strategy and wargames — and computer games. 'He was straight over to raid the stock cupboards,' says Watson.

The *Megablast* deal was quickly struck. It worked well for both parties. Games players got an ace soundtrack, and Bomb The Base's music was introduced to a potentially new audience. Everybody was happy.

Watson left Mirrorsoft to work on a 'film project' and, through a circuitous route, ended up back at Rhythm King. At the same time, *Melody Maker* did an interview with Martin Heath and Bitmap's **Eric Matthews** about music and technology. Heath and Matthews became increasingly keen to work on a software project together. Watson became involved and his brief sojourn from the software world was over.

**"Risk is a dangerous thing, but you do have to take it sometimes"**

'Basically, I left the software industry because I thought it was not only shooting itself in the foot, but it was shooting itself in every available limb.

'I had a curious thing for a marketing manager in a software company, in that I actually liked games. I really, really, really like games. What I saw happening from my perspective was that the games were becoming not just less important, but almost a minimal part of a major marketing campaign. I thought there was no way of changing it from within. I tried.'

## EMPTY PRODUCTS

But with **Renegade**, he believes there's a chance of changing things.

'What I hope we can do is put things on the agenda for discussion, like the relationship between publisher and developer; like the way products are published, like the role of the publishing company, like the role of marketing and, by putting them on the agenda, make people consider them.'

The increasing dependence by software houses on film licences will, ultimately, be bad for the industry. Not because this cross-fertilization of ideas is in itself bad, but because of the adverse effect on original game creativity.

'Everybody has lost their sense of proportion in terms of the way the software industry does it,' he says. '*RoboCop* was a very well done licence, very well handled, and its longevity in the charts was indicative of that — but it's not just about one licence, but how many, what proportion of the market place.

'The reason, to my mind, that publishers do this, is because a lot of creativity is just lifted off their shoulders and they don't have to think in a lot of areas. They're given something which is instantly recognisable, so they don't have to put it into the market, they don't have to establish familiarity between the market and the product. The familiarity is already there.' This can lead to what he calls the 'empty box scenario.'

He continues: 'It doesn't matter what's *in* the box, because everybody will buy it because of what's *written* on the box. The moment that you accept the possibility of that argument existing, you suddenly have to ask, what are they producing, what are they trying to produce, what are their goals? Fundamentally, that's where the licence leads. It doesn't matter, at the end of the day, what's in the box. Lot of people will disagree profoundly with that, I'm sure.'

Watson cites **Ocean**'s *RoboCop* as a 'shining example of doing some good stuff'. But at the same time, he adds, 'I can't think of any major licensed product and say, "Wow that really

## GODS

*Gods* is pure eight-way scrolling arcade action, based on the Labours of Hercules. You must embark on a series of tasks to gain freedom from the gods Juno and Eurytheus, and achieve eternal life. The adventure is set in the temples, streets, labyrinthes and underworld of an ancient city. Hercules can find and buy weapons, collect objects and solve puzzles.

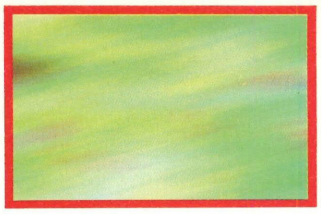
Music is provided by **Rhythm King** artists **Nation 12**. That's **John Foxx**, formerly of **Ultravox**, **Simon Rogers**, an ex **The Fool** member, and **Shem** of **Beats International**. It's called *Into the Wonderful* and will probably be released as a single.

Games design: **Eric Matthews**. Code: **Steve Tall**. Graphics: **Mark Coleman**. Music: **Nation 12**. Music code and effects: **Richard Joseph**.

*Gods* is available for the Atari ST and Commodore Amiga at £24.99, and the IBM PC and compatibles at £29.99.





broke ground".'

Eventually, he says 'the consumer is going to get pretty hacked off, because there'll be this blandness of product, this uniformity, this unpleasant sterility of product.'

Watson has praise for **Psygnosis**, creators of *Shadow Of The Beast*, and its pursuit of originality. 'They're a shining example of why you don't need to trade in that type of product, because you can create things of value yourself.

'They create an incredible familiarity to their product. *Shadow Of The Beast* shows that it can be done, if you're prepared to try, prepared to think about it, do it diligently, intelligently, and remember the prime mover to it all is what's actually on the disk. That's where it starts. It doesn't start with something imposed.'

But a film licence game can lead to problems. How, he asks, do you market *Teenage Mutant Hero Turtles* to 16-bit owners who, he says, are mostly in their late-teens or early 20s?

'How do you sell to a 17-year-old, whose interests are **Depeche Mode**, saving up for that car, chasing girls — unsuccessfully — getting served in pubs with his elder brother's ID, and generally being pretty bloody smart. He's got a younger brother, of five or six, running around in the back garden with a tea towel round his eyes and a big bit of cardboard on his back, going "Cowabunga". How do you sell that product?

'There, to my mind, you have a snapshot of some of the problems that can be created by this relentless pursuit of the licence and almost misunderstanding the market the product is meant to relate to.'

## DARK FUTURE

If reliance on the licence continues, says Watson, creativity will be stifled, and the software industry's future put at risk when it has to compete in the new world of multi-media entertainment.

'This industry is going to be profoundly bigger than many people realise. Martin Heath at **Rhythm King** says software will ultimately be the biggest entertainment industry. Let's just accept that proposition for a second, or just say as big as other entertainment industries.

'What's going to happen if we devalue the creativity of the industry completely, if you've driven it underground because it's a difficult issue, a problem, because it involves too great a risk?

'What does the software industry have to offer the other entertainment industries who are cash rich and management rich? They have a lot of money, they have shit-hot management, very good commercial skills, excellent distribution to their markets. What can the software industry offer? Can it offer them cash? No. Can it offer them management? I would say no, by and large. Can it offer them brands? Maybe in one or two isolated cases, but basically, no.

'What can it actually offer? What would it bring to the table? There's only one thing to my mind, and that's creativity. If all it can bring to the table are very sharp suits and white shirts, saying "We can do this, we can do that," without understanding the basic principle of what they're trying to achieve, then ultimately they'll be lost, because they'll be blown out of the water in all the other areas.

'Basically, they're not up to the task. That's not because management individuals in software companies are any weaker than individuals in music or film companies. They're not. In many ways, they're a lot stronger, because they work in a more difficult, less stable market. But they don't have anything in terms of their corporate structure to offer. Ones who get lucky will sell contained units, the rest just won't exist. **Sony**, **CBS** will run it, **Warners** will run it. That is the risk.'

Creativity is the cornerstone of the industry. 'If you can harness that creativity, then the industry has a future. If you're prized for your creativity, your skill and your ambition in producing the best product you can, you'll retain your independence because then you have value.'

Time, as always, will tell if the **Renegade** philosophy will work. 'Risk is a dangerous thing, but you do have to take it sometimes.'

**"The consumer is going to get pretty hacked off after a while because there'll be this blandness of product, this uniformity, this unpleasant sterility of product"**

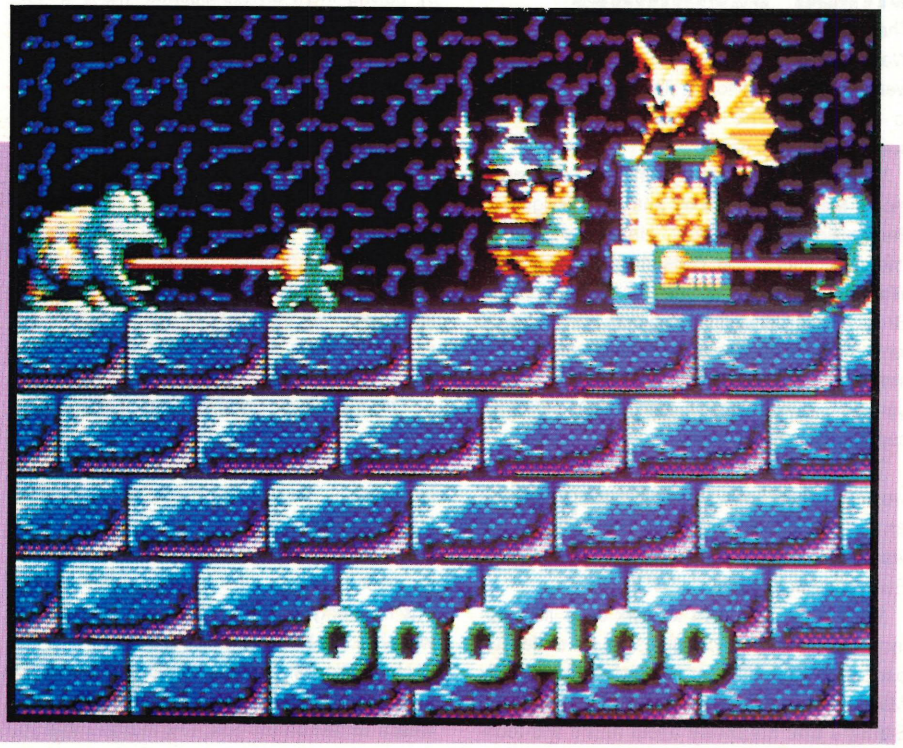
## MAGIC POCKETS

The hero is the Bitmap Kid and he's been having a hard time. His toys have been lost in deep, deep pockets. They can only be retrieved by exploring the Magic Pocket Kingdom. Rockmen, snails, green slimy things and various aggressive nasties conspire to keep the Kid's toys.

Viewers to ITV's **Motormouth** show will have already seen the Bitmap Kid, although they may know him as Mighty Mo. **Renegade** produced a version of the game to allow telephone callers to play the game, which will be featured until the end of the current series.

Games design and code: **Sean Griffiths**. Graphics: **Mark Coleman**. Music and special effects code: **Richard Joseph**.

*Magic Pockets* is available for the Atari ST and Commodore Amiga at £24.99, and IBM PC and compatibles at £29.99.



# REAL HATRED IS TIMELESS

L A S T

# NINJA 3

NINJA THREE

Ninja 3 is here and ready to explode onto your screen with the most glorious display of graphics and animated fight sequences ever seen in this type of game.



With a massive introduction sequence, incredibly detailed '3D' background graphics and a more than generous helping of all-out action, Ninja 3 displays a degree of excellence never before experienced by even the most seasoned Ninja fan. Ninja 3 – A game of epic proportions.



Feel the realism, allow yourself to witness the magical world of Ninjitsu, spiritualism, experience the mystical atmosphere of the Tibetan Temples. Remember, always remain in control of your stealth and cunning as you do battle once again with the most treacherous purveyor of evil, Kunitoki.



Actual C64 Screens

**Regarded as a licence within itself, the highly acclaimed Last Ninja series reaches an unequalled pinnacle of excellence with the arrival of Ninja 3. Seldom has a series of games won as many awards world wide as The Last Ninja. NEVER HAS SUCH A SERIES OF GAMES JUST GOT BETTER AND BETTER . . .**

Available on Cartridge for C64 Computers and the C64GS Console.
Also for the Amiga and AtariST Home Computers.


**SYSTEM 3 SOFTWARE**
Blenheim House, 1 Ash Hill Drive, Pinner, Middlesex HA5 2AG
Telephone: 081-866 5692 Facsimile: 081-866 8584


S Y S T E M 3

# white noise


m
END CUE1 CUE2 CUE3 CUE4
PLAY
RECORD
0001.03.126
00:00:01.17
100
4
i
d
Deee-Lite
how do you Say ... Love
Groove is in the heart
i

**Computer technology has changed the face of the music business, probably even more than the punk rock revolution of the Seventies. These days if you've got a feel for music it isn't that difficult to record and release your own dance-floor hit, thanks to synthesizers, samplers and drum machines. There are two ways to make music with your computer. If you're a programmer you can play around with the machine's built-in sound chip or, if you want to get really serious, a MIDI interface can be used to control external music making hardware. It can be an expensive business, but using CCEG's guide to music making, you'll be able to find a package to suit your pocket.**

## WHAT IS MIDI?

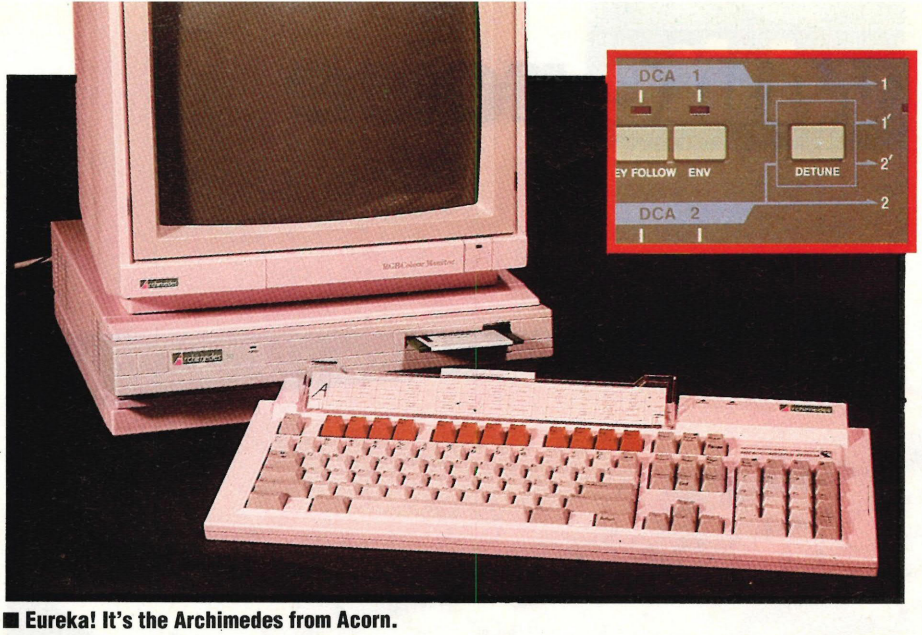
A Musical Instrument Digital Interface is what allows a computer to talk to synthesizers, drum machines or samplers. Basically it's a serial link which transfers data from your computer to the instrument in digital form.

On most MIDI compatible devices you'll find two 5-pin DIN sockets labelled MIDI OUT and MIDI IN. OUT sends the signals, IN receives them. Some hardware will have a MIDI THRU socket which enables you to link up more than two instruments.

These days more sophisticated interfaces can control studio mixing desks allowing engineers to link up several instruments and literally program an entire song, complete with special effects and sampled vocals.

But you don't need a huge studio and a lorry-load of keyboards to make music.

If you've got a home computer, a keyboard, a MIDI interface and some sequencing software - the heart of any computer driven music system, big or small - you've got all you need. You could use your home recording studio to lay down the basic tracks for your hit single and then take it into a professional studio to add the finishing touches. Many top stars work this way as you'll read later in CCEG. But which home computers are best? Read on...




■ **Eureka! It's the Archimedes from Acorn.**

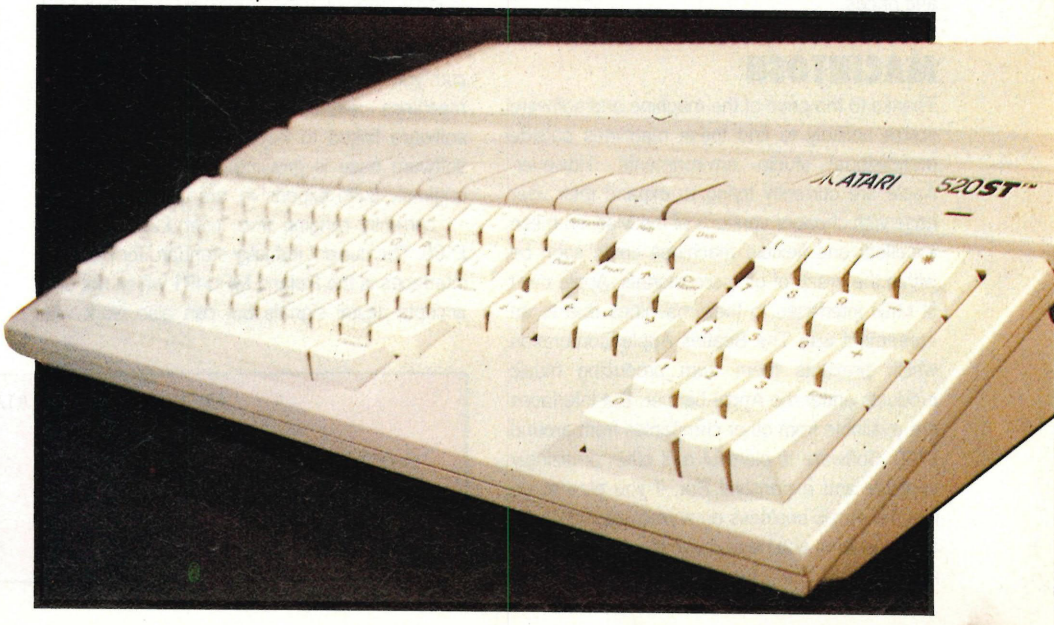
## ARCHIMEDES

New models of Acorn's Archimedes have a built-in MIDI interface and the machine can produce true stereo output. The internal chip can deal with eight channels of sound and is ideal for processing samples. Most software available for this machine makes the most of these built-in advantages. Like the Amiga, the Archie's multi-tasking abilities and fast processor enable it to deal with large musical applications easily. However, despite this, there isn't much software around to support music making on this machine. And if you purchase an early model you'll have to find at least another £80 to add a MIDI interface. See CCEG's HardCore section for details of machine variants and prices.

## ATARI

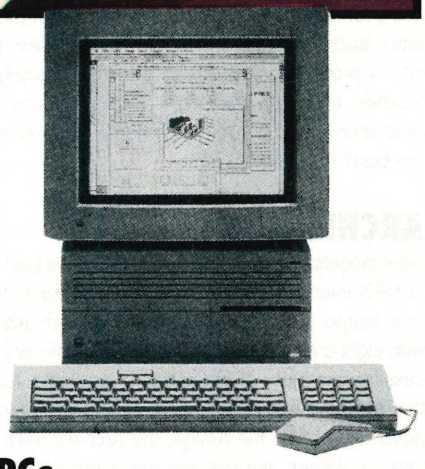
Wander into most recording studios and you'll see an ST tucked away somewhere. Atari stole a march on other manufacturers by coming up with the 'revolutionary' idea of actually fitting a built-in MIDI interface. And it remains the only popular home computer to have these interfaces as standard. Nowadays you can purchase loads of music software for this machine, priced from under a fiver to over £500. The machine is also able to store sound samples and play them back. The bad news is that the ST's own sound-chip isn't that impressive, although the STE model's chip is an improvement. And recently Microdeal released a cartridge — the Stereo Playback — which allows your ST to create and store stereo sounds for just under £30. Serious musicians should not really consider anything less than a 1040STE as much software needs an ST with the maximum memory available. Some software also requires a hi-resolution screen. See CCEG's HardCore section for details of machine variants and prices.

■ **The Atari ST. The industry standard computer sequencing device.**



# white noise





■ **Late in starting out but catching up fast is Commodore's Amiga (above), and the expensive but brilliant Macintosh (right).**

## AMIGA

Commodore's machine initially suffered in the music making stakes because of the lack of an on-board MIDI interface. However, you can now purchase an interface for as little as £40, and all the interfaces work with any MIDI software. And that software base is growing fast after a slow start. The Amiga has an excellent internal sound chip — great for playing back samples — and its multi-tasking abilities allow you to run several music applications simultaneously. However, as with the ST, potential users will have to look at the top of the range machines in order to get the large amounts of memory required to use the Amiga for serious music-making. See CCEG's HardCore section for details of machine variants and prices.

## MACINTOSH

Thanks to the price of the machine and software you're unlikely to find these machines outside professional studio environments. However, Apple are currently trying to expand their user base with cheaper versions of the Mac, so these excellent and flexible machines could soon be within the grasp of us mere mortals. Apple can't fit MIDI interfaces to their machines due to an agreement with The Beatles Apple Corporation which prevents them from producing music products under the Apple banner. But interfaces are available from other companies from around £100. Software is plentiful and often amazingly versatile and expensive! But, if you plan to go into the music business on a professional basis, a Mac is what you need,.even if you can't afford it!

## PCs

The PC could be a bit of a dark horse in the MIDI music stakes. In America, PCs have always been well served with music software and the machines are relatively cheap and easy to find. The internal sound chip is, quite frankly, dreadful so, even if you're not a 'serious' musician you'd still probably want to use one of these machines as an engine to drive sequencing software linked to keyboards and so on. The software base is growing and MIDI interfaces, originally quite expensive, are dropping in price — currently ranging from over £250 to under £100. The current industry standard for PC MIDI interfaces is the Roland MPU401 which not only accepts digital signals but can also work with musical hardware blessed with old-fashioned control-voltage (CV) technology, which may help if you're working to a budget or have elderly instruments you don't want to consign to the scrap heap.

## CHEAP N' CHEERFUL

Second-hand music making bargains can be had in the shape of the BBC, MSX and Commodore 64 machines and software. Early BBC machines had a ROM chip with a 16-track MIDI sequencer and quite a few MIDI programs were created for it. Yamaha once released a special range of MSX machines which came complete with keyboard and took advantage of Yamaha's state of the art FM chips also found in their DX range of keyboards. Software was cartridge based and at the time, there was quite a bit around. The CX5 series went out of production, but you still might be able to find one listed in the classified advert columns of computer and music magazines. Likewise, the Commodore 64, which when it first appeared represented a breakthrough in sound quality on home computers. It had a special chip which could store and sample sounds, plus four channels and filters so programmers could play around with the sounds. Again, second-hand software and interfaces can be found in the classified advert columns.

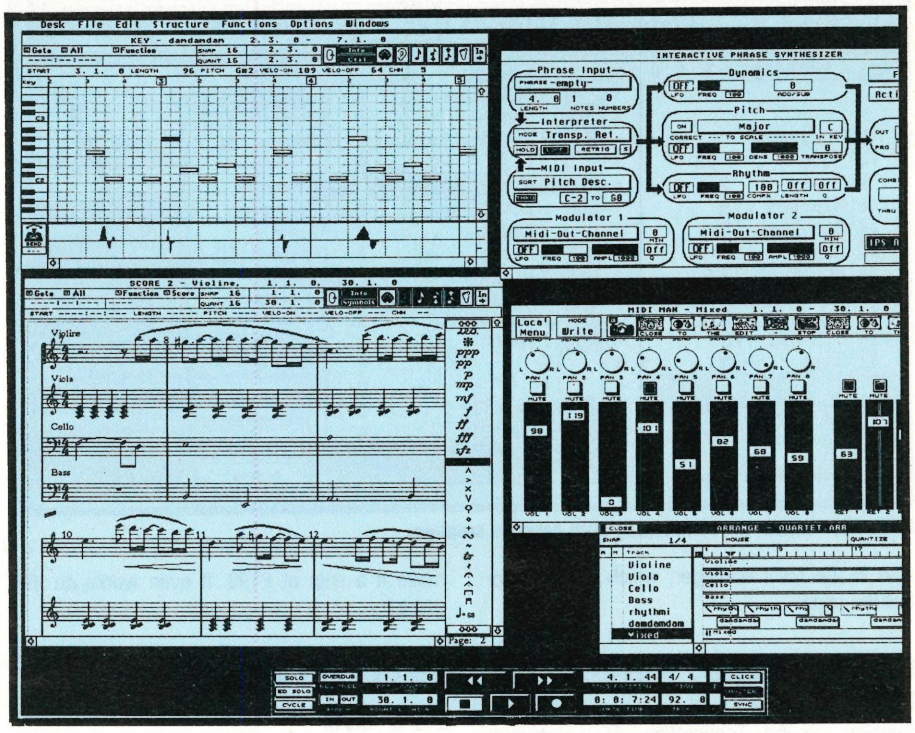
## Free Midi Software For CCEG Mac Users

With the news that Apple have dropped the prices of their prestigious new range of computers, there has been considerable interest in using Macintoshes in the music industry.

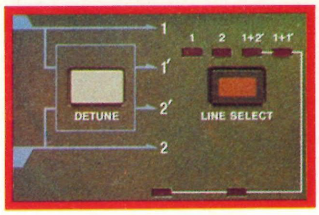
To help existing and potential Macintosh users realise the potential of their computers as a MIDI word-processor, Evenlode Soundworks Ltd will supply all CCEG readers with a fully working demo version of Steinberg's CUBASE — the leading professional MIDI recording studio — totally free of charge. CUBASE willl run on all Macintosh computers with 1mbyte of RAM.

To obtain a copy, simply send a blank disk to; Customer Support, Evenlode Soundworks Ltd, The Studio, Church Street, Stonefield, Oxford, OX7 2PS.

| | ARCHIMEDES | ATARI | AMIGA | MAC | PC |
|---|---|---|---|---|---|
| Built-in MIDI? | * | * | | | |
| Interface required? | | | * | * | * |
| Interface from £? | 80+ | | 40+ | 100+ | 100+ |
| Software from £? | 100+ | 50+ | 50+ | 150+ | 80+ |




■ **Cubase's complete window handling let's you create a customized working area.**




# The heart of any home music making or recording set up is the sequencing software. Here Steve Richter and Richard Fincher guide you through the MIDI maze.

Back in the mists of time when punk was in its death throes, a nice, clean young man called Howard saw his star rising. Soon, bands everywhere would be moving out of garages and retiring to hi-tec bedrooms. Poor old Howard meanwhile would be, well, retiring.

To his credit though, it was Howard Jones who first showed just what could be done when man and machine made music together. He toured 'solo', producing complex songs aided only by MIDI, a computer and a clown called Jess. Now while Howard and his friend may have slipped from the collective consciousness, MIDI has gone from strength to strength.

It first hit the headlines about eight years ago. 'Open up a new dimension. Link your home computer to a MIDI keyboard', drooled the press ads. Music pulses quickened. Indeed, MIDI sequencing software represented a quantum leap for songwriters and performers, effectively placing a multitrack recorder at their disposal.

In truth, the amount of software in those early days was limited and pretty basic, a situation very different from today.

Software overkill rather than underkill is currently the rule. The problem now is how to choose a package that matches your needs, and how to know which software represents good value for money. Our aim here is to guide you through the MIDI maze.

In an ideal world, you would choose a sequencing package first, and only then pick the computer on which it runs. But factors such as reliability and support must also be taken into consideration. More to the point, you probably already own a computer which you use to perform other tasks.

That said, different sequencing packages have a different feel about them, and each suits a particular way of composing. So what do you look for?

A lot of people are inclined to judge the software in terms of numbers - in particular, number of tracks and resolution are often quoted by themselves as if they were the most important factors.

Some sequencers provide more than 100 tracks, some more than 1,000. At least one gives you an unlimited number. The truth is, 16 is ample and 32 is luxurious. Anything more doesn't really matter.

Similarly, when it comes to 'resolution' it is again important to keep things in perspective. The 'resolution' of a sequencer is how many slots there are in a bar where notes occur. The minimum is 384, but some give up to 1,920 per bar. However, even if you could hear the difference (which is doubtful) the computer's 8MHz speed means that it is unlikely to be accurate anyway.

Another obvious difference between packages is that some sequencers look prettier on-screen than others. It's worth remembering however, that beauty really is only skin deep. Indeed, the best-selling sequencer in the US is entirely text-based. There's no doubt though, that a high-resolution screen often allows more precise editing, even if it does strain your eyes!

A key consideration in choosing software is to be aware of the difference between the two basic systems of operation. Some sequencers are linear, others are pattern-based. Which you choose depends on the type of music you wish to write.

Most early sequencers worked in a similar way to multi-track tape machines. Everything was recorded onto 'virtual tape' (tape which exists in the computer's memory) in a continuous fashion. A tape counter tells you where to start recording (punch in, to use the jargon) and where to stop (punch out). The tape counter usually works in bars and beats. This style of recording belongs to the linear sequencer.

The other type of sequencer is pattern-based, similar to that of drum machines. A song is recorded as a set of patterns which are then linked into a song. While you record a pattern, it cycles round in a loop, making it easy to build up (overdub) extra instruments.

Pattern-based sequencers make two basic assumptions about your music. First that it is made up of chunks (eg, intro, verse, chorus) and second that it contains sections of music that are repeated.

In a nutshell, linear sequencers suit continuous, evolving music such as jazz, new age, minimal, while pattern-based suits 'chunky' music, such as dance, rock and classical.

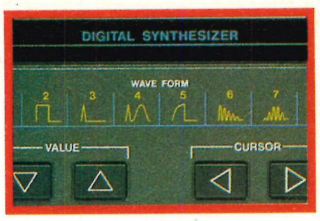
The final question to ask about any sequencer is, how does it show the notes, so that I can pick out a mistake and easily correct it?

Surprisingly, conventional music notation is not the best way to show what is recorded. The reason is that any score is open to interpretation. It does not precisely describe a performance. Also, a performance cannot be easily translated into music notation. Unless they are primarily score printing programs, the software packages that do this well have another page as their main edit page. They are also expensive.

The most popular type of edit page is called a piano-roll, because it resembles the punched roll of paper which the old automatic player pianos had. Pitch is usually determined by the height on the screen (y axis) and duration/time by the horizontal (x axis). Notes are then shown as horizontal bars across the screen. If the computer uses a high resolution display, the editing can be very precise indeed.

Sometimes you can zoom in to see important sections in more detail. Sometimes there is a chart underneath which shows the velocity (loudness or softness) for each note as a vertical line.

Another form of editing is a drum machine grid, where one bar is shown at a time, with different shaped symbols for hard and soft notes. You program the grid for your particular drum sound source, and each symbol's line is labelled with its instrument (e.g. bass drum, crash cymbal).




Finally, some sequencers have an event-list, a string of numbers representing pitch, duration and velocity. Such a system can also be useful for editing other types of MIDI control data, such as sustain pedal, sound changes and so forth.

MIDI allows a sequencer to send many types of continuous data, the most common being aftertouch (key pressure) volume and pan (left and right balance). Some sequencers allow you to draw continuous controllers, others provide a series of on-screen faders whose movement can be recorded.

This then is what to look for. But in that big, wide world out there, where almost everything promises to make your wildest musical dreams come true, what exactly is on offer?

## ATARI SEQUENCERS

Steinberg's Pro-24 program, was the Ford Model T of sequencer programs. It was the first to be widely adopted in the UK and was the industry standard for several years. Nowadays however, it's a bit of an old banger.

## Steinberg Cubase 2.0

**Price: £550**

Supplier: Evenlode Soundworks, Church Street, Stonesfield, Oxfordshire OX7 2PS tel (0993) 898484

Cubase is Steinberg's all-new sequencer, not a rework of the Pro-24. It is technically a linear sequencer, but nicely sidesteps the normally slow cut-copy-paste routine by recording tracks in parts. These can be cut to any length, and dragged around, extended, shortened and rearranged at will.

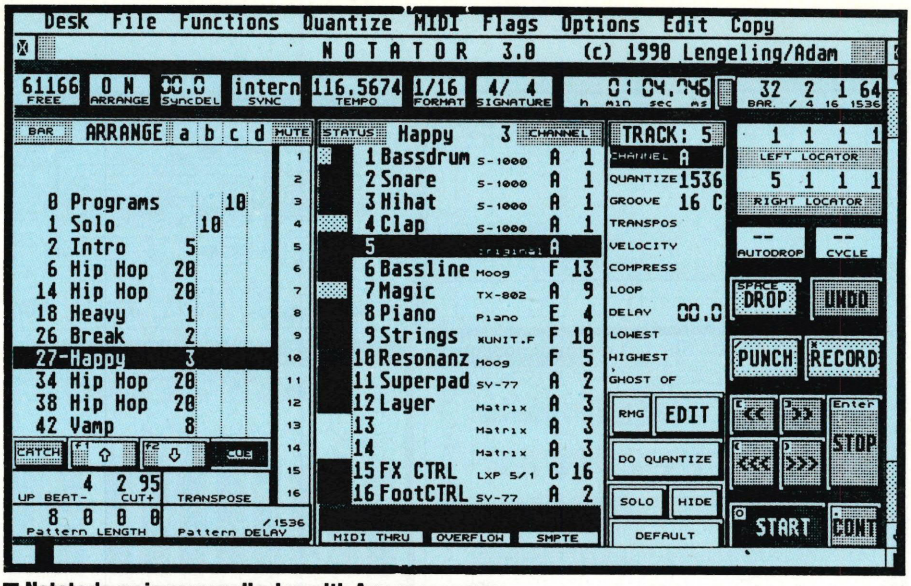
Cubase has no less than five edit screens. Key-edit is a piano roll, grid-edit is an event list with built-in graphics. Logical-edit selects notes based on certain criteria (eg, all the loud ones) and there are also score-edit and drum-edit pages. The MIDI Manager is a configurable editor for all continuous data, although few people understand its vast potential. Cubase has an extremely flexible quantise which can always be undone.

## Steinberg Cubeat

**Price: £285**

Supplier: Evenlode Soundworks, Church Street, Stonesfield, Oxfordshire OX7 2PS tel (0993) 898484

Recent versions of Cubase have become very well endowed in the score-writing page, so Steinberg released Cubeat for people who don't need these facilities. The only other major omission is the MIDI Manager, which isn't bad for half the price!




■ **Notator's main screen display with Arrange menues.**

## C-LAB Creator/Notator 3.0

**Price: £299/£499**

Supplier: Sound Technology, 15 Letchworth Point, Letchworth, Herts SG6 1ND, tel (0462) 480000

C-LAB is not a new program, but has been constantly upgraded, mainly because so many people like the way it works. It is a pattern-based sequencer which overcomes the usual limitations of the system. Usually, once you have chained your patterns together you can't record a longer part continuously along with several shorter patterns. C-LAB gets round this by allowing up to four patterns to be played at once. This is what makes it 64-track, although each pattern is 16-track. It is in fact, a rather more sensible way of providing 64 tracks than just having 64 track patterns.

The latest version gives you an event list, a sideways piano roll, and a faders page called RMG to control MIDI volume. This page can get as powerful as you like, if you know how to program it.

Many people buy the Notator version of C-LAB. It gives you everything from Creator, plus what is arguably the best score-writing package to be combined with a sequencer.

## C-LAB Notator Alpha

**Price: £199**

Supplier: Sound Technology, 15 Letchworth Point, Letchworth, Herts SG6 1ND, tel (0462) 480000

This is a remarkable new program which gives you nearly all the notation facilities of Notator 3.0, while also retaining the event list and general pattern-style recording.

Its limitations are that only one pattern can be played at once, and the RMG (faders) page, as well as the Hyper-edit recently added to Notator 3.0, are missing.

However, unlike the old Pro-12, which ended up being given away, this program retains more than enough of its bigger brother's features to make it a snip at £199. It even works on the 520ST!

## Passport Mastertrax Pro 3.0

**Price: £285**

Supplier: MCMXCIX, Tudor Estate, 708a Abbey Road, London NW10 7UW, tel (081) 963-0663

This is a converted Mac program. See the Macintosh section for details.

## Dr T's KCS

**Price: £285/£299**

Supplier: MCMXCIX, Tudor Estate, 708a Abbey Road, London NW10 7UW, tel (081) 963-0663

KCS stands for keyboard controlled sequencer, and is available in several different versions for the ST, as well as the Amiga. On the Mac it has been superseded by Dr T's Beyond.

The sequencer does not really take full advantage of high resolution graphics, but has always been bundled with a multi-tasking environment called MPE. This allows editors from Dr T's range, as well as their score writing program, to be simultaneously run. You do however, require memory of at least 2Mb.

The sequencer has 48 linear tracks with a maximum resolution of 1536 divisions per bar. The more expensive Level II, features a programmable variations generator which can be quite useful for certain types of music.

## Hybrid Arts EZ/Edit/Sync/SMPTE Track

**Price: £59/£179/£299/£499**

Supplier: Hybrid Arts UK, tel (081) 883-335

In the Mac and PC-dominated US, the relatively few people who do use the Atari use Hybrid Arts. One benefit of their software is that tape synchronisation is included.

If you don't use a four-track portastudio, then don't worry about it , but the top three versions differ only in the type of tape sync hardware

included in the price. There is none for the £179 version, FSK for £299 and SMPTE for £499.

Broadly speaking, SMPTE-track is for studios, Sync-track for home studios, and Edit-track for people who either don't need or already have tape sync.

There are 60 linear tracks and 384 divisions per bar, apart from the 20-track EZ-Track, which lacks all but the basic recording funtions. There is a companion scoring program which can run at the same time, if you have enough free memory.

## MACINTOSH SEQUENCERS

The Apple Macintosh has only recently begun to look attractive to music makers in the UK, thanks to a recent price drop. It has however, long enjoyed popularity in the US so, not surprisingly, all the leading packages are American. The Mac lacks MIDI, but this is only a £65 problem.

### Mark of the Unicorn Performer 3.6

**Price: £399**

Supplier: Supplier: Sound Technology, 15 Letchworth Point, Letchworth, Herts SG6 1ND, tel (0462) 480000

This sequencer was the first popular one for the Mac, and is still market leader in spite of fierce competition. It now sports full musical notation as well as a piano-roll with continuous controller chart, which does most of the work.

You can create custom consoles of faders to suit any task and arrange your music using 'chunks' to work around the limitations of the linear approach.

A sister program, Professional Composer, provides DTP-standard score printing.

Context-sensitive help is provided by little help balloons, and you can control Performer's functions from your music keyboard, using a different key for play, record, rewind and so forth.

### OpCode Vision 1.2

**Price: £399**

Supplier: MCMXCIX, Tudor Estate, 708a Abbey Road, London NW10 7UW, tel (081) 963-0663

Opcode Vision is a new pattern-based sequencer which features piano-roll and event-list editors, along with user-defined faders.

Patterns can be triggered either in real-time from the Mac's keyboard or from a music keyboard, when they transpose key depending on which note you play.

This may seem like a gimmick, but it greatly speeds up the process of arranging a song. There are flexible quantise options, and a useful scale time feature which allows you to record without a metronome, and set the bar lines afterwards.

A pattern in Vision is 99 tracks, and up to nine can be played at once. This effectively means you can mix in parallel linear tracks if you wish. Context-sensitive help is provided, as is full remote control from your music keyboard.

A new version, StudioVision, allows you to record 16-track CD quality sound, direct to hard disk if you have a Macintosh II and additional hardware.

### Opcode EZ Vision

**Price: £115**

Supplier: MCMXCIX, Tudor Estate, 708a Abbey Road, London NW10 7UW, tel (081) 963-0663

EZ Vision retains the piano roll from Vision, but cuts the event list. There are only 16 tracks per pattern, and only one pattern can be played at once.

This means that arranging a song is quicker but not as flexible as Vision. There is a built-in mixer which is pre-configured to volume and pan - once again quicker, but not as flexible.

EZ Vision makes good use of colour, if you've got it, by showing each track's notes in a different hue. Context-sensitive help is provided, making the program quick to learn as well.

This is a superb program in terms of value for money, and its limitations may not affect you at all, depending on how you compose.

### Passport Mastertrax Pro 4

**Price: £285**

Supplier: MCMXCIX, Tudor Estate, 708a Abbey Road, London NW10 7UW, tel (081) 963-0663

This is a linear sequencer which could be characterised as the poor man's Performer. It does have its own useful touches though. For example, clicking on a note in the piano roll calls up a box with the complete numerical description of that note in it. There is also a notepad for including information about a track or song, and songs can be chained together as if they were patterns.

People find Pro 4 particularly good for overall editing, such as swapping around choruses and verses in block form. Another interesting feature is the ability to make a piece fit a particular amount of time.

There is a companion program for score printing called Encore. This is also now availabe for PC.

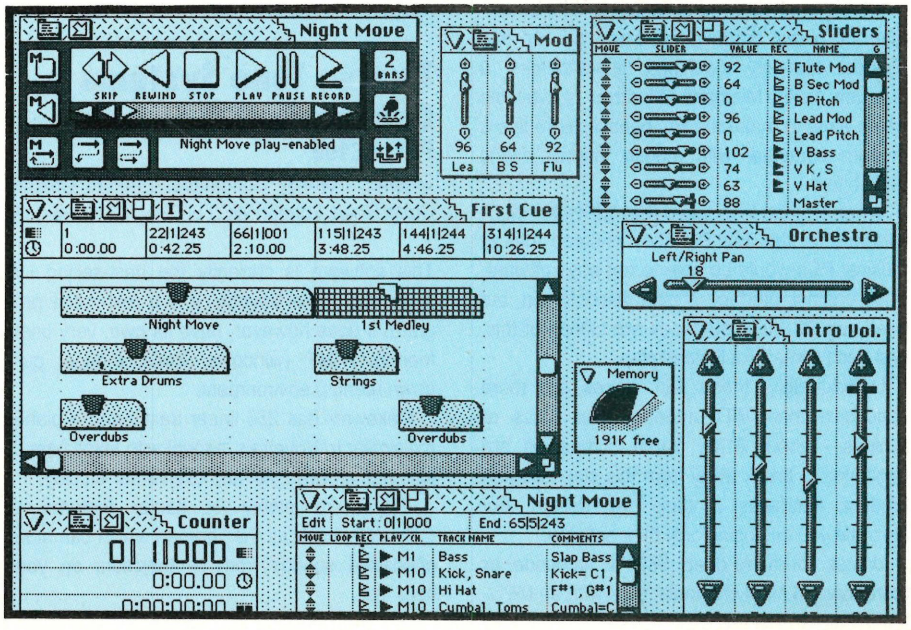
### Steinberg Cubase /Cubeat

**Price: £550/£285**

Supplier: Evenlode Soundworks, Church Street, Stonesfield, Oxfordshire OX7 2PS tel (0993) 898484

With Performer in the lead and Vision a short distance behind, it seems unlikely that Steinberg's Mac software will catch up in the US.

**■ Performer for the Apple Macintosh can give the user an array of functions to marvel at and use.**



However, with awakening interest in the Mac in Britain, many people are switching to Cubase Mac, because it is a program they already know.

Cubase does also beat its US rivals in a number of key areas. These include scoring, MIDI Manager and quantise options, as well as the number of edit pages. (See Atari section for more details).

## Dr T's Beyond

**Price: £259**

Supplier: MCMXCIX, Tudor Estate, 708a Abbey Road, London NW10 7UW, tel (081) 963-0663

They say that imitation is the sincerest form of flattery. Well, Beyond is very like Mastertrax Pro. To be honest though, Beyond is better because it has a MIDI mixer page, better quantise options and is also slightly cheaper!

If you want a budget Mac sequencer, and you dislike EZ Vision's pattern-based approach then buy this.

# IBM COMPATIBLE SEQUENCERS

The specification of the original IBM PC was pretty dismal by modern standards. It was text only. And it had an unfriendly user interface called MS-DOS, which requires a series of shortened commands to be learned, in order to operate the machine.

Since then, PCs have been upgraded beyond recognition. This does however, leave a problem. Some PCs are more upgraded than others.

There are, for example, at least five graphics cards: Monochrome, Hercules, CGA,VGA and EGA.

If a piece of software is written to take advantage of hi-res graphics, it won't run on the cheaper text-only machines. Nevertheless, a program called Microsoft Windows is available which aims to make the PC behave more like a modern computer with mouse, menus, icons and so forth.

When Roland introduced their MPU-401 MIDI interface for the IBM PC, they ensured that all musical PCs would be able to run any software. Their original interface is now discontinued, but nearly all PC MIDI interfaces are clones of this, and each contains a Roland chip.

Unfortunately, these 401 clones are more expensive than MIDI interfaces for Macs or Amigas - about £139. Some companies are beginning to break away from this standard and produce interfaces of their own design. But these tie you into using only their software.

Unless you need direct SMPTE timecode, or more than 16 MIDI channels, stick with an MPU-401 compatible MIDI interface.

There are loads of sequencers for the PC, all of them US packages. Included here are the ones which are properly supported in the UK.

## Voyetra Sequencer Plus 4.0

**Price: £55/£165/£295**

Supplier: CMS, 5-7 Buck Street, London NW1 8NJ tel (071) 482-5224

Voyetra have always had three variants of Sequencer Plus. But their names and the relationship between them has changed. From Sp1, Sp2 Sp3, we now have Sp Junior, Sp and Sp Gold.

Sequencer Plus is a text-mode program, and so will run on on almost any PC clone. The note editor is a piano roll, although it does have a MIDI-Line, where controller-data such as volume and sustain pedal are shown in a limited way.

There are 500 linear tracks in which bars are shown as blocks which you can cut-copy-paste with unusual flexibility. There are eight note-buffers (like a clipboard) instead of one.

The more advanced versions of Sp include more transforms. These are operations you can perform on part of a track, such as playing notes backwards, making crescendos, forced staccato and the like.

Fortunately Voyetra allow a smooth upgrade path where you simply pay the difference in price for new software. All versions include on-line help.

Their software is often packaged with an interface, although you should always check whether this is MPU-401 compatible. A new range of interfaces is not.

## Twelve Tone Systems Cakewalk 4.0

**Price: £199**

Supplier: Turnkey Computers, 114-116 Charing Cross Road, London WC2 0DT tel (071) 434-116

This software is currently the best-selling US sequencer. Like Voyetra, it is a text-mode program. It does however, have its own, very user-friendly WIMP (windows, icons, mouse, pull-down menus) environment.

Cakewalk has 256 linear tracks and a piano-roll similar to Voyetra's, except with scroll bars. It also has an event-list and overall bar-display.

There are plenty of handy features in Cakewalk, such as the librarian which can store off-loaded sounds from synthesisers on your hard disk.

## Passport Mastertrax Pro 3.0

**Price: £285**

Supplier: MCMXCIX, Tudor Estate, 708a Abbey Road, London NW10 7UW, tel (081) 963-0663

This is a converted Mac program which on the PC runs under Microsoft Windows 2. You will therefore, need either VGA or EGA graphics. It is a graphically-oriented program which is much prettier than the normal text-type PC sequencer. (For details see Macintosh section).

A budget version of Trax is also available, for £85.

## Dynaware Ballade 2.0

**Price: £199**

Supplier: CMS, 5-7 Buck Street, London NW1 8NJ tel (071) 482-5224

Ballade is a very appealing package which combines the functions of sequencer, mixer and synth editor in one. It was written with Roland's MT-32 synth module in mind and isn't really applicable to other sound sources. The LAPC-1 sound card, CM-32L and CM-64 sound modules are also MT-32 compatible.

The program requires VGA or EGA graphics, and displays the music you play only as standard notation.

It has only 10 tracks, nine to drive the MT-32 or equivalent, and one spare one. These can be mixed and panned in real time from the on-board MIDI mixer. All fader and pan-pot movements can be recorded.

The synth editor portion is great fun to play with, although the MT-32 is seldom capable of producing the strikingly realistic sounds that modern modules can.

To sum up, the package is perfect if you never want to expand beyond what it can do. It would be great in the classroom for instance. EGA or VGA graphics are required, as is a mouse.

## Dynaware Dynaduet

**Price: £249**

Supplier: CMS, 5-7 Buck Street, London NW1 8NJ tel (071) 482-5224

This package is similar in look and feel to Ballade. It will however, work with any sound module, not just the MT-32/LAPC-1/CM-32L> You lose the synth editor of course, but gain a full 16 pattern-based tracks.

The note-editor, like Ballade, uses conventional score notation. So if you can sightread, this is the cheapest sequencer/score writer combination on the PC. It also prints!

EGA or VGA graphics are required, as is a mouse.



## Magnetic Music Prism/ Texture

**Price: £99/£149**

Supplier: Digital Music, 27 Leven Close, Chandlers Ford, Hants SO5 3SH, tel (0703) 252131)

These are pattern-based sequencers which run on an EGA/VGA PC. Prism is 16-track, Texture is 24. Note editing is via an event list, which is a shame since an EGA/VGA program should be able to display stunning graphics.

## AMIGA SEQUENCERS

The Commodore Amiga, with its custom chips and true multi-tasking, is certainly a better computer by design than many of its rivals. However, from a musical perspective it will stand or fall on the software.

Unfortunately, in this area at least, it seems to have fallen. In other words, people seldom, if ever, buy an Amiga just to run music software.

Having said that, the software which is available, equates with the mid-priced Atari sequencers. It isn't state of the art, but certainly worth having if you already own an Amiga.

## Passport Mastertrax Pro 3.0

**Price: £285**

Supplier: MCMXCIX, Tudor Estate, 708a Abbey Road, London NW10 7UW, tel (081) 963-0663
This is a converted Mac progam. See the Macintosh section for details.

## Micro-Illusions Music-X 1.1

**Price: £228**

Supplier: SDL, Unit 10, Ruxley Court Industial Estate, Eddington Way, Sidcup, Kent DA14 5SF tel (081) 300 3399

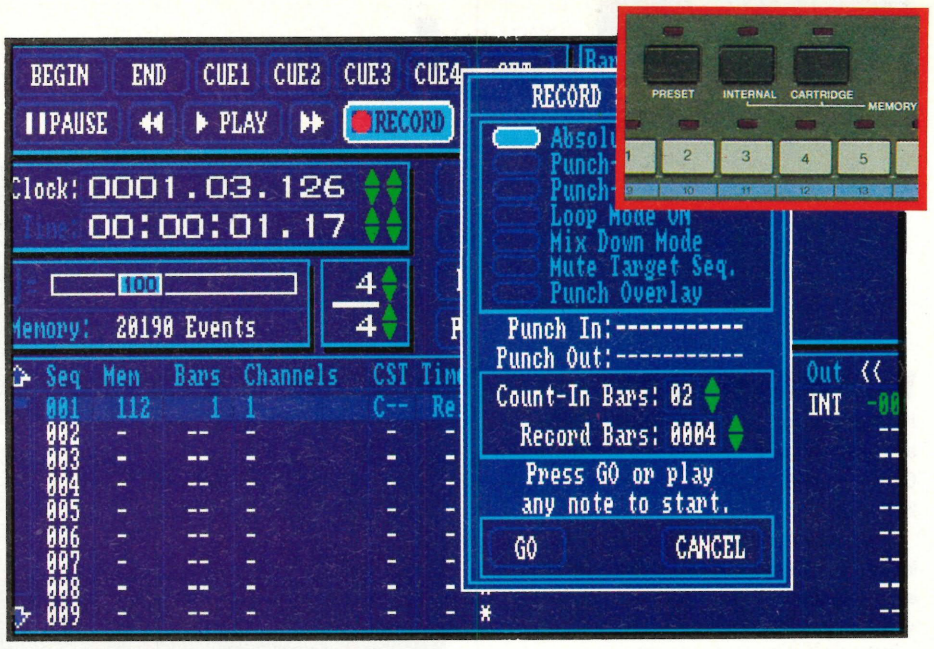
The people who wrote and distributed Music-X saw it as the program which would make musicians buy an Amiga specifically for music.

It remains the only serious sequencer program to be written specifically for the Amiga, rather than converted from other machines. As such it takes full advantage of both multi-tasking and graphics.

It has 256 linear tracks and a variation on the piano roll note-editing. But perhaps the most striking feature is the way different editor modules can be run, to change the sounds on particular synthesisers (all the popular ones).

This is much better than running separate programs together, and gives all the convenience of Ballade without losing any flexibility.

Unfortunately, people did not actually start buying Amigas specifically for music. But if you've got one, this program has few quality competitors.




■ **The Amiga's true multi-tasking allows scope to develop sophisticated software like Music-X.**

## Steinberg Pro 24

**Price: £285**

Supplier: Evenlode Soundworks, Church Street, Stonesfield, Oxfordshire OX7 2PS tel (0993) 898484

The UK industry standard for many years, running on the Atari, this Amiga version appeared just as the ST parent was being put out to grass.

Pro-24 has 24 tracks and four edit screens: score-edit, grid-edit, drum-edit and logical-edit. The latter allows you to make mathematical changes, such as, 'take every note with a velocity between one and 64 and multiply its velocity by two', or 'delete every note shorter than a semi-quaver'.

A great feature is remote control from your music keyboard.

People used to complain about crashing on Pro-24 Version 3 for the Atari. How much of this was the computer and how much the software is debatable.

## Dr T's KCS

**Price: £225/£299**

Supplier: MCMXCIX, Tudor Estate, 708a Abbey Road, London NW10 7UW, tel (081) 963-0663

This program, like many of Dr T's synth-editors converted to run on the Amiga, takes full advantage of the machine's multi-tasking capabilities, but not much advantage of its graphics. See Atari section for more details.

## WHAT THEN DOES THE FUTURE HOLD FOR US?

Whenever computers are used in studios they are locked in synchronisation with a multitrack tape recorder. This is because, no matter how wonderful MIDI is, you can't MIDI up a vocalist, a real drummer or a symphony orchestra come to that.

Ideally, we should cut out the expensive multitrack altogether and put down all sound, first generation, to a stereo recorder to be sent to the CD makers. Well, we are getting there, as the ad slogan goes.

As Tony Horkins explained in the winter issue of CCEG, the new technology is called diect to disk. It involves the computer recording several channels of digital sound direct onto its hard disk.

The software that does this can be run at the same time as the sequencing software. From the driving seat it looks as if the sequencer is recording sound as well as MIDI control data.

Well it almost is. Whereas previously, functions like quantise error-correction could only be performed on a MIDI recording, it is now possible to quantise actual sound - vocals, live drums and so on.

This is the future of recording. It costs thousands today, but should gradually become affordable in the next few years.

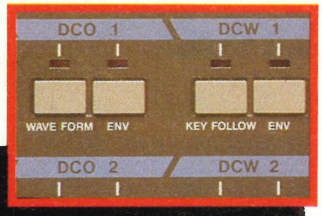
The computer which looks set to dominate this new field is the Apple Mac, although the PC may also get a look-in. The Atari ST may be the industry standard now, but things are set for a shake-up.

## THE EXPERT'S CHOICE

Here are the CCEG's 'best sequencer' buys. But remember, always insist on a proper demonstration before taking the plunge. You need to be sure that the system you choose, suits the way you'd like to record music.

| Computer | Best Budget | Best Full Price |
|---|---|---|
| Atari ST | C-LAB Notator Alpha | C-LAB Notator 3 |
| Macintosh | Opcode EZ Vision | Opcode Vision 1.2 |
| IBM PC | Voyetra Sequencer/ Junior 4.0 | Voyetra Sequencer/ Gold 4.0 |
| Amiga | Micro-Illusions Music -X 1.1 | Passport Mastertrax Pro 3.0 |









■ **Korg's best selling M1 utilises AI synthesis in producing powerful timbres and patches.**

## WHICH KEYBOARD?

Having selected your dream sequencing package, you also need to invest in a MIDI keyboard. Only then can your musical creations see the light of day.

There are three basic questions to ask when looking for a keyboard to interface with a software sequencer.

★ Is it multi-timbral?
★ How many notes polyphonic?
★ How many parts multi-timbral?

If a keyboard is multi-timbral it means that you can assign different sounds to different MIDI channels. If you can't do this, then you will only be able to play one sound at a time via the computer.

Polyphony relates to how many notes can be played at once. If you have a keyboard which is eight notes polyphonic, it will allow you to play eight notes at the same time - one per midi channel.

How many parts multi-timbral a keyboard is, determines how many different sounds can be played at any one time. Of all the features, this is the most important to look out for.

The multi-timbral keyboard range starts with the *Yamaha PSS 790* (£229). There is nothing else in this price bracket which matches this keyboard's features. It offers voice assignments to six different MIDI channels, six sounds at once, including drums. The inclusion of drum sounds allows you to produce complete arrangements from this one keyboard.

The keyboard is in fact 28-note polyphonic, highly impressive for its price. By way of comparison, the far more expensive *Korg M1* offers only 16-note polyphony.

If you already have a MIDI keyboard, then the *Evolution EVS-1* (£288) is an option. It is a keyboardless sound module that can be triggered via MIDI. It is eight parts multi-timbral and 16 notes polyphonic, offering 100 different sounds, including drums.

A step up the technological ladder brings us to the *Roland D5* (£550). Offering full-size keys, as opposed to the mini keyboard on the *PSS 790* , the *D5* also boasts velocity (touch) sensitivity. In other words, loudness is controlled by how hard you hit the keys. The benefit of this is that you can get a lot more expression into your playing.

The keyboard is eight-part multi-timbral, plus one part drums. Theoretically, it is capable of playing up to 32 notes simultaneously. In practice however, this reduces to about 16, as most sounds use up more notes because of their structure.

The sound module alternative is the *Yamaha TG33* (£499). This is 16-part multi-timbral, has built-in effects and has true 32-note polyphony. These are features normally only encountered in units costing at least twice the price.

As we step into the £1,000 price range we find those semi-professional MIDI keyboards which you've probably encountered, knowingly or unknowingly, on many a hit record.

The *Korg M1* (£1299) remains an old favourite. Its MIDI specification is pretty limited for its price, but it sells on its sounds, which are beautiful.

An alternative approach is to buy a keyboard sampler.These enable you to record your own sounds for use with a sequencer. The *Roland W30* (£1599) or the *Ensoniq EPS 16* (£1795) both fit the bill.

But probably the most versatile machine as far as MIDI spec is concerned is the *Ensoniq SQ1* (£1199).The unit is 21-note polyphonic and eight-part polyphonic. It has built-in effects as well as a 9000-note sequencer.

Opting for the sound module, plus master keyboard route, the 16-voice multi-timbral, 32-note polyphonic *Yamaha TG 77* (£1299) is a good buy. It could be teamed with something like the *Cheetah 5V* or *Roland PC 200* master keyboards at around £200. Alternatively, you may already own a MIDI keyboard which could act as a controller.

Perhaps one of the most important, but often most difficult lessons to learn, is not to get too carried away by technical specifications. A unit's capabilities are obviously a vital consideration, but not to the exclusion of everything else. That is why we stressed you should always ask for a thorough demonstration of any equipment you are thinking of buying.

With sequencing software you need to know how it actually feels to use and whether it suits your way of working. With keyboards you need to discover whether you actually like their sounds. Nobody can do this for you.

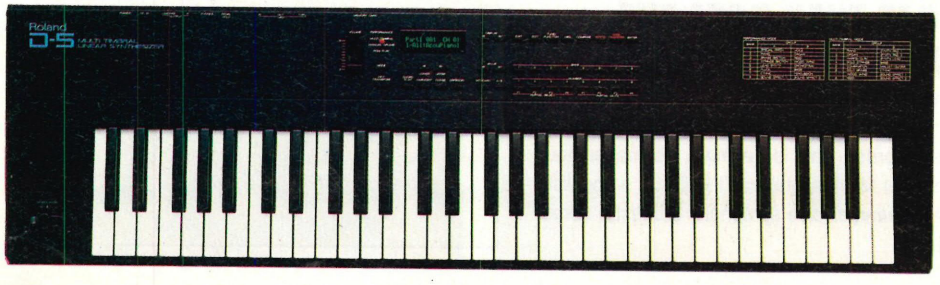
Taken at face value, the MIDI spec on the *Roland D5* makes it look like a much better keyboard than the *Korg M1*. But what has really made the M1 the best-selling keyboard of the last two years is what it sounds like.

★ Steve Richter is a journalist and musician of repute. Richard Fincher is a computer/MIDI specialist at the Soho Soundhouse, 114-116 Charing Cross Road, London WC2 0DT, tel (071) 434-1365. Additional research by Richard Brincklow, ABC Music, 44 St Clements, Oxford, tel (0865) 725221

■ **The TG33 from Yamaha can produce sounds that can only be acomplished by units twice it's price.**



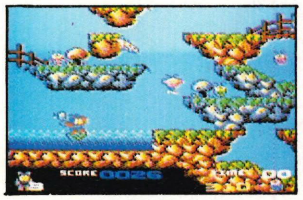
■ **The Roland D5 may be the baby of the D series but it's still a force to be reckoned with.**

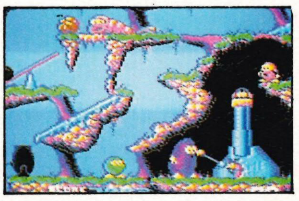


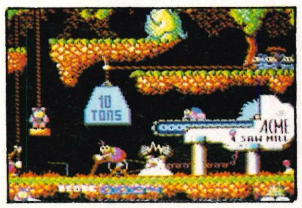


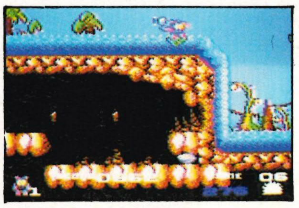

# CREATURES

## CLYDE RADCLIFF EXTERMINATES ALL THE UNFRIENDLY, REPULSIVE EARTH-RIDDEN SLIME





Commodore 64 screens

### TO THE RESCUE!

Held in devilish torture chambers, an entire village of Fuzzy Wuzzies—the cutest but most mischievious characters ever—need your help!

Control the only free Fuzzy, Clyde Radcliff, on a mission that takes him through the haunted Black Forest of Gateau, to a land full of crazy creatures, scuba diving in piranha ponds and into the lethal torture chambers themselves!

You need quick reactions, a sharp brain and a crazy sense of humour to complete the cartoon game of the year—*Creatures*!

**By Apex Computer Productions**

**CBM64/128**
**£9.99cass £14.99disk**
**Amiga and Atari ST £24.99**

**FREE!**
**A FUZZY WUZZY IN EVERY PACK!**

THALAMUS

Thalamus Limited, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW Tel 0734-817261




# chips with everything

**A Macintosh Plus, Vision sequencer software and a Casio sampler - that, and a shovel load of talent, is all it took to make last year's most exciting dance album, 'World Clique', the debut album by those masters of kitsch, Deee-Lite.**

In the living room of his New York apartment, DJ Dmitry and his be-flared cohorts, Jungle DJ Towa Towa and The Lady Miss Kier Kirby, set about piecing together the album that would feature the irresistible 'Groove Is In The Heart', and make them dance floor regulars the world over.

"It was all recorded at home, pretty much," Dmitry explains. "At least about 90% of it. All the arrangements were done at home, all the parts were written at home and programmed, and we just dumped the information onto tape and added the vocals in the studio. There's also a couple of live overdubs we did there too, but we really did 90% of it at home."

Developments in computer technology means that artists are no longer tied to the big-budgets waved about by major labels, putting the control back in the hands of the performer. Not committed to spending years in expensive studios, they can write, record,programme, arrange and piece together the album of their choice at home, and take a near-finished product into the studio when they're ready to. 'World Clique' took around two years to make, but Deee-Lite spent just two months of that in the recording studio.

There's enough computer equipment around for most musicians to find a machine and some software that suits them. In England, the Atari has traditionally been the popular centrepiece for players, mainly because of its built in MIDI interface (which allows it to be connected directly to any MIDI synth) and its price. The recently launched new range of budget-priced Macs could soon change things in the UK; in America, partly because of its cheaper pricing there, the Mac has always been a firm favourite amongst computer-based musicians. DJ Dmitry thinks he knows why.

"The Mac is really user friendly," he explains. "Basically, I didn't know anything about the Macintosh, and a friend of mine showed us how



■ **Roland's TR 808 is a legend in the music world which is recognised and used by the skillful programmers in Dee-Lite.**

to use it in one day. You spend maybe three and a half hours doing it, and then you know the basics of how to operate it. I've got a 20 meg hard disc on mine, which holds the Vision software - that's a Mac programme - which is a little more complicated, but not too much. It's still user friendly because the Mac is so good. It took a couple of months to really get used to it." In England C-Lab and Steinberg hold most of the market, whose products are designed primarily for use with Ataris, but in America, Vision holds a huge market share.

"Vision does exactly what we need it to do. It's got some really important functions for us, things that we really use a lot. The shift functions are particularly useful, the way they let you shift loops of sampled drum patterns and bass lines in time. We'd been using an old Yamaha hardware sequencer before, but Vision has a lot more possibilities. First of all, the Yamaha only had eight tracks, and Vision has 100. And the editing is right there in your face, so you can see exactly what the length of the thing is that you're editing. It's really user-friendly."

As the Mac has no built-in MIDI interface for connection to any musical equipment, an third party interface is needed. Dmitry chose an Op Code Studio 2, which connects Vision and the Mac to his relatively budget-priced Casio FZ1.

"Towa was already really familiar with the Casio because he did some work for them in Japan. In fact, the first FZ we had was a gift from Casio. We added some more keyboards later in the studio, but we did most of the album on the FZ, though we couldn't have done it at all without a DAT machine. The pitch of the original sample would not match the pitch of the song,so you'd have to put it through the pitch-shifter on the SPX and then put it down on DAT with the right pitch. Then we'd have to re-sample it. It changes the sound a little bit - it's still not perfect, especially when you change the pitch a lot. But it's still very useful."

When piecing together their material, Deee-Lite never stick to just one method. Sometimes a song could start with a vocal melody straight from Kier's head, and other times it could start with a recorded sample, or just a simple drum beat.

"Sometimes we'll sample a whole drum beat, other times maybe just a snare sound and a separate kick drum from another record. That way, using the sequencer, we can make up our own drum track. We also had some sound discs with the Casio that had old Roland 808 and 909 drum sounds on them, and we'd loop a lot of the hi-hats from the 909, with some 808 kicks."

The wonderful 'Groove Is In The Heart' started life as a couple of 'borrowed' samples.

"There were two samples that were instrumental in starting it; the drum beat and the bass line. The bass line is from Herbie Hancock's 'Bring Down The Birds', which we just played into the sampler from the record. We would take one piece of it, change it around, cut out a piece of it and put something else in. Sometimes we'd reverse a bit, or sample one note andthen have a whole keyboard of that one note to add our own notes to the part. There's a part in the breakdown of the song where we'd just cut out different lengths of the sample, so sometimes it would play from the whole two bars, sometimes just the one.

"The drum beat was taken off of another record - I can't remember which one - and we actually cut it in half bars and edited it differently to the original. In fact, the drummer on the original was a little out of time, so we had to fix that up. If you cut it up in little pieces, like quarter and half bars, then you can piece it back together in time. It takes hours - that's why we spent two years working on the album.

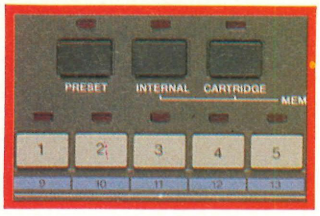
"Once you have the drum beat and the bass line going, the rest is easy. Kier had written some of the melody line to completely different music earlier, and we just put them together."

Once the basic rhythm track is down, they keep it going in about a four bar loop and start working on other parts and thinking about an arrangement. The computer's sequencer at this stage is running the edited bass and drum loops, with individual parts being channelled through an eight channel mixer.

"We started to add parts to this four bar section, and then we used the eight channel mixer to work out what worked good with what. That way you can hear what's working together and how you can build upindividual sections.

"At this stage you strip it down to basics again. You might now want to take a bass line out and come up with a new one, for example. We would literally record the jam on the computer, and you go through and listen to it and find the bars that you like. So you can take the bits that you like and copy them to another track, and you end up with another track on the sequencer that's just the good bits. And then again you go through that. You do this until you






have a really comprehensive idea of what you want to do next."

While the boys are cutting and pasting the track together, Lady Miss Kier is doing her own kind of manual cutting and pasting of vocal ideas, checking through tapes to find the vocal phrases that she likes. Sometimes they'll sample some vocal phrases, and those too will be added to the sequencer parts.

With as much of the recording as possible finished at home, the computer, sampler and cases of discs were taken into D&D Studios in New York for the finishing touches, aided by the ever-funky Bootsy Collins behind the desk. Unusually, rather than running the sequencer live and synced to the multi-track machine, the computer parts were just dumped to tape. All of the home work was transferred this way in just three days, and then overdubbing began.

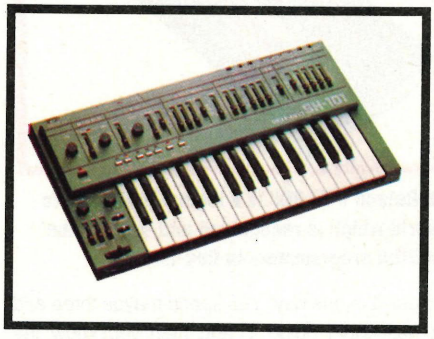
"First of all Bootsy came in and laid down a couple ofvocal tracks, on 'Groove Is In The Heart' in particular, and on other stuff he added other instruments. He did a rap too which he didn't do on the original version, but should be out on the re-mix now. Then Q-Tip (from A Tribe Called Quest) came in and did his rap. He'd originally just come in to pick up a tape to listen to it, but we thought he was coming in to actually do it. So on the spot he wrote the lyrics in about five or 10 minutes, did a couple of takes, and we used them both. The whole thing took maybe an hour - it really blew my mind."

Not a lot of new parts were added in the studio, though Dmitry decided to replace the sequenced piano parts on the computer with the real thing.

"I re-played the parts live on the grand piano in the studio, which helped give it a live feel. Also Fred (Wesley, trombonist) and Maceo (Parker, saxophonist) did their live overdubs, which we kind of went through, picked out bits and looped them. And then, apart from some sampled bits, all the vocals went down in the studio - we just haven't got the quality mikes or the room at home to do vocals."

What he has got room at home for, however, is some new equipment bought after the success of 'World Clique'. The eight track has been replaced by a 24 channel mixer, and some outboard gear's been added too. "For the album we only had the one delay - a Korg SDD2000 - but we've since added two Yamaha SPXs - the 1000 and 900 - and FZ20 sampler, which is the rack-mount version of the FZ1. We've also bought a Tascam 866 Ministudio, an eight track cassette portastudio that's got built-in MIDI sync. We just got it, though, so we haven't really learnt how to use it yet.

"We've got ourselves a Korg M1 synth now too, and that's got some great sounds. We usually shy away from the factory sound, but the M1 is one of the only keyboards that's got good ones. We have an old Roland SH101 synth too that we trigger off of the computer with a MIDI to CV-Gate trigger (the SH101 was launched pre-MIDI), and that's really good for bass sounds.



**■ Ressurection of a classic machine by Deee-Lite in the shape of Roland's SH 101 analogue synthesizer.**

"The investment in new equipment really gives us a lot more flexibility. We can loop together a lot more things, and generally keep things more under control."

Any expansion of the equipment variety, however, shouldn't be confused with expansion of talent. Just because the home studio's looking tidy, and you've got the right computer for the job, doesn't make you a better musician. DJ Dmitry had the musical side covered long before investing in the hardware.

"I've been doing music since I was about six, and my mum's a music teacher. She started teaching me piano,and then I went to eight years of music school in the Soviet Union, which is where I grew up. I learned a lot about theory, and I learned a lot about what not to do, and how to not approach music. I really rebelled a lot against it, as I never really liked to play much of other peoples' music - I really wanted to create my own. People were trying to teach me how to play classical music, which is not what I'm interested in, but the theory classes really helped."

Only after moving to the States did Dmitry get his first taste of technology.

"First I got a guitar, then a keyboard, and finally I got a four track, a drum machine, and then I got the Mac."

Encouraged by Towa, who he met in a nightclub, Dmitri got hooked on technology and Deee-Lite was born. Now he can use his knowledge and apply it to other projects.

"One thing that's been great about this whole project is that we now have the chance to hook up with other artists. We hope to do a lot of remixes for other people, and write songs and produce with other people. Deee-Lite will have another album too, which were working on now, and that's the first priority. We're not rushing with it, but we've just finished off a re-mix of 'Good Beat' from 'World Clique', which will be the next single. Then we want to have at least one, maybetwo more singles off this album.

"We're going to start working on Bootsy's material too, and we did a re-mix with the Jungle Brothers called Black Woman that's got Caron Wheeler singing on it. That should be out about now."

And then there's the live shows.

"We just performed with a live band at Reo - it was Bootsy's Rubber band backing us up, and they're really great musicians. And we're now going to play a tour together with those guys, and hopefully take that over to Britain. I don't know definitely when, but hopefully we ll be there by the summer."

See you at the front...

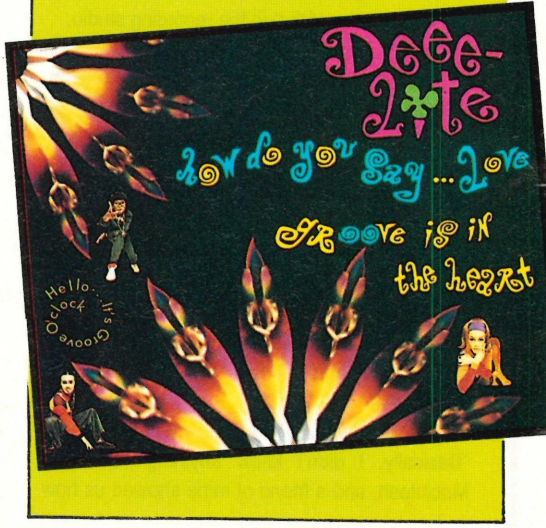
## A DEEE-LIGHTFUL COMPETITION

Just so you can hear the results of Deee-Lite's hi-tech musical techniques, we've got a whole bunch of the band's new CD single, How Do You Say...Love, to give away to CCEG readers who rush us the answer to this simple question:

**What was the title of Deee-Lite's first hit single?**

Write your answer on a postcard or the back of a sealed envelope and send it to **Deee-Lightful Competition, Complete Computer Entertainment Guide, Newsfield Publications, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW.** Normal Newsfield competition rules apply.

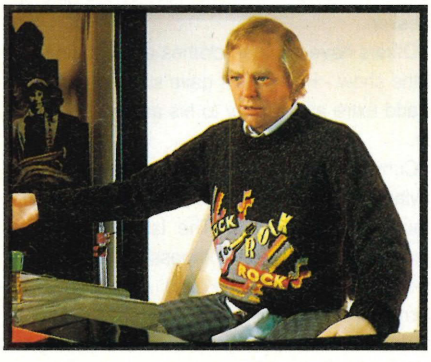
Prizes will be awarded on a first come first served basis - so get your answer to us quickly!



# rock circus







■ And here's one I prepared earlier...the animatronic Tim Rice and his stripped down version.

**Where can you see Michael Jackson, David Bowie, Madonna, Stevie Wonder, Mark Knopfler and the Beatles all on the same bill for a fiver? At London's Rock Circus that's where. CCEG's Tim Metcalfe got a backstage pass to meet the stars and discovered what makes them tick...**

## hot wax

Henry the Horse may not dance the waltz at the Rock Circus just yet - but you can bet that somewhere there is an animatronics technician working on it!

Animatronics is what makes the Rock Circus at the London Pavilion in Piccadilly Circus, so special. It's a mix of advanced computer technology and basic engineering which enables life-size models of world famous stars to come to 'life'. Back to life in some cases. Here you can see them perform their greatest hits live, every day of the week.

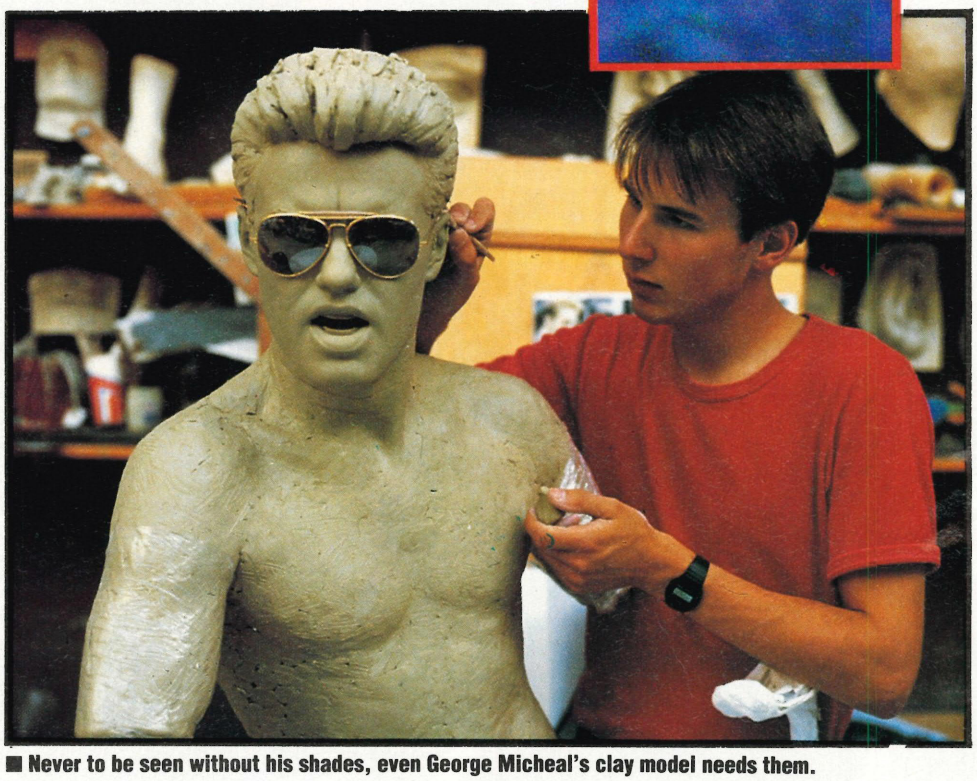
You can see animatronics at work in the Rock Circus' spectacular 20-minute trip though the rock of ages - from Presley to Springsteen, taking in Dylan and Sid Vicious along the way - with the Beatles, circa Sgt Pepper, opening and closing the show.

Even the auditorium is special - it revolves, taking the audiences back to the future, stopping off for glimpses of Fifties rock n' roll, Sixties psychedelia and Seventies punk and Eighties rock, represented by the all singing, all dancing audio animatronic figures of top stars from those decades.

## SO HOW DOES IT ALL WORK?

The Tussauds Group, possibly best known for

# rock circus



■ **Never to be seen without his shades, even George Micheal's clay model needs them.**

the world famous wax-works in London, have been developing the audio animatronic technology used at Rock Circus for several years. The idea for entertaining mechanical models isn't new, Leonardo Da Vinci is said to have had a mechanical lion which walked and talked to entertain his guests and patrons but in this century the idea of animatronic figures was pioneered by the Disney organisation.

Tussauds have taken the idea further - particularly in the areas of facial expression and movement of limbs - and promise further enhancements in the future.

Tussauds are understandably a bit cagey about how things work - but they did let us in on a few secrets.

At the heart of the Circus are two large mainframe computers. One controls the movements of the figures, while the other looks after the state-of-the-art lighting and the complex system of back-stage lifts which manhandle figures, scenery and other props, as well as taking care of any special effects.

Every action you see on stage - from limbs movements to video effects - is blown into EPROM. Each of the three stage sets has its own EPROM which allows the system to be updated at any time if the Circus wants to introduce new figures.



■ **Sgt. Pepper's lonely Animatronics Club Band? The Fab Four at Rock Circus.**

The animatronic figures are a mass of basic mechanics and sophisticated electronics encased in a tough see-through acrylic shell. Faces and hands are made from latex which gives the flexibility required for movement.

These complex collections of servos and switches depend on the electronic signals from the computer being converted into movement to make them come to `life' as CD's feed the sound of music to wireless headphones.

All the movements are made to happen by compressed air. A servo-pneumatic system is used where delicate, slow movements are required. This allows the figures to perform varied speed actions, like lifting or raising an arm. Here the incoming digital signals are converted to analogue voltages which operate servo-cylinders. The change in air pressure, proportional to the analogue voltage, moves a piston, replicating the pre-programmed movement.

Pneumatic switches are used for action where quick changes are needed - for blinking or sudden arm movements for instance. In this case the signals retain their digital form and activate solenoid valves which control air flow to the servo-cylinders.

But the really neat stuff happens away from the Rock Circus at Tussauds special studio at White City in West London. It's here that the movement of each figure is painstakingly programmed by technicians.

Using videos of the star whose movements they are attempting to emulate, these technicians, using software created by a company called Electrosonic, sit at a keyboard punching in the code which will eventually reproduce the blink of an eye, the movements of fingers holding down a chord on a guitar, or the curling of Elvis' lip.

The movements to be programmed are choreographed by designers before the figure is programmed. Then each individual movement has to be programmed and refined until it appears as realistic as possible. The biggest problem engineers had was to program and co-ordinate the movements of each figure so that they would synchronise properly with the musical sequence.

Imagine the time and trouble it took to get the Phil Collins figure to reproduce the arm movements required to reproduce that classic drum break from his hit *'In The Air Tonight!'*

Phil was filmed playing a set of `drums' made of plywood discs. People in the Tussauds studio were apparently amazed when Mr Collins managed to create exactly the same tonal quality of the break on the wooden drums as on real ones. The result was the animatronic sequence and, stashed away in the Tussauds' archives, a video of Phil Collins playing pieces of plywood!

Each figure is custom-built to match the build of the star in question. It can take up to six months and £100,000 to put one of these animatronic masterpieces on stage at the Rock Circus.

The faces are first modelled in the studios of Madame Tussauds - and then turned into the latex features for the animatronic figures. They are coloured and finished at the studio, and when they are in place on the Rock Circus stage, make-up artists give the models a daily wash and brush-up to keep them looking good.

Many of the stars portrayed have given sittings for designers working on their figure. But designers also work from photographs and videos to capture the likeness of the star in question.

Others have donated clothes and instruments to the show - Phil Collins gave some drumsticks to add extra authenticity to his animatronic double.

Currently the animatronic figures - although having animated limbs and faces - can't `walk' around the stage sets. The large number of mechanical parts make it impossible to install an on-board control centre and power source. Currently, the figures are all controlled externally. But the Tussauds technicians are hoping to produce a figure that can literally stand-alone.

The subject of this new experiment is none other than Michael Jackson.

The Rock Circus have come up with the idea of having a Jackson figure perform the famous *`Moonwalk'*. MJ himself has helped by sending the Rock Circus development team a video of himself going through the steps so they can copy the moves accurately.

As you can see, Tussauds are determined to make YOUR visit to the Rock Circus a real Thriller!

# LEGEND SOFTWARE

16 Linden Gardens, Chiswick London W4 2EQ Tel: 081-747 4757/081-742 1831

## TOP TITLES

| | ST PRICE | AMIGA PRICE |
|---|---|---|
| Genghis Khan | £22.99 | £22.99 |
| Bandit King of Ancient China | £22.99 | £22.99 |
| Masterblazer | £15.99 | £15.99 |
| Rotator | £13.99 | £13.99 |
| Deuteros | £14.99 | £14.99 |
| Hill Street Blues | £14.99 | £14.99 |
| Tenticle | £14.99 | £14.99 |
| Botics | £12.99 | £12.99 |
| Car Vup | £14.99 | £14.99 |
| The Final Whistle | £ 8.99 | £ 8.99 |
| Sim Earth | £16.99 | £16.99 |
| The Hunt For Red October | £15.99 | £15.99 |
| Carthage | £15.99 | £15.99 |
| Mig 29 | £15.99 | £15.99 |
| Wings of Death | £15.99 | £15.99 |
| Super Off Road Racing | £13.99 | £13.99 |
| Ishido | £15.99 | £15.99 |
| New York Warriors | £13.99 | £13.99 |
| European Super League | £15.99 | £15.99 |
| The Ultimate Ride | £15.99 | £15.99 |
| Eco Phantoms | £15.99 | £15.99 |
| The Amazing Spiderman | £15.99 | £15.99 |
| Gremlins 2 | £15.99 | £15.99 |
| Wolfpack | £15.99 | £15.99 |
| Champion of the Raj | £15.99 | £15.99 |
| Distant Armies | £15.99 | £15.99 |
| The Legend of Billy Boulder | £15.99 | £15.99 |
| The Immortal | £15.99 | £15.99 |
| The Final Battle | £15.99 | £15.99 |
| Murder | £15.99 | £15.99 |
| Dragon Wars | £15.99 | £15.99 |
| Falcon | £15.99 | £19.99 |
| F16 Combat Pilot | £15.99 | £15.99 |
| Time Machine | £15.99 | £15.99 |
| Ultimate V | £19.99 | £19.99 |
| Projectyle | £15.99 | £15.99 |
| Imperium | £15.99 | £15.99 |
| Midwinter | £19.99 | £19.99 |
| Pool of Radiance | £19.99 | £19.99 |
| Conqueror | £15.99 | £15.99 |
| Turrican | £13.99 | £13.99 |
| 688 Attack Sub | £15.99 | £15.99 |
| USS John Young | £16.99 | £16.99 |
| Gold of the Aztecs | £15.99 | £15.99 |
| Ylanda | £15.99 | £15.99 |
| Sword of Aragon | £19.99 | £19.99 |
| B.A.T. | £15.99 | £15.99 |
| Badlands Pete | £13.99 | £13.99 |
| Powermonger | £19.99 | £19.99 |

### JOYSTICKS

| | |
|---|---|
| Konix Speedking | £ 7.99 |
| Konix Speedking Autofire | £ 8.99 |
| Konix Speedking Sega | £ 8.99 |
| Konix Navigator | £ 9.99 |
| Megablaster | £ 4.99 |
| Megablaster Micro Switch | £ 5.99 |
| Megablaster Sega | £ 6.99 |
| Joystick Junior | £ 4.99 |
| Joystick Junior Stick | £ 4.99 |
| Quickjoy 2 | £ 5.99 |
| Quickjoy 3 | £ 7.99 |
| Quickjoy 2 Turbo | £ 7.99 |
| Superboard | £13.99 |
| Nintendo Quickjoy N15 Auto | £10.99 |
| Nintendo Pro Junior | £12.99 |
| Mega Control Deck | £16.99 |
| Mega Joy Pad | £12.99 |
| Disk Storage 80 Cap. | £ 6.99 |

## COMPILATIONS

HOLLYWOOD COLLECTION
**Robocop, Ghostbusters 2, Indiana Jones, Batman The Movie**
**All Four Games For Only**
£16.99

PLATINUM
**Black Tiger, Strieder, Forgotton Worlds and Ghouls and Ghost**
**All Four Games For Only**
£16.99

POWER PACK
**Xenon 2, TV Sports Football, Bloodwych and Lombard Rally**
**All Four Games For Only**
£16.99

HEROES
**Barbarian 2, Running Man, Star Wars and Licence To Kill**
**All Four Games For Only**
£15.99

TNT
**Hard Drivin, APB, Xybots, Toobin and Dragon Spirit**
**All Five Games For Only**
£15.99

MAGNUM 4
**Afterburner, Double Dragon, Operation Wolf and Batman Cap I**
**All Four Games For Only**
£16.99

LIGHT FORCE
**Batman, Bio Challenge, 1K+, Voyager and R Type**
**All Four Games For Only**
£14.99

WHEELS OF FIRE
**Hard Drivin, Chase HQ, Powerdrift and Turbo Outrun**
**All Four Games For Only**
£15.99

FUN BOX
**Kult, Purple Saturn Days, Hostages and Op. Neptune**
**All Four Games For Only**
£8.99

PRECIOUS METAL
**Xenon, Captain Blood, Crazy Cars and Arkanoid**
**All Four Games For Only**
£14.99

MASTER MIX
**Super Wonderboy, Turbo Outrun, Dynamite Dux, Thunderblade and Crackdown**
**All Five Games For Only**
£16.99

EDITION ONE
**Double Dragon, Xenon, Gemini Wing and Silkworm**
**All Four Games For Only**
£15.99

### ST/AMIGA

SOCCER MANIA
**Football Manager 2, Gazzas Soccer, Microprose Soccer and Football Mang. 2 World Cup Edition**
**All Four Games For Only**
£16.99

FULL BLAST
**Chicago 90, Rick Dangerous, Highway Patrol 2, P47, Carrier Command and Ferrari Formula One**
**All Six Games For Only**
£16.99

CHALLENGERS
**Kick Off, Super Ski, Fighter Bomber, Great Courts and Stuntcar Racer**
**All Five Games For Only**
£16.99

FLIGHT COMMAND
**Eliminator, Strike Force Harrier Lancaster, Sky Fox and Sky Chase**
**All Five Games For Only**
£9.99

COMPUTER HITS VOL 2
**Tetris, Joe Blade Golden Path and Black Shadow**
**All Four Games For Only**
£6.99

MIND GAMES
**Austerlitz, Waterloo and Conflict in Europe**
**All Three Games For Only**
£14.99

## CHART TOPPERS

| | | ST/AMIGA |
|---|---|---|
| ADIDAS CHAMPIONSHIP FOOTBALL **Only** £14.99 | BATTLE COMMAND **Only** £14.99 | PLOTTING **Only** £14.99 |
| RAINBOW ISLANDS **Only** £12.99 | NITRO **Only** £14.99 | PANG **Only** £14.99 |
| PUZNIC **Only** £14.99 | EPIC **Only** £14.99 | SATAN **Only** £14.99 |
| DRAGON NINJA **Only** £13.99 | SLY SPY **Only** £14.99 | F29 RETALIATOR **Only** £14.99 |
| NIGHTBREED **Only** £14.99 | NARC **Only** £14.99 | MIDNIGHT RESISTANCE **Only** £14.99 |
| SHADOW WARRIOR **Only** £14.99 | TOKI **Only** £14.99 | DELIVERENCE **Only** £14.99 |
| CHASE HQ 2 **Only** £14.99 | DRAGON FLIGHT **Only** £18.99 | SHADOW OF THE BEAST **Only** £8.99 |
| ROBO COP 2 **Only** £14.99 | CHASE HQ **Only** £14.99 | WHITE DEATH **Only** £18.99 |
| TIE BREAK **Only** £14.99 | LOST PATROL **Only** £14.99 | DELUXE STRIP POKER **Only** £5.99 |
| ROBOCOP **Only** £14.99 | RESOLUTION 101 **Only** £14.99 | CENTREFOLD SQUARES **Only** £5.99 |
| IVANHOE **Only** £14.99 | DAMOCLES **Only** £14.99 | TANK ATTACK **Only** £5.99 |
| CABAL **Only** £14.99 | DAILY DOUBLE HORSE RACING **Only** £5.99 | FIRE AND FORGET 2 **Only** £15.99 |
| BILLY THE KID **Only** £14.99 | STEVE DAVIS SNOOKER **Only** £5.99 | COLOSSUS CHESS X **Only** £5.99 |
| TOTAL RECALL **Only** £14.99 | OPERATION THUNDER **Only** £14.99 | SPACE ACE **Only** £24.99 |
| S.T.U.N. RUNNER **Only** £14.99 | KILLING GAME SHOW **Only** £14.99 | |

*** FREE GAME WITH EVERY £20.00 SPENT OF OUR CHOICE ***

## TOP TITLES

| | ST PRICE | AMIGA PRICE |
|---|---|---|
| Flood | £15.99 | £15.99 |
| ATF 2 | £15.99 | £15.99 |
| Wings | £19.99 | £19.99 |
| Mean Streets | £15.99 | £15.99 |
| Crime Wave | £15.99 | £15.99 |
| Their Finest Hour | £19.99 | £19.99 |
| Loom | £19.99 | £19.99 |
| Defender 2 | £13.99 | £13.99 |
| Subbuteo | £15.99 | £15.99 |
| Flight of the Intruder | £19.99 | £19.99 |
| Speedball 2 | £15.99 | £15.99 |
| Nine Lives | £15.99 | £15.99 |
| Spin Dizzy Worlds | £15.99 | £15.99 |
| Chronicles of Omega | £13.99 | £13.99 |
| Covert Action | £19.99 | £19.99 |
| Buck Rodgers | £15.99 | £15.99 |
| Dragon Breed | £19.99 | £19.99 |
| Gettysburg | £19.99 | £19.99 |
| M1 Tank Platoon | £19.99 | £19.99 |
| Captive | £13.99 | £13.99 |
| Judge Dredd | £13.99 | £13.99 |
| Simulcra | £19.99 | £19.99 |
| Wonderland | £15.99 | £15.99 |
| M.U.D.S | £15.99 | £15.99 |
| Lotus Esprit | £15.99 | £15.99 |
| The Final Conflict | £15.99 | £15.99 |
| Operation Harrier | £15.99 | £15.99 |
| Voodoo Nightmare | £15.99 | £15.99 |
| Z Out | £13.99 | £13.99 |
| Nightshift | £15.99 | £15.99 |
| Deathtrap | £15.99 | £15.99 |
| The Secret of Monkey Island | £15.99 | £15.99 |
| Rick Dangerous 2 | £15.99 | £15.99 |
| Wrath of the Demon | £15.99 | £15.99 |
| Team Yankee | £18.99 | £18.99 |
| Teenage Mutant Hero Turtles | £15.99 | £15.99 |
| Cyber Assault | £15.99 | £15.99 |
| F19 Stealth Fighter | £19.99 | £19.99 |
| Operation Stealth | £15.99 | £15.99 |
| BSS Jane Seymour | £15.99 | £15.99 |
| Battle Master | £15.99 | £15.99 |
| Back to the Future 2 | £15.99 | £15.99 |
| Gods | £15.99 | £15.99 |
| Xiphos | £15.99 | £15.99 |
| Swiv | £15.99 | £15.99 |
| Cadaver | £15.99 | £15.99 |
| Supremacy | £19.99 | £19.99 |
| 4D Sports Boxing | £15.99 | £15.99 |
| St. Dragon | £15.99 | £15.99 |
| Indianapolis 500 | £15.99 | £15.99 |
| Rogue Trooper | £15.99 | £15.99 |
| Ranx | £15.99 | £15.99 |
| Robo Kid | £15.99 | £15.99 |
| The Savage Empire | £16.99 | £16.99 |
| Final Command | £15.99 | £15.99 |
| UN Squadron | £13.99 | £13.99 |
| Celica GT4 Rally | £15.99 | £15.99 |
| Stratego | £15.99 | £15.99 |
| Test Drive 3 | £15.99 | £15.99 |
| Altered Destiny | £15.99 | £15.99 |
| Loopz | £15.99 | £15.99 |
| Vaxine | £15.99 | £15.99 |
| Betrayal | £15.99 | £15.99 |
| Curse of RA | £15.99 | £15.99 |
| Line of Fire | £15.99 | £15.99 |
| Eswat | £15.99 | £15.99 |
| Legend of the Lost | £15.99 | £15.99 |
| Action Stations | £19.99 | £19.99 |
| Blade Warrior | £15.99 | £15.99 |
| Days of Thunder | £15.99 | £15.99 |

**PLEASE MAKE CHEQUES AND PO'S PAYABLE *"LEGEND SOFTWARE"***

**COMPUTER**_____

**Titles** **Price**

_____

_____

_____

_____

_____

**DATE**

**NAME:**_____

**ADDRESS:**_____

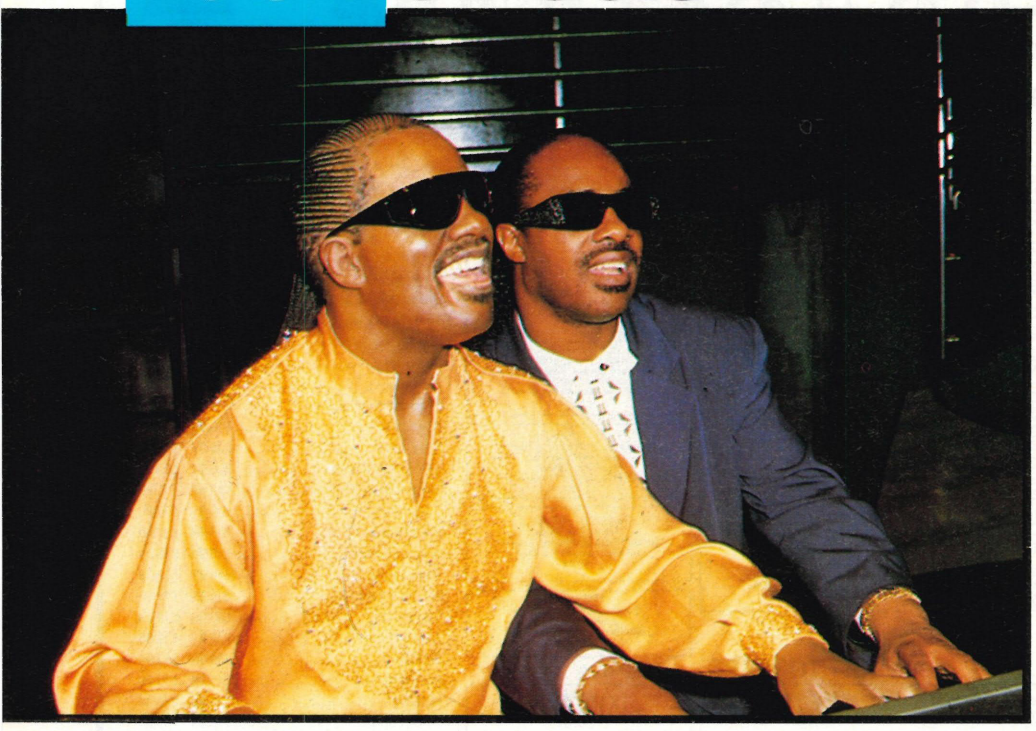
_____

_____

**P&P FREE IN THE UK: EUROPE ADD £1.00: ELSEWHERE ADD £1.50: Z2/02**

**POSTAL CODE:**_____ **TEL:**_____

# rock circus



■ **Stevie Wonder and, er...Stevie Wonder (the real one is on the right).**

## GOING FOR A SPIN

The revolving theatre is almost as amazing as the animatronic figures themselves. The whole thing is 19 metres in diameter and divided into three separate auditoriums, each one seating around 120 people. The animatronic figures perform on three stages - when one segment of the show is over the audience goes for a spin to the next stage. Behind the scenes, the figures are being raised and lowered, props set up, video clips sequenced, and special effects activated by computer.

## SOUND AND VISION

The sound-track for the show is stored on CD and transmitted via infra red signals picked up by nifty wireless headphones which you pick up when you first enter the Circus.

## AND THERE'S MORE...

The Rock Circus isn't just about the animatronic show. There are static figures from all eras of pop history displayed in a `Top of the Pops' type studio with a mammoth video wall and laser light show.

As you walk around the static displays your infra-red headphones pick up the sounds of the act you are currently looking at.

For example, you can stand in front of a Fifties radio studio with a static model of Buddy Holly and famous DJ Alan Freed and hear *Peggy Sue*, followed by a recording of an interview Freed conducted with Holly in 1958.

Elsewhere, Hendrix goes into his *Purple Haze*, George Michael performs his hit, *Faith*, and John Lydon does *Anarchy in the UK* from his Sex Pistols days, to name but a few of the 50 stars on show.

Visitors can also vote for the figure they'd like to see in the Rock Circus `Hot Spot' which is reserved for current popular acts. Right now the Hot Spot is occupied by - wait for it - Jason Donovan. Some uncharitable folk have said it really is hard to tell the difference between the waxwork and the real thing...

## WORDS OF WISDOM

The host of the animatronic show is RoboRice - Tim Rice that is. He appears in mechanical form twice during the show. The real Tim wrote and reads the recorded narration for the show in the revolving theatre. Another big name in the pop world, Paul Gambaccini, also pops up on the sound-track at the Rock Circus, and was a consultant for the project which cost around £10 million and took four years to get off the ground.

## GOING LIVE

The `reanimated' stars you can see and hear during show in the revolving theatre at the Rock Circus are: The Beatles, Buddy Holly, Elvis, Janis Joplin (possibly one of the most impressive and complex examples of animatronics), Bob Dylan (another impressive act!), David Bowie, Phil Collins, The Eurythmics, Madonna, Bruce Springsteen and the narrator, Tim Rice.

## ROCK CIRCUS FAX

The Rock Circus can be found at The London Pavilion, 1 Piccadilly Circus, London W1V 9LA. Tel: (071) 734-7203.

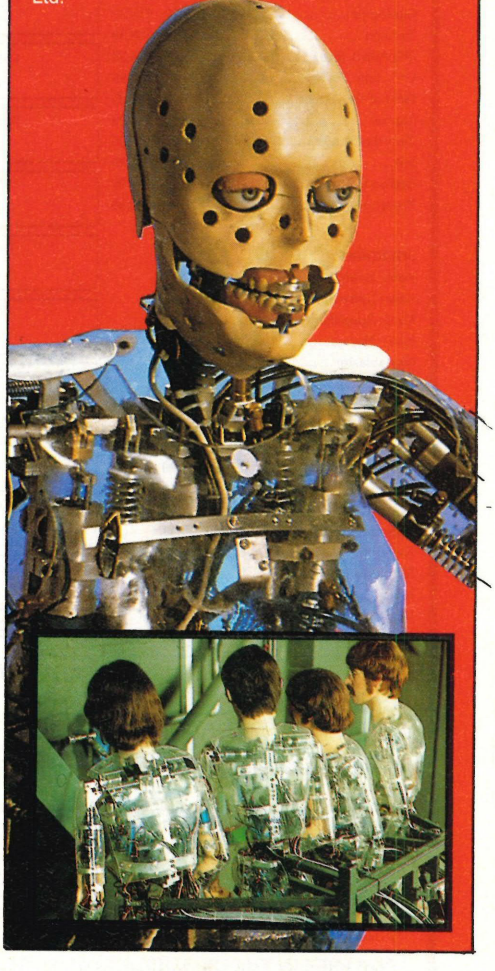
Admission prices are: Adults £5.75, Children £3.85, OAPS/Students £2.75. Group rates, for ten or more people, available on request. The Rock Circus is open from 11am-9pm daily (except Christmas Day).

## WIN A TRIP TO THE CIRCUS!

Roll-up, roll-up! We've got 15 pairs of FREE tickets to the Rock Circus to give away to lucky CCEG readers - that's FIVE pairs each month CCEG is on sale. If you want to win a trip to this spectacular living history of rock n' roll all you have to do is call our Hot Wax Line on **0898 555081**, listen carefully to the questions, and then send your answers on a postcard or the back of a sealed envelope to **Hot Wax, Complete Computer Entertainment Guide, Newsfield Publications, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW.** The first five correct entries received each month will win.

The questions will change each month - so if you can't answer this month's questions why not call back and try again? Remember, you've got three chances to win!

Please remember that calls to the Hotline are more expensive than ordinary telephone calls and should only be made with the permission of the telephone subscriber. Calls cost 33p a minute cheap rate and 44p per minute at all other times. The CCEG Hotline is brought to you by Newsfield Ltd in conjunction with Chatterbox Ltd.






ENTER THE WORLD OF CONSOLES
AT

UNIVERSAL CONSOLES




**TRADE ENQUIRIES WELCOME**

## 101 COLLEGE AVENUE, GILLINGHAM, KENT ME7 5HX
## TELEPHONE: 0634 577306

**OPEN 7 DAYS 9-7**

### SEGA MEGADRIVE

| | |
|---|---|
| Sega Megadrive - Scart | £119.95 |
| Sega Megadrive - Pal | £119.95 |
| Megadrive + Game | £139.95 |
| Japaneese/English Converter | £19.95 |
| Sega Joystick Pad | £14.95 |
| Power Arcade Stick | £34.95 |
| Megadrive Magazine (Jap) | £6.00 |

### SEGA MEGADRIVE GAMES

| | |
|---|---|
| STRIDER | £34.95 |
| FATMAN | £31.95 |
| AXIS | £31.95 |
| BURNING FORCE | £31.95 |
| HELL FIRE | £31.95 |
| ARROW FLASH | £31.95 |
| SHADOW DANCER | £31.95 |
| ESWAT CYBER POLICE | £34.95 |
| CYBERBALL | £31.95 |
| D J BOY | £31.95 |
| MICKEY MOUSE | £31.95 |
| DYNAMITE DUKE | £31.95 |
| GOLDEN AXE | £31.95 |
| RAINBOW ISLAND | £34.95 |
| INSPECTOR X | £31.95 |
| J. MADDENS FOOTBALL | £34.95 |
| CELTIC V LAKERS | £34.95 |
| NEW ZEALAND STORY | £34.95 |
| WORLD CUP SOCCER | £34.95 |
| MOONWALKER | £31.95 |
| GAIN GROUND | £32.95 |
| WONDERBOY 3 | £32.95 |
| CRACKDOWN | £31.95 |
| RINGSIDE ANGEL | £31.95 |
| ALSTE | £30.95 |
| DANGEROUS SEED | £31.95 |
| ELEMENTAL MASTER | £32.95 |
| HARD DRIVING | £32.95 |
| SUPER MONACO GP | CALL |
| MIDNIGHT RESISTANCE | CALL |

**PLEASE RING FOR MORE TITLES**

### NEO GEO

| | |
|---|---|
| NEO GEO - PAL | £369.99 |
| NEO GEO - SCART | £359.99 |
| NEO GEO PAL + GAME | £520.00 |
| NEO GEO SCART + GAME | £520.00 |

### NEO GEO GAMES

| | |
|---|---|
| MAGICAN LORD | £179.95 |
| BASEBALL STARS | £179.95 |
| NAM 1975 | £179.95 |
| GOLF | £179.95 |
| CYBERLIP | £179.95 |
| NINJA COMBAT | £179.95 |
| RIDING HERO | £179.95 |
| SUPER SPY | £179.95 |

### GAME BOY

| | |
|---|---|
| GAMEBOY MACHINE | £69.95 |

### GAME BOY GAMES

| | |
|---|---|
| BATMAN | £24.95 |
| MONSTER TRUCK | £24.95 |
| W.W.F | £24.95 |
| DOUBLE DRAGON | £24.95 |
| GHOSTBUSTERS 2 | £24.95 |
| RADAR MISSION | £24.95 |
| FINAL FANTASY LEGEND | £24.95 |
| SPIDERMAN | £24.95 |
| SKATE OR DIE | £24.95 |
| BUBBLE BOBBLE 2 | £24.95 |
| ROAD STAR | £24.95 |
| DRAGON SLAYER | £24.95 |
| DUCK TALES | £24.95 |
| CHASE HQ | £24.95 |
| WIZARD AND WARRIORS | £24.95 |

**PLEASE RING FOR MORE TITLES**

### NINTENDO SUPER FAMICOM

| | |
|---|---|
| FAMICOM - SCART with 2 games FREE!! | £295.95 |
| FAMICOM - PAL with 2 games FREE!! | £349.95 |

### FAMICOM GAMES

| | |
|---|---|
| FINAL FIGHT | £45.00 |
| F1 - ZERO | £45.00 |
| POPULOUS | £45.00 |
| PILOT WINGS | £45.00 |
| SUPER MARIO BROTHERS | £45.00 |
| ORDIUS III | £45.00 |
| BOMBUZAL | £45.00 |

**PLEASE RING FOR MORE TITLES**

### PC ENGINE

| | |
|---|---|
| PC ENGINE - SCART | £159.95 |
| PC ENGINE - PAL | £159.95 |
| PC ENGINE - HAND HELD | £260.00 |

### PC ENGINE GAMES

| | |
|---|---|
| DIE HARD | £33.00 |
| OPERATION WOLF | £33.00 |
| AFTERBURNER | £33.00 |
| F1 CIRCUS | £33.00 |
| FINAL BLASTER | £33.00 |
| SUPER STAR SOLDIER | £33.00 |
| VIOLENT SOLDIER | £33.00 |

**PLEASE RING FOR MORE TITLES**

# ORDER FORM

TO: **UNIVERSAL CONSOLES**
**101 College Avenue, Gillingham, Kent, ME7 5HX**

Please add £1 for postage per game
Please add £5 for postage per machine
Please make Cheques or Postal Order made payable to
UNIVERSAL CONSOLES

From:

| MACHINE/GAME | |
|---|---|
| | |
| | |
| | |
| | |
| | |
| TOTAL | |







# too hot to handle

**Be smart, be seen, be sure to score. Hand-held computer games have almost become the latest fashion accessory. While away the idle moments by zapping the aliens, at the bus-stop, in the car (not driving, of course), at work or in the playground. Any time, any place, any where, in fact. CCEG checks the action.**




## NINTENDO GAME BOY

**Price: £69.99**

Despite a black and white screen, Game Boy is the governor at the moment, mainly because of the large number of games available and the steady flow of new releases.

The dot matrix LCD screen has a resolution of 160 x 144. Not exactly pixel-popping perfection but good enough for nitty-gritty action.

Powered by two AA batteries, the Game Boy runs for more than 10 hours.

Games cost around £20 and there are some classics available, including *Super Marioland, Tetris, Nemesis, Paperboy, Batman, Teenage Mutant Hero Turtles* and nearly 50 others. In June, Activision will add *Ghostbusters II* to that list. There's a thriving trade in "grey" imports from Japan. That means they are officially not available in this country.

CCEG Rating: 7/10. A winner but soon to be dated. Nintendo rumoured to be producing a colour screen version.




■ **Sega's Game Gear brings you arcade classics in the palm of your hand.**

## ATARI LYNX

**Price: £129.95**

A bit of a hefty price but that's reflected in the quality of the gaming - you get a 3" by 2" LCD colour screen with a resolution of 160 x 102.

But it takes an awful lot of batteries to keep the action bubbling. Six AA batteries will only give you around three hours of play.

Not a vast number of games available at the moment - Atari says 16 with but 50 for releases are planned - and they can cost up to £35.

CCEG Rating: 6/10. Expensive and impressive, but perhaps, not impressive enough considering the opposition limbering up in Japan. Atari is launching a new, physically slightly smaller Lynx at an incredible $99, which will probablyequate to £70 price when it is made available here in the UK. This is likely to be *the* Gameboy and Game Gear basher! The lower price is partly achieved by not bundling *California Games* with the base unit.

## NEC PC ENGINE GT

**Price: Not Applicable**

Part of the next generation of hand-helds which combine power, size and colour. Right now, it's big in Japan, as they say. The price is certainly big, at about £170. Officially unavailable in the country, but the mysterious "grey" importers are doing a nice trade. If you want to buy it, expect to pay considerably more than its Japanese price. NEC has announced no date for a UK launch.

The main attraction of the GT is its Game Boy size, colour screen and hundreds of games, thanks to the success of its big brother PC Engine console.

CCEG rating: Rumour plus hype would suggest a high one, but we will wait and see.

## SEGA GAME GEAR

**Price: N/A**

With a predicted spring launch in the UK, the Sega Gear Master promises big things and a nice price.

Visually it delivers 32 colours out of a palette of 4096 on a 3.5 inch back-lit LCD screen, a small speaker and an option for stereo headphones. Software back-up will be no problem considering Sega's massive back catalogue and output.

In Japan it costs in the region of £80. Lesley Walker, Sega's Marketing Manager, says the Game Gear is now set for a summer launch in the UK, with a selling price of about £99.99. For another £50 or so you will be able to buy a tuner which converts this hand-held into a mini TV. There will be an initial catalogue of 10 games, including *Columns, Super Monaco, Pengo, Dragon Crystal, Golden Axe, Mickey Mouse* and *Shinobi.*

CCEG Rating: Save your pennies, this could be the machine to dominate over the coming months.

## SYSTEMA SYSTEMS

**Price: Under £20**

A wide number of hand-helds dedicated to one game, each selling for a nice price. Most of the games have only one screen and colour is achieved by printing rather than the screen display. A wide variety of titles available from Argos and certain high street stores.

CCEG Rating: 5/10. Cheap and cheerful.

## KONAMI LCDS

**Price: £20.99.**

Dedicated game machines with some tasty and colourful titles on offer, including *Teenage Mutant Hero Turtles, Top Gun, Skate or Die, Gradius* and *Double Dribble.* Powered by two AA batteries. Check out your high street stores.

CCEG Rating: 7/10. Class games at good prices.

## TOMY LCDS

**Price: £25.99**

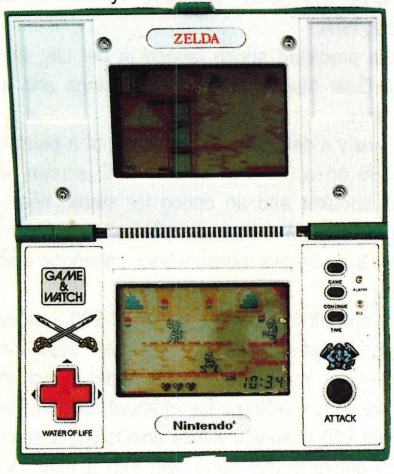
Dedicated hand-helds in which the casing plays a part in the gaming fun. You look through two eyepieces into the machine, and so creating a three-dimensional game image.

Clever and effective.

Powered by three AA batteries, game machine titles include *Sky Attack, Shark Attack* and *Thundering Turbos.*

Check out high street retailers if you want to buy.

CCEG Rating: 6/10. Main interest comes from the 3D novelty.




## NINTENDO GAME AND WATCH

**Price: £19.99 and £24.99**

As with virtually anything Nintendo does, it does well. There are, at the last count, 22 of these liquid crystal games with a watch, featuring classic Nintendo titles, including Mario Brothers, Zelda and Donkey Kong. Eleven with single screen and 11 with double screen, hence the two prices.

Once again the effect of colour is achieved by a printed screen.

CCEG Rating: 7/10. Genuine pocket-sized games.

## GRANDSTAND GAMES

**Price: £24.99**

Picking up great name coin-op licences has considerably raised the profile of Grandstand recently. *Out Run, Thunderblade, Golden Axe, Afterburner, Batman, Paperboy, Altered Beast, Double Dragon* and *Shinobi* make a winning line-up. Buy them through catalogues and in high street toy shops.

CCEG Rating: 7/10




■ **Tomy LCD games bring a new dimension into electronic games (above).**

■ **Classic Nintendo game *Zelda* gets the Game & Watch treatment (Left).**

## GAMATE

**Price:£59.99**

Another new kid in town, backed with an "extensive" library of interchangeable game cards selling at £14.99.

Dot matrix LCD display, powered by four AA batteries - a rechargeable battery pack is available - Gamate has a two player facility. It comes with a free game.

CCEG Rating: On hold.

■ **Gamemate: The would-be Gameboy basher (Below).**




■ **Grandstand's *Out Run* is part of a new electronic game range.**






# dial a nintendo

**We've got a fantastic Nintendo Entertainment System up for grabs in our great Complete Computer Entertainment Guide competition. The Nintendo comes complete with all you need to start getting involved in the arcade action — controllers, game carts and a lead to plug into your TV. Win and you could soon be playing great games like Super Mario Brothers, Batman and Double Dragon.**

**To win all you have to do is call the CCEG Competition Hotline on 0898 8555082 and answer three simple questions. Once you've worked out the answers write them on a postcard or on the back of a sealed down envelope and mail them to Dial a Nintendo Competition, Complete Computer Entertainment Guide, Newsfield Publications, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW. And here's a clue, the answers are all hidden in this magazine! Closing date is 28th June and normal CCEG competition rules apply.**

**Remember, calls to the CCEG hotline are more expensive than normal telephone calls and should only be made with the permission of the subscriber. Calls cost 44p per minute at peak time and 33p per minute at all other times. The CCEG Hotline is run by Newsfield Ltd in conjunction with Chatterbox Ltd.**



# console wars

**The revival of the console market is perhaps the most exciting area of computer entertainment at the moment. And the future looks even more amazing. Tony Takoushi takes a look at the state of play and brings you the low-down about what is new and hot.**

The console market has emerged as the biggest growth sector of home entertainment over the past three years or so. The market has been dominated by Sega and Nintendo over this growth period with other companies filling the gaps.

At present Sega is marketing the 8-bit Master System, currently the biggest selling console across Europe, and the Megadrive which is the new generation of 16-bit console, offering near arcade quality graphics, sound and playability.

Nintendo has had a struggle establishing its 8-bit console in Europe, having had mixed fortunes and many backers over the past three years. Last Christmas was a milestone for the console with *Teenage Mutant Hero Turtles,* given away with every machine bought, giving the console an image boost. Today Nintendo is still in second place behind Sega but is making up ground.

Other players in the console scene are NEC's PC Engine, the Atari 2600 and 7800, the Neo Geo from SNK, Commodore's 64GS and Amstrad's GX4000.

The PC Engine is not officially available from NEC but is on sale through grey imports. There are more than 200 titles for PC Engine, many joysticks adaptors and, significantly, a CD-ROM peripheral which allows you to play games with up to 550 megabytes of capacity, which is over 1000 times the memory of a standard Atari ST and Commodore Amiga, with each game costing around £30.

Curiously this 8-bit console is technically far superior to both the Sega and Nintendo 8-bits consoles, but NEC has chosen to launch it only in Japan and the US. There are no firm announcements for launches in the UK and Europe.

Again NEC has broken new ground by launching a portable version of its home console last November. The Turbo EXPRESS/GT runs all the games of the home version, so when you have finished playing at home you can remove the game from the console, plug it in the portable, and go and play anywhere you want!

The veteran Atari 2600 VCS console has been on sale for more than 10 years and is the cheapest and most basic console on the market. Typically, it sells for £35-£40, with games costing around £10. The next step up is the 7800 console, which is superior in terms of colour and graphics. This sells for around £70, with games at £12.

The Commodore 64GS has been very low key since its launch. Software releases have been few and far between although major software houses have been announcing plans to




release their most popular titles on cartridge. Ocean, one of the largest games houses in the UK, has released and has plans to release many titles including *Operation Thunderbolt, Robocop 2, Shadow of the Beast, Batman* and *Chase HQ.*

Amstrad seems to be even quieter than Commodore with its GX4000. There are 12 titles at present and just before Christmas 1990, the console was discounted by £20 to £80 by many major retail chains. The GX4000 is a technically competent console but, again, is only as a good as its software base.

An indication of Amstrad's committment is its response to editorial enquires. Its PR company proved a waste of time offering to send a brochure as it did not have staff to hand and Amstrad was unclear as to its product range and prices! You have been warned.

## STATE OF THE ART

At the forefront of the current console technology are the Sega Megadrive, the Nintendo Super Famicon and SNK's Neo Geo.

The Megadrive is currently having the biggest impact in the UK and Europe. It boasts a 16-bit processor with customised graphic and sound chips. Its software base is ever getting bigger with more than 40 titles out in the UK and many more under development. In the US at present there are 56 games from third party developers.

The Nintendo Super Famicon was released in Japan last November. It has not been officially released in the UK by Nintendo, although you can get hold of it as a grey import for about £300. It sells for the equivalent £95 in Japan.

The Super Famicon represents the true state of the art for consoles for probably the next two years or so. What sets it apart from the Megadrive or Neo Geo is its built-in graphics handling. The Super Famicon has hardware scaling and rotation. What this means in practice is that an object on a screen can be enlarged on its X and Y axis to quite literally fill the whole screen with no loss of speed or fluidity of movement. Of course, as the object gets bigger its resolution suffers and gets blocky. At the same time the image can be rotated through 360 degrees, again with no loss of speed or fluidity.

These features are normally only found in arcade machines costing many thousands of pounds. Sega arcade machines use these effects for games such as *Space Harrier, Power Drift, Afterburner.*

The sound chip is also technically way ahead of the competition. It boasts an 8-bit Digital Sound Processor running at 8 million instructions per second, 16 channel PCM sound, 32KHZ sampling and 256 bytes of RAM.

The system currently has six games available *F-Zero, Super Marios World, Final Flight, Bombuzal, Pilotwings and Nemesis 3* - all costing around £30. Due soon is the classic IREM arcade game *R-Type 2.*

The Super Famicon is due to be launched in the US in the last quarter of 1991 but there is no firm information as to launch dates for the UK or Europe.

The Neo Geo was launched in Japan, the US and UK in 1990, and has had a mixed reception. The console runs very high density cartridges - these offer better graphics and sound - and high quality software, but is does suffer from an inflated price. It currently sells for £400 in the UK and games cost £200.

However, all is not lost. In the US the system sells for $299 and games sell for $170. That's £150 and £90 respectively. Still very expensive, but rumour has it that a new model will go on sale in the US for $300 and software prices may drop even more, bringing it within the reach of most consumers.

To help combat high prices, there is an official Neo Geo Club in the UK which operates a rental scheme for the unit and games software.

**■ Cool but pricey: The Neo Geo**




## WHERE DO WE GO FROM HERE?

At present, if you want the best home console it is a choice between the Sega Megadrive, Nintendo Super Famicon, the Neo Geo, or PC Engine. As to where the console industry seems to be evolving, the future seems to be CD-ROM, largely because of the huge capacity of compact discs and their very cheap price. Take a look at these CD-ROM games, *Valis 3* and *Super Darius* for the PC Engine.

But cartridges development is not standing still. The Neo Geo offers cartridge capacities typically in excess of 40 megabytes, but with a prohibitive price tag. The Megadrive offers at present a maximum of 8 megabyte games, which cost around £30 in Japan. Sega is rumoured to have a new model of its current Megadrive under development which is being pitched firmly at the state-of-the-art Super Famicon. But this is not due for release until late 1991 in Japan and quite a while after that in the US and Europe.

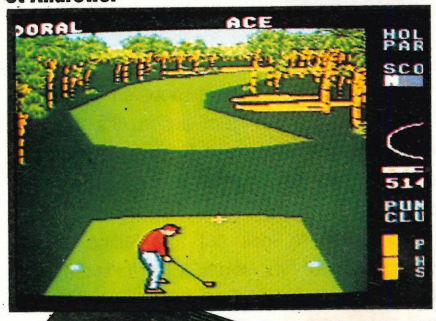
The quality of home console game playing is very exciting at present. Whatever the future holds, it is sure to take your breath away.

## SEGA MASTER SYSTEM

CCEG Titles to look out for include:

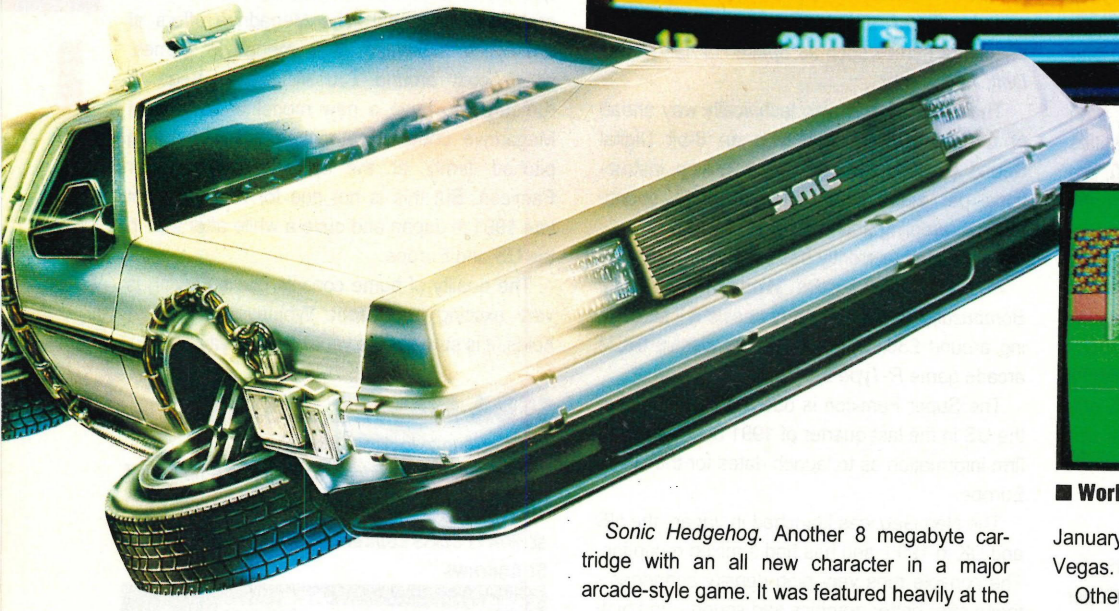
*World Class Leaderboard:* This 18-hole golf simulation has previously been a hit on most

**■ *World Class Leaderboard* takes the Sega to St Andrews.**



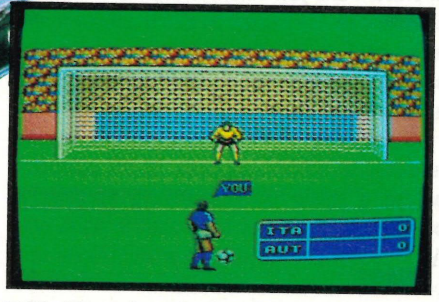
computer formats. Take on the challenge offered by some of the world's great courses - St Andrews, Doral Country Club and Cyprus Creek. Up to four can play, choosing from three difficulty levels and options for practicing driving and putting. World Class Leaderboard will be available in July, price to be announced, from US Gold.

*Back to the Future II:* Based on the smash film, this is the third Imageworks/Mirrorsoft release for the Sega Master System. Join Marty McFly on an amazing hoverboard trip to the future this spring, price £29.99.





■ **Owwww! Micheal doing what he does best in Moonwalker.**



■ **World cup fever in *World Cup Italia '90*.**

*Sonic Hedgehog.* Another 8 megabyte cartridge with an all new character in a major arcade-style game. It was featured heavily at the January Consumer Electronics Show in Las Vegas.

Other titles to watch for include *Gain Ground,*

*Xenon II:* One of the best shoot 'em ups ever, Xenon II is 100 per cent action. It's been a smash on most computer formats. It is being released from Imageworks/Mirrorsoft in April, price £29.99.

Other titles to look out for include *Super Monaco Grand Prix, World Cup Italia 90* and *Gain Ground*, from the arcades, *Mickey Mouse, Dick Tracy, Pacmania* and *Fighter.*

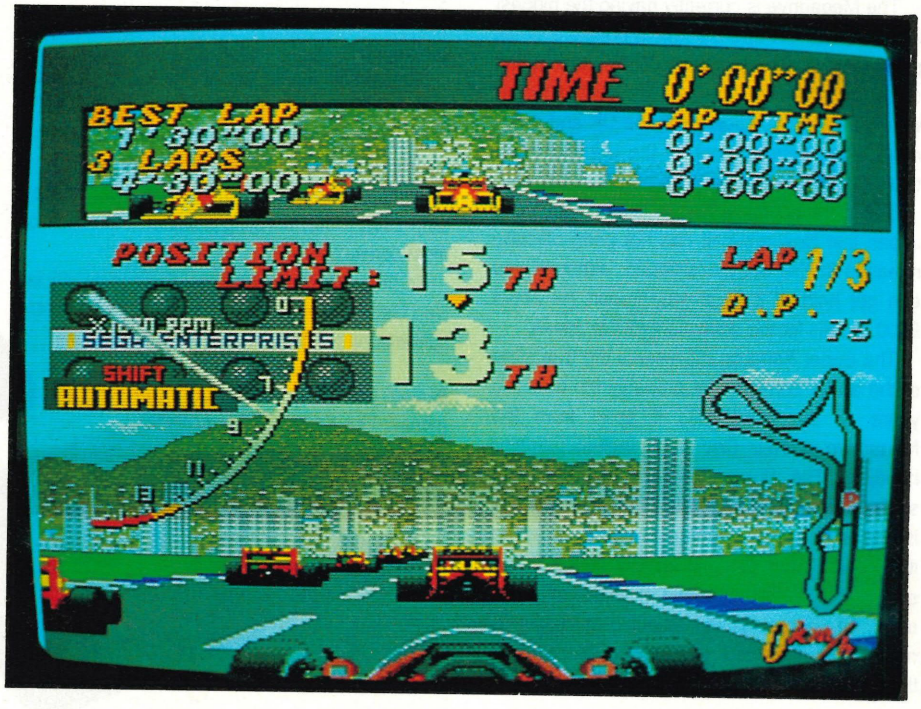
## SEGA MEGADRIVE

CCEG titles to look out for:

*Strider:* This is a monster of a game, weighing in at 8 megabytes, and is the biggest game Sega does for its Megadrive format at present. The graphics, sound and playability, all match up to the cartridge size. Miss at your peril.

*Mickey Mouse:* A cute arcade romp with some of the finest graphics, fun and playability seen on a console to date.

*Ishido.* From Accolade in the US, this is a version of the ancient boardgame involving stones. Simple but fun.






■ ***Zany Golf* sees you as Seve with a bent club!**

*Donald Duck, Tom and Jerry, PGA Golf Tour, James Pond, Golden Axe, Super Monaco GP, Moonwalker, Fire Shark, Trampoline Terror, Zany Golf, Populous, Battle Squadron, Budokan* and *Sword of Sodan*.

■ ***Golden Axe* gets the Megadrive treatment.**



■ **Boing! Boing! with *Trampoline Terror*.**




## NINTENDO CONTROL DECK

CCEG titles to look for:

*Solar Jetman:* You take the role of Solar jetman and have to recover the Golden Warship. This is an arcade adventure with 12 stages in which you battle your ship against different gravity fields on your travels.

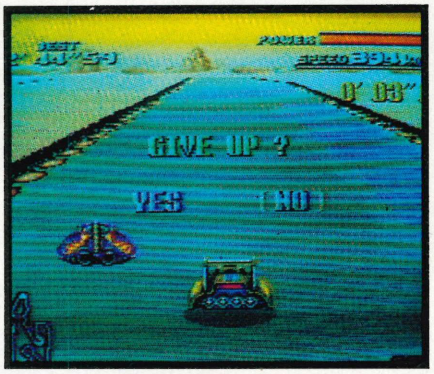
*Black Manta.* This is a conversion from the Taito arcade game of the same name. You are a ninja who has to go and find missing children. The usual flying kicks and punches are called for.

*Ghostbusters 2.* Bust ghosts against a New York background. There are seven levels to the game and it loosely follows the theme of the film.

Others to watch: *Gremlins 2, Megaman 2, Faxanadu, Black Manta, Super Mario Brothers 3, Super Mario Brothers 2, Zelda 2: Legend of the Link* .

## NINTENDO SUPER FAMICON

CCEG titles to look for: *F-Zero, Super Marios World, Nemesis 3, Pilotwings, Bombuzal, R-Type 2.*




■ ***F-Zero* is a fast new Famicon release.**

## PC ENGINE

CCEG titles to watch:

*Zipang:* An arcade puzzler from Pac-in-Video Co, of Japan. A challenging, deep and playable offering.

*Override:* A vertically scrolling shoot 'em up from Data East. Pretty average.

*Saint Dragon:* A sideways scrolling shoot 'em up from Aicom, the company which produced P47.

*Toy Shop Boys:* A search and destroy arcade game in the style of Commando.

*Violent Soldier:* Another scrolling zapper from IGS. Good, but in the same vein.

*Champion Wrestler:* Namco occasionally comes up with the goods. This offers pretty graphics and plenty of boddy-slamming.

*ESWAT:* Conversion of the cult Sega coin-op. Good, but does not break any design barriers.

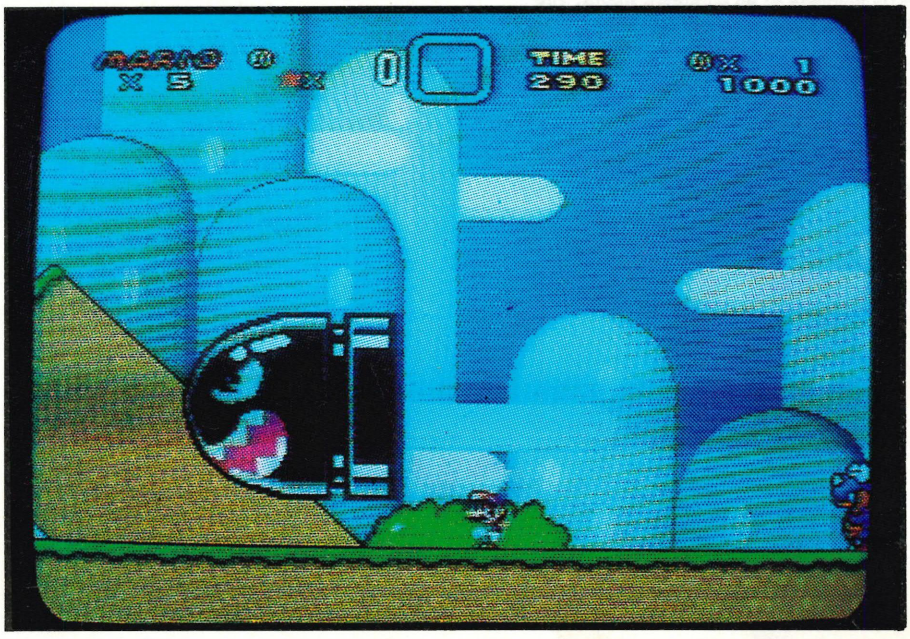
*Hurricane:* A scrolling blaster from NEC. Good and solid.

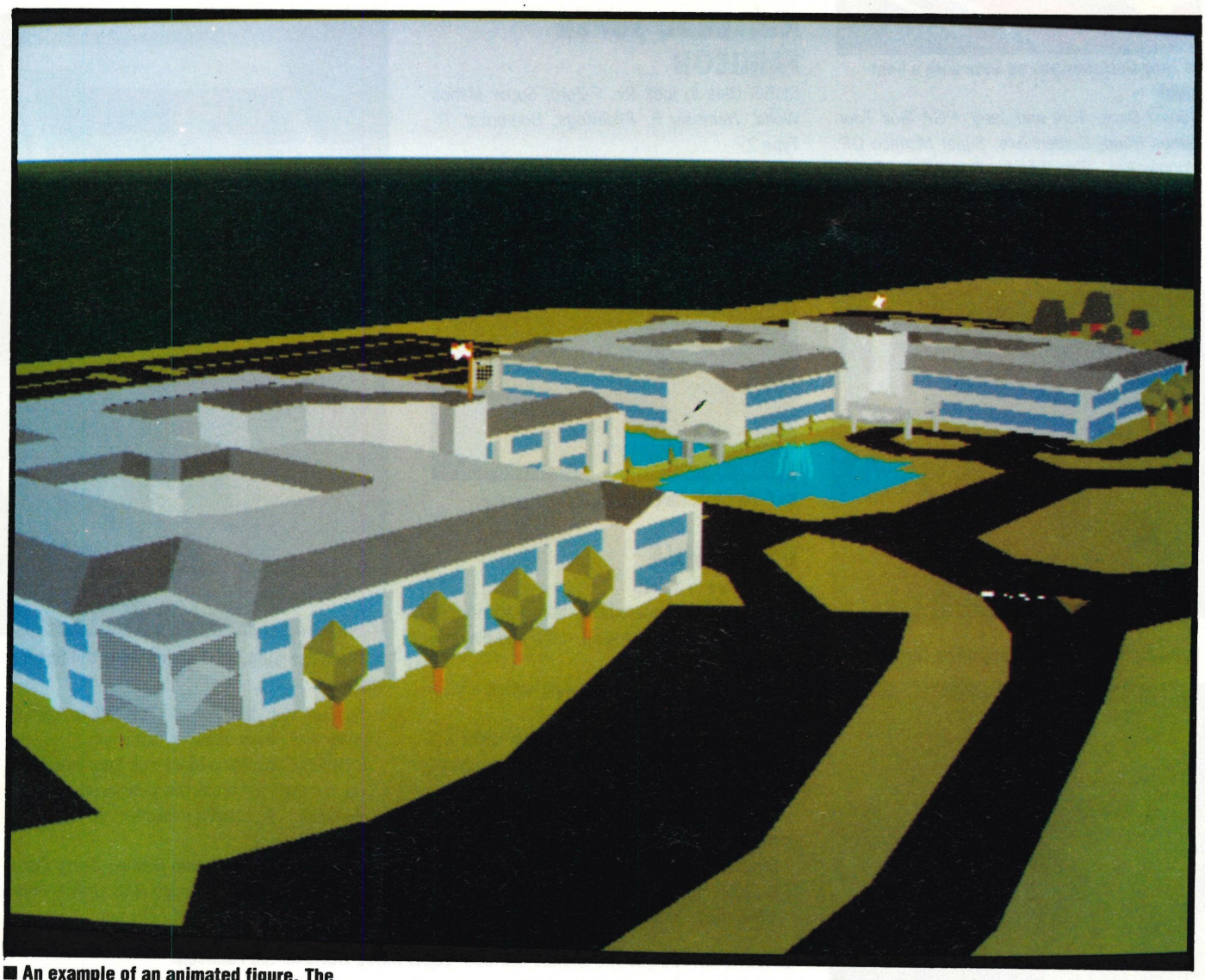
Others to watch for: *Aero Blaster, Crazy Car, Jacky Chan* and *Spindair,* also *RAD Gravity and Sword Master,* in June, from Activision.




■ **The all singing, all dancing Nintendo Super Famicon.**

■ **That shell has got one wicked attitude. *Super Mrios World* on the Famicon.**





■ An example of an animated figure. The cyborgs in Cyberzone will be similar.



# enter the cyberzone

**This autumn should see the launch of Cyberzone, a television game show, using advanced technology, computer-generated contestants and the principles of Virtual Reality. CCEG's Paul Boughton meets the future head on.**

## ENTER THE CYBERZONE

The potential of Virtual Reality technology in creating brain-numbing, imagination-expanding computer entertainment is well known. We have seen the future, say the techno

pundits, and it is here - well, virtually.

But later this year should see the first steps in bringing the potential of this technology to a mass audience. And the platform will, unbelievably, be a television game show called *Cyberzone*.

A pilot episode has been made by Broadsword Television Productions, the pioneering company which produced the children's game show *Knightmare* for ITV and the *Satellite Game*, screened on BSB, at the studios of Anglia TV in Norwich.

If all goes well, the show will go into full production and should be screened in the autumn.

In *Cyberzone* two contestants, linked to sensors, enter a computer generated three-dimensional city, explore the environment, gain points, and eventually meet each other for a shoot-out.

Each contestant stands on what is called a "mobility station." When they walk, run, kneel or draw a weapon, pressure pads and sensors detect the movement and the computer alter-ego 'cyborg' will match them.

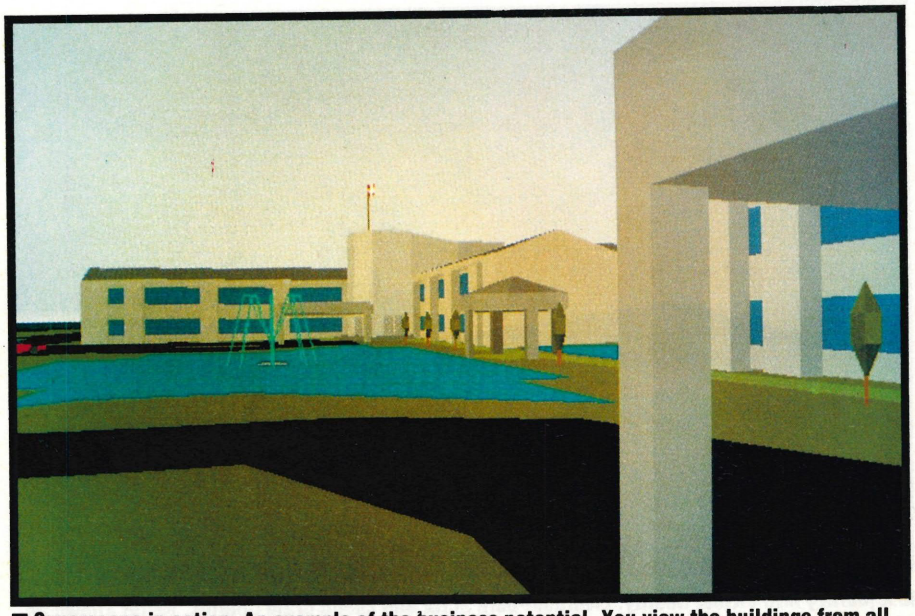
Each player also has a helper to guide and advise about what is happening to their opponents or what tricks, traps, puzzles or dangers may lurk around corners.

Because of the two-dimensional restrictions of television, the Virtual Reality experienced by the players will not be three-dimensional through stereoscopic headsets, but viewed on videowalls in front of them. This will allow the studio audience and viewers at home to enter the experience.

As Broadsword's Tim Child says: "Up to now development in Virtual Reality has been funded by the arcade/leisure industry and not television. The result is that you have to put on 3D glasses and look into the VR world. My problem is making it work for a TV programme. The most important thing about television is the viewership. If it doesn't work for them, it doesn't work at all."

The software which makes this game show possible is called Superscape and is created by Dimension International, sister company to Incentive Software, best known for its series of mould-breaking three-dimensional games including Driller, Castle Master and the newly-launched 3D Construction Set.

The show will be Superscape's first high-profile application. The software will run on five networked ICL 486 PCs with Spea graphics boards. Two PCs are linked to the players, another generates an overhead realtime map showing positions of both players in relation to each other, a fourth PC controls roving shots, allowing virtually unlimited angles on the action, and the fifth allows the environment to be changed as the game progresses.



**■ Superscape in action. An example of the business potential. You view the buildings from all angles.**

And all this will be performed before a live audience with actor and comic Craig Charles, best known for his role as Lister in Red Dwarf, as host.

Television is not a medium which is well-known for taking risks or embracing new ideas. But Tim Child has been responsible for some pioneering work over the past few years, all using computer technology.

He devised and wrote Knightmare while working as a news producer for Anglia TV. It was his interest in computer games from his spell as presenter of The Soft Spot, a local computer programme, which sowed the seeds for the show. It took him two years to convince the television companies that the Knightmare idea was viable and would attract a following. It finally made the screens in 1987 and has been running ever since.

It was a truly new game show combining the problems of a computer adventure game, the graphical and technical wizardry of hugely powerful computers, drama and special effects. The first series attracted a viewing of audience of almost five million. It also won the Jean d'Arcy International Award for Video production in competition with 19 entries from around the world.

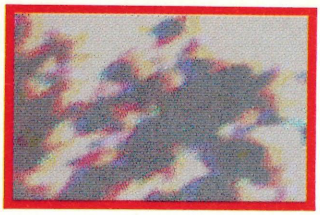
Computer game makers were not slow to cash in on the concept and, of course, publicity generated by a television show. Activision snapped up the game rights. Book publishers also spotted a golden opportunity and released gamebooks based on the show.

The success of Knightmare was, in the main, dependent on sophisticated computer trickery. In a control room next to the studio three Spaceward Supernova computers, costing around £50,000 each, were used to change scenes, apparitions and surprises which confront the adventurers. Painted backgrounds were digitised, amended, re-lit and merged on computers. Models of monsters were also created, photographed, digitised and animated on computer. When all this is combined with live action, the effect is breath-taking. But it is a brilliantly executed illusion. The adventurers never see how the effects are created because it ruins the game and spoils the atmosphere. They must, after all, really believe in what is happening.

A technique known as Chromakey allows different elements of Knightmare to be merged into what the viewer and adventurers see. It works roughly like this. The adventurer is placed in a studio which is totally blue in colour, with various objects and actors if they are included in the scene. The helmet of justice, worn by the dungeoneer, means he can really only see the floor. The dungeoneer must rely on three advisors for

**■ Superscape creators Chris Andrew (with glasses) and Sean Ellis at work.**









**■ A journey into Virtual Reality. Liverpool-born actor and comic Craig Charles, better known as Lister from Red Dwarf, hosts Cyberzone, the city simulation game show, which allows real people to investigate a computer created environment.**

help, directions and information about his surroundings and possible perils and problems. In the control room he can be seen on a monitor. On another monitor are the computer graphics, backgrounds, animations etc. These two pictures are overlayed and it this united image which is shown to the three advisors. So for them the dungeoneer actually can appear to be in a monster's stomach or standing on the edge of a cliff.

It was Tim Child's next project, the Satellite Game on BSB, which brought him into contact with Incentive Software. The show's computer-animations were generated using the Freescape game system running on enhanced Amigas.

Already, says Child, television companies from America and France have shown great interest in the Cyberzone show.

His track record is now making it easier for him to put more challenging show formats to the television chiefs. "It gets easier," he says, "People no longer question me as they did. They say "He's mad, but his ideas worked last time."

However, he adds: "It's a relief to be doing the pilot."

Dimension International/Incentive Software and Broadsword kept in touch following the Satellite Game. "While we were developing Superscape," says Ian Andrew, Managing Director of both Incentive Software and Dimension International, "we showed Tim the concept and I think the TV series was inspired by the software."

Now Dimension International plans to start promoting the Superscape system for other applications, following two years of development lead by Chris Andrew and Sean Ellis.

"Superscape is basically Virtual Reality software," says Ian. "The brief we used when developing it was to create environments running in real-time with a high degree of flexibility and open-endedness, so it could be used for lots of different applications."

The company is looking to launch what it calls Superscape Virtual Reality Solutions, consisting of a customised 486 with high-resolution graphics board, 3D controller such as the American-imported Spaceball, a six axes controller, together with the Superscape software and customised client software.

"For instance," says Ian Andrew, "if an architect or property developer has a new building, a site or several new buildings and they wanted something a bit more advanced than a model, we could provide them with a walk-through system, visualising the building before it actually existed, which could be used for sales, marketing, planning, design."

"It's primarily a simulation and visualisation system rather than a design system, but it may evolve into that as well."

The company has identified about 17 serious applications, for Superscape and one of them is producing multi-user arcade games, rather like the BattleTech system featured in the Winter '90 issue of the Complete Computer Entertainment Guide.

Now if the television show is a success, a computer game may follow. "I think there is a distinct possibility, but it won't be before the show, and the show's not before autumn this year."

## BUILD YOUR OWN VIRTUAL REALITY

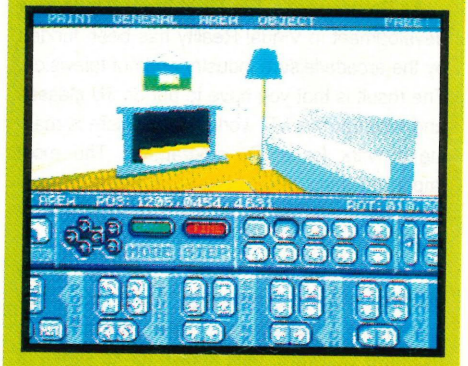
With Incentive's 3D Construction Kit you can build your own Virtual Reality computer games. Well, almost. It allows you to create, edit and manipulate an environment and then walk round that world and interact with it. The effect is stunning. Many will already be familiar with what can be achieved if they have played previous Incentive games such as Driller and Castle Master.

To actually create the world is fairly simple. Incentive say it's like building with Lego bricks, which is a fairly accurate description. These bricks can be formed into blocks, squares, triangles, hexagons, pentagons, merged, moulded and manipulated into whatever object you choose — buildings, houses, cars, anything you care to mention. You thus create your computer Virtual Reality world — and then view it from every conceivable angle.

The cost of being able to create this 3D world is not cheap — but then it is designed as a gamemaker's utility.

3D Construction Kit will be available in April for IBM PC and Compatibles on 3.5" and 5.25" and Commodore Amiga, price £49.99; Atari ST, price £39.99; Spectrum cassette, price £24.99; Amstrad cassette and disk, price £24.99; Commodore cassette and disk,price £24.99.

Contact: Incentive Software 0734-817288 or Domark 081-780 2222.






# THE INTERNATIONAL

## Public Domain & Shareware Guide

The Essential Catalogue for all ST & STE owners

**NEW**
10 Disk Office Intro Set
Only
**£14.95**
ST Writer
Address database
Bank Account
Business Accounts
Appointments
Zap Card Database
Video Database
Edhak Text Editor
Typing Tutor
Calendar Program

**NEW**
10 Disk Game Intro Set
Only
**£14.95**
Mchess
Cribbage
Checkers
Tennis
Roulette
Poker
Megaroids
Soko
Mix'n'Match
Hedgehop

**NEW**
10 Disk Demo Intro Set
Only
**£14.95**
French Kiss
Union Demo
Robocop Demo
Nasa Slideshow
GFA Demo
Delirious Demo 2
Smooth Criminal
Decade Denao
Adamski Demo
So What Demo

**Budgie UK**
We are now the leading distributor of this excellent collection of Licenseware titles, and unlike some, we stock the complete range of over 100 titles.

**A.S.P. Approved**
The 1st Shareware Vendor to gain approved status for our ST Catalogue from the influential Association of Shareware Professionals

**Fair Prices**
Two disk demos Only £3.00 complete
Plus reductions on all multi-disk programs and disk sets
(Why pay £3 per disk?)

## Now Incorporating
## The Official STOS Shareware Service

**Exclusive**
DRAGONS TOWER
16 Level Machine Code Platform Game
Only
**£2.95**

**Exclusive**
COMPENDIUM
Eight Great Two player Games in one program
Only
**£2.95**

**Exclusive**
POKER DICE
Superb graphics, and sound effects
Only
**£2.95**

**Education**
We have all the best of the Shareware education titles, including the Brumleve programs, and the entire range from The Knowledge Vine, (authors of Solar System Geo' 1 & 2).

**On Line Art**
Exclusive to Goodmans, these disks prepared by Ron Wood, (Artist & Sculptor), are designed to assist on how fine arts can be achieved on computer. Set out on 60 screens, they take you through from simple line drawings to hints on the human body.
Disk 1, 2 & 3
Available Now
Only
**£2.50 each**

**Superb Value**
Our standard disks are packed with programs. i.e. Eternal Ramdisk, Mono Emulator, Colour Emulator, Lutilites, Headstart, Maxidisk, Fselect, LGselect.
All this on one disk for only £2.50

**Easy Text Plus**
The price may be low, but this superb DTP package is high on features.
**£19.95**

**Introducing Atari ST Machine Code**
Book and disk set, an ideal introduction to m/c programming.
**£19.95**

Modem Owners - Order via the Bath BBS FAX service on (0225) 840060

Send £1.95 for the Spring/Summer edition of The International PD & Shareware Catalogue, with Shareware reviews, articles etc., or send only £2.50 for catalogue AND disk catalogue database.

Goodman Enterprises (Dept ST1)
16 Conrad Close, Meir Hay Estate,
Longton, Stoke-on-Trent. ST3 1SW.
Tel: (0782) 335650 Fax: (0782) 316132

Programmers - As one of the leading source libraries, you can be sure your Shareware title will achieve maximum potential

---

**TELEGAMES**
☎ (0533) 880445/813606/889989
FAX 0533 - 813437

We stock games and cartridges for all of the following -

EUROPE'S LARGEST STOCK OF VIDEO GAMES

WHY WAIT? ORDER NOW !!! FAST DELIVERY.

CBS COLECO VISION

INTELLIVISION

ATARI

Nintendo

GAME GEAR HANDHELD

SEGA MEGA DRIVE

LYNX 2600 and 7800

NINTENDO GAMEBOY

PC Engine

PCGT HANDHELD

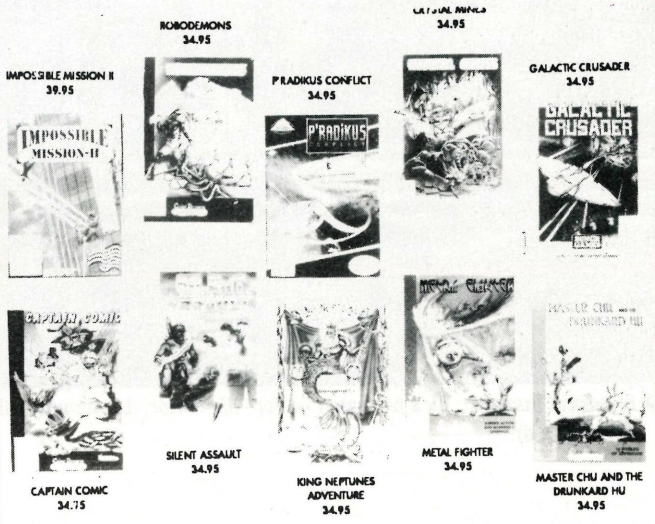
SEGA

SNK Neo-Geo

PC SUPER GRAFX

Nintendo SUPER Famicom

**NEW FOR NINTENDO**




'WHAT VIDEO GAME' 2 HOUR VHS FILM SHOWS OVER 400 GAMES FOR MOST SYSTEMS SPECIAL PRICE £7.95 plus 2.00 P+P

IF ITS AVAILABLE WE STOCK IT !!!

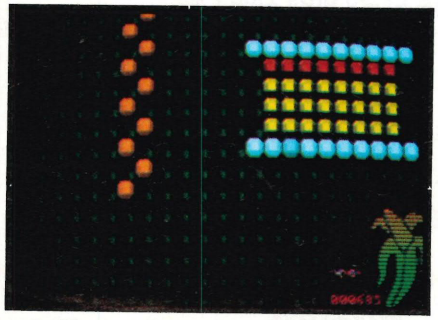
ESTABLISHED FOR OVER 14 YEARS

* FOR FULL DETAILS SEND LARGE SAE TO -
**TELEGAMES**
KILBY BRIDGE, WIGSTON, LEICS LE8 1TE

The Leading Video Game - Specialists.




■ **Brummm! Brummm! Be a boy racer in *Ford Simulator*. (Loud rugby shirts and tight trousers not included).**



■ **Q: What's yellow and bendy? A: *Bananoid*, that's what.**

# the top ten

Welcome to the definitive guide to PC Public Domain and Shareware games. Long gone are the days when any program you excitedly downloaded from a bulletin board or obtained from a PD library turned out to be just another jerky, slow Space Invaders clone. Gone are the days where you attempted to hold off hordes of vicious letter A's by firing full stops or asterisks at them — thankfully.

With the advent of Shareware, software authors want games players to pay a registration fee after they've tried the game, so not only do they have to compete with all the "commercial" games available, they also have to hold the users' attention long enough to make them want to pay for it!

Of course, you get the benefit of trying out the game before you've paid any more than a nominal copying fee (typically a fiver or less) rather than having to rely on a reviewer's tastes or the glossy image of a games company's advertising campaign before shelling out twenty or thirty pounds.

Another benefit of Public Domain and Shareware is that you can find games that normally wouldn't crop up commercially, either because they were too experimental and wouldn't have stood much chance of recouping the development costs or because they were written to appeal to a subset of PC users (like VGA-only games, for example) too small to make enough money.

However, because Shareware authors don't have to pay a fortune in advertising and marketing costs, they can afford to write more out-of-the-ordinary software and hope to make money on registrations.

The games presented here are separated into three categories, but no attempt was made to put them into any order of merit - each game has its own special features which qualifies it for inclusion.

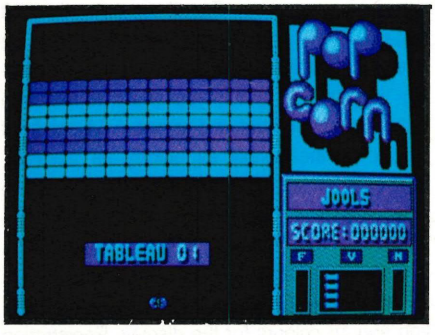
## Arcade Games

**1. FORD SIMULATOR** is probably the most popular public domain game available for the PC at present. Actually an ingenious piece of advertising by the American Ford Motor Company (it includes menu options to study a catalogueof American model Ford cars), the game is available in two versions. The first is a single disk and is a good CGA resolution driving game. You can pick from 16 different Ford models to drive, each with different handling and features (manual or automatic gearbox etc.), and have the choice of Touring, Drag Strip, Slalom or Grand Prix circuit. You get a 3-D representation of the terrain from the driver's perspective. The second version is on two disks

and operates with a single vehicle but at three levels of difficulty. The two versions are quite different from each other, so if you like driving games then it's worth getting both of them!

**2. POPCORN,** from France, is a public domain variation on the old game of Breakout. The graphics, however, are excellent considering they are only CGA resolution. If played on a reasonably fast machine (8 MHz or better) the action is smooth and challenging. The `knock the bricks out of the wall' theme is enhanced by special bricks that can give your `paddle' special capabilities, and various weird objects floating across the screen (like fishbowls and cigarette lighters) which, if hit with the ball, can give you bonus points. Due to the clever graphics routines involved, Popcorn may not work on some EGA and VGA systems.

■ **Yum! Yum! Pass the *Popcorn*.**




**3. CAPTAIN COMIC** is almost certainly the first ever EGA-specific arcade game to appear for the PC, pre-dating anything on the commercial market by at least six months. Having said that, it's anything but old-looking - the only reason that this isn't the Number One shareware game for the PC is that not everyone has EGA graphics yet! A superb arcade-adventure game in which you must explore the planet Tambi for three stolen treasures and return them to their rightful owner. Captain Comic is essential if you enjoy platform jumping and alien zapping. Registration is $20 (about £10) and entitles you to a discount on Comic II which is being released commercially.

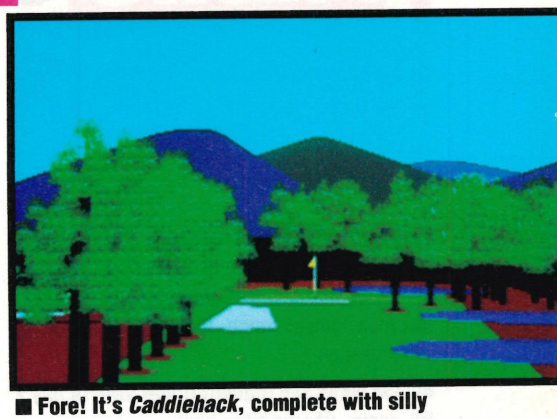
**4. COMMANDER KEEN - MAROONED ON MARS** is a relatively recent and welcome addition to the ranks of EGA resolution arcade adventures. Very much in the vein of Captain Comic, but if anything with even better graphic style, smooth scrolling and as good a sound as you'll hear on a standard PC speaker. Commander Keen must find the parts to repair his spaceship in order to warn Earth of the coming Vorticon invasion - as with Captain Comic, lots of platform jumping (this time with Keen's turbo Pogo Stick to add extra bounce) and Vorticon-bashing. Only the fact that nobody knows about it yet stops this from being a top seller. Registration is $15 - Marooned on Mars is the first of a trilogy of Keen games; parts two and three (The Earth Explodes and Keen Must Die!) are not shareware, but the whole trilogy is available for $30 (£15).

**5. CADDIEHACK** is a 3D golf simulation available in two versions, for either CGA or EGA resolution graphics. The EGA version makes the Top Ten on the strength of its graphics and extra game features. The shareware release of Caddiehack is limited to a single player, has only one 18-hole course and no save game facility (the registered version allows up to 10 players, has three built-in courses and includes a course designer program to `roll your own') but even without these features it's a great game. You determine the height and direction of your shot by moving a cross-hair cursor across the golfer's eye view of the course (you can also call up a plan view to see where the hole is!) and the shot's strength by means of a `Power Meter'. This is by no means a straight mathematical game - the Power Meter requires lots of skill to get right, and operates in real time; if you get it wrong, you can slice your shot into the lake. Registration is $20 for the EGA version, or $15 for the CGA.

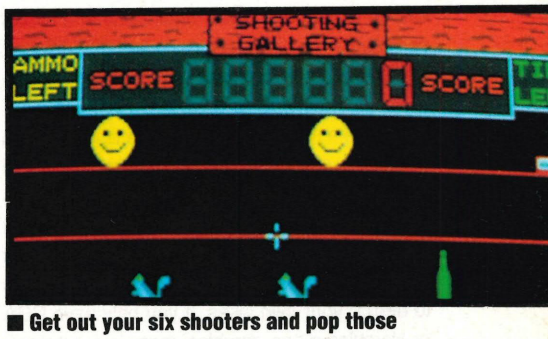
**6. ALDO'S ADVENTURE** is an EGA resolution variation of the arcade classic Donkey Kong, and needs a fairly fast machine (8MHz or better) in order to cope with controlling 8 rolling barrels on the screen at the same time. Aldo must reach the treasure chest on each screen within the time limit (various bonus treasures scattered around can increase his time) avoiding the barrels, fire traps, walls etc. Hardened players indicate there are about 20 levels. Registration is $15.

**7. BANANOID** started life as a public domain demo to show high resolution (360x240) MCGA to be a viable game mode on VGA cards, and proves its point admirably. It is a Breakout-style game with an oversized playing area and mouse-only control featuring smooth horizontal scrolling when you reach the screen boundary. Catching the falling blocks results in various paddle effects, mostly good - one bad. The right mouse button advances you a level (if you happen to be bored with the one you're on), and the left button is used for all ball-release and missile-firing. This is another game which really needs a fast (12MHz or better) processor so that it doesn't feel "sluggish" to play. For those of you with a Paradise VGA card (not the Pro, but the normal one) and a multi-synch monitor, there is another version included which uses the 33MHz dot clock and reaches a resolution of approximately 600x480 with 256 colours.

**8. CATCH 'EM** is an odd game for VGA graphics, a mouse and a 286 or better processor, consisting entirely of catching objects which fall from the top of the screen towards your `catcher'. I'm sure the author must have been under the influence of some weird and illegal substances when he designed it, as some of the objects you have to catch are pretty odd! Starting off with Cats & Dogs, these are followed by waves of Furniture (including Dad's Ugly Green Chair), Household Appliances, Fish, Sports Balls, Transportation and so on. With each wave of falling thingies, the speed of descent and spread of objects across the screen increases, and there is a bonus wave after each completed `set' of objects. A simple game in terms of content, but very addictive. Registration is $15.



■ **Fore! It's *Caddiehack*, complete with silly hat and shoes.**




■ **Get out your six shooters and pop those ducks in *Shooting Gallery*.**

**9. SHOOTING GALLERY** by Nels Anderson has achieved something of a cult status in America, and when you see the 256-colour MCGA high resolution graphics on this game you'll know why. Shooting Gallery is an attempt to recreate a shooting range on a computer screen. This version has seven rounds (actually two different variations on each of three ideas plus a final completely different round) including skeet shooting and fairground-style moving target shooting. Needs MCGA or VGA graphics and a mouse to play, and costs $15 to register.

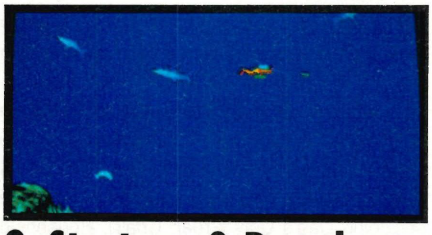
**10. SHARKS** is the final recommendation in the Arcade Games section, and is available in CGA/EGA/Hercules and special VGA versions. The VGA version (called, oddly enough, VGA SHARKS) qualifies due to its superb graphics.

This is a 256-colour arcade game, and the seascape in which the game is played is marvellously detailed. There is far more to the game than pretty graphics, however - you play the part of a marine biologist collecting rare specimens from the sea bed while the rampaging sharks try to nibble your extremities. The authors have



used some Artificial Intelligence techniques for the sharks' moves so they can dodge the shots from your stun gun and group together to cause you maximum damage. Registration is $20 for either version.

■ **Just when you thought it was safe to buy a PD game. *Sharks* bites back.**



## 2. Strategy & Board Games

**1. BASS CLASS** is a simulation of a fishing competition, and even includes a tutorial for serious anglers (computer-based or otherwise). Featuring EGA resolution graphics, Bass Class can be played at 3 levels of difficulty and allows selection of six different rods, over 2300 different lure/colour combinations, depth finder, trolling motor for moving your boat around the lake etc. You have a six hour limit (in game time) to catch a fish big enough to get your name engraved upon the Bass Class Honour Roll Plaque. Bass Class comes with six different fishing areas, and it is possible using another program called BassMap (available separately from Bass Class) to design your own lakes. If you only have CGA or Hercules mono graphics, there is a cut-down version of Bass Class called BassTour which will run with your system. Registration fees are $15 for Bass Class or BassTour.

**2. TEGL MILLE BORNES** is an excellent window-based version of the French card game for EGA or VGA and a mouse. It simulates a car race over 700 kilometres, and you must try to clock up as much mileage as possible while hindering your opponent at every opportunity. Play is against the computer (which I'm sure cheats sometimes) and the winner is the first player to accumulate 5000 points over a series of games. This is an incredibly addictive game (every time the computer gives you a good thrashing, you've got to have another game to get your own back). Very slick presentation; probably the best interface I've seen on a game of this type. Registration is $15.

**3. MAH JONGG** (actually a version of the solitaire game Shanghai) is by Nels Anderson the man behind Shooting Gallery, mentioned earlier. It runs in 640x350 16-colour EGA or 720x348 monochrome Hercules graphics, and involves removing 144 Chinese tiles from the playing surface one pair at a time. It is an absorbing and difficult solitaire game, enhanced by the ability to change the tile designs from the traditional Chinese (a set of Flags of the World is included and many others are available) or even create your own with an included Tile Maker utility. Registration for Mah Jongg is $15.

**4. POWER CHESS** is a combined chess game and tutor which should run on any graphics monitor (except some odd third-party Hercules lookalikes) and obeys international chess rules such as En Passant, the 50 move drawing rule, technical draw and stalemate. Also included is a library of openings (30 in the shareware version, 200 in the registered version) and an extendable library of games and positions. Power Chess doesn't feature levels of play

as such but you can state the maximum amount of time you will allow the computer to spend thinking over its move - this can be anything from 10 seconds to 100 hours! For the beginner, it is possible to have the computer give hints as to the best move, or list an index of all possible moves from the position on the board. Power Chess registration is $30 (£15).

**5. THE SOCCER GAME** is a football management simulation in which you start as the manager of an ailing Fourth Division side and must seek fame and fortune, either with your starting team or by taking up a job offer from a bigger club if it comes along. For fans of football management games, this is just as good as anything currently available commercially, although there are no flashy graphics included in the presentation. You pick the team, can adjust the formation, buy and sell players, check out the opposition, get advice from your assistant manager, spend money on ground improvements, set up a youth team, hire and fire staff, etc. There are 100 teams all with full squad details, and each match you play has the option of a full commentary on play as well as a full results service and league tables from all four divisions. For the £10 registration fee, well worth a look.

**6. FIELD GENERAL** is a simulation of an American Football game for CGA, EGA or VGA graphics and can either be played against the computer or a friend. There are no arcade-style graphics in Field General - rather, this is a tactical game in which you use your cunning to defeat your opponent (or the computer, which plays a mean game). The shareware version has a reduced playbook (18 offensive and seven defensive plays as opposed to 48 offensive and 15 defensive in the registered version) which is still enough for open, varied games, and features weather conditions, optional formation and chalkboard screens to show exactly what is happening on each play (quite educational if you're interested in American Football but are bewildered by the complexity) and a half-time analysis of team plays. Normal American Football occurrences such as touchdowns, field goals, fumbles, interceptions, penalties, punts, time-outs, no-huddle offense, sudden-death overtime etc. are all supported. It even has an option for a real-time clock for calling plays; just like the real thing! Registration is $20 (£10).

■ **Kill! Maim! Bomb! Slaughter! These are a few of our favourite things in *Global Warfare*.**




**7. EGA TREK** is another game by Nels Anderson and is an up-market version of the old character-based Star Trek games from the dawn of computing. For those who haven't played Star Trek (there is probably a version for every computer ever designed) it is a spacefaring wargame in which you must combat the Klingon invasion fleet and secure a 64-quadrant section of the galaxy as quickly as possible, destroying any Klingon vessels you find on the way. You have full control of the Enterprise's warp engines, scanners, phasers and photon torpedoes and must use these carefully if you are to survive. EGA Trek uses 640x350 resolution and 16 colours for the display. Registration is $15.

**8. STARLORD** is very similar to Star Trek in theme, but the game itself has much greater depth. You play the part of the Empire in the eternal struggle against Rebel forces fighting for control of the galaxy. In addition to the two warring factions there are neutral planets which can be enlisted, conquered or destroyed. Your ultimate aim is to control every sector in the galaxy. Starlord needs a colour display (CGA or better), and is public domain.

**9. BIG THREE** is billed by the author as `the ultimate Word War Two wargame' and he's certainly right as far as shareware games are concerned. Big Three covers the entire Second World War campaign and can be played by two or three players taking the parts of Allied, Axis and Soviet armies. The shareware version of the game comes with three scenarios - Western Front 1940, Stalingrad and Tobruk. A further four scenarios are available upon registration together with a scenario editor to give you an unlimited supply. Big Three features excellent graphics in CGA resolution but awful sound (I suggest this is switched off at the first opportunity!) and willcertainly appeal to wargame enthusiasts. Registration is $17.

**10. GLOBAL WARFARE** is a variation on the popular board game `Risk' for a single player

# PRO GAMES

VISA

Access

**TEL (081) 769 9937 / FAX (081) 769 4688**

MEGADRIVE GAMEGEAR NEO GEO LYNX

FAMICOM PC ENGINE GAMEBOY NINTENDO

## MEGADRIVE

**HARDWARE**

| | |
|---|---|
| Megadrive Pal + Game | £139.95 |
| Megadrive Pal | £129.95 |
| UK/Med-Com Convertor | £14.95 |
| Scart Lead (For use with Monitors or tv/scart) | £9.95 |
| Arcade Power Stick | £34.95 |
| Control Pad | £14.95 |
| Megadrive Carry Case | CALL |
| Power Pack | £9.95 |
| Sterio Lead | £7.95 |

**GAMES**

| | |
|---|---|
| Aero Blaster | £34.95 |
| Air Buster | £34.95 |
| Alisa Dragon | CALL |
| Atomic Robo Kid | £34.95 |
| Batman | £34.95 |
| Battle Squadron | £29.95 |
| Bimini Run | £34.95 |
| Block out | £32.95 |
| Blue Alamac | CALL |
| Budokan | £39.95 |
| Columns | £29.95 |
| Crackdown | £34.95 |
| Cross Fire | £34.95 |
| Dando | £34.95 |
| Dangerous Seed | £34.95 |
| Darius II | £39.95 |
| Dick Tracy | £34.95 |
| Dingland | £34.95 |
| DJ Boy | £29.95 |
| Elemental Master | £34.95 |
| E.S.W.A.T. | £32.95 |
| Fatal Labyrinth | £34.95 |
| Final Blow | £34.95 |
| Garies | £39.95 |
| Gallaxy Force | CALL |
| Gain Ground | £34.95 |
| Ghouls 'n' Ghosts | £39.95 |
| Ghostbusters | £32.95 |
| Golden Axe | £33.95 |
| Gynoug | £34.95 |
| Hard Ball | £34.95 |
| Hard Drivin' | £29.95 |
| Hatris | £34.95 |
| Heavy Unit | £34.95 |
| Hellfire | £29.95 |
| Hero Master | CALL |
| Hurricane | CALL |
| John Madden's Football | £39.95 |
| Joe Montana Football | £39.95 |
| J V Wrestling | £39.95 |
| Ka Ge Ki | £39.95 |
| Kings Bounty | £39.95 |
| Klax | £33.95 |
| Lakers V Celtics | £34.95 |
| Magical hat (turban) | £34.95 |
| MasterGolf | £34.95 |
| Micky Mouse | 334.95 |
| Midnight Resistance | CALL |
| Moonwalker | £33.95 |
| Musha Alsete | £34.95 |
| Ms Pack-Man | £34.95 |
| New Zeland Story | £34.95 |
| Onslaught | £39.95 |
| Pop Breaker | CALL |
| Populous | £39.95 |
| Rainbow Islands | £39.95 |
| Ringside Angel | £34.95 |
| Road Blasters | CALL |
| Shadow Dancer (Super Shinobi II) | £34.95 |
| Shining Darkness | CALL |
| Sonic The Hedgehog | £39.95 |
| Spiderman | CALL |
| Star Cruiser | £39.95 |
| Storm Lord | £39.95 |
| Strider | £38.95 |
| Super Airwolf | CALL |
| Super Monaco GP (PAL) | £34.95 |
| Super Shinobi | £34.95 |
| Sword Of Vermillion | £34.95 |
| Target Earth | CALL |
| Technocop | £39.95 |
| Thunder Force III | £38.95 |
| Trampoline Terror | £34.95 |
| Valius III | £49.95 |
| Volfiev | £34.95 |
| Wonderboy III | £34.95 |
| Worldcup Soccer | £34.95 |
| Wrestle War | £39.95 |

## FAMICOM

HARDWARE

| | |
|---|---|
| Super Famicom + 2 Games | £299.95 |
| Super Famicom Pal + 2 Games | £329.95 |

GAMES

| | |
|---|---|
| Act-Razor | £44.95 |
| Big Run | £49.95 |
| Bombuzal | £34.95 |
| Final Fight | £44.95 |
| Gradius III | £44.95 |
| Hole In One Golf | £49.95 |
| Pilots Wings | £44.95 |
| Populous | £49.95 |
| Sim City | CALL |
| Super Mario World | £44.95 |
| S War Zero | £44.95 |
| R Type II | £49.95 |
| Ys III | CALL |

## NEO-GEO

HARDWARE

| | |
|---|---|
| Neo-Geo + Convertor | £384.95 |
| Neo-Geo Carry Bag | £24.95 |
| Joy Stick | £49.95 |

GAMES

| | |
|---|---|
| Baseball stars | £149.95 |
| Blue Journey | £189.95 |
| Bowles | £189.95 |
| Cyber Clip | £169.95 |
| Joy Joy Kid | £189.95 |
| King Of The Monsters | £189.95 |
| Magician Lord | £149.95 |
| Nam 1975 | £149.95 |
| Ninja Combat | £189.95 |
| Puzzled | £189.95 |
| Ring Hero | £149.95 |
| Super Golf | £149.95 |
| Super Spy | £189.95 |

## GAME GEAR

HARDWARE

| | |
|---|---|
| Game Gear (handheld console) + Free game | £149.95 |
| TV Adaptor | CALL |
| Power Pack | £149.95 |

GAMES

| | |
|---|---|
| Base Ball | £29.95 |
| Columns | £24.95 |
| G Loc | £24.95 |
| Junction | CALL |
| Pengo | £24.95 |
| Psycho World | £29.95 |
| Soko-Ban | CALL |
| Super Golf | CALL |
| Super Monaco GP | £24.95 |
| Wonderboy | £24.95 |

## GAME BOY

HARDWARE

| | |
|---|---|
| Gameboy | £64.95 |
| Game Boy Case (carry all or tote) | £17.95 |
| Light Boy | £29.95 |
| Game Light | £9.95 |

GAMES

| | |
|---|---|
| Batman | £24.95 |
| Boulderdash | £24.95 |
| Bubble Bobble II | £24.95 |
| Castlevania | £23.95 |
| Chase HQ | £24.95 |
| Double Dragon | £24.95 |
| Duck Tales | £24.95 |
| Final Fantasy £29.95 | |
| Gargoyles Quest | £23.95 |
| NFL Football | £24.95 |
| TMNT | £24.95 |
| Pipe Dream | £24.95 |
| Robocop | £24.95 |
| Spiderman | £24.95 |
| Super Mario Land | £23.95 |
| WF Superstars | £24.95 |

## NINTENDO

HARDWARE

| | |
|---|---|
| TMNT Game Pack | £79.95 |
| Action Pack | £99.95 |

GAMES

| | |
|---|---|
| Baces Loaded | £34.95 |
| Bart Simpson | £34.95 |
| California Games | £34.95 |
| Hatris | £34.95 |
| Indy Jones & the Temple of Doom | £39.95 |
| Lode Runner | £34.95 |
| Mega Man II | £34.95 |
| Mega Man III | £39.95 |
| Marble Madness | £34.95 |
| One Boy & His Blob | £34.95 |
| Simpsons | £39.95 |
| Super Mario III | £39.95 |
| Snake Rattle & Roll | £34.95 |
| T.M.N.T. II | £49.95 |

**ALL GOODS SENT BY FIRST CLASS MAIL**

**SECOND HAND GAMES BOUGHT AND SOLD**

**TRADE ENQUIRIES WELCOME**

## PC ENGINE

HARDWARE

| | |
|---|---|
| PC Engine Pal + Free Game | £159.95 |
| PC Engine Handheld | £245.00 |
| Super Graphic Pal or Scart | £279.95 |
| Five Player Adaptor | £23.95 |
| Control Pad | £19.95 |

GAMES

| | |
|---|---|
| Batman | £34.95 |
| Bomber Man | £34.95 |
| Devil Crash | £34.95 |
| Die Hard | £34.95 |
| Don Doko Don | £34.95 |
| Final Blaster | £34.95 |
| Jackie Chan | CALL |
| New Zeland Story | £34.95 |
| Operation Wolf | £34.95 |
| PC Kid | £33.95 |
| Power Drift | £34.95 |
| Super Star Soldier | £34.95 |
| Thunder Blade | £34.95 |
| W-Wing | £34.95 |

**HELP AND REPAIR SERVICE AVAILABLE**

**IF NOT LISTED PLEASE PHONE**

**SHOP**

**MACHINE SHACK 081 769 6401**

**10 MITCHAM LANE, STREATHAM, LONDON SW16 6NN**



and up to nine computer-controlled opponents. As in Risk, the game is played on a representation of the world map and the winner is the player holding a majority of countries after a given number of moves. The computer players have different strategies and `personalities' and will combine against any single player that looks like winning the game. It will run with any display, but only EGA or better displays get `on map' gameplay; CGA users have an option to view the map separately, and users with mono displays must play without a map. Registration is £5.

## Roleplaying & Text Adventures

**1. NETHACK,** in my opinion, is the most complete and involved computer game I've ever played, commercial or otherwise. Having said that, I'm very biased having spent a large part of my time in Higher Education playing it on the Polytechnic's UNIX mainframe! The game is one of dungeon exploration, the objective being to find and retrieve the lost Amulet of Yendor, buried in catacombs deep below the ground. Every game of Nethack is different, due to dungeon levels being generated and populated with monster, traps and treasure "on the fly" as you explore. The display will win no awards, being purely ANSI character based (ANSI characters are the IBM extended graphics character set, used for drawing boxes and so on) but such is the depth of the game that this is irrelevant. In fact, the current release of Nethack is accompanied by a 44-page document dedicated solely to hints and cheats; it doesn't help you much! Don't expect to beat Nethack in an evening, a week or even a month of playing - every time you think your adventurer is as tough as old boots and you know how to deal with everything the dungeon can throw at you, you'll find something you've never seen before (this was still happening to me after two years of playing!). Nethack will run with any display, but needs a hard disk or high density floppies. It is public domain.




■ **That old neck sucker is back to slurp the blood of all the virgins he can find. Looks like our *Dracula* will go hungry.**

**2. DRACULA IN LONDON** is a CGA-resolution graphics-and-text adventure game for one to six people based on the novel by Bram Stoker. Each player takes the part of a character in the story (Professor Von Helsing, Mina and Johnathan Harker, Dr John Seward, Arthur Holmwood and Quincey Morris) and must work together to rid England of the menace of Dracula. The game has a large number of possible conclusions, and each player's score is dependent on what they do during the course of the story. An amount of roleplaying is required, as the best actions for the various characters are based on their personalities. A superb game to play with six people. Registration is $9.

**3. KAIRN** is a CGA-resolution dungeon adventure game in which you control a party of up to five adventurers on a quest to locate and recover three artifacts of power, and ultimately destroy the Mad Mage Inshanis. The game is played both outdoors, where you are shown a map of the local area with landmarks, and underground where the view switches to a 3D representation as seen by a party member. Game play involves large amounts of monster-bashing, and features an excellent combat routine where each party member can use close weapon, missile weapon or spell, showing the outcome of each round of combat on a full-screen representation of the battle area. The complete game consists of four dungeons; the first of these is included in the shareware release, the other three being provided upon registration, which costs $15.

**4. WIZARD'S LAIR** is another graphical dungeon exploration game, reminiscent of the Ultima series. It will work on any colour display (features a neat Medieval text font on EGA and VGA) and puts you in charge of a party of up to eight adventurers who may be fighters, druids, thieves, rangers or one of several types of magic user. The most impressive feature of Wizard's Lair is the excellent plotline; there are many puzzles to be solved in addition to the obligatory monster pummeling. Registration is $30 (£15).

**5. BEYOND THE TITANIC,** by Scott Miller (of Commander Keen fame) is a text adventure comparable to the early Infocom releases. The story starts with you on the bridge of the Titanic on her maiden voyage, which of course was never completed; you have to survive and somehow get back to your home in the United States. Featuring a vocabulary of over 700 words, it can handle complex sentences such as "Open hatch then climb down the ladder. Read screen. Break it." Full save game and restore facilities included. Registration for Beyond the Titanic is $5.

**6. COLOSSAL CAVE ADVENTURE** by Crowther & Woods is the original text adventure upon which all others are based, and is still as enjoyable and atmospheric today as it was a decade ago. Versions of this game have surfaced commercially under different names, but the original has always been public domain.

**7. THE GOLDEN WOMBAT OF DESTINY** by Huw Collingbourne first appeared a few years ago and stood out as one of the first good quality British public domain creations. Features good range of vocabulary and a very silly plotline - also the only adventure I've played to start you off in the middle of a maze!

**8. JACARANDA JIM,** by Graham Cluley, is another British text adventure game remarkable for the fact that it's even sillier than The Golden Wombat. In fact, `silly' is putting it too mildly - this adventure is totally insane.

If you like your humour Pythonesque (but totally original), then this is definitely the game for you. Registration is £5, and worth every penny.

**9. SKULLDUGGERY** is a classic text adventure with CGA resolution graphics set in 18th Century England, in which you must recover the lost treasure of William the Wildheart, a renowned smuggler. Unfortunately, his ghost is still around and isn't at all keen on the idea. The major feature of Skullduggery is a unique mapping facility whereby your position on the graphic map is displayed as you move around. Skullduggery will cost you $10 to register.

**10. MUG,** by Jon Cole, is the final game mentioned in the Top Ten lists but by no means the least. A recent British offering, MUG attempts to create the atmosphere of a multi-user adventure game as played by modem over the telephone and succeeds admirably. In fact, there is an option to run MUG as a `door' from a bulletin board, thus giving you everything but other human beings to talk to. That said, the fifty computer-controlled characters in MUG are superbly cast (in fact they parody famous multi-user games characters) and are just as much of a pain as many other players are when playing a multi-user game for real. The adventure itself is complex and challenging, and full of Jon's daft sense of humour (what makes all British shareware adventure writers so funny?). Registration for MUG is £22 which entitles you to three other `lands' which you can bolt onto MUG's playing area.

Library Sources :
The Public Domain Software Library,
Winscombe House,
Beacon Road,
Crowborough,
EAST SUSSEX TN6 1UL
Tel: (0892) 663298 Fax: (0892) 667473
Bulletin Boards :
CIX: (081) 399 5252
Compuserve: various - enquiries (voice)
(0800) 289378
Software Source: (0892) 661149/667090/667091

# Greater London Computers

## ATARI PACKS

### Atari Discovery Pack

Bombjack, Carrier Command, Outrun, Space Harrier, STOS, Neochrome, First Basic, ST Tour, Discover the ST.

**£289.95**

### Atari Turbo Pack

STOS, Basic, Music Maker II, Hyperpaint II, Indiana Jones, Impossible Mission II, Human Killing Machine, Supercycle, Outrun, Dragons Breath, Anarchy, Bloodmoney.

**£379.95**

### Atari 1040 STE Extra Pack

Prince, Hyperpaint, STAC, ST Word, ST Base, ST Calc, ST Graph.

**£449.95**

## AMIGA PACKS

### Screen Gems Pack

**£379.95**

### Basic Pack

**£329.95**

### Amiga 1500

**£699.95**

**DELIVERY IS FREE ON ALL ITEMS**

## ATARI VCS

Atari VCS 2600 & VCS 7800 available.Plus large range of cartridges available.

**Call for details**

## STAR PRINTERS

We are Star registered dealers
LC10 £179.95
LC200 £229.95
LC24 200 Mono £249.95
LC24 200 Colour £299.95
Star Professional series & laser printers also available.

**Call for details.**

## SOFTWARE

Large range of software for all machines available.

**Call for details.**

## NINTENDO GAMEBOY

Huge range of cartridges imported from the US available now.

**Call for details**

## ATARI LYNX HAND HELD CONSOLE

**£119.95**

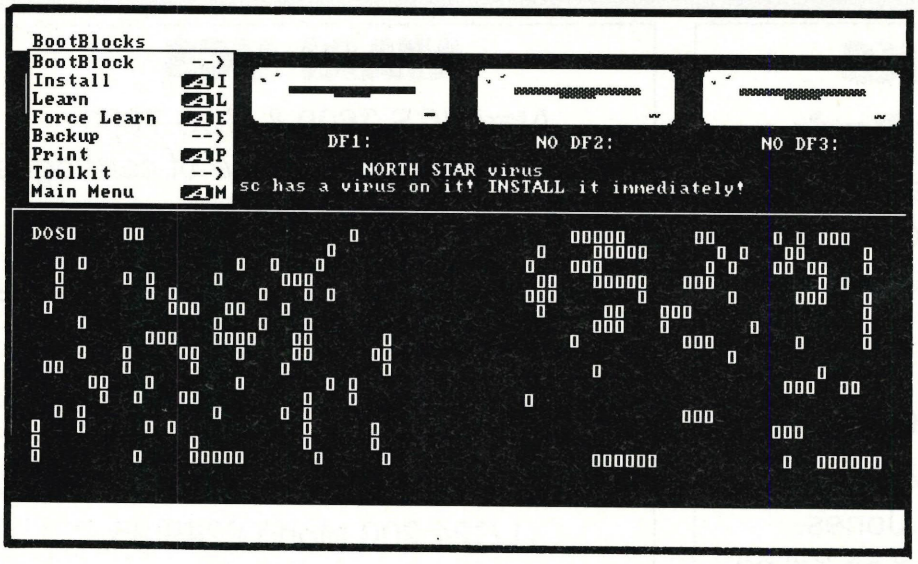
All current software available.

**Call for details**

## Greater London Computers,

**Dept (CCEG) 481 Hale End Road, Highams Park, Chingford, London. E4 9PT TEL 081-527-0405**

# infection




# virulent reality

**Viruses are responsible for a great deal of confusion, panic and destruction throughout the computer world. They have wreaked havoc in both the home and the office - not to mention certain governmental departments - with a consummate ease.**

**The main reason for this is an overall lack of awareness. The effects of viruses are too-well documented, but what is known about the causes? This month Wayne takes a lay-persons look at how viruses work and reports on ways that they can be stopped...**

There are over 1,000 viruses throughout the computing world today covering all computer formats, ranging from the ST to the PC. They began surfacing in the USA around 1985 and have dramatically increased in both numbers and potency since. They have also spread all around the world, and have infected such countries as Iceland, Israel, Columbia and of course, the UK

So what is a virus? Well, in fact it is nothing more than a program that is capable of copying itself without the user intending it too and without - in most cases - the user noticing it.

Once installed in a system a virus then copies itself onto different disks and spreads itself as far and as wide as possible. The virus then begins altering the characteristics of the disks with a view to DELIBERATELY causing the user problems. These problems have vastly different effects and range from virus to virus.

## Boot Sector Viruses.

On a floppy disk, the boot sector is the very first sector on a disk, while on a hard disk, it is the first sector of the Dos partition. When a computer is switched on, it automatically looks for a boot sector because it contains specific information that helps the computer begin it's start-up sequence.

The information contained in this 'boot block' sector is usually very small and it is perfectly possible to enter such information as your name, address and telephone number and get it printed to the screen, while the computer is starting-up. Indeed, the boot block has so much available free space that programmers use it to display messages, tunes, graphics and many other stunning picturesque visuals while the computer is going through it's start-up sequence.

Needless to say, this space is also large enough to allow more unscrupulous programmers to insert small, but powerful viruses which are automatically loaded into your computer when the 'boot-up' sequence begins.

When loaded these viruses can perform various actions. It is perfectly possible for a virus to copy itself from memory onto the middle of your favourite game disk, and corrupt the disks files, making it immediately unusable.

Other known boot-sector viruses flash threatening messages to the screen at irregular times, make your computer emit a continually loud wailing noise, while others produce a voice that informs you that your computer will self-destruct in 10 seconds!

## Partition Sector Viruses

As I mentioned earlier, the partition sector is the very first sector on a hard disk, which contains information that enables your computer to 'boot-up'. Some viruses are able to able to hide here, so that whenever you start you computer up via the hard disk, the virus immediately becomes active.

These viruses are mainly related to PC's because they are more often than not fitted with hard disks as standard. However, what with the development of hard disks for the Amiga and ST, the amount of space for exploitation of viruses here is immense.

## Link and File Viruses, Trojans and Others.

Every disk in your possession has a series of files written on them that perform certain actions. Sometimes they are copied and inserted into your computers memory and sometimes they are read direct from the disk itself.

A link virus will attempt to add - or link - itself to one of these files with a view to hiding from detection. Then, once installed, it set's about secretly changing the data in that file - and others - with disastrous results.

For example a link virus may link itself to the end of a file, and then instruct the computer to move to a specific file that is infected with a virus code - and then once infected - move back to the end of the original program.

The net result is that the link virus has been transferred to yet another file - perhaps on another disk - and is ready to start replicating and causing damage in the near future.

File viruses are very similar to link viruses and work along the same lines, the main difference being that certain file viruses - once installed into



the computers memory - can override any form of Disk Operating System (DOS) and take over command of the computer itself.

Obviously any work/game that is being manipulated by a virus rather than by the intended DOS can prove disastrous, with mass infection being the least of your worries.

Trojans are a different kettle of fish altogether. They disguise themselves as a useful program or necessary file and fool the computer into copying them into memory or onto disk. Again, once into the computer system, they remain there damaging disks and making the computer act in a very user-unfriendly way, becoming almost invisible in the process.

A time bomb is a computer-unfriendly programme that has been hidden in memory only to become operative at a specific date. Initially, these viruses were created by disgruntled employees who often had been sacked or dismissed by a company, with a view to seeking revenge.

The employee would install the hostile program and arrange for it to be run on a date after they had left their employment. A Logic Bomb is a run on a similar basis, but it is activated by a certain series of letters being typed in, rather than on a certain date.

## Famous and Infamous Viruses

One of the earliest know viruses to effect the games player was the SCA virus, which was spread around by the Swiss Cracking Association. This gang of hackers rose to fame because they publicly announced that it was their group that created this annoying virus and they were proud of the fact! Needless to say they attracted a large amount of enmity from games players all around the world.

Their virus took over your computer monitor and printed those now immortal words: 'Something wonderful has happened... Your Amiga is alive!!... and even better... Some of your disks are infected... By a Virus!!!'

It would then damage your disk by wiping out some important sectors of code, making the disk non-bootable.

Another couple of early trouble-makers were the Byte Bandit and the Byte Warrior. The former shut down your system completely, while the second loads and copies itself, writing to customise boot-blocks so that the disk will not boot.

## Viruses: Where do they come from?

It is common knowledge that most viruses are spread by pirated disks. If you buy these cheap copies - and you shouldn't, it's illegal! - you stand a bigger chance of catching a virus than usual. All it takes is one copied disk to have a virus and you stand a very good chance of losing your whole games collection.

You may look at pirates as your friends, as they supply you with cheap, playable copies of the more dearer games on the market. However, these so-called friends would have no qualms whatsoever about selling you pirated games which are deliberately infected with viruses in order to ruin your collection. The reason dêtre is to force you to return to them in order to waste more money buying replacement copies of your original copies. Not so cheap now eh?

Viruses can also be obtained by down-loading software from bulletin boards. Some modem users find it 'funny' to transmit viruses to people at the other end of the line for some strange reason, which I've yet to fathom.

In rarer cases, computer viruses can also come from games issued by software houses.

## How You Can Protect Yourself Against Viruses

The obvious first step is not to use any disks that come from an unknown or unreliable source. Most PD clubs usually have a thorough virus detection system, and are usually ok 99 percent of the time while disks from software companies are checked even more thoroughly, so both these sources should be safe.

Swapping pirated disks and previously used commercial software should be looked upon as extremely suspect, and if you are doing so, stop it now, as it could save you a lot of trouble in the long run.

You should also write protect ALL of your disks. This will stop viruses being spread directly from disk to disk. If you have a computer without a hard disk, switching your computer off and performing a cold re-boot after 30 seconds has lapsed will normally get rid of most RAM resident viruses.

If you are playing games, it is advisable to switch your machine off and perform a cold re-boot every time you plan on playing a new game. However, if you have a hard disk with a memory resident virus, this isn't going to help you much, so you should consider buying some form of virus killer.

In fact, even if you do not have a hard disk, I recommend that you buy one anyhow for safety and peace of mind. If you have a PC I recommend you purchase *Dr Solomon's Virus Killer.*

Not only is it very user friendly and easy to operate, but it kills over 396 different viruses and trojans - more if you register with S&S, because they send you regular updates of any inoculations for new viruses they have found.

The toolkit's installation is a piece of cake. First, you boot up with a copy of DOS that is write protected and known to be clean. The original DOS disks are usually the best, as they are hardly ever used more than one and SHOULD constantly be kept write-protected.

You then make copies of the Toolkit - ensuring that the original toolkit disks are write protected - and then write-protect the backups. You then boot up again, using the clean DOS disks and then insert the ORIGINAL Toolkit disks as these are known to be clean.

You can then use the Toolkit to check your hard disk and/or other disks for possible infection and if you do happen to be infected, the Toolkit will inform you of the virus and how to kill it. All tools for killing the virus are on the disk and are easily controlled by the point-and-click icon.

Toolkit actually contains 26 programs that have far reaching powers. For example, Findviru searches for both boot sector viruses and file viruses and a lot more beside! On a very basic level you can tell it what drive to examine, and it immediately looks for all known viruses and reports back within second, after it has performed a very thorough and methodical search.

It also contains pre-written batch files that can be loaded into your computer for immediate use. However, what impressed me the most about the whole Toolkit package was the user-friendliness of the loose-leaf A4 ring-bound manual.

As far as the Amiga goes, there are many excellent Public Domain virus killers available, as well as several commercial ventures. I consider the latest versions of Seek and Destroy III, Virus X 4.1, Interferon II, and No Virus to be some of the best Public Domain virus killers available, while Virus Killer by CRL is a decent commercial package for the first-time user.

CRL can also supply a ST version of Virus Killer, which also performs well. On the Public Domain front, you could try VDU 2.4, as this is reputed to be the creme de la creme of virus killers as far as the ST is concerned. They work in the same way as Amiga virus killers do, killing the infection instantly.

The Macintosh has various Virus killers including SAM 2.0 - Symantec Anti-virus for Macintosh, which is highly recommended. Keith Moseley of BP confirmed that most BP offices use SAM to regulate their machines, as not only is it hard disk resident - performing an internal search each time the computer is switched on - but it can also check any floppy used and even checks the hard disk when it is being closed down!

Keith also recommends a shareware package called Disinfectant, which - like SAM - checks for Trojans, Link and Boot-block viruses.

Finally, it would appear that there are no Archimedes virus killers currently available at present, as the viruses in that computing genre are not that virulent. If I hear of any, I will keep you informed.

DWM

## CONSOLE SOFTWARE HIRE CLUB

LIFE MEMBERSHIP £10 (INCLUDES ONE FREE HIRE)
7 DAY HIRE PERIOD

SUPER FAMICOM - £3.50
SEGA MEGADRIVE - £3.00
PC ENGINE - £3.00
GAMEBOY - £2.50
ATARI LYNX - £2.50
SEGA GAME GEAR - £2.50

**SUPERB HARDWARE DEALS**
SEGA MEGADRIVE & MICKEY MOUSE - £134.95
SUPER FAMICOM & TWO GAMES - £294.95

PLEASE SEND ME YOUR INFORMATION PACK
NAME.....
ADDRESS.....
.....POSTCODE.....
I OWN THE FOLLOWING CONSOLES
.....

**DWM, 122 STRATHERN ROAD, DUNDEE, DD5 1JW**
**TEL: 0382 74912 FAX 0382 77709**

## BINARY ZONE PD

**The Very Best of The Rest**

We stock only the best of PD for the Amiga and CBM 64 including the very latest releases and all the classic titles as well as PD games, utilities, music demos etc.

Amiga demo disks cost only £1.75 and CBM 64 demo disks are only £1.50

Now you can find out what your computer can really do by writting now for our catalogue. (FREE Disk with first order)

BINARY ZONE PD

**153 Farriers Corner, Westlands, Droitwich, Worc's. WR9 9EX.**
**"Plese state machine type"**
OVERSEAS ORDERS WELCOME

## GUNFIGHTER



USE YOUR VOICE TO OUTDRAW THE GUNFIGHTER FOR CASH PRIZES

**0898 31 35 69**

INFODIAL POBox 36 LS1 4TN Call Charges 33P/Min Cheap 44P/Min All Other Times

# IMAGINATION

## MAIL ORDER

120 CROMPTON AVENUE,
SPROTBROUGH,
DONCASTER.
DN5 8EG

Tel : (0302) 786135

SEND FOR OUR CATALOGUE FOR ALL YOUR ROLE - PLAYING. GAMES AND COMPUTER SOFTWARE FOR THE ATARI ST, AMIGA, C64, PC, SPECTRUM, AMSTRAD & CONSOLE GAMES AND MINATURES AND MODELS.



● **Steve Jackson, creator of F.I.S.T.**

# telephone games: is their number *up?*

The past three years has seen a steady growth in the number of interactive telephone games, a new and exciting sphere of computer-controlled entertainment, combining the ingredients of a role-playing game with the dramatic effects of a radio play. But is it a passing phase or are the games here to stay?

The key factor in their future success lies, perhaps, not with the companies who produce the games, but with British Telecom. To make a 0898 call now costs 33p per minute cheap rate and 44p at all other times. The pricing is set and controlled entirely by BT. And for doing nothing other than allowing companies to use telephone lines, BT takes half the profits.

As things stand now, companies have no choice but to use BT while it continues to dominate the British telecommunications industry. The Government has proposals to scrap the duopoly which BT, and the much smaller Mercury, have and that could herald a more competitive pricing structure, but any changes will probably be years away. And, of course, BT has already signalled its intention to fight any proposed changes tooth and nail.

A second threat to 0898 games has been bad publicity linking them with chatlines and the multitude of porn lines. Although the campaign by lobby groups and some MPs to have them all banned has declined of late.

Joe Dever, best-selling author of the Lone Wolf solo game book adventures and six "PhoneQuest" telephone, has campaigned against British Telecom's pricing structure.

"It's a prime example of how the British Telecom monopoly is bad for the UK market. They are killing the golden goose," Dever says. "I've been pushing BT for over a year to allow us to charge our own prices. They said they would review it and then put the prices up."

Dever entered the telephone game market back in 1988 with the Fortress of Doom, featuring his Lone Wolf character. Five other games have since followed, The Forbidden Tower, another Lone Wolf adventure, Alien Intruder, Ninja, Tomb of the Sphinx and Vampire Hunter.

He favours the setting of a ceiling charge of £3.50 per telephone call. Once that charge has been reached the player can continue without paying more. The rights to his games have been sold to the United States and Australia where a ceiling price will be implemented.

The first telephone game to hit the UK market was Castle Mammon, written by Steve Jackson, co-founder with Ian Livingstone of the British games company, Games Workshop, and co-author - again with Ian Livingstone - of the multi-million selling Fighting Fantasy series of solo adventure gamebooks.

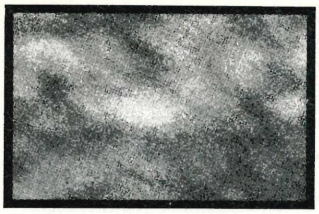
Back in 1988, Jackson recalled how his F.I.S.T. games — that's Fantasy Interactive Scenarios by Telephone — started. "Towards the latter half of 1987, we got a letter from Tony Pirquet at Computerdial. His company had a computer program which had a way of reading the numbers dialled on a telephone in the middle of a call. They were running a Russell Grant Hotline to the Stars and a Trivia Line Quiz and Tony wondered whether our gamebooks couldn't be adapted to the system.

"To me, the possibilities were mind-boggling. It was as if someone had invented a pack of cards and said: 'We've been using them for telling fortunes. Do you think they could be used for playing games?'

"Not only that, but the project encompassed all my interests. Fantasy adventure. Games. Computers. And it would have to be prepared like a radio drama script - video/sound recording is another hobby of mine. Originally, they envisaged translating the gamebooks into audio adventures. But it soon became clear that it was just as much work re-writing a gamebook as it was to write a new adventure. So that's what I did. The result was Castle Mammon."

Jackson continued: "The whole project was a memorable experience. A different style of writing, a new game system, many hours in a recording studio with actors, special effects and synthesizers. Making decisions like: just what sort of a sound does a Brimstone Demon make when it is wounded? Many of the effects were improvised in the studio. The Brimstone Demon was my own scream taken down a few octaves, slowed down and phased. All the sounds of the horses hooves were done with two coconut shells tapped rhythmically on a table through a tangle mess of old recording tape. Some of the effects I'd envisaged didn't work out too well. They sounded fine in the studio, but when you listened to them on the phone, you couldn't hear them."

Probably the most controversial game to date is TIC's Dial Doctor Dark which went live early in 1989. It had originally been commissioned as a promotion for an American horror movie 976-Evil, which marked the directorial debut of actor Robert Englund, who plays mass murderer Freddie Krueger in the Nightmare on Elm Street series of films. In addition to adverts in games magazines and some newspapers, the game was promoted on the video box.





The film was about a sad and lonely teenager who dials a 976 "horrorscope" line and becomes involved in a web of evil. 976 numbers, by the way, are the American equivalent of 0898.

The tabloid press were hysterical. "Dial-A-Demon Storm on Kids' Phone Game," screamed the Daily Mirror. "MP Blasts Dial-A-Demon," yelled Today. "Dial-A-Nightmare Fury," frothed the News of the World. "Fury Over Dial-A-Demon Kids' Game," shrieked The Sun. Its story said: "In the film, a 15-year-old boy is possessed by evil after dialling a similar game. He IMPALES demons on pitchforks, BREAKS his mother's neck, then FEEDS her corpse to a pack of wild cats."

Terry Lewis, Labour MP for Worsley, Manchester, called on the then Home Secretary Douglas Hurd to have the game shut down. "It's sickening, immoral and dangerous, " he said.

The Reach-Out Trust, a Christian Evangelical group, preached: "We"re absolutely appalled by this game." And added: "We'll mount a major campaign to stop this hideous game."

The publicity resulted in the game's name being changed to Dial Doctor Dark but did nothing to effect its success, despite Mr Lewis complaining to the Independent Committee for the Supervision of the Standards of Telephone Information Services.

The committee reject the MP's plea to ban the game. Ms Presily Baxendale, a committee member, was quoted in The Financial Times as saying: "I find it extremely boring. It makes no reference to chopping up a mother or anything like that."

Without doubt the coming months will be an interesting time for interactive telephone games.

The arrival of The Phone Program Company, set up by Gremlin Graphics, is the first indication of how the market could develop. Robocop 2, launched just before Christmas, and Darkman sometime soon, are the first of a promised string of major film and television licences which could raise the whole profile of telephone games to new levels. The Phone Program Company's links with Gremlin mean it will be almost certain telephone versions of computer games will also be produced.

David Martin, commercial director of The Phone Program company, has no doubt telephone games are here to stay. "As with any new entertainment media, it will have its knockers but if the experience of the US market is anything to go by, they will be far outweighed by its fans. Just as with a good book or radio play, in the absence of a visual image, the human imagination is capable of creating its own pictures that are often far more powerful than any film or computer graphic can convey. It really is all in the mind."

## HOW AN INTERACTIVE TELEPHONE GAME IS MADE

An interactive telephone game is like listening to a radio play with actors, music, sound effects and a story or plot. The difference is that you can interact with a story, make vital decisions and influence the outcome, rather like playing a computer adventure or role-playing game.

At set points players are presented with a



**"British Telecom... are killing the golden goose."**

Joe Dever.

series of options, ranging from moving in a different direction, collecting objects, fighting, eating, sleeping etc. Choices are made by pressing numbers on a telephone keypad. Many games now have the capability to recognize voice commands as well. At any time in the game players can put play into "limbo." They are given a Personal Identification Number and can call back later.

Playing the game is simplicity itself. Producing them is another matter, as David Martin, commercial director of The Phone Program Company, demonstrates.

"If you give the player the opportunity to choose how the action will proceed, then you have to make a recording of every possible result of that decision process, a large part of which an individual player may never get to hear."

In Robocop 2, for example, a selection of choices may include 1) shouting a warning, then approaching on foot. 2) Firing a warning shot, then approaching on foot. 3) Approaching in your patrol car. Three different recordings would have to be made to allow the player to choose any one course of action. That process would have to be repeated through a whole series of locations and events.

The first step is to design the game and write the script. The design is similar to an adventure game made for computer and details locations, events, objects etc. The script gives not only the lines each character will speak but also specifies sound effects and music. Actors and actresses to play the parts are then auditioned.

The recordings for Robocop 2 were made in a 16-track studio. Each scene was first acted out and recorded. Sound effects were added later and the whole recording then edited and a master tape produced.

Next the audio was transferred onto a hard disk, as data rather than sounds, and stored as large series of audio files. each file corresponds to a particular event in the game.

The computer system also runs the game, allowing immediate access to the recording as well as allowing a large number of people to play the game independently of each other but at the same time.

## TELEPHONE GAMES

The following is a list of the most important telephone games. Most are still "live." The numbers are currently correct but companies have been known to change them.

1988: F.I.S.T. 1: Castle Mammon 0898 800 876. (Computerdial).
1989: FIST 2: The Rings of Albion 0898 800 877. (Computerdial).
1989: Dial Doctor Dark. 0898 345 090. (TIC).
1989: The Fortress of Doom. 0898 555 525. (Broadsystem).
1989: Steve Jackson's Gladiators of the Roman Empire. 0898 800 891. (Computerdial).
1989: The Orb of Salem. 0898 330 440. (DJC).
1989: Spud Turtle. 0898 345 006. (TIC).
1990: Ian Livingstone's War of the Wizards.
1990: The Forbidden Tower (Lone Wolf), Alien I ntruder, Ninja, Tomb of the Sphinx, Vampire Hunter. 0898 555 525 (C and E Group).
1990: Day of Darkness. 0898 555 522. (Broadsystem).
1990: Dr Who. 0839 121 115. (Broadsystem).
1990: Robocop 2. 0898 345 678. (The Phone Program Company).

**Coming soon...**

Darkman from The Phone Program Company. Broadsystem will probably produce two new Doctor Who games.

**WARNING:** 0898 telephone calls cost 33p per minute cheap rate and 44p per minute at all other times. Make sure you have the approval first from the person who is paying the bill.



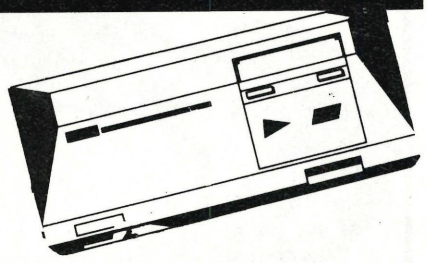
# COMPUTER GAMES

309 GOLDHAWK ROAD: LONDON W12 8EZ

TEL: (081) 741 9050 10AM-8PM

PERSONAL CALLERS WELCOME MON-SAT

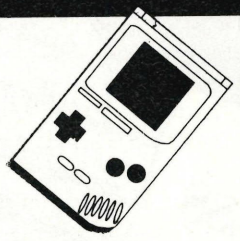
## SEGA MASTER



## MEGADRIVE



## GAMEBOY



## MAIL ORDER PRICES ONLY: SHOP PRICES VARY

| SEGA MASTER SYSTEM | OUR PRICE |
|---|---|
| ACTION FIGHTER | 11.50 |
| AERIAL ASSAULT | 26.50 |
| AFTERBURNER | 26.50 |
| ALEX KIDD | 21.50 |
| ALEX KIDD HIGH TECH. WORLD | 26.50 |
| ALEX KIDD LOST STARS | 26.50 |
| ALEX KIDD SHINOBI WORLD | 26.50 |
| ALIEN SYNDROME | 26.50 |
| ALTERED BEAST | 26.50 |
| AMERICAN BASEBALL | 26.50 |
| AMERICAN PRO FOOTBALL | 26.50 |
| ASSAULT CITY | 26.50 |
| ASTRO WARRIOR + PIT POT | 21.50 |
| AZTEC ADVENTURE | 11.50 |
| BANK PANIC | 15.50 |
| BASKETBALL NIGHTMARE | 26.50 |
| BATTLE OUTRUN | 26.50 |
| BLACK BELT | 21.50 |
| BOMBER RAID | 26.50 |
| CALIFORNIA GAMES | 26.50 |
| CAPTAIN SILVER | 26.50 |
| CHASE H.Q. | 26.50 |
| CHOPLIFTER | 21.50 |
| CLOUD MASTER | 26.50 |
| CYBORG HUNTER | 21.50 |
| DOUBLE DRAGON | 26.50 |
| DYNAMITE DUX | 26.50 |
| ENDURO RACER | 9.99 |
| ESWAT | 26.50 |
| FIRE & FORGET II | 26.50 |
| GAUNTLET | 26.50 |
| GAIN GROUND | 26.50 |
| GHOSTBUSTERS | 26.50 |
| GHOSTHOUSE | 15.50 |
| GLOBAL DEFENSE | 11.50 |
| GOLDEN AXE | 26.50 |

| SEGA MASTER SYSTEM | OUR PRICE |
|---|---|
| GOLFMANIA | 29.50 |
| GREAT GOLF | 21.50 |
| IMPOSSIBLE MISSION | 26.50 |
| INDIANA JONES | 26.50 |
| JUNGLE FIGHTER | 26.50 |
| KUNG-FU-KID | 21.50 |
| MONOPOLY | 26.50 |
| MY HERO | 15.50 |
| NINJA | 9.99 |
| OPERATION WOLF | 26.50 |
| OUTRUN | 26.50 |
| PAPERBOY | 26.50 |
| PENGUIN LAND | 26.50 |
| PRO WRESTLING | 21.50 |
| PSYCHO FOX | 26.50 |
| R.C. GRAND PRIX | 26.50 |
| R-TYPE | 26.50 |
| RAMBO III | 26.50 |
| RAMPAGE | 26.50 |
| RASTAN | 26.50 |
| RESCUE MISSION | 9.99 |
| ROCKY | 26.50 |
| SECRET COMMAND | 11.50 |
| SHINOBI | 26.50 |
| SUBMARINE ATTACK | 26.50 |
| SUPER MONACO GRAND PRIX | 26.50 |
| TEDDY BOY | 9.99 |
| TENNIS ACE | 26.50 |
| TEANSBOT | 9.99 |
| VIGILANTE | 26.50 |
| WONDERBOY-MONSTER LAND | 26.50 |
| WONDERBOY III | 26.50 |
| WORLD GAMES | 21.50 |
| WORLD GRAND PRIX | 11.50 |
| WORLD SOCCER | 21.50 |
| WORLD CUP ITALIA 90 | 21.50 |

| MEGA DRIVE | OUR PRICE |
|---|---|
| MEGADRIVE + ALTERED BEAST | 159.99 |
| POWERBASE CONVERTER | 26.99 |
| ARCADE POWER STICK | 31.95 |
| CONTROL PAD | 14.99 |
| ALEX KID IN ENCHATED CASTLE | 26.50 |
| ARNOLD PALMER TOURNAMENT GOLF | 29.99 |
| BUDOKAN | 34.99 |
| COLUMNS | 26.50 |
| CYBERBALL | 29.99 |
| ESWAT | 29.99 |
| GHOSTBUSTERS | 29.99 |
| GOLDEN AXE | 29.99 |
| HERZOG ZWEI | 29.99 |
| JOHN MADDENS AMERICAN FOOTBALL | 34.99 |
| LAST BATTLE | 29.99 |
| MOONWALKER | 29.99 |
| MYSTIC DEFENDER | 29.99 |
| PHANTASY STAR II | 49.99 |
| POPULOUS | 34.99 |
| RAMBO II | 26.50 |
| REVENGE OF SHINOBI | 29.99 |
| SPACE HARRIER II | 29.99 |
| SUPER HANG-ON | 29.99 |
| SUPER LEAGUE BASEBALL | 29.99 |
| SUPER MONACO GRAND PRIX | 29.99 |
| SUPER REAL BASKETBALL | 29.99 |
| SUPER THUNDERBLADE | 29.99 |
| SWORD OF SODAN | 34.99 |
| SWORD OF VERMILION | 49.99 |
| THUNDERFORCE 2 | 29.99 |
| TRUXTON | 29.99 |
| TWIN HAWK | 29.99 |
| WORLD CUP ITALIA 90 | 26.50 |
| ZANY GOLF | 34.99 |
| ZOOM | 26.50 |

| MEGA DRIVE | OUR PRICE |
|---|---|
| MEGA DRIVE (IMPORTED) | 125.00 |
| MAGICAL HAT | 34.99 |
| STRIDER | 34.99 |
| GHOULS & GHOSTS | 29.99 |
| GRANADA | 29.99 |
| JUNCTION | 29.99 |
| MICKEY MOUSE | 26.99 |
| RINGSIDE ANGEL | 29.99 |
| DARIUS 3 | 34.99 |
| KAGEKI | 29.99 |
| HEAVY UNIT | 29.99 |
| WARRIOR ARESUTA | 29.99 |
| GALARIES | 34.99 |
| SHADOW DANCER | 29.99 |
| ATOMIC ROBO KID | 29.99 |
| STAR CRUISER | 29.99 |
| ELEMENTAL MASTER | 29.99 |
| DANGEROUS SEED | 29.99 |
| HARD DRIVING | 29.99 |
| GAINGROUND | 29.99 |
| CRACKDOWN | 29.99 |
| WONDERBOY 3 | 29.99 |
| MIDNIGHT RESISTANCE | 34.99 |
| GYNOYS | 29.99 |
| SUPER VOLLEYBALL | 29.99 |
| AERO BLASTERS | 29.99 |
| MASTER OF THE WEAPON | 34.99 |
| MONSTER HUNTER | 29.99 |
| TIGER HELI | 34.99 |
| JOE MONTANA | 29.99 |
| BATTLE GOLFER | 29.99 |
| BATTLE OF THE BAHAMA | 29.99 |
| SUPER MONACO | 34.99 |
| **SPECIAL OFFER THIS MONTH** | |
| DICK TRACEY | 29.99 |

| GAMEBOY | OUR PRICE |
|---|---|
| N.F.L. FOOTBALL | 24.99 |
| PAPERBOY | 24.99 |
| CASTLEVANIA | 24.99 |
| CHASE H.Q. | 24.99 |
| ROBOCOP | 24.99 |
| GHOSTBUSTERS II | 24.99 |
| TURTLES | 24.99 |
| DOUBLE DRAGON | 24.99 |
| PIPE DREAM | 24.99 |
| FINAL FANTASY | 24.99 |
| POWER RACER | 24.99 |
| SPIDERMAN | 24.99 |
| LOCK 'N CHASE | 24.99 |
| MERCENARY FORCE | 24.99 |
| BUBBLE GHOST | 24.99 |
| R-TYPE | 24.99 |
| W.W.F. WRESTLING | 24.99 |
| BATMAN | 24.99 |
| SNOOPY | 24.99 |
| DR. MARIO | 24.99 |
| GODZILLA | 24.99 |
| POPEYE | 24.99 |
| PLAY ACTION FOOTBALL | 24.99 |
| SIDE POCKET | 24.99 |
| DRAGONS LAIR | 24.99 |




**A MEGADRIVE FREE!**

**NO PURCHASE NECESSARY**

**'PHONE FOR DETAILS**

## WE ALSO BUY ANY OF YOUR CONSOLE GAMES

**WEST LONDON**
**Computer Games**
309 Goldhawk Road
London W12 8EZ
Open: 10am-8pm
MONDAY-SATURADY
(Nearest tube Stamford Brook)

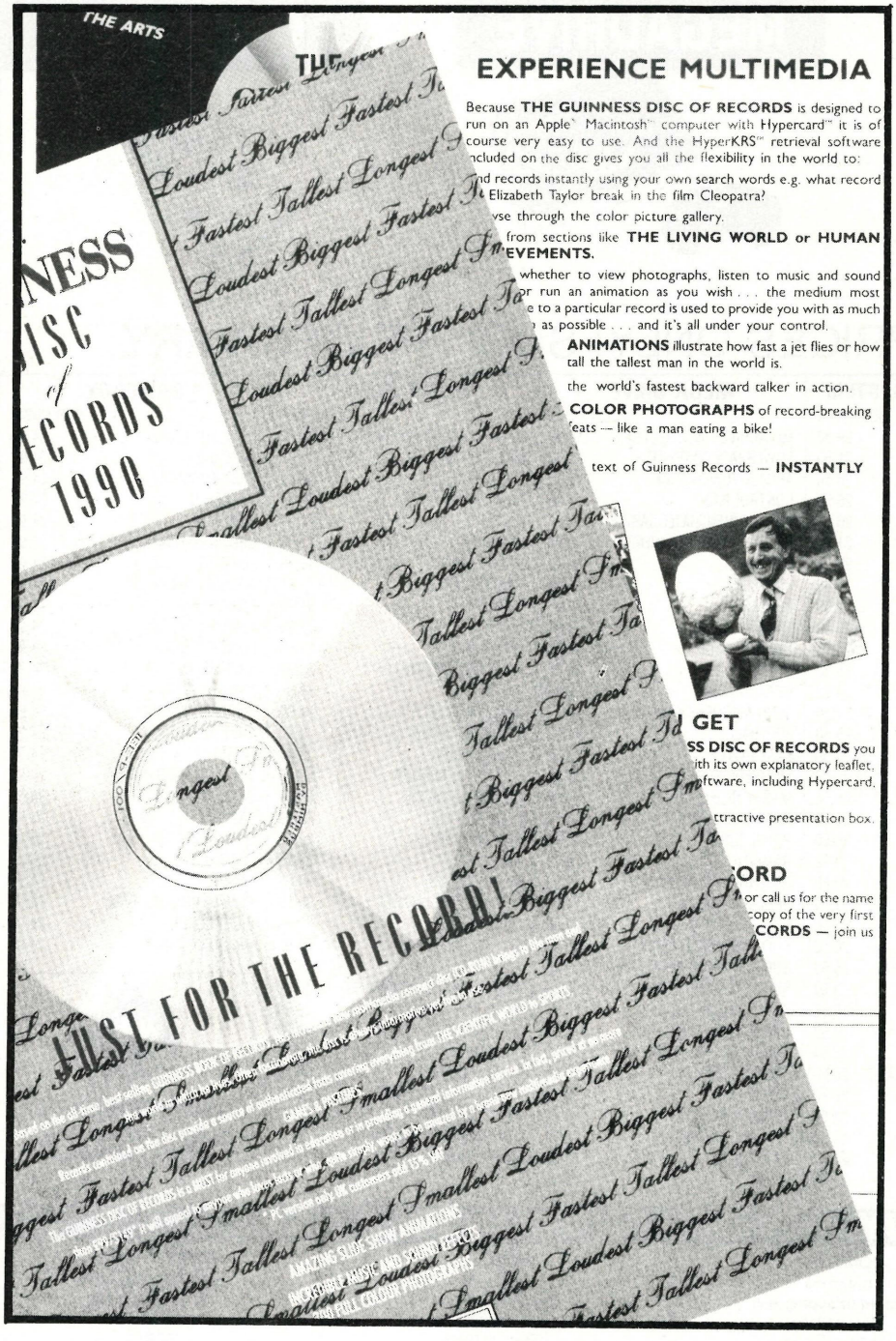
**ROMFORD**
**Unit33-34**
**Romford Shopping Hall**
Market Place
Romford, Essex
Opening Times: 9am-5pm
MONDAY-SATURDAY
Half-day Thursday

**ESSEX**
**Unit 619**
**Pavillion Building**
Lakeside Shopping Centre
West Thurrock
Grays, Essex
Open: 930am-8pm
MONDAY-SATURDAY

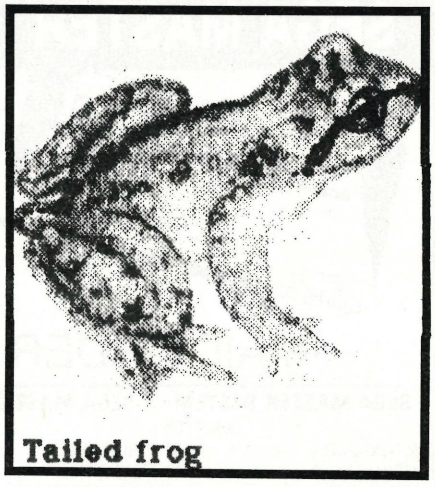
**NORTH LONDON**
**c/o Shopping World**
**259 High Street**
Walthamstow
London E17
OPEN: 9am-5pm
MONDAY-SATUDAY

| NAME OF COMPUTER | | NAME: |
|---|---|---|
| TITLE | PRICE | ADDRESS |
| | | |
| | | |
| | | |
| | | TEL: |

PLEASE MAKE CHEQUES PAYABLE TO: COMPUTER GAMES




# the encyclopedia *cd-rom*




■ **Ribbit! Ribbit! You can learn a lot about our French counterparts in The Dictionary of the Living World.**

**Education software has never really achieved widespread success in this country. Education equals boring, is the equation which is unfortunately made. But that is not necessarily true. There is software which is both educational and entertaining. CCEG reports on some interesting developments in schools.**

In some schools in the United States, the average length of time a teacher is able to devote to each child on an individual basis is less than seven seconds per week. That is the astonishing claim made in a recent Channel 4 Equinox programme, which looked at the visionary use of computers in the classroom.

Obviously a computer cannot and should



never be expected to replace the role of a human teacher, but computers may have an increasing role in relieving hard-pressed staff from the chore of simply delivering information. So it's not a case of Goodbye, Mr Chips, but rather Hello, Mr Micro Chips.

The new generation of multi-media computers, capable of handing text, numbers, sound, graphics, animations and moving pictures, are increasingly transforming classrooms.

Such computers, and of course the software, will allow groups of children to learn interactively at their own pace.

A perfect example of the software being developed in this area is the recently released Dictionary of the Living World, a multi-media CD-ROM title. It has been described as a cross between a Time-Life coffee table book, David Attenborough's 'Life on Earth' television series, and the Penguin Dictionary of Biology.

It features more than 25,000 information files on animal and plant families and biological terms, together with 500 black and white images, 450 colour images, 60 animated movies, 100 sound effects and 20 full motion video clips. Some 7,500 plant and animal species are also listed.

Designed to be in the home, as well as in schools and colleges, the dictionary has an interface which can be mastered in a few minutes. A "grab" facility is the central feature which allows any word or group of words to be searched for on every information file.

The key words of each file are then grouped together, allowing the user to browse the collected information.

For example, if you wanted information on South American insects or carnivorous animals, the dictionary would produce it in seconds, together with associated maps, animations and sound effects.

The Dictionary of the Living World, which costs £175, is the first Macintosh CD-ROM product to feature video.

"The Mac is well ahead of the competition in offering a complete multi-media platform," says Philip Nash, Media Design Interactive's sales and marketing director. "We are constantly hearing about video breakthroughs that require fancy hardware add-ons, so we thought we'd show that acceptable video playback is possible using a standard Mac II configuration."

The Dictionary of the Living World was developed by a team of biologists led by Dr Rob Ransom, who taught biology at the Open University for 11 years, and has written eight books and 50 research papers.

Other launches planned by Media Design Interactive, a multi-media publishing house, include the Giant CD-ROM of Facts, the Dictionary of Health and Disease - written by Dr Ransom and a team of medics and, available in June, Dictionary of Earth, a multi-media encyclopedia of the earth's structure, which will be available in August.

Meanwhile, other multi-media programs currently being used in some schools include The Rite of Spring, a program based on the music of Stravinsky and designed to allow children as young as three to interact and respond to the music.

There is also an interactive Ulysses, from the poem by Alfred, Lord Tennyson, which allows students to explore various themes of literature, art, history, mythology and popular culture.

The Visual Almanac is an interactive multimedia kit containing 7000 pictures and sounds relating to subjects as varied as physics to politics and astronomy to anthropology.

For further information about the Dictionary of the Living World, contact Media Design Interactive 0252 344454.

## COMPLETE COMPUTER ENTERTAINMENT GUIDE TO ENTERTAINING AND EDUCATIONAL SOFTWARE.

## BALANCE OF THE PLANET

Complex and thoughtful simulation in which the player must control the world and test ideas of a safer, cleaner environment. Published by Accolade for the IBM PC and Compatibles, price £39.95. Contact: Accolade 071-738 1376.

## NORTH POLAR EXPEDITION

Based on explorer Sir Ranulph Fiennes book To The Ends of the Earth, North Polar Expedition allows students to work out inter-personal skills by taking on key jobs in a expedition. It is published by Virgin and the package includes a single-sided videodisk, two floppy disks, five "role" booklets, teacher's guide, and a copy of Sir Ranulph's book. You also have to have a videodisk player and BBC computer. It costs £199. Contact Virgin 071-727 8070.

## THE GUINNESS DISK OF RECORDS

Based on the Guinness Book of Records, this CD-ROM disc covers fabulous facts and information from science to sports, games and pastimes, presented with 300 full colour photographs, music, sound effects and animation. It costs just £75. Contact Mirrorsoft 071-928 1454.

## DONALD'S ALPHABET CHASE

Donald Duck must find his "alphabet pets" by exploring six areas in his house - living room, bathroom, kitchen, nephew's bedroom, front and back yard. The game encourages children to learn the letters of the alphabet and become familiar with a computer keyboard. Again suitable for children between the ages of two and five.

Available for IBM PC and Compatibles, Atari St and Commodore Amiga, price £19.99, Commodore 64 cassette and disk, price £10.99 and £14.99, Spectrum cassette, price £10.99, Amstrad cassette and disk, price £10.99 and £14.99. Contact Disney Software 0268 541126.

## GOOFY'S RAILWAY EXPRESS

Designed to enable young children, aged between two and five, to learn about shapes and colours. Goofy's magic train whistle turns coloured shapes into animated characters and objects. Players must identify shapes and even predict what will happen next.

Available for IBM PC and Compatibles, Atari St and Commodore Amiga, price £19.99, Commodore 64 cassette and disk, price £10.99 and £14.99, Spectrum cassette, price £10.99, Amstrad cassette and disk, price £10.99 and £14.99. Contact Disney Software 0268 541126.

## MICKEY'S RUNAWAY ZOO

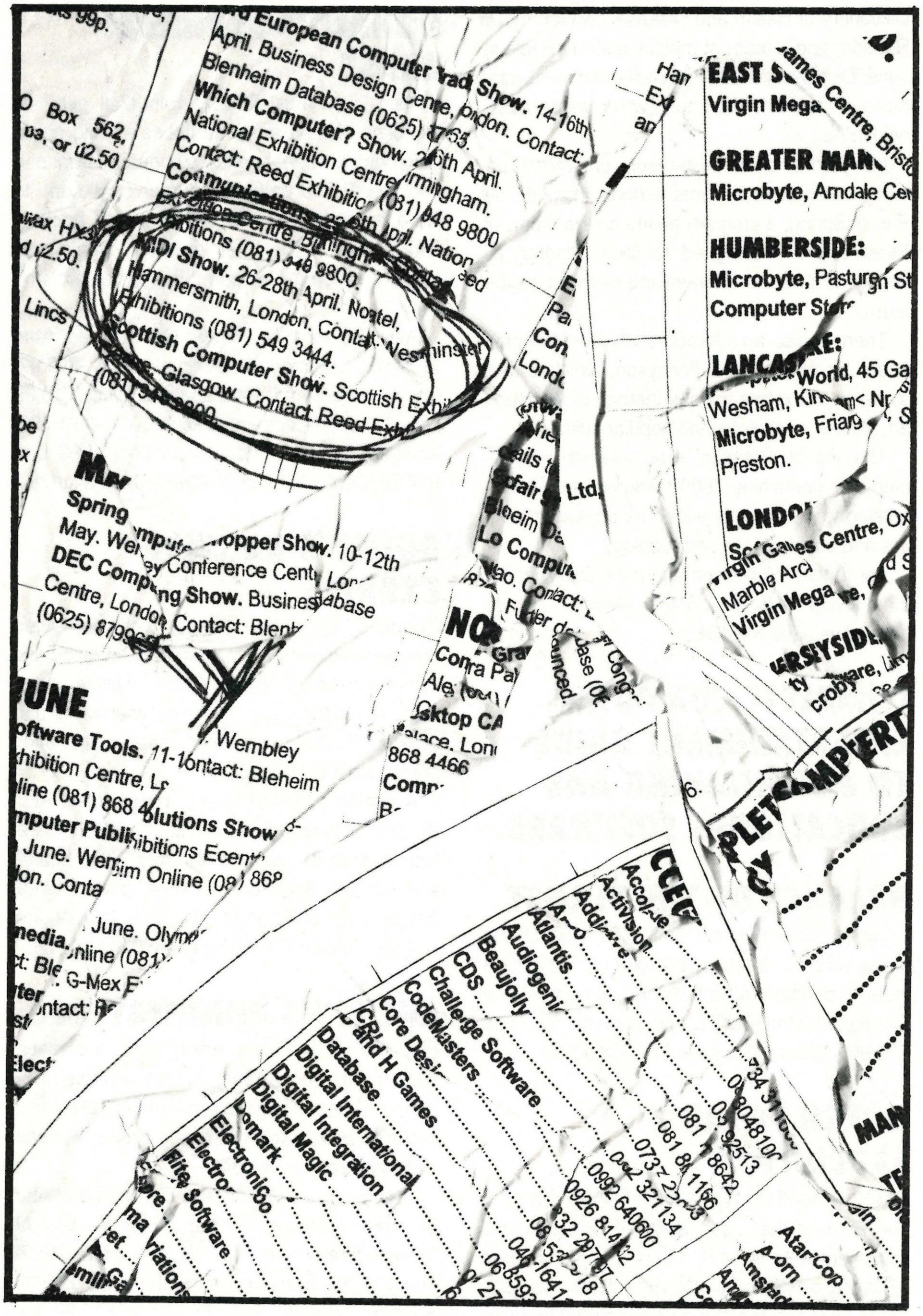
Basically a game to teach hide and seek. Mickey and Goofy must find the animals missing from the zoo by pressing number keys which correspond to numbered hiding places. For children between two and five.

Available for IBM PC and Compatibles, Atari St and Commodore Amiga, price £19.99, Commodore 64 cassette and disk, price £10.99 and £14.99, Spectrum cassette, price £10.99, Amstrad cassette and disk, price £10.99 and £14.99. Contact Disney Software 0268 541126.

## MICKEY'S CROSSWORD PUZZLE MAKER

Aimed at children between five and eight, this program uses Disney characters and backgrounds to create crossword puzzles using word and picture clues.

Available for IBM PC and Compatibles, Atari St and Commodore Amiga, price £19.99, Commodore 64 cassette and disk, price £10.99 and £14.99, Spectrum cassette, price £10.99, Amstrad cassette and disk, price £10.99 and £14.99. Contact Disney Software 0268 541126.




# complete *directory*

**If you need to know the time in Mongolia then you telephone the Mongolian speaking clock, but if you want to get some information about PD, Virus Killers, computer shows, shops and stores or magazines then there is need for a phone call. Us nice people at CCEG have compiled a comprehensive guide to all these essential features that any computer owner would be lost without.**

## What is Public Domain?

PD be divided into several areas. In its most basic form PD is software which the programmer, or copyright holder, allows anyone and everyone to use free of charge. Programmers may give the program to a specialist library to ensure the widest distribution of the work, and these libraries are allowed to charge a small fee for providing subscribers with copies of the programs they require.

At the other end of the scale is Shareware - an idea which began in the USA - which you have to pay the author to use. However, often this is a one-off payment and the programmer will send you updates of his program free of charge. You can pass the software on to friends, but they too are expected to pay a small fee to the creator of the software. Some programmers provide manuals and other material, but this is reflected in the cost.

Licenceware is slightly more commercial. You pay a registration fee to a library to have a program, who then pay the copyright holder a royalty. You aren't supposed to pass copies on to friends.

Two other PD spin-offs are Charityware, which is like Shareware, except programmers ask you to donate money to a charity of their choice. Then there's Banner or Promoware which some companies produce to allow potential puirchasers to 'sample' a product for the price of a disk, before they make up your mind if they want to purchase the real thing.

## AMIGA PD LIBRARIES

Amiganuts United, 169 Dale Vally Road,

# C.L.S

## CANHAMS LEISURE SOFTWARE

**TEL: (0908) 640 763**

**FREE PD DISK WITH EVERY ORDER!**

★ **FREE Quickshot Joystick with every order over £15.**

★ **Fast & Reliable service.**

★ **SPECIAL OFFERS OF COMPUTER SOFTWARE**

## £1.50 a disk or over 10, 99p each/All guaranteed/D1 = disk 1/* =1 Meg only.

**ACCESSORIES**

| | |
|---|---|
| Disk Box 80 cap 3.5" | £7.99 |
| 1/2 Meg Upgrades | £29.99 |
| 1/2 Meg with clock | £31.99 |
| 1.5 Populated | £119.99 |

**BLANK DISKS - 29p EACH PLEASE PHONE FOR ORDER**

| | |
|---|---|
| 10 Disks 3.5" | £5.99 |
| 50 Disks 3.5" | £23.99 |
| 100 Disks 3.5" | £42.99 |
| 500 Disks 3.5" | £199.99 |

**MEGA DEMOS**

| | |
|---|---|
| 201-202 | Budbrain D1-D2 |
| 436 | Pendle Compo |
| 437 | Red Devils Compo |
| 396-397 | Treackle D1-D2 |
| 434 | Crusaders Hotward |
| 315 | Crusaders Audio X |
| 074 | Cave Mega Demo |
| 304-305 | Kefrens V111 D1-D2 |
| 316 | Mindwarp Vol 2 |
| 496 | Budbrain 2 |
| 219 | Cronics |
| 167 | Kefrens 8 D1 |
| 168 | Kefrens 8 D2 |
| 003 | Red Sector C-bit |
| 415 | Pirrana |
| 356 | Blue Angels |
| 380 | Up.Front |
| 263 | Scoop X - Chronium |

**ANIMATION/SLIDE SHOW**

| | |
|---|---|
| 180 | Mike Tyson |
| 289 | Raiders Lost Ark* |
| 350 | Starwars 2 |
| 357-358 | Ghostbusters 11 D1-D2 |
| 366 | Porky Pig |
| 444 | Maddonna Vol 11 |
| 187 | Shark Animation |
| 016 | Exploding Head |
| 020 | Car animation* |
| 052 | Knight animation* |
| 131 | Startrek ducking* |
| 136 | Cool couger* |
| 019 | Puggs in Space |
| 465 | Bruce Lee |
| 498 | Ghost Pool |
| 480 | Stealthy 2 |
| 494 | Fillet Fish |
| 470 | Kim Wilde |
| 464 | Road Runner |
| 497 | Creep Show |
| 479 | Ugly Mug |
| 495 | Showbiz |
| 381 | Robocop 3 |
| 360 | Annie (Neighbours) |
| 213 | Night Breed |
| 279 | Computer Films |

**MUSIC DEMOS**

| | |
|---|---|
| 337 | Erasure Mix |
| 268 | Jean Jarre Docklands |
| 336 | Kylie made in Heaven |
| 309 | David Bowie |
| 179 | Crusaders Bacteria |
| 338 | Maddona Hanky Spanky |
| 211 | Freddy Kruger Rap |
| 297-298 | Flash Gordon D1-D2 |
| 291-295 | Now Music Vol 1-5 |
| 059 | Popstar Collection |
| 108 | Heavy Metal Music |
| 181 | Digital Remix |
| 361 | Betty Boo |
| 359 | Money for Nothing |
| 467 | Winkers D1 |
| 468 | Winkers D2 |
| 472 | Walk this way |
| 508 | Madonna Rescue Me |
| 501 | Laurel & Hardy D1 |
| 502 | Laurel & Harldy D2 |
| 449 | Bart Simpson |
| 466 | Donald Where's the Beach Boys |

**GAMES**

| | |
|---|---|
| 367 | Welltrix Games |
| 041 | Kick Off 3 Demo |
| 248 | Jeopardy War Game |
| 236 | Wings Demo |
| 471 | Werner Game |
| 478 | Tennis |
| 452 | Bart Simpsons Game |
| 490 | Break out construction kit |
| 447 | Monopoly 2 |
| 492 | Pacman 87 |
| 290 | Pesedeo Cop |
| 493 | Quiz Master |
| 457 | US Star Trek D1 |
| 458 | US Star Trek D2 |

**UTILITIES**

| | |
|---|---|
| 428 | Midi toolkit |
| 112 | Soundtrakers prog. |
| 406-408 | Soundtrakers |
| 420 | SID Workbench replacement |
| 068 | Wordprocessor |
| 405 | Sample scanner |
| 370-371 | Video appll |
| 337 | Graphics Management D1 |
| 338 | Graphics Management D2 |
| 375 | Clerk accounts |
| 376 | QL Emulator |
| 277 | Zero Virus |
| 443 | Sound Workshop |
| 506 | ST Emulator |
| 359 | C64 Emulator |
| 426 | Pumpy copier |
| 503 | Magazine designer |
| 469 | Action Movie maker |
| 448 | Reaper copier |

**ADVERT DEMOS**

| | |
|---|---|
| 017 | Merseyside Ad |
| 030 | Miller Lite |
| 038 | Holsten Pills Ad |
| 072 | Toilet Paper xxx |
| 287 | Total Remix Vol A |
| 288 | Total Remix Vol B |

**XXX RATED**

| | |
|---|---|
| 412 | James Bond |
| 343 | No too like |
| 302 | Comic Strip |
| 186 | Party games |
| 212 | Madonna Nude |
| 141 | Bedroom |
| 143 | Melvin Movie |
| 149 | Twisted Dreams |
| 143 | Dirty Minds |
| 417 | Ciccolina |
| 031 | OOH |
| 087-092 | Utopia 1-6 |
| 344 | Stagg |
| 280 | Lovely Amigos |

**NEW**

| | |
|---|---|
| 509 | Suicidal Blonde D1 |
| 510 | Suicidal Blonde D2 |
| 511 | Pump up the Jam |
| 512 | HiFi |
| 517 | Genesis Land of confusion |
| 518 | Joker slide show |
| 519 | Acoustic Revolution |
| 520 | Centronics Showcase |
| 521 | Groove in the heart |
| 523 | Stolen Data 5 |
| 524 | Black Box D1 |
| 525 | Black Box D2 |
| 446 | Middle East Mania |

**MORE ACCESSORIES**

| | |
|---|---|
| 40 Cap 31/2" disk box | £4.50 |
| 120 Cap 3 1/2 disk box | £9.99 |
| Cleaning Kits | £2.99 |
| Dust Covers Amiga/ST | £3.99 |
| Mouse Mats | £3.99 |
| Mouse House Pkt | £1.99 |
| Star LC10 Dust Cover | £5.99 |

**FULL COLLECTION OF THE MYSTIC MOVIES XXX ANIMATIONS VOL 1-13 MORETO COME!!!**

**Send SAE for full PD/Software list/STOP PRESS!! AMIGA SWAPPERSWANTED!!!**

**Please make cheques payable to: CLS, PO Box 7, Bletchley, MiltonKeynes. MK2 3YL. (Tel 0908 - 640763 Between 9am-7pm)**

**POSTAGE; Free with every order over £6 otherwise please add £1.50with every order.**

# Kc's Computer Emporium

37,Pinfold Gate, Loughborough
Leics, LE11 1SG
TEL: (0509) 211799 FAX: (0509) 881600
Open 9.30am to 6.30pm Everyday Except Sunday

**FAMICOM**

| | |
|---|---|
| Famicom Pal + 2 Joy pads + 2 Free Games | 339.00 |
| Bomb Buzal | 29.99 |
| F-Zero | 43.00 |
| Final Fight | 45.00 |
| Gradius III | 43.00 |
| Pilot Wings | 43.00 |
| Populus | 45.00 |
| Sim City | CALL |
| Super Mario World | 43.00 |
| Hole in One Golf | 45.00 |
| R-Type II | CALL |
| SD The Great Battle | 43.00 |

**LYNX**

| | |
|---|---|
| Lynx console + power supply + California games | 117.00 |
| Blue Lightning, Electrocop, Klax, Ms. Pac-Man, Paperboy, Rampage, Roadblasters, Robo Squash, Rygar, Slime World, Xenophobe, Zarlor Mercenary. | |
| All Above Games | 27.00 |
| Lighter Power Adaptor | 11.95 |

**SEGA GAME GEAR**

| | |
|---|---|
| Sega Gamegear | 99.95 |
| Sega Gamegear, and 3 games | 159.95 |
| Psychic World | 24.00 |
| Baseball 91 | 24.00 |
| G-Loc | 24.00 |
| Woody Pop | 24.00 |
| Headbusters | CALL |
| Devilish | CALL |
| Micky Mouse | CALL |

**We also buy and part exchange used cartridges. Many more items for other consoles and computers in stock please phone for more details and ask for ADAM or PETE, or call in to the shop.**

**GAMEBOY**

| | |
|---|---|
| Gameboy + game | 59.00 |
| Gamelight | 8.99 |
| Game Pack Carry case | 7.99 |
| Hard Carry case | 9.99 |
| Wide Boy | 9.99 |
| Astro Rabby | 19.00 |
| Batman | 28.00 |
| Baseball | 19.00 |
| Boulder Dash | 24.00 |
| Bugs Bunny | 28.00 |
| Blobee | 19.00 |
| Contra II | 24.00 |
| Dragonman | 24.00 |
| Nemisis | 24.00 |
| Mickey Mouse | 24.00 |
| Master Karate | 24.00 |
| Pinball | 24.00 |
| Robocop | 28.00 |
| Ray Thunder | 19.00 |
| Soccer Boy | 24.00 |
| Spiderman | 24.00 |
| Scotland Yard | 24.00 |

**MEGADRIVE**

| | |
|---|---|
| UK Megadrive + Joypad | 184.95 |
| JPN Megadrive & ú33 game | 159.95 |
| JPN Game Adaptor | 14.00 |
| Arcade Power Stick | 39.00 |
| A. Palmers Tournament Golf | 33.00 |
| Aero Blasters | 33.00 |
| After Burner II | 38.00 |
| Alestra Mushsa | 33.00 |
| Ambition of Ceasar | 38.00 |
| Battle of Bahama | 33.00 |
| Battle Squadron | 38.00 |
| Curse | 19.00 |
| Dangerous Seed | 33.00 |
| Darius II | 33.00 |
| Devil Hunter | CALL |
| Dick Tracy | 33.00 |
| DJ Boy | 19.00 |
| Elemental Master | 28.00 |
| Fantasy Soldier III | CALL |
| Fatman | 28.00 |
| Forgotten Worlds | 33.00 |
| Gaiares | 38.00 |
| Gynoug | 38.00 |
| Hard Drivin | 28.00 |
| Heavy Unit | 38.00 |
| Hell Fire | 19.00 |
| Herzog Zwei UK | 33.00 |
| Italia 90 | 33.00 |
| J. Madden American Football | 38.00 |
| Joe Montana Football | 38.00 |
| Junction | 28.00 |
| Ka Ge Ki | 38.00 |
| Klax | 23.00 |
| Magical Hat | 28.00 |
| Mickey Mouse | 24.00 |
| Ringside Angels | 33.00 |
| Shadow Dancer | 33.00 |
| Strider | 33.00 |
| Super Airwolf | CALL |
| Super League Baseball | 33.00 |
| Super Monaco GP | 33.00 |
| Super Real Basketball | 33.00 |
| Sword of Vermilion US | 37.00 |
| Thunder Force III | 37.00 |
| Whip Rush | 19.00 |
| Wrestleball | 38.00 |
| Valius III | CALL |
| Varitex | CALL |
| Volfield | 28.00 |

**NINTENDO**

| | |
|---|---|
| Nintendo Action Set | 99.00 |
| New Advantage | 37.00 |
| Nes Max Turbo | 28.00 |
| Python 2 Joystick | 9.99 |
| Cart Cleaning Kit | 9.99 |
| Bayon Billy | 37.00 |
| Black Manta | 35.00 |
| Double Dragon II | 37.00 |
| Mega Man II | 38.00 |
| Paperboy | 38.00 |
| Pinbot | 37.00 |
| Probotector | 37.00 |
| Snake Rattle Roll | 37.00 |
| Solar Jetman | 38.00 |
| Stealth ATF | 37.00 |
| Super Mario II | 38.00 |
| Super Off Road | 37.00 |
| World Wrestling | 37.00 |

Call for all second hand Swaps and Games

**PC ENGINE**

| | |
|---|---|
| PC GT Hand Held & Free Game | 285.00 |
| Core Grafix and Bloody Wolf | 159.95 |
| 5 player adpt | 24.95 |
| XE8 Joystick | 29.95 |
| Afterburner II | 35.00 |
| Chase HQ | 35.00 |
| Cyber Core | 19.00 |
| Cyber Combat Police | 29.00 |
| Dead Moon | 29.00 |
| Devil Crush | 38.00 |
| Hell Explorer | 29.00 |
| Jackie Chan | 29.00 |
| Golf | 35.00 |
| Mr. Heli | 29.00 |
| Operation Wolf | 35.00 |
| Powerdrift | 35.00 |
| Psychic Chaser | 35.00 |
| Rabio Lepus | 38.00 |
| Splatterhouse | 35.00 |
| Space Harrier | 35.00 |
| St Dragon | 35.00 |
| Violent Soldier | 29.00 |
| Wonderboy In Mons | 35.00 |
| Yokia Dochuki | 19.00 |

Name .....

Address .....

.....

.....

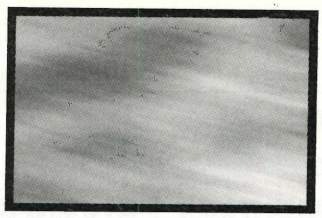
Post Code ..... Tel .....

| Item | Cost |
|---|---|
| _____ | £ _____ |
| _____ | £ _____ |
| _____ | £ _____ |
| _____ | £ _____ |
| Add £1 per order | Sub Total £ _____ |
| plus £5 per console for p+p | £ _____ |
| | total £ _____ |

Expiry Date _____ CCEG

Signature _____

CHEQUE / P.O. / ACCESS / VISA / MASTER CARD



Holybrook, Southhampton, SO1 6QX. Disks from £1.50.

Dozsoft, 32 Benedict Drive, Bedfont, Feltham, Middlesex TW14 8JL. Disks from ú3.

Lorenzo's Domain, 30 Colquhoun Square, Helensburgh, Scotland, G84 8AQ. Disks 99p.

## ST PD LIBRARIES

South West Software Library, PO Box 562, Wimbourne, Dorset BH21 2YD. Disks ú3, or ú2.50 when you order four or more.

Trust PD, 18 The Park, Southowram, Halifax HX3 9QY. Single-sided disks ú1.75, double-sided ú2.50.

The Demo Club, 23 Alma Place, Spilsby, Lincs PE23 5LB. Disks ú2.50 or ú2 for ten or more.

## PC PD LIBRARIES

The Public Domain Software Library, Winscombe House, Beacon Road, Crowborough, East Sussex TN6 1UL. Disks from ú3.75 (members) ú5 (non-members). Discounts on large orders.

## VIRUS KILLERS CONTACT LIST

### PC's

Dr Solomons Anti-Virus Toolkit, S&S International, Weylands Court, Water Meadow, Chesham, Bucks, HP5 1LP. Price: £59 + VAT (without 1 years upgrades); £99 + VAT (with upgrades)

### Amiga

Virus Killer, CRL Group PLC, CRL House, 9 Kings Yard, Carpenters Road, London, E15 2H0 ; Price £9.95.

Seek and Destroy III, Virus X 4.1, Interferon II, and No Virus are currently available from various Public Domain organisations. Prices vary.

### ST

Virus Killer, CRL Group PLC, CRL House, 9 Kings Yard, Carpenters Road, London, E15 2H0 ; Price £9.95.

VDU 2.4 is currently available from various Public Domain organisations. Prices vary.

### Macintosh

Symantec Anti-Virus, Principal Distribution, 0706 831831; £89 + VAT.

## COMPUTER SHOW ALERT

### APRIL

**3rd European Computer Trade Show.** 14-16th April. Business Design Centre, London. Contact: Blenheim Database (0625) 879965.
**Which Computer?** Show. 23-26th April. National Exhibition Centre, Birmingham. Contact: Reed Exhibitions (081) 948 9800.
**Communications.** 23-26th April. National Exhibition Centre, Birmingham. Contact: Reed Exhibitions (081) 948 9800.
**MIDI Show.** 26-28th April. Novatel, Hammersmith, London. Contact: Westminster Exhibitions (081) 549 3444.
**Scottish Computer Show.** Scottish Exhibition Centre, Glasgow. Contact: Reed Exhibitions (081) 948 9800.

### MAY

**Spring Computer Shopper Show.** 10-12th May. Wembley Conference Centre, London.
**DEC Computing Show.** Business design Centre, London. Contact: Blenheim Database (0625) 879965.

### JUNE

**Software Tools.** 11-13th June. Wembley Exhibition Centre, London. Contact: Bleheim Online (081) 868 4466.
**Computer Publishing Solutions Show.** 18-20th June. Wembley Exhibitions Ecentre, London. Contact: Bleheim Online (081) 868 4466.
**Multimedia.** 25-27th June. Olympia, London. Contact: Bleheim Online (081) 868 4466.
**Computer North.** G-Mex Exhibition Centre, Manchester. Contact: Reed Exhibitions (081) 948 9800.
**Consumer Electronics Show.** Chicago, Illinois, USA. Further details to be announced.
**The 16-Bit Computer Fair Summer Event.** Royal Horticultural Halls, Victoria, London. Further details to be announced.
**European Computer Expo.** Paliais de Congres, Cannes, France. Contact: Blenheim Database (0625) 879965. Further details to be announced.
**Software Tools.** Wembley Exhibition Centre, London. Contact: Blenheim Database (0625) 879965. Further details to be announced.
**Electronic Publishing.** Wembley Exhibition Centre, London. Contact: Blenheim Database (0625) 879965. Further details to be announced.

### JULY

**International 16-Bit Computer Fair,** Novatel, Hammersmith, London. Contact: Westminster Exhibitions (081) 549 3444. Further details to be announced.

### AUGUST

### SEPTEMBER

**EPOS Show,** 10-13th September, Alexandra Palace, London.
**Consumer Entertainment Show.** Earls Court, London. Further details to be announced.

### OCTOBER

**Software Development.** CNIT, Paris. Contact: Blenheim Database (0625) 879965. Further details to be announced.
**Softfair 91.** Flanders Expo, Gent. Contact: Blenheim Database (0625) 879965.
**Logic Computer Show.** Pallazo del Congressi, Luganao. Contact: Blenheim Database (0625) 879965. Further details to be announced.

### NOVEMBER

**Computer Graphics.** 5-7th November. Alexandra Palace, London. Contact: Blenheim Online (081) 868 4466.
**Desktop CAD.** 5-7th November. Alexandra Palace, London. Contact: Blenheim Online (081) 868 4466.
**Computers in the City.** 12-14th November. Barbican Centre, London. Contact: Blenheim Online (081) 868 4466.
**Mindgames '91.** Novatel, Hammersmith, London. Further details to be announced.
**PC '91.** 12-15th. Olympia, London. Further details to be announced.
**Information Technology Exchange Exhibition.** Olympia 2, London. Contact: Reed Exhibitions (081) 948 9800. Further details to be announced.

### DECEMBER

**Computer Shopper Show.** Wembley Conference Centre, London. Further details to be announced.
**The Commodore Christmas Show.** Novatel, Hammersmith. Further details to be announced.
**The Northern Home Computer Show.** Further details to be announced.

### OTHERS

**Atari Show.** Novatel, Hammersmith, London. Further details to be announced.

FREE

VISA

POSTAGE

# STATE OF THE ART

## Software

FREE

POSTAGE

**ALL PRICES INCLUDE POSTAGE AND PACKING**

**AMIGA A500**
Every Amiga sold includes: Workbench1.3 Extras disk, Tutorial disk all with manuals. Full one year warranty and mouse, free TV modulator with cables.
**£349 inc**

**SCREEN GEMS**
Back to the future 2, Shadow of the Beast 2, Days of Thunder, Night breed, Deluxe Paint 2
**£369 Inc**

**AMIGA A590 HARD DRIVE SPECIAL OFFER**
**£289.00**
Including 3 software - Comic setter, Fantavision, Spritz

**ATARI STFM DISCOVERY PACK**
520 STFM built in Power Supply, 1 Meg Drive, Mouse, First Basic, STOS, Bomb Jack, Outrun, Carrier Command and Space Harrier **£276 Inc**

**ATARI STE TURBO PACK**
520 STEM built in Power Supply, 1 Meg Drive, Mouse, STOS, Hyper Paint 2, Music Maker 2, First basic, Dragons Breath, Blood Money, Super Cycle, Anarchy, HKM, Outrun, Indiana Jones Last Crusade, Impossible Mission 2
**£359.00 Inc**

**CUMANA CAX354**
**2ND DRIVES**
Enables/Disable switch. Through port.
**AMIGA £75 INC**
**ATARI £84 INC**

**POWER COMPUTING**
**2ND DRIVES**
Enables/Disbale switch. Through port.
**AMIGA £69 INC**
**ATARI £77 INC**

**M.E.S.**
**RAM UPGRADE**
0.5MB Expansion. Enable/Disable switch plus £5 for clock
**AMIGA £39 INC**
**WITH CLOCK £49**

**ZYDEC**
**0.5MB EXPANSION**
**AMIGA £36**
**WITH CLOCK £39**

**FREE GAME OR MOUSE MAT**
With every software over
**£40**

**PHILIPPS CM8833**
Colour Monitor, Scart Socket, stereo sound, 2 inputs and free one year on Site maintenance
**£249 Inc**

**STATE OF THE ART**

| | |
|---|---|
| Quickshot 3 | 9.50 |
| Quickjoy Topstar | 19.90 |
| Quickjoy Megaboard | 21.90 |
| Quickjoy Infrared | 24.90 |
| Competition Pro Star | 14.95 |

| GAMES LIST | AMIGA | ATARI | IBM.PC |
|---|---|---|---|
| 688 Attack Sub | 18.90 | 18.90 | 21.90 |
| Addidas Champ Football | 18.90 | 18.90 | - |
| Addidas Tie Break | 18.90 | 18.90 | - |
| Altered Beast | 12.99 | 12.99 | - |
| Anarchy | 17.99 | - | - |
| Antheads (Data Disk) | 12.99 | - | - |
| Apprentice | 16.90 | 16.90 | - |
| Aqunaut | 18.90 | - | - |
| Armalyte | 16.99 | 16.99 | - |
| Awesome | 18.90 | - | - |
| Baal | 9.99 | - | 21.90 |
| Back to the Future 2 | 18.90 | 18.90 | 18.90 |
| Bad Company | 18.90 | 18.90 | - |
| Balance of Power 1990 | 21.90 | 21.90 | 21.90 |
| Barbarian 2 (Psygnosis) | 18.90 | 18.90 | 21.90 |
| Bards Tale | 10.99 | 10.99 | 10.99 |
| Bards Tale 2 | 18.90 | 18.90 | 18.90 |
| Batman the Movie | 17.90 | 17.90 | 17.90 |
| Battle Master | 21.90 | 21.90 | 21.90 |
| Beach Volley | 11.99 | 13.99 | - |
| Billy the Kid | 18.90 | 18.90 | - |
| Black Tiger | 18.90 | 18.90 | - |
| Blade warrior | 18.90 | 18.90 | 21.90 |
| Blasteriods | 7.99 | 7.99 | 16.99 |
| Blood Money | 11.99 | 11.99 | 16.99 |
| Bloodwych | 10.99 | 11.99 | - |
| Bloodwych Data Disk | 9.99 | 9.99 | - |
| Blue Angels | 17.90 | 17.90 | - |
| Bomber | 21.90 | 21.90 | 24.90 |
| Bomber (data Disk) | 13.99 | 13.99 | - |
| Breach 2 | 18.90 | 18.90 | 21.90 |
| BSS Jane Seymour | 18.90 | 18.90 | - |
| Budokan | 18.90 | - | 21.90 |
| Cadaver | 18.90 | 18.90 | - |
| Captain Blood | 6.99 | - | - |
| Captive | 18.90 | 18.90 | 21.90 |
| Cartoon Capers | 15.99 | 15.99 | - |
| Castlemaster | 18.90 | 18.90 | 21.90 |
| Champions of Krynn (1Meg) | 21.90 | 21.90 | 24.90 |
| Chaos Strikes Back | 18.90 | 18.90 | - |
| Chase HQ | 16.99 | 16.99 | - |
| Chase HQ 2 | 18.90 | 18.90 | - |
| Chronoquest | 14.99 | 16.99 | - |
| Chronoquest 2 | 21.90 | 21.90 | 24.90 |
| Cloud Kingdoms | 11.99 | 16.99 | 17.99 |
| Codename Iceman | 24.99 | 24.99 | 29.99 |
| Colorado | 17.90 | 17.90 | 21.90 |
| Combo racer | 17.90 | 17.90 | - |
| Conqueror | 18.90 | 18.90 | 18.90 |
| Conquests of Camelot | 27.90 | 27.90 | - |
| Corporation | 18.90 | 18.90 | - |
| Crack Down | 17.90 | 17.90 | - |
| Crazy Cars 2 | 17.90 | 17.90 | 17.90 |
| Cyberball | 16.99 | 15.99 | 17.90 |
| Damocles | 18.90 | 18.90 | - |
| Dan Dare 3 | 16.90 | 16.90 | 16.90 |
| Days of Thunder | 21.90 | 21.90 | 24.90 |
| Death Trap | 18.90 | 18.90 | - |
| Defenders of the Earth | 11.99 | 12.99 | - |
| Dragon Force | 21.90 | - | - |
| Dragon Wars | 18.90 | - | 18.90 |
| Dragons Breath | 21.90 | 21.90 | - |
| Dragons Lair (IMB) | 28.99 | 28.99 | 32.99 |
| Dragons of Flame | 18.90 | 18.90 | 21.90 |
| DRagons Lair 2 Timewarp | 28.90 | - | - |
| Dungeon Master (IMB) | 16.99 | 18.90 | 27.99 |
| Dynasty Wars | 17.90 | 17.90 | - |
| E-Motion | 17.90 | 17.90 | 17.90 |
| Edition 1 | 18.90 | 18.90 | - |
| Escape from The Planet of the Robot monsters | 14.99 | 14.99 | 17.99 |
| Escape from Singhes Castle | 28.99 | 28.99 | - |
| F16 Combat Pilot | 17.90 | 17.90 | 17.90 |
| F19 Stealth Fighter | 21.90 | 21.90 | 28.99 |
| F29 Retaliator | 18.90 | 18.90 | - |
| Falcon | 19.90 | 19.90 | 24.90 |
| Falcon Mission Disk | 15.90 | 15.90 | - |
| falcon Mission Disk 2 | 16.90 | 16.90 | - |
| Falcon Plus Mission Disk | 29.99 | 29.99 | - |
| Ferrari Formula One | 16.90 | 16.90 | 18.90 |
| Final Battle | 18.90 | 18.90 | - |
| Fire and Brimstone | 18.90 | 18.90 | - |
| Flight of the Intruder | 21.90 | 21.90 | 24.90 |
| Flimbos Quest | 18.90 | 18.90 | - |
| Flood | 18.90 | 18.90 | - |
| Future Basketball | 16.99 | 16.99 | - |
| Future wars | 17.90 | 17.90 | - |
| Ghostbusters 2 | 17.90 | 17.90 | 19.90 |
| Ghosts and Goblins | 18.90 | 18.90 | 18.90 |
| Goblins and Ghouls | 18.90 | 18.90 | - |
| Gold of the Americas | 18.90 | 18.90 | 18.90 |
| Grand national | 16.90 | 16.90 | - |
| Gravity | 13.99 | 13.99 | - |
| Gremlins 2 The New Batch | 18.90 | 18.90 | - |
| Gunship | 16.99 | 15.99 | 22.99 |
| Hammerfist | 17.90 | 17.90 | - |
| Hard Drivin | 11.95 | 12.99 | 18.90 |
| Harley Davidson | 21.90 | 21.90 | 21.90 |
| Heavy Metal | 18.90 | 18.90 | 18.90 |
| Heroes | 20.90 | 20.90 | - |
| Heroes Quest | 24.90 | 24.90 | 29.99 |
| Hot Rod | 17.90 | 16.90 | - |
| Immortal | 18.90 | 18.90 | - |
| Imperium | 18.90 | 18.90 | - |
| Indy Jones Action | 13.99 | 11.90 | 16.99 |
| Infestation | 18.90 | 18.90 | 21.90 |
| Interphase | 9.90 | 9.90 | - |
| Iron Lord | 18.90 | 18.90 | - |
| It came fron the Desert 1mg) | 16.90 | 21.90 | - |
| Italy 1990 | 17.90 | 17.90 | - |
| Italy 1990 Winners Ed | 16.99 | 16.99 | - |
| Ivanhoe | 17.90 | 17.90 | - |
| Jack Nicklaus | 18.90 | 17.90 | 18.90 |
| Jack Nichlaus Unlimited Golf | 21.90 | - | 21.90 |
| Jack Nicklaus Courses | 11.90 | 11.90 | 11.90 |
| James Pond | 18.90 | 18.90 | - |

| GAMES LIST | AMIGA | ATARI | IBM.PC |
|---|---|---|---|
| Judge Dredd | 16.90 | 16.90 | - |
| Jumping Jackson | 16.99 | 16.99 | - |
| Khalaan | 18.90 | 18.90 | 18.90 |
| Kick off | 11.99 | 11.99 | - |
| Kick Off Extra Time | 7.90 | 7.90 | - |
| Kick Off 2 Data D'k Final Whistle | 10.90 | 10.90 | - |
| Kick Off 2 D.D Winning Ractics | 5.90 | 5.90 | - |
| Kick Off 1 Meg Edition | 18.90 | - | - |
| Kick Off 2 (World Cup 90) | 16.90 | 17.90 | 18.90 |
| Kid Gloves | 10.99 | 11.99 | - |
| Killing Game Show | 18.90 | 18.90 | - |
| Kings Quest 4 | 24.90 | 24.90 | 24.90 |
| Kings WQuest Triple Pack | 26.99 | 26.99 | 26.99 |
| Klax | 15.90 | 15.90 | 17.90 |
| Knight Force | 17.90 | 17.90 | 18.90 |
| Knights of Crystallion | 21.99 | 21.99 | - |
| Knights of Legend | 20.90 | 20.90 | 21.90 |
| krystal | 14.90 | 14.90 | - |
| Kult | 17.90 | 17.90 | - |
| Laser Squad | 12.99 | 12.99 | - |
| Last Ninja 2 | 18.90 | 18.90 | 20.90 |
| Legend of Faerghail | 18.90 | 18.90 | 21.90 |
| Leisure Suit Larry 2 | 24.90 | 24.90 | 24.90 |
| Leisure Larry 3 | 28.90 | 28.90 | 28.90 |
| Life and Death | 21.90 | 21.90 | 21.90 |
| Light Force | 17.90 | 17.90 | - |
| Lords of the Rising Sun | 14.95 | - | - |
| Lost Dutchmans Mine | 21.90 | - | - |
| Lotus Esprit Turbo Challenge | 18.90 | 18.90 | - |
| Loom | 21.90 | 21.90 | 21.90 |
| Lost patrol | 17.90 | 17.90 | - |
| M1 Tank Platoon | 21.90 | 21.90 | 26.90 |
| Magic Fly | 18.90 | 18.90 | 18.90 |
| Magnum 4 | 20.90 | 20.90 | - |
| Manchester Utd | 17.90 | 17.90 | 17.90 |
| Manhunter New Yorker | 21.90 | 19.90 | 19.90 |
| Manhuinter San francisco | 22.99 | 22.99 | 22.99 |
| Matrix Marauders | 18.90 | 18.90 | 19.90 |
| Microprose World Cup Soccer 2 | 16.90 | 15.90 | - |
| Midnight Resistance | 17.90 | 17.90 | - |
| Midwinter | 17.90 | 17.90 | 22.90 |
| Might and Magic 2 | 21.90 | - | - |
| Millenium 2.2 | 12.90 | 11.90 | 12.90 |
| Monty Pythons Flying Circus | 18.90 | 18.90 | 18.90 |
| Mr Do Run Run | 17.90 | 17.90 | - |
| Murder | 17.90 | 17.90 | 17.90 |
| Neurmancer | 18.90 | 18.90 | 19.90 |
| Nightbreed | 16.90 | 15.90 | - |
| Ninja Spirit | 16.95 | 15.99 | - |
| Ninja Warriors | 17.90 | 17.90 | - |
| Nitro | 16.99 | 16.99 | - |
| North and South | 17.90 | 17.90 | - |
| Nuclear war | 21.90 | - | - |
| Operation Stealth | 18.90 | 18.90 | 18.90 |
| Operatio Thunderbolt | 17.90 | 16.90 | - |
| P47 thunderbolt | 17.90 | 17.90 | 18.90 |
| Paradriod 90 | 17.90 | 17.90 | - |
| PGA Tour Goolf | - | - | 19.99 |
| Pipemania | 17.90 | 17.90 | 17.90 |
| Pirates | 17.90 | 17.90 | 18.90 |
| Poliuce Quest 2 | 24.90 | 20.99 | - |
| Power Drift | 10.90 | 11.90 | 16.90 |
| Powermonger | 21.90 | 21.90 | - |
| Projectile | 17.90 | 17.90 | - |
| Rainbow Islands | 16.90 | 16.90 | - |
| Reach for the Stars | 18.90 | - | - |
| Red Strom Rising | 18.90 | 18.90 | - |
| Resolution 101 | 17.90 | 17.90 | 17.90 |
| Rick Dangerous 2 | 18.90 | 18.90 | - |
| Robocop | 15.90 | 15.90 | 15.90 |
| Robocop 2 | 18.90 | 18.90 | 18.90 |
| Rocket Ranger | 13.99 | 13.99 | 16.99 |
| Roger Rabbit | 8.99 | - | - |
| Rorkes Drift | 17.90 | 17.90 | - |
| Rotox | 16.90 | 16.90 | - |
| RVF Honda | 16.99 | 15.99 | 17.90 |
| Seven Gates of Jambula | 9.90 | 10.90 | - |
| Shadow of the Beast | 17.99 | 18.90 | - |
| Shadow of the Beast 2 | 24.90 | 24.90 | - |
| Shadow Warriors | 17.99 | 16.99 | - |
| Shoot em up Construction | 20.90 | 20.90 | - |
| Sim City | 19.99 | 19.99 | 19.99 |
| Sim City Editor | 11.99 | 11.99 | - |
| Simulcra | 18.90 | 18.90 | - |
| Skidz | 16.90 | 16.90 | - |
| Sly Spy | 17.90 | 17.90 | - |
| Snow Strike | 17.90 | 17.90 | - |
| Space Ace | 29.90 | 28.99 | - |
| Space Rogue | 20.99 | 29.99 | - |
| Space Quest 3 | 24.99 | 24.99 | 25.99 |
| Speedball | 14.90 | 14.90 | 14.90 |
| Speedball 2 | 17.90 | 17.90 | - |
| Star Trek 5 | 22.90 | 22.90 | 24.90 |
| Steel | 11.90 | - | - |
| Strider | 17.90 | 17.90 | 17.90 |
| Stunt Car Racer | 14.90 | 14.90 | 16.90 |
| Subbuteo | 17.90 | 17.90 | - |
| Super Cars | 16.90 | 15.90 | - |
| Super Off Road Racer | 18.90 | 18.90 | 18.90 |
| Supremacy | 21.90 | 21.90 | 24.90 |
| Switch Blade | 12.90 | 12.90 | - |
| Swords of Twilight | 17.90 | 17.90 | - |
| TD2 Supercars | 11.90 | 11.90 | 11.90 |
| TD2 Musclecars | 11.90 | 11.90 | 11.90 |
| TD2 California | 11.90 | 11.90 | 11.90 |
| Team Yankee | 21.90 | 21.90 | 26.90 |
| Test Drive 2 | 17.90 | 17.90 | 17.90 |
| The Colonels Bequest | 28.90 | 28.90 | 28.90 |
| The Cycles | 13.90 | 13.90 | 17.90 |
| The Keep | 18.90 | 17.90 | - |
| The Plague | 17.90 | 17.90 | - |
| Their Finest Hour | 21.90 | 20.90 | 21.90 |
| Theme Park Mystery | 11.90 | 13.90 | 17.90 |
| Thunderstrike | 17.90 | 17.90 | 17.90 |
| Time Machine | 17.90 | 17.90 | - |

| GAMES LIST | AMIGA | ATARI | IBM.PC |
|---|---|---|---|
| Toobin | 11.99 | 11.99 | 16.99 |
| Torvak the Warrior | 18.90 | - | - |
| Total Recall | 18.90 | 17.90 | - |
| Tower of Babel | 10.90 | 12.90 | 16.90 |
| Triad Vol 2 | 17.90 | 17.90 | - |
| Triad Vol 3 | 21.90 | 21.90 | - |
| Turbo Outrun | 16.90 | 16.90 | - |
| Turrucan | 17.90 | 17.90 | - |
| Tusker | 18.90 | 18.90 | - |
| TV Sports Baseball | 21.90 | - | - |
| TV Sports Basketball | 17.90 | 21.90 | - |
| TV Sports Football | 17.90 | 19.90 | 19.90 |
| Ultima 5 | 21.90 | 21.90 | 21.90 |
| Ultima VI The False Prophet | 21.90 | 21.90 | 23.90 |
| UMS 2 | 19.90 | 19.90 | - |
| Unreal | 21.90 | 21.90 | - |
| Untouchables | 17.90 | 16.90 | - |
| Vaxine | 18.90 | 16.90 | 18.90 |
| Venon Wing | 16.90 | 16.90 | - |
| Venus Fly Trap | 16.90 | 16.90 | - |
| Warhead | 17.90 | 17.90 | - |
| Weird Dreams | 11.90 | 11.90 | 16.99 |
| Wheels of Fire | 21.90 | - | - |
| Wrath of the Demon | 28.90 | - | - |
| Wings | 21.90 | 21.90 | 21.90 |
| Wings of Fury | 18.90 | 18.90 | 18.90 |
| Wipeout | 16.90 | 16.90 | 16.90 |
| Wonderland | 21.90 | 21.90 | 24.90 |
| World Cup Soccer Italia 90 | 16.90 | 16.90 | 17.90 |
| X-Out | 17.90 | 17.90 | - |
| Xenomorph | 17.90 | 16.90 | 17.90 |
| Xenon 2 | 11.99 | 13.99 | 16.99 |
| Xenophobe | 9.90 | 8.90 | - |
| Zak McKraken | 17.90 | 17.90 | - |
| Z Out | 12.90 | 17.90 | - |
| Zombi | 18.90 | 18.90 | 18.90 |

**ART, LANGUAGES & VIDEO**

| | |
|---|---|
| Amos | 34.99 |
| Animagic | 66.99 |
| Comic setter | 39.99 |
| Deluxe paint 3 | 49.99 |
| Deluxe Photolab | 49.99 |
| Deluxe Print 2 | 39.99 |
| Deluxe Video 3 | 69.99 |
| Digipaint 3 | 54.50 |
| Digiview V4.0 | 119.00 |
| Movie Setter | 39.99 |
| Pageflipper + F/X | 81.00 |
| Pixmate | 39.99 |
| Pro Video plus | 169.00 |
| Turbo Silver | 99.00 |
| TV*Show 2 | 59.99 |
| TV*Text Pal | 59.99 |
| TV*Text Professional | 89.99 |
| Video Titler | 72.99 |
| Vidi Amiga | 89.99 |

**DTP, WORD PROCESSORS AND BUSINESS SOFTWARE**

| | |
|---|---|
| Excellence | 129.95 |
| Kindwords V2.0 | 34.99 |
| Maxiplan Plan | 109.99 |
| Maxiplan Plus 500 | 59.00 |
| Pen Pal | 99.00 |
| Professional Page V1.3 | 169.00 |
| Protext V4.2 | 69.99 |
| Music X RRP £229.00 | 89.00 |
| Sonix | 29.00 |
| Prowrite V2.5 | 69.99 |
| Publishers Choice | 87.00 |
| Scribble Platinum | 39.99 |
| Superbase 2 | 59.99 |
| Superbase Profesional V3 | 152.00 |
| The Works Platinum | 135.00 |
| Transcript | 32.99 |
| Word Perfect V4.1 | 159.00 |

**JOYSTICKS & OTHER BITS**

| | |
|---|---|
| 103.5" Unbranded KOA disks | 5.20 |
| Mouse mats (Blue/Thick) | 4.50 |
| Dust cover (Amiga) | 4.50 |
| Cruiser Black | 9.99 |
| Multi Coloured Cruiser | 10.99 |
| Quickshot 2 Turbo New! | 7.99 |
| Quick Joy 3 Supercharger | 11.99 |
| Quickjoy Superboard | 15.99 |
| Quickjoy Jetfighter | 13.95 |
| Competition Pro Extra - Clear | 13.95 |
| Citizen 120D+ | 128.00 |
| Star LC10 Colour Printer (NEW) | 259.00 |

STATE OF THE ART HAS SOMEONE TO ANSWER YOUR CALL FROM 9AM TO 10PM, RING NOW FOR THE BEST SERVICE AROUND.

**AMIGA ST AND PC CLUB** SPECAIL OFFERS, SPECIAL PRICES. ONLY £5 TO JOIN WHEN YOU MAKE A PURCHASE. COMES OUT EVERY 2 MONTHS WITH NEWS LETTER AND REVIEWS

UNRELEASED TITLES WILL BE SENT WITHIN 24 HOURS OF RELEASE DATE

ACCESS OR VISA CARDS ACCEPTED.

**TO ORDER SEND POSTAL ORDER OR CHEQUE TO:**
**STATE OF THE ART,**
**39 HEREFORD ST.,**
**SHEFFIELD.**

**NEW SHOP NOW OPEN. CALLERS WELCOME.**
**(0742) 758100 OR (0742) 700310**
**FAX NO (0742) 757501**
**EVENING HOTLINE (6-10PM) (0742) 424230**



**8-Bit Micro Show.** Further details to be announced.

## WARNING

The Complete Computer Entertainment Guide attempts to provide accurate information about computer shows, but we cannot be held responsible for last minute changes or cancellations of events.

## SHOW ORGANISERS

**EMAP International Exhibitions Ltd,**
12 Bedford Row,
London WC1R 4DU.
Tel: 071-404 4844.

**Reed Exhibitions.**
Oriel House,
26 The Quadrant,
Richmond upon Thames,
Surrey TW9 1DL.
Tel: 081-948 9800.

**Blenheim Online.**
Select House,
St Albans,
Herts AL1 1LJ.
Tel: (0727) 40044.

**Blenheim Database Exhibitions Ltd,**
Europa House,
Adlington Park,
Adlington,
Macclesfield,
SK10 4NP.
Tel: (0625) 879970.

**Waltham Business Services,**
105a Queen street,
Maidenhead,
Berks SL6 1LR.
Tel: (0628) 770676.

## THE COMPLETE COMPUTER ENTERAINMENT GUIDE STORE DIRECTORY

Do you run a shop or store which sells computer games or are planning to open new stores? To be included in the Complete Computer Entertainment Guide's store listing just fill in the printed coupon and send it to The Complete Computer Entertainment Guide, Newsfield, Ludlow, Shropshire SY8 1JW.

## ENGLAND.

### AVON:
**Virgin Games Centre**, Bristol.

### EAST SUSSEX:
**Virgin Megastore,** Brighton.

### GREATER MANCHESTER:
**Microbyte,** Arndale Centre, Manchester.

### HUMBERSIDE:
**Microbyte,** Pasture Road, Goole.
**Computer Store,** High Street, Scunthrope.

### LANCASHIRE:
**Computer World,** 45 Garstang Rd South. Wesham, Kirkham< Nr Preston Lancs.
**Microbyte,** Friargate Walk, St George's Centre, Preston.

### LONDON:
**Software Circus,** The Plaza, Oxford Street.
**Software Circus,** 282 High Holborn, London WC1.
**Virgin Games Centre,** Oxford Street (near Marble Arch).
**Virgin Megastore,** Oxford Street.

### MERSEYSIDE:
**City Software,** Lime Street, Liverpool.
**Microbyte,** 129 St George's Walk, St John's Centre, Liverpool.

### NOTTINGHAMSHIRE:
**Computer Store,** Broadmarsh Centre, Nottingham.
**Opening Soon** 301 Bronxtowe Lane, Aspley, Nottingham.
**Microbyte,** Broadmarsh Centre, Nottingham. Virgin Megastore, Nottingham.
**Robin Hood Computers,** 34-36 West End Arcade, Off Paliament St, Nottingham NG1 6J7

### OXFORDSHIRE:
**Virgin Games Centre,** Westgate Centre, Oxford.

### SURREY:
**Virgin Games Centre,** 64-66 Clarence Street, Kingston-upon-Thames, Surrey.

### SOUTH YORSHIRE:
**Computer Store,** Market Street, Barnsley.
**Computer Store,** Printing Office Street, Doncaster.
**Computer Store,** Pinstone Street, Sheffield.
Microbyte, Meadow Hall Centre, Sheffield.

### TYNE AND WEAR:
**Microbyte,** Metro Centre, Gateshead.
**Microbyte,** The Greenmarket, Newcastle-upon-Tyne.

### WARWICKSHIRE
**Lynx Console Club,** (Mail Order Only) 15 Fields Park Drive, Alcester, Warwicks.

### WEST MIDLANDS:
**Microbyte,** The Bull Ring Centre, Birmigham. Virgin Megastore, Birmingham.

### WEST YORKSHIRE:
**Computer Store,** Ivegate, Bradford.
**Microbyte,** Kirkgate Centre, Bradford.
**Computer Store,** The Woolshops, Halifax.
**Computer Store,** Market Place, Huddersfield.
**Computer Store,** Trinity Street Arcade, Leeds.
**Microbyte,** The County Arcade, Leeds.
**Virgin Megastore,** Leeds.
**Computer Store,** Westmoreland Street, Wakefield.
**Microbyte,** Kirkgate Centre, Wakefield.
**Microtron,** 9 Gillygate, Pontefract, West Yorkshire.
**Computer Store,** St Sampson's Square, York.

## SCOTLAND.

### LOTHIAN:
**Virgin Megastore,** Edinburgh.

## THE COMPLETE COMPUTER ENTERTAINMENT STORE DIRECTORY

**SHOP NAME** .....

**ADDRESS**.....

.....

.....

**MANAGER**.....

**TELEPHONE NUMBER**.....

GUIDING LIGHT PRESENT:

# INFERNO

THE ONLY THING WORSE
THAN GOING TO HELL WHEN YOU'RE DEAD
IS GOING THERE WHEN YOU'RE STILL ALIVE!

**0898 442 777**

Infernal Puzzles, Fiendish Riddles, Styglan Toads, Demonic Closets, Hot-Air Baloonists and a Diabolical Elvis Impersonator. All this and more when you enter the Inferno!

ESCAPE FROM HELL OR ROT FOR ETERNITY - THE CHOICE IS YOURS!

**£100 PRIZE**

YOU THINK 15 HOURS OF TONY BLACKBURN JOKES IS HELL?
WAIT UNTIL YOU VISIT:- INFERNO

Full details of the competition rules, forthcoming games and all our other services can be obtained by dialling the above number.

PROP: J.Wright, PO Box 54, S W Manchester, M15 4LS

CALLS CHARGED AT 33p Min "Cheap" Rate and 44p Min at all othertimes.



# GAME-ON

EUROPES NO 1 NINTENDO GAMES & CONSOLE SUPPLIER
**IF NINTENDO DO IT SO DO WE!!**
THE SHAPE OF THINGS TO COME
**THE NEW SUPER FAMICOM** (NOW IN STOCK)

GAMES IN STOCK

| NINTENDO NES | | GAMEBOY | |
|---|---|---|---|
| BATMAN | £38.99 | BATMAN | £25.00 |
| PAPERBOY | £18.99 | DOUBLE DRAGON | £25.00 |
| ROBOCOP | £18.99 | LOAD RUNNER | £20.00 |
| SNAKE, RATTLE & ROLL | £23.99 | PAPERBOY | £25.00 |
| SUPER MARIO BRS II | £38.99 | SPIDERMAN | £25.00 |
| SUPER OFF ROAD | £23.99 | SUPER MARIO LAND | £20.00 |
| WORLD WRESTLING | £33.99 | WORLD BOWLING | £25.00 |

+MANY, MANY, MORE

ALL TELEPHONE ENQUIRIES WELCOME 081 317 0480
PLEASE MAKE CHEQUES PAYABLE TO **GAME - ON**
PLEASE ADD £1 FOR POST & PACKAGE

FOR FULL PRICE LIST SEND SAE TO:
**GAME - ON**
16 SHELLY DRIVE, WELLING, KENT DA16 3NY



# TREASURE ISLAND




**0898 313 586**

Infodial PO Box 36 LS1 4TN Call Charges 33P Per min Cheap Rate 44P all other times



*You are a cricket captain of a leading league side, it's up to you to win the J.P. & C.A. League and the two cups. The pressure is on! Can you handle it, and take them to the top?*

# CRICKET CAPTAIN

AVAILABLE ON SPECTRUM 48/128K, COMMODORE 64, AMSTRAD 464/6128 & AMIGA/ATARI ST £24.99

*FEATURES*

| | |
|---|---|
| Graphic games | |
| 30 league matches | |
| Bowling figures | |
| 5 day | |
| 40 overs | |
| 32 teams | |
| 352 players | |
| C.A. League | |
| J.P. League | |
| J.P. Cup | |
| C.A. Cup | |
| Training | |
| Injuries | |
| Directors | |
| Retirements | |
| Internationals | |
| Favourite shot | |
| Favourite bowl | |
| Players: | |
| Batting | |
| Fielding | |
| Bowling | |
| Hitting | |
| L.B.W. | |
| Full scoreboard | |
| Scouts | |
| Bonuses | |
| Youth team | |
| Save game | |
| Next match | |
| Printer option | |
| Batting Extras | |
| Name/Team editor | |
| Weekly news | |
| Full results | |
| Run rates | |
| Declaring | |
| Bowling | |
| Sell/Buy | |
| players | |
| Change: | |
| Fielders | |
| Stumped | |
| Caught | |
| Bowled | |
| Run out | |
| Coaching | |



SPECTRUM SCREENSHOTS




D & H GAMES CANNOT GUARANTEE THAT ALL FEATURES ARE ON ALL VERSIONS

*Available from all leading retailers*

OTHER GAMES STILL AVAILABLE BY MAIL ORDER

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| THE NATIONAL | ■ | ■ | ● | - | ▲ | ▼ | £9.99 |
| GRAND PRIX | ■ | ■ | ● | - | ▲ | ▼ | £9.99 |
| SNOOKER MANAGEMENT | | ■ | ● | - | ▲ | ▼ | £9.99 |
| BOXING MANAGER II | | ■ | ● | - | ▲ | ▼ | £9.99 |
| FOOTBALL DIRECTOR II | | | - | - | ▲ | ▼ | £19.99 |
| CRICKET CAPTAIN | | | - | - | ▲ | ▼ | £9.99 |
| RECORDS FILE | | | - | - | ▲ | ▼ | £24.99 |
| COUNTY CRICKET | | | - | - | ▲ | ▼ | £3.99 |
| MULTI - PLAYER SOCCER MANAGER | ■ | ■ | ● | - | ▲ | ▼ | £9.99 |
| | | | ● | - | ▲ | ▼ | £24.99 |

SPECTRUM 48k ■ SPECTRUM 128k ● AMSTRAD CPC 464 ▲ AMIGA ◆ ATARI ST ◆
IBM ✖ BBC + COMMODORE 64 ■ AMSTRAD CPC 6128 ▼ SAM COUPÉ ▶

*Free catalogue also available by mail order.*

*Cheque/P.O. made out to D & H Games plus a large S.A.E. with 30p stamp attached. Please state clearly which game or games you require & for which computer. Also write your name and address on the reverse side of any cheques. Overseas orders please include £1.50 Postage & Packing.*

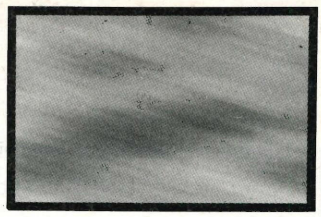
MASTERS OF STRATEGY

D&H GAMES

*Dept. YC, 114 Clifton Rd., Shefford, Bedfordshire S G17 5AN ENGLAND*
*Telephone: (0462) 816103*

CONTACT MANAGING DIRECTOR MR J. DE SALIS

# fact file



**STRATHCLYDE:**
**Virgin Megastore,** Union Street and Argyle Street, Glasgow.

## WALES.

**WEST GLAMORGAN:**
**MID-GLAMAORGAN:**
**SOUTH GLAMORGAN:**

**GWENT:**
**Virgin Megastore,** Cardiff Service Centre, Crichton Street, Cardiff.

## NORTHERN IRELAND.

**Virgin Megastore,** Belfast.

## REPUBLIC OF IRELAND.

**Virgin Megastore,** Dublin.

## CCEG FACT FILE

**Accolade**.....071 738 1391
**Activision**.....0734 311666
**Addictive**.....081 8048100
**Anco**.....0322 92513
**Atlantis**.....081 771 8642
**Audiogenic**.....081 861 1166
**Beaujolly**.....07372 22003
**CDS**.....0302 321134
**Challenge Software**.....0992 640600
**CodeMasters**.....0926 814132
**Core Design**.....0332 297797
**CRL.**.....081 533 2918
**D and H Games**.....0462 816411
**Database**.....0625 859333
**Digital International**.....0395 270273
**Digital Integration**.....0276 684959
**Digital Magic**.....051 4235943
**Domark**.....081 780 2222
**Electronic Arts**.....0753 49442
**Electronic Zoo**.....0285 641541
**Elite**.....0922 55852
**Empire Software**.....0268 541126
**Encore**.....0922 55852
**Enigma Variations**.....0423 501595
**Exocet**.....081 985 7232
**Goliath Games**.....0970 625624
**Gremlin**.....0742 753423
**Hewson**.....0235 832039
**Hi Tec**.....0742 587555
**Impressions**.....071371 9191
**Incentive**.....0734 817288
**Infogrames**.....071 3768799
**Impressions**.....0322 555917
**Interceptor**.....0734 817241
**Krisalis**.....0709 372290
**Linel**.....01041 71874919
**Llamasoft**.....0734 814478
**Mandarin**.....0625 859333
**MAP**.....061 6245662
**Mastertronic**.....071 727 8070
**Melbourne House**.....071 727 8070
**MicroProse**.....0666 504326
**Millenium**.....0223 66532
**Mindscape**.....044 486545
**Minerva**.....0392 437756
**Mirrorsoft**.....071 928 1454
**Novagen**.....021 449 9516
**Ocean**.....061 8326633
**Pandora**.....0734 8172421
**Palace**.....071 278 0751
**Players**.....0734 8172421
**PSS**.....0203 667556
**Psygnosis**.....051 7095755
**Scetlander**.....041 3571659
**Software Projects**.....051 4289393
**System 3**.....081 866 5692
**Thalamus**.....0734 817261
**Titus**.....0268 541126
**Ubisoft (UK)**.....0252 860299
**US Gold**.....021 625 3388
**Virgin**.....071 727 8070
**Zeppelin**.....091 3857755

**Atari Corp**.....0753 33344
**Acorn**.....0223 245200
**Amstrad**.....0277 228888
**Amstrad Spares**.....0782 564666
**Commodore**.....0628 770088
**Mattel**.....0533 826666
**Nintendo**.....0203 228701
**Sega**.....071 7278070

## Magazines

### Atari ST

**Atari ST User.** Monthly. £2.95. Database Publications.
**Atari User.** Bi-monthly. £1.75 Page 6 Publishing.
**ST Format.** Monthly.£2.95. Future Publsihing.
**ST World.** Quarterly. £3. Interactive Publishing.
**ST Action.** Monthly £2.95. Interactive Publishing.

### Amiga

**Amiga User International.** Monthly £1.95. Maxwell Specialist Publications.
**Amiga Computing.** Monthly. £2.95. Database Publications.
**Amiga Format.** Monthly. £2.95. Future Publishing.
**Amiga World.** Monthly £2.50. IDG Communications.
**Amiga Fun.** Monthly. £4.99 (disk mag). Linel.
**CU Amiga.** Monthly £2.95. EMAP Images.

### Spectrum

**Crash.** Monthly £1.85. Newsfield.
**Sinclair User.** Monthly £1.95. EMAP Images.
**Your Sinclair.** Monthly. £1.70. Dennis Publishing.

### Commodore 64

**ZZAP! 64** £1.95 Newsfield (+ Amiga coverage)
**Commodore Format** £1.95 Future.
**Your Commodore** £1.95 Alphavite

## Multi-Format.

**These magazines cover more than one machine.**
**RAZE.** Monthly. £1.95, Newsfield. (consoles + 16 bit entertainment)
**Complete Computer Entertainment Guide.** Quarterly. £2.50. Newsfield.
**ACE.** Monthly. £1.50. EMAP Images.
**The One.** Monthly. £2.50. EMAP Images.
**Computer and Video Games.** Monthly. £1.30. EMAP Images.
**ZZAP! 64** Monthly £1.95. Newsfield. (Amiga + 64)
**ZERO.** Monthly. £2.70. Dennis Publishing.
**The Directory.** Quarterly. £2.95. Maxwell Specialist Publishing.
**Strategy Plus.** Monthly. £1.95. Foxray Ltd.

## CONSOLES

**RAZE** (plus 16 bit)
**The Mean Machines.** Monthly. £1.75, EMAP Images.
**Sega Power.** Monthly. £1.25. Future Publishing.
**The Complete Guide to Consoles**. Quarterly. £2.95. EMAP Images.

## IBM and PC Compatible.

**PC Leisure.** Quarterly. £1.50. EMAP Images.
**What Personal Computer.** Monthly. £2.50
**EMAP Business and Computer Publications.**
**PC Plus**. Monthly. £2.60 Future Publishing.

## Others

**Computer Shopper.** Monthly. 99p. Dennis Publishing.
**Micro Mart.** Fortnightly. 50p Micromart.
**New Computer Express.** Weekly. 58p. Future Publishing.
**Byte.** Monthly. £1.95. McGraw-Hill.
**Games Master International.** Monthly. £1.75. Newsfield.



# THE GAME

## CALL : 0898 550 449

A TONE DIAL PHONE WILL BE NEEDED TO SUCCEED IN YOUR QUEST.

( calls charged at 33p off peak 44p other times (per minute) MCC,B'HAM B3 2PB)

# Quickjoy

## Joysticks

# EUROPE'S TOP SELLING RANGE



SV.120 JUNIOR STICK
Twin Fire Buttons.
Hand Held.
£5·95



SV. 401-SG Fighter
For Sega
6 Microswitches
Autofire
L.E.D. Function
Indicators.
£14·95



SV.125 SUPERBOARD
10 Microswitches
Digital Stopwatch
Autofire.
£17·95



SV.126 JETFIGHTER
6 Microswitches.
New Pilot Grip.
Autofire.
£13·95



SV.127 TOP STAR
Steel Shaft
Microswitches.
Autofire.
£23·95



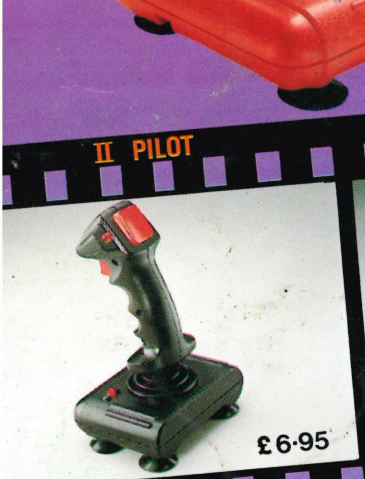
SV.124 TURBO
6 Microswitches.
Autofire.
£8·95




SV.128 MEGABOARD
8 Microswitches.
Stopwatch &
Countdown Timer
Autofire.
£24·95



SV.119 JUNIOR
Twin Fire Buttons.
£4·95



II PILOT
£6·95
SV.122



SUPERCHARGER
£9·95
SV.123



M6 IBM PACK
£29·95
SV.202/3



M5 FOR IBM PC.
£17·95
SV.201

QUICKJOY JOYSTICKS. Leading in design, technology and choice.
Check out the range and features. Buy with confidence.

*Now available from Selected Branches of....

SOFTWARE link · WH SMITH · John Menzies · BOOTS · Virgin · Selfridges · Hamleys · Software PLUS

*Subject to Availability

.... and all good computer dealers.

SPECTRAVIDEO

Unit 27 Northfield Industrial Estate, Beresford Avenue, Wembley, Middlesex HA0 1NU England.
Telephone: 081·900 0024 Facimile: 081·903 6625