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COMMODORE 64 GAMES

QUINTIC WARRIOR

Blazing stone dragons
blast on the Commodore and
Microsoft Intellivision.
Authors: T. A. White.

RIND OF POWER

Search the land kingdoms
for the royal crown and
destroy the Archduke.
Commodore 64
Authors:
Fred Braxton &
Richard Moore.

AQUA PLANE

On a Wild Marine
Manhunt that follows
you closely throughout
space.
Commodore 64
Microsoft Intellivision
Authors: John Stone
& Roger Sawyer
Revised 1984 issue.

PURPLE TURTLES

Turtle hunting with
the cube Purpleball.
Intellivision
Commodore 64
Microsoft Intellivision
Authors: Mark &
Richard Moore.



BEEM-AUT

High Quality Art/
Design program for
variable reproduction
of 1000 180° graphics
with
1987 Model 61 0204
Authors:
Chris Menzies.

THE GENERATORS

Support Database
Analysis Utility
1986 model 61 0204
The first author of
Beam-Aut.
Chris Menzies.

BBC PROGRAMMER MIND OUT

Save the the atoms
from Disaster Death
1987 model 61 0204
1700 + 1000 memory
Commodore 64
Authors: I. Andrew
& I. Hastings.

SUPPLIED TO RADIANT BEINGS
THROUGHOUT THE UNIVERSE

OPPOLUMBER

Search for treasure of
Old World. 1000
1000
Authors:
John Moore.

AQUA PLANE

Aquatic Action
Search for the
Authors: John Stone
& Richard Moore.

KACORN

Search through a
mystical world
with the Archer
Authors:
John Stone
& Richard Moore.

3D GREATER

A series of movies and
data. Feature movie is
operating 1000
Authors: 1000
Fredrick Moore.

BUBBOD (THE PLEA)

Movies on The
Program is
Authors:
John Stone
& Richard Moore.

SPECTRUM GAMES

YELDON'S LAB

(Adventure)
Battle of elements of
the periodic table and
the Red Wizard
Game
Spectrum 496
By Derek Brewster of
Nagano
Computing.

SMUDGERS COVER

Now one caught in a
trap 64 of format and
Spectrum 496
Authors:
John Moore.

TRAK

Word your only 1000
and 1000
Spectrum 496
Designer:
John Moore.

SOFTBALL 3D ART ATTACK

Save the arts in the
middle city of
Authors:
John Stone
& Richard Moore.

URGENT

John Stone
Richard Moore
Richard Moore
Richard Moore



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News & Reviews

GAME NEWS

We take a look at a stronger link built on the Spectrum, Plus there's first offerings in the shape of Microsoft.

REVIEWS

An exclusive review of the latest new International Success cartridge by the UK Video Games Wizard Company. — Andrew Bramwell checks Warner's Super Cobra.

VIDEO GAMING

We have three super Colosseums each with a Turbo Monitor and Dealey long cartridge to give away in our Super The Game Competition. Our joyous Jay goes home with a Wipeout for Coleco, Mike 2000 and Super Tank for the VIC II Edition for Vector, and Venture for the Imation.

ARCADE ACTION

Arcade stamps — John Fogart tells you how to win at Pole Position.

NEXT MONTH

Listings

DEMOLITION

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

PARATROOPERS

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

CRASH LANDING

Will you make it to the airfield? Airci powers up in the air!

ROAD RUNNER

The trials of the race track are captured in this driving game which should drive Dragon 32 owners to distraction.

CRAWLER

Can you blast this creepy beast? If you don't like bugs you'll love this BBC Model B game.

TURFIP TURMOIL

Over the gourmet caterpillar loves fruit but won't eat his greens. It's rough for caterpillars in the Vic-20 garden.

SPACE BLOCKADE

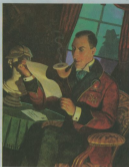
David Langford deserves some of the credit for getting this game off the ground. Try to guide Earth's escape shuttles through the massed fleet of alien invaders on the ZX81.

SCOR 84

Jeff Blaine offers up this early 84 space shoot-'em-up as he challenges you to save a planet from a nuclear storm.

LEAF IN THE JUNGLE

It's going to take us more than one issue to tackle this masterpiece. It's a graphic adventure in the land of the giant ape. Sharp 802-802 owners start here.



Extra, extra...

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

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

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

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

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

Features

MARSAO

Commodore 64 software means more on the Jet Pac leg and a reader spots Conquer King II in an arcade.

800 MONTE

Get more bugs in professional traps.

COMPETITIONS

There's 200 free Imagine games to give away including Bombers. Write a poem and win a Microsoft monitor, plus lots more as the week, each and every month.

PROGRAM EXTRA

Our great new feature helps you learn to use Jay and includes a special word of advice for beginners.

GRAPHICS

More from Gerry Marshall.

SEVENTH EMPIRE

Scars from battle in our regular computer historical game.

LEADS

Top Three in popular events.

THE BEGS

Little things plus items for 74.

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QUITE INTERESTING FACT

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It is a little known & quite interesting fact that a page or two back in this magazine is the fantastic SOFTEK COM A.D. FULL OUT CALENDAR.

There is a Softtek calendar for the first person to receive their Softtek Calendar (without removing the insert).

OOPS!

The Times Look went up to their tricks in last month's issue of this magazine. We sent our printers forward in time to check out the dates & discovered the calendar printed in December's issue of Computer & Video Games was wrong!

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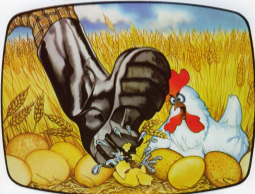
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3. KoolPad Touch Tablet by Fossil.

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5. Turtle Graphics II by Ashton.

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6. Chopper by Broderbund.

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March, munch, gulp. Oh, hello there! I'm Cyril the gourmet caterpillar and I just love the odd bit of fruit and veg to round off a good meal — all more fruit and veg! I'm on the look out for a leafy garden to roid. Fancy coming along for a quick chat?

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

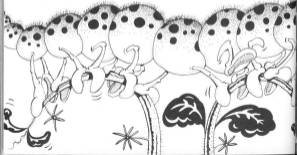
Cyril must now eat vegetables and avoid the fruit! Talk about a confused caterpillar! When 30 seconds are up the game returns to normal and the game continues.

At random intervals during play the caterpillar's tail will start to burn like a fuse. The only way Cyril can save himself is to reach the medicine bottle as fast as possible and eat it to gain a 500 point bonus and put out the flame. Each segment consumed by the flame is not eaten as a spark showing the player just how much Cyril has shrunk. Fortunately Cyril can eat anything while his tail is on fire — so he can gobble his way through the garden without being affected by the vegetables. Oh yes, one final hazard. If Cyril touches the sides of the screen he will die instantly.

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200 POKE30,20:POKE174572077,CYRIL:POKE15,0:SCREEN=1607:HEAT=140
210 SCREEN=270:OFF:GOTO500
220 POKE173,0:#:L=14:GOTO500
230 POKE17,198:RANDOM=RND(160)-160
240 GOSUB50:GOTO501:GOTO173:POKE30,20:POKE174572077,CYRIL:POKE15,0:SCREEN=1607:HEAT=140
250 GOTO40
260 SCREEN=170:OFF:POKE15,0:POKE17,11:POKE173,30:POKE198,120:POKE199,120:GOTO501
270 SCREEN=160:POKE30,20:POKE173,30:POKE174572077,CYRIL:POKE15,0:SCREEN=1607:HEAT=140
280 SCREEN=160:POKE30,20:POKE17,11:POKE173,30:POKE198,120:POKE199,120:GOTO501
290 SCREEN=170:OFF:GOTO500
3000 SCREEN=1607:HEAT=140:GOTO40
3100 POKE17,198:RANDOM=RND(160)-160:POKE15,0:SCREEN=1607:HEAT=140
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820 1F0,0000,010000000000
830 1F0,0000,010000000000
840 1F0,0000,010000000000
850 1F0,0000,010000000000
860 1F0,0000,010000000000
870 1F0,0000,010000000000
880 1F0,0000,010000000000
890 1F0,0000,010000000000
900 1F0,0000,010000000000
910 1F0,0000,010000000000
920 1F0,0000,010000000000
930 1F0,0000,010000000000
940 1F0,0000,010000000000
950 1F0,0000,010000000000
960 1F0,0000,010000000000
970 1F0,0000,010000000000
980 1F0,0000,010000000000
990 1F0,0000,010000000000
```



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An alien armada of heavily armed starships hangs in Earth's atmosphere, awaiting the order to unleash their awesome power to destroy the planet! All Earth's defenses have been destroyed in a cataclysmic war.

Now all the survivors of the war are attempting to flee the doomed Earth in shuttle craft, their destination the last remaining well defended Earth space station. The shuttles are protected by a device which jams all the alien scanners — so they will be invisible to alien eyes. But the pilots still have to be skilful enough to guide the shuttles between the alien attacks circling the planet. Can you steer the shuttles to safety?

Control keys: S—move left, R—move right, B—hover. You get 100 points for each successful escape and lose 50 points each time you crash.

Variables:

MAX: maximum score.

ES: number of ships escaped.

LDS: number of ships lost.

UML: number of unleashed ships.

W, X, Y, Z, R, S, T: position of invaders.

Q: position of earth shuttle in display file.

F: direction of invaders (F = -1 to move left, F = +1 to move right)

LCS: peek to see if earth shuttle has crashed, SC: score.

To test the machine code — write lines 10 and 75 first and then RUN. If the screen has not inverted then the program could have crashed. If this is so, start again with the following hex loader.

10 REM (30 Mhz)

15 INPUT X

20 LET A\$ = ""

30 IF A\$ = "" THEN INPUT A\$

40 IF A\$ = "S" THEN STOP

50 POKE X, 16*CODE A\$-CODE A\$Z - 476

60 LET X = X+1

70 LET A\$=A\$Z TO I

80 GOTO 20

Then enter the following: 16014248C481616257E8E6
FEF026077118F510F3C3

You should now have the REM statement which was in line 10. You can now erase the program — except line 10 — and write in the rest of the program again.

SPACE BLOCKADE

```

10 REM (30 Mhz)
15 INPUT X
20 LET A$ = ""
30 IF A$ = "" THEN INPUT A$
40 IF A$ = "S" THEN STOP
50 POKE X, 16*CODE A$-CODE A$Z - 476
60 LET X = X+1
70 LET A$=A$Z TO I
80 GOTO 20

```

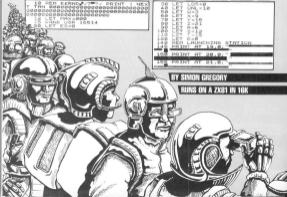
```

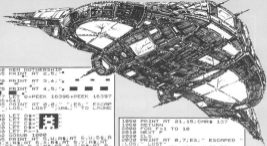
90 LET UML=0
100 LET W=0
110 LET X=0
120 LET Y=0
130 LET Z=0
140 LET R=0
150 LET S=0
160 LET T=0
170 LET Q=0
180 LET F=0
190 LET LCS=0
200 LET SC=0
210 LET ES=0
220 LET LDS=0
230 LET MAX=0
240 LET A$=""
250 LET B$=""
260 LET C$=""
270 LET D$=""
280 LET E$=""
290 LET F$=""
300 LET G$=""
310 LET H$=""
320 LET I$=""
330 LET J$=""
340 LET K$=""
350 LET L$=""
360 LET M$=""
370 LET N$=""
380 LET O$=""
390 LET P$=""
400 LET Q$=""
410 LET R$=""
420 LET S$=""
430 LET T$=""
440 LET U$=""
450 LET V$=""
460 LET W$=""
470 LET X$=""
480 LET Y$=""
490 LET Z$=""
500 LET A$=""
510 LET B$=""
520 LET C$=""
530 LET D$=""
540 LET E$=""
550 LET F$=""
560 LET G$=""
570 LET H$=""
580 LET I$=""
590 LET J$=""
600 LET K$=""
610 LET L$=""
620 LET M$=""
630 LET N$=""
640 LET O$=""
650 LET P$=""
660 LET Q$=""
670 LET R$=""
680 LET S$=""
690 LET T$=""
700 LET U$=""
710 LET V$=""
720 LET W$=""
730 LET X$=""
740 LET Y$=""
750 LET Z$=""

```

BY SIMON GREGORY

RINGS ON A ZAXET IN TOR





```
100 NEW BROTHERSHIP
105 PRINT AT 2.5: " "
110 PRINT AT 3.4: " "
115 PRINT AT 4.5: " "
120 LET C=PEEK 16096-PEEK 16107
125 PRINT AT 5.5: "ESCAPED"
130 LET LOST=INT(UAL) TO LAUNCH
135
140
145
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165
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990
995
```

```
1000 PRINT AT 21.55:GIVE 107
1005 RETURN
1010 FOR P=3 TO 10
1015 NEXT P
1020 PRINT AT 2.7:ESCAPED
1025 LET SC=165+1000-(100+50)
1030 PRINT AT 2.8:YOUR SCORE IS
1035 IF SC/50 THEN LET SC=SC/50
1040 IF SC/250 THEN PRINT AT 4.5:
200 BONUS POINTS
1045 IF SC=100 THEN GOTO 3100
1050 PRINT AT 30.7:THE SCORE IS
1055
1060 FOR P=1 TO 100
1065 NEXT P
1070 CLS
1075 PRINT AT 9.0: " YOURS
1080
1085 PRINT AT 1.0: "
1090
1095 PRINT AT 1.0: "
1100
1105 PRINT AT 10.5: ANOTHER GAME
1110
1115 IF INKEY$="" AND INKEY$=""
1120 THEN GOTO 2000
1125 IF INKEY$="N" THEN STOP
1130 CLS
1135 GOTO 10
1140 LET H=ASC
1145 PRINT AT 10.3: YOU HAVE THE
1150 MOST POINTS. HARK
1155 PRINT AT 11.4: INPUT YOUR E
1160
1165 INPUT I$
1170 IF LEN I$=3 THEN GOTO 2110
1175 CLS
1180 PRINT AT 9.8: THE SCORE IS
1185
1190
1195 IF INKEY$="" THEN GOTO 21
1200 CLS
1205 GOTO 10
1210 LET H=ASC
1215 FOR P=1 TO 9
1220 NEXT P
1225 PRINT AT 20.4:
1230
1235 LET LOST=INT(UAL) TO LAUNCH
1240
1245 PRINT AT 20.4:
1250
1255 LET UAL=VAL-1
1260 PRINT AT 9.8: "ESCAPED"
1265 LET LOST=INT(UAL) TO LAUNCH
1270
```



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0 A00 ##### SCREEM LIST #P#0#V#0#

08 #P#0#0#0#0# #P#0#0#0#0# #P#0#0#0#0#0#0#

09 #####P#0#0#0#

20 #P#0#0#0#0#0#0#0#0#0#0#0#0#0#0#0#0#0#0#

25 #P#0#

30 #P#0#

35 #####P#0#0#0#0#0#0#

36 #P#0#

38 #P#0#

39 #####P#0#0#0#0#0#0#

42 #P#0#

45 #P#0#

46 #####P#0#0#0#0#0#0#

50 #P#0#

52 #P#0#

55 #P#0#

Program notes

The program is written entirely to Basic and shows how easy it is to use the sprite and sound systems features of the Commodore 64.

The program contains comment lines which may be extracted. Please note that if a permanent-graphic system appears within a POINT statement, it is either a CONTROL or COLOR code.

The first print statement at line 5000 and the apparently empty string on line 2500 both contain the colour code generated by holding down the "Commodore" key and pressing "P". This code shows up on the screen, but does not show if listed on a file printer.

57 #P#0#

58 #####P#0#0#0#0#0#0#

60 #P#0#

65 #P#0#

67 #P#0#

69 #####P#0#0#0#0#0#0#

70 #P#0#

75 #P#0#

76 #####P#0#0#0#0#0#0#

80 #P#0#

85 #P#0#

90 #P#0#

95 #P#0#

99 #P#0#

99 #P#0#

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99 #P#0#

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```

500 00000000 0F0-0000000000
170 00000001 0000000000 0-0000
180 00000001 0
190 0F0F0F0F | 00000000-
200 00000000 0000000000
210 00000001 00000000 0F0F0F0F | 000000000000
220 00000001 00000000 00000000
230 0000 0 0000 0000000000
240 000000 00 0000 000 000000 00 000000 0 000000 0 000000 0
250 00000000 000000000000
260 000000000000 000000000000
270 000000000000 000000000000
280 000000000000 000000000000
290 000000000000 000000000000
300 000000000000 000000000000
310 000000000000 000000000000
320 000000000000 000000000000
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METEORS



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The planet looked peaceful as the exploration team climbed slowly down from ESP-02, part of the survey fleet sent out to explore the far-flung sectors of the galaxy. The equipment was quickly set up and the various experiments began. Suddenly the peaceful scene was shattered by a warning alarm from the spacecraft. Meteors! A huge shower heading directly for the exploration team. Will the explorers manage to fight off the rock shower and survive until the mother-ship comes to their aid? Play on!

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

Scoring: You get 1000 — the wave number for shooting a meteor, a bonus at the end of each wave, a 5000 bonus for not being blown up, a 5000 bonus for being picked up by the mother-ship and an accuracy bonus depending on the number of rocks destroyed. The top ten scorers are featured in a Hall of Fame.



PANIC

Write to Program Extra at Computer and Video Games, Durrant House, 3 Herbal Hill, London EC1R 5EP. Please mark your letters "Program Extra". Remember we'll pay £10 for any tips or short programs we print.

PROGRAM EXTRA

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

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

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

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

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

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

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

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

How many programs do you think can fit in a BBC micro?

Alexis Rich from Newcastle has written to me with a tip which allows you to store up to 19 programs in the BBC simultaneously! I'll let Alexis explain.

"You first of all load a program into the computer in the normal way. Once it's been loaded type into the BBC as a command PRINT TOP. If everything has gone according to plan the Beeb should print up a number larger than 3000, let's say 5000 as an example. Now just type PAGE=8000 and press return. The second game can now be loaded using the normal methods. If at any time you want to return to the program enter the command PAGE=ADD0.

If all that seems too much like hard work then just stick the listing below into your computer and it will take care

of everything. What could be easier?
10 INPUT "Number of programs to be stored":W
20 DIMA(W)
30 FORS=1 TO W
40 LOAD"
50 A(S)=TOP
60 PAGE=ADD0
70 NEXT S
80 PRINT "HERE IS THE LIST OF NUMBERS"
90 FORS=1 TO W
100 PRINT A(S); NEXT S

When the program's finished you'll have up to 19 games in your micro to switch between. This feature isn't just useful for playing but writing them too.

Two versions of a game can be kept in memory at the same time and new techniques and ideas can be compared against tried and tested methods.

The C&VG office is inundated every month with phone calls from new readers asking for advice, pleading and begging us to help them with their new micros. Even die-hard C&VG addicts have been heard to say they wished they knew more about Basic or had a better understanding of their machines.

With this in mind Program Extra have decided to launch Down to Basics, a regular new spot aimed at giving you some "Basic" training and all the information you'll need to enter our games listings with the least possible fuss.

Let's start by having a look at the origins of Basic. Basic, the language, had its beginning in the early 60s at a British University where it was developed for computing students as a "stepping stone" language before moving onto a more conventional programming language like Fortran or Cobol.

Today Basic is the world's most widely understood computer language. 2 million people use Sinclair Basic alone.

Basic is different from most other computer languages in that it's interpreted instead of compiled.

Interpreted languages are decoded by the computer line-by-line while the program is running. Whereas compiled dialects are changed into what is known as source code, a type of machine code that can then be executed as normal.

This difference also accounts for Basic's relative slowness compared with Fortran or Pascal for instance.

Next month we will be taking a closer look at Basic and discovering why it's so successful and finding a new pro-venator to Basic's throne.

That's it for this month except to remind you that February's issue is a C&VG special with a full 48 extra pages swarmed with great games listings.

TERMINAL SOFTWARE

commodore 64 games cassettes

SUPER SKRAMBLE!

Personal Computer News (18-21 Sept '83) gave **SUPER SKRAMBLE!** an overall rating of **NINETEEN OUT OF TWENTY** and described it as: "Well implemented with beautifully smooth scrolling and very nice graphics."



SUPER GRIDDER

"... a compelling piece of trivia that could give hours of fun," was the verdict of Personal Computer News (23-28 Sept '83).



SUPER SKRAMBLE!

"An excellent game" said Computer & Video Games magazine (Sept '83).

STELLAR DODGER

A game of skill and anticipation in which you must dodge your way through asteroids to complete your mission.

NEW



TERMINAL

SUPER DOGFIGHT

The first 64 games cassette to have **SIMULTANEOUS TWO-PLAYER ACTION** - realistic sound effects too.

NEW



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Puzzling

Number charts

As our super do-dice chart shows, 99999910 is very nearly a remarkable number. It fails to qualify, as do so many mathematical constants, when it reaches the seventh stage.

The property it nearly possesses, expressed somewhat formally, is that, for $N=1$ to 10, the number formed by the first N digits can be divided exactly by N .

In words we can understand, if accompanied by a flashing of the eyes from words to chart which will make them appear to be a couple of small comments in color orbit, it will be clear: if we say that the number formed by the first 1 digits (99) can be divided without remainder by 1. Into the number formed by the first 2 digits (990) — 3 will go into it exactly. And so on... until we come to the seventh digit number which is not divisible by 7.

The strange thing is that there exists just one ten-digit number which uses the digits 0 to 9 once each which has the required property all the way through to 10.

Why not put your brain and your micro to work and combine together a short program to search for that number?

Blooming petal problem

It may strike the more discerning among those present here at the potential meeting of the East Chidiply Flower, Produce and Surf Eatery Society, that it is not the ideal time of year to launch our latest botanical specimen, *Alopecia Litorea*.

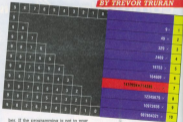
As you can see, despite every precaution, the blossoms have already fallen and lie scattered on the floor. If we are to preserve this species for posterity, it will be necessary to replace each blossom in its correct position with spirit gum and take a quicker-than-light picture.

There is one clue to where each word fell from — the leaves between adjacent blossoms bear a number which gives the number of letters which are the same in both the neighbouring flowers.

Thus if BLOSSOM were next to LOTION, the leaf between them would bear the number 2 since the letters S and O are the same in both. (Note that, although both words contain the letter L, it is not counted as matching since the Ls occupy different positions in the two words.)

Can you save the photographer a long wait by working out the only possible position on the plant for each word?

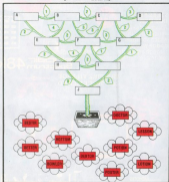
BY TREVOR TRURAN



But, if the programming is not in your taste then you can find the answer by simple deduction and a spot of trial and error.

After all, it does not require the services of Bertrand Russell to realize that the tenth figure must be zero, the fifth is 5 and that odd and even digits must alternate.

When you have found the number, print it neatly on a card, add your name and address and hastily post to Puzzling Corner, Computer and Video Games, Thurston House, 8 Herford Hill, London WC2E 8EQ.



A bit too big for its chips

The simplest generation of computers is getting a bit too big for its chips. Ask it a simple question, like, to take a random example, which of five people at a recent computer fair bought what computer with how many functions made in which country and you get the following stream of clever stuff.

DATA . . . The Pelican is English. It was not purchased by Mr. Bill or Mr. Cross.

DATA . . . The Cherry has more functions than the German computer.

DATA . . . Miss Wall bought the Supreme.

DATA . . . The French machine has 20 functions. This is more than Mr. Jones' purchase and less than the Supreme.

DATA . . . Mrs. Bill's computer has less functions than the Cherry, but 14 more than the machine from Luxembourg, which is not the Supreme.

DATA . . . The IBM has twice as many functions as Mr. Cross's computer.

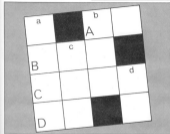
I ask you: And you know what's coming, don't you? Can you work out the name of the person who bought each machine, its country of origin and number of functions?

The grid can be used to sort things out. A cross in a square will indicate an impossible combination and a tick a positive link.

	Country					Functions				Country					
	France	Poland	Germany	IBM	Supreme	14	21	20	25	40	England	Germany	France	Luxembourg	Netherlands
Mr. Bill															
Mr. Cross															
Mr. Jones															
Mr. Wall															
Mr. Potter															
Miss Wall															
_____ 14															
_____ 21															
_____ 20															
_____ 25															
_____ 40															
England															
Germany															
France															
Luxembourg															
Netherlands															

NAME	MACHINE	COUNTRY	FUNCTIONS

So tiny a crossnumber



In this tiny crossnumber, which is both ridiculously simple and simply ridiculous, the answer to each clue is a number which is entered in the grid one digit to each square.

The mysterious X is also a number, though a mystery so even more you have found it.

Since you are only allowed 2 (you need) minutes to complete this little puzzle it might be an idea to let your computer do the crunching.

CLUES ACROSS:

- The cube of the difference between the digits of X.
- X plus a prime.
- X squared.
- The digits add up to the square of the difference between the digits of X.

CLUES DOWN:

- 2X.
- A multiple of the product of the digits of X.
- The square of the sum of the digits of X.
- 2X.

P U Z Z L I N G

PUTTING

That snow maze on my front lawn

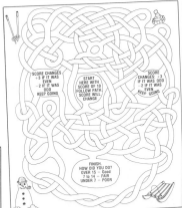
As a youth, Lewis Carroll liked to challenge his family and friends with mazes traced out in the snow which frequently led to the Victorian's of his generation.

Our Mae in Washington, Paul McClellan, has put this winter's challenge to some purpose and travelled a maze on the front lawn of a local tourism residence, known as the WHITE house, to put intended) flowers. His intention being to give the president a cause-concerned task that counting mazes.

From the START, where you begin with a score of 10, wander along the paths, going down each tunnel only ONCE, until you reach GOAL.

There are two chambers to visit along the way where your score can change for the better or worse.

You will, naturally, find little problem in reaching your goal, but can you find a way to arrive with a score of 10?



Prize to set you talking

Our fireworks brain teaser had lots of you stumped last month as you struggled to work out how much money's worth went up in smoke.

The correct answer is that Roman candles = 10 + 20 + 20 + 10 + 2 + 2 = 74p.
Fireworks = 10 + 10 + 10 + 10 + 8 + 2 = 50p.
Catherine wheels = 10 + 10 + 10 + 2 + 2 = 34p.

The lucky winners of Pass Me talking games are Claire Goddard of Essex, Paul Harrison of Perthshire, Mr. J. W. Boyle of Essex, Day Peniston of Sussex, and J. Diamond of St Helier on Jersey.



SOLUTION

THE WORD GRID

D	1	2	3	4	5
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18

1-Phrase - 15 letters
2-Number - 6 letters
3-Number - 6 letters
4-Number - 6 letters
5-Number - 6 letters
6-Number - 6 letters

THE WORD GRID
 Descender, 42 positions.
 horizontal, 1891 positions, 287-288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000.

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A colorful illustration of a jungle scene. In the foreground, a pink-skinned explorer with a white hat and a brown tunic sits on a tree stump, looking thoughtful. To his left, a brown monkey hangs from a vine, holding a small white figure. Above the monkey, a toucan with a purple body and yellow beak is perched on a branch. To the right, a yellow giraffe stands near a sign that says 'HAPPY BIRTHDAY'. A large snake with a yellow and red patterned body is coiled around a tree trunk. In the background, a waterfall flows down a rocky ledge. The sky is blue with white clouds. The title 'LOST IN THE JUNGLE' is written in large, bold, purple letters across the center of the scene.

LOST IN THE JUNGLE

Welcome to the jungle! This issue we bring you the first part of an Adventure written by our Sharp expert Frank R. Rooney. You'll not want to miss what follows in future issues — otherwise you'll be lost forever — at the mercy of all those nasty wild animals! And there are more mysterious things in this jungle, too! Like hidden cities and lost tribes of particularly nasty natives. Frank has written this Adventure with our younger readers in mind — but don't think it's going to be an easy one to solve just because of that. One problem about trying in Adventure listings is that you often know all the key words and locations when you've finished. So why not get a friend to help you key in the listing then you won't know too much about the game before you begin to play. Now turn the page and soon you'll be lost in the jungle. . . .

BY FRANK R. ROONEY

**RUNS ON A
SHARP MEZOOK**

These words come from the pages of a diary found by the bones of a jungle poet...

I was the rear of some distant jungle boat that brought me back to my senses. Only then did I realize the danger I was in — alone, with miles of unexplored jungle between me and the nearest civilization. Miles of jungle full of wild animals, deadly insects and reptiles and rife with legends of lost tribes of fierce cannibals.

Only a few short hours ago I had boarded the small light aircraft which was to fly me to exploration headquarters deep in the heart of this, the last uncharted jungle region. But soon after we crossed the river borders of the jungle area the aircraft developed engine trouble. Suddently smoke began to fill the cramped cockpit and we went into a steep uncontrollable dive. The aircraft crashed into the jungle canopy — and I must have been thrown clear, because I awoke some yards away from the wreckage. There was no sign of the pilot — just the sounds of some wild beast dragging something through the undergrowth....

Now the light is fading and the wild sounds of the jungle night are beginning to fill the air and I'm beginning to realize that I am well and truly lost in the jungle!



JUNGLE

Enough of all this scary stuff — what you need is some hard facts! You are lost in a jungle with only a gun — with one shot — a knife, a slingshot and two bottles of medicine.

Your aim is to find your way back to civilization without getting killed — that's all!

You must try to keep up your energy by eating and drinking whenever possible — or you will quite simply die of exhaustion.

The jungle is 80 miles square and each mile is the equivalent of one mile. Solid judgement is required, for there are also random events that will make things even more interesting!

Will I even be able to find my way back to civilization? Luckily I have a small supply of emergency rationes which I discovered among the wreckage of the aircraft — and water seems plentiful in this area of the jungle.

But what of the fierce natives and even fiercer jungle animals that I'll encounter on my trek through the unexplored undergrowth?

Will I be able to survive all the many dangers and hazards? Who knows! I have no choice but to attempt to find my way out of this vast jungle.... otherwise I might just as well give myself up to the wild beasts now!

Don't miss next month's issue when we'll continue our exploration of Frank Rocco's weird and wonderful jungle. Don't get lost anywhere in the meantime and good!

PROGRAM NOTES:

40-50: calls 100 graphics & tone
50-55: bird-sound routine (played at beginning for speed of execution)
55-60: bird-sound routine (played at beginning for speed of execution)
60-100: initialization — start of game.
100-150: initialization — start of game.
150-180: initialization — start of game.
180-200: status & direction choice

- 200-240: random event selection
- 240-260: move a mile without incident
- 260-320: berry bush routine & graphics
- 320-360: quetzal routine
- 360-420: wild animal routine
- 420-460: spider routine
- 460-500: pond routine & graphics
- 500-540: status & direction choice
- 540-580: success routine
- 580-620: sunlight routine
- 620-660: disease routine
- 660-700: river full of piranhas routine
- 700-740: coconut tree routine
- 740-780: bird routine
- 780-820: snake routine
- 820-860: coconut tree graphics
- 860-900: quetzal graphics
- 900-940: spider graphics
- 940-980: sunlight graphics
- 980-1020: disease graphics
- 1020-1060: piranhas graphics
- 1060-1100: berry graphics
- 1100-1140: swimming graphics
- 1140-1180: lion graphics
- 1180-1220: wolf graphics
- 1220-1260: tree-climbing graphics

Part Two next month

- 0000-0000: move into graphics
- 0000-0000: instructions
- 0000-0000: jungle bird sounds
- 0000-0000: instructions cont.
- 7000-7000: nature music & graphics
- 7000-7000: action for new game
- 7000-7000: title graphics
- 7000-7000: title tone.

MAIN VARIABLES

- E — energy
- M — no. of bottles
- MM — no. of bottles of medicine
- SS — flag for slingshot
- KK — flag for knife
- FS — position in jungle

NOTES ON SHARP BASIC:

The program has been written in normal SP-4020 basic and occupies about 75.5k of memory.
POME 50316 - POME 50347 — Sharp screen locations
POME 4400, X prints X lines down the screen
POME 4400, Y prints Y columns across the screen
POME 4013 & POME 4514 are used for sound effects which are switched on by US6/001 and switched off by US6/77
001/02) sounds a beep.



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```

30 GOSUB 720:GOTO 140
40 GET#;IF#="" THEN RETURN
50 IF#=" " THEN GOTO 30
60 IF#="(T)SPRINT"*****YOU HAVE NO FRONT BULLETS LEFT*****RETURN
70 FCODE=CODE:PC=CODE+1,EXCODE=EX+1,EXLEN=LEN+1:NEXT EXCODE+1
80 PRINT#B;
90 IF#="(S)CC=CODE+1:IFCODE=7 THEN GOTO 100
100 GOTO 130
110 IF#="(P)P=PC-1
120 IF#="(A)PC=PC+1:GOTO 130
130 IF#="(S)PC=PC-1:GOTO 130
140 IF#="(S)PC=PC+1:GOTO 130
150 IF#="(S)PC=PC-1:GOTO 130
160 IF#="(S)PC=PC+1:GOTO 130
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970 IF#="(S)PC=PC-1:GOTO 130
980 IF#="(S)PC=PC+1:GOTO 130
990 IF#="(S)PC=PC-1:GOTO 130

```



sinclair special

6



Inside...

*Setting new standards in
educational software with
Sinclair-Macmillan*

Plus six other learning programs

TODAY, LEARNING IS A NEW GAME

Subsidised microcomputers are now commonplace as teaching aids for the very youngest children and the ZX Spectrum is prominent amongst these micros at use in schools.

In the relatively short time that the Spectrum has been at work in the classroom, two questions have been answered. Yes, with the right software, the micro can and does teach effectively and thoroughly (and give teachers more time to devote to individual pupils). Yes, young children think little of working rapidly and successfully, with a screen and keyboard, on even quite complex subjects.

In this Sinclair Special we reveal a range of educational software specifically designed to make full use of these advantages. The programs produced by Sinclair in collaboration with Macmillan Education are fascinating. They deal imaginatively and most effectively with early reading skills and take a truly refreshing approach to basic science.

In the Blackboard range we've programs which bring a light-hearted clarity to the tricky matters of spelling and punctuation.

These programs are designed for use both at home and in the classroom. Each program is accompanied by full documentation which gives parents helpful advice and guidance on the educational objectives.

The programs covered on these pages represent only a fraction of the full and fast-growing list of Spectrum software. Be assured we'll keep you in touch with new developments as they happen.



David Park
Education Marketing Manager

NEW WAYS TO LEARN WITH THE ZX SPECTRUM™

Programs from Blackboard Software

The new range of educational programs from Blackboard Software makes learning an enjoyable process by involving the child in a game which teaches as it entertains.

Each program has a step-by-step example section and gives correct answers after a number of attempts. Vocabulary changes can be made, allowing each program to keep pace with the child's development. This flexibility can also be used in the classroom to cater for children of differing ability.

The interactive and colourful games which follow the successful completion of each group of sentences provide useful practice in letter recognition and increase familiarity with the Spectrum keyboard.

All programs are written for the 48K RAM Spectrum.



Alphabet Games

Three games of letter recognition (using either upper or lower case) to help children learn the alphabet and find their way round the computer keyboard.

Alphabetics — The full alphabet is displayed, along with a second, incomplete version. The child must fill in the missing letters.

Random Falls — Press the letter key that is displayed on the gan to destroy the sea which have invaded the coast!

Invaders — Stop little green men from landing on Earth by pressing the appropriate letter.

Early Punctuation

While an animated matchstick man reaches above displayed sentences the child must decide which punctuation mark is missing and where to insert it. At the touch of a key the matchstick man drops the mark into place. After successful completion of every sentence in the exercises, light relief comes in the form of a bottle-shooting game!

The Apostrophe

As each sentence is displayed, a bird sparrow with a worm in its beak. The keyboard is used to move the bird and drop the worm into the correct place for the apostrophe. When ten sentences have been corrected, the Great Grub is displayed. Press the correct character to change the grub into a butterfly... before it burrows through a flower!

Capital Letters

A program to teach the use of capital letters. Sentences incorporating proper nouns and sentences without opening capitals are displayed. The child assists the computer by putting an animated figure to the appropriate letter.

For each correct answer an apple grows on a tree. After ten correct answers the child's skills in recognizing letters and using the Spectrum keyboard are tested to save the apples as they fall to the ground.

Speech Marks

A comprehensive program including sentences with one or two sets of speech marks ('inverted commas') and exercises in both direct and reported speech.

Using the Spectrum keyboard, a cursor is used to guide speech marks to the correct position. The program offers three levels of difficulty, with full examples for each section. Guide Max the mouse through a maze, after the correct completion of five sentences from each section, but beware of Persian cats!

Castle Spellensius

A spelling game with ten levels of vocabulary, including words with silent first letters, double letters and other difficult words. The Princess has been captured and carried off to Castle Spellensius. Helped by ten soldiers, the child can attempt a rescue by giving the right answers. Part of a siege tower is built for each correctly spelt word. Mistakes are costly — the wicked wizard spowers as a vampire bat, turning the men into frogs, butterflies and bats!

When ten words are spelt correctly the rescue begins and the wizard takes flight.

SINCLAIR + MACMILLAN: A NEW DIMENSION IN EDUCATIONAL PROGRAMS

Sinclair have joined forces with Macmillan Education to produce a completely new and different range of educational software. The results so far can be seen in these exceptional programs.

The *Learn to Read* series is derived from Macmillan Education's best-selling primary school reading scheme, *My Way*. It offers a unique opportunity for parents and

teachers to participate in the child's first experience in reading.

Macmillan Education's Science Horizons are one of Britain's most successful school science schemes. Each program concentrates on key scientific ideas and, through simulation of real life, makes the learning process entertaining and enjoyable.



Learn to Read 1

Learn to Read 1 is designed for children who are just beginning to read. It uses four parts, each of which develops skills central to the reading process — letter recognition, sight vocabulary, early spelling and memory. The program is full of colour and fun and children will enjoy learning to read as they meet the animal characters — Ben the dog, Jo the cat and their friends.



Learn to Read 2

Learn to Read 2 extends the fundamental reading skills practised in the first program, as well as encouraging logical thinking. The child's vocabulary is gradually built up as new words such as "red", "green", "ice", "ship" and "bus" are introduced. In addition, *Learn to Read 2* features an attractive "reward" system motivating children to see their achievements grow.



Learn to Read 3

Learn to Read 3 builds on the child's progress so far, so that he or she can gain the confidence to move on through the complex reading process. *Learn to Read 3* features four different activities, all of which are colourful and lively. Further vocabulary is introduced until the child is reading more than 50 words.



Learn to Read 4

Learn to Read 4 is the alphabet program in the *Learn to Read* series.

Using various stimulating activities the program gives the child plenty of practice in working with the alphabet — matching initial letters to words and pictures and spelling missing letters. These exercises build familiarity with simple sequences within the alphabet.



Learn to Read 5

Learn to Read 5 teaches positional language — often difficult to understand and remember — by using words and pictures such as "behind" and "in front of", "inside" and "outside".

The program first demonstrates the meanings of the words using clear pictures. It then tests the child's understanding of the words in two lively games.



Cargo

Set sail around the world. Choose your ports of call — New York, Tokyo, Beijing, Helsinki — then the real challenge begins! You must reach your destination safely, avoiding storms on the way. But first, load your cargo — using all your knowledge and skill. Poor loading can mean capsizing and sinking. Your rank, if not your life, is always at stake!



Glider

It's a glider pilot! The glider models real-life gliding conditions so that you can learn through experience. As the pilot you must consider the time of day, the amount of cloud cover and the kind of terrain below you in order to feel the up-currents of air that will keep you airborne. Try to fly as far as possible and, when you are high enough, navigate your way back to your home airfield and land safely — if you can.



Survival

Discover what it is like to be an animal in the wild! Be a lion stalking your prey, becoming human hunters. Or be a hawk, mouse or even a butterfly, searching for food and avoiding predators.

Survival models the natural world and brings to life habitats that different creatures must face in their struggle to stay alive.



Magnets

With an array of small magnets you set out to conquer the powerful supermagnets of your opponent. You face one weapon — your force of magnetic attraction and repulsion.

The strategy is simple: attract smaller magnets to build strength to repel the super-magnet. When cornered, just turn your poles or your velocity and see what happens!

ZX INTERFACE 2

THE NEW ROM CARTRIDGE AND JOYSTICK INTERFACE

Now available in black!



Loads programs instantly
Takes two joysticks
Just plug-in and play

The ZX Interface 2 is the latest new peripheral for the ZX Spectrum system. It enables you to use new ZX ROM cartridge software: plug-in programs that load instantly. There are ten tennis games already available on cartridge. ZX Interface 2 also allows you to use

one or two standard joysticks without the need for separate special interfaces.

To use new ZX ROM Cartridge programs, just connect Interface 2 to the rear of your Spectrum or Interface 1 and plug in the cartridge of your choice. Switch on and the program is then loaded, ready to run!

You can use any joystick that has a 9-way D plug. Use one or two of them for extra fun with suitable ZX ROM cartridge or Sinclair cassette programs — or with dozens of other Spectrum programs.

ZX MICRODRIVE/ ZX INTERFACE 1

The ZX Microdrive System is unique. This compact, expandable add-on system provides high-speed access to massive data storage. With just one Microdrive and a ZX Interface 1 you'll have at least 80K bytes of storage, the ability to LOAD and SAVE in a matter of seconds, the beginnings of a local area network of up to 64 Spectrums and a built-in RS232 interface. The cost? Less than £30.

How to get ZX Microdrive and ZX Interface 1

Spectrum owners who bought direct from us by mail order have been sent full details. Order forms are being mailed in strict rotation. If you haven't yet received your order form please bear with us. We're making good progress in meeting the huge demand.

If you didn't buy your Spectrum by mail order, send us the form at the bottom of this page and we'll add your name to the mailing list.

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Please add my name to the Microdrive Mailing List and send me a colour brochure with full specifications of ZX Microdrive/Interface 1 (tick here).

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Please reserve my priority copy of the January 1984 Sinclair ZX Spectrum Software Catalogue (tick here).

Please use the form above to send your name and address.

GRAPHICS

By Garry Marshall

FANCY MAKING A DOUGHNUT?

In this issue we present a short graphics program that shows how easily a complex shape can be plotted in a realistic way.

The object that is displayed has the shape of a ring doughnut, and its proper name is a Torus. By starting with a circle and a line that does not cut the circle anywhere, the shape of a Torus can be swept out by revolving the circle around the line. The accompanying illustrations, which were generated by our program, show cross-sections through the doughnut, all of which take the form of rings.

The program is written for the BBC Model B microcomputer and uses its highest resolution graphics mode. Since the only graphics commands in the program are the ones to set the graphics mode, and screen and cursor, it is a simple matter to convert the program to run on any other micro having high-resolution graphics facilities.

The views of the Torus are drawn as they would be seen from a considerable distance. This simplifies the problem of constructing a per-

spective view. The direction of viewing is fixed by the two angles A1 and A2 as shown in the illustration.

The same names are used for the corresponding variables in the program. In fact these two angles are exactly those used in a coordinate system that is an invaluable aid in solid geometry and they are also used in astronomy, one of the fields in the aircraft.

In the program, R1 is the radius of the circle that sweeps out the Torus

and R2 is its distance from the line about which it revolves.

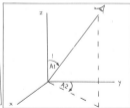
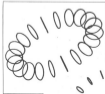
The arrays X and Y hold the x- and y-coordinates of points on each cross-section of the Torus that is plotted. All the other variables hold intermediate results.

The illustrations were plotted using the following values.

For the first, R1 and R2 were 50 and 500 respectively, and A1 and A2 were both 45 degrees. For the second, R1 and R2 were 25 and 255, and A1 and A2 were both 90 degrees.

The program that produced the first Torus was the listing shown at the bottom left-hand side of this page.

These two illustrations show the Torus plotted using the information in my article.



```
10 MODE 9
20 DIM C$(100), S$(100)
30 X(100), Y(100)
40 DN = PI/4 : AN = 0
50 FOR I = 1 TO 100
60 C$(I) = COS(AN) : S$(I) =
  SIN(AN) : AN = AN + DN
65 NEXT I
70 R1 = 50 : R2 = 250 : A1 = PI/4
  : A2 = A1
80 FOR J = 1 TO 100
90 X(J) = R1 * SIN(C$(J)) : Y(J) = R1 * S$(J)
100 NEXT J
110 D1 = COS(A1) : D2 = SIN(A1) : D3 = COS(A2) : D4 = SIN(A2)
120 FOR K = 1 TO 100 STEP 5
130 C = COS(K) : S = SIN(K)
140 E1 = D1 * D3 * C - D2 * S : E2
  = D1 * D4
150 E3 = -D4 * C : E4 = D3
160 MOVE E1 * X(J)
  : E2 * Y(J) : 100
  : E3 * X(J) - E4 * Y(J) : 500
170 FOR L = 1 TO 100
180 DRAW
  E1 * X(J) + E2 * Y(J) : 200,
  E3 * X(J) + E4 * Y(J) : 500
190 NEXT L
200 NEXT K
210 END
```


TH EMPIRE

not placed but is now under the control of player 2004. Bloodline at year 11800. Cost of Yues (354), Amethyst at usage (1075) and water at Mappi-loyer at 3160.

SCORES

Top scorer for turn 5 is P. Fairson, who scored 6000 this turn. Going to last month's score, overall scores for the next 2 turns will also include any profits generated by the machine during the first run of turn 5. However, all scores are relative and the top ten should not be affected. The rest of the top ten for turn 5 looks like this...

From positions 9 to 1, players 2381 (2000 points), 2382 (2000), 2183 (2111), 1825 (1600), 1181 (2000), 2078 (1825), 1020 (1890), 1028 (1820) and player 1030 who also has 1800.

To find your own profit for turn 5, use the table above which should be right this month! Cargo profits are printed normally, while glider profits are reversed.

The star travelled from 1 is printed in full down the left hand side, while the star travelled to is abbreviated along the top.

Orders are now due in for turn 6. As I said before, any orders already with us for turn 6 will have to be sent again. Because of this, though, I will accept orders from those players over the telephone but ONLY between 1 pm and midday Monday to Friday. We're afraid that there will be nobody available at other times.

Please use the phone number as given in the sublink, and ask for the Seventh Empire orders dept. Closing date for orders is Wednesday 21st December 1980.



The Diplomatic Diagram

FLEET 1	LARUS	YIBET	XOLUP	ETEL	FUNUS	GLUP	YANOC	KOROC	ROK
FLEET 2	QIBUS	IRANAN	ABOB	SONER	VEPOC	QANDOT	REKOC	ASOL	SUNER
BABBY	NIHAN	ELERU	MLETU	NANU	BUTU	WYTAB	NIYU	MELUC	NABOK
DALIS	OLEX	TANAT	CRZUR	GOFAN	DETUG	OSUP	FERAZ	CEAN	GOFUG
ERAK	KOYEP	LOXG	PEBOS	BAOG	ENAR	KEPAR	UGON	POBOV	JENS
PAIDN	LOKIE	FLENY	NANU	DEP	FRIGL	LEGAL	WODAZ	SLXODD	IBED
YANUS	QUVEN	HEPER	ASOB	SEHAI	NEED	QANUV	BABUS	APEL	SABAG
BLEUP	WAGAP	KOLEK	WNEP	NLUES	BAZEN	WUPJA	ROBLE	MEDEN	NUZET
DAWLP	OPPER	TUNOX	CRZUR	GAYOB	SABAG	OTEN	TUNAX	KEPER	QIBUS
ELAR	KIRUP	ULER	FERAZ	JASOL	SEB	KOLOL	LEUP	FLEED	FUYAR

The Galactic Map

Orders in Block Caps please

Name:

Code No: Telephone No:

	1st Movement phase		2nd Movement phase	
	AT	ACTION	ACTION	STAR
FLEET 1				
FLEET 2				
FLEET 3				
FLEET 4				
FLEET 5				
FLEET 6				
FLEET 7				

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fantasy

SOFTWARE

THE PYRAMID is an arcade style game which has a very adventurous feel to it.

The Pyramid contains 120 chambers on 15 levels. In order to get from one chamber to another you must fight off the indigenous aliens to collect an energised crystal which will neutralize the force field guarding the two exits.

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You proceed to explore the Pyramid from top to bottom with the difficulty generally increasing with the depth of level. Depending on the choice of exit from each chamber you are likely to have a different game every time you play.

Apart from the challenge of trying to achieve the highest score possible the pyramid contains a number puzzle to solve. The more chambers you successfully visit the more information is gathered to enable you to discover the secret numbers of the pyramid. The puzzle won't take you a few days to solve, it will probably take you a few months.



This is 'BOGGY'. He is shown above in his exploratory capsule and is a true representation of the on screen graphics. You have total control over his movements as you explore the many chambers of 'THE PYRAMID'.

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THIS ONE YOU MUST NOT MISS!

Games galore in our bumper February edition with the action-packed Book of Games attached.

The Book of Games will be a \$2 fun-packed bumper add-on to your favorite computer magazine. All the top micro will be featured — with a couple of games for each machine all tried and tested by our reviewer team to ensure top quality games.

We also intend to have a few surprise competitions thrown in with some of the listings to give our Book of Games that special added ingredient — more fun! So rush out to your newsagents on January 30th and get your hands on this extra special issue of C&VG!

And at last we hope to be bringing you the long awaited and much heralded Coleco Adams competition! Yes, we're finally going to get our hands on some of these computer systems from the people who brought you the ColecoVision video games centre.

Professor Video will be increasing again in our Video Gaming pages with tips on Q*bert and we'll also be bringing you all the latest news plus our regular joystick jury reviews.

The Seventh Empire Will be striking back! All you long suffering Empire addicts shouldn't despair as the end — and the grand prize — is in sight. The glittering prize could be yours if you're managed to stay the course!

All that plus our regular articles and features which bring the wonderful world of computer gaming into your home.

Our brand new Program Extra feature offers educational tips based on our games plus an extra helping hand for people who have just bought their micros.

Big Blaster will be on hand to deal with any nasties who crop into your programs over the festive season.

Keith Campbell will be back

on the trail of treasure, demons, dragons, and elves and bringing news of a fun competition where you could be the lucky winner of Melbourne House's brand new Sherlock Holmes game.

We will be announcing the winners of the Golden Joysticks Awards.

Throughout the year you have been filling in and sending us your votes for Best Arcade Type Game, Best Strategy Game, Best

We also plan to bring you a round-up of computer add-ons to compliment our Games Playoff Guide to Micros in our December issue. Plus a look at all the latest joysticks for micros and video games centres.

We might also be able to squeeze in a feature on laser discs and you'll soon be able to interface them with your friendly home computer and play even better games.

This here's my newsagent



Original Game, Game of the Year and Software House of the Year.

The much sought after golden joysticks will be presented to representatives of the winning software houses at a special presentation lunch to be held in London in January.

But it's not just the software houses who will be receiving the goodies in our February issue. We will be also announcing the lucky ten winners of our Decade-long competition — each of whom will be receiving an Atari VCS plus three of Activision's latest games to go with each.

There will be an exclusive interview with the world's number one video game designer — Mr Pitfall — David Crane.

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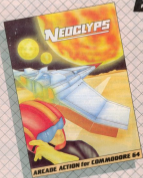
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CHART

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	SPECTRUM	ZX 81		VIC-20		ATARI 400/600
1	LUNAR JETMAN (Ultimate)	3D GRAND PRIX (Atic)	1	KWAZY KONG (Interceptor)		DONKEY KONG (Atari)
2	AMT ATTACK (Quicksilver)	HANG-GLIDER (Sunsoft)	2	ARCANA (Imagine)		CENTIPED (Atari)
3	ATIC ATAC (Ultimate)	EX-CRESS 1 (Atic)	3	WIZARD AND THE PRINCESS (Melbourne House)		DIG-DUG (Atari)
4	JETPAC (Ultimate)	SEA WAR (Panda)	4	CATCHA SMATCHA (Imagine)		COMPUTER WAR GAMES (Thorn-EMI)
5	MARIC MINER (Bug-Byte)	MAZE BOATH RACE (PSS)	5	MATRIX (Llamasoft)		ZREXON (DataSoft)
6	ZREXON (Imagine)	GAUNTLET (Columbia)	6	BEATCHED (Imagine)		MINER 2049'er (Big Five)
7	KONG (Ocean)	3D DEFENDER (New Generation)	7	AMOK (Aerogenic)		BLUE MAR (Synapse)
8	FLIGHT SIMULATION (Poles)	FOOTBALL MANAGER (Addictive Games)	8	SETHAWE (Quicksilver)		EASTERN FRONT (Atari)
9	HARRIER ATTACK (Durell)	3D MONSTER MAZE (New Generation)	9	FRANTIC (Imagine)		FORT APOCALYPSE (Synapse)
10	BUGABOO (Quicksilver)	MUNCHER (Siverson)	10	PABE (Bug-Byte)		ARBITRAGE (English Software House)

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5. Bryan Karakara, Uxley, West Yorks — 618,189

3. Robert Golding, Hornchurch, Essex — 3,870,180
4. Gareth Green, Basildon, Essex — 3,088,885
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4. Roy Pearce, Harwich, Essex — 263,180
5. Neil Morgan, Reading, Berks — 162,785

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 Witness' name

HALL OF FAME



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 YEARS DRIVE!"



WOOHAY!
PANDEMONIUM!
 WE ARE THE 3
 GREATEST!
WHEE!
CHIEF!

HOLD IT!



ONE PROGRAMMER
 WORKING ON THE
 BUGS THIS
 MESSING I...

"WE'VE JUST BATTING
 IN A RUSH TO RECALIBRATE
 AND REPROGRAMMING ...
**LET'S BUG IT
 BEFORE MIDNIGHT!**"

GREAT IDEA
 WHEN WE'VE FINISHED
**IF 1000 MESSING
 FOR THE YEAR!**

LAST ONE TO GET
 OVERLAP TO ST
CHIEF!

**SUDDENLY
 AT THE
 CARTRIDGE**



AM ALL THEIR
 SECOND NOW!

VAROOOM!
THUDD!

GRIP! THERE'S
 MESSING AND CAN DO
 UNTIL WE FINISH THE
CARTRIDGE BUG!



WHEE!
 WHAT IS IT?

SOON!
 YOU DID IT
 I'M AWAY!

SOB! I'M
 SLEEP AT MY
 DE-PROGRAM!

WOWWWW!
 THERE'S
 AND 1000
 MESSING!

ONE MINUTE PAST 12 PM!
 ONE PROGRAMMER HAS
 THE CARTRIDGE BUG!

AWNY!



IT'S GOING TO BE A
HAPPY NEW YEARS!
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The sharp eyes amongst you will have noticed the subtle changes made to the classified advertising section in this issue of Computer & Video Games.

These changes will be even more apparent from February onwards when we shall be offering image advertising to those of you selling goods and services for profit (which isn't!). These will appear under the heading of Miscellaneous together with non-profit advertisements (charity, "charity market"). For non-profit ads the minimum ads will now be two columns and we shall offer the opportunity of being an ad across two or even three columns.

If you've got an old IBM gathering dust in the attic, a collection of unused software cluttering up your shelves or anything else you want to get rid of you can sell it all through the Classified section of the magazine which has now been going for several months.

To place a non-profit advertisement in the magazine send in your copy to M.G.L., 48 Road W., London SE19 5EA. To place a charge advertisement, or other Miscellaneous or Classified list on the order form on page 187 of this issue.

We hope you take advantage of these new advertising options and would like to take the opportunity of wishing you all a very prosperous New Year.

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GRAPHICS PROGRAMMERS

Two positions are available for programmers with skills, experience and knowledge of microcomputer graphics as applicable games software.

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There are six positions available for artists working on games design and production using computer based graphic tools. A knowledge of microcomputer graphics plus excellent artistic skills are the qualifications for these positions.

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Please drop us a line at: Computer and Video Games, EMAP, Barnet House, 4 Barked Hill, London EN6 5JH.

CHILDISH TRIPE?

Dear Sir,
First this if you really want to put the cat in among the pipers! I bought a Spectrum a few weeks ago purely for game-playing, after all, I thought, there must be a decent selection of fairly intelligent games for 10-year-old kids these days.
But ye gods! 80 per cent of games software seems to be juvenile childish tripe with someone's head in a bid, I think it's an absolute disgrace that all people are led to do with their miserable money is to chase aims and wish like across the galaxy!

Perhaps game designers are to blame, I don't know, but things are in a sorry state if they haven't the brains to produce games to tax the imagination as I wish a little while ago.

Perhaps game designers are to blame, I don't know, but things are in a sorry state if they haven't the brains to produce games to tax the imagination as I wish a little while ago.

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

NUMBER TROUBLE

Dear Sir,
I own a 48K Spectrum and I have a problem. Please could you tell me if there is an address in the micro in which I can enter a number, switch the computer off and then on again, peak the same address and still find the same number pointed to?

Tim Allen,
Tombstone,
Kent

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

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

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

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

FURTHER ADVENTURES

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

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

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

This is done by climbing up the first ladder, then nudging the joystick twice to the right so Mario will hit his back to the player. Now, by jumping to the right our knight is sliding ladder and jumps off the beam and slides down the right of the screen onto the next one — the pie screen.

On the pie screen, my opponent with Kong loses one of Mario's lives, but jumping off the top is still possible on the

screen. Mario just bounces back up on reaching the bottom surface. This requires perfect timing.

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

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

The hammer destroys everything that it touches giving points for this at the same time. Even when the hammer disappears after a while, pie etc, will get locked by an "invincible" hammer.

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

Stephen Brown,
Chesham,
Oxford

TINKERING WITH TI

Dear Sir,
I am 14-years-old and own a TRS-80 with Extended Basic, a speech synthesizer and a few other peripherals as well. I have found out, totally by accident, something rather interesting on the TRS-80 in cassette or Extended Basic.

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

Instead of being blank as it

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

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

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

BEATING THE KILLER . . .

Dear Sir,
I would like to point out that in Killer Genesis Mario will only fall down for no apparent reason if the bonus score runs down or if you stay still too long. In fact, the only thing I find difficult is getting onto the life on the last screen — from then on it's just a case of looking out for ladders and aim beams.

By the way, it is also software for the BBC model B compatible with the Electron, and in there a Laxxon game available for either the BBC or Electron?
Mark DeWard,
Nighthall,
Dorset

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

BOMBS LAND ON BRITAIN

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MAILBAG



MY SEARCH FOR KONG

Dear Sir,
I am writing for advice on which Dundee King cassette is the best value for my Vic-20 with a 30k expansion.
Carl Toole,
Blackburn,
Lancs

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

TALKING MY LANGUAGE

Dear Sir,
I have a Vic-20 with a 60k Rampack. I would like to know if games for the Commodore 64 would be compatible, in particular *The Hobbit*. Also could you tell me what languages, apart from Basic, run the Vic-20 be programmed in?
J. Campbell,
Paisley,
Scotland

Editor's reply: It's afraid the *Hobbit* isn't compatible with the Vic. Mr. Campbell. The only games that are compatible will be text-based. *Fourth and Assembly Language* are available on cartridge from Commodore.

CRASHING SPECTRUM

Dear Sir,
Three months ago I decided to get my trusty 16k Spectrum updated, and so it was still under guarantee and I didn't want this involvement, I ship out my fully operational machine off to Sinclair Research with the required £40.00.

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

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

PUBLISHING YOUR GAMES

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

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

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

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

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

DANGEROUS ELEVENSES!

Dear Sir,
I have just spin a cup of coffee onto one of my Atari discs with a program on it — and now doesn't work!

Please could you tell me if there is a program available somewhere in the UK that would enable me to make a

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

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

I suggest you write to one of those and ask exactly what this program will do. Although you are tempted to make a backup for your own use, it is illegal to sell, lend or hire these copies.

AN UPSET DRAGON . . .

Dear Sir,
Two months ago I bought a *Dragon 32* for Christmas. Six months ago things started to go wrong. First it was called "Inhibitor" tape recorder stopped recording programs for me, then I found the joystick ports were mixed up — that is I had to use the right hand commands for the left joystick and vice versa!

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

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

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

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

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

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

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

GAMES FOR THE 64 . . .

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

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

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

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

I can't see why Commodore 64 games shouldn't be as good as Atari ones. As for the sound, the Commodore 64 is far superior and so to some of the pure sounds on some Atari games these could be easily improved using the 64.
David Gresham,
Chesham,
Lancs.

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

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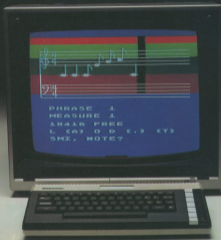


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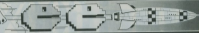
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G·A·M·E·S N·E·W·S



CHATTING TO YOUR HOME COMPUTER

MICRO COMMAND

Having a quiet chat with your computer will no longer make you a prime candidate for cutting off to the funny farm.

You'll be able to chatter away to your heart's content when you plug in this latest interesting addition for the Spectrum from Vantage Systems.

Micro Command is a new add-on expansion for the 16 or 486 Sinclair Spectrum which will soon make conversations with micro-computers common place. The box plugs into the back of the Spectrum and is designed for use with specially commissioned games.

Virgin Games is not without cause that is known to be supporting Micro Command with games adapted from their pre-

sent range.

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

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

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

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

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

Micro Command will be available in early December by mail order from Original based Vantage Systems for £30.

ATARI BRAVE BRAND NEW FRONTIERS!

ATARI/ST

Atari have decided to extend their range of software to other home computers as well as for the 400/800 and 1000.

AtariSoft, formed just over a year ago by Atari International, have recently launched a new range of arcade based games for the Spectrum, W6-30, Commodore 64, BBC, Dragon and Texas. Said Atari: "Our aim is to bring quality games to other home computers with the aim of keeping them as close to the arcade original as possible." They include such well known favourites as Pacman, Defender and Robotron as well as some more recent titles like Big Bug and Centipede.

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

The games will be available in cassette or cartridge form and the prices range from £14.95 to the more usual £29.95.

IMAGINE GET ALL TANKED UP

STONKERS

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

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

The game is a three dimensional view tactical war simulation. Your aim is to surround the computer's tank battalion and crush the enemy's army.

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

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

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

The Liverpool firm are also offering a special Christmas package of Mikal Maul and Ah Daboom for £29.95.

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

WANT TO BE A ROCK SUPERSTAR?

K-Tel

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

They will be launching six new games for the Spectrum and Aut for the W6-30 in a series of double-sided cassettes in an effort to capitalize on the Christmas market. Not a new innovation package but good value for



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money with each cassette containing two games.

Featured on the Spectrum will be *It's Only Rock 'n' Roll* — a role-playing game where you become a budding pop star and *Islands of Dravos*, an arcade style game for the IBM micro.

Amiga and Atari owners are good old shoot 'em ups and run in 3D with *The Battle of the Fairports*. Tapes coupled with *Castle Colossus*, a text adventure game for the IBM Spectrum.

Games for the Vic-20 will include *SuperVaders* and *Bomber Run* for the unexpanded Vic with *Alan Damon* and *Plague* for the expanded micro.

You can expect to see these new double-sided cassettes in most leading retail outlets within the next few weeks and they will also be available direct from London based K-Tel International at £18.95.

WELL, HELLO SAILOR, I'M THE SEAHAG!

POPEYE

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

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

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

Oyl in a desolate town. The Fal-lar cartridge is based on the recent arcade game.

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

Unfortunately for Popeye, Brutus is not alone. His evil accomplice the Seahag lurks in the shadows ready to leap out and throw a stream of bullets at the brave sailor. Popeye's only line of defence is a well timed punch aimed to break the glass.

Each level is set against the clock and it becomes a real struggle to collect enough hearts to move onto the next stage.

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

Perhaps we'll soon see a sequel to the game and I'll certainly hope so. Maybe even a sequel?

Meanwhile if all this action is making you hungry and you fancy a little of spinach then I'm sure Parker Brothers can offer Atari 486 owners a take away Popeye for a tasty £29.95.

LAST OF THE SLOW LOADERS

FAST TAPES

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

flaw — how many times have you

waited six minutes using the conventional tape roll up.

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

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

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

WATCH OUT FOR THE SERPENTS

SERPENTINE

Signings of the look less number should increase rapidly in the New Year thanks to Autodesk.

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

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

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

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

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

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

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



waited what seems an eternity before your favourite game loads?

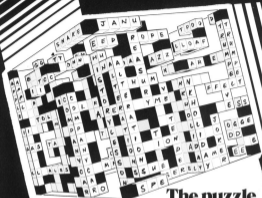
Commodore 64 owners now have a remedy. Ulamsoft is using a system which allows high speed loading of programs from cassettes.

The new system is entirely software driven, so you won't have to fash out an expensive hardware add on.

The program was developed in Germany and is only a mere 18 kilobytes. To give you some idea how revolutionary this program is, it will load a typical 15K program in only ten seconds compared with



The ultimate Crossword



The puzzle that needs a computer

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

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

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

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

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

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Please mail me copies of the Allen Ultimate Crossword puzzle programme at £14.95 per copy inc. P & P for the
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C&VG's DESIGNER OF THE MONTH

NAME: Christian Pentoff with acknowledgment to Mel Craucher Software House, Automatic Cartography Games, Pinema, Gracchi
Born: Littlehampton, Sussex in 1959
COMPUTER HISTORY: "It's interesting this. It began three years ago, coming back on a Sanyo ferry from the Channel Islands.

"It was an extremely tough crossing and I was green from the moment we left. Mel Craucher (the other half of Automatic) who was completely unaffected, said 'I've bought a ZX1 computer'.

"He then proceeded to write a 20 page program for the ZX1, finding as we finished the awful crossing and I discovered it 'It's yours you write the program'.

"But I did eventually set it up with a flow to use your ZX1 back and cassette and I was totally hooked — I'm to 'I'm seven days a week, I now get even more fun out of it. There we go hold a Spectrum and Pin-



Here it is — the Golden Medal of Pinema (worth \$500) the much coveted prize is still up for grabs in Christian Pentoff's Pinema. Designer of the Month profile the man behind the game.

ma was launched in November 1982.

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

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

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

"Ideas are not a problem, it's finding the time to produce them. All I've done is full of ideas." **FAVOURITE FOOD:** Garlic, mainly in garlic butter. I adore any food cooked well in garlic.

FAVOURITE DRINK: Brands & Lovage is herbal cordial from the South Downs.

FAVOURITE TV PROGRAMS: Monty Python, Not the Nine O'Clock News, Three of a Kind. **FAVOURITE COMPUTER PROGRAMS:** COM version of Pinema and Ultimate's Ark Ark.

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

PETS: None but I would love a beautiful 32 Bernard puppy.

AMBITIONS: To succeed. Money is not important.

FAVOURITE POP GROUPS: Br. Rock.

ELECTRO POP COMES TO YOUR MICRO

ULTRASYNTH 64

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

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

Many of the popular microcs, the BBC, Commodore 64 and the ZX contain the same sound chip as expensive dedicated synthesizers, which can easily cost over a £1,000.

Having noticed the sadly underdeveloped sound capabilities of the Commodore 64, Deckdave has released a sophisticated synthesizer package. The program, Ultrasynth 64, has greatly simplified the programming of the sound chip.

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

You're not tied down to just making music. Ultrasynth 64 also has the facility to produce arpeggio sound effects which together with the music can be heard in tape.

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

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

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

LET'S SEND A COMPUTER SANTA GRAM

XMAS CARDS

Forget Christmas cards this year send your friends computer cards instead.

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

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

Apart from the addition of sound and moving graphics, the computer cards follow the theme of their paper predecessors

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

All the programs are available now from Leicestershire based Ein Computers for £1.50 each or £3.00 for a pack of three.

HERO WITH A YELLOW STREAK...

TARMAC TIM

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

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

Today he is working on the notorious Binder Road. The road is used by maniac drivers. Any pedestrian who has the courage

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

General-ist Tim must protect the joy walking residents from the murderous maniacs. He must dash his point around the people, which miraculously stops the cars from running them over.

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

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

Double Trouble is the first games release from a new company based in Southampton called Steaks. The game costs £5.00 and will be available in early December.

G·A·M·E·S N·E·W·S



COME PLAY WITH THE MR. MEN

GAMES

Newspaper guru the Mr. Men Group have taken a step into the world of computer software.

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

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

Enter the Cat is a nice charming game in the best traditions of Sims and Jetty. You play Caver a hungry young cat who prowls the well stocked larder in search of greedy mice.

Guide the cat along the shelves of the pantry in hope of finding a mouse, but watch out for the cookery!

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

All the software is being writ-



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

Enter the Cat runs on a Commodore 64, the Mr. Men on a BBC model B. Both games will be available in late November costing £9.95.

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

JUST WHAT IS GOING ON HERE?

MINIC MINER

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

Has Minic Willy been given a free transfer? Or has Dig lost faith in Willy's ability to get past the Museum telephone? No, in fact it's the climax of a long running argument between Dig Bytes and one of his former employer's Matthew Smith.

In his contract with Dig Bytes Smith had a clause written in which gave him the right to force Dig Bytes to withdraw Minic Miner if he wished.

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

Dig Bytes have been allowed to sell their remaining stock of the game but they have now lost all rights to the game in any shape.

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

AMERICAN INVADERS ON THE WAY

ELECTRONIC ARTS

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

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

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

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

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

Other highlights of the range are Archon — a game that combines the strategy element of chess with the shoot 'em up geometry of an arcade style game.

Master of the Zombiedom is the adventure game from the range which is a wild demented about a World War One flying ship.

All games come on disc for the Atari with 486 and the Commodore 64. On disc only at £29.95 from Birmingham based Centra-soft.



How to program with a VIC 20



John's brother, Bill, is extending
his knowledge of BASIC
with Programming Aid Cartridges.
He also plays Chess game 33
Simple Chess.

For study of all work and no play
keep VIC programs History,
Language, English, Biology,
Physics and Chemistry.

Granted, scientific time taking
for Space Shuttle with
Mission Impossible, Mars and
Orion's Race.

Being pretty musical, Carole
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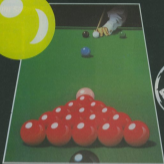


CYLON ATTACK

Have we got some great games for you this issue? Well, have we? Of course! Kicking-off with our game of the month — International Soccer for the Commodore 64, which we reckon will soon overtake Match of the Day in the popularity stakes. You'll find the review on page 26. We've also taken a look at Donkey Kong games for the Spectrum and come up with our favourite. Turn to page 26 if you're a Kong fan. Take a trip back in time to the

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

MORE THAN A LOAD OF BALLS



The pink's teetering on the edge of the pocket, the red's partially blocked, and now it's make or break.

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- + 7 skill levels
- + Save game facility

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Comments about the game from users and our customers:

FOOTBALL MANAGER is the best game I have ever seen on the Spectrum and my personal favourite of all the games on my PC now... In the ordinary person it is an excellent view of what can be done in the field of computer games... the glowing glory of the game is the sheer vast pieces of master programs which show little slugs men running about 2 1/2 inch, shooting, kicking and scoring... It is a competitive game but people who cannot take game sessions of 9 hours or so, which happened on one hobby holiday, will be grateful to know that there is a save to tape option FOOTBALL MANAGER has everything it could... the

original Addictive Games, certainly deserves the name... **Buying 18/76 (Football Computing - August 1993)**

"When I first received this game, I spent the best part of the weekend playing it, since then I have returned to it more often than any other. The truly competitive quality of the game is the reason why it is now the best football manager's program (Personal Computer Games - Summer 1993)

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COMMODORE CUP FEVER IS CATCHING!

SOCCER

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

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

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

It's the graphics that make the game — the running movement of the players is about as authentic as computer graphics will allow.

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

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

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

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

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

The best game yet for the Commodore 64 and at only £28 an absolute must.

● Getting Started	7
● Graphics	10
● Playability	9
● Value	10

NO SURRENDER IN THIS BATTLE ROYAL

TANK BATTLE

Whole divisions of enemy panzers are about to breach the anti-tank barriers to be let loose on your HQ. With only three tanks left, can you stop the invasion and prevent an unconditional surrender?

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

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

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

It starts in the compasses that just once 18 tanks have penetrated your defences the game ends, in reality only five have to

get through to your HQ to end the game.

Some tanks appear as 'ghost' tanks — mere shadows compared to the rest. I'm not sure whether this is meant to portray distance but 18 points are still awarded if you manage to blow them up. Far more difficult to hit are the red tanks which seem to appear at random and move at a faster speed.

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

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

Using an Extended Basic cartridge, Tank Battle is available from Tempstar Software for the TRS80 at £9.95.

● Getting Started	6
● Graphics	7
● Playability	5
● Value	6

PIRANHAS BUG YOU UNDER THE WAVES!

BUG DIVER

Frigger dons a wet suit in the latest version of the hit scrolling arcade format.

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

There's one big problem — those eggs are guarded by a shoal of ferocious piranhas. Luckily they swim back and forth

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

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

A nice feature in the graphics is the piranha's faces, which they eat you — it happens all too frequently — they all turn as one to face forwards and leer at you in a gaily grin!

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

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

Bug Diver is available from Spectrum based Galactic Software for the Dragon 32 at £9.95.

● Getting Started	4
● Graphics	4
● Playability	5
● Value	5

LOOKING FOR TOP OF THE KONGS

KONG

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

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

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

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

continued on page 21

Bottle battle beats Italian brothers.



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

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

If Blady's Killer-King was a bit too difficult then F3D's King King is guilty of being too easy. It happens to was onto the third screen on my first go — which was satisfying but not very challenging.

Neither Blady's or F3D's game managed to capture the feel of playing the arcade game and some silly bits like an HP indicator which appears in F3D's game every time Mario gets spotted didn't add anything.

If software houses must on slipping off ideas from the arcade then they may as well at least try to do accurate copies.

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

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

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

King can be purchased in most high street software outlets at £3.95.

● Getting Started	5
● Graphics	4
● Value	1
● Playability	1

NOW JAWS BYTES BACK AQUAPLANE

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



R·E·V·I·E·W·S

another water skier's death.

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

Swearing a oath of relief you burst out of this hazardous area only to find worse ahead.

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

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

But you're not out of danger yet, fast walls in your throat often as you recognise what can only be dark fins sailing through the water towards the water-skier.

Can you tow him safely through those snapping jaws?

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

I can understand the speed-boat exploding when it hits a rock but it seems a little incongruous when the water skier explodes as well.

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

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

Raytheon controls are easy to master on the Spectrum with 8 and 1 controlling up and down movement and 0 leaving forward. This is graphically very realistic

in the boat will start to plane as it gathers speed. However, I did find the game very slow to play and found it was fairly easy to reach the fourth phase.

Aquaplane is available from Southampton based Quicksilver for the Spectrum 48k at £3.95.

● Getting Started	7
● Graphics	7
● Playability	4
● Value	5

VERDICT OF THE CHAMP SUPER COBRA

When CTV Games went to Munich to watch Andre Brzezinski cruise home in the Senior Video Games World Championships we quickly realised that this guy knows a thing or two about a predict.

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

This month Andre coats an expert eye over Super Cobra — Parker Brothers latest arcade clone.

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

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

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

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

Fuel is limited so you will have

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

The S.P.O.s were a bit disappointing being completely stationary and making damn noises — though they did become a bit more intelligent further into the game.

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

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

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

The game is in the shops now at £2.95 from Pinks stocks.

By Andrew Brzezinski — Author of 18 Video Games World Champions.

● Getting Started	8
● Graphics	8
● Value	7
● Playability	8

PENGO TURNS COW GIRL SNOWBOY SALLY

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

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

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They've left lying around on the table tops.

In each restriction for the damage being caused, Sally sinks around the room collecting up the stolen gold. However, occasionally a cowboy catches up with Sally in the act of hitting his last and jumps on her in a real frenzy. Poor Del — she's only got four lives and she'll lose them if she's not careful.

Sally's one method of defeating herself is by having bullets and chains at the battles, which effectively puts them out of action for a while.

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

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

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

With keyboard control, the game is easy to master and is very playable as there is room for a certain amount of strategy. Crashing all four cowboys at once will earn bonus points and I found that it was possible to trap the old cowboy by maneuvering tables round from they leaving one free way to contact with.

Below Sally is available from London based Pisan from the BBC Model AMM at £19.95.

● Getting Started	4
● Graphics	5
● Playability	5
● Value	7

ARCADIA GETS A ROCKET

ARCADIA

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

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

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

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

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

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

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

If the program has one redeeming feature it's the keyboard control. The player can choose between a wide range of key layouts one of which is found to suit them.

Arcadia is for the Commodore 64, one or two players and has a joystick option.

The game is in the shops now at retail order from Imagine software costing £9.95.

● Getting Started	1
● Graphics	4
● Playability	4
● Value	6

NOW RACE THE NASTY RODENTS

RODENT RACI

Recess? Watch out... a Roder Rac is coming to eat you alive! This is what you must avoid in a new crazy maze chase called Roder Rac Race.

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

Probably a third for least of the 64-bit screen is given over to the four way scrolling graphical maze. To the right of this is a rectangular radar map — similar to arcade Defender — which shows you where the cheese is as well as opposing rats and cats!

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

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

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

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

This effect, when interlocked with your decision, producing a direction is totally unanticipated! Frustrating to say the least.

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

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

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

Roder Rac Race is available from Commodore Electronics for the Commodore 64, at a price of £9.99 (inc. V&T).

● Getting Started	4
● Graphics	6
● Value	7
● Playability	7

WHEN BONGO MEETS THE SNO YETIS

BONGO

Brown and red by the smell of human blood, Bongo is set upon to consume numerous fat morsels. Can you save a harassed eskimo from a very sticky end?

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

Continued on page 37

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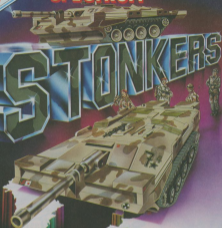
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The screen is covered in blocks of ice and is very similar to the arcade game *Pengo*, on which *Berge* is based.

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

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

There are nine difficulty levels and on the ninth one is fraught with danger as the game becomes very hectic with Yets and ice blocks whizzing round the screen.

I did find *Berge* somewhat repetitive as the game didn't change in the various levels other than the addition of extra Yets moving around at a greater speed. However, graphically and with its fast action, it is one of the better games for the unimproved VIC-20 and is available from Manchester based Mr Micro at £8.95.

● Getting Started	4
● Graphics	4
● Yets	4
● Playability	5

REVENGE OF THE MUTANT MICRO-CHIPS

TRANSISTOR

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

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

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

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

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



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

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

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

Transistor's Revenge had to get my vote as the best BBC game of the year! *Transistor's Revenge* is available from South-east based Softspot.

● Getting Started	4
● Graphics	5
● Playability	5
● Value	10

WHO DARES MIGHT WIN

S.A.S.

Maybe it's because I'm a soldier, cowardly sight aside revealing that I can't get to grips with Paskett's game, *S.A.S.*

A more likely explanation is that it is a fairly enjoyable game.

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

First you must negotiate a mine field with the help of a stolen detector and a limited supply of hand grenades, while avoiding the scanning helicopter gun ships.

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

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

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

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

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

● Getting Started	4
● Graphics	3
● Playability	4
● Value	5

SPACE BATTLES WITH THE CYLONS . . .

CYLON ATTACK

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

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

The place of the Klingons is taken by Cylons and you take the part of a 23rd century cargo ship captain. Your ship has been commandeered by Earth's defence ministry to transport supplies and munitions to remote planets at the fringe of the Tauron Empire.

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

The cockpit display shows the condition of your shields, laser banks, the direction of your ship and a radar scanner showing the position of the incoming Cylons. The first system of planets take the form of Star Island-type craft and inflated space avoiders.

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

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

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

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

Cylon Attack is for the BBC Model B and is manufactured by the Manchester company ASJ Software for £8.95.

● Getting Started	4
● Graphics	5
● Playability	5
● Value	6

AGF

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

There is no need to connect the interface once fitted as the rear extension connector will accommodate either a gamepad, a joystick or ROM packs etc. This convenient feature provides a considerable saving in the expansion pack.

The key replication principle pioneered by AGF means that your own programs can use eight directional joystick movement by defining simple key headings BASIC.

Two joystick models are provided which share the same logic, but use with the discipline of your player games. Several adaptations may be used on the same computer to multiple joystick applications.

The interface is programmed by a two digit code, which is loaded up on a programming sheet supplied, for each direction and timing feature. The two numbers are then entered on a pair of leads which are clipped onto appropriately numbered strips on the interface.

Once configured this can be masked on a Quick Reference Programming Card for sharing with the game. As the program remains in the game dependent the user has retained the full configuration made and can be immediately used when next contacted on.



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- One pack of ten Quick Reference Programming Cards for straightforward setting to your games requirements. The card allows you to mask the configuration to allow an easy to read format with space to record the software title and company name.
- Video Control Adaptation program which is available on 514 001 or 514 002 from all major distributors and you can use the next. This is also a useful high resolution drawing program.
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MORE PROFESSIONAL BUGS!

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

Laura Jensen, as the program is called, has been causing problems for Karl Barrett of Cardiff. He has managed to get to the main menu with the gun fixed on the Moon Rover. When he fixed the main menu to earth, the screen is blanked and the computer 76Wed in itself. He says that this happened four times in a row. If anyone else has had this problem, I'd like to know about it. Meanwhile, Karl, I suggest that you take Ultimate up on their offer to replace any faulty tapes.

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

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

KILLER BUG

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

VIC TIP

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

When you press **MINSTOP** the computer starts a machine code program whose starting address is in locations 70 and 71. If you change the contents of these locations to the machine code which is executed when the machine is first turned on, then when someone presses **MINSTOP** the machine will think that it has just been switched on and will clear all its memory.

To change the addresses, just type **POKE 70,94**, **POKE 71,93** and now try loading in to your program. Remember to save anything on tape first, as it will be lost forever once you type **BUN**.

You can return the machine to normal by **POKE 70,241**, **POKE 71,196**. Thanks to Nicholas Cole of Solihull for this.

DRAGON INTO TANDY WILL GO

For everyone who's always asked why we don't publish more TRS 80 listings, here's a way of adapting some Dragon programs from previous issues for the Tandy Colour Computer.

When the Dragon PEEKs location 241-244 it looks for a value of 253 to register an arrow key. The TRS 80, though, uses 247.

You can alter Fox and Hounds from August's issue to run on a Tandy Colour computer by changing lines 628 to 690. Change the 253 in the invariants to a 247. Thanks go to D. Hesley for this. (Do not cut D. Hesley.)

SPEC-SCROLL

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



Write to me at Bug Hunter's Computer and Video Games, Durrant House, 8 Herold Hill, London, EC1R 5EJ. Or phone Red in 01-278-3381.

screen up by one line, such a routine does exist in the ROM. Simple type **LET 5=02952880** and the contents of the screen will be scrolled upwards by one character.

UNBREAKABLE SPECTRUM

Robert Burgess writes to me from Berberham on some excellent newspaper with that line wrapped after a railway station ending in the corner. (Have you heard of Liverpool Street East?)

If you want to protect your Spectrum Basic programs from being copied, try this, which will put a BEM at line 0 which cannot be erased. You could per-

haps name him, perhaps.

Decide on your ROM line and type it in as line 1. Then enter **POKE (POKE(20000+300*PEEK(20000)+1,0)** and the line will change from 1 to 0. Try deleting it. And remember: keep away from the marmalade sandwiches.

MOON GUARD UPSIDE DOWN

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

With their number, they found that the 3D effect was easier to see if the screen was inverted. To do this, after the program as follows. Firstly, swap lines 430 and 458.

Then, after 2480 to 2613 is read:

```
2480 VDU 16,0,0,0,0,0
2520 VDU 16,1,0,0,0,0
2560 VDU 16,2,1,0,0,0
2600 VDU 16,3,0,0,0,0
2640 VDU 16,4,0,0,0,0
2680 VDU 16,5,0,0,0,0
2720 VDU 16,6,0,0,0,0
2760 VDU 16,7,0,0,0,0
2800 VDU 16,8,1,0,0,0
2840 VDU 16,9,0,0,0,0
2880 VDU 16,10,0,0,0,0
2920 VDU 16,11,0,0,0,0
2960 VDU 16,12,0,0,0,0
3000 VDU 16,13,0,0,0,0
3040 VDU 16,14,0,0,0,0
3080 VDU 16,15,0,0,0,0
```

SPECTRUM MEMORY COUNTER

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

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

The code does exist, and you can find out how much memory is left by typing **PRINT 8000-258*256**.

Also, says Mr. Weber, it can be time-consuming having to put out the plug to reset the machine. This normally has to be done if there is graphics or machine code stored above **RANTOP**, the parts of memory where **CLEAR** cannot reach. Typing **PRINT 800-0** will do the same job, clearing the whole of RAM.

WHOOOPS THE T1 JINX STRIKES AGAIN!

A couple of lines were left out of the instructions for the 3D maze game for the Texas TRS-80 in the yearbook.

Firstly, the game needs an Extended Basic cartridge to run. Also, we didn't explain how to get the blank graphic character which is used to make the maze. It is created in line 14 to 21 and is a **CTRL-COMMA**.

BY ROBERT SCHIFFRIN

VIDEO



HOT SHOT'S PRICE BEATERS

A new range of no less than 24 NES titles have just been imported from Emulicity at the knock-down price of \$6.95.

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

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

mob of burglars.

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

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

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

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

The games are in the shops now or available by mail order from Prism at £21.95 for Jawbreaker, Marsader, Threshold, and King Kong. Moon Buggy is slightly dearer at £27.95.

MOON BUGGY

Moon Buggy is the latest arcade clone being offered by Atari for the NES.

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

Moon Buggy was a minor hit in the arcade and is still claiming 100 pieces in several of the country's arcades.

The game combines elements of Asteroids and Dodge Ball — you scroll from left to right along a linear landscape. Push the joystick forward to make the buggy jump over crevices and obstacles.

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

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

Moon Buggy will be in the shops at the end of December and early January at £23.95.

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

If video games are more to your liking than you might try Tom Day, Felix's Return, Squirrel & Seal and Forest.

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

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

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

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

Cartoon games are a new departure for Atari. Two other characters due to make an early appearance on cartridge in 1989 are Snoopy and that incorrigible Roman soldier Asterix.

GAMES TIPS ON VIDEO

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

One is called *The Best Games* and features hints, tips and strategies for games on the Atari VCS system, including Demoo Attack, Nam Revenge, Scupper Command, Frogger, Pac-Man, Donkey Kong. Twenty games are featured on this first tape.

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

TOP TEN	
1	Pole Position <small>Atari</small>
2	Dig-Dug <small>Atari</small>
3	Enduro <small>Activision</small>
4	Battle Zone <small>Atari</small>
5	Phoenix <small>Atari</small>
6	River Raid <small>Activision</small>
7	Donkey Kong <small>Atari</small>
8	Zaxxon <small>Atari</small>
9	Tutankham <small>Parker Bros.</small>
10	Robot Tank <small>Activision</small>

solexion and the System.

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

Each tape lasts for 60 minutes and will be available to the video dealers at £16, £20 for all three. We hope to bring you more detailed reviews of each tape in future issues. But in the meantime why not check out your local video library to see if they have the top tapes in stock? And watch out for a special video camera next issue!

THE FORCE IN STORE!

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

Lord Vader will be appearing in *Star Wars* and *Star Wars* games at Parker Brothers *Star Wars* games during Xmas week.

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

ATARI GAMES

The ColecoVision Atari cartridge converter is now on sale.

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

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

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

The converter is available from Siles Shop and most Cores stockists at £38.95.

YEAR OF THE TIGER

The entire TigerVision range is now available in the UK.

After a struggle as to who the main importer would be, the new London-based distributor — Prism, are bringing the games into the country.

The best known game in the range is *Mines 2049* which is up before the court in joystick jury this month.

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

If you are overfed enough, you may decide to try your joystick at *Marsader* where you have to get through six mazes to recover the cosmic treasure. Watch out for the robots — they've got different plans for the ginsy star.

Also in the range is TigerVision's answer to *Donkey Kong* in



GAMING

TRY TO NAME THAT GAME

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

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

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

Then rush your answers — on a postcard please — to Computer and Video Games, Calcevision Company, Dartford House, 9 Herford Hill, London SE18 5LJ.

Prizes cannot be handed in or delivered personally and the usual Computer and Video Games competition rules apply. Closing date is January 1985.



1) Name the Game!



2) Who makes the arcade version of this game?



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



4) Is this game called (a) *Sea of Kong*, (b) *Donkey Kong Jr.*, (c) *Donkey Kong Part 07*?

Professor Video's good high score guide.

We are pleased to be able to bring you a monthly column by the distinguished professor — holder of the Nobel prize for Alien Busting, Mass Swiftness Award for Feet Bobbing and author of many books including *The Best Selling*, *How to Knock the Living Daylights Out of Ready Little Aliens*.

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

Patterns are the key to consistent high scores in *Pac Man*. Unfortunately though — there is not one super-pattern that will suit everybody, or every screen in the game. The best advice is to practice the pattern that

suits, in order to eat them. This is particularly important when reversing or changing direction — as you don't want to look back at a dot, which you think you have eaten, to find it still there.

Try to avoid eating the emergency pills unless you are ready in a tight spot or are sure you can collect maximum points from doing so.

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

Make use of the tunnels — very often the ghosts will not perceive you through them.

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

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

One of the toughest rules of *Pac Man* that it is important to grasp is to learn to relax. *VCS* players are not the most responsible; sticks ever inverted so don't stretch and pull, it only puts you off balance, makes the stick even worse, and upsets your concentration.

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



best suits you and masterise it.

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

One basic thing to watch for is to make sure that *Pac Man* is completely over the



ROBOT IN BATTLEZONE

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

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

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

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

Activision is guilty of adding too much to a simple formula which worked well enough. Robot Tank utilizes the Enduro engine to give the game a day

and night sequence. There is an addition of weather problems, snow, rain, fog or some of the opponent's fire can knock out vital parts of the tank's weaponry.

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

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

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

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

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

THE VERDICT

Good graphics but the game doesn't measure up to the additions generated by the Atari version.

- Action ▲▲
- Graphics ▲▲▲▲
- Addictive ▲▲
- Theme ▲▲▲▲

SAVE ME POPEYE!

Oh you landlubbers clap your eyes on the review all about my lads law — Olive, the no good auld mate Brutus and yours truly Ordinary Seaman Popeye.

First thing I notice is the staid Olive shouting for help at the top of the stairs — where the big bully Brutus is trying to keep her prisoner. So I reaches for me spinach but that unswerving Sea Hag pal of Brutus keeps me in it.

You can help Popeye save Olive in this latest home version of Nintendo's hit arcade game. To complete the first screen Popeye has to catch all the hearts that Olive is throwing down — without letting Brutus catch him.

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

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

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



ROBOT TANK



POPEYE



BEDLAM



VENTURE



BOUNTY BOB



GAMING

locking empty beer bottles as you. If one of these makes contact it contains for you and drains for those so you have to dodge 'em or punch 'em to stay in the game.

Screen there's going to take all the speech our hero can get and, as the advertisements for the game say, "I doesn't suggest ya drink if ya eat ya speech in a quifer". This is the toughest challenge in the game — with moving platforms, several flying beer bottles and a big black bird which can knock you off the platform.

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

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

With *Wizard* and new *Passage* it looks as if Parker Brothers are really going to excel themselves on the ColecoVision in a way they have not so far achieved on the other machines. £29.95 from Parker stocks.

THE VERDICT

Coldest game for ColecoVision so far

- Action 1 1 1 1
- Graphics 4 4 4 4
- Addictive 1 1 1 1
- Theme 1 1 1 1 1

VECTREX BEDLAM

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

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

The game itself doesn't quite come off. Your ship is trapped in a diamond shaped space. Enemies are coming at you from the corners and you have to rotate and shoot to stop them colliding with you.

When the aliens stop coming a new pattern appears with more spikes and laser aliens.

There are three game play options. As well as the basic game you can also add complicating factors like making the ships rotate left and right and also making it shoot forwards and stop.

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

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

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

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

THE VERDICT

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

- Action 4 4
- Graphics 4
- Addictive 4
- Theme 4

SURPRISE U.S. HIT!

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

CBS had looked out literally millions of dollars to buy the rights to hit arcade games like *Daxxon* and *Bombay Kang* and yet, non-selling them at was *Venture's* minor arcade success.

The good news for Intellivision owners is that the game is now available for the master computer.

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

Almost every detail is exact — from graphics to sound effects.

The game is quite similar to *Klax's* *Bezzet* — though much more fun with lots of extra

features to keep you guessing.

You play the part of *Wesley* who searches several monster-infested chambers for treasure.

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

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

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

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

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

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

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

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

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

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

Its mid-level challenge provides a constant incentive to get further into the game.

Venture is manufactured by CBS, and it is the cheapest new at £29.95.

THE VERDICT

Superior to many of the games in *Mattel's* own range.

- Action 4 4 4 4
- Graphics 4 4 4
- Addictive 4 4 4
- Theme 4 4 4

CLAIM THIS GAME . . .

Beauty *But* is the hero of *Tigertron's* mind-blowing climbing game — *Mover 3049*.

The scenario has our hero mining a radio active mine in the year 2048. It's version of the game popular among Alan *Mayer* owners and was a big hit in the States. It currently stands at number six in our computer charts.

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

In order to claim a mine, *But* has to walk along all the platforms following them in as he walks.

To make things more difficult the mines are inhabited by mutant organisms who wait on a diet of propogators. *But* can't tread throughout the mines as certain obstacles left behind by earlier propogators. These can be picked up to score bonus points and also enable you to kill the organisms (Fuzzer-like) by making contact with them for a few brief seconds.

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

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

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

An above average climbing game and certainly better than the top selling *Bombay Kang* (£29.95) from London based *Prism*.




THE VERDICT

One of the better climbing games for the MSX.

- Action 4 4 4
- Graphics 4 4 4
- Addictive 4 4 4 4
- Theme 4 4 4

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AIR STRIKE 2 (at) by John Brown

The new version with incredible graphics and picture looks looks like the English software's best-selling game ever!



PERFECT (at) by Richard Robinson

Put your space meter through the corridors of the software, amazing graphics, incredible and many like limited B&W (but a series of exciting graphics)



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Steep about game leads you to the bottom of the screen in search of the gold, with only your hammer to help you!



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BOMBASTIC (at) by Alan £9.95

ARCADE

OUR BOFFIN IN SPACE!

TIPS ON STARGATE

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

Before tackling *Stargate*, it is very helpful to be good at *Defender*. All the normal six enemies are there, with eight new ones, all requiring a different strategy. The first screen is very similar to the original screen of *Defender* but also with two *Dynamex* which release items, and the dodgy *Freebomers*.

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

In the third screen the *Pods* arrive with a new style. They do not all start off floating near your ship, but by arrival end they intersect somewhere over the planet. Then they can be manoeuvred, usually leaving no *Swarmer*s at all.

The fourth screen is the same but with four *Pods* and the usual speed increase. Every 10th and 10th wave, the difference is really noticeable. The 5th wave is an *Flakies* *Dropflight*, where you are in space purely with *Space Guppies*, a few *Dynamex*s and *Swarmer*s.

Wave 10 is rarely achieved by most people, but it is a *Freeball* *Challenge*, which requires a lot of luck and about three *Swarmer*s. Then it returns to the usual players.

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

Flakies and *Dynamex*s are easily destroyed but just be careful of *Flakies* *Flam*.

The last three new enemies are the *Flakies*, *Big Pod* and the *Merchies*. These come at the same time as *Swarmer*s.

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

One trick very few people know is that, if you have a *Lander* which picks up a *Hummer* as the last enemy is a wave, since the *Lander* is still you must get the *Hummer* back to the surface before the wave ends.

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



While unable to shoot, they can appear and fly quickly in great numbers. *Flakies* and *Big Pods* release even faster and faster *Merchies*.

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

The main points now come from *Hummer* pick-ups. As in *Defender*, a pick-up is worth 100

points. The only other high scoring method is the art of following a *Pod* to an intersection and *Swarm* bombing all four.

For a beginner, I would hunt around for a game with five lives, a lot of "missile" and with my luck set on a skill level of about 3 or 4 which is hard to beat! *iv*

FIGHTING THE THIRD WAR

M.A.C.H. 3

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

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

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



through the cold morning mist one weekend in November 5-year-olds could be seen carrying a strange array of pinball machines from all areas into the Old Whitbylane Peppy Club.

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

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

Eventual winner was Stafford Masborough from Manchester. Stafford took home the Pinball Wizard silver trophy — donated by Coin Slot, the arcade trade magazine. He also received a tankard donated by Bally/Billyway of Chicago. Jimmy Waters of London won the prize for the best restored machine that with his Royal Turkeys dating back to the 1950s.

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

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

Thanks to PEA member Keith Temple for this report on the convention.

Illustration: Michael Ford

ACTION

TIPS FOR RACE ACES

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

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

Pole Position gives the player a chance to get used to the circuit in a qualifying lap. The faster you go, the higher your grid placing in the race, so always aim for 75 seconds or faster, otherwise you won't qualify.

POLE POSITION

Change to high gear at about 70mph if the top speed is 100mph or about 100/100mph if the top speed is 220/200mph. Be prepared to drive like a maniac!

The first right-hand bend is a few seconds after the arrow sign and presents no problems. Move to the outside at top speed and don't cross very sharply. You might slide, so counter-steer and you'll remain on the track. On the second lap and thereafter, you'll find other cars on the bend, so to dodge them move to the inside of the track near the bend and cut across the grass overtaking cars on the inside and move back onto the track quickly.

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

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

in the U.S.

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



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

the game warning of an impending crash and what military installations to hit.

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

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

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



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

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

A few other tips might help — watch the puddles and try to

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

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

Finally, try your own tricks and tactics which will make your race. Happy Racing.

FLIGHT INTO FANTASY

Intertellar is one of the first laser disc games to feature computerized graphics.

This helps the background pictures to fit in more closely with the computer graphics crafts which the player controls.

But the visual effects are more-than-less stunning compared to the usual plot-based graphics of the pre-render disc games.

It's a far cry from those original green messies in early 3D/16-ops. Gone are the days when you had to stand for hours crouched over an upright machine, getting cramped and yawping away for all you were worth. You can now recline in a sit-down booth and blast away in style.

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

INTERTELLAR

The sounds of exploding alien, meteor, enemy space craft and, unfortunately, your own craft, fills into the booth enveloping you.

You dodge a space craft over the amazing landscapes of Intertellar. The scenario is starting and colorful — real-life film-merged with computer graphics presents a very futuristic effect.

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

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

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

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SPECTRUM 48k £5.95

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

The way exactly as intended but unfortunately something went wrong during the programming. Unusable instructions messages began to appear on the screen. At first they were so few they were not taken too seriously, but soon they began to appear so often they could not be ignored. Somehow the Spectrum had been given a personality — a rather nervous, suspicious, unstable, hateful, hostile mood.



SoB is contains a version of the game compatible with the excellent Comptel software — even worse!

The Quest of Merrivild ★

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

A really challenging and enjoyable adventure written by a confirmed adventure addict who gave first of the year with which he solved other adventures. Merrivild will accept and set an obstacle containing up to five words.

The adventure becomes Merrivild, changed with the task of finding taking and then returning the stolen treasure of the Kingdom. However, becoming the many hard and original puzzles is no easy matter. Careful and imaginative thought is required if progress is to be made and the treasure locked down to the lair of the Dragon of Thragon. Even then the Dragon had to be defeated and the slave returned. A comprehensive, extremely enjoyable and very well written adventure.



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WELL, JUST WHAT IS IN THAT LETTER...

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

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

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

He glanced the pile of letters on the small table by his armchair and poured himself a liberal glass of sherry before settling back into the chair. He opened the top letter on the pile... another letter.

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



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

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

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

Well, do you know what was in the mysterious letter that interested Holmes so much? You do! Then why not let us in on the secret. We've got six CDVO: The Champ shirts waiting for the best six answers to our Holmes riddle. Answers on a postcard only please to Sherlock Holmes Competition, Computer and Video Games, Dunton House, 8 Herbol Hill, London EC1R 3EG. Closing date is January 15th and the editors — and Holmes of course — decisions is final.

MORE FREE TAPES...

Where were you, Commodore 64 owners in Greater Manchester? We've got 34 Atarcia 64 game tapes from Imagine Software to give away — absolutely free!

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

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

IS YOUR GAME WORTH A MODEM?

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

Well, here at Computer and Video Games we're quite good at providing good incentives, as our previous competition winners will tell you. And the latest idea from the competition department at C&VG will so doubly encourage you to get those brains in gear.

We've got together with Microsoft 808, the new system which brings software to your home via the telephone line, and got together a package of

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

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

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

Then send everything off to Computer and Video Games Programming Competition, Microsoft 808, 158 Farnham Road, London EC1R 3AD.

Name

Address

Telephone

Name of game

How it is related

Any other information

Micro it runs on

Other equipment (add-ons, printers etc)

The competition is open to Spectrum, MSX, Tandy, Apple and Commodore PC owners. All these micros are compatible with the Microsoft 808 system.

Now for the best part — the prizes! First prize winner will get a Prizes Modern 1000, which will link his, or her, micro to the Microsoft 808 system, plus a years subscription to Prizes! Microsoft 808. The winning program will appear on the Microsoft system so the author's name will go up in lights!

Second and third place winners will get a Modem plus games software for their micros from the Computer and Video Games vaults. Fifth to eleventh place programmers will get elegant Microsoft 808 t-shirts. And all the best programs will go onto the Microsoft 808 system, complete with credits for their authors. So everyone's a winner!

Each entrant will receive details of the Microsoft 808 system and what it offers the micro owner.

Closing date for the competition is February 15th 1984, and we'll need about a month to sort through your programs. So get cracking over Christmas — and who knows Santa might just find a modem in the bottom of his sack for you!



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

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

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

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

YOU'VE GOT A WAY WITH WORDS

Being from the land of suggestions for a caption for our calendar, free inside November's CSVC, you all enjoyed Ross Collin's impression of a noisy alien bar room.

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

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

My personal favourite is from

John Bennett who has a job at the expense of CSVC's illustrious editor with "Which one is Terry Fran? (that's enough of that — ed.).

Alan Hunt made us wonder what a really rough alien pub must be like with "Quiet is here tonight, eh, Bart?".

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

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

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

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

SPOTTING THE DIFFERENCE

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

Sharp-eyed winners of a brand new Atari Intellivision cartridge are Raja Patel of Surrey, Brian Hambley of Farnham, Morayville, Mr J. W. Felton of Gloucester, Darius Jones of Newcastle in Staffs, Debbie Willows of Bath, M. Livings of Portlough, Bristol, D. Moses of Rochester in Kent, Tom Marlan of Leicester, Fraser Watson of Sheffield and Mr J. P. O'Hanlon of London.

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

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

OVER THE BORDER!

It's a happy New Year to all our Scottish readers as we bring our rolling city competition north of the border.

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

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

When we told Imagine that we were going to open the rolling city competition up to the whole of Scotland they generously increased the number of free games from 250 to 266.

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

48K Spectrum.

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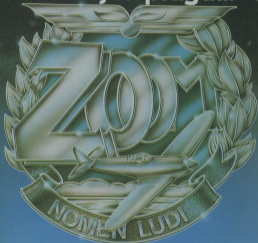
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But I'm Derek the demolition expert and this building has got to go! You can help me by finding the ten links which hold up the decrepit frame.

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

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

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

you've completed four screens.

*Controls are:
5-left, 6-down,
7-up,
8-right,
9-jump.*

```

10 BORDER 0: POWER 1: CL0 0: FN
20 POINT AT 10,7: DISEG: WALL:
30 GO SUB 1000: GO SUB 500
40 LET "0"
50 LET "0"
60 LET "0"
70 LET "0": LET COUNT=0: LET 1
80 GO SUB 50: GO SUB 100: FROM
90 AT 7,10: MESSAGE "FOR 1 TO
100 NEXT 7: POINT AT 7,10:
110 GO TO 100
120 CL0: GO SUB 1000: FOR 1 TO
130 NEXT 1:
140 PRINT "0", "0" @ 10,10:
150 WRITE February 1983
160 INK 0: FOR 1=0 TO 91 STEP 4
170 AT 7,10: AT 7,10: AT 7,10:
180 NEXT 1
190 BRIGHT 1: INK 0: POINT AT 4
200 AT 10,10: AT 10,10: AT 10,10
210 AT 10,10: AT 10,10: AT 10,10
220 AT 10,10: AT 10,10: AT 10,10
230 BRIGHT 1: INK 0: POINT AT 4
240 AT 10,10: AT 10,10: AT 10,10
250 AT 10,10: AT 10,10: AT 10,10
260 AT 10,10: AT 10,10: AT 10,10
270 AT 10,10: AT 10,10: AT 10,10
280 AT 10,10: AT 10,10: AT 10,10
290 AT 10,10: AT 10,10: AT 10,10
300 AT 10,10: AT 10,10: AT 10,10
310 AT 10,10: AT 10,10: AT 10,10
320 AT 10,10: AT 10,10: AT 10,10
330 AT 10,10: AT 10,10: AT 10,10
340 AT 10,10: AT 10,10: AT 10,10
350 AT 10,10: AT 10,10: AT 10,10
360 AT 10,10: AT 10,10: AT 10,10
370 AT 10,10: AT 10,10: AT 10,10
380 AT 10,10: AT 10,10: AT 10,10
390 AT 10,10: AT 10,10: AT 10,10
400 AT 10,10: AT 10,10: AT 10,10
410 AT 10,10: AT 10,10: AT 10,10
420 AT 10,10: AT 10,10: AT 10,10
430 AT 10,10: AT 10,10: AT 10,10
440 AT 10,10: AT 10,10: AT 10,10
450 AT 10,10: AT 10,10: AT 10,10
460 AT 10,10: AT 10,10: AT 10,10
470 AT 10,10: AT 10,10: AT 10,10
480 AT 10,10: AT 10,10: AT 10,10
490 AT 10,10: AT 10,10: AT 10,10
500 AT 10,10: AT 10,10: AT 10,10
510 AT 10,10: AT 10,10: AT 10,10
520 AT 10,10: AT 10,10: AT 10,10
530 AT 10,10: AT 10,10: AT 10,10
540 AT 10,10: AT 10,10: AT 10,10
550 AT 10,10: AT 10,10: AT 10,10
560 AT 10,10: AT 10,10: AT 10,10
570 AT 10,10: AT 10,10: AT 10,10
580 AT 10,10: AT 10,10: AT 10,10
590 AT 10,10: AT 10,10: AT 10,10
600 AT 10,10: AT 10,10: AT 10,10
610 AT 10,10: AT 10,10: AT 10,10
620 AT 10,10: AT 10,10: AT 10,10
630 AT 10,10: AT 10,10: AT 10,10
640 AT 10,10: AT 10,10: AT 10,10
650 AT 10,10: AT 10,10: AT 10,10
660 AT 10,10: AT 10,10: AT 10,10
670 AT 10,10: AT 10,10: AT 10,10
680 AT 10,10: AT 10,10: AT 10,10
690 AT 10,10: AT 10,10: AT 10,10
700 AT 10,10: AT 10,10: AT 10,10
710 AT 10,10: AT 10,10: AT 10,10
720 AT 10,10: AT 10,10: AT 10,10
730 AT 10,10: AT 10,10: AT 10,10
740 AT 10,10: AT 10,10: AT 10,10
750 AT 10,10: AT 10,10: AT 10,10
760 AT 10,10: AT 10,10: AT 10,10
770 AT 10,10: AT 10,10: AT 10,10
780 AT 10,10: AT 10,10: AT 10,10
790 AT 10,10: AT 10,10: AT 10,10
800 AT 10,10: AT 10,10: AT 10,10
810 AT 10,10: AT 10,10: AT 10,10
820 AT 10,10: AT 10,10: AT 10,10
830 AT 10,10: AT 10,10: AT 10,10
840 AT 10,10: AT 10,10: AT 10,10
850 AT 10,10: AT 10,10: AT 10,10
860 AT 10,10: AT 10,10: AT 10,10
870 AT 10,10: AT 10,10: AT 10,10
880 AT 10,10: AT 10,10: AT 10,10
890 AT 10,10: AT 10,10: AT 10,10
900 AT 10,10: AT 10,10: AT 10,10
910 AT 10,10: AT 10,10: AT 10,10
920 AT 10,10: AT 10,10: AT 10,10
930 AT 10,10: AT 10,10: AT 10,10
940 AT 10,10: AT 10,10: AT 10,10
950 AT 10,10: AT 10,10: AT 10,10
960 AT 10,10: AT 10,10: AT 10,10
970 AT 10,10: AT 10,10: AT 10,10
980 AT 10,10: AT 10,10: AT 10,10
990 AT 10,10: AT 10,10: AT 10,10

```

```

100 IF 5KEYS THEN GO TO 100
110 LET 5KEYS: IF 5=0 THEN
120 GO TO 500
130 IF 5=7 THEN PRINT AT 4-1
140 AT 4,1: FOR 7=1 TO 3:
150 NEXT 7: GO TO 540
160 PRINT AT 4,1:
170 LET 5=0: PRINT AT 0,0,0:
180 GO TO 500
190 PRINT AT 4,1: "AT 4-1,1:"
200 LET 4=0: 5=0: 6=0: 7=0:
210 5=0: 6=0: 7=0:
220 THEN GO TO 500
230 IF SCREEN4 4=1,1=1 THEN
240 GO TO 570
250 IF 4=1 AND 5=7 THEN GO TO
260 500
270 GO TO 100
280 IF 4=0 AND 5=0 THEN GO
290 TO 410
300 IF 4=1 THEN LET 4=0: LET
310 5=0: PRINT AT 0,0,0: FOR 7=1
320 TO 3: PRINT AT 4,1: 5=0:
330 NEXT 7: POINT AT 4,1:
340 AT 4,1: LET 5=0: 6=0: 7=0:
350 GO TO 100
360 IF 4=0 THEN GO TO 100
370 IF 4=0 OR 5=0 OR 6=0 OR
380 7=0 THEN GO TO 100
390 IF 4=4 THEN GO TO 100
400 FOR 7=1 TO 4: GO SUB 570: P
410 RINT AT 4-1,1: "AT 4-1,1:"
420 GO 0: PRINT AT 0,0,0: PRINT
430 AT 0,0,0: NEXT 0: PRINT AT
440 4,1: AT 4,1: THEN PRINT AT 4,
450 1: INK 0:
460 LET 4=0: NEXT 7

```


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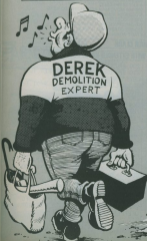
500 PRINT AT 10.10;"HELL"AT 10
10.10
500 FOR I=0 TO 999 STEP 9
500 PRINT AT 0.0,0;"P" P.01
510 NEXT I
510 LET C=INT (RND*(100+1)
500 IF ABS(C)=0 OR ABS(C)=100 THEN
PRINT " "
500 GO TO 510
500 LET B(C)=C LET C(C)=C
500 LET A(I)=I
500 IF COUNTS THEN LET COUNT=C
IF A=C
LET B=C LET C=C
PRINT AT 7.10 FLASH 1;"BOMB H
AN" FOR I=0 TO 100 STEP 10 LET
LIVES=LIVES-10 PRINT AT 0.0,0
500 GO TO 50
510 PRINT AT 0.1,0;"AT 0.0,0
FOR I=0 TO 100 STEP 10
500 PRINT AT 0.0,1;"BOMB H
500 PRINT AT 0.1,0;"AT 0.0,0
500 LET LIVES=LIVES-1 GO OUT 1
500 IF LIVES=0 THEN GO TO 700
510 PRINT AT 0.1,0;"B"AT 0.0,0
700 FOR I=0 TO 100 NEXT I GO
TO 100
700 PRINT AT 10.10; FLASH 1;"OO
HE OUCH
510 PRINT "THE B"Another BOM
510 IF INKEY="V" THEN GO TO 50
700 IF INKEY="N" THEN STOP

```

```

700 GO TO 700
700 IF A=0 THEN GO TO 500
510 IF ABS(C)=0 THEN GO TO 5
700 GO TO 500
510 IF ABS(C)=0 THEN GO TO 5
700 GO TO 500
500 FOR I=0 TO 999 STEP 9
500 PRINT AT 0.0,0;"P" P.01
510 NEXT I
510 LET C=INT (RND*(100+1)
500 IF ABS(C)=0 OR ABS(C)=100 THEN
PRINT " "
500 GO TO 510
500 LET B(C)=C LET C(C)=C
500 LET A(I)=I
500 IF COUNTS THEN LET COUNT=C
IF A=C
LET B=C LET C=C
PRINT AT 7.10 FLASH 1;"BOMB H
AN" FOR I=0 TO 100 STEP 10 LET
LIVES=LIVES-10 PRINT AT 0.0,0
500 GO TO 50
510 PRINT AT 0.1,0;"AT 0.0,0
FOR I=0 TO 100 STEP 10
500 PRINT AT 0.0,1;"BOMB H
500 PRINT AT 0.1,0;"AT 0.0,0
500 LET LIVES=LIVES-1 GO OUT 1
500 IF LIVES=0 THEN GO TO 700
510 PRINT AT 0.1,0;"B"AT 0.0,0
700 FOR I=0 TO 100 NEXT I GO
TO 100
700 PRINT AT 10.10; FLASH 1;"OO
HE OUCH
510 PRINT "THE B"Another BOM
510 IF INKEY="V" THEN GO TO 50
700 IF INKEY="N" THEN STOP

```



PARATROOPER

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

100-220 INSTRUCTIONS
200-230 DEFINE CHARACTERS, COLOURS ETC.
340 DRAW GROUND
350-370 PLACE TANKS
380-420 PLACE PLANES
410-430 PLACE TREES
440-460 PLACE AIRSHIPS
470 PLACE HELICOPTER

480-490 MAKES MAN JUMP FROM HELICOPTER WHEN A KEY IS PRESSED
500-508 MOVE MAN ACCORDING TO KEYS
570 CHECK IF MAN HAS LANDED
590 SUCCESSFUL LANDING
600-640 SPEED UP AIRSHIPS BY 1
650-660 CRASH AND DISPLAY SCORE
START AGAIN

BY ALEXANDER CLARK

RUNS ON A TEXAS TI 99/4a WITH EXTENDED BASIC IN 3K

```
100 CALL CLEAR
110 DISPLAY AT(12,3):"DO YOU WAN
T INSTRUCTIONS?"
120 CALL KEY(0,K,S): IF K=99 TH
EN 130 :: IF K=79 THEN 210 ELSE
CALL SOUND(-750,-4,0):: GOTO 120
130 PRINT "      PARATROOPER"
140 PRINT "
150 PRINT :: PRINT "      BY ALEX
ANDER CLARK
              (JULY 1983)"
160 PRINT :: PRINT :: PRINT :: P
RINT
170 PRINT "YOU ARE A PARATROOPER
IN      WORLD WAR 2, AND YOU ARE
BEING DROPPED BEHIND ENEMY L
INES. TRY TO AVOID PLANES."
180 PRINT "AIRSHIPS AND TANKS WH
ICH ARE IN PRACTICE MANOEUVRES!"
190 PRINT "USE ANY KEY TO JUMP F
ROM THE HELICOPTER AND THE '<' AN
D '>' (WITH ALPHA LOCK DOWN) T
O MOVE FROM SIDE TO SIDE ON THE W
AY DOWN."
```

```
200 PRINT
210 PRINT "  PRESS ANY KEY TO P
LAY"
220 CALL KEY(0,K,S): IF S(0) TH
EN 230
230 CALL RND(100)
240 CALL CHR(96)+"00FF010F112540
7FFF3F907F000000000000F0080C1E5E3
FFFE040F000000000"
250 CALL CHR(100)+"000000030F3F7
F7F7F7F3F0F03000000000006E2E7F7F
7FFFF7F7E7E2000000"
260 CALL CHR(104)+"030F3F7F7FFFFF
FFF402010090701020280E0F8FCFCFEF
EFE0408103000008080"
270 CALL CHR(108)+"8000FFFFFF3F7
8000000000000000000000CFEPE800
0000000000000000000"
280 CALL CHR(112)+"081E3F3F7F7F)
F381B030303030303030F8FCFEFEF
E1F8FCFC2FC00000000"
290 CALL CHR(116)+"00011F3F3F3F0
F7FFFFF5557F0000080E0FFEDE08
0FEFFFFE5454FC")
```

```

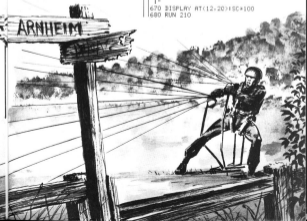
300 CALL CHR$(95,"")
310 CALL COLOR(8,4,4)
320 CALL SCREEN(6):: CALL CLEAR
:: CALL RANDOMIZE
330 DEF RAN(X)=INT(RND*(X)+1)
340 CALL CHR$(22,1,95,96)
350 CALL SPRITE(#27,116,2,172,RR
N(85),0,5)
360 CALL SPRITE(#19,116,2,172,RR
N(85)+85,0,5)
370 CALL SPRITE(#18,116,2,172,RR
N(85)+170,0,5)
380 FOR A=1 TO 5
390 CALL SPRITE(#A+1,108,2,(A*10
)+20,RAN(200),0,RAN(200)+3)
400 NEXT A
410 CALL SPRITE(#26,112,13,152,1
70)
420 CALL SPRITE(#25,112,13,152,2
00)
430 CALL SPRITE(#24,112,13,152,6
4)
440 FOR A=1 TO 5
450 CALL SPRITE(#A+6,100,15,A+14
+61,RAN(200))
460 NEXT A
470 CALL SPRITE(#1,96,5,10,100,0
,-20)
480 CALL KEY$(K,S):: IF S(0) TH
EN 480

```

```

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

```





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

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

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

Program notes

Line 100: initialize and display instructions.

110-120: change display list and set up a display list interrupt.

130: set game variables.

150-250: main program loop.

260-290: bomb dropped routines.

300-410: explode plane and restart game.

420-490: display routine if you manage to land four times!

500-530: redefine character set.

540-550: draw screen.

700: successful landing sound.

770-800: instructions.

```
100: 8050R 770:8050R 490:81R 800:1001000R  
0: 110:8100 140  
110: 800F100 1:R00E 710,0:R00E 1540,0:DL-  
R00E 1540:R00E 1501:R0250:R00E DL:7,00:R0  
00: DL:0,170:R00E 130  
100: R00E 300 TO 8:R00E R100E 10000,0:R0  
07: R100E 507,0:R00E 810,0:R00E 04200,10  
0:R00E 0  
100: DATA 70,170,9,0,141,20,200,100,00  
140: 8000R 040:R00E 0:R00E 1:R00E 00  
100: R00E 70,0:R00E 1,00:R00E 100,0:R00E 0  
0:R00E 77,0:R00E 10,0:R00E 000:R00E 10
```

BY DAVID TAYLOR

RUNS ON AN ATARI 400/800

IN 188

```
150 IF PEEK(PC+0) OR PEEK(PC+2) THEN G
160
170 IF INT((PC-CV)/20)=19 AND M=OP THEN
P=PC:R=0:G=5:GOTO 700:GOTO 640:GOTO
230
180 IF M=OP THEN 400
190 IF SPCK(SP)=13 AND S0=3 AND P=C*2
R THEN P=C*2-S*2:GOTO 1: SOUND SP, 10, 10, 1
200 POSITION 3,117 M=C-20:POKE P, PLANE
210 IF PEEK(S279)=6 THEN FOR X=1 TO 500
NEXT X:GOTO 350
220 FOR X=0 TO M
230 IF STRIG(SM)=1 AND S0=OP THEN S0=1
S0=P
240 NEXT X
250 IF S0=OP THEN FOR X=0 TO M-1:NEXT X
: SOUND 0, 0, 0, 0:GOTO 250
260 POKE S1, SP: SOUND SP, 100, 0, 1, 2, 120, 0
S0=S-20
270 IF PEEK(S0)=0 OR PEEK(S0)=2 THEN G
C=S:R=0:GOTO 300
280 IF INT((R-CV)/20)=19 THEN GOTO 300
290 POKE S1, M:R=0:GOTO 350
300 POKE S1, EXPLOSION: SOUND SP, 120, 0, 14
: POKE S1, SP: SP=SP+20:GOTO 150
310 FIRE P1, EXPLOSION: SOUND 1, SP, SP, SP: P
: GOTO SP
320 VOL=20:FOR S=0 TO 50 STEP 0.5:VOL=V
OL-0.2:IF VOL<0 THEN VOL=0
330 SOUND 0, 0, 0, 0, VOL: SOUND 0, 0, 10, VOL: SET
COLOR 3, 3, 0:RND(101414):NEXT S
340 SOUND 0, 0, 0, 0: SOUND 1, 0, 0, 0: POKE P1,
SPACE: SETCOLOR 3, 14, 12
350 IF S0=OP THEN M=S: S0=1: POSITION
17-LIMIT: I, I: M=C*2
360 IF S0=OP THEN M=S:FOR S=0 TO 10:PO
R S-100 TO 10 STEP -10: SOUND 0, 0, 0, 10: S
OUND 1, 0, 0, 10, SOUND 0: NEXT S
370 SOUND 0, 0, 0, 0: SOUND 1, 0, 0, 0
380 S0=S+0
390 POSITION 3, 7: M=C: M=C: M=C: M=C
400 IF PEEK(S279)=6 OR STRIG(S0)=1 THEN
410
410 GOTO 400
420 S0=P: C=C+1: POSITION 7, 5: B=19: I=1
430
```



```

400 ? "See 'you win'?" Goto BOOM BOMBIN
GOTO:POKE 712,C:160+40:POKE 709,C:160+12
440 FOR S=0 TO 200:NEXT S
450 GRAPHICS 2+16:POKE 712,B:POKE 709,C:
+16+12
460 POKE 750,50:GOTO 1,10,120,4
470 FOR S=0 TO 19:POSITION 0,50? Goto "T"
FOR Y=0 TO 100:NEXT Y:POSITION 0,50? Goto
" " :NEXT Y:GOTO 1,0,0,0
480 GOTO 100:POKE 712,B:POKE 711,100:PO
KE 710,B:POKE 1545,B:GOTO 200
490 Goto:POSITION 0,0:GOTO:POKE 490
500 GRAPHICS 0:POKE 750,1
510 POKE 710,C:16+16+8:POKE 709,B:POKE 7
12,C:10+16+8:POSITION 14,12? "CRASH Loo
500"
520 FOR X=1 TO 32:POKE 490+X,0:GOTO:G
NEXT X
530 DATA 104,104,104,104,104,104,104,104,
104,104,104,104,104,104,104,104,104,104,
104,104,104
540 DATA 200,200,200,200,200,200,200,200,
200,200,200
550 Goto:GOTO:GOTO:GOTO:GOTO:GOTO:GOTO:G
560 READ X:IF S=-1 THEN POKE 77,0:GOTO:

```



```

700 IF (KEY$=" ") THEN Goto:
See IF (KEY$=" ") THEN Goto
Dio GOTO 770
Goto ? " " Near aircraft is rapidly desc
ending over a city. The only way to lan
d is to "fly down away all the buildings.
You're a dead by crashing the jumb
o" ? "button (plugged into the first an
d)Only one jump can be in the air at
anyone time."
800 ? " " You are given 2 "jumps"
at the start of each game. Each jump is
made by "pushing the plane up."
900 ? "In any direction, it is best to
straighten jumps until as late as possi
ble."
1000 ? "In the game, use a jump if it too
is although you are going to crash."
1100 ? "If you manage to land,
you are rewarded with a new city a
nd the"
1200 ? "Below speeds up. If you manage to
land four times (most unlikely) you a
re"
1300 ? "Have broken the game and an "e
nd game" screen will be shown."
1400 ? PRESS ANY KEY:OPEN 0,0,0,0:CLOSE 0
1500 ? "When ever the message "PRESS
START" appears on the screen, you may a
ct"
1600 ? "the "START" key or the joystick b
utton you may press the "START" key at
any"
1700 ? "Time during the game."
1800 ? "PRESS ANY KEY TO "
1900 ? "START THE GAME "
2000 OPEN 0,0,0,0:KEY 0,0:CLOSE 0:G
OTO:

```

```

COMMENTS ON LISTING
In line 200 "press start" should be typed in inverse video
In lines 490,800,930 the curly bracket is a clear screen command
In line 700 type (C ESC TAB:INV SPACE) before PRESS
In line 750 type (C ESC TAB:INV SPACE) before PRESS,[INV SPACE] after TO
In line 760 type (C ESC TAB:INV SPACE) before PRESS,[INV SPACE] after TO
In line 770 type (C ESC TAB:INV SPACE) before START

```




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ROAD RUNNER

BY PHILIP OLIVER

RUNS ON A DRAGON 32

Wooooom, wooooom! Rev-up for a fast and furious race track challenge in your turbo-charged Dragon Special. Streak down the road, overtaking all the opposition. How far can you get without crashing?

This game has a couple of options for the player. You choose the number of lives you have and the speed. All that and a hi-score feature too! Will you score the fastest lap — step on the gas and find out!



```
0 REM ROAD RUNNER BY PHILIP OLIVER
1 CLS:PRINT"##### ROAD RUNNER #####"
2 REM FOR THE DRAGON 32
3 REM TYPE THEN FOLLOWING FOR GREATER SPEED:--POKE"40405",0
4 REM MAIN PROGRAM LOOP 7-9
5 GOSUB 12:REM SETTING VARIABLES
6 GOSUB 20:REM "V" SHOPS TO STOP CARB ESCAPING
7 FOR R=1TO9999999999:GOSUB 23
8 GOSUB 19
9 NEXT R
10 GOSUB 30
11 GOSUB 31
12 GOTO5
13 SC=0:BC=1:DI=12:D=10:SW=0:REM:CHRG(140)=0:REM SC=SCORE:BC=BEHIND HL. SCORE-JI=PD
14 WIDTH OF ROAD SIDE ROAD=D*WDRGR: WIDTH OF ROAD-R=STARTING POSITION FOR ROAD=RW
15 WDRGR=D:RW=D*WDRGR: REM:
16 INPUT"HOW MANY LIVES WOULD YOU LIKE (1-9)?":LE
17 IF LE<0 OR LE>1 OR LE>9THEN CL:GOTO5
18 FOR D=0TO LE:GOTO12:NEXT D:REM SET HL. SCORE
19 G=LE:PLAY"142,ASCBC:DCORCDEFDFC"
20 RETURN
21 J=J0781810+92:J1=J1+J-1:IF J1<0 THEN J1=0 ELSE IF J1<0 THEN J1=0
22 OF POINTS(J1)X2.4+0 OR POINTS(J1)X2.4+0 THEN SOUND 2000,2:SW=1:IF SW THEN
23 FOR I=0000+J1.47+5
24 RETURN
25 SW=AND(I)/2-0:SW=OR(SW) OF SW: THEN SW=0 ELSE IF SW<0 THEN SW=0
26 PRINTSW+SW:SW,SW:REM NOW SIDE OF ROAD
27 PRINTR:RWDI:1+400+R,CHRG(140+112):REM PRINTS RWDGR CARB AT BASE OF SCREEN
28 PRINTSW+0+479.99:SW:REM FWD SIDE OF ROAD
29 SC=SC+5:IF INT(SC/1000)=SC/1000 THEN SW=1:IF (INT(SC/10000)=SC/10000 THEN
30 PLAY"142,ASCBC:DCORCDEFDFC":SW=1:REM FREE LIFE AT 1000
31 PRINTSW,SC
32 IF SC<0 THEN IF SW = 1 THEN PLAY"142,ASCBC:DCORCDEFDFC":SW=0:REM FOR SETTING HL.
33 SCORE
```




```
20 RETURN
21 PRINT PRINT INPUT "WOULD YOU LIKE ANOTHER GAME?";G4
22 IF G4="N" OR G4="NO" OR G4="NO THANKS" THEN END ELSE RETURN
23 PRINT "TOUGH LUCK! YOU'RE DEAD"
24 PRINT "***** HIGH SCORE *****"
25 FOR I=1 TO 5
26 IF I<=2 THEN IF SCORE2 THEN G2=50:REM UP DATING HI. SCORE
27 PRINT "LEVEL 1: " ;J(2);NEXT I
28 RETURN
29 IF D1=0 THEN G=0
30 CLS:J1=0:G=0:REM FOR ST=1 TO 10
31 IF G=0 THEN V=ST ELSE V=0
32 PRINTM(400,PH,RS)
33 IF -ST+30 V=0 THEN V1=30-ST ELSE V1=V+0
34 PRINTM(470,PH,RS)
35 IF ST=0 THEN G=ST+1
36 NEXT ST
37 RETURN
38 "*****
39 "*****
40 IF D=0 THEN G=0:REM FOR J1=1 TO 10
41 IF J1=1 THEN J1=1:IF J1=1 THEN J1=0
42 IF J1=1 THEN J1=1:IF J1=1 THEN J1=0
```

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Your aim is to stop it reaching the bottom of the screen. If it manages this twice you'll lose one of three lives. You'll also lose a life if the Crawler hits you with one of the deadly insect bombs it drops. Just another hazard to contend with! In order to finish off the Crawler completely you have to hit its head with one of your pellets. Hitting the body simply

scores points. You can also score points by hitting the mushrooms and apples. But beware, the mushrooms split into three when hit, so you'll have to be careful not to give the Crawler an easy path to the bottom of the screen. You'll get bonus points if you hit the Crawler's head.

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

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

```
501800=120 C=USR1&FFF4: And&FFFF 00V5100
002000
```

```
000000FFFF0000 b>: 1FD=0+0E1,0E1FD=0+1E1,0E1=0
```

```
000000FFR000000000, CH0? REPORT
```

```
0010F030777400 R00: 10:1-R00: 20:1-CH000 CH0: 1-000+000-1-UNIT1L000=0+ENDPR00
```

```
002000FFR0000F000000? PR01777000 5: 1-00000004: STR11000000-2: 00000000: 0+R00004: -0+ENDPR00
```

```
003000FFR000000F10E
```

```
0040000000-220: 120-00-00: 120-010-000-00: 120-20-220-0-0-00: 120-000-000: 120-00-20:
```

```
204: 12-30-00-200: 200-00-00: 12
```

```
0050000000-227: 04-04-00: 100-000: 200: 120-00-20: 200-0-04-04: 04-04-04-04-00: 200:
```

```
20: 120-200-00-04-04-04-00: 20-200-0: 100: 200: 200: 200: 120-00-0-20: 200-00: 04-04-00: 0
```

```
0-00-00-04
```

```
0060000000-220: 107-74: 44-240: 01-00-00: 140-20: 200-100: 100-100: 74: 74: 74: 74: 74: 2
```

```
0-204-44: 44: 44: 44: 170: 100-00-00
```

```
0100000000
```

```
000000FFR000000000000-000000=00FF000
```

```
002000FFR00-200-00FF0000000000000000
```

```
0030000000
```

BY MARK HAW

RUNS ON A BBC B IN 32K

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ACT MICROSOFT: All educational arcade Action Master titles are software only and are Microsoft Windows compatible. Details available from the Lothlorien website.

BEEMAN: An aerial explosion was captured via the system panel (OVNPL) where you are under attack from waves of bee-like creatures - each more vicious than

the last. Your only hope of survival is to catch mice with a laser firing photon net, but just when you think you're winning you discover the sinister game can reveal you to see another life!

BEETLEMANIA: Trapped in a maze with four giant green beetles you are desperate to get out. You can find a way but the odd cave lets behind 1000s of four giant beetle eggs. Naturally the beetles are hungry when their eggs are eaten. Higher levels offer more complex maze and fast moving spiders.

TWO-EYE TURTLE: In the middle of winter a turtle is defending his driveway path against a variety of menacing bugs. Some get to strawberries, some get for you - some don't get for anything simple. They're accidentally attracted. But remember this a writer and you never know when it might occur

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Ski Slalom (2.95)

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DRAGON 32 & TANDY

Quality Tandy's is used by using fonts with characters, shades and Vectors! Amazing in the graphics animation and movement. (S.S. 88, 480, 128k 1, 128k 128k) (S.S. 88 - Sinclair joystick substitutes to Kempston, Sinclair, Potech, A&P etc.)

The most exciting new game for the Commodore 64, with what else... could you call it... more... see us when you visit us at the 15th Century by a distant coast of a 128k 128k 128k. Write for the money.

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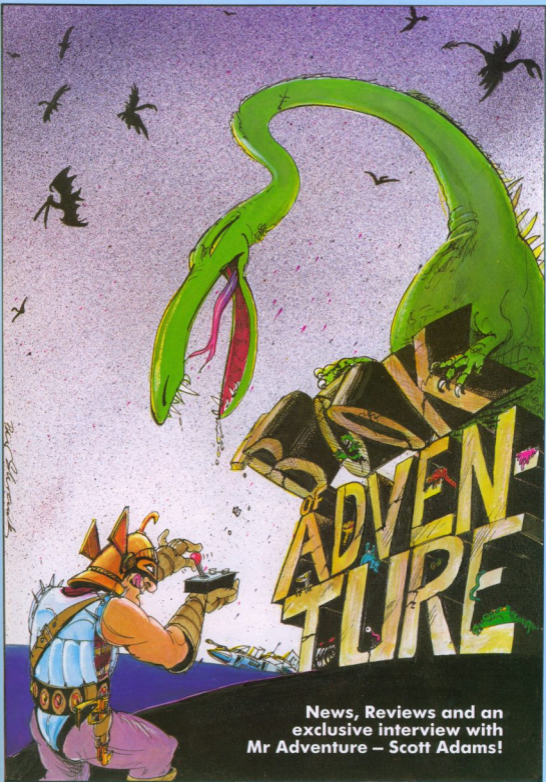
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Mark Blumenthal



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CONTENTS.

News and Reviews



Cover illustration: Peter Schrank

TAKE CREDIT

Welcome to the Computer & Video Games Adventure special. We've 28 pages dedicated to the subject and a whole host of news, reviews and features.

There's interviews with America's Scott Adams who wrote the famous Adventure International series and Melbourne House's Philip Mitchell who led the team which produced The Hobbit.

We've a competition for those with an active imagination and seven pages devoted to adventure reviews.

A special vote of thanks goes to our regular Adventure columnist Keith Campbell and his Helpline helper Simon Clarke who have helped plan and write much of this supplement. Between them they've solved more adventures than most of you have found packed lunches.

WHO DUNNIT?

Plotted by:
Keith Campbell and Simon Clarke

Planned by:
Terry Pratt, Tim Metcalfe and Eugene Lacey

Featured messages:
Clare Edgeley, Seamus St John, Robert Schifreen

Mapping and layout:
Linda Freeman and Lynda Sterry

Competition 7

We've mapped out 19 locations, suggested 12 objects and left you with the task of filling in the plot. There's a prize of an Intellivision Games centre with two Dungeons and Dragons cartridges for the lucky winners.

Adventure News 8

We tracked down a whole host of new adventures which will be with us in the new year. Including exclusive news for Spectrum and BBC owners that Scott Adams' series is being converted to their machines.

Reviews Introduction 18

There's many a crack of gold in our reviews section and we give you a rundown on our marking system and how to spot the top games.

Scott Adams Reviews 19

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We look at Adventuring on home video games systems. You can delve into dungeons and fight fire breathing dragons.



COMING NEXT MONTH!

Next month in your reader friendly magazine — The Book of Games! Yes, we're bring your 52 fun packed pages of games listings for all the top micros — including the Spectrum, BBC, Vic, Atari, Dragon, Oric, Texas.

To solve an adventure, there are more ways than one. If you can't do it the Adventurer's way, then try the computerist's way!

Dear Sir,

Re the question of how to get through *Pimania's* green door without losing objects — CHEAT, that's how! Break into the program and type — LET gate = 7. CONTINUE?

You may have to press ENTER to the next prompt, but then you will be in the Cavern of Ivory — objects intact! Try fiddling about with the variable "gate" — you can get anywhere, though sometimes the program gives an error. *Brendan Pollitt, Leswall, Stranraer*

Keith's reply: We like it, Brendan! I take it this is for Spectrum only, as the BBC doesn't have a CONTINUE?

Some time ago readers were asked how often they saved their games. Here's a tip from New Zealand for all Adventurers —

Dear Mr Campbell,

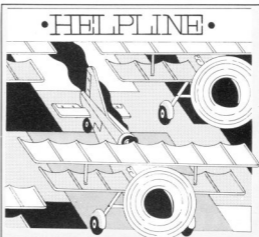
We have become avid readers of C&VG since we bought a BBC four months ago. Your column has always been eagerly read hoping for clues in *Philosopher's Quest*, and although it hasn't rated many mentions I'm delighted to say we're nearly there! With two teenage boys shouting suggestions we finally attained 236 points! Unfortunately the last 14 points are eluding us at the moment.

You asked how often we saved a game at the crucial moment. We found that until we DID start saving games at various points we only managed to get about half way — fatigue, carelessness or having to get a meal always hindered us. It took nine saved games to reach our grand total so to any other Adventurers I would say "save, save, save!"

Judy Sparks, Tauranga, New Zealand.

Keith's reply: Thanks for writing Judy — I'm somewhat awed by the fact my words are being read all over the world! Hope this next letter may help — but I doubt it!

Of course, we occasionally get letters from the demented.



FROM OUR POSTBAG

Many of the letters Simon and Keith receive are read with great interest and amusement. Usually they can only be mentioned briefly in passing. However here, with more space to spare, is a selection to help, amuse and entertain! We give no guarantee whatsoever that using some of these tips will improve your Adventure performance!

HELPFUL HINTS & CRYPTIC CLUES

SANDS OF EGYPT

To light your way magnify a torch beam. You'll have to dig around south of a cliff and north of a start.

RAIDERS OF THE LOST ARK

Go to map room, walk down the yellow line. Don't hang around or you'll be robbed in the black room — head for the bottom RH side of the screen and keep right on.

Dear Data-twiddler, Methinks that this may be useful for Spectrum owners (no comment for fear of starting a war) with *Artic's Adventure A*.

This is how to communicate with the computer behind the wind tunnel. Type TYPE HELP" and press ENTER. Good, ain't it!

Wait for it! How to get the coin in the lake. Wear boots. Go lake. You will automatically emerge with the coin. Tony said that the computer and coin were red herrings. Tony is falling down (I am a novice adventurer).

On to the BEEB and *Philosopher's Quest*. Type the following —

ZODIAC

Bank on a wire solution reached by ladder. The DIY book is a hint and helps with a key feature in releasing the prisoner.

WIZARD & PRINCESS

There's a bit of Pocus in crossing the chasm — merge two notes together for the clue. One is found in the hole. To leave an island drink parrot's brew.

VDU 2: FOR X = TO 300: PROC(X): NEXT

If it screams "no such variable" then type "CTRL-C" then "P.X". If it says "301" then you've finished, otherwise let us assume that $c = X + 1$, then type —

FOR X = c TO 300: PROC(X): NEXT and press instead of return, CTRL-B, then CTRL-M.

Cheers. Yes I am a Pimaniac, is this a clue? *John Yeates, Le Boorg, St. Clement, Jersey.*

Keith's reply: Were you the original artist's model for *Asylum John*?

And here's a discovery to speed up play —

Dear Sir,

While playing *Espionage Island* on my 16k ZX81 I discovered a "new feature" of the game — if you input several commands separated by spaces, e.g. W E N (about 6 spaces should do) the computer will input all of them and respond to each after hitting "new line". Although this gives a maximum of about five single letter commands it is an extremely useful feature.

Justin Musson, Hitchin, Herts.

Keith's Reply: Thanks for the tip Justin — amazing what you can do if you experiment, isn't it?

Adventure has followers everywhere, not only in the UK and USA, as this letter testifies —

Dear Mr Campbell,

Having a spare moment and an aerogramme I thought I would write in response to your July article. As I get my issue by surface mail I am some months behind.

I have a TRS-80 with discs, and an Apple with discs.

I wrote down the names of all the Adventures I have, recently, and was mortified to see how few I have ended. I finished *Mission Impossible* and *Strange Odyssey* almost straight off, *Adventureland* and *Pirate* at great length, and am well into *Voodoo Castle*, *The Count*, *Mystery Fun House*, and *Pyramid of Doom*.

I have three Jyym Pearson adventures, *Escape from Traum*, *Earthquake*, and the *Curse of Crowley Manor*. I don't like them all that much, and the hint sheet for *Traum* is USELESS!

I am confronted by a huge black man in a slave's uniform who says, "If you're really from the third planet — who am I?" The clue sheet says BE PERSISTENT WITH FRIENDS. Maybe it will come to me, but some of the clues for parts already solved are useless, so maybe this is too.

Edward McArdle, Ivanhoe, Victoria, Australia

Keith's reply: Thanks for your long letter (not all printed here) from down-under, Edward. Can anyone help with *Traum*?

Our readers play a big part in making C&VG's adventure pages — they help us to help you by sending in tips and hints to Keith's Helpline — and often get him out of a few tight corners in a sticky Adventure! Here we take a dip into Keith's Helpline files.

Between the issues Keith Campbell and Simon Clarke are both busy typing replies to the many letters they get. So many pour in, that without Simon's help Keith would be buried under a pile of loose paper, in danger of slipping down a hidden grating!

Even so, forgive them if a reply to your letter is late. They try to keep things under control, but every now and again one escapes! So to speed things up, they soon will be using attractive postcards, complete with the Adventure and C&VG logos, for the shorter replies.

Now, on with the show! One of our Helpline answers comes straight from the horses mouth.

W. J. Bailey was suffering from *Zodiac* way back in September, you may remember, and the help received from Geoff Phillips has got to be the best around — he wrote the game!

Geoff and I have been corresponding since before he wrote *Zodiac*, and it's nice to see that he is not only still reading C&VG, but has got time to help readers out as well!

Thanks also to other readers who helped with this one, notably a detailed solution from Richard Mallory, and other tips from G. Whaley, both of whom had to find out the hard way! Or did they? Which is harder, to write an Adventure or solve it!

G. Whaley begs at the same time, for help with the tapestry in the *Oric Castle* adventure. He seems unable to do with it in the 48k version what he found possible in the 16k game. Anyone had similar problems?

Raiders of the Lost Ark clues for Johnston Barlow. Robert

Moss gave us one way to reach the Black Market, and Iain Alexander from Bracknell suggested how! Read the clues, Johnston, you must be able to get there now!

There is a rumour circulating in Ireland that I have a complete solution to *Espionage Island*! Michael Carroll, writing from Wexford, suggests that I might pass it on to him! Have I got such information? Only the reader who sent it in will ever know!

Paul Coppins, thankful for receiving help in the past, has repaid his debt to society! He sent sealed envelopes to be forwarded to the Cliphams and the Millars, both of whom featured in a recent plea. Thanks a lot Paul, your letters have been sent on!

I don't know the contents of the envelopes, but one was marked 'The Sands of Egypt hold many secrets', and the other, 'Join the notes, the key to see'.

If you're thinking of writing for help — beware! David Anthony wrote on behalf of a group of boys stranded at Lord Wandsworth boarding school in Long Sutton.

It's a matter of pride with them, that once started, an Adventure has to be finished before they set out on another.

The one in question, *Planet of Death*, was boring them to death. Can't say I blame you, lad!

'If you can't help we'll have to do something really interesting like reading a roll of wall-paper,' wrote David. I did help — and fed a length of wall-paper through my printer to take the reply! Two birds with one stone!

My Editor (bow, scrape) was not visibly amused when he heard. 'Tut tut, Keith, what will the readership think we're playing at?' So please, readers, don't tempt me!

Escape From Traum is a game that I can't seem to get

hold of for my TRS-80. However, following Stephen Banner's request for a difficult clue, I am beginning to feel I know the game very well!

From Mike and Sue Moseley of Macclesfield:

The Frond is quite nice, But dig my advice, Before your cup may spill over right now.

So here's a good lead, But make haste indeed, Don't altar your course any-how'

Mike and Sue are themselves desperate to know how to open the Old Safe.

Problems, tips, and adventure chit-chat are always welcomed at Keith Campbell's Adventure Helpline, Computer & Video Games, Durrant House, 8 Herbal Hill, London EC1R 5JB. Simon and I are both here to try and help each other! Please write to us — but not all of the same time!

HELPLINE INDEX REGISTER

Here are some recent achievements by C&VG Adventurers. If you think you have a high score or record performance in an Adventure, then write to Helpline, and tell us!

M. Broszko of Bolton has reached 957 Karma points, beating our previous high-score of 887 totted up by Duncan Wood. Is this a record?

Ian Parker of Gentleshow near Rugeley thinks he might have topped the poll with 4000 *Inca Curse* points the first time he played it! I wonder if he corrected the spelling on his way through? *Inca Curse* has the most dreadful spelling in any Adventure I have ever seen.

Perhaps I am a little lacking with *Hobbit* clues. I admit it is a game I have played but not completed. Perhaps this shows. I met Arthur Milgrom of Melbourne House recently, and detected a slightly Hobbit-hurt feeling emanating from him. He could tell!

Hobbit clues are very difficult to give, as the game changes subtly every time. Those who have gone the full course and have quoted the congratulatory final message, are Mark Crisell of Great Totham, Stuart Steen of Rayleigh, and Andrew Kennedy of North Harrow.

None have yet scored 100%, but all have their own theory about going back out there and...!



HELPLINE INPUT

Help required in this section — can any obliging reader come clean about the following?

Velnor's lair, for Andrew Kennedy of North Harrow. He has reached the waterfall after killing Medusa and can get no further. And for Craig Lee of Bournemouth, who can't cross the crocodile infested river.

Knights' Quest for John Powell of Work-sop. Having negotiated quite a chunk of the game he is now totally

stuck in a dark tunnel without a light.

Shamus Case II for R. T. Britwell of Billericay. Stuck in Room 21. What a place to get stuck! Help him somebody, please!

Ulysses and the Golden Fleece for Alison Matulko of Lymm, Cheshire. She is struggling to open the jewel encrusted box. This sounds familiar! If it is similar to a certain jewel-encrusted egg, then you may never open it!

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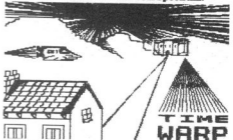
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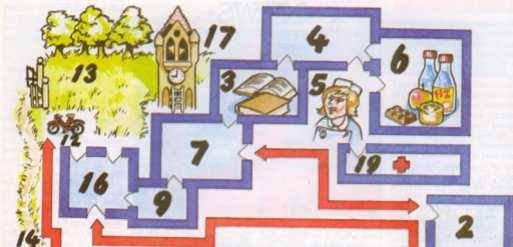
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PLOT COMPETITION

Win an Intellivision TV games centre complete with all three Mattel adventure cartridges by helping us finish this adventure plot.

We've come up with a map showing 19 locations and how they interlock with one-another. There are also 12 objects (although four of them are un-named) to fit into the story. All we need is a plot, giving a name for each location, the exits, the objects to be found there and an objective. We'll leave it up to you to add most of the characters and give us the storyline.

Some of the locations give clues as to their pertinence to the plot and feel free to add other objects — but no more locations please. The best plot we get through before January 16th wins our super prize of an Intellivision machine and the cartridges which we feel most capture the spirit of adventure: Advanced D&D and Treasures of Tarmin.

Note that all red routes are just entries into the next room, while No. 17 can only be entered by ladder from No. 7. No. 12 leads to No. 15 and No. 13 only leads to 15 via 14. Remember to start in No. 1 but you can finish wherever you like.

Please send your entries to Mattel Adventure, Computer & Video Games, Durrant House, Herbal Hill, London EC1R 5EJ. 250-500 words at the most please.

The competition will be judged on imagination, how well the plot holds together and how interesting and challenging we feel it would be to play.















- | | |
|--|--|
| a)  Bunsen burner | g)  Conker |
| b)  Ruler | h)  Food hamper |
| c)  Watkins Minor | i)  School cat |
| d)  School cat | j)  Bottle of ink |
| e)  Bottle of ink | k)  Cricket ball |
| f)  Cricket ball | l)  |



Illustration: Ivan Allen

THE ISLAND

Red Herrings are definitely out of water in this adventure — you'll encounter them all over the place!

You play the part of the only survivor of a plane crash — fortunately the plane managed to crash-land on a tiny island situated in a vast expanse of ocean, so at least you were saved from a watery death.

Finding a way off the island presents a problem as it appears quite deserted so you set off to explore. The island is small but still manages to include about 140 different locations. All of these must be visited before you can solve the mystery and escape from this deserted prison and make your way back to civilisation.

On the island are four mazes which must be negotiated and in each one you'll find treasure, clues and objects, all of which may be of help. However, there is only one way off the island so take care not to be led astray as many of the "helpful" clues and objects are nothing more than red herrings!

The adventure is also set against time and the top adventurer will want to make good his escape in the fastest possible time.

The Island is available from Manchester-based Crystal Computing for the Spectrum 48k at £6.50 and can be used with the Currah Speech Synthesiser.

O LEVEL CAPER

Anarchy is rife in 'O' Level Caper as you fight against a band of evil teachers in order to prevent an exam disaster.

The aim of this bizarre game is to track down some original 'O' Level papers which have been substituted with fake ones by some wicked teachers, in collusion with a professor at Oxford University. Should you fail you'll find yourself sitting an



exam which is so difficult that everyone will fail!

This is another Phoenix action/adventure game, where you must first play an arcade-type game to win through to the adventure proper. On completion of each level you will be given code words and various clues which will help solve the caper.

In order to discover the loading code for the adventure cassette you need to complete at least four of the eight skill levels on the action cassette. However, some dummy clues are slipped in and you have to decide which are the red herrings.

In the action game you wage a constant battle against the terrible tutors until you've managed to complete enough skill levels to arm yourself with the code to start the adventure.

Using the necessary clues in the adventure, you make your way to Oxford and fight your way into the University past bands of corrupt teachers. Once you've tracked down the original papers and swapped them with the fake ones you can sit the exam with a sigh of relief in the knowledge that you and several thousand

others are at least doing the right paper.

The 'O' Level Caper comes as two cassettes and is available from Middlesex-based Phoenix Software for the Vic 20 with 8K expansion at £9.99.

MOUNTAINS OF KET

A venomous furry creature is stuck fast to your neck throughout the Assassin Bug adventure.

Edgar is the unlikely name of the bug and his presence on your neck is the Lords of Ket's insurance policy, designed to stop you escaping while you undertake the deadly quest they have set you.

Framed for murder and awaiting a grisly death, these Lords give you one last chance to escape your fate. You must find the Temple of Vran and kill its evil priests, who send their murderous acolytes to raid Ket.

You start off in a village at the foot of the Mountain of Ket. In your purse are some gold coins which can be used to barter for the supplies you might need on your journey. On entering the gaping blackness of the mountain, the huge

doors swing shut behind you with a crash! The only way out being through the maze of tunnels winding up, down and through the heart of the mountain.

In your travels, treasure can be found glinting in the darkness — but don't leave it lying around as there are rats lurking who'll whip it and hide it again.

With about 70 different locations inside the mountain you'll meet both friends and enemies to help or hinder you — watch out for the gambling ogre who is out to win your supplies.

The Mountains of Ket is the first of a trilogy of text adventures. On completion of each adventure a code word will be revealed and the first person to complete all three will receive a prize by sending all three code words to Incentive.

The Mountains of Ket is available from Reading-based Incentive Software for the Spectrum 48k at £5.50, while the remaining two adventures will be released early next year.

MIDWINTER

The earth is in the grips of another Ice Age and you've got only 12 days to find the device which will melt the ice.

Before the second Ice Age, the polar ice-cap started to melt causing the oceans to rise and creating extensive flooding. To reverse this process, a group of prominent scientists built a machine to bring everything back to normal.

But the process went too far, plunging the earth into a frozen wasteland where nothing will grow. What was once lush and verdant withered, the population dwindled and the people lost hope.

One day while looking through your attic you come across some documents explaining how the earth got into such a mess. Armed with this



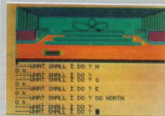
Adventureland



Pirate Adventure



Secret Mission



Secret Mission



Pirate Adventure



Adventureland

valuable information, you set out to find the machine and reverse the process to restore the earth to a semblance of normality.

You've only 12 days in which to save the earth and the adventure leads you to many strange places and encounters before it's solved.

Midwinter is one of three new titles to be added to Digital Fantasia's extensive series of Mysterious Adventures and is available for the BBC as a text adventure and the Spectrum which is a graphical version for £9.95.

The other two adventures are Wax Works and After The Fire. In the former you have to find your way out of a wax works factory in which all the exhibits become alive. Fight your way past Jaws IV the shark, tackle the manic mountaineer and try to out-smart Robin Hood.

After The Fire is a real horror story. You have survived a nuclear holocaust and realising you're the only person who hasn't fallen victim to radiation sickness and fall-out in your area, you set off on a gruesome journey to find and join the few remaining survivors of the holocaust.

Wax Works and After The Fire are also available from Digital Fantasia for the BBC and Spectrum at £9.95 and can be played with the Currah Speech Synthesiser.

SCOTT'S GAMES

Santa's bringing a great Christmas present over from the States for all you adventure freaks.

Calisto Computing, the UK agents for Adventure International have recently obtained the rights to produce Scott Adams adventure games for the BBC, Electron and Spectrum. This is in addition to the Atari 400/800 and TRS-80 which they already cover.

The production and conversion of these popular games are already in hand with four of the 12 titles scheduled to be released before Christmas. The remaining eight are due to appear in the New Year.

The first titles to be released are Adventureland, Pirate Adventure, Secret Mission and Voodoo Castle. The Spectrum will carry the first two games and all four will be available for the BBC and Electron.

In the New Year the remain-

ing his nose he dives in to search the murky waters in the last part of his quest.

FISHY BUSINESS

Dan Diamond has returned again in his attempt to complete the mystery begun by a cryptic note.

Having received a note to the effect of "Come, you're our only hope" in Franklin's Tomb, Dan, the futuristic detective, sets out on his strange quest to find the authors of the note and to help them in their dilemma.

holding his nose he dives in to search the murky waters in the last part of his quest.

Fishy Business is an underwater adventure set in a sea kingdom, populated by Mermaids and Mermen. There are many articles which Dan should collect to help him in his mission, but beware — some could be little more than red herrings!

Travelling through caverns and grottos in his search for clues, Dan has many strange encounters. He may come across a lift-room which will transport him into the depths.

Fishy Business is a text adventure and can be played individually or as one of a series with Franklin's Tomb and Lost in Space. All three adventures are available from Salamander Software of Sussex at £9.95. At present Fishy Business is available only for the Dragon but by mid-February should also be available for the BBC and Oric.

PUFFINS

Read the book, play the game and immerse yourself in a gripping adventure.

Puffin Books have entered the software market with four new adventures, each accompanied by a book to help the happy adventurer to the conclusion of the plot.

Escape from Arkaron, Besieged and Into the Empire comprise a space trilogy with the accompanying books outlining the story of the adventure.

In the Warlock of Firetop Mountain, you brave the dark secrets of the mountain to find the Warlock's treasure using the book to pick up clues and map your journey.

The trilogy is available from leading retail outlets for the 16/48k Spectrum at £4.95 while The Warlock of Firetop Mountain, for the 48k Spectrum, is priced at £6.95.



ing games will be released for all three micros and the full set includes: The Count, Strange Odyssey, Mystery Funhouse, Pyramid of Doom, Ghost Town, Savage Island Parts I & II and Golden Voyage.

All the BBC and Electron adventures will be text-only versions retailing for £7.95 but the Spectrum games are graphical and priced at £9.95.

And finally, Calisto are already looking into the future with the aim of extending their range still further. During the next few months they will be looking seriously at the new Elan microcomputer, Dragon and possibly the Oric to increase the range of machines

Following a series of clues, his weird journey takes him into Lost in Space, the second part of the trilogy where he finds himself in a derelict space craft hovering somewhere in the depths of the galaxy. He must find his way round the ship and land it safely on a particular planet!

At last, in the third adventure in the series, Fishy Business, Dan has miraculously found the very planet he had to land on.

Descending from the space craft to survey the lie of the land he finds, to his horror, that he's set down on a small sandy outcrop surrounded by water. Taking a deep breath and

To the microcomputer games enthusiast, Scott Adams is Mr Adventure. It was his first program, *Adventureland*, which introduced many an Adventure addict to the delights and frustrations of this popular game format.

That first offering was five years ago and has been followed by 12 titles from Scott. Games like *Ghost Town*, *The Count*, *Mystery Fun House* and *Pirate Adventure* are recognised among the classic adventures to emanate from Scott's keyboard.

His fans include the dedicated adventurer who will not dream of asking for HELP, those who like being immersed in a story and even arcade gamers who want to challenge their wits as well as their co-ordination.

The sign of a successful Adventure and the strength of Scott's, is that the player can lose himself completely in the action. Scott strives to spark the imaginations of his players.

"The key element of an adventure is to make sure it relates to the people who play it. The writer uses his imagination to generate an image in the player's minds," he says.

But it is also important to believe that you can solve the Adventure. Scott claims: "Players want a chance to use their minds. To be presented with a problem knowing that a solution exists and that they can overcome the problems eventually."

"It is important that enough clues are placed in the adventure for people to make a logical progression to the solution."

So how does Scott approach writing an Adventure? "I get a basic theme like the old west, science fiction or fantasy and then fill in the location, say a space ship or an old ghost town."

"Next I work on the geography, rooms and castles, whatever would fit. And then comes the purpose of the adventure, is it a treasure or mission oriented game? That's when the real imagination comes in, drawing in the landscape."

"An adventure can take anything from one to six weeks, it depends how well everything fits together — I once wrote one in a week."

The plotting is important to Scott and it shows when he's asked which of his own adventures are his favourites: "I get asked this question a lot. I usually like the one I've finished most recently, the best.

But of those currently available, *The Count* and *Ghost Town* are the two I usually choose. They have the best plotting in my opinion."

MR. ADVENTURE



Keith Campbell's Adventure Helpline gets most pleas from players lost in the *Mystery Fun House*, trying to undertake a *Mission Impossible* or stranded in a *Pyramid of Doom*. They all have one thing in common, trying to combat the devious mind of Scott Adams — the mind that lies behind 12 classic adventures. No Adventure supplement would be complete without a word from the man whose adventures have produced more curses and commendations than any others on the market. So Terry Pratt phoned to interview Scott at his Adventure International complex in Florida.

Scott was a professional computer programmer long before he discovered Adventures. It was while working in a Florida company's programming department that he was introduced to the "original adventure" *Colossal Caves* by Crowther and Woods on the company's mainframe computer.

After solving it in a week of staying late at the office he wrote *Adventureland* on a TRS-80 at home.

In 1979 he set up a retail store called the Adventure International Computer Centre and that has now expanded to become a 40 employee business with a large range of software.

"It's not only adventures. Our product range also includes a strong arcade side. There are around 250 titles in the range. Games like *Preppie* and *Sea Dragon* as well as adventure and also business packages."

The Adventure International service does not stop at selling an adventure.

"We get an awful lot of feedback from players in difficulties asking for help. One of our best sellers is our Hints Book."

"We help them over the tough hurdles, not by giving them the answers but by providing extra hints and clues."

Scott himself doesn't tackle other people's adventures anymore: "I try to stay away from other people's Adventures. So I'm not likely to steal their ideas. I like to remain untainted."

And he still finds he has a font of ideas springing forth: "Yes we've got two new Adventures coming out shortly which I'm very excited about. I still enjoy writing them."

Adventure International is also producing graphic versions of Scott's games and he sees this as the way Adventuring will go. "It's moving away from text Adventures. As computer graphics get more sophisticated, so Adventures with graphics become more sophisticated. Graphic Adventures now tend to outsell text Adventures."

"Graphics make an extra dimension available and can add to the player's involvement."

He doesn't feel that Adventures are best left purely to people's imaginations: "All of our new games use graphics wherever possible. A text only Adventure is like a newspaper which has no pictures."

Does Scott have any plans to visit his many fans in Britain? "Yes, I'm hoping to come over in 1984. It's just a question of finding the time."

We wait with bated breath!

Fantasy games take many forms. The imagination is almost limitless in its capacity to create make-believe worlds to allow the mind to experience excitement beyond its reach in reality.

*We built a ship upon the stairs
All made of the back-bedroom chairs,
And Tom said, 'Let us also take
An apple and a slice of cake';
To go a-sailing on the billows.*

*We took a saw and several nails,
And water in the nursery pails;
And Tom said, 'Let us also take
An apple and a slice of cake';
Which was enough for Tom and me
To go a-sailing on, till tea.*

Imagine you are in a dark dungeon. A flaming torch fixed to the wall casts a flickering light towards a passage — your only way out. In the shadows you see the outline of a dwarf brandishing an axe... All eyes gaze at the Dungeon Master, to discover what will happen next.

Crowther and Woods could hardly have guessed what they were starting when, in those dark days before the advent of the micro, they took the fantasy game a step further by writing an Adventure on a large mainframe computer.

This was the *Colossal Cave* which was written in Fortran and was played on large installations — and still is — by bank clerks and students alike.

No longer had a dungeon master to be present — his place was taken by a keyboard, and printer or screen.

Some time later the first popular home micro-computers appeared. A young man called Scott Adams noticed a promising new one called TRS-80 and purchased it, to see how it compared with his home-brewed system. He had been fascinated by *Colossal Cave* and wondered — would it be possible to implement a similar game on a small computer with limited memory?

His attempt resulted in *Adventureland*, which he wrote in Basic, in 1978 and followed with *Pirate's Cove*.

A friend of Scott's, Lance Mickus, tried to persuade him that the fast response of machine code was needed to make these games widely acceptable. Scott was not convinced, but took a crash course in machine code programming, and then spent a year developing a system that would enable him to write machine code adventures with relative ease.

He converted *Adventureland* and *Pirate*, and gave birth not only to his own classic series, putting micro-adventures firmly on the map, but also to the company of which he is now president — Adventure International.

Incidentally, *Adventureland* and *Pirate* were the only two of his series available on a Pet, in Basic.

The TRS-80 was, at that time, America's most popular micro, followed by

the Apple, and Scott's games were originally converted to both the Apple, and a machine little heard of these days, the Exidy Sorcerer.

The heyday of the TRS-80 as a popular games computer, was now, sadly, drawing to a close. Although a powerful machine for serious enthusiasts, and with a wealth of games software to its elbow, two events combined to change the face of Adventure.

The U.S. passed a law limiting radio interference from home computers. The popularly priced Model I failed to comply, and was phased out of production by

Radio Shack in favour of a compatible but more expensive Model III.

At about the same time there came a new generation of home micros — including the Atari, Vic-20, Sinclair Spectrum and BBC.

All offered colour graphics, and all cheaper, some much cheaper than the earlier TRS-80, Apple and Pet. Owning a home micro was now a viable prospect for millions, rather than a relative handful of dedicated enthusiasts.

Scott's games were converted for the Vic and Atari, but now with a vast market thirsting for adventures, new adventure software proliferated.

Cheaper memory meant still more computers were arriving on the scene — including the Dragon and Oric. The memory size of a standard configuration was now double or treble the 16k of the older micros. Cheaper hardware meant more disc drive owners.

Two new possibilities for Adventure gaming were now opened up; graphical adventures and disc-based adventures.

Disc offered the same possibilities as a mainframe game — a vast adventure map and a verbosity of text, a quality lacking in a 16k adventure whose replies necessarily tended to be terse and cryptic.

Now a screenful of detail could entertain the player, giving him the added problem of sifting out the vital from the irrelevant and sometimes zany information presented.

Graphical adventures enabled pictures to be displayed as well as descriptions of the rooms or location. Scott's original series bounded back as SAGAs, (Scott Adams Graphical Adventures).

However, there is little doubt that the adventure "purist" is strictly a text adventurer, preferring to allow his imagination to go to work to form the images, rather than be shown how he should picture the scene.

The range of quality extends from excellent to inferior. This is, I suspect, due in part to the early adventures being written for the sheer challenge and enjoyment of writing them. Now, however, software is big business, and more likely to be commissioned than inspired.

We have had five years of micro Adventures. How will the successor to this article read five years hence? Watch out for the multi-remote-player fully-interactive real-time hi-res animated colour graphical hi-fi stereo voice-simulating adventure!

Adventure brings out the little boy or little girl in all of us. The adventure world of make-believe is perhaps epitomized by Robert Louis Stevenson's "A Good Play".

*We sailed along for days and days,
And had the very best of plays;
But Tom fell out and hurt his knee,
So there was no-one left but me.*

State-of-the-art it might be. But imagination always was and always will be.



HISTORY OF ADVENTURE

Adventure games go back a long way — all the way to those giant forerunners of the present day home computers — the mighty Mainframes. Keith Campbell has been delving back into the mists of time to bring you a potted history of Adventuring. He looks at the founding fathers of Adventure gaming — and then into his crystal ball to discover the shape of Adventures to come.

THE heat from the glowing stream of lava slowly but inexorably flowing down the chasm was beginning to bother me.

I had been bitten on arms, face, back — they were spreading all over me. They itched. I scratched. I wished I could get AWAY from this place.

And suddenly I was, I must have passed out, for the next thing I remember was a medicated hospital smell.

I found myself lying on a cot in a strange bare room, clothed in a white robe. My eager fingers were no longer able to soothe the wild itching — for my own protection I had been put in a straight-jacket. Whoosh! Whoever brought me here must have been careless with a cigarette end, for now my straight-jacket was on fire! As it burnt through I struggled free, stamped it out, and headed for the door. Locked! But the fools had left the key on the other side and I was out like a shot.

I escaped and found a doctor. Or at least, I thought he was a doctor. He examined me all over, giggling as he did so. He scratched one of my bites in an unreachable place. 'That any better?' he asked.

'Nasty little things, chiggers' and thrusting a note in my hand, he was gone. I read the writing on it. 'GO AND DIG'. One of the words was obscured by a purple coloured slime. A bell rang somewhere. I ran...

Into the forest, running further from that dread place, the barking of the vicious dog they had sent after me grew louder.

In my desperation to escape him, I stumbled upon a tree root and fell. Deep in a pile of leaves I noticed something special. I was lying across a series of metal bars covering a shaft of some sort. I pulled frantically but they wouldn't give. The barking now almost on top of me, I upped and ran, quite certain that I'd never make it.

Luck must have been on my side. Feeling in my pockets, I found something special. I lobbed the hand-grenade at the dog. Leaves rained down everywhere, mixed with ears, paws, a tail, a collar and an unlit lamp.

It must have been a direct hit, for the bars were there no more. Wasting no more time, I clambered down the iron ladder fixed to the side of the shaft. It's dangerous to move in the dark, I know, but I was desperate.

And down there — well, you'd never believe it. It was like a whole town. My stomach was grumbling, and after a couple of sneakers for hors d'oeuvres, raddled with heartburn, I headed for the cafe down the street for steak and eggs — sunnyside up.

The egg that I broke over the griddle looked ordinary enough — apart from the hinges and jewel encrusted shell that



PLOTS THEMES

Well, just how do Adventurers get their ideas for their trips into the realms of fantasy? Keith Campbell has been attempting to unravel some ideas for plots and themes to give you an insight into the Adventure writer's mind. And judging by his dream(-)like vision, they are a pretty weird bunch!

is — but there was its sunny side looking for all the world like a baby clockwork dragon, its emerald scales decidedly bruised. It had ceased to be due to my clumsy attempt at breaking the shell. If it had gone to meet its maker, then I should have followed. I'd have ordered ten gross, and would have been set up for life.

Instead I ran blindly down the street, into the first entranceway I came to. 'Tickets please' squawked an old crone behind the counter. I gave her my Access bill. That was not all. She went 'Wheeee' and I went on in to the funfair.

I pulled red levers and blue levers and yellow levers. I found myself in a shooting gallery.

Suddenly everything vibrated, and I was in a sandy desert. I examined my surroundings. I noticed something special — a spade.

I went east and dug. I went west and dug. I went north and dug. I went south and dug. I threw my compass away and dug. I stumbled around blindly under the searing sun. There were so many damned holes around I fell down one. Down, down, down...

I was in some sort of alien space ship, unable to move, trapped in a force field. A small nomad appeared.

Calliope music was playing. We danced. Still trapped, we danced again. The force field suddenly collapsed. Just as well — I was beginning to find the nomad quite cute. I shot him.

In front of me was a control panel with three buttons, numbered 1, 2 and 3. I paced up and down, desperately trying to work out the firing sequence for the space-ship's engines.

I tripped over a dustbin on legs. It had a green furry lid. I lifted it, felt inside and found a string of old beads. Nothing special. I counted down. We took off.

We were circling an island. In alarm, I noticed we were on fire. I grabbed a handy parachute, and headed for the hatch. I was falling...

'Wake up, here's a nice hot cup of tea!' At last a kindly face. 'What are you doing on the floor, you must have fallen out of bed!'

I groaned. 'Why did you wake me up? I was going to make it with the native woman at last!' I was distinctly peeved. She was not amused. 'You're supposed to give her the beads — you know that!'

'But I'd got it all sussed out — I had this spare grenade to lob at her husband — it would have been different this time!'

'Do you know, you were playing on those four computers of yours till 2 o'clock? Adventure mad, that's what you are! Now drink this and get up — you know you've got ten reviews to write, and the deadline's next week...'

'OK. But get that spade by the bed and pop out into the garden and dig up some mud, will you? These bites are killing me!' She looked at the pile by the bed. A fat cigar, box of crackers, small statue of a blue ox, an unshod horse (smelling of stale emulsion), wet tanna leaves, an iron glove, precision crafted frisbee, cuddly toy — nothing special.

'But... these weren't here when you came to bed...'. Her adventure was over. She passed out.

THE most important part of any adventure is worked out far away from the computer keyboard.

There are three steps to every adventure, but its success depends on the plot capturing the player's imagination and leading him deeper and deeper into the game.

When a good plot has been established, the writer must lay out his locations in map form with routes, objects and characters which bring the plot to life.

Mapping and plots are covered elsewhere in this supplement and this article will take adventure-writing on from there.

But before you rush to the keyboard there's some more work to do with pen and paper. A location table must be drawn up to translate that map into a more accessible form.

Each location is given a number and a description. The possible exits from it will be noted down and location numbers of all feasible destinations noted.

Objects are treated in a similar way with a note of the location in which they can be found and a comment on whether or not they can be TAKEN.

You will need a good working knowledge of your machine and, as adventures use a lot of string-handling techniques, there may be some commands which you are not too familiar with, so keep the manual handy.

The two main areas people have most difficulty with are: storing the data and recognising commands.

Storing the Data (objects and locations).

Storing location and object details is simplicity itself. The main thing to keep in mind is the format in which you store your information. The best way to approach it is to build up your DATA statements, with one location or object per line. This line will also contain details of where you can go and what you may find there. This format should follow the lines of:

Location, N,E,S,W,U,D, and as many object fields as you wish (but if any are not used they must still be set-up).

Where N to D are the numbers of the locations where these directions will take you. This numbers the sequence in which the DATA statements are listed and read. Using this system, all you need to do if movement is not allowed in a certain direction is to set those directions to 0, then in your command section of program you merely have to include a statement to the effect of:
IF LOC=0 THEN LET RESPONSE\$="You cannot go in THAT direction." A similar format can be used for the objects.

Command recognition:

This is probably the most difficult part of coding an Adventure, and is very dependent on the type of machine you are

using. With simple machines like the ZX81, there is very little you can do apart from using the whole input string. But on more powerful machines, commands such as LEFTS, RIGHTS, MIDS and LEN become a godsend.

The most widely used system is one of looking at the first three letters of each word only, and that is the system I use. Using whatever commands you have at your disposal, getting the first three letters of the player's command is simple, but getting the next words letters is a little more complicated. First, find out how many characters there are in the



WRITING ADVENTURES

Adventurers will face the darkest dungeons without a quail, tackle the fiercest monsters and steal treasures from under the noses of the most awesome wizards... but ask them to write an adventure... Writing an adventure is not as difficult as people believe. In fact, it can be a darn sight easier than some of these programs are to play and solve particularly if you are a newcomer to Adventuring. And writing a good adventure can be just as rewarding. Here, Simon Clarke gives a clear, step-by-step guide as to how to tackle adventure writing and leads would-be adventure writers to the golden gates of the magic castle where their dreams can become a reality.

input string. Now, take this number and character by character work backwards along the string until you find a space, now add one to your string count, and starting from this position, pick-up your three letters.

The reason for working backwards instead of forwards, is to help the player. Many people find it difficult to adhere to a strict two word command and type in lines like: "Get the sword."

This system will cope with commands like this, where the computer would otherwise respond with: "I don't understand THE". Little touches like this make the game more of a pleasure to play.

In anticipating the player's responses always try and give him plenty of scope to use the obvious words. Obscure verbs can be the main reason why players give up an adventures.

The best way to test out the game, is to ask a friend to play it and make notes of all the areas in the game where he knows the sort of word he needs to use but cannot find the exact one you had hoped for.

Then seriously consider changing the word or adding the first one the friend came up with. Adventures are often judged on their vocabulary and the words which the machine itself uses yet cannot understand.

Spectrum owners can invent their own adventures using the excellent new Quill adventure program generator.

The Quill is made by Gilssoft which is based in Barry, South Glamorgan. You can buy a copy from selected computer outlets or direct from Gilssoft by mail or phone 0466 736369. If you're an adventure fan, then you'll find it worth every penny of the £14.95 price tag.

Using The Quill lets a computer user create a playable Adventure game. You do not need to know anything about programming since The Quill will teach a novice something about writing programs as he/she works through the simple language which the Adventure interpreter understands.

We're always looking for new and original ideas for games listings in *Computer & Video Games* — and Adventures are among our favourites. You don't even have to produce a listing — just a good plot idea or theme — and we'll pass it on to one of our team of expert programmers to see what they can do with it.

As Simon has said in his article above, Adventures are often the last people you'll find actually writing a game. So if you are new to the art of Adventuring, perhaps you can bring a new idea or a fresh approach to the world of dungeons, demons and fire-breathing dragons.

If you have come up with an original idea, drop us a line and there could just be some Adventure software on hand for the best ideas we receive. Write to *Computer & Video Games, Adventure Writing Contest, Durrant House, Herbal Hill, London ECTR 5EJ.*

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Note: a lot of players take much longer than the times above. Don't be discouraged if you are one of them!



Snowball was too new to have been reviewed when this ad. was placed, but here is a sample from the superb independent review of our first three adventures:

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MANY keen adventurers spend as much time jotting down the ins and outs of their new world, as they do exploring it.

These are the cartographers of their age who consider map-making to be the best part of the game and who will happily take hours of painstaking work producing their diagrams and charting new territory.

I am not among their number, but when I am reviewing a game or if I get completely stuck then the pen and paper comes out and a solution is sought.

Because I am not the keenest of map makers, I have formulated a system which is easy to make and can be followed by any beginner.

The most important thing to remember is to produce a key which will be meaningful after several days away from the adventure. There's no point returning to the adventure, staring at the map and wondering: "Now what did I mean there?"

For my system you require some different coloured pens, lots of squared graph paper and a counter or 1p piece to show your position.

The first task is to set the key down on the paper, give each colour pen a different job to do and make a note. My system is shown in figure 1.

Then draw yourself a compass heading and get the adventure underway on the screen.

At this point, it is impossible to say where the adventure will lead, it could be that the start is at the westernmost end of the locations and that all routes will lead east from here.

Figure 1

Colour	Type
Black	Description
Red	Danger or Treasure
Green	Other Characters
Blue	Objects
Pink	Indirect routes (i.e. Doors)

Things in brackets are hidden.

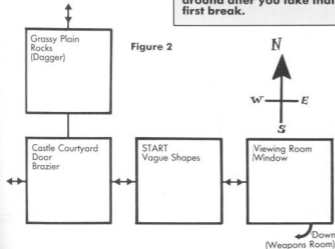


Figure 2



MAPPING

These first few locations of any adventure can vanish in a blur of hastily grabbed objects, half-remembered descriptions and casual investigation.

If you keep a pen and paper by you and take the time to make notes as you go, the adventure will take shape much faster.

Dead ends are easier to spot, new routes to much-visited rooms suggest themselves and it is easier to tackle second time around after you take that first break.

This cannot be helped, the only place to start is in the centre of the graph paper and see where it leads.

Begin with a square box, large enough to write all the necessary data in and label it "start".

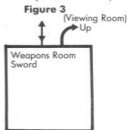
Put in the title of this location. Sometimes the adventure will make this easy by giving a location name: The Green Room, Rats' Cave or Wopwort's Cabin. In other cases, you will have to come up with something from the room's description to remind yourself of where you are, e.g. the room in which you find the sword will be the sword room.

More difficult are the featureless rooms in a maze or an area where you seem to be travelling among identical locations. These are usually just one location which the programmer has disguised to make it seem larger.

The most common are areas of forest. The programmer hasn't wasted chunks of code in producing a seemingly endless forest; he has one location labelled "Forest" and then all but one of the exits leads back to that location. It is usually quite safe to do the same.

Then mark the visible exits from the location at the relevant compass points, add arrows to each route and draw in the location it leads to. As soon as you have arrived, try returning by the same route and add a double arrow if this is possible.

In the colours you've laid out in your



key, add the objects, people dangers and treasures of the room. Objects which are hidden should be enclosed in brackets.

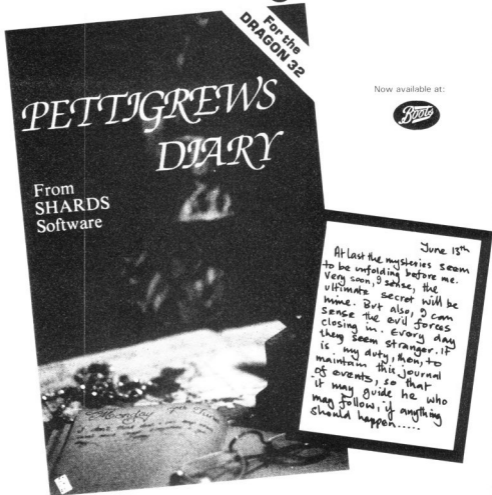
Some exits from rooms will only be possible under certain circumstances or by manipulating a door, jumping a river and so on. These are "indirect routes" and should be marked in a different colour.

Maps can start to become messy when there is a change of level. This should be dealt with on a separate sheet of paper and marked as shown in figures two and three.

A final word on mazes, some of these may not seem to make sense when mapped. As with forests, the programmer can take liberties with a maze layout to add to your confusion. Routes you had planned carefully may suddenly change. There's not much you can do other than curse and start again.

These mazes apart, this system should help you to solve even the most complex of games.

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PHILIP Mitchell joined Melbourne House two and a half years ago after studying for a computer science degree at the local university.

Whilst studying for his degree, he was already working part-time on a project which was the brain child of Melbourne's ideas man and managing director, Alfred Milgram.

The project was the *Hobbit* — which was to take another two years to complete but was due to make a name for Mitchell, Milgram and Melbourne House — not to mention, a small fortune in the process.

Mitchell modestly refuses to steal all the credit for the *Hobbit*, "I should say at the start that it was a team effort. Alfred assembled a team... myself and another programmer called Veronica Megher, a linguistics expert, Stuart Richie, who designed the special adventure language English and an artist who produced the illustrations for the graphics in the game."

Apart from having one of the best fantasy adventures ever written to draw upon, what really made the *Hobbit* unique was the way the game's characters roamed around the different locations. This made the game a little different every time it was played as the player never knew who might turn up in a particular place.

The *Hobbit* was also the first adventure game where you didn't have to rely on reproducing the exact two words the programmer had in mind. This is English which allows for longer phrases than the usual adventures, with more than one idea contained within them. Despite this capability, Mitchell is often surprised at the limited sentences which people employ when playing the game.

"I think they have become used to adventures where you can only use one word commands — and tend to play the *Hobbit* in the same way... this is a pity because the program can cope with quite long sentences."

English is driven by three connected parts of the program: a language analyser which interprets what the player has input, a data base which contains all the accepted words in the program, and an applicator which applies commands to the game.

The analyser takes every command through a chain of checks before producing a response. First every command goes to the "passer" to make sure that the word is in the game's dictionary.

Then it goes to the syntax checker which decides whether or not the command makes logical sense within the context of the game. It does this by classifying commands and words as either actions or objects — and then passing them on to a "semantic analyser" which decides if the command makes sense according to what it already knows.

More simply, it checks if words exist; checks that they make sense according to the rules of grammar as defined by the program, and checks that they make sense in the game itself.

English has been refined and improved to add even greater conversation between player and characters in Melbourne House's next big game — *Sherlock Holmes*.

This extra word power has been made the basis of the game where you

— playing the part of the gentleman sleuth — have to carefully question suspects, and convince other characters about your theory as to who did it.

The model for the new form of English is an artificial intelligence program called *Eliza*, whose applications have so far been confined to the research laboratory. In experiments carried out with the program, where people have talked to *Eliza* from another room, they often refused to believe that they were talking to a computer.

Although Melbourne House is not claiming anything like this degree of communication power for *Sherlock Holmes*, the buzz phrase of "artificial intelligence" is already being used in its promotional literature.

The new game will not be packed with a copy of one of Sir Arthur Conan Doyle's books but every effort has been made to check the authenticity and consistency of actions in the game with that of the characters in the books.

The story line for the who dunnit adventure game is being produced by a *Sherlock Holmes* expert, Sarah Byrnes, who is writing it in novel format, drawing together elements of all of the stories rather than basing it on any particular one.

Holmes' trusty companion Dr Watson features prominently, giving advice which is not always helpful. And the stubborn unimaginative Scotland Yard Police Inspector, Lestrade is also on hand. It is Lestrade that Holmes must convince that his suspicions are correct.

This is achieved in conversations where the good inspector will do his best to fault Holmes' logic and demand further proofs.

The scene is naturally turn-of-the-century London and the case is murder with clues, suspects and witnesses in good measure. The game is played in two parts. First you must persuade Lestrade that your proof is unassailable and then the villain must be apprehended.

As with the *Hobbit*, *Sherlock Holmes* will be available on the 48K Spectrum first and will be converted to other computers with sufficient memory later.

Sherlock Holmes will have more limited graphics than the *Hobbit* due to the huge amount of memory taken up by the game's advanced communication system — though Mitchell did say that it will definitely contain "some" graphics.

One thing is for sure when *Sherlock Holmes* goes on sale in "late January early February" 1984, there is going to be a long queue of *Hobbit* fans armed with £ notes ready and willing to buy Philip Mitchell's new game.

The day to be there is January 15th and you'll need £14.95 to make the purchase.

Next month Keith Campbell has twenty copies of *Sherlock Holmes* to give away in his *Adventure Column*. Don't miss our Super Sleuths competition and keep a check on all the latest adventure games news and reviews.



ENGLISH LANGUAGE

The biggest hit adventure game of 1983 was Philip Mitchell's *Hobbit* on the Spectrum and now also available on BBC,oric and Commodore 64.

So when Melbourne House told us he was working on a second, bigger and better adventure we thought you'd like to know a little bit about it.

In a marathon telephone interview with the man who has sold a hundred thousand cassettes we bring you the low down on 'down-unders' hottest programmer.

All about English — the language that makes the *Hobbit* and *Sherlock Holmes* tick.

Our Adventurers, Keith Campbell and Simon Clarke, have been huddled over their computers — fighting dragons, finding hidden treasure and braving all the dangers of the universe during the past few weeks, in a quest to discover the ultimate Adventure game.

We've let them loose on the next few pages to allow them to bring you their views on the Adventures they've been testing. We've divided these Adventures into five sections — beginning with Graphic Adventures.

These are the new generation of Adventure games which move away from simple text displays on the screen and allow the computer to draw pictures of the different locations in which the Adventurers will find themselves.

We also look at those baffling games written by Mr Adventure himself, Scott Adams — who gets a whole section to himself!

Then there's Adventures with a Time theme, Fantasy Adventures, and Adventures with a Science Fiction background.

Keith has come up with a special rating system for the games reviewed — and we'll let him explain how this works. Over to you Keith...

It has not been the practice in the past for various scale ratings to be applied to Adventure reviews on the Adventure pages.

★ ★ ★ ★ ★

PETTIGREW'S DIARY

Prize of place in this supplement for the most original and entertaining Adventure must go to *Pettigrew's Diary* from Shards Software.

Three chapters make up this mystery story. Each must be solved (in theory, at least) to enter the next. Clues unearthed as you progress are needed later in the game.

Chapter 1 — The Burning Farmhouse. This is a cross between a text and arcade Adventure. You move around a plan of the house, opening doors and examining the contents — which includes the dying Pettigrew. His last words display thinly and vanish... 'Find my...', and he's a gonner.

All the while you're battling to beat a fire spreading graphically and randomly in real time. Nothing too special, but next there's —

Chapter 2 — London Frolics. Here is a full length text adventure with the most original display I have seen.

Explore London, travel the tube (choice of Circle, Central and Piccadilly lines). Gamble in an amusement arcade — real skill is required to win cash. Earn more cash working in a cafe, or cleaning toilets. Dodge traffic at the Embankment — skill is needed to dash when the lights are in your favour. Browse a book shop

REVIEWS



INTRO

This is because Adventure, more than any other type of game, is very much a question of personal taste.

However, with so many games covered here, we thought some sort of comparison would be helpful, and we

★ ★ ★ ★ ★

in Notting Hill. Visit the Hotel Euroconk. Avoid Eddie the Crook.

The computer's replies move letter by letter from right to left, blinking as they go, inside a frame. Cash, date and time are displayed and automatically updated — all in real-time. I left the game to snatch a meal, and returned to find a new message 'You haven't slept for so long, you'll collapse!'

One reply sequence was a classic. Running continuously across and off the screen: 'She leads you into an old house... into a dimly lit room... She turns on the light and takes off her coat... to reveal...' but you'll have to play it for the revelation!

Chapter 3 — European Trek. We're now off to Paris, and there is Pierre up the Eiffel Tower about to jump. You must talk him down so he can give you valuable information.

You are told the words, and must type them in undisplayed, fast and accurately to get him to climb down a level. If you fail, he will climb higher. Each time, you have a different and longer message to type, so it becomes a speed typing and memory test.

Next we move to Germany, and have a little puzzle to solve in Stuttgart, to correctly identify one of two barbers. And so on.

Three separate programs, self loading

came up with the following factors, all awarded points out of five.

LOGIC/DIFFICULTY

This is not a measure of how difficult the game is — it is easy to make a game almost impossible if the clues for logical deduction are not there!

This factor is a measure of the combination of how logical the problems are to solve with the clues and background given.

If a game is easy, then not too much logic would be needed, so if it all fits together, then perhaps a rating of five might be given. If it is difficult, there would need to be enough subtle clues to enable the player to judge the problems as fair, for a rating of five to be awarded. To find out how easy or difficult it is, you will have to read the review.

VOCABULARY

This is not only a measure of the extent of the vocabulary understood by the game, but also of its completeness.

A small vocabulary may get high marks as long as all the obvious words occurring to the player are recognised.

For example, if a location was described as "by a river", and the word "river" was not recognised, even if the game understood a million words, the vocabulary rating would suffer.

PLOT/THEME

This is a rating of originality and plausibility of the scenario of the game. And how well the whole thing fits together.

★ ★ ★ ★ ★

from the previous one, and within them, mini games in their own right! It's got to be value for money!

Pettigrew's Diary
From Shards Software for
Dragon at £7.95

Logic/Difficulty	5
Vocabulary	4
Plot/Theme	5

Keith Campbell

HALLS OF THINGS

Halls of the Things has an impressive cassette inlay illustration but it does not live up to its claim to be "The first fully animated adventure" for the Sinclair Spectrum.

It is just not an adventure! Where 'Valhalla' is truly an animated graphical adventure, Halls of the Things is an arcade maze game, and the adventure enthusiast (who usually has little interest in arcade games), will be disappointed.

You control a figure of a little man, and drive him around a maze using four keys representing Left, Right, Up and Down. The maze has seven levels, and is randomly generated each time you play.

You can open and close doors with "O" and "C", and "keep" or "drop" objects by coming alongside and typing

"K" or "D". Various spells can be invoked with their initials — Fireball, Lightning and Heal. Arrows can be shot with an "A", in the direction of the Spectrum's arrow keys.

The maze "pages" quickly if you drive your man over the screen boundary, and is scattered with objects. Some of them (although looking very much like half-empty milk bottles) actually contain elixir.

The 'Things' dart around the maze in the form of purple triangles, and can zap you extremely quickly — especially if your fingers are unused to fumbling around on little squares of rubber.

Once zapped it is sudden death. You are out of the game, but can restart after a short delay, while the maze resets.

Quite an effective arcade-style maze game, but I wonder — do the people who bill such games as "Adventures" really know what they're talking about, or are they just trying to muscle in on both ends of the market?

Halls of the Things
From Crystal for 48k
Spectrum at £7.50

Logic/Difficulty	N/A
Vocabulary	0
Plot/Theme	1

Keith Campbell

GROUCHO

Fat cigars are Groucho's currency in Automata's sequel to *Pimania*. You can gamble them, buy clues with them, and get robbed of them! That fast talking member of the Marx brothers has been transferred to the Spectrum.

Groucho is big. He takes five minutes to load — but why worry when you can sit and watch his cigar and eyebrows twitching? After he has loaded he treats you to an obligatory three minutes of graphics.

The format of *Groucho* is different from that of *Pimania*, and comes across as a series of zany puzzles and joky insults, interspersed with tunes and set against a background of clever and colourful animated pictures.

Groucho invites you to guess the identity of a Hollywood star. If you can do so by June 1st, you stand a chance of winning yourself a trip for two by Concorde and QE2, to meet the star.

To do this you must collect clues to the star's identity. These are gained by guessing the names of other stars, from clues purchased at an ever increasing price of fat cigars.

Cigars can be come by in the Casino and other places, if you're lucky! On the other hand, the Piman might come along and 'bum' a few off you.

Groucho sometimes annoys me. He uses some witty phrases like "Of all the words in the game, you had to choose them!" And them. And them. Wears a bit thin after a while.

I guessed one of the stars to be



Pettigrew's Diary



Groucho

REVIEWS



GRAPHICS

CHARLES CHAPLIN. Not so. THAT'S NOT A NAME — IT'S AN INSULT! I WAS THINKING OF CHARLIE CHAPLIN! didn't go down very well

And I can't travel. My attempts are at best ignored, at worst, for some reason, clear the program from memory — and that means another eight minute wait. Together with the slow response time, playing is a laborious business.

Having said that, *Groucho* is entertaining and addictive enough to be played again and again. And like *Pimania*, he comes complete with a pop song — 'Groucho' — on the flip side, this time performed by Lady Clair Sinclive and

the Pimen. Will the Piman soon be seen live on Top of the Pops? Will Clive Sinclive get to number one? Wait and see!

Groucho
From Automata for 48k
Spectrum at £10

Logic/Difficulty	5
Vocabulary	2
Plot/Theme	5

Keith Campbell

SMUGGLERS COVE

What do you do when you come across an Adventure which speaks in a strange country dialect? You delve into your Cornish tourist phrase book that's what! *Smuggler's Cove* has a nice turn of Cornish phraseology to entertain even the most jaded Adventurer.

'OK' is a common Adventure response to a command successfully obeyed. *Smugglers Cove*, set in a cove on the Cornish coast, replies 'Right me dear'. Other fairly standard replies get similar treatment.

These replies made a welcome change, and persuaded me to explore the cove into which I'd fallen, and from which I was trying to escape complete with Blackbeard's treasure.

Smuggler's Cove should not be confused with *Pirate's Cove*. It is an orthodox type of Adventure, complete with monochrome hi-res drawings of each location occupying the top lines of the display. Unlike most graphic Adventures, these pictures display quickly, and the overall time between commands is faster than a lot of games without graphics.

Another thing about the pictures — they change in accordance with the state of play. For example, in a cove with a ledge both described and clearly visible, I threw a rope with such skill that it hooked onto the ledge and was left hanging to the ground. This change was reflected in the picture.

On the minus side are disappointing omissions in vocabulary, and a barrel containing — no, not rum! — spiked shoes of all things!

I kept slipping off the ledge, and being offered a chance of reincarnation. Unfortunately my stars were always in the wrong house!

If you can stand the dialect, and the shocking pink border, not a bad, but fairly mediocre game for your Spectrum, me luvies! It comes in a standard cassette box, with attractive info containing full instructions and background story.

Smugglers Cove
From Quicksilver for 48k
Spectrum at £6.95

Logic/Difficulty	3
Vocabulary	2
Plot/Theme	3

Keith Campbell

continued on page 24

FEASIBILITY EXPERIMENT

"You have been chosen as the ultimate Warrior and you are the only hope of an almost extinct alien race".

And so it begins. You wander around in search of lost treasure.

On the way you will be presented with the alien's version of some of the most testing challenges from planet Earth's history (Dinosaurs, Robots, Lions, Roman Guards, and Gladiators) and you must overcome these dangers to recover the treasure.

This is another in the Mysterious Adventure series and uses the familiar split-screen format.

The game is quite difficult and takes quite some time to solve — days rather than hours — but isn't too difficult to map and it is fun to play and is guaranteed to hold your interest for some time to come.

The version played was for the TRS-80/Genie range, but many other versions are available, including ones for the Commodore 64, BBC, Spectrum and soon, Atari. Check ads for details.

Feasibility Experiment
From Digital Fantasia for Commodore 64, BBC, TRS-80/Genie, Spectrum and Atari. Price varies depending on the machine.

Logic/Difficulty	4
Vocabulary	4
Plot/theme	4

Simon Clarke

TIME MACHINE

The fourth dimension is opened up through an H. G. Wells-type time machine which can explore the past and the future.

But before the mysteries of time travel are revealed to you in Time Machine you must find the marvellous piece of equipment which gives the game its title.

The adventure starts with you lost in a swamp and you must tread very carefully to get to the old manor house. Getting in isn't too difficult, providing you have a slightly criminal mind.

Once inside, it is up to you to gather all the necessary clues for you to begin your task. It would spoil the game if I told you exactly what you have to do, but suffice to say that you must use the somewhat unreliable Time Machine to flit back and forth in order to complete your task.

I spent many enjoyable hours playing this game, and found it quite easy to get on with — once I'd got the hang of that damn machine. But I do have to make a confession: that I couldn't quite finish this game.

There is one point in the program where I have just drawn a complete blank. So Digital Fantasia, for the sake of my sanity, how do you break the generator?

Although I didn't finish the game, I

REVIEWS



TIME



Time Traveller

think that I got far enough through it to say that it is excellent.

Time Machine
From Digital Fantasia for BBC, Commodore 64, Spectrum Atari and Dragon 32. Various prices depending on micro.

Logic/Difficulty	5
Vocabulary	5
Plot/Theme	4

Simon Clarke

TIME TRAVELLER

"An Adventure in time", is the legend below the title on the video-cassette sized case housing a computer cassette from Sulis Software.

The world "Adventure" on a software package always sends the blood coursing through my veins, so I picked up the package and loaded into my BBC Model B.

Some very effective arcade-type sound and visual effects accompany what is essentially a piece of educational software. The idea is that you answer a series of multiple-choice questions on each of 5 ages through history, to enable you to pass through a "time-gate"

and return to the 20th century. After each series of questions, the player must negotiate a hazardous maze with a theme based on the age he is in.

Unfortunately, (perhaps, not having a joystick, I used the alternative keyboard method of negotiating the mazes, and found the response too sluggish.

I did a lot better with the questions, and even learnt that the Beaker People were not, (as I had always thought), children from the pre-Snatcher era of free school milk, but a tribe originating from Spain in the Bronze age.

Quite a natty little historical educational game — but not, as described boldly on the package, an Adventure! This is a pity, for I suspect that accurate historical Adventures could well find success in the educational market.

Time Traveller
Sulis Software, from John Wiley & Sons at £9.95 for BBC 'B', 48k Spectrum, Dragon and Commodore 64.

Logic/Difficulty	N/A
Vocabulary	0
Plot/theme	0

Keith Campbell

FATHER TIME

I sat and waited. And waited. And waited. I lent across the desk and picked up the cassette box and studied it for the fourth time. I stared at the screen in front of me to confirm that the game was loading in properly. It seemed to be. My goodness — or words to that effect — I thought, it can't be that long! Can it?

Oh yes it can, for this game is BIG! I don't think that it leaves much of your 32K memory left.

The game itself involves the player in a search for Old Father Time's hourglass and staff, and this task you must complete before the Sands of Time run out. You start the game in a forest with the ground covered in leaves. Haven't I heard this somewhere before?

After getting into the cave and through the large door, the going started to get quite tough, and I think that this is the only game I have come across that actually gets more difficult the further you get into it — very good for beginners and experienced Cave-Crawlers alike. This is as much as I can tell you at the moment because, well, you see, I er, sort of, like, didn't manage to er, finish it. Sorry!

This game can be wholeheartedly recommended. It is well thought-out, imaginative, fun, witty, challenging and well packaged. It costs £9.50 and is available from Bug-Byte and their dealers for the BBC A or B 32K.

● Logic/Difficulty	5
● Vocabulary	5
● Plot	5

PEN AND DARK

Turning a book into an adventure proved a successful formula for the Hobbit and a new company Mosaic has set out to capitalise on it.

The Pen and the Dark is one of the first book/adventures to come out of the Mosaic stable and it carries out its task very effectively.

The story is one of the many in the book *The Unorthodox Engineers*, and whether you buy this game or not, the book itself is well worth reading! The main idea of the story is that you must investigate a strange area of "something" that has appeared that seems to have no logical explanation.

As I was lucky enough to get hold of a pre-production copy of the BBC and Tandy versions, I did not have a copy of the book that comes with the game to hand, so I therefore was playing the game for about a week before the copy of the book I ordered arrived from W. H. Smith's.

I found the game a little hard going without the book, but once I had it, it made everything a lot clearer.

One thing which really endeared me to the game was at one point I was at a loss for what to do next. So I read-up on the section of the story I was in and thought I had the answer. With bated breath I typed in the necessary sentence, and the computer responded with "Anticipating the plot will not improve it."

This is the first venture into software by Mosaic, and if the rest of their software comes up to this standard then they should be very successful.

Pen and the Dark will be available in January with more versions, including a Commodore 64 one.

The Pen and the Dark
From Mosaic for BBC, TRS-80/
Genie and Spectrum. Price is
not yet known.

Logic/Difficulty	4
Vocabulary	3
Plot/Theme	5

LOST IN SPACE

Lost in Space is the sequel to *Franklin's Tomb* from Salamander Software. It comes complete with illustrated case file, which gives you graphics without using valuable memory space, and without slowing down the response.

Here, Dan Diamond finds himself transmitted from Franklin's Stargate to a spaceship.

His, or rather, your world is very limited unless you can deduce that one of the rooms is a lift. Pure guesswork is required, as there's not a hint that the ship even has a lift! Once discovered, try operating it!

Having learnt how to move from one level to another, I slowly explored the ship. This exploration was very slow, due to constant interruption from security

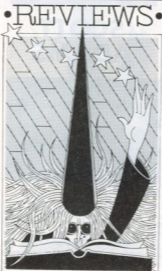
robots who whisked me off to a location that takes about 10 moves to escape.

As far as I could tell, these arrests were random, and there was no way to prevent them until you learnt how to control the ship.

Dan Diamond, if he can negotiate the space ship, is in for a surprise or two. Ever tried Intergalactic Laxative? Powerful stuff — where's the laundry?

I enjoy a difficult Adventure, providing progress is possible using deduction and thought. *Lost in Space* is difficult, but some crucial steps are left to guesswork, and there is no HELP to give one a clue. An Adventure is easily made difficult if the obscure is not accompanied by a cryptic clue. After all, interpreting the clues or puzzles makes the game.

I spoke to Salamander Software, and requested a hint sheet. I was too early — the game had only just been released and the hint sheet was not quite ready. However, Salamander were most helpful with verbal clues, and I learnt about some disappointing red herrings.



SCI-FI

"Be quiet — know more" is the motto of Sussex University — just that! There, and I had thought this was one of the puzzle-clues!

I played *Lost in Space* on a Dragon, and the response was sluggish to reasonable. As the BBC version was not due out until the 16th December, Salamander kindly let me have a BBC version of *Franklin's Tomb* (which I had only played on a Dragon), so that I could compare responses between the micros. Not surprisingly the Beeb's was almost instantaneous, and the frustrations of the robots in *Lost in Space* could, I suspect, be more tolerable on this micro.

Frankly, Franklin, I was disappointed

in you this time — but your game is still far better than a lot of other Adventures on the market. I await *Fishy Business* with hope!

Lost in Space
From Salamander Software
for Dragon, BBC 'B' and
Oric at £9.95

Logic/Difficulty	3
Vocabulary	3
Plot/Theme	4

Keith Campbell

SPACE ADVENTURE

Many Adventures are not what they seem. Some games described as Adventures are not quite what I would call a real out and out Adventure — but a mutant form of the art.

With the new Adventure format branching out into new areas, not least the graphic style Adventure mentioned earlier in this review section, perhaps there should be a standard industry code for all Adventure games.

For example a text only, classic style adventure game would be marked with a large T somewhere on the packaging. A maze type Adventure would be branded with a big M and so on.

This would make life easier for Adventure addicts everywhere — and games reviewers too! Enough of the great debate.

If such a code existed, *Space Adventure* from Pro Software, would rate code A for Arcade-type!

Space Adventure is for the BBC, and can be played with control keys or joystick. The object is to collect four power crystals from a large alien spaceship. The difficulty is, that these are locked away, and require four keys to open the rooms containing them.

Therein lies the snag. To get to the keys, you have to battle against Androids guarding the ship. You have phaser and blaster with which to zap them, but periodically may need to recharge these, plus your life support system, by using lesser power crystals scattered throughout the ship.

Space Adventure makes reasonable use of the Beeb's sound capability, and adequate use of its graphics.

Even as an Arcade game I found it difficult to play. It seemed to me illogical that my blaster was always pointing in the direction in which I was moving — therefore I had to start moving on a different course to alter my aim.

Space Adventure
From Virgin Games for BBC
at £7.95

Logic/Difficulty	N/A
Vocabulary	N/A
Plot/Theme	2

Keith Campbell

continued on page 24

SAVAGE ISLAND II

Of all the text-only Adventures ever written, *Savage Island Part 2* must surely take the prize for the most difficult!

It is not one of those difficult logical games — it is difficult AND logical. I think!

You need to solve *Savage Island Part 1* to gain the password into part 2, or at least, persuade someone who has to part with the key. But believe me — if your Adventuring is not up to completing part 1, get some more practice in before attempting this one!

You're in dead trouble right from the start. One move from the location in which you find yourself, and your lungs will likely be splattered everywhere, for you find yourself in a vacuum. And you cannot avoid passing through it to get into the game!

Hydroponics, and a caveman in a glass case will be awaiting your solution of the vacuum. From there on I have done a little manipulation, but not really progressed much further.

What is the hangar for? What is the true use of the flower?

I have had one letter from a reader who had completed the game, but resisted the temptation to ask for some tips, because every now and again I feel masochistic enough to have another session. And usually, I find out just a little bit more!

This one is definitely a game for the experienced Adventurer — and preferably with experience of the Scott Adams series.

Savage Island Part 2
From Adventure International for TRS-80, Video Genie, Apple, Atari and TI 99/4a. Various prices depending on micro.

Logic/Difficulty	5
Vocabulary	5
Plot/Theme	5

Keith Campbell

SAGA

This is Scott Adams's classic first adventure — Adventureland — but with the added bonus of excellent hi-res colour graphics.

The plot is exactly the same, so anyone who has already completed the text Adventureland will not be interested in buying and playing the game again.

The version under review was played on an Atari 800 and the game came on two floppy discs. Booting the program proved no trouble at all, and while you have a short wait for all the information to be loaded in, you are treated to a very impressive title screen.

I won't go into too much detail on the plot as Keith covered it in an earlier issue's Adventure column, suffice to say that you must explore an enchanted world in search of the 13 lost treasures.

REVIEWS



Illustration: Roy Ingman

SCOTT ADAMS



Saga Adventureland

Obviously the main attraction of this game is going to be its graphics, and therefore comparisons with games like *The Hobbit* and *The Dark Crystal* are inevitable. It beats the *Hobbit* hands down. The *Dark Crystal* is better graphically, but the storyline isn't as good.

The graphics were created by Scott's own graphic editor, which you can buy, and judging from Adventureland's graphics, I think that it could well be worth investing in. The graphics really are excellent and — although I do have a strong preference for text adventures — almost worth buying an Atari and disk drive for.

There is little in the way of animation, but this fact is not really noticed when playing. The graphics are switchable. This I feel is an excellent feature and it's a pity more companies don't do it.

The program comes in an extremely well made and attractive box, containing the two discs (in protective sleeves) and a small handbook. I was impressed by the quality of packaging and the box should ensure that the discs are well protected from knocks and dust.

Thanks to Microdeal for the review copy. This and the other SAGA's are available from them and their dealers. **Saga Adventureland from Adventure International for the Apple II 48K disc and Atari 48K disc. Price £28.99.**

Difficulty/Logic	5
Vocabulary	4
Plot	4

Simon Clarke

THE COUNT

This is the title of a new and difficult game from Adventure International, intended only for the most persistent Adventurer.

Even Scott Adams's himself admits that this is one of his favourites (see page 10), and they don't come more highly recommended than that!

Two small holes in your neck are the tell-tale clues to your peril when you awake in a strange bed in Adam's The Count.

From the brass bed, the adventure begins and continues through a spooky old castle which hides Count Dracula, and — just as important — a way to destroy him. It is not an easy task and will tax even the most hardened adventurer.

What makes this game really difficult is that you only have a certain number of days (three) to complete your mission and, in this game, the sequence of events has to be very carefully thought about. When the sun sets, you will find it quite dangerous without taking the necessary precautions that all good vampire hunters would take.

The Count dons his guise of a bat and flaps his way around the castle in search of a supple neck to chew — yours!

The game is exactly the same screen layout as other Adam's adventures but is the most frustrating of the bunch. I really wouldn't recommend it to anyone who hasn't got a lot of patience or enjoys a real challenge.

Despite being very frustrating and difficult to complete, it is an interesting game and one that will have you constantly returning to it to play it again, as opposed to giving up and returning it to the shelf to gather dust.

Nicely presented package and a bare minimum of instructions, reliably loading cassette, interesting game and challenging too.

The Count is available for a multitude of systems and differing prices according to which machine you have.

The Count

From Adventure International for TRS-80, Video Genie, Apple, Atari and TI 99/4a and Vic-20. Various prices.

Logic/Difficulty	5
Vocabulary	4
Plot	5

Simon Clarke

GOLDEN APPLE

The Artc Adventures A to D have a wide following among Spectrum and ZX owners, possibly because they were among the first in the field for the Spectrum. It was with interest that I took the plunge into *Golden Apple*, next in the Artc series.

Golden Apple is quite different from the *Ship of Doom Espionage Island* format. To start with, it is displayed as coloured text on a black background — giving it a different look from the black on yellow of the others.

Secondly, it is treasure-orientated rather than mission-orientated, except that to complete the game you must find the Apple.

Something about the game struck me as familiar. The instructions mention that the computer will be your puppet, and that you must collect and store 13 treasures.

When I reached a place telling me to drop treasures and type SCORE, I did, and was rewarded with the reply "You have stored 1 treasure. On a scale of 0 to 100 that rates 8". Now where have I seen that before?

A coincidence, no doubt. After all, if an infinite number of Adventure programmers write an infinite number of adventure games...!

The game had a fast response, and a number of single key commands made moving around simple and quick.

Unfortunately, there seemed to be no identifiable theme to the game. The treasures I did find seemed to give themselves up fairly easily, and for no apparent reason.

Who would suspect that a Silver Bar was lurking in a log, and would reveal itself when the log was chopped? And would you really expect to find an axe up a tree?

No — any similarity in wording to other Adventures is not reflected in brilliance of plot.

My verdict? Well written and worded, and pleasant to play, although lacking in artistry. Not necessarily quick to complete, but easy to get in to, and therefore perhaps a useful and rewarding Adventure for the novice.

Golden Apple

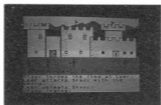
From Artc Computing for the 48k Spectrum @ £6.95 and 16k ZX81 @ £5.95

Logic/Difficulty	3
Vocabulary	4
Plot	5

Keith Campbell

LEOPARD LORD

There are mediocre Adventures and bad Adventures, but *Leopard Lord* from Kayde Software has that little something less that makes it one of the most awful I have had the misfortune to come across. Sounds bad doesn't it!



Valhalla. More details on this exciting game in the next issue's Adventure column.

REVIEWS



FANTASY

It loads on a 48k Spectrum under plain cover, and stops — so you have to press RUN. You may soon wish you hadn't. If you ask for instructions, you learn that "THE PEOPLEOF YARM HAVE OFFERED 1000 GOLD COINS TO RID THEM OF FORDEL, THE EVIL WIZARD". Who was this strange "Peopleof" I wondered.

You find yourself in a gloomy forest, and in so doing are treated to your first sight of *Leopard Lord's* tiring screen display.

The initial screen, displayed on a white background, gives details of location, exits, and objects.

These are well spaced out, exits and objects appearing in columns rather than rows. After each command the screen scrolls to redisplay, and as the display height is about $\frac{1}{2}$ screen height, the eyes soon tire of watching the screen and trying to decide where the new information starts. Another tiring feature is that commands must be entered as full words — no abbreviations allowed.

After a while, my eyes feeling like a reel on a one-arm bandit, I decided to BREAK and put in a CLS statement before the display. All was then revealed!

Not the key to the game, but the lack of care, thought, and expertise put into the program. As I suspected, the program was as sloppy as "PEOPLEOF".

A further look at the listing gave me the impression that whoever wrote it had not heard of a subroutine. Many lines read PRINT "YOU CANT": GOTO 20. There were countless repeated FOR/NEXT loops, and the Spectrum's missing ON x GOTO statement was overcome in an inefficient way. The vocabulary, directly assigned variables, was minimal. I got the impression that tightly written, this program could have fitted a 16k Spectrum. 16k owners are lucky to be spared!

The warning is there for everyone in Cleveland. Don't go blackberry picking in Yarm — or the deadly "Peopleof Hedgerow" will get you! And to friends and readers everywhere — don't even bother to pirate *Leopard Lord!*

Leopard Lord
From Kayde Software for the 48k Spectrum @ £5.95

Logic/Difficulty	0
Vocabulary	1
Plot	1

Keith Campbell

OCEAN HUNT

Epic Hero is the title of a series of machine-code adventures for the 16k TRS-80.

Deciding to start at the beginning, I tried my hand at the first *Epic*, entitled *Ocean Hunt*. Here, the player starts off by a wharf and boat, and the opening plays are reminiscent of *Golden Voyage*. Moving on, the boat can be sailed to an island, complete with native woman — (*Espionage Island* without beads?) The furnishings of a cave give the feeling that here is a cross between *Savage Island* and *Mystery Fun House*.

Having got that off my chest, I must mention that there are other scenarios. And there are some unusual objects lying around that seem to have unusual uses!

What I found a little irksome was death without warning. OK, anyone venturing into a mouth could expect to get eaten — but being stabbed by the native woman for one's good looks seemed a little illogical!

I would summarise *Ocean Hunt* as "the mixture as before". If you like the mixture, then the chances are you'll enjoy this one!

Epic Hero 1 — Ocean Hunt
From Molimerx for TRS-80, Video Genie @ £10.06.

Logic/Difficulty	4
Vocabulary	4
Plot	3

Keith Campbell

Continued on page 24

GRAPHICS

ASYLUM II

"Nal I won't do it! Never never never! I'm only just recovering from my full frontal lobotomy and I've managed to keep my hand-grenade and there's no way you're going to get me in there! Nooooooooooooo....."

Try as I might, I could not persuade Keith to enter the Asylum again. He even refused when I offered to tell him how to get to Egypt in 'Temple of Bast'. So with the sour knowledge that I could get no further in Asylum I, I entered Asylum III.

After the initial escape from the first cell and wandering around a while, I soon saw that not only had the author kept his very high standard of graphics, he'd improved them! Full 3D graphics depict the corridors and cells, offices, operating theatres, mazes and payphones.

With all the hi-res colour machines around these days it is easy to shrug-off such terms as '3D graphics', but remember, the Tandy is black & white, with almost nothing in the way of graphics — Asylum II's graphics are better than most games around for machines like the BBC, Atari and Spectrum.

Anyone that has played Asylum I will be pleased to hear that Asylum II is easier to get into, but is still an extremely hard game to solve.

Having solved Asylum's predecessors, Labyrinth and Deathmaze 5000, I was upset at not being able to complete Asylum II in the six months I have been playing it. But it is easy to wander round, you can fit back and forth from one problem to another, and this program is not short of surprises, so you won't get bored.

If you are considering trying an Asylum, the second would be the better to start off with as they aren't in any sequence. Asylum II is also very easy to map — apart from the mind-bending task of trying to draw a 6-sided square. "You can come out now Keith, I've finished." I never knew a man that size could fit under such a small table!

Asylum II from Microdeal for the TRS-80. Price £12.

● Logic/Difficulty	5
● Vocabulary	5
● Plot	5

Simon Clarke

MAD MARTHA II

After Mad Martha it was with great interest that I sat and waited for Mad Martha II to load into my Spectrum.

After a meaningless burst of flashing screens and unpleasant beeps you are asked your name, a trifle odd, as you are supposed to be taking the part of Martha's husband, Henry.

After answering, you are asked to select your skill level (1, 2 or 3), and this

sets just how much time you have for your night-on-the-tiles.

More flashes and beeps and you are seated at a table on the beach, with the glorious Spanish sun blazing down.

The waiter appears and hands you a scented letter and you are treated to a short rendition of *Viva Espana*. The picture was quite nicely done and the music was very impressive indeed and a nice mood setter.

From then on, the game falls short of expectations.

When all the many bugs are ironed out, this may well be a passable game, providing you're deaf, have less than seven brain-cells, and the I.Q. level of a concussed bee!

Mad Martha II from Microgen for 48K Spectrum. Price £6.95.

● Logic/Difficulty	1
● Vocabulary	1
● Plot	3

Simon Clarke

REVIEWS



CONTINUED

FANTASY

WONDERLAND

This game has sat on my software shelf for some time now, gathering dust — the mere thought of it sent me to sleep.

As I had both machines on the same desk and a separate T.V. for each, coupled with the fact I had a couple of hours spare while my car was worked on, I reluctantly loaded the Beeb and TRS-80 versions into their respective machines.

Loading was no problem on either machine and after a relatively short wait, I was off. The two versions appeared to be identical, although it soon became obvious that the BBC version's response

time was much quicker.

So, it is possible that this game could overcome my pre-judgement of it? YOU BETTER BELIEVE IT!!

This game has probably the best plot I have ever come across. The various little tasks of the game are all based on nursery rhymes, but believe me, this is not a game for little children — it's hard! The responses are chatty and amusing and the location descriptions are very atmospheric. The object of the game is to recover treasure [what else! I bet your cupboards must be packed with gold and jewels by now!] and each treasure can only be gained if you apply the logic formed from the old rhymes. That was probably the hardest part for me, I never was very good at remembering nursery rhymes. I wonder what type of mentality the author has?

So wonderland gets a thumbs up, and the prize for the most misleading blurb goes to Malimerx of Sussex. You can get the game from them, but don't read their description or you might be put off an excellent game!

● Logic/Difficulty	5
● Vocabulary	3
● Plot	5

Simon Clarke

SCI-FI

PULSAR 7

This is the fifth in the Mysterious Adventures series and is loosely based on the box office smash hit horror film *Alien*.

After delivering some Redinium ore to a nearby planet, you are heading for home, complete with a playful little creature, for Earth's intergalactic Zoo.

But the creature escapes, plays in the remains of the ore and turns into a savage and bloodthirsty beast, devouring the rest of the crew.

You must find your way to the frail shuttle-craft and escape.

It is difficult to solve — I managed to complete it in one sitting, starting at 6 o'clock one evening and finishing at 3am the following morning.

I played the game on a TRS-80 as my Spectrum version had not yet come through. The Tandy version is text based, where most of the others, including the Spectrum, have graphics.

The program does have a large vocabulary and the response times are almost instant! I vote this game as one of the best in the series (second only to *Circus*). It is difficult in places and I wouldn't recommend it for a novice.

Escape from Pulsar 7 from Digital Fantasia for the 48K Spectrum, BBC, Atari, Commodore 64, Dragon 32 TRS-80, Colour Genie. Price varies depending on the machine.

● Difficulty/Logic	5
● Vocabulary	5
● Plot	5

There is a network of gamers spread all over Britain who play computer games without ever setting hand on the infernal machines.

They claim to be Starlords, to control whole tribes of warring nations or to be berserkers, space pirates or apostles.

These then are the computer moderated gamers, whose post can hold news of intergalactic holocaust, petty treachery or pleas to unite against a stronger foe.

The games are played by post with the players sending off orders for their fleets, tribes or armies which are fed into a computer and the machine correlates all the information and works out the outcome.

This is returned to the players who can then see how their efforts fared and whether they were double-crossed by their allies, routed by their enemies or had run the entire fleet into a planet they didn't know existed.

But the reading of the latest reports and compiling of orders is only a small part of the game. The battles are usually won or lost in the rounds of hectic negotiating and bartering over the phone with opposing players.

Double crosses, threats and unholy alliances are all part and parcel of the game. But there is also a camaraderie built up between the players as between 10 to 50 can take part in any one game.

The games cost around £1-£2 a turn and a few of the most popular are: Starlord, Tribes of Crane and Starweb.



If you want to enjoy adventuring without the necessary inflexibility of computers then you have to look to fantasy role playing.

The original and most successful fantasy role-playing game is Dungeons and Dragons. The game is played by an alter ego. Each player assumes a character: thief, fighter, wizard or cleric; and a race: elf, dwarf, halfling or human.

The choice of character is narrowed down by first throwing dice to discover six attributes, Dexterity, Strength, Charisma, Intelligence, Wisdom and Constitution. Each attribute helps to form the character and a seventh throw equips him through a starting amount of gold pieces.

With these he buys armour, weapons, potions and supplies and he then sets out to begin adventuring.

This is just the prelude to the game which involves several players, each representing one such charac-



FANTASY GAMING

Adventures appeal to the escapist in us, who yearn to roam fantastic worlds unfettered by the conventions and restrictions of society.

Instead of being accused of living in a dream world, adventures let you enter someone else's dream and blunder against its boundaries as you learn to thrive within it.

The most successful adventures are more than logic puzzles and exercises in lateral thinking, they contain a well-worked plot, surprises and interesting characters. To enjoy an adventure it is important to be able to believe in it.

There are many other ways that games can take the player into a fantasy world where he must use his wits to play and win. Here Terry Pratt looks at a few.



ter, delving into a dungeon which has been designed by a referee or dungeon master.

Guided by a book of rules, he has invented a dungeon of many levels which features monsters, villains, victims and treasures. The players act together to defeat as many monsters and earn as much treasure as they can before escaping with their lives intact.

Each monster killed and treasure gained, results in experience points which helps the character become stronger and more capable. Wizards cast spells, fighters wield swords, thieves climb and sneak and clerics heal and ward-off the undead.

A successful party should be well balanced with all characters and well equipped. They should also have the wit and imagination to react quickly to all that the dungeon master has ready to throw at them.

There are many other types of fantasy role-playing games but all feature a book of rules for the worlds, treasures and monsters and a set of dice to decide all conflicts and other decisions according to carefully worked out tables.

The games do not pit one player against another but encourage teamwork and even the dungeon master is not expected to kill the party, merely to create an entertaining adventure which challenges without over-whelming the party.

A great time can be had by all as you take on the role of a wizard or an arc and let your hair down.

Other role-playing games include: Runequest, Traveller and games like Bunnies and Burrows — a kind of adventure Watership Down.



MY NAME IS
DIAMOND, DAN DIAMOND
I'M A PRIVATE COP. I
WORK THE BIG APPLE
A SEETHING METROPOLIS
FILLED WITH HUMAN
MISERY AND CHINESE
TAKEAWAYS.

NORMALLY I
ONLY DO ROUTINE
DIVORCE CASES BUT
WHEN SHE WALKED
INTO MY OFFICE I
FOUND MYSELF
INVOLVED IN A CASE
SO STRANGE THAT

IT MADE THE
BIG SLEEP
LOOK LIKE A
CAT NAP...



NEWS

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HUNT WINS GRAND PRIX

At yesterday's Monaco Grand Prix, a hunting party strayed onto the track in the climax of the race. Cars were halted as the hounds rampaged around the circuit. "The whole place has gone to the dogs," one driver was reported as saying. The race was restarted, and riders and drivers battled bitterly around the course before the Hunt thundered past the finishing line to take the chequered flag (it hasn't been seen since).

PLAYER WINS OPEN

Eagle eyed spectators were privileged to witness a birdie at fifteenth. The...



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PRIVATE DETECTIVE DISAPPEARS

Police are baffled by the disappearance of Dan Diamond. He was last seen approaching the eerie edifice known as Franklin's Tomb, but the authorities are completely unable to find any trace of him. Citizens are asked to report any information relating to his disappearance immediately. For further details, buy FRANKLIN'S TOMB, a new adventure game for the BBC MODEL B, DRAGON 2, and IBM PC.

BANANA DICTATOR SLIPS UP

Tom, dictator of

This adventure comes complete with a 24-page illustrated case with a 24-page illustrated case with a 24-page from BUCHS SPECTRUM COMPUTERS and FOR ALL WEBSTERS and other purveyors of quality software.

2 DEAD IN EVEREST TRAGEDY

The Everest Expedition voyaged in tragedy yesterday as Carl and Fred plunged down a crevasse to a grisly death. Then the expedition lead was quoted as saying "Yuk". *Continued on page*

COLD WAR ON XARG ESCALATES

Thousands dead in Ice Storm
Machars the Mu said yesterday wished I never star

DRAGONFIRE

Dragonfire rushed on to the adventure game scene earlier in the year amidst a blaze of television advertising.

The game is a very simple one and, despite involving dragons, a castle and a young prince it owes more to the shoot 'em up style of game than to a strategy adventure.

You have to run across the castle drawbridge ducking to avoid the balls of fire being hurled from within the walls of the castle.

Once safely over the drawbridge you find yourself in the treasure room surrounded by glittering goblets, candelabras, lamps, urns, and pieces of gold.

The only other slightly complicating factor which I ought to explain is that each room contains an enraged fire breathing dragon.

The game is one of Imagic's best offerings this year for the Atari VCS and now also available on the Intellivision.

Theme	4
Graphics	4
Playability	3

E.T.

The second Spielberg adventure game — based on the blockbuster movie E.T. is every bit as difficult as Raiders but does not reach the same high standards.

The plot sticks very closely to that of the film you have to help the little alien assembled his intergalactic telephone.

The various bits of ET's phone are hidden around the four screens of the game. When you find a piece it is collected by making contact with it.

Once he has assembled the phone ET has to go to the forest and call up his alien friends — who will then beam down from the stars and rescue him.

Two other characters floating around in the game can often fleece ET of the various bits of his phone, and in the case of the FBI man, cart him off to jail.

Also after our little alien is a scientist who wants to experiment on him.

This game suffered from being rushed out to coincide with the film release.

You may love ET but there are far better adventure games available for your VCS than this.

Theme	4
Graphics	3
Playability	2

PITFALL

The hit adventure game of all time on the video games systems is undoubtedly Activision's Pitfall.

Another treasure seeking game with obstacles on route. You are Pitfall Harry running from left to right across the screen leaping over crocodiles, swinging from ropes, and dodging scorpions as



Dragonfire



Dragonstomper



Treasures of Tarmín

Video games adventures are a different type of game to computer adventures — though no less popular. The main difference is that all the action on screen is controlled by the player's joystick. There is no keyboard for typing in sentences of possible solutions — though in the case of the Intellivision and ColecoVision the keypad will enable the player to select certain options. Here we bring you reviews of some of the more successful video game adventures.

the jungle background scrolls by.

Pitfall is a race against the clock as well as a challenge to overcome the enemies encountered as you run.

Solutions to Pitfall are as plentiful as cures for the common cold. I just can't get enough of this game.

Theme	3
Graphics	4
Playability	5

TARMIN

The best selling games on the Intellivision are its series of Advanced Dungeons and Dragons games.

The latest of these is the three dimensional maze challenge — Treasures of Tarmín.

Deep inside the island fortress of Tarmín lies the priceless treasure guarded for centuries by the forces of evil.

To recover the treasure you must avoid being killed by the monsters who inhabit the corridors.

As you travel you will find certain artifacts dotted around the corridors which you will find useful.

This is a challenging adventure game where you have to plan your route very carefully. A must for D&D fans.

Theme	3
Graphics	4
Playability	4

RAIDERS

This time last year just about every game coming out of Sunnyvale was an adventure — Stephen Spielberg's licensed titles prominent amongst them.

Raiders of the Lost Ark is one of the toughest VCS adventures ever and has resulted in many a gamer tearing his hair out to late into the small hours.

You play the part of Indiana Jones intrepid archaeologist and explorer in his quest for the Lost Ark of the Covenant.

The game is played using two joysticks — one to move Indy around the screen and the other to select the items which he needs at certain points in the game.

No less than thirteen screens of action and dozens of artifacts to be chosen at the correct time make Raiders a considerable intellectual puzzle.

A challenging game for around £20.00.

Theme	5
Graphics	4
Playability	4

DRAGONSTOMPER

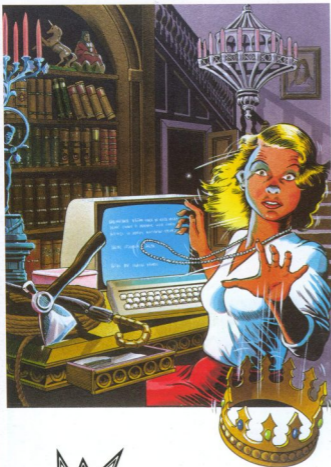
The biggest adventure ever written for a video games system is Starpath's Dragonstomper.

The game runs in conjunction with the Supercharger which enables the game to be fed into the VCS from cassette tape in three parts. You wander a mystic land under the evil spell of a Dragon who has the countryside gripped in a reign of terror.

The Supercharger gives this adventure the feel and play value of a more complex computer adventure game.

Theme	4
Graphics	3
Playability	4

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