

MARCH 1984

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# COMPUTER & VIDEO GAMES

FREE PRIZE



## TREACHERY

BY STEPHEN BEE



GOBBY



ONE

GOBBY



TWO

GOBBY



THREE

GOBBY



FOUR

GOBBY



FIVE

GOBBY



SIX

GOBBY



SEVEN

GOBBY



EIGHT

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NINE

GOBBY



TEN

GOBBY



ELEVEN

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TWELVE

GOBBY



THIRTEEN

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FOURTEEN

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FIFTEEN



### TREACHERY

## FREE COMPUTER BOARD GAME INSIDE

LISTINGS FOR THE SPECTRUM-BBC-  
DRAGON-TEXAS SHARP AND MORE

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# 1984

## QUICKSILVA

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## News & Reviews

### GAMES NEWS 22

Come with us on a special odyssey on your spectrum — four issues which add up to an original adventure. Plus tell us the Who Wants the Best? and a look at the Game of the Year.

### REVIEWS 43

Here's a stack 'n roll star. Here here! We also take a look at some very recent of these popular three fast dates for the Alan.

### ARCADE ACTION 48

Available if the future will be forecasted, your video adventures Alan a preview of Major Blower, plus a neat 32 game called Major's Man.

### VIDEO GAMING 50

Professor Video looks at another classic game, while our joystick fun give readers on a version of Day Dog for the VCS, and an all-out wireless adventure called Fantasy from Image.

### NEXT MONTH 121

## Listings

### ALPINESTRIDE 68

Space-age scrambling through a dangerous cavern for Texas space matter. Will you be able to come out unscathed?

### TREASURY 70

So you've all been wondering just what those mysterious messages in the top of the cover are for? To play this game with that's what! Just open the issue and read all about Treasury — the first ever computer-modernized board game to be featured in a computer magazine — you'll soon be entertained in a world of espionage and intrigue.

### WALL DEFENCE 104

Medieval merriment and adventure as Castle Aard comes under attack. Can you save the day — and the castle?

### 3D MUCK 108

Can't just find these find your way out again. Three-dimensional wonder for the Spectrum.

### GOLD PROSPECTOR 116

Dragon-breathin' business can strike it rich as the gold rush begins. Don't forget your shovel!

### SLAY MACHINE 124

Cherish the day away on your Sharp M2000 — and it will only cost you the price of this magazine. What a bargain!

### LOST IN THE JUNGLE 128

The last part of Frank Beesley's graphic adventures for the Sharp.

### ENTRAPMENT 134

It's the year 2043 and Earth's foremost sporting event is about to begin. And you are the star — up against the planet's champion Gladiator in a fight to the death. For brave ESC warriors.

Among other Top Quality titles, this issue features a limited-edition Core Memory Master version of our Action 2000 series. And while you're there, because Lords of the Rings has been the most popular game in the world, we've included a special Lords of the Rings Master version for the Spectrum. All computer magazines should be sent to Computer and Video Games, PO Box 100, London WC2A 9EX. Telephone: 01-253 4844. Advertisement rates: £10 per line per month. All other rates on application. All rights reserved. No part of this publication may be reproduced without the prior written permission of the publishers. All trademarks are the property of their respective owners. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners.



## Bumper bundle!

Treasury is the name of the game this issue. Mike Singleton has come up with an amazing computer-modernized board game all about international espionage and intrigue. Inside this issue you'll find a special pull out map to help you play the game together with the computer on the front cover.

It's a real first for C&VG — and we're convinced you're going to love playing it. Treasury begins on page 70 — and you'll find the map on our inside pages.

We've also managed to find space for a roundup of the best joystick games — for micros and home video systems. Our joystick buy promotion takes verdict on page 50.

We take a look at the way these could cause a revolution in home computer games playing in much the same way as they've stirred up the arcade.

## Features

### MALIBU 5

The One game book, while others are too busy making plans...

### COMPUTER 14

Microsoft Malibu Adventures up the grade! We also announce the return of our Golden Joystick Awards.

### BALL OF FIRE 34

Have you won a C&VG contest?

### UBUNTU 37

How top rate for some magazines.

### LIGHT ON THE SCREEN 102

You'll believe a screen can be better than real!

### THE BEGS 126

On the trail of more goodies.

### BOO BROTHER SPECIAL 142

How to become the star of all our readers! Our step-by-step guide to how to become a Top Star!

### PUZZLING 144

More of those frantic word puzzles.

### PROGRAM EXTRA 148

How each step to help you get the best out of our listings.

### ADVENTURE 158

Each Computer checks out the latest news.



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DRAGON

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Please drop us a line at Computer and Video Games, EMAP, Current Issues, 9 Market Hill, London E1 6JL.

## PRINT AT CONVERSION

Dear Sir,

I have a tip for all Commodore and Sharp M280 users owners to help convert the PRINT AT and VTAM/VTAB commands found in machines like the Spectrum and Apple II.

At the beginning of a program or during initialization, type in this line: LET CCG = "VTAM" (or "VTAB" as needed). For machines with a different number of lines, adjust the number of lines where needed.

Thus at every occurrence of a PRINT AT Y,X or VTAMTAB X, type in PRINT LETCCLD,Y (TAB) instead. This modification can also be used to scroll the screen up one line. Just enter PRINT CCG.

However, for Vis-30 users, they stay in the problems if they try to convert letters with print statements from machines with a longer line length because the Vis-30's screen is so narrow. Extensive modifications to letters may be needed.

John Kim Yeng,  
Penak,  
West Malaysia.

## NO PROBLEMS WITH SHARP

Dear Sir,

Reading your latest columns, I am surprised by the number of people who seem to have frequent problems with their machines.

I have just checked up my SHARP 1000 of use on my Sharp M280. In that time (nearly 18 months), I have never had the slightest hardware fault on the micro, or 80 drives, or its printer. I don't suggest that the machine is unusually reliable. After 18 months it is, given reasonably careful treatment (not pouring coffee

over your disk, for example), any machine must be a fairly reliable machine.

Do any people complain unnecessarily? I refer to the same issue that a correspondent Dragan is not "having" correctly to save, and the printer's jobs are reversed.

For the first, he was told "delete the cassette header" — it is not always evident that the header should be deleted at least as often as there are empty machines. For the second, I suggest his situation probably work with the home soldering iron at least once a fortnight would probably solve the problem. Further seems to call for watching attention.

As for annoying word-processing on either the Spectrum with its economic keypad or the Vis-30 with its memory — I'd stick to the Sharp, or switch to the Dragan 80.

On two points of detail: You say in Program Extra (in 94 issues) that Basic originated in a French university. Can you confirm, please, as every reference book I have gives its origin as Dartmouth College (USA).

Similarly, I would query the Basic in the more widely understood language. As a professional programmer, working in both industry and commerce, I always use COBOL and FORTRAN (and other languages are still in use — PLI, ALGOL, etc.). I have never heard of a machine program in Basic, and in any event, Basic is terribly slow. Is it really the most understood language? Most schools are turning to PASCAL.

R. A. PILL,  
Woodland Green,  
Essex.

**Editor's reply:** Thanks for your interesting letter Mr Pill. As to your query about the origin of Basic, the reference books we have mention a British university.

## MUSIC WHILE YOU PLAY!

Dear Sir,

How about having a hint and tips section in the magazine? I feel one can discover that I do much better at Amiga if I have Secret Games by the Derivatives playing, and if anyone ever writes on a fast-paced method of getting through level seven... please tell me!

One other tip. How to get through all the levels in the excellent Matrix from Liverpool. Yes all perhaps it's just a chance occurrence with my eyes, but if you press (R)UNSTOP, CTRL, SHIFT and the Commodore key all at the same time, you get the "NONE CLEARED" message, an extra life, mystery bonus three, 10000 points and you move on to the next level level 30 is unimaginable. If anyone can do it — they cheated!

Andrew Miller,  
Chislehurst,  
Sussex.

**Editor's reply:** Hints and tips — what about Big Hunter and Program Extra? Thanks for the musical note — has anyone else got a favourite tune to play games by?

## IN DEFENCE OF THE ORIC

Dear Sir,

I find the amount of misinformation given in computer magazines on the Oric I ever amazing, and seemingly arising from ignorance of the relatively new machine. I received mine in February of last year and am well satisfied with its capabilities, far in point out some of the errors in your column.

Games ports the Oric I has an expansion port which Oric say can be used for "variable software", but as yet none is available.

Keyboard: your use of the

word "monitor" is misleading. The Oric keyboard consists of 57 rigid-plastic, moving keys which, in my experience, provide more positive feedback, control and speed than the rubbery Spectrums.

Text display: the Oric text screen consists of 38 rows of 40 columns, being entirely compatible. The first two columns are used for background and foreground colours, but can be accessed by HOLDING or using CONTROL T.

Sound: this is probably the Oric's best feature. There are three channels, seven notes of ordered, unusual names are available and also some 4000 other frequencies. You can also get white noise. Some waveform modes are available, the duration of each being controllable.

Other defined graphics: these are available on an 8 x 8 matrix, the two left — most bits in each row being used to tell whether a character is an underline or not.

Full Greek characters: you please tell me how to access these, as I've never seen them.

Editing: insertion of text to a line is possible! All you do is to skip the part of the line you need then, when you want to insert something, cursor out of the program line, type what you want to put in and then return to where you left off in the line. When you exit the line, you will find that your new text has been magically inserted. It becomes a very convenient system of editing other graphics.

Furthermore, the only bug I have found is the TAB function, but this can be bypassed.

I hope this letter has gone some way to clearing up the dense mire of mistakes which surrounds one of the most computers, value-for-money machines on the market. Duncan Hartford, Brighthelmport, Perthshire.

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# MAILBAG



## THE ORIC GOES DUTCH

Dear Sir,  
In the December issue of CBFT you featured a review of the Oric-1 computer, but unfortunately some errors seem to have crept in. The next column graphed as 8 + 8 instead of 8 \* 8 and the last display is 38 by 25.

The Oric does have a facility to insert and delete text. To insert text, control 'A' to the position where the insertion is to be made, then use the cursor-up key to go up one line. Type the text that is to be inserted and then use the cursor left key to go back to the place where you left the original line. Then use cursor-down to put you at that line and control 'A' to the end of the line. Finally EDIT that line to see if the insertion is correct. To delete part of a line or across a gap, use the cursor right key to go over that part of the line and again EDIT that line to see if it is correct.

To get a test screen of 38 by 25 use the following instructions: DOSE 30,14780; POKE 65536,1. To speed up the autostop of the keys use POKE 775,0, to slow it POKE 775,88. The normal value is 39. To adapt the precalculated PASC, SCOOT, EXPLODE commands, put the following constant behind it: PLAY 7,1,8 (8 - 1 is 7) - 8 is 65535 or 65531 depending on your Oric.

The Oric also has a very hidden and very device bug namely in the IF... THEN ELSE statement. It has the tendency to add an F to the variable name before the ELSE. Here is a small program to cure this.

```

10 SCREEN=1400:POK=
   SCREEN
12 REPEAT
13 30:SD:DTA
14 CHICE=CHECE+DTA
   POK:SD:DTA
   SCREEN=CHICE+1
16 UNTIL DTA=100
17 IF CHICE<>308 THEN
   PRINT"Sorry, typing
   error":END
18 DO:DOE:DTA:DOE:END
19 DO:DOE:DOE:DOE:END
20 DO:DOE:DOE:DOE:DOE:END
21 DO:DOE:DOE:DOE:DOE:DOE:END
22 DO:DOE:DOE:DOE:DOE:DOE:DOE:END
23 DO:DOE:DOE:DOE:DOE:DOE:DOE:DOE:END

```

'For 8 read hash character. Hopefully some of the more cautious people who have kept their Oric safe since December from these suggestions, I've given up on Oric Products' vague promises of bug-free ROMs and seem-to-come-out-peripherals and, because of the lack of good and original software, I've traded in my Oric for a Spectrum. Paul Kolomborac, Dintworth, Midland



## BUG-BYTE BITE BACK

Dear Sir,  
I was most upset to read an article entitled 'Just what is going on here', concerning Maria Minor, in the January issue of Computer and Video Games. The information given was nearly all false, and I am surprised that you have not checked with us. I would like to make the following points:

- 1) Matthew Smith was never a Bug-Byte employee — he worked on a freelance basis.
- 2) There was no clause in his contract giving him the right to leave Bug-Byte to 'write his Master Miner'. The very idea is ridiculous.
- 3) There were no rumours of a labelled release that we know of.
- 4) There was never any dispute between Matthew Smith and Bug-Byte over missing royalties. He has never paid over £50,000 in royalties to date.
- 5) We have not lost all rights to the script — we are shortly to release an upgraded version for the Commodore 64. Also, we have registered the name 'Master Miner' as a trade mark.

The essential reason why we lost the original Maria Minor is that Matthew Smith is 17 years old — i.e. a minor (the

put involved), which means that the validity of his contract with us would be a matter of dispute in a court of law. We have better things to do than fight law and expensive legal battles, especially over a program which was just in peak.

We now have a new form of contract for programmers under 18, which is to be signed by parents or guardians.

As you can now see, your article was unnecessarily damaging to Bug-Byte and I would be grateful if you could publish the truth on this matter to put things right. A. D. Bates, Director, Bug-Byte, Liverpool

## REPAIRING THE RAM!

Dear Sir,  
Please could you tell me if there is anywhere I can send my lovely RAM pack to be repaired? It's a 256K 1M RAM-pack and I received no answer with it.

I get CBFT regularly, but have never seen an advertisement for repairs. Simon Fitzhugh, Sharnbrook, Bedfordshire.

Editor's reply: Sinclair Research Ltd, 25 Marconi Street, London SW1, are the people to contact about repairing your RAM-pack. However, due to the low price of 1M RAM-packs, it may be cheaper to buy a new one. If you do — make sure you get a guarantee!

## MORE GAMES FOR VIC?

Dear Sir,  
You stated in your 'Games Players' guide to the Micro, in your December issue that the Spectrum is loaded up by the largest amount of games software available for any current machine. This is not true.

If any Spectrum owners have completed a list, then I would expect there to be about 900 titles. In comparison, there are over 1,000 titles for the Atari or Apple, a figure approaching

that for the Commodore 64 and, according to the list I have compiled on my micro, 1,800 titles for the Vic-20 — about 85 per cent are games.

Interestingly, it would cost £100.00 to acquire all the Vic software. This may seem a lot, but bear in mind that the old law libraries and utility programs are expensive, and many titles are on cartridge. There are approx 100 Vic cartridges.

I am not putting myself on the back for buying a Vic, although much of the software is excellent. I wish I had a Spectrum so that I could play Scribble, Rat Attack or Air Ace and get some Williams 800 and Pong!

Let me leave you with a final point. Why isn't there at least one shop in London with a decent range of software on display for any of the above mentioned machines, selected by someone who owns a micro?

I include the first store to stock more than a gross on stock will suffer from the old beaten path syndrome. John Knight, North Finchley, London

## JOIN THE CLUB!

Dear Sir,  
I am writing to inform you of an Adventure Club I am starting. The Club will consist of a list kept on every machine which will have: Name, Address, Tel, Computer type and a list of the Adventures that they have or have not solved. Also there will be a newsletter published each month which will have reviews and articles that have been sent in by the members. There will also be an area in this letter for people to sell and buy finished programs and such.

There will, of course, be a membership fee of £1.75 which I hope will cover costs. I am open to suggestions and questions and you can get in touch with me on 542504 (North-Span) 741013 (South) 9 or after 51 Chislehurst Way, 25-27 Hutton St, Brent, SS2 8DA

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Apocalypse is produced under licence from The Games Workshop Ltd.

## DEVIUS DECATHLON

Oh no! How what — not more competition... er... it's all Kasper's fault for persuading us to have all these great contests in the magazine. Bring back the PCB and start working the mail again please!

The third great contest in our fan-packed December issue was the Devius Decathlon, created by ace puzzle Trevor Truss. He set you a mild test of ten puzzles to challenge mentalities everywhere.

Ten Aard VCB home video games centres, plus three Activision games cartridges — including the brand new Activision Decathlon game — were up for grabs. And it seemed like all our readers wanted to go for gold, jumping by the scores.

Anyway, here are the winners who will be receiving their prizes, from our friends at Activision. Well done everybody!

The winners, who all got 24271 points out of a possible 25225 are:  
Iain Harris, Longthorpe, Leam, Nigel Roberts, Bishop Cleeve, Avon, Simon East, Coalfield, Bedford, Peter Harding, Wimbledon, London, Patrick O'Neil, Liverpool, J. Thompson, Manchester, I. S. Maxwell, Fox William, Scotland, Sue Osborne, Romney Marsh, Kent, Nigel Rowson, Brompton Hoop, South Hampshire, Alan Hutchinson, Warwick.

Congratulations to mental heroes everywhere. But no one got the triangle question right! The answer, says Trevor, is 40.

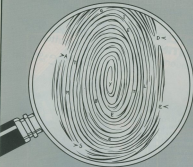
## HOLMES — THIS IS YOUR LIFE!

Holmes continued to pull away in his page — but as the mail further down the letter his eyes widened in amazement and he gave a gasp! ... The figure pushed the window open, brandishing a heavy square object that he pulled from his coat. Holmes turned to face him — gasped — checked the letter — "Oh no! What I read was true!" he cried. The figure gave an evil smouldering laugh and said, "Yes it was true! 'Thought, super-detective Sherlock Holmes, This Is Your Life!'"

The winning entry from Gareth Randall of Essex was just one of several titled *London Andrews at the dance in the Sherlock Holmes competition*. Other entries which made the judges' eyes widen in amazement were from Mr R M Rowan, Edinburgh, Canada; Meiner from London, Ireland Dublin and Katie Bingham from London.

And finally the last offering to be chosen was from Robin Mackay of Nottingham — Holmes exclaimed, "Well I never — a mirror-olive table! How that trips up the memory of the cunning 'murderever'! Holmes himself in the floor as his logic circled into the room, scratched the floor with a candle, and leapt out!"

Well done to the six super-detectives — a CBPC letter is on its way to you.



## WHOSE FINGERPRINT...?

Such and sneaky things went on behind the scenes while Mike Singleton was writing *Treachery* for us. There were rumours of industrial espionage and other computer magazines sneaking about the CBPC offices attempting to discover our secrets.

One day when we arrived at the office we found this fingerprint on the desk of Meg Hunter's cubboard. We have to keep him locked away at night you see — otherwise he escapes to watch *Cromwell* and we don't see him again for weeks.

Anyway, can you find your way

through the fingerprint maze and discover just who it was lurking in the CBPC office. By following the correct path to the centre of the print, you'll discover the name of the culprit. And just to make it more interesting, the first five names out of the CBPC memory list on March 18th will win some games or a games tape for their computers.

Fill in the coupon below and mail it to Fingerprint Contest, Computer and Video Games, Durrant House, 9 Berwick St, London EC1R 6JL, to reach us before March 18th.

The culprit was .....

Name .....

Address .....

Type of computer you own .....

## NUMBER PUZZLE

The Number Chain puzzle had you all working very hard with the aid of your minis — the correct answer to this brain teaser is 5818841266 and the last seven correct answers out of the C&VO memory bit was: 3. Catherine from Leicester who solved the problem in just over 30 seconds, 8. Porter from Writtle who claims two more 41 secs, Nadia Miguel-Lorenzo from Fornage who took just under five mins, G. J. Slaughter from Sussex, Rev. M. Southwell, Chesham, Kathy Morris, RPO 14 and Paul Hammond from Peterborough. C&VO t-shirts are on their way to you all.

## ESPECIALLY FOR HOLMES LOVERS

So now you know what was in the letter that upset our friend Sherlock so that you can answer a few more questions about the super-detect? If you can solve The Case of the Ten Questions, a brand new Sherlock Holmes Adventure game from Melbourne House could be yours! We've got 20 of these Adventures for the £18 set 20 to give away to any of you who can solve the ruse and get your answers into us by March 10th. The Sherlock Adventures comes from the same man who brought you The Hobbit — so it's going to be good!

Our Adventure expert Keith Campbell has come up with the questions that will test your knowledge of Sherlock Holmes and his Adventures.

Once you've got the answers, send them in to us Computer and Video Games, Student's Adventure, Dunstons House, 2 North Hill, London EC1R 3HQ. And remember the first 20 correct answers will get a prize. Closing date is March 10th. Normal C&VO competition rules apply and the editor's decision is final.

### THE QUESTIONS

1. Who was Holmes' arch-enemy?
2. Where did Holmes keep his pipes?
3. In which London street did Holmes live?
4. In what magazine did the original Sherlock Holmes stories appear?
5. What subject did the creator of Holmes, Sir Arthur Conan Doyle, study at university?
6. What was the title of the very first Sherlock Holmes story?
7. What was Dr Watson's full name?
8. Where did Conan Doyle die?
9. What type of hat did Holmes like to wear?
10. For what was Conan Doyle knighted in 1902?

## THE GOLDEN JOYSTICK AWARDS

You can all stop holding your breath now! The moment you've all been waiting for has arrived. Yes, we're ready to announce the winners of our Computer and Video Games 1983 Golden Joystick Awards.

These are the awards that we hope will become a symbol of excellence in the software industry — a measure of a good software company and good products.

We know that many software houses work hard producing top quality software and provide good after sales service to their customers.

This is what Computer and Video Games hopes to reward by asking you, our readers, to vote for your top game and favourite software house — among other categories.

Since we first announced our Golden Joystick Awards, several other award schemes have sprung up — but except as substitutes, C&VO's contests truly reflect popular support for a game or software house because YOU have chosen the winners.

Throughout the year the C&VO office has been flooded with nominations for our various Golden Joystick Awards. A large variety of personal letters and personal professions came to light as we analysed the results — proving the one person's favourite game was another person's level of mild porridge!

Literally hundreds of games for all the popular minis were nominated, but despite the number of home computers on the market — and the amount of software around — all our award winners were clearly local and shoulderers share their computers.

So, at last, here they are, the 1983 Computer and Video Games Golden Joystick Award winners. A further please mention!

### GAME OF THE YEAR 1983

1. Jet-Pac (Ultimate Play the Game)
2. The Hobbit (Melbourne House)
3. Space Miner (Bug Byte)
4. Anacleto (Imagine)

### SOFTWARE HOUSE OF THE YEAR 1983

1. Ultimate Play the Game.
2. Melbourne House.
3. Imagine.
4. Llamasoft.

### BEST ARCADE STYLE GAME

1. Space Miner (Bug Byte)
2. Powerbase (Melbourne House)
3. Anacleto (Imagine)
4. Zetaps (Arctark)

### BEST STRATEGY GAME

1. The Hobbit (Melbourne House)
2. Football Manager (Addictive Games)
3. Planet Invasion (Microtel)
4. Chess (Puzzle)

### BEST ORIGINAL GAME

1. An Dilemma (Imagine)
2. Jet! (Ultimate Play the Game)
3. Jet Attack (Quackhead)
4. Split (Imitative Software)

All the Golden Joystick Awards were presented at a special dinner held in London. Representatives from all the top software houses were there to see Radio One DJ, Dave Lee Travis, present the Golden Joystick. We'll have a full report on the celebrations in our next issue.

Don't forget — if you missed your chance to vote in 1983, you can get in first for our 1984 Golden Joystick Awards! Make sure you have a say in the awards by filling in the coupon below. In the meantime, congratulations to all our winners.

## GOLDEN JOYSTICK AWARDS 1984

(Use this coupon to nominate your favourite games, and/or software house. We're afraid no nominations can be accepted unless they come on this form.)

### Game of the Year 1984:

First choice .....

Second choice .....

Software House of the Year:

First choice .....

Second choice .....

Best Original Game:

First choice .....

Second choice .....

Best Adventure Game:

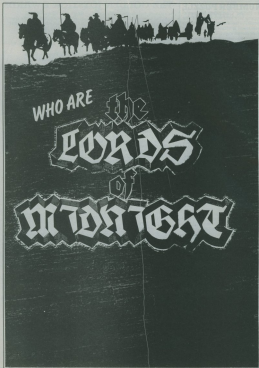
First choice .....

Second choice .....

Best Arcade Style Game:

First choice .....

Second choice .....



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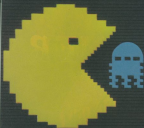
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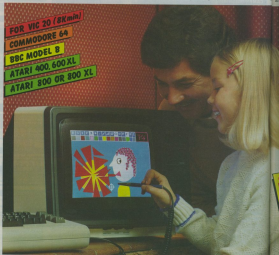
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There's much more for the 64 in the SUPERSOFT catalogue. Ask your computer dealer for a copy, or phone 01-861 1164.



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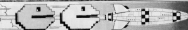
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# G·A·M·E·S N·E·W·S



## THE HORRORS OF THE HOLOCAUST

### GROUND ZERO

It's only a game, isn't it?

Nuclear war has figured largely in recent computer games. The subject has been treated more often than treated seriously — the aftermath of a nuclear strike on Britain usually being portrayed as some adventurer's peripatetic with scenes of death and destruction being introduced all too glibly and often accompanied by soft and unnecessary jokes.

So it makes a change to come across a game that tries to tackle this controversial subject in a realistic but sensitive way.

Ground Zero is a new game that tries to get away from the "glamorous" side of the holocaust. The programmer has spent months researching and writing the game in order to bring home the awful reality of a nuclear attack and its ensuing consequences.

Colin Smith, the author of Ground Zero, is so determined that the game should be available to the public that, if he cannot find a software company to back his game, he is prepared to section off his house to raise the capital to launch it. Now, there's commitment for you!

The game is set in London suburbs and the player takes on the role of an ordinary citizen trying to survive in the devastated capital. Food and water and a full-out shelter must be found before you perish from radio-active contamination, so it's a race against time.

Smith hopes the game will convince young people of the utter futility of the present arms build-up and expose the mediocrities of the Government's "Protect and Survive" civil defence programme.

We hope he succeeds, as this is definitely a game with a worthwhile message.



## HAPPY HARVESTING . . . HIC!

### HARD CHEESE

So you fancy a trip into the countryside and a drop of leafy lunch? Hard Cheese is a slice of country life and bringing in the harvest. The crop in your field is more than unusual. Driving your tractor across the fields, you must harvest the crop of alien cheese and barrels of Wotzley's best bitter.

As the tractor crosses the hard ground, cropchoppers appear and begin to attack the harvester. The farmer has two lines of defence. The first is to spray green staves of lethal squibs, but if the cropchoppers become more troublesome, then you will have to resort to throwing your loads of prize Cow's spots to discourage them. You can store Farmer Giles' number of three different levels and you might even get your name on the Glory Board trophies table.

The game uses full colour, fine graphics and the music-

layers recommend the game for "beginners of musicless everywhere".

Available from G K Tronics costing £4.95, for the 18 or 48 Spectrum.

And remember don't go overboard on the beer, will you now!

## INSIDE THE SILICON CHIP SHOP

### SILICON

All the action in a new computer game takes place in a silicon chip and not on a TV screen.

Silicon is set in the heart of a video game machine, in its central processing unit. The chip is under constant attack from Dinkies — deadly power targets that only hope of saving them is to run along the maze of logic gates inside the master chip to confusion then.

While avoiding the lethal dinkies you must rescue the characters from the arcade game and help them escape to freedom through the I/O Port. The game is produced by Rank Software for the Atari computer and costs £9.95.

Rank has also recently released a range of software for the new Acorn Electron. The range includes Bonds of Frey, Alien Smasher and Alien Break in. All these games have been converted from Rank's amazing stock of BBC games and cost £1.75.

## DODGE THOSE DASTARDLY DUMMIES!

### WAX WORKS

Two new adventure titles have been added to the already large range of Mystical Adventures from Digital Fantasy.

The first, Wax Works, is a gruesome nightmare adventure set in a deserted wax works museum. Trapped in the building, you become more and more anxious as night falls and dark shadows start creeping across the museum. Your neural fears are soon confirmed — the wax works skeletons are moving! The wax dummies and after your head. You're here to fight your way out past Jaws IV the shark and dodge the arms of a mad misanthrope of Robin Hood.

The second game, After the Fire, is a survival adventure set in a Britain devastated by nuclear weapons. You're one of the few remaining survivors who have succeeded in radiation sickness. Many barriers stand in your way to find more survivors in an attempt to start rebuilding the ravaged society.

Wax Works and After the Fire are available from Digital Fantasy for the BBC and Spectrum computers for £9.95. Both Spectrum versions work with the Carab Speech Synthesiser.



# G·A·M·E·S N·E·W·S



## THE CUTEST MONSTERS EVER!

### FLAK

Turn the clock back and take part in an adventure in man's prehistoric past.

Flak transports you backwards through time into an era when stoutheaded cavemen inhabited the Earth.

In the game you play the part of Flak, a nomadic Caveman travelling across the rugged countryside of the Ploocene age. Clad in furs as you trek over and mountain regions and busy treeless savannahs, you'll have to contend with wild animals and weird and exotic monsters.

The game is animated just like a TV cartoon of Tom and Jerry and, claim the manufacturers, Flak features the cutest monsters ever seen in a video or computer game. The company are remaining very tight-lipped about the game but are quickly confident that it will become one of the better new titles of '84.

Flak is produced by Activik Software — of Zaxxon fame — and costs £8.99 for the BBC computer and possibly for the Acorn Electron too!

## URGENT! PROGRAMMERS WANTED

### K-Tel

Constructors of owners could well find their money making them a lot of money in the next future.

K-Tel the well known video company has recently stepped into the computer games market with a range of six 'double sided' video cassettes, including the very successful 'It's Only Rock 'n' Roll' and 'Discute's Tomb'.

anxious to follow up recent successes, the company are looking for new, inventive, fast



and original games software for the Commodore 64 and Spectrum computers.

K-Tel are offering high royalties and are only interested in high quality software. There's no need to worry if you're not the world's greatest programmer, but have an exceptionally original idea for a game because K-Tel are just as interested.

Interested programmers can get in touch with Mike Dixon at K-Tel International, 105 Western Avenue, London W8 5TS.

## RAISE HELL WITH THOSE DEVILS!

### HELL-GATE

Hell-Gate is the sequel to the smash hit game for the Vic 20 called Laser Zone.

The game is set in the furthest reaches of space and you have been hired to guard the only exit to the next universe, known throughout the galaxy as Hell-Gate.

The black hole is protected by the most awesome stockpile of military power ever assembled. You control a total of four laser bases capable of firing 50 photon-javelins simultaneously. The gateway closes under constant attack from alien death and, as

time progresses, the aliens begin to mutate and will split into two when hit by a laser. Later reinforcements become resistant to laser fire and two or three aliens may be needed to kill them off.

Supply ships are continuously dumping cargo shipments into your area, so shooting the mutants becomes more and more difficult without hitting the highly explosive cargo.

If you become hopelessly overpowered, you can use one of the limited supply of smart bombs you possess to destroy all the alien beings on the screen.

Hell-Gate will be available from Llamasoft for the unannounced Vic 20 in mid February costing £9.99.

## PI-MAN GOES ON A PUB CRAWL

### PI-EYED

Picasso launched his, Groucho made him an international star but now success has gone to his head. The pressure has proved too much for the Pi-Man and he has hit the bottle!

Pi-eyed, chronicles the Pi-Man's slow decline into alcoholism. Stumbling from pub to pub in Pi-Man he causes havoc and destruction wherever he goes.

The Pi-Man can never refuse a pint and can't leave any ale house without drinking every drop at the bar. On his drunken travels he must evade angry motorists, avoid slipping in spit beer or slipping on a crisp/cookie!

The cassette also includes a free record of the Pi-Man's adventures on the 8 side.

Pi-eyed is available from Automata UK Ltd for the 48k Spectrum in late January for £5.99.



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# G·A·M·E·S N·E·W·S



## YOU'VE SEEN THE TV SERIES . . .

### BBC MICRO

Following the success of their TV series, Making the Most of the Micro, the BBC has launched a book and software cassette to document the last series of the programme. These haven't been released as a guide to the TV programme, but more as a sort of "best of" review.

Many of the programs have been revised or improved and the cassette contains programs ranging from advanced graphics and accounting to artificial intelligence demonstrations.

The author of the package claims that even people who don't own a BBC will benefit from reading the book, as the listings have full instructions and are liberally sprinkled with comments and tips throughout.

Probably the most interesting chapter in the book is about the fast growing science of artificial intelligence. The cassette includes two programs demonstrating how it's possible for a computer to learn from its mistakes.

Making the Most of the Micro is available from the BBC's very own software company, BBC Soft, in late January.

## MINER WILLY FEELING JADED!

### CHINA MINER

Looking at a new game for the Commodore 64, I had a very strong feeling of déjà vu. Read on and see if you think China Miner sounds vaguely familiar.

The game is set in far off China in an abandoned jade mine. The hero of the game is Miner Willy — sorry, I meant Willy!

The game has 20 levels. To



leave each street, you must first collect the hanging keys and open the door to the next level of the mine. Willy has to cope with collapsing floors, conveyor belts, laser guns and perilous laser towers before he can collect every single key.

Several other well known computer game characters pop up in the game, including Hercules of his ring fame and Jumping Jeff. Haven't he got a brother called Jack?

I have to applaud Interceptor Micros for their latter work, if not for their originality. I wonder

if Bug Byte and Peon think it's quite so funny? Clearly a case of "same game, different name".

Tongue-in-cheek computer games seem to be all the rage. Programmers like Jeff Miner and Matthew Smith of Software Projects think nothing of taking a swipe at fellow programmers. Smith's best selling game, Miner Miner, features a very realistic caricature of one of Britain's top games writers, though I don't think Eugene would agree.

China Miner is available from Hampshire-based Interceptor Micros costing £7.95.

## FOUR FOR THE PRICE OF ONE!

### SPACE ODYSSEY

Computer games are gradually becoming more and more complex. A good example of this is a new series of four games for the Spectrum called Space Odyssey.

The four games form an epic arcade style adventure through time and space. The first part is called Terminal in which you have to guard the gateway to your universe from attacks by alien space squaddies.

Forward, part two of the adventure, concerns the attack of the enemy forces of your home planet. The future of the planet is in your hands.

The saga is continued in Phoenix. From your victory on your home planet, you must blast your way through the remaining aliens.

Space Odyssey is concluded in the Awakening. You have finally reached the enemy planet. Can you destroy enough alien installations to win the final battle?

The four games can be bought in a special pack for only £14.95 or separately for £5.95 each from Absolute Programs for the 16 or 48k Spectrum.

## SINCLAIR'S QUANTUM LEAP!

The new computer from Sinclair, the QL, was launched in the middle of January. It's totally unlike anything currently available, and is supposedly aimed at the small-business user.

However, it has all the potential of becoming a classic games machine. It stands for Quantum Leap — which is certainly appropriate. The machine is not based around cassette storage but on the new micro drive. It has two 5.25 inch floppy drives and you can add up to six more if you wish.

The machine has a 16 bit chip at its heart, which means that it is totally incompatible with the Spectrum. It will not run any Spectrum software, and Microdrive cartridges can only be read by the new machine. There is no cassette interface at all, so all software will be on microdrive or 160k cartridge.

The machine has 128k of RAM and is capable of running a 100 Basic programs in its own program.

The computer is very fast, and runs a new version of Basic written by Sinclair and called SuperBasic.

It comes with four application programs on Microdrive including a word processor named program, MS22 interface and desktop fonts are built in.

Despite what Sir Clive said at its launch, regard a large amount of games to appear shortly after the machine becomes available in quantity.

And the price for this new one economy, built-in-cassette drive, 16-bit machine? The same as a BBC model B at £200.

It's available only through mail order at the moment. Please Sinclair on (01753) 668700 for more details.

### SINCLAIR



# G·A·M·E·S N·E·W·S



## WORLD DOMINATION RULES OK!

### DIKTATOR

Do you lust for ultimate power? Is world domination your greatest wish? Diktator, a new game for the BBC Spectrum places you in the shoes of some of the century's most infamous figures.

Can you make the memories of past dictators pale in comparison to your heroic exploits? Can you make a monkey out of Mussolini or make Stalin look like a rather boy?

Diktator lets you step in to the most barbaric crimes. No atrocity is too great for your twisted brain. You must crush your own countrymen under your foot and organize and direct the activities of the secret police, crushing rebellion and rounding up dissidents.

Once you have enslaved your country and killed or imprisoned all your enemies, your attention must turn to neighboring countries. You must stop at nothing, not even terrorism or outright war to secure victory — the only road to complete world domination.

Diktator is available from UK Topics for the Spectrum computer or the BBC model B costing £16.95.

## ECONOMIC GLOOM AND DOOM

### 1984

It had to happen — a game entitled 1984, the year made famous in George Orwell's book of the same name which predicted a gloomy future with dictators ruling the world.

Although it has nothing to do with Orwell's book, Incentive Software have picked an equally

gloomy theme for their 1984 game — the British economy.

You are the head of state facing inherited the balance of payments and economic figures for 1983-84. It's now up to you to straighten out the economy and attempt to ride out three terms of office to take Britain into the 21st century. Unemployment and inflation are problems, you will have to tackle head on with the aid of graphic displays.

Also new from Incentive software is the first in a trilogy of adventure games called the Mountains of Kat. Part II of the trilogy will be released in early 1984 with the concluding tape due next summer. The first person to solve the adventure will win a video recorder up to the value of £600.

1984 and Mountains of Kat run on a BBC Spectrum and are on the shelves now at £9.95.

## CHILLY TIME FOR SLEEPING BEAUTY!

### SUSPENDED

Suspended, a new adventure game from Incentive, will send a chill down any adventurer's spine.

The game is set in Earth's frozen future. You are at the controls of a massive computer complex, buried miles underground and your body has been held in suspended animation for decades! Subconsciously you control the working of an entirely automated planet, through a computer world to your frozen body.

They said you would not wake for over 500 years, learning the most dire emergencies of earth! Woken from your apocalyptic slumber, however, by the main computer's warning systems, you find a strange force acting on the planet's machinery.

With the help of six thought-operated

androids, through which you receive information and whose movements and actions you control by telepathic messages, you must search the underground complex in search of this mysterious presence.

Suspended — a cryogenic nightmare, is available from Pats and Pats computers for any Apple computer with disc drives for £29.95.

## SET YOUR SIGHTS ON THAT CASTLE!

### CROSSBOW

Heave! Don't fire! And another culture into the dust! You'll need a quick trigger finger and rock steady aim if you're to protect a party of travellers from a whole myriad of nasties as they continue in their search for the mysterious castle.

The travellers, a Robin Hood-

like character, his female companion and a dwarf, all carry weapons of their own but unfortunately don't use them. It's up to you to ensure they survive to the end of their quest.

To determine the path of your journey, you must first aim and fire at one of three coloured squares placed below a graphic map of the area. This colour will determine the path, which is chosen at random, that the travellers must follow between two points on the map.

The journey begins — it could be through ice caverns, deserts, ghostly towns, volcanoes and a jungle to name but a few, before you reach your final goal, the Castle. As you travel, enemies attack you — and you must use your crossbow to protect yourself.

Slighting down your crossbow, it's not so easy as it first appears to hit the fast moving targets which include skeletons, witches, sorcerers, flying thunderbolts and abominable gronkers, who converge on the travellers with appalling regularity.

Some scenarios are more difficult than others and the number of points awarded depend on which scenario you are currently traversing. If all three of the party die en route to the Castle, the game ends.

The graphics are excellent as are the sound effects. In true macho fashion, the most messy grunts and shouts (BWY whenever he's in or bitten, but the girl lets out a truly bloodcurdling scream!

You'll soon learn which coloured paths lead to which scenarios as you play the game which allows some choice in determining the terrain you want to travel over.

However, there is an element of risk as you may find yourself traversing the same ground two or three times in the same game. Ideally you want to cover each scene once to find the castle.

Crossbow, by Exile, incorporates an element of skill and a well worth playing if you want to try a different shoot 'em up.





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I'M GETTING OUT  
OF HERE!**



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THE  
AMAZING  
ADVENTURES  
OF THE

# LAUGHING

Games

G-SH

PART  
FOUR

AFTER SPENDING COASTERS WITH HIS FRIENDS—THE FRANTIC FERRAT—THE LAUGHING SHARK WAS FEELING SOMEBODY GREEN AROUND THE GILLS.

WHAT HE NEEDED WAS SOME VIDEO GAMES EXCITEMENT TO WORK OFF THAT CRISPERS PUP-BUNCH.

HIS HEAD THAT HIDEOUS BILL NEEDED HELP IN BRISING GORDON GASH FROM THE GI-GANTS.

TAKE THAT!

HELP!

BILL SHOULDN'T BE TOO HARD TO FIND, KEEPING HIS STOMACH UP AS HE DID BY EATING HUGE AMOUNTS OF BAKED BEANS, A CASE OF FOLLOWING ONE'S GUTS!

IF GUR, HELLO WHO IN NEED OF MORE EXCITEMENT?

HE COULD TRY FUN-PAC 2....



OUTRAGED GUNFIGHTER IN ABBEY



ESCAPE THE MUGGER IN A DAZZLING CITY ALLEY



OR PILOT STARSHIP SUPERNOVA



HOW ABOUT A NICE QUIET ROUND OR TWO OF GOLF??



JUST ONE OF THE SUPER GAMES IN FUN PAC 3, FOLLOW UP WITH AN UNDERSEA COURSE IN SEAWOLF— THEN ON TO....



A NUCLEAR DISASTER TO SAVE A BICENTURY OR TWO. (WITH A LITTLE HELP FROM ANDY ANDERSON!)

# SHARK

AD SHOWN? DON'T  
UNREASONABLE OR  
FISHY BARGAIN, PLEASE!  
AND HEARD THING

**DR. FRANKY**

COULD USE A  
LITTLE HELP IN  
SURVIVING HIS  
MONSTER  
WITH THE LOOK  
OF LIFE.

LOVED THEM  
THE MONSTERS  
WHILE DOCTORS  
DON'T FEEL

WITH ALL THESE  
SHARKS, SHARKS  
AND ONE IN'S TO  
DEAD? EVEN THE  
DYNAMIC DOCTOR  
NEEDS HIS REST  
EVEN IN HIS PANTS



**THE ACTION POINT SHOW** WAS  
WAS THIPPED, BLOODIED,  
SUNBURNED AND CAUGHT IN A  
LOWEST CASE TO BURN BY  
**THEM - A PARADOX AND**

IT'S RIGHT AND BROTHER  
IS WATCHING - BUT OUR SHARK  
IS STILL LAUGHING

NEXT  
THE CASE  
OF THE SHARKING  
DEPARTMENT

## VIRGIN GAMES ARE:

ACTION/ADVENTURE  
 BATTLE  
 COMEDY  
 FANTASY  
 FIGHTING  
 GOLF  
 HORROR  
 MATHS  
 MUSIC  
 PUZZLE  
 RACING  
 ROLE PLAYING  
 SIMULATION  
 SPORTS  
 STRATEGY  
 TALKING  
 TRAVEL  
 VIDEO  
 VISUAL NOVELS  
 WRESTLING  
 ZOO

ACTION/ADVENTURE  
 BATTLE  
 COMEDY  
 FANTASY  
 FIGHTING  
 GOLF  
 HORROR  
 MATHS  
 MUSIC  
 PUZZLE  
 RACING  
 ROLE PLAYING  
 SIMULATION  
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 Commodore 64  
 (1981/81)

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**PANIC PAC 3**  
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**PANIC PAC 3**  
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Software

## R·E·V·I·E·W·S

SKIING  
IN THE  
PYRAMIDS?

## MUTANT CAMELS

It's not often that C&MG praises the people behind the games we review. In this case, I can't help but mention Jeff Miner's refreshing originality, his extraordinary imagination and abilities, and abundant programming skills which have produced the best Commodore 64 game to date. The Revenge of the Mutant Camels.

Revenge of the Mutant Camels is a follow-up to Limasoft's Attack of the Mutant Camels, but the roles have been reversed and you have now become a lone fighting camel who must fight through an incredible 42 different attack waves.

The game is played against a scrolling backdrop of Egyptian pyramids and ultra modern cities. The camel can spit laser fire in any of eight directions, kneel down, or jump in the most original fashion I have ever seen. It would be totally impossible to describe every detail or idea contained in this game, but I'll give you a brief summary.

Among the 42 levels are skiing kangaroos, tigers, walking pyramids, exploding sheep and baby camels (not to mention



FALCON PATROL



DIABLO



DEMON ATTACK



MUTANT CAMELS



PI-EYED



RIVER RAID



Flying cigarettes and toilet seats.

Not only does each wave have its own individual characters, but they all have their own unique attack patterns (unlike other mutant games, since you have got paid are level you have no guarantee that you'll get past the next one, because each level has a certain random feature which makes them unpredictable).

Revenge of the Mutant Camels contains the best graphics and animation I have seen on the Commodore. It's a compulsively playable and addictive game and very heavy to boot.

This game can only strengthen (Amesoft's) claim as the leading independent Commodore software company in Britain. If you're looking for a good piece of software for your '84, then look no further. Revenge of the Mutant Camels will keep you occupied for hours. I guarantee.

● Getting started	3
● Graphics	5
● Playability	10
● Value	8

## SHOWDOWN WITH THE SHADOW

### SHAMUS

For satisfied with reporting any detective movie and TV programs they have ever made to Britain, the Americans are now trying to convert us to Shamus and Hatch on computer.

Shamus, a new game for the Commodore 64, is based loosely on the article by Bennett. Shamus may seem a strange title to give a game, until you discover that it's American slang for a private investigator.

Shamus' latest case is the most difficult and dangerous assignment of his career. He must track down the 21st century's most infamous criminal, The Shadow, in the heart of his underground lair. Shamus must battle his way through a maze of rooms filled with his old enemy's henchmen on his way to the final confrontation with The Shadow.

The object of the game is to reach the Shadow's thirteenth level trap in his castle stronghold. There are four levels, each consisting of 12 different rooms. To move onto the next level, you must help Shamus explore every room and collect the correct key to unlock the gateway to the next level.



Each location is populated with three different types of mutant guards, attacking forces, role-plays and trap systems. Each type has varying degrees of intelligence — the ability to locate Shamus and follow him — and speed, but all are deadly to our private eye. When you enter a new area, you'll have to fight all your wits about you and quick reflexes too or you'll end up in a sticky hot water.

Spending too long in one room can prove damaging to Shamus' health as The Shadow is waiting in the wings ready to leap out at the unsuspecting detective. Shamus cannot rest here in this situation, only stay here momentarily to make good his escape.

The game provides four levels of difficulty. If you start with the first level (and this reviewer's greatest joystick fingers), further levels get progressively more difficult until they reach what I call the impossible level.

Shamus is produced by Synapse Software for the Atari Commodore. The game is imported into Britain by Centrust and retails at £25.95.

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

## SOLITARY DEFENDER OF THE FUEL

### FALCON PATROL

Watch out skipper! Banded as it is a rocket! The enemy jet rapped past me firing its machine guns. I got an 84 jet and fired an air-to-air missile — the enemy jet was destroyed.

Another successful session for the wily survivor of Falcon Patrol — lone defender of all installations and airbases! Falcon Patrol is a nice game from the vast Virgin Games range for the Commodore 64.

You pilot a virtual take-off and landing jet — and the enemy are attacking in waves, bombing and machine-gunning as they go. Your job is to defend the all installations and airbases. The bases are vital to your survival — as you must land or there is no refuel and so with you jet during the conflict.

The graphics are extremely good — your jet takes off and flies in a most convincing manner. And the way you can bank and turn your jet is simply delightful.

On the ground you see a complicated of installations, roads, buildings and vehicles in 3D style graphics.

Game action is quite fast — helped by a radio system at the bottom of the screen. There's a high score and progress score's readout too, plus a fuel gauge and ammunition status display. You simply have to blast the enemy planes out of the sky — sending their bombs and bullets.

The enemy jets also launch your airbases — so make sure you know where you can find an undamaged base when your fuel alarm begins to sound. You must land and refuel before the mission can continue.

But even on the ground you are not safe — the enemy jets attack you here too. You get an extra life when you reach 3000 points which will take a little practice.

There is a nice arcade-style ball of fame to enter too scores and the name of the person who scored them included at the end of each game.

You'll need a joystick to play this all action arcade-style game on your 64. A nice addition is the growing range of software for this computer. Falcon Patrol is available from Virgin Games stockists at around the £5 mark.

● Getting started	7
● Graphics	6
● Value	6
● Playability	8

## DEMONS HAVE BEEN CONVERTED

### DEMON ATTACK

You have fought them in the arcade. You have fought them on the Atari VCS. Now you can fight them on your 64.

Imagic has now released its award-winning Demon Attack game for the Vic 20 and, unlike most Vic software, it's an cartridge so it will run on a 316 machine.

Comparing this game to the Atari VCS version, as people will probably do, I actually prefer the Vic one.

In 1984 you've been locked in the box for the past two years, you won't know that Demon Attack is a shoot-'em-up which originated in the arcade. Each wave has only about half a dozen aliens which appear almost simultaneously. They move much faster than space invaders, and travel anywhere on the screen. Each wave is slightly harder than the one before and later ones have aliens which split into two parts on the first hit. The total number of waves is enormous.

The graphics are as good as the Atari version, and movement is very smooth. The way the larger aliens are formed by merging from both sides of the screen is very impressive. This version also ran slightly faster than I expected.

Control is via a joystick, and sound is also put to good use showing the machine to its full advantage. Overall, a great version of a classic game.

Demon Attack from Imagic comes at a cartridge for the Vic and costs £33.95.

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

Continued on page 43

# martech games ... a spectacular range of software

## BLASTERMINO

At first glance this might seem to be just another version of a very popular game. How wrong can you be? Trust, the staff is simple enough. The Spectrum picks a good number of colours with a selection of levels of difficulty and enables you to do the same. You then take it in turns to guess each other's code from the clue supplied after each guess. An admirably well written, fast and very clearly displayed game, with almost invisible cheat.

This was readily recognised but unfortunately something went wrong during the programming. Strange messages appear on the screen. At first they were so few they were not taken too seriously, but soon they could no longer be ignored. Sometimes the Spectrum had been given a personality — a little Bambi, suspicious, deliberate, fussy, furtive and

★ Disk II contains a version of the game compatible with the excellent Linnart approach and — even wiser!

## SPECTRUM 48K £5.95



## THE QUEST OF MERRIAM

VIC 20 (16k) £7.95  
or Commodore 64 £7.95

A really challenging and enjoyable adventure, written by a confirmed adventure addict who grew tired of the same with which he solved other adventures. However, it's not an act on sentences containing up to nine words.

The adventure becomes somewhat changed with the loss of finding, taking and then returning the magic Horseshoe of the Goddess. However, overcoming the many trials and tribulations is no easy matter. Careful and imaginative thought is required if progress is to be made and the Princess locked down to the bar of the Dragon has to be defeated and the stone retrieved. A companion, extremely enjoyable and very user-friendly adventure.



## HARRIER ATTACK

Fast machine code, super-fast, action-packed, highly addictive arcade-style game requiring great skill. The harrier takes-off from an aircraft carrier and has near-soundless defences to attack enemy installations on a nearby island. The harrier may fly faster, slower, higher or lower, and has bombs and missiles for which to protect itself and make its own attack. If it flies too high it is detected by enemy jet-fighters (which it may destroy, of course) — so it needs to hug the coastlines. (Which also varies with every new game). But the island is heavily defended by anti-aircraft missiles and guns, which again the harrier's counter-attack or try to fly through. A fully 3-D look of fuel, speed, altitude, ammunition, plus player score and high score. Finally the harrier must make its bomb-run over the enemy base before returning past more hostile shipping to its own carrier.



DURRELL SOFTWARE

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any SPECTRUM £5.95

## SCUBA DIVE

any ORIC - 1 £5.95  
SPECTRUM 48K £5.95

Fast machine code with super cartoon graphics. You are in control of a diver who must swim down through plants, sharks, barracuda and a host of other underwater enemies to locate the treasure of a submerged chest. He must then follow 33 landing and swimming passages which change with every new game. To locate the treasure you must explore with their fabulous treasury of wormholes (which many of the passages lead to dead ends, which come any filled with bombs underwater monsters, fish etc. You have to be timed carefully so that there is enough oxygen left for the return journey which is further frustrated by the diver's boat sinking shortly and threatening to disintegrate him with its explosion. This game which features three divers, player score, high score, full of fun and sound effects, presents perhaps the ultimate sea animal adventure.



DURRELL SOFTWARE

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Continued from page 41

# DRUNK IN CHARGE OF A PIMAN!

## PI-MAN

Well, it has us all eventually, doesn't it. One day you're a star. The next you're a drunker wreck. Or so Eugene tells me. Standen has to be the PIMan hard in this game and, in his acute desperation, he's taken to the bottle.

Your job is not to cure him of his ill ways, as you might think, but actually to help get passed to him so much beer as he can drink before losing all points.

Before I actually played the game, I listened to the "wacky" simple record on the other side of the tape. I thought that it might be quite funny, but it wasn't. Just awful. Lurch, the affine parent, has a lot to answer for.

Anyway, the game itself is set in a "hugger" type street. The poor drunken PIMan staggers down the street, evicting the incoming cars. There are lines of shops, walls and the like along the street and the PIMan can bump any of them. The first thing that this happens is a message that this happens in a message box appears on the screen. None is really funny, just silly.

If he here enters a pub, that he can start drinking the beer. As he fills empty all the glasses on the table before he can leave.

The pub seems to drain an even more wealth. The clock is one ticking down from . . . you looking down from . . . you pressed it . . . above. The whole establishment is middle. There's a pool table, coping live in the corner, the bar staff and even people doing naughty things into a board! Each pub is different, and they're all very good.

Once the beer's all gone, the PIMan can leave the pub and stagger to a neighbor.

This game is silly in the extreme, but just in case you're worried about corrupting delicate memory needs, I can assure you that it's all good clean fun and perfectly acceptable.

The battery of the Cassette may call seem to stretch out for the PIMan's continuing adventures. I wonder what'll come next. "Just for the hell of it" how about "Just for the hell of it" or something even more chaotic?

- Getting Started 4
- Graphics 4
- Noise 4
- Playability 4



# FLY THIS RIVER OF NO RETURN!

## RIVER RAID

Actually, the people look through for their controller, for some video games centers, have made a brave step into the world of computer software with a conversion of their popular River Raid war game.

If you've not seen the game before, here is a brief rundown of the scenario. You control a jet fighter flying at low level along a river basin — blasting enemy crates, helicopters, jet air balloons and jet planes.

You also have to destroy bridges — and the number of bridges you destroy tells you just how far you are up the river — and how good a pilot you are. Tanks cross the bridges and you can score extra points if you blast a bridge complete with tank. In later stages of the game, tanks shoot at you low flying jet from the mountains, while helicopters are bombing missiles.

Early in the game, all the enemy planes, ships and choppers remain static — but they soon start moving back and forth across the river, so you'll have to dodge them or blast them.

Oh, and another thing, the contours of the river change as you fly along — and some of the narrows are really narrow — believe me!

This may be a river of no return — but you will have to relish your jet fighter. You do this by firing over enemy fuel dumps and getting bombed up whenever fuel is running low a noisy alarm signal blazes from the computer — that's if you haven't already noticed that you are running low from the on-screen fuel gauge.

The graphics are slightly more detailed than the original version — with mountains on the river bank — and a host of addi-

of rewards built in, like the fuel gauges and tanks. But it's just as addictive and challenging!

River Raid from Action for the Atari 400/500 and the new 800X, and 1300X, is available now at £29.95 from Atari games stockists.

- Getting started 4
- Graphics 4
- Noise 4
- Playability 4

# TRACKS FOR TEXAS PUZZLERS

## DIABLO

Good Texas games are few and far between. Only a few, including Parzor, have received overwhelming praise.

Large screens in this country have been starved of high quality software. But a Spanish company — Tamesa Software — has come to the rescue with a range of the best games titles available in the USA.

Diablo is a complete change from the usual shoot-'em-ups we're all so used to, and based with:

Diablo displays a screen filled with 200 different tracks and 116 pellets which can be moved around the screen like pieces from a Chinese puzzle. A small black ball is continuously rolling along the tracks and as soon as it passes over a track it disappears.

The object of the game is keep the ball in play until all the tracks are gone. The game is lost if the ball rolls into a blank square or off the play area into the border.

The graphics are quite superb and the best I have ever seen on the Texas computer. Movement of the squares is flicker-free and smooth.

My one criticism of Diablo is that it's a little slow, but that can't be helped on the Texas I suppose.

Diablo is available for the TI 99-4a with an extended basic cartridge from Tamesa Software costing £2.95.

- Getting started 4
- Graphics 4
- Noise 4
- Playability 4
- Value 3

# LAST GASP OF FADING INVADERS?

## BIRDS OF PREY

Having already seen a few games on the new Electron, I was looking forward to reviewing a really good one for CBW but, unluckily for me, the latter dropped a copy of Birds of Prey on my desk.

Spurred on by promises of spectacular 3D graphics and fast and furious action, I ran hot feet to the nearest Electron. There the leads together and waited in anticipation for what I convinced myself would be a game amongst games.

Now wrong I was. To say the game is unoriginal and unimpressive would rate as a compliment.

Birds of Prey is a re-run of that old favourite, Galaxian. But Parzor has served up a version that might have been acceptable to game players three or four years ago.

Birds of Prey follows the Galaxian theme in so far as the alien enemy commands, but neglects to include variations in the flight path. All the alien birds follow predetermined paths which presents no problem or challenge to the would be player.

Birds of Prey costs £4.95 from Parzor Software.

- Getting started 5
- Graphics 4
- Noise 4
- Playability 3

Continued on page 44



# R·E·V·I·E·W·S



continued from page 43

Our acting editor is a bit of a pinball freak — and this issue he's persuaded us to take a look at computerized versions of the game for Atari, Dragon and Vic-20. We asked Simon Ross, a member of the Pinball Owners' Association, to take a look at Terminal Software's Pinball Wizard for the 80 or so we'd get a pinball player's eye-view of the major version of his favorite pastime, then it was Simon...

## DESIGN YOUR OWN PLAYFIELD

### PINBALL

It's been a long time since space invaders first ousted pinball from arcade supremacy and banished it to dark and deserted corners of arcades and pubs the length and breadth of Britain.

A new game for the BBC offers from earlier conversions by retaining the design of the playfield built up to the player.

The screen is divided into sections, the table itself, and the menu of options along the right hand side. The cursor keys are used to move a coin over the screen, placing slugs, bumpers and flippers in just the required position. To reconstruct the playfield, the player just moves the cross onto the selected shape on the menu, presses the space bar and then positions it whenever he desires.

Other options include 'bounce', which alters the rebound speed of the ball, 'big' and 'off' change the strength of the flippers and the force that can be used while playing. The 'Z' and 'I' keys are used to operate the flippers and the space bar flicks the ball into play — the longer the key is held down, the faster the ball emerges.

Once you have designed your masterpiece of pinball technology, the whole playfield can be

saved into corefiles, making a library of designs easy to create.

My only criticism of the game is that it doesn't cater for the bone idle computer owner because it hasn't a ready made portable built in. The graphics, however, are exceptionally good and very close. The game's best feature is that it can be as easy or difficult as you like.

BBC Pinball is an professional piece of software as you are likely to find, and one that would grace any game's software collection.

Pinball is available for the BBC model B from Kansas City Systems coding 03.30.

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

## SEE THAT SILVER BALL GLIDE

### PINBALL

Microdeal have made a brave attempt to bring the thrills of Pinball to the screen of the Dragon 32.

You get three different screens to play with and you can also choose the colour of the playfield at the start of the game.

Unfortunately the playfield graphics are very basic and the game action soon becomes a bit tedious. Both flippers operate together — so you can't do any fancy flipper work. You can catch the ball on the flippers — but it would be a great advantage to be able to use these flippers independently.

You can control the force with which your ball is fired into the table — and Microdeal have got the bouncing action of the ball off to a tee. It really is a realistic representation of the way a pinball glides around a playfield.

A few constructive comments flow about making the flippers

smaller when you switch ball levels? And make them operate independently. Also how about including a bit feature and a 'Ball in Play' feature?

Pinball for the Dragon 32 is available now from Microdeal and will set you back £9.00. It uses Dragon joystick or keyboard.

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

## PINBALL DESIGNERS WANTED!

### CONSTRUCTION SET

There are very few pinball computer games which allow you to alter the playfield. Even fewer software firms give permission to sell the new version you've created using the program.

Pinball Construction Set from Electronic Arts for the Atari 400/500 fulfils these functions using a very successful variant of Smalltalk, previously only available on mainframes.

Because the language is graphics-oriented, the layout of the various elements on the screen has obviously been well thought out and tested.

Every conceivable aspect of the game can be changed. Moving the objects about is a doddle and, by using the point brush, the shape of the bumpers can be altered. Using the same system, bumpers can be hidden, messages overlaid on and, if anything is not to your liking, then you can open in with the magnifying glass.

When all is to your liking, the one screen to save your game. This is the first time you will need to use the keyboard.

Author Bill Budge has included working tables at all the present computer pinball companies such as Night Mission and David's Midnight Magic. All

will this is a truly astonishing leap forward in sight-in programs and you get all this for £25.95.

Unfortunately it will not work on the new Atari 50 range which means owners of these machines will just have to hang on until a conversion arrives.

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

## WIZARD WITHOUT ANY MAGIC

### PINBALL WIZARD

'Pinball Wizard' is a video version of pinball for the unpretentious Vic-20. It is distributed by Terminal Software of Manchester at £7.95.

The program takes two minutes to load completely, during which time a title page flashes up to the screen, and finally the game display itself appears. Very nice it is too, with multicoloured and flicker-free graphics.

The game can only be played from the keyboard by using the 'Combinations' or 'cursor-light' keys to flip and the spacebar to nudge. It really is a poor piece of program design in this day and age, whilst any program of this kind should run on joystick to prevent wear and tear on the keyboard.

The flippers are reasonable, it that you can catch and hold balls on them in the way that Terminal's publicity suggests — but it is a bit tricky. All three flippers operate together and cannot be activated separately. The sound is poor, though the graphics impressive.

The documentation supplied with the program, apart from the loading instructions, is adequate.

It would appear that the possibility of a more advanced pinball program — in any, 80 — has been sacrificed at the altar of 'it must fit into the unexpanded Vic at all costs', and an unsatisfactory compromise is the result.

In conclusion, therefore the program is overpriced at £7.95, as it is too limited to hold attention for long. Pinball Wizard for the Vic 20 is distributed by Terminal Software of Manchester.

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

# IT'S ONLY ROCK N' ROLL, BUT...

## ROCK N' ROLL

K-Tel are well known as the people who bring you those great compilation LPs full of great hits. Now they've moved into the world of computer software with a range of "Doublestar" titles for the Spectrum.

One of the first featurey games called it's *Only Rock n' Roll* and *Taste of Decade* — both Adventure style games with score graphics thrown in.

In its *Only Rock n' Roll*, you set out to become a rock superstar — and the road to stardom is a tough one. You have to write songs — with the help of your Spectram — save enough money to go on tour or play concerts, make records, hire and fire managers, just like real life. It's like a computerized game of Monopoly set in the pop world.

The second half of this "Doublestar" is *Taste of Decade*, a standard maze-style adventure with some amazing graphics thrown in. I found myself getting bored all too quickly, but I think that's more my fault than the way the game is put together!

The documentation for this game is much better and enhances the playability.

All in all, this innovation from K-Tel is pretty good value for money. Two enjoyable games for £6.95 available now from Spectrum games stockists.

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

## PLEASE SAVE THE WHALE!

### MIKEY DICK

If you support the Save the Whale campaign and like playing computer games, then *MIKEY DICK* will keep you happy for hours!

However, if you like fun addictive original games then I'd give this one a miss. The theme is a fairly old one (Baph charges the submarines and shoot the helicopters). But there's a twist — if Captain, or *MIKEY DICK*, who is swimming in among the subs — you'll be rewarded by a large green ship



# R·E·V·I·E·W·S

and sink helplessly to the seabed. You are also supposed to catch the pilots of the helicopters as they parachute down from their doomed craft.

You get five ships per game, and there are three attack waves. In the first, the submarines do not attack, but the choppers drop bombs which you must avoid. In wave two, one sub releases floating mines and in wave three the other submarines release tracking missiles.

I found the game slow, and after a while a bit monotonous. But if you like depth charge games and want aop for your new Commodore 64 then I guess you could do worse than this offering from PSC of Coventry. It's available now and costs £7.95.

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

## POPCORN FOR PENGO

### PENGO

Now here's a game which will certainly leave you with cold feet. Arcade favourite *Pengo* has now been released for the BBC D and, in case you didn't know, the game is set in the frozen South (Antarctica) near Walford no doubt.

As *Pengo*, you have to kick away the blocks of ice to clear a path, but you're pursued by robots which can be killed if you kick ice at them. There are also three bonus ice cubes which don't break when you kick them which can be moved around the screen, if you manage to get them in a row, then you score extra points. Since you're not old at the controls, then you move on to a harder screen.

I found that the best tactic was to kill all but one of the

robots and then get the bonus blocks. Once you've done this, you can kill the last robot and move on to the next screen. To help you along, the *Block* plays you a nice catchy tune during the game, which I'm told is called *Pappan*. Anyway, it gets better once you've killed a robot.

Control is via the keyboard although a joystick can also be used. The program uses four keys to control direction, and the return key, to kick a block. It's also pretty fast, too. It took me some time to clear the first level.

The graphics in this game are excellent and everything moves very smoothly. However, if the machine is trying to do some clever calculations, I noticed that the sound becomes a little disrupted.

Overall, this must be one of the best arcade adaptations for the BBC and one of the few programs that makes the most of the micro's features.

You can get your copy from Walford Electronics and it's cost just £7.75.

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

## PICK UP A PULSATING PROTON

### LOVE RAIDER

For several years now Atari International (UK) has been so active as a rabbit with tiger prints. However, in a small quarter page advert sobby hidden at the back of most computer magazines recently, Atari offered to look at and possibly publish, any Atari machine code program, if developed the offer myself — too much like hard work — but now a game has been picked.

The *Love Raider* is an astonishingly good compared to most UK produced games and at £H.95 it is undoubtedly

it is supplied in a new form of packaging for Atari, reminiscent of a video cassette box.

While loading, that elusive second cassette track is used to play music, rather than those intolerable loops. As with most newly released games, the title page is very flash with some nice animation, although I felt most deprived by the lack of any busy title music, bursting forth by kind permission of POKY.

The game is in three stages. You beam down to the surface of a hostile planet then after blasting your way through a few alien-like enemies, ducking the odd mine shot and avoiding just The Giant Terminator — I suspect this name was stolen from one of the *Wagon of Hollywood* movies! — you enter into the factory entrance.

Once in the factory, you are duty bound to burn around the place collecting the stores of weapons whilst avoiding the nefarious robot guards.

Like *Pacman*, you can kill the robots after eating one of the pulsating blue objects — which I am told are *protons*. But unlike *Pacman* these power pills *miss*! You rewire through doors, duck under gates you'd prefer not to use and most regularly get squeezed to death between the robots.

After much diligent practising however, I passed this screen and after passing a bonus screen got into the transmitter room. Here you therapeutically dodge bombs and floating boundaries to reach the transmitter.

Overall it is a very smooth game and strangely addictive. For the budget buyer and collector alike, I strongly recommend *Love Raider*. It runs in 10k on both the new and old ranges of Atari machines.

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

# ARCADE

## FUN PALACES OF THE FUTURE

Back in November we asked you for your ideas on arcades of the future — how they could be transformed from the rather seamy establishments found in towns and cities today into gleaming fun palaces of the future. Well, architect Richard Porch has answered our plea — and now here is his very individual view of the shape of arcades to come. . . .

"Imagine walking down your local street on your way to your local arcade. When you get there, you find that the normal ordinary looking shopfront has been replaced by something that looks like something Galactic. Instead of a roof there is a vast glass dome full of gleaming pipes and steel mesh.

You walk into this strange structure — and the first thing you notice is the overall glow, powered only by the strobing flicker of dozens of video game screens. Ceilings and walls are gone and in their place are spacelike grids. Within these grids are screens advertising software, and the latest films. Why can't all arcades be like this?

Meanwhile back in the real world — don't you wish, as you come to the bottom of the cash box, that the arcade in which you are playing looked less like a carpet warehouse and more like something from the 21<sup>st</sup> century? A place where you could not only play all the latest games but also purchase software for your computer and maybe grab a burger in too?

Arcades based on a theme could keep in modular clusters around a central service mall which carried all the necessary power cables and other services.

Inside these modules it would be like wandering around inside a giant robot. Banks of arcade game screens would line the walls so robot dispensers whirred around dealing out soft

drinks and burgers on request. There could even be other computers on line apart from the games playing arcade window machines. These could be set aside to form an electronic "school" which would help with home preparation or even just homework!

To take such an "arcade tower" to its logical conclusion you could also add accommodation modules. Such leisure capsules towers already exist in Japan — so if arcade modules were developed, you could soon be enjoying a holiday in the first residential games players' motel!

To fully extend this idea, however, you'd obviously need the mega-bucks that only big computer companies could provide. This could enable you to develop another idea too. How about leaving a North Sea semi-submersible rig and convert it to an offshore games player's paradise. If you built a dome over the deck space, you could house an entire community of gamers at sea! Each of rigs can have under their own speed power so in theory you could play arcade games anywhere in the world. With accommodation, restaurants and game arcades on board, maybe you could enjoy games playing cruises.

Once you start, it won't be like playing a game, it will be more like being at the controls of some vast machine — the game fades into action and you're off into a new world!



## VANQUISH THE VAXXIAN EMPIRE

### MAJOR HAVOC

With a time-bomb in your pocket, you set off to sabotage the Vaxxian Empire's space stations. There's only one worry — can you escape before your mine detonates?

You take the part of Major Havoc whose ancestors have been overcome by the evil Vaxxian Empire. Your mission — to free your people from the enemy's clutches.

"Sounds like Star Wars? Well, it's not. Although the original idea may well have come from that epic film.

Taking off, you set course for the first of your targets, situated millions of light years away. On arrival, you're immediately pitched into the fray as you battle for supremacy with the Fish Robots, guardians of the Empire. Not very fish-like in appearance, but they do a great job in keeping out invaders!

Your skills as a pilot will then be called to the fore as you attempt to dock your craft on the station's landing platform.

Clutching the bomb, you dive into the station and follow the ropes which lead you to the site of the reactor. Down miles

of twisting corridors you race, towards the core — bloody traps and hazards lurk round almost every corner — one false step will lead to instant death.

You've got the use of a limited number of shields which will protect you from death at the moment of impact. Use them sparingly — you never know what's lying around the next corner!



Oxygen capsules are vital to your survival and must be picked up or lost to the core. Once there, the bomb's timing mechanism is activated.

A very playable game, Major Havoc by Star was launched in the States a few months ago and has just made its first appearance in the UK. Look out for it in your local arcade.



# ACTION

## NOT SO ACTIVE ATHLETICS!

### TRACK AND FIELD

You'd better hurry up and get out your index finger (no training if you want to break a few athletic world records).

There are six championship meets for you to try your hand at in Track & Field from Konami. You have the choice of two track and four field events, and in each one there's a record to collect if you've got the speed!

On your marks, get set, GO! and you're off down the track in the grueling 100m hurdles. Using the "run" button to increase your speed and the "jump" button to leap the hurdles, you streak down the track and cross the finishing line. The crowd goes wild that fast cheering, but outside in disappointment at it's announced that you've narrowly missed the world record.

However, don't get disappointed — with the choice of the

100m dash and four field events, comprising the long and high jump and the hammer and javelin throws, you've plenty of chances to beat these athletic records. In the field events, use the



"run" button to run up to the finishing line and then, thumb on the "jump" button, gauge the distance and throw — the longer the throwing button is depressed, the further and higher you, the javelin or hammer will travel.

The 100m dash can be played either against the machine or against three other players using the four "run" buttons to increase your speed.

Should you manage to win and break the current record, you'll receive the failure of a lifetime — with the theme tune from Charisma of Fire ringing in your ears, you will be escorted to the stadium and presented with a medal by a pretty girl. A fitting end to a hard won race!

Amateur athletes will love Track & Field — you can now play a full day's sport with no more discomfort to yourself than a cramped finger!



Who would have thought that "Naughts and Crosses" would be used as a theme for a pinball? Well Betty did — and they've just released a pin called X's and O's based on that age-old game.

Located inside the playfield is a video style naughts and crosses board. The X's and O's are lit up by hitting various targets. Light up the entire row and the letter in the word Tic Tac Toe — the American name for naughts and crosses — will light up in the back glass. Light up the whole word and you score two replays!

The playfield itself is fairly conventional with a group of three bumper-bumpers at the top, some interesting lane change features plus one of Betty's "replays" — those little games which trap the ball then catapult it back into play. It's a fairly conventional machine but it will worth taking a look at if you spot one in your local arcade. Up to four players can compete in this elaborate version of naughts and crosses by the way.

Next time you hope to bring you now of the latest developments on the pinball scene after Zaxxon's visit to the big arcade show in Blackpool. The show regularly features all that's new in the arcade world and all the top arcade games will be showing their brand new offerings.

So if you see a pinball player, watch this space for the shape of pins to come!

Meanwhile, elsewhere in the issue we've taken a look at pinball development in computers. Simon Head of the Pinball Gamers' Association takes a look at a version of video pinball for the Am-80, and you'll also find reviews of versions of the game for the Atari 486/800 and the Dragon. Do they match up to the real thing? Take to our reviews section to find out.

## ROUT OF THE ROBONIDS

### MARVIN'S MAZE

"What a disaster," I thought, "What's O'Garth doing in a game that resembles a 3D Pacman with robots?"

Marvin's Maze, one of the latest offerings from SMI, Damascus is a Pacman-based game with a difference. Incorporating a 3D maze on two levels, two connecting lifts, movable Robonids and a cute, cuddly O'Garth character — it's a unique variation of one of the early 80000 success stories — except you don't use a joystick. Marvin is controlled using a trackball.

In the most Pacman fashion, you have to guide Marvin round the maze to pick up power pills. But that's leaving the potshots.

The robons seem to have some form of ESP and converge on him from all four corners in gangs.

Marvin can either escape by darting up or down to the next level, via the lift, or swallow a lacy pill which turns him red — now he's ready for action and can deal out the same treatment to the chasing robons!

The Robonids can't follow Marvin from one maze to another, but there is always another set ready and waiting for him when he sways back.

Since both levels have been cleared of pills, he can move onto the next where the pace heats up and it becomes harder to avoid the robons and eat up all the pills.

Watch out for paths that are dead-ends — you'll soon be caught out and helped by those beady-eyed monstrosities.

Marvin's Maze won't get the adequate coverage through your veins, but it's instantly likable and very playable. Full marks to SMI. Good news for rejuvenating an old idea into something other than the average Pacman spin-offs.

## THE SEARCH IS ON FOR THE C&MG 1984 ARCADE CHAMPION!

Have you crushed the Princess in Dragon's Lair? Or have you come first in the Pole Position Grand Prix? If so you are prime candidates for our 1984 Arcade Championship title.

Your first move will be to fill out the coupon on our Next Month page and mail it to us. All we ask you to do is to take the time doing to your local arcade, park or place where your favourite arcade machine lurks, get that high score and get the publisher or arcade owner to witness it for you.

You can aim for a high score on up to three different machines. Your chances of reaching our grand final in the summer are increased if you enter on more than one machine. There will be a grand prize for the overall champion plus runners-up prizes too. So don't forget — get next month's Computer and Video Games and begin your quest to become King — or Queen — of the arcades!



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# VIDEO

## CARTOONS FOR THE DRAGON'S LAIR FROM COLECOVISION



The hot new laser game — Dragon's Lair — has been licensed to ColecoVision for conversion to their home video games system.

The latest disk game which introduced the new super hero, Dirk the Daring, has caused a storm in the arcade that have not yet installed it.

The super detailed cartoon animation makes computer graphics obsolete, as you control

Dirk on his awe-inspiring adventures to rescue the beautiful princess held captive by the laager of the castle.

The quest takes you through 25 levels trapped rooms, each with its own unique hazards and challenges. But what's really special about Dragon's Lair is the cartoon animation drawn by ex-Walt Disney man, Don Bluth.

When the ColecoVision version appears in "mid 1984", Col-

eco have promised to bring out all the necessary hardware to make the game work.

This is likely to be some sort of home laser disk add-on for the ColecoVision. As Coleco now has the rights to Space Ace, they seem to be concentrating their new arcade game licensing funds in the area of laser disk games. Which all adds up to one thing — laser disk games on your ColecoVision.

## 10,000 DOLLARS UP FOR GRABS!

Master card prizes are up for grabs in a prestigious new competition — The International Video Game of the Year.

The competition, which is being launched simultaneously in 20 countries, is being sponsored by Video Games International Ltd. and carries a hefty \$100,000 advance against world-wide royalties for the winning game, plus five further advances of 25,000 to winners in other categories.

The competition is expected to attract entries from the thousands of video games programmers and computer buffs around the world. The aim is to

discover new games which represent a breakthrough in basic creative and commercial flux," say the organizers. What they want to find is the new Space Invaders or Pac Man. But are they too late now that laser discs are invading the arcade?

The winners will be announced at the end of this year at a special ceremony in London which will be filmed for worldwide TV distribution.

The competition is divided into six categories, Sport, Simulation, Arcade, Strategy, Adventure/Fantasy, Special. The Special award will go to the best program which proves the best educational or entertainment value but cannot be classified as a game.

Apart from the prizes and advances paid, the winning authors will receive 10 per cent of all income from their programs.

Organizers of the awards say that the Video Game of the Year will become an annual event and have planned the next two award events for Geneva and Los Angeles.

Further information about the Video Game of the Year awards can be obtained from Mark Elliot, Video Games International Ltd, Pinewood Studios, Hatfield, Buckinghamshire.

TOP TEN	
1	Battlezone <small>arcade</small>
2	Pole Position <small>arcade</small>
3	Donkey Kong <small>arcade</small>
4	River Raid <small>arcade</small>
5	Dig Dug <small>arcade</small>
6	Popeye <small>arcade</small>
7	Tutankham <small>arcade</small>
8	Galaxian <small>arcade</small>
9	Moon Patrol <small>arcade</small>
10	Beam Rider <small>arcade</small>

## GYRATE WITH THE GYRUSS

Yaku's new arcade hit GyruSS is about to emerge from the Parker Brothers' stable converted for the Atari VCS and the ColecoVision.

Many of you will remember GyruSS as the Mystery Machine that was launched at the 1982 Computer and Video Games Awards. Player of the Year champions.

The super fast shoot-'em-up with the spinning aliens adds a completely new dimension to videogaming.

You control a craft that spins through 360 degrees around a black hole. The aliens are coming at you relentlessly from the black void.

Spaced on the fire button and quick directional spins are required to chalk up the mega score on GyruSS. The spinning effect almost makes you dizzy as you blast the enemy.

Also in the pipeline from Parker's arcade — slaving planet — Atari's Star Wars game. This version of Star Wars puts you at the controls of the Millennium Falcon hurtling down the tunnel of the Death Star with Darth Vader at your tail.

The games are having the finishing touches added at the moment and are expected in the shops in May — for Atari VCS and ColecoVision.

## HERE ARE THE LUCKY WINNERS . . .

Many of you sharp-eyed gamers have had no difficulty naming the games in our January ColecoVision competition.

We printed four screen shots of games from the ColecoVision range and asked you questions about each one.

Question one was the hardest. It showed the Space Warp screen from the game Surf.

But you didn't need to be Professor X-ray to tell us that

Sega are the manufacturers of the arcade version of Xonox.

Kong fans sailed through questions three and four to tell us that picture number three is screen two of Donkey Kong, and that screen number four is the follow-up game to Kong — anti-feline Donkey Kong Junior.

The first three correct entries out of the CB&G memory file were Chris Hall of Stone, in Dorsetshire, Andrew Taylor of Dudd-

ley, West Midlands, and E. Chung of Warwick in Nottinghamshire.

The lucky trio will each receive a ColecoVision video games console and Turbo-chrome module and cartridge — the Coleco system comes with the excellent Donkey Kong cartridge.

Watch out for more name the games competitions and remember the biggest and best prizes are always in CB&G.

## CHANGE OF IMAGE FOR IMAGIC

Imagic — the company behind the hit VCS game Demon Attack — have announced that they will no longer be marketing games under the company name.

Instead, Imagic will become a design software house selling their games to other companies in the video games business.

Imagic were dealt a body blow last month when their top designer — Rob Fulop — left of Demon Attack fame — announced he would be leaving the company.

The Imagic designments have followed a very shaky few months for the major American video games companies.

As profits tumbled and game sales remained stagnant, at least one company, Tallys, said they would be withdrawing from the market.

Even the market leaders — Activision — reported a million dollar loss in their third quarter of trading on video games sales.





# GAMING

## KONG IS STILL KING OF ARCADE CONVERSIONS!



Here again I hope you are finding my tips on video gaming useful in getting those scores that inspire your friends! This time I've decided to look at another classic video game to come in from the arcade — Donkey Kong.

That giant gorilla has inspired a thousand imitations and is still a best selling game around the wide video playing world. The version I'm looking at here is for the ColecoVision system — one of the most faithful copies of the original. But the tips will apply to most other home video versions of this classic climbing game.

Coleco gives away the Donkey Kong cartridge with their system — so many of you might just have found one in your Christmas stocking! Anyway here we go with those hints and tips...

The Coleco version features three of the original arcade Kong's four screens. These are the Ramp screen, River screen and Elevator screen. Each pose their own particular challenge to the player.

The game kicks off with the Ramp screen. Kong stands at the top guarding Mario's beautiful girlfriend — and throwing barrels down the ramps to prevent little Mario pulling his girl back from the arms of the great hairy ape. Don't you feel for the poor little chap? Sorry! Back to the game...

The aim in the first screen is to get to the top of the ramps as quickly as possible, by climbing the first complete ladder you come to on each level.

You can hide up the ladders while barrels make up their minds which way they are going to set.

The last part of this screen is the final run up to the ape's girder. You have to time your flying jump over the last barrel before climbing to Kong's level with great care — otherwise Mario has gone all that way for



nothing! And the only advice I can give you here is to practice which — as we all know — makes perfect video game players.

Then comes the River screen. Here you have to grab all the rivets as quickly as possible — only grabbing the objects which appear to be in the path of your game pattern.

Remember your bonus point timer is ticking away at the top of the screen and the extra points you pick up by grabbing a pipe might not make up for the time bonus you've lost.

I advise strapping to move to

the right hand side of the screen — picking off the rivets and napping the deadly barrel at the same time. It can't follow you once you've created a gap in the girders. Then rush back to the left hand side of the screen and clear up the rivets there — picking up the bonus umbrellas as you do so.

Once you've removed the sixth rivet, the Elevator screen flashes up before your eyes.

This is probably the most challenging screen of the game — with those menacing life adding a hazard or two in Mario's quest to rescue his girlfriend.

Starting on the left hand side

of the screen, hop up onto the top elevator and jump right to the suspended girder section — where a barrel falls. You can foot the barrel by dodging up and down the ladders giving you more time to make it to the slow elevator in the centre of the screen.

Going down! Jump off into the jumble of girders and gaps on the right hand side of the screen and quickly leap up to the girder section below the ape's level — avoiding the barrel in the top right hand corner of the screen.

Another barrel guards the ape's girder. But again you can fool it by dodging up and down on your ladder. This gives you time to nip up onto Kong's girder — and up to the girder where Mario's girl stands waiting.

Professor Video wishes speed is essential in defeating Kong! But maybe you know better! Remember I want to hear from you if you've got any hints or tips on playing home video games. More helpful hints next issue. Bye for now!

Pick off the rivets and then it's on to the Elevator screen.



# VIDEO



## RIDE THOSE WILD BEAMS!

Activision consistently manage to bring out good games — and they latest for the Intellivision called Beamrider is no exception.

Activision have managed to breathe new life into the space shoot-out theme with this fast and addictive addition to their range of games for the Master system.

The game begins with your spaceship within the hangar deck of a vast spacecraft. Press the game action button and the hangar doors open to reveal a swirling grid. Your ship launches into space and soon enemy targets appear on the horizon racing toward you and dodging away after dropping deadly photon beams.

Take a look at the top of the screen where the battle computer readout gives you the number of alien craft in that sector. Blast them with your laser laser bolts and then watch for the Sector Sentinel which cruises across the top of the grid — only one of your three torpedoes can destroy it so take careful aim along the

grid and blast it for a bonus score.

The Sentinel is protected by green blocker craft so you'll have to dodge around these to get in the killer shot.

Then you're off into the next sector with more sinister aliens to defeat!

A new danger is added in each new sector you reach — up to sector 14. Some you can blast with your laser, some can only be destroyed using your torpedoes — you only get three per sector — and some can only be dodged.

Occasionally yellow supervillains will float through the grid matrix — if you manage to catch one with your craft, you'll win a

bonus ship to help you progress through the sectors. You get the regular three lives to start with — but you're going to need all the extra lives you can get in later stages where game action starts to speed up.

Beamrider is a nicely presented game with good graphics — but I've got one gripe. I would've liked to be able to move the spacecraft up the grid as well instead of just moving it left and right.

A nice touch is that you can play the game with up to four people — another original Activision innovation.

There is also a "drop out" facility, so if one player has to go away for tea or something, the Intellivision automatically waits the player and adjusts the game accordingly — neat eh? You can also freeze the action at any time during the game.

Beamrider from Activision will set you back £29.95 and is available from Intellivision dealers now.

### THE VERDICT

A great addition to the Intellivision game catalogue. Very addictive!

- Action 1 2 2 2
- Graphics 1 2 1
- Addictive 1 1 1 1
- Theme 1 1 1

## BUBBLING UNDER!

At least an original game theme! I must admit to becoming a bit bored with the usual video game fare of shooting aliens, dodging ghosts or loading tanks, etc — so I'm probably generalising a bit. But Imagic's latest for the Atari VCS struck me with its originality.

Here's the general idea of the game. An evil undersea race, the Tritons, have imprisoned Neptune's daughter, the beautiful mermaid Nephtis.

You take the part of Proteus, a member of Neptune's waters royal court, and set off to rescue Nephtis from the underwater traps the Tritons have built as a mermaid trap!

Proteus takes the form of a dolphin to avoid the attentions of the Tritons — but he can also change into a seagull to patrol the skies above the oceans.

The aim of the game is to help Proteus find the three pieces of Neptune's missing Trident — so only this can free Nephtis from



FATHOM



BEAM RIDER



DIG-DUG



SPECTRON



# GAMING

Images and can be found at all Atari video games stockists at £29.95.

## THE VERDICT

If you fancy a change from the regular offerings — check *Trident* out. We think it will keep you amused for some time!

- Action     4 4 4 4
- Graphics   4 4 4 4
- Additions   4 4 4 4
- Theme     4 4 4 4

the Titan's eggs.

The key to finding the bits of the Trident are magical starfish in the sea and stars in the sky. To discover these, Proteus the shipster must touch seafoam in the sea and, when disguised as a seagull, Proteus must touch pink clouds in the sky.

Touch enough seafoams or clouds and the magical stars and starfish are revealed. Touch the stars and starfish and Proteus gets one of the missing bits of the Trident.

But there are enemies in the sea and sky — nasty octopi and intelligent fish of seaweed kind. The Professor's search underwater, while blackbirds patrol the skies.

Once you've managed to get the Trident and rescue Neptune's daughter, you move onto another level, which opens up new horizons. Your seagull has to fly further to get those all important stars and the dolphin has to dive deeper to get the starfish and seafoams. All the time you have to keep an eye on your energy level. Touching seafoams and clouds keeps your energy high — but hitting an octopus, seaweed, blackbird or black cloud drains your energy.

*Trident* is a game of strategy and action. You need to work out the best time to transform from bird to dolphin and vice-versa, where to find the starfish and stars, and how to keep that energy level high enough to keep going.

The graphics should be among the best around for the VCS — although the sound effects are a bit limited.

The game is well presented with an informative instruction booklet which includes tips on how to survive the first level of the game — invaluable for a beginner attempting to get into the game for the first time. You do have to read the instructions carefully to get the most out of the game.

This booklet promises a special surprise if you manage to free the mermaid Neptune's seven sons. I can't wait!

*Trident* is available now from

## YOU'LL REALLY DIG THIS!

*Dig-Dug* was a really popular arcade game — and now Atari have converted it for the VCS it's going to be just as popular among home video gamers! Atari's latest release for the 2600 system brings all the thrills of the arcade game into your front room.

Personally I've always felt that the man who invented a game often involves sticking an extra into a delicious creature and then blowing it up and it is probably was a prime case for the League Against Cruelty to Animals — but whatever turns you on I support!

For those of you who haven't seen *Dig-Dug* in your local arcade, here's the general idea. You take the part of *Dig-Dug*, a paper-gardener who burrows underneath his vegetable patch to stop the nasty maniac getting to the surface and eating his prize veggies.

These maniacs are the balloon-like Pookies and a sort of mid-dragon creature called Fygar. Fygar can breathe fire and has an added underground base.

You guide *Dig-Dug* through the earth beneath his garden chasing the maniacs — which can be found in underground caverns. The maniacs also have the ability to transform themselves into ghed-like forms, moving at will through the earth and ganging up to chase poor old *Dig-Dug*.

*Dig-Dug* is armed with an impaling tool which he can either just stick or destroy the maniac by blowing them up until they explode. Easy!

So can you lead the maniacs under strategically placed rocks. Once he's dug a tunnel under

them, they fall — crushing whatever it stood enough to stand underneath it. *Dig* included it he's not quick enough.

This VCS version of the game includes a beginner's level which gives new players a chance to get to grips with the game before leaving the dangers of the game proper.

You earn points for the number of maniacs you kill off and for how much earth you dig in your underground adventures. Once you've cleared one screen of maniacs, you move onto the next with more of the newly little creatures to deal with.

You get four lives to start with — and lose them if you get caught by a maniac or crushed by one of your own rocks. You can earn bonus points by picking up the fruits which appear, Pac-Man-style, in the corners of the screen.

*Dig-Dug* is going to prove popular with many game fans everywhere. It's available now at a rather nifty £29.95. In fact, there's also a nice arcade-style opening intro screen too!

## THE VERDICT

A good version of the arcade classic with good graphics.

- Action     4 4 4 4
- Graphics   4 4 4 4
- Additions   4 4 4 4
- Theme     4 4 4 4

## INVADERS MAKE A COMEBACK

"Oh, no! It's Tevion!" But instead of retreating in terror up the screen, they continue to march down in waves, on and on... Sounds familiar, doesn't it?

Many years ago there was once a game called *Space Invaders* which changed the course of civilization. People went mad. These little green nasties became an international craze and even got an end to communication in parts all over the country.

But that was a long time ago, so why have Spectredev cloned this age-old idea when they could have produced something really new and innovative? Admittedly, they have included some new details, but is this enough to sat ourselves?

Not content with little green maniacs slowly working their way down towards death and destruction, Spectredev has incorporated some beautiful graphics into the game — and at least the maniacs are orange and blue and no longer green!

The game is set against the backdrop of a space city with your laser base in the foreground. The maniacs make their way down the screen in the traditional method, showering you with dozens of bombs, each one guaranteed to break through the city's defence shields or blast you to smithereens.

You'll notice an addition to the game in level four — this is when it stops being a game and war is waged in deadly earnest. There are two types of alien, the fairly innocuous *Robbers* and the more out-witted *Snipers*.

The *Robbers* behave in the usual manner, but the *Snipers* uncharacteristically jump out of formation and weave and dart at you; the game laying white strips of bombs as they go. They are the ones to watch, if you want to avoid death.

If you don't manage to catch them before they reach ground level, they'll dart into the tunnel where your laser base is situated and lay a mine. Once more mines have been laid — BOMM! — the city blows up and unfortunately you with it!

Your laser base has limited up and down movement in the tunnel and you'll need to make full use of this facility to dodge the alien as they come crawling down the tunnel towards you.

The watch towers on the outer edges of the city will start to flash when you are down to less than three laser bases — a good indication that you're nearing the end of the game.

The exotic graphics aside, Spectredev's *Invaders* is really nothing to shout about and priced at around £30 it isn't quite up to the high standard of software. Commodore owners are well to.

## THE VERDICT

Nice graphics, but the game lacks originality.

- Action     4 4 4
- Graphics   4 4 4
- Additions   4 4 4
- Theme     4

Mystery of  
Munroe Manor  
available  
late February

ARCANE ACTION  
**MORIA**

ARCANE ACTION  
**DINKY KONG**

ARCANE ACTION  
**QUIDDY**

ARCANE ACTION  
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FOR CDDC 68K

# RISE TO THE

ARCANE ACTION  
**LOVE RAIDER**

ARCANE ACTION  
**CRAL**

## Utilities

**Advanced Backup** - This program allows you to back up your files to a diskette or hard disk. It can also restore files from a backup. It is available for the Commodore 64 and the Commodore Plus/4.

**Advanced Disk** - This program allows you to format and label diskettes. It is available for the Commodore 64 and the Commodore Plus/4.

**Advanced File** - This program allows you to manage your files. It can create, delete, and rename files. It is available for the Commodore 64 and the Commodore Plus/4.

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**Advanced Music** - This program allows you to create and play music. It is available for the Commodore 64 and the Commodore Plus/4.

**Advanced Paint** - This program allows you to draw pictures. It is available for the Commodore 64 and the Commodore Plus/4.

**Advanced Shell** - This program allows you to use the command line. It is available for the Commodore 64 and the Commodore Plus/4.

**Advanced Tools** - This program allows you to use various tools. It is available for the Commodore 64 and the Commodore Plus/4.

**Advanced Utilities** - This program allows you to use various utilities. It is available for the Commodore 64 and the Commodore Plus/4.

**Advanced Word** - This program allows you to write documents. It is available for the Commodore 64 and the Commodore Plus/4.

**Advanced Xtras** - This program allows you to use various extra features. It is available for the Commodore 64 and the Commodore Plus/4.

**Advanced Zips** - This program allows you to compress and decompress files. It is available for the Commodore 64 and the Commodore Plus/4.

# CHALLENGE

with your Oric-1,  
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All Oric-1 and Oric Atmos software is available on cassette, floppy diskette, and hard disk. Many titles are also available on video cassette. For more information, contact your local computer store or write to: Severn Software, 10000 Highway 100, Suite 100, Houston, TX 77036.

All software requires a computer with a hard disk. Some software requires a mouse. Some software requires a printer. Some software requires a modem. Some software requires a network. Some software requires a terminal. Some software requires a terminal emulator. Some software requires a terminal emulator and a network. Some software requires a terminal emulator, a network, and a terminal.

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## OUR HALL OF FAME GAMES

### PLANETOIDS

Arcade's brilliant version of Defender for the BBC. At Accesssoft Neil Raine holds the top score of 408,380 — beat that!

### MINED OUT

Softcave's highly rated game for the Dragon 32.

### ARCADIA

One of the best reading games around from Imagine. You can enter on the Spectrum or Vic versions — but don't forget to tell us which!

### JET-PAC

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

### DIAMOND

English Software have high hopes for this mining game and are even offering a diamond as a prize! For the Atari owner.

### KRAZY KONG

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

### THE PYRAMID

The Pyramid has Fantasy's unique high score verification system built into the game. Help Ziggy beat the master.

### MANIC MINER

Share addiction for the Spectrum from the Rag Byte people.

### SPLAT

Help Ziggy survive in this extremely playable game from new games company Imagine Software.

### ZALAGA

Space age action from Ardverk for the BBC.

### ATIC ATAC

A great new graphic adventure-style game from Williams.

### 3D DEFENDER

Maximum (Team) game for New Generation Software which set new standards for graphics on the ZX81.

Like The Pyramid, please send your high scores direct to Fantasy via the address on the cassette label and NOT to GIVE. Fantasy have their own way to verify scores.)

### JET PAC

- 1) Jonathan Jones, Solihull, West Mids — 7,304,837
- 2) Elliot Potts, Herne Bay, Kent — 5,747,533
- 3) Carl Homsey, Brighton, Sussex — 5,700,668
- 4) Michael Stuart, Ballymoney, Co. Antrim — 5,662,175
- 5) D. Lawrence, Cambridge — 5,508,180

### MANIC MINER

- 1) Daryl Urwin, Canterbury, Surrey — 5,008,083
- 2) Paul Ratnay, Kinross, Perth — 2,642,937
- 3) Julian Rignall, Dyfed, Wales — 2,500,829
- 4) A. Frooten, Leeds — 1,979,815
- 5) Stephen Lynch, Wallasey, Merseyside — 1,760,090

### PARSEC

- 1) C. Sutton, Stoke on Trent — 1,588,300
- 2) Simon Taylor, Cambridge — 1,568,700
- 3) Marc Watson, Bristol — 1,362,100
- 4) Peter, Sheffield — 1,322,700
- 5) Michael Tyrre, Whitley Bay — 1,115,000

### THE PYRAMID

- 1) Scott Hamilton, Lancashire, Scotland — 134,614
- 2) Graham Phillips, Chippenham, Wilt. — 128,233
- 3) Steven Lee, Sheffield — 126,032
- 4) Simon Hawkins, Cheltenham, Glos. — 125,999
- 5) Michael Grows, Birmingham — 126,924

### PLANETOIDS

- 1) Paul Dhanon, Reigate, Surrey — 686,300
- 2) Seth Christopher, Wileston, N. Wairar — 684,330
- 3) Matthew Constable, Andover, Kent — 683,800
- 4) Peter Harrison, Exeter, Devon — 680,580
- 5) Calvin Lawrence, Peterborough — 582,225

How many times have you managed to reconstruct the jetcraft rocket ship? Can you defeat the Mean Telegraph in Manic Miner? Have you saved the universe from the Fuzer alien?

Well, if you reckon you are a computer games ace you're a prime candidate for our Hall of Fame — GIVE's answer to all of you hi-scorers who thought you didn't have anything more to prove!

We've selected some top games from top software companies and now we're inviting YOU to send in your top scores on our Hall of Fame games. All the games have been tried and tested by a review team — and all of them are fast, challenging and good value for your precious pocket money.

You can spot Computer and Video Games Hall of Fame cassettes in your local computer store because we've had some special stickers printed which the software companies are sticking on to our GIVE approved games.

So if you are looking for a value-for-money game that will keep its challenge, stay fresh and challenging as the day you last loaded it into your micro for months and months, check out these tapes with a GIVE sticker about their proven firm!

Meanwhile, if you think you qualify as a top scorer on one of our Hall of Fame Games — listed elsewhere on the page — then fill in our Hall of Fame coupon, get it signed by a witness and stick it on a postcard. Then all you have to do is mail it to Hall of Fame, Computer and Video Games, Duncan House, 8 Herchel Hill, London EC1R 8BQ.

In the New Year we'll invite some of the best top scorers along to a grand finale to prove their skills in the spotlight. In the meantime we'll be posting the top five scorers in our Hall of Fame sections each issue.

And each month we've got a GIVE 'The Champ' letter to give away to the top scorer on each game featured on this page. Your score doesn't have to be better than the one we printed the issue before — it simply has to be the highest we've received in time for our current issue's deadline.

We'd also like to hear from you if you favourite game isn't included in the Hall of Fame line-up. Maybe you'll persuade us to squeeze it in!

#### GIVE'S HALL OF FAME

Name .....

Address .....

Tel: ..... I scored .....

Game .....

It took me (approx.) .....

Witness's name .....

# HALL OF FAME

# CHART

## TOPPERS

	SPECTRUM	ZX 81		VIC-20		ATARI 400/800	
1	AIR ACAT (Ultimate)	EAZY BONG (PSS)	1	WORLD AND PRINCESS (Melbourne House)		POLE POSITION (Atari)	1
2	LUNA JETMAN (Ultimate)	3D MONSTER MAZE (New Generation)	2	CRAZY KING (Interceptor)		DONKEY KING (Atari)	2
3	ANT ATTACK (Creative)	FLIGHT SIMULATION (Pole)	3	ARCADE (Imagine)		DIMONDS (English Software)	3
4	MARIC MINER (Big Byte)	FOOTBALL MANAGER (Addictive Games)	4	WACKY WATERS (Imagine)		ZOOOM (Datasoft)	4
5	CHOCORRED FLAG (Pole)	3D GRAND PRIX (Artic)	5	GRANDPUNNER (Llamasoft)		DIS DUG (Atari)	5
6	VELHALLA (Microsoft)	MALE DEATH RACE (PSS)	6	SKYHAWK (Creative)		COMPUTER WAR GAMES (Thorn EM)	6
7	COOKE (Ultimate)	FRAG GLIDER (Suncom)	7	MATRIX (Llamasoft)		SUSPENDED (Infocom)	7
8	ZOOOM (Imagine)	EX CHESS (Artic)	8	SARGON II (Chess)		FORT APOCALYPSE (Synapse)	8
9	TRANS AM (Ultimate)	SEA WAR (Panda)	9	SWITCHED (Imagine)		MICROMANAGER (Synapse)	9
10	SCRAMBLE (Pole)	PROTECTOR (Sinclair)	10	GOFF (Commodore)		LIQGIT (Imagine)	10
	<b>COMMODORE 64</b>	<b>DRAGON 32</b>		<b>SBC 8</b>			
1	THE HOBBIT (Melbourne House)	PETERROW'S DIARY (Shant Software)	1	THE HOBBIT (Melbourne House)			
2	RAZOR RAT RACE (Commodore)	MINED OUT (Creative)	2	MIDDLE CONTROL (Gamin)			
3	ARCADE (Imagine)	THE KING (Microtest)	3	SALOON SALLY (Pole)			
4	CRAZY KING (Interceptor)	TALKING ANDROID ATTACK (Microtest)	4	MR MEN (Microsoft)			
5	PURPLE TURTLES (Creative)	CUTHBERT GOES WALKABOUT (Microtest)	5	SNOKKI (Wilson)			
6	AQUAPLANE (Creative)	GRANDPUNNER (Salamander)	6	SNAPPER (Acornsoft)			
7	3 DEEP SPACE (Panda)	FROGGER (Microtest)	7	PHILOSOPHERS QUEST (Acornsoft)			
8	HEXAGALACTIC LLAMAS (Llamasoft)	NIGHT FLIGHT (Microtest)	8	BENCHRACK (Sosa)			
9	SUPER DOGFIGHT (Terminal Software)	CUTHBERT IN THE JUNGLE (Microtest)	9	737 SIMULATOR (Salamander)			
10	CARSAH THE CAT (Microsoft)	LOST IN SPACE (Salamander)	10	KILLER GORILLA (Micropower)			

Computer and Video Games charts page certainly seems to give a true indication of the best value-for-money games around, judging by the results of our Golden Joysticks Awards.

The Hobbit, which is still a number one for both the BBC and Commodore 64, won the award for Best Strategy Game and Maric Miner by Big Byte won the award for Best Arcade style game.

Further more, Ultimate Play The Game, who have consistently done well in our charts, not only won the award for Software House of the year 1985 but also that for the Game of the Year 1983 with their game Jet Pac. As you can see they continue to dominate the Spectrum charts with Air Ace and Luna Jetman.

Finally, Imagine, with their game Arcadia still going strong in both the Vic-20 and Commodore 64 charts, carried off the award for the Best Original Game with Ah Doolan.

There are still lots of great games budding under the charts too, so keep your eyes glued to this space for further developments.

# HURD

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# N.O.W...

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## New

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### HUSTLER

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"Another gem - credit to the collection!"  
Commodore Computing

### EXTERMINATOR

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Laser Golf	Lampson	1.50	0.45	Spectrum 48K	£108.95		
Mr Money	Seam	1.99	0.99	Commodore 64	£194.95		
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# VIDEO



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It sits on a hard surface or on your lap with a foam base to protect your parents' best coffee table.

Just like an arcade machine there are two fire buttons — useful in games like *Scramble* where you have to bomb the.

The Arcade Professional is as responsive as the other tested. The base has two style slots as large as

Scramble where to bomb the.

Pro is as as any of sticks we has but arcade sticks — five piece

pieces and disk shaped to avoid "finger-clip" — that dreaded affliction known to all old kids.

The Arcade Professional can be opened up to alter the stick's movement — four directions for maze games and eight directions for shoot-'em-ups.

#### THE VERDICT

Robust stick which can actually be repaired unlike some of the plastic throw-away sticks on sale. This advantage, however, makes the Arcade Pro slower at \$28.95. Nice design — will make your friends go green with envy!

### 2 QUICKSHOT

The QuicksHOT range of joysticks are the stickiest, most futuristic sticks on offer.

The original QuicksHOT stick with its long helicopter-style grip legs makes it easy to hold.

Rubber suction pads on the base of the stick also make it easier to use — particularly with maze games where you can benefit from the stick being firmly secured to a solid base.

Two fire buttons — one at the top of the shaft for thumb firing and another at the base of the stick — for you to choose your most comfortable fire position.

#### THE VERDICT

Good sturdy construction and comfortable grip. The stick scores best on shoot-'em-up type games where the shaft-mounted button is a real bonus. The bulkiness of the shaft makes the playing of maze games a little more difficult. One of the better sticks — retailing at £11.95. Compatible with Atari 400, 800, 1000L and VCS — will also work with Spectrum through the linker interface.

### 3 QUICKSHOT II

Spectrum's QuicksHOT II must be one of the best arcade-style sticks around for video gamers. Its solid design promises hours of trouble-free playing. And you can use it with the Atari VCS, or Atari home computers, the TR-80, CSM 64 and many others.

The QuicksHOT II has a number of interesting features. Starting from the top of the aircraft-style stick grip, you'll find the primary shooting button — for those games players who like to blind away using their





# GAMING

Months. Below this is a trigger-style fire button which fits most rotary thumb like a seat.

Spacovibes say that the moulded stick grip is "ultra-ergonomic" — and who are we to contradict them. Suffice it to say that the stick is comfortable — even after an extended session of River Raid!

The base of the stick is very sturdy and has a neat little innovation built in — an Auto-Fire switch. This allows you to launch a continuous stream of bullets by simply locking the shooting mechanism.

To make the stick stable, there are four powerful suction cups on the bottom of the base — this allows you to play on sand! And the stick won't come unhooked even during the most exciting space battle!

The Command II is available from Spacovibes stockists and costs £12.95.

## THE VERDICT

A winner from top to toe. The Command II joystick just voted the Command II the best stick to come into the office for some time.

## 4 RED BALL

America's favourite deluxe controller (or, as they call them in the US, "joystick stick") is the Red Ball of stick.

It's easy to see why these sticks have been such a success across the water. They are sturdy, responsive, and built to last.

The top of the Wico range is the Red Ball controller at £21.95. This is one of the most responsive sticks we tested — with a steel shaft, and fire buttons mounted on the base and the ball at the top of the shaft.

Slightly cheaper than the Red Ball is the Wico Saboteur Lever stick. This has an extremely long control shaft, though unlike the Red Ball it only has a fire button on the base.

The cheapest of the Wico sticks is the £14.95 Dem. It has a moulded grip which makes it comfortable to use. If we'd sprung the fire button is mounted at the top of the shaft.

## THE VERDICT

Wire sticks are generally regarded as the "Boltz-Boyer" of video game controllers. If you can afford to look out £27.95, you'll get up finer stick than the Red Ball — the Extended Lever and Dem are also excellent sticks at a slightly more affordable price.

## 5 TRAK BALL

Trak Ball controllers introduced a new specialist element to video gaming. Like a professional golfer carefully selecting a certain iron to match the conditions of the green, so a few video games specialists will reach for a Trak Ball to play in certain games — such as Centipede, or Missile Command.

The Trak Ball offers precision control in games where you need to move your character all over the screen as quickly and accurately as possible. It is a sleek black box with triangular-shaped "fire buttons" in both the right and left hand corners.

Trak Ball-style controllers were first used in arcade games, but are now also available for home use and the latest version is Atari's controller for the WCS, 400 and 800.

## THE VERDICT

I tested the Trak Ball on Centipede and Missile Command and found that it added the real feel of the arcade to these games. Something of a luxury add-on — but if you really take your gaming seriously, the Trak Ball is a must at £28.95.

## 6 STARFIGHTER

Samson's Starfighter is described by its makers as the ultimate joystick.

Short and stubby and difficult to get a good grip on, I did not find the Starfighter very easy to use. Although the stick was reasonably responsive, I found the shaft a little stiff.

## THE VERDICT

I was not happy with the fire button — it was sluggish and let too many nasty aliens slip through the net for my liking. Starfighter is a little overpriced at £13.95.

## 7 LE STICK

Another featureless stick is Dataeast's memory-controlled Le Stick.

What's really unique about Le Stick is that to move an object on screen you simply point the stick in the direction in which you wish the object to move. Memory inside the stick makes the connections to make the objects move.

## THE VERDICT

A nice idea — but one that doesn't come off — and we cannot recommend Le Stick. Priced at £24.95.

## 8 VILO COMMAND

Vilo Command is a featureless stick with a control grip secured to the top of the shaft.

The fire button is mounted half way down the shaft so that you fire with the same hand as you hold the stick.

The stick is good on shoot-'em-ups, but the lack of a firm base makes it difficult to handle the tight maneuvering required in maze games.

Manufactured by Imago — the makers of the Imago range of video games — the stick is in the price of £12.95.

## THE VERDICT

Design of the stick means that it is extremely lightweight and easy to use. Fire response was adequate. The only drawback is that the shoot-'em-up controller may make the stick difficult to use in games where a large amount of maneuvering is required.

## 9 TAC II

TAC stands for totally accurate controller.

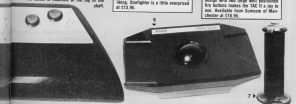
The stick's extra responsiveness is due to a set of mini sensors built on to the shaft of the stick itself.

The TAC's construction is amongst the most robust of the sticks we tested.

On maze games, the joystick performed excellently. It also proved to be a good action stamper.

## THE VERDICT

This is my week-a-day stick. The one I reach for first when I sit down to review a game for C&EG. Its no-nonsense design with two large well-positioned fire buttons makes the TAC II a joy to use. Available from Samson of Manchester at £18.95.



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PERSONAL COMPUTER NEWS,  
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## ZIP ZAP

(48K Spectrum)

Heart stopping tension - supersmooth animation.

"Imagine games are guaranteed to be different - the graphics are first class."

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(48K Spectrum)

Don't just play your Spectrum  
....fly it!

"Zoom is certainly the best game Imagine have produced and is perhaps the most convincing shoot-em-up program yet written for the Spectrum."

YOUR COMPUTER,  
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## ALCHEMIST

(48K Spectrum)

Can YOU discover the "Spell of Destruction?"

"Excellent graphics and use of colour. An imagine-alive game and obviously worth the money. In playing, the game is extremely good fun and very addictive. Definitely another winner from Imagine."

CRASH MICRO GAMES  
ACTION,  
Feb. '82

## STONKERS

(88K Spectrum)

Poised on the very brink of battle, every decision is yours!

"Stonkers is set to be the best wargame I've seen yet... the graphics and overall presentation are excellent... very addictive - I found myself having a bash during my spare hour."

CRASH MICRO GAMES ACTION,  
Feb. '82

## AH DIDDUMS

(Any Spectrum)

Be prepared for some sleepless nights with this one!

"Ah Diddums is an original and fun game... Diddums gets to be great fun."

PERSONAL COMPUTER NEWS,  
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### LAMBA DOGG

Control your llama in a strategy role game. LAMBA DOGG is a game for two players. Each player has a llama and a dog. The llama can move, attack, and defend. The dog can move, attack, and defend. The llama can also be used as a shield for the dog. The dog can also be used as a shield for the llama. The llama can also be used as a shield for the dog. The dog can also be used as a shield for the llama.

### INTERGALACTIC LLAMAS BATTLE AT THE SOUND OF TUBS

A top strategy game for the advanced user. Challenge your opponent with a llama and a dog. The llama can move, attack, and defend. The dog can move, attack, and defend. The llama can also be used as a shield for the dog. The dog can also be used as a shield for the llama.



### HATED

Control your llama in a strategy role game. HATED is a game for two players. Each player has a llama and a dog. The llama can move, attack, and defend. The dog can move, attack, and defend. The llama can also be used as a shield for the dog. The dog can also be used as a shield for the llama.



### ATTACK OF THE INTRANT CAMELS

Control your llama in a strategy role game. ATTACK OF THE INTRANT CAMELS is a game for two players. Each player has a llama and a camel. The llama can move, attack, and defend. The camel can move, attack, and defend. The llama can also be used as a shield for the camel. The camel can also be used as a shield for the llama.

### HOVER BOYVER

A llama control game for the moving computer system and a word book. HOVER BOYVER is a game for two players. Each player has a llama and a boy. The llama can move, attack, and defend. The boy can move, attack, and defend. The llama can also be used as a shield for the boy. The boy can also be used as a shield for the llama.



### REVENGE OF THE INTRANT CAMELS

Control your llama in a strategy role game. REVENGE OF THE INTRANT CAMELS is a game for two players. Each player has a llama and a camel. The llama can move, attack, and defend. The camel can move, attack, and defend. The llama can also be used as a shield for the camel. The camel can also be used as a shield for the llama.



### CRUSHER

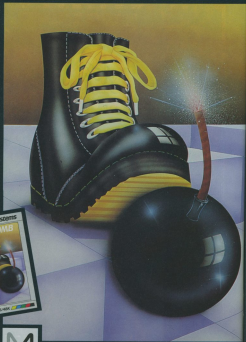
Control your llama in a strategy role game. CRUSHER is a game for two players. Each player has a llama and a crusher. The llama can move, attack, and defend. The crusher can move, attack, and defend. The llama can also be used as a shield for the crusher. The crusher can also be used as a shield for the llama.



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```

40 CALL CLEAR
50 RANDOMIZE
60 GOTO 2240
70 CALL CLEAR
80 DIR P(123)
90 H=0
100 CALL COLOR(1,11,1)
110 CALL COLOR(2,5,2)
120 CALL COLOR(7,13,2)
130 CALL COLOR(10,3,2)
140 CALL COLOR(12,14,2)
150 CALL COLOR(12,16,2)
160 CALL COLOR(14,6,2)
170 CALL COLOR(15,8,2)
180 CALL COLOR(16,2,2)
190 FOR A=1 TO 7
200 READ C0,CH#
210 CALL CHR$(C0,CH#)
220 NEXT A
230 FOR A=3 TO 8
240 CALL COLOR(A,16,1)
250 NEXT A
260 CALL SCREEN(7)
270 GOTO

```



# AIR

BY IAN CASTLETON

RUNS ON A TI 99/4a

IN 16K

```

280 INPUT "SKILL LEVEL:1 TO 10 "SK
290 IF (SK<1)+!(SK>10) THEN 290
300 R=12-SK
310 R=182
320 CALL CLEAR
330 GOTO

```

```

336 FOR A=3 TO 24 STEP 2
340 CALL VCHR$(R,A,152,2)
350 CALL VCHR$(R,A+1,152,2)
360 R=A+R+7
370 R=A+1+R+7
380 X=INT(RND*(24)+1)
390 ON X GOTO 440,420,400
400 R=R+1
410 IF R>17 THEN 390
420 NEXT A
430 GOTO 440
440 R=R-1
450 IF R<3 THEN 390 ELSE 420
460 FOR A=1 TO 8
470 GOSUB 610
480 CALL SCHR$(P(0),G,X)
490 IF X<152 THEN 470
500 CALL HCHR$(P(0),G,23)
510 GOSUB 610

```

```

520 CALL SCHR$(P(0),G,X)
530 IF X<152 THEN 510
540 CALL HCHR$(P(0),G,40)
550 GOSUB 610
560 CALL SCHR$(P(0),G,X)
570 IF X<152 THEN 550
580 CALL HCHR$(P(0),G,76)
590 NEXT A
600 GOTO 440
610 B=INT(RND*(20)+1)
620 IF B<3 THEN 610
630 RETURN
640 FOR A=1 TO 2
650 X=INT(RND*(24)+1)
660 C=INT(RND*(20)+1)
670 CALL SCHR$(P,C,X)
680 IF X<152 THEN 650
690 CALL HCHR$(R,C,120)
700 NEXT A
710 AB="AIR STRIKE"
720 FOR A=1 TO 10
730 CALL HCHR$(1,10+A,ASC(150)+(A,A,A,1)+1)
740 NEXT A
750 FUEL=30
760 FOR A=1 TO 2
770 FOR B=287 TO 787 STEP 100

```

# ASTRIKE

Star Fleet command has discovered a nest of nasty alien hoppers in caverns within a small planet. You have been given the task of attacking these aliens and destroying their invasion plans!

The object of this game is to destroy the aliens which enter the bottom of the screen. There are also fuel dumps to destroy — you'll need the fuel to continue your mission. The aliens will send a ship after you — firing phasers — and this will have to be destroyed or avoided. When you get to the right of the screen another cavern is created. Control keys are: L — up, R — forward, B — down, space bar — stop, F — fire, S — bomb.

## VARIABLES

P: bottom of screen.	FR: input variables.
H: high score.	SA: skill level.
IS: character number.	SR: all 1st variables.
IS: character coding.	SV: your own scores now.
IS: sound variable.	SL: random variables.
SR:MM: forward logic.	AS: string variables.
SC: score.	SR: top of each.
SR:IX: direction of player's ship.	SR: column of each.
SR: direction of each.	C: player's column.
S: AIS: value of key pressed.	S: scores of keyboard scan.
SC: column of bomb or phaser.	SR: row of bomb or phaser.
	SC: column of bomb or phaser.

```

780 CALL SOUND(200,8,2)
790 NEXT B
800 NEXT A
810 CALL SOUND(200,8,2)
820 CALL SOUND(200,8,2)
830 CALL SOUND(200,8,2)
840 CALL SOUND(200,8,2,-1,0)
850 CALL MCHAR(P(13)+3,3,104)
860 CALL MCHAR(P(12),32,104)
870 SOUND
880 REP (3)-1
890 REP 0
900 C=0
910 C=0
920 REP 1
930 CALL KEY(0,K,0)
940 CALL MCHAR(BR,BC,XL)
950 IF S=0 THEN 1120
960 IF K=67 THEN 1020
970 IF K=32 THEN 1040
980 IF K=68 THEN 1080
990 IF K=69 THEN 1110
1000 IF K=70 THEN 1130
1010 IF K=66 THEN 1060
1020 REP 1
1030 GOTO 1120
1040 REP 0
1050 C=C+1
1060 FUEL=FUEL-1
1070 GOTO 930
1080 C=1
1090 REP 0
1100 GOTO 1120
1110 REP 1
1120 CALL MCHAR(BR,C,102)
1130 REP 48
1140 C=C+8
1150 IF C=33 THEN 1260
1160 IF INT(RND*(25)+1)=1 THEN 1170 ELSE 1200
1170 CALL MCHAR(BR,C,104)
1180 CALL MCHAR(BR,BC,104)
1190 SR=0
1200 FOR RH=80-1 TO 3 STEP -2
1210 CALL SOUND(300,SR,2,-4,2)
1220 SR=SR-10
1230 CALL MCHAR(BR,RH,LL)
1240 CALL MCHAR(BR,RH-1,LL)
1250 IF (LL=104)+(LL=100) THEN 1260
1260 IF (LL=32)+(LL)=32) THEN 1270
1270 CALL MCHAR(BR,RH,145)
1280 CALL MCHAR(BR,RH,LL)
1290 CALL MCHAR(BR,RH-1,LL)

```



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```

1300 NEXT RR
1310 CALL HCHAR(R,C,132)
1320 CALL HCHAR(BR,BC,11)
1330 FUEL=FUEL-1
1340 IF FUEL<1 THEN 1980 ELSE
1420
1350 IF C=37 THEN 1340 ELSE 1420
1360 CALL SOUND(400,110,2,111,2,
112,2)
1370 CALL SOUND(400,110,2,220,2,
230,2)
1380 CALL SOUND(400,-5,2)
1390 FUEL=FUEL+5
1400 CALL CLEAR
1410 GOTO 320
1420 IF (R=PI0)+1>(R=PI0)-8 THEN
2140
1430 CALL HCHAR(R,C,104)
1440 BR=BR+BR
1450 BC=BC-1
1460 IF BC=2 THEN 1470 ELSE 1510
1470 BC=32
1480 BR=-1
1490 BR=P(32)
1500 CALL HCHAR(BR,BC,134)
1510 GOTO 930
1520 CALL HCHAR(BR,BC,134)
1530 IF BR=PIBC THEN 1540 ELSE
1560
1540 BR=-1
1550 BR=P(BC)
1560 IF BR=PIBC)-7 THEN 1570
ELSE 1570
1570 BR=1
1580 BR=P(BC)-7
1590 CALL HCHAR(BR,BC,X1)
1600 IF X1=104 THEN 2140
1610 CALL HCHAR(BR,BC,134)
1620 GOTO 930
1630 SS=400
1640 FR=R
1650 FC=C
1660 IF FC>31 THEN 1120
1670 FC=FC+1
1680 CALL SOUND(1-200,SS,2)
1690 SS=SS-10
1700 CALL SCHAR(FR,FC,X)
1710 IF X=132 THEN 1720 ELSE
1760
1720 IF FC>31 THEN 1120
1730 CALL HCHAR(FR,FC,144)

```

MEGAHAWK

```

1740 CALL HCHAR(FR,FC,152)
1750 GOTO 1470
1760 IF C=130 THEN 1770 ELSE 1780
1770 FUEL=FUEL+10
1780 BC=BC+5
1790 CALL HCHAR(FR,FC,128)
1800 CALL SOUND(1000,-7,2)
1810 CALL COLOR(13,11,1)
1820 CALL COLOR(13,7,1)
1830 CALL HCHAR(FR,FC,152)
1840 CALL COLOR(13,16,1)
1850 GOTO 930
1860 SS=500
1870 FR=R
1880 FC=C
1890 FR=FR+1
1900 CALL SOUND(1-200,SS,2)
1910 SS=SS-10
1920 IF FR=P(FC)+1 THEN 1120
1930 CALL SCHAR(FR,FC,X)
1940 IF X=132 THEN 1950 ELSE 1760
1950 CALL HCHAR(FR,FC,148)
1960 CALL HCHAR(FR,FC,152)
1970 GOTO 1290
1980 FOR A=880 TO 110 STEP -110
1990 CALL SOUND(1-50,A,2)
2000 NEXT A
2010 CALL CLEAR
2020 PRINT "YOU RAN OUT OF FUEL";
2030 PRINT "YOU SCORED";SC;
2040 IF SC=1 THEN 2050 ELSE 2070
2050 H=SC
2060 PRINT "WELL DONE YOU GOT THE
";H;"HIGHEST SCORE";
2070 PRINT "PRESS 5 FOR ANOTHER
GAME";
2080 CALL KEY(0,K,0)
2090 IF K=5 THEN 2030
2100 IF K=71 THEN 2110 ELSE 2130
2110 CALL CLEAR
2120 GOTO 270
2130 END
2140 CALL SOUND(1000,-7,2)
2150 CALL HCHAR(R,C,128)
2160 CALL COLOR(13,11,1)
2170 CALL COLOR(13,9,1)
2180 CALL HCHAR(R,C,32)
2190 CALL COLOR(13,16,1)
2200 CALL CLEAR
2210 PRINT "YOU CRASHED";
2220 GOTO 2030

```



```

2230 DATA 33,3C7E7E3C1B244242,40,00243C4C2447E42,96,81C6E77F6C3C6C6C3,104,
007B1C0A7A5C79,120,000C425A8A423C
2240 DATA 128,8448C21C0C8A2E7,156,0F12C0C0C021C0F,144,000008C0C008,142,
00001B003C18
2250 CALL SCREEN(15)
2260 PRINT "DO YOU WANT INSTRUCTIONS?"
2270 INPUT "Y/N OR Q/P ":I$
2280 IF 8008(28,1,1)="" THEN GOTO
2290 IF 8008(28,1,1)="" THEN GOTO
2300 CALL CLEAR
2310 GOTO 2370
2320 CALL CLEAR
2330 PRINT "TO MANOEUVRE YOUR SPACE SHIP:";"THROUGH THE CAVERNS USE THE"
;"FOLLOWING KEYS:"
2340 PRINT "E - UP";"D - FORWARDS";"S - DOWN";"SPACE BAR - STOP";"F -
FIRE FORWARDS";"B - BOMB"
2350 PRINT "ENSURE THE ALPHA-LOCK KEY IS:";"DOWN";
2360 PRINT "press any key to play"
2370 CALL KEY(0,K,B)
2380 IF S=0 THEN GOTO 2370 ELSE GOTO
2390 PRINT " WELCOME TO AIRSTRIKE!"
2400 PRINT " *****"
2410 PRINT "THE OBJECT OF THE GAME IS TO:";"DESTROY THE MONSTERS WHICH"
;"LITTER THE BOTTOM OF THE"
2420 PRINT "CAVERN. THERE ARE CIRCULAR:";"FUEL DUMPS IN THE CAVERN,"
;"YOU MUST REFUEL BY SHOOTING THEM."
2430 PRINT "YOUR SPACE SHIP STARTS ON:";"THE LEFT OF THE SCREEN,";"JUST
TO MAKE YOUR TASK HARD"
2440 PRINT "DIFFICULT THERE IS A DRAFT"
2450 PRINT "WHICH TRAVERSES FROM THE:";"RIGHT TO THE LEFT OF THE:"
;"SCREEN FIRING PHASERS."
2460 PRINT "WHEN YOU GET TO THE RIGHT OF:";"THE SCREEN ANOTHER CAVERN
IS:";"CREATED.";"press any key to continue"
2470 CALL KEY(0,K,B)
2480 IF S=0 THEN GOTO 2470 ELSE GOTO
2490 CALL SOUND(1000,-7,0)
2500 CALL HCHAR(8,C,100)
2510 CALL COLOR(13,11,1)
2520 CALL COLOR(13,9,1)
2530 CALL HCHAR(8,C,100)
2540 CALL COLOR(13,16,1)
2550 CALL CLEAR
2560 PRINT "YOU HAVE BEEN SHOT DOWN":
2570 GOTO 2000

```



for the  
**COMMODORE 64**

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If you've got a 1281, you don't want to spend too long waiting for console games to load. Speed from the excitement of loading faster, Audiogenic Disk Games can give you happily around 100 of machines cost. More code means better games, better graphics, sound, more variation, and those little extra touches that you will come to expect from a game. Here are our first great releases!

## FORBIDDEN FOREST

Forbidden Forest is more of a quest than just a game! The action takes place in a four-dimensional scrolling forest landscape which every day fades into night as the action unfolds. The quest is to seek out and destroy the Demogorgon, mystic ruler of the Forbidden Forest. Before you can even set eyes on him you will have to contend with his army of fearsome creatures, including neotenic spiders, showers of giant frogs, snakes, dragons, skeleton soldiers and more! You have only your trusty bow and arrow to depend on!



## AZTEC CHALLENGE

A challenge on an epic scale! Aztec Challenge takes you on a journey to Mexico and the ancient pyramid of Tenochtitlan. The ancient Aztec gods and their devotees have ensured that no ordinary human can learn the secrets of the temple and live to tell the tale. The pyramid is protected by all manner of treacherous traps and hidden perils - an epic test of your courage and cunning. Aztec Challenge features no less than seven totally different screens - here are just three of them - each of which presents a brand new challenge. We hope your joystick can stand up to it!



... of treacherous traps and hidden perils - an epic test of your courage and cunning. Aztec Challenge features no less than seven totally different screens - here are just three of them - each of which presents a brand new challenge. We hope your joystick can stand up to it!

## SLINKY

Slinky, the spring, was having fun hopping about when suddenly he came upon a pile of coloured blocks, so he thought he'd play around on them for a while. Much to his amusement he found that they changed colour when he landed on them. 'Wow! But unknown to him, the blocks belonged to the 'Wicked Wizard', who sent his friends along to take our poor hero. Slinky is a real fun package with sixty-size levels, amazing reward displays, and action replays. Where else could you meet such charming characters as Dusty the dust cloud, Marge the misgnet, Ralph the random raindrop, and Lorenzo the chameleon hopper!



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## FRANTIC FREDDIE

Frantic Freddie is fun all the way! Played to an unbelievable soundtrack of brilliantly arranged tunes, Frantic Freddie contains all the ingredients that make a game into a classic! Freddie is a telephone line engineer who has to climb up and down the dreaded Greedles. The Greedles take on a different form with every new screen, but one thing's for sure - they may look cute, but they show no mercy! Frantic Freddie also features wacky messages, funny interludes and silly bonuses. Frantic Freddie - a game with a sense of humour!



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## PEGASIS

Pegasus takes us back to the mythical age when the battle between Good and Evil was fought by heroes on winged steeds. As the champion of the forces of Good, you must topple the evil Black Warriors from their jet-black flying horses by swooping down on them from above, then land and finish them off before they can reinvent. In order to keep airborne, you must keep your wings flapping with the joystick fire button, and control direction with the stick. The brilliant programming of Pegasus gives you stunning graphics, bonus obstacles, great wing flapping sound effects, an incredible simulation of flying horse aerodynamics, plus - two players can play at the same time!



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# CHERRY

Now both MI6 and the KGB are engaged in a desperate search for Schweinstein, the Minibomb firing button and the homing beacon. They know where the Mandroid is — at least they know which city it is in at any one time by simply asking local hospital staff how many cases of amnesia they have admitted on any one day.

Beyond knowing where the Mandroid is, they can go no further in tracking the thing down and must let it wander the cities of Europe until they can bring it under control.

Schweinstein himself is equally elusive. He is a broken man seeking the urban wilderness in search of his lost identity. Whichever side finds him first and convinces to spirit him back to their HQ will have pulled off a tremendous intelligence coup.

Meanwhile the deadly Mandroid is also wandering across Europe and both MI6 and the KGB must stop the other side gaining control of the homing beacon and firing button. With these two devices it would be possible to wipe out the opposition's intelligence network. While the Mandroid is on the loose, London and Moscow are in danger of losing their minds!

Can YOU prevent disaster by finding Schweinstein, the Mandroid and the Minibombs? How do you go about it? Read on...

```
10 GO TO 8000
20 TO 100
30 FOR K=1 TO 20
40 LET N=V(I,K)
50 IF N=1 THEN LET S=36 GO TO 10
60 LET N=1+((N-1)*RND)
70 LET J=VAL(V(20,2,1)+RND)
80 NEXT K
90 RETURN
100 PRINT AT 4+J,0: PAPER 2: INK
110 BRIGHT 1
120
130 PRINT AT 4+J,0: PAPER 2: IN
140 BRIGHT 1
150
160 PRINT AT 4+J,0: PAPER 2: ON
170 BRIGHT 1
180
190 FOR L=1 TO 5: PRINT AT 4+J,0:
200 PAPER 2: INK 0: BRIGHT 1:
210 NEXT L
220 RETURN
230 PAPER 7: BRIGHT 1: INK 0
240 DIM .....
250 WITH PRINT FLAG
260 ON .....
270 FOR L=1 TO 10
280 PRINT AT 4+L,0: BRIGHT 0:
290 V(10,1)
```

```
30 NEXT K
40 RETURN
50 DIM I OVER 1
60 PRINT AT 4+J,0: PAPER 1: INK 0:
70 BRIGHT 1
80
90 PRINT AT 4+J,0: PAPER 1: INK 0:
100 BRIGHT 1
110
120 PRINT AT 4+J,0: PAPER 1: INK 0:
130 BRIGHT 1
140
150 PRINT AT 4+J,0: PAPER 1: INK 0:
160 BRIGHT 1
170
180 PRINT AT 4+J,0: PAPER 1: INK 0:
190 BRIGHT 1
200
210 PRINT AT 4+J,0: PAPER 1: INK 0:
220 BRIGHT 1
230
240 PRINT AT 4+J,0: PAPER 1: INK 0:
250 BRIGHT 1
260
270 PRINT AT 4+J,0: PAPER 1: INK 0:
280 BRIGHT 1
290
300 PRINT AT 4+J,0: PAPER 1: INK 0:
310 BRIGHT 1
320
330 PRINT AT 4+J,0: PAPER 1: INK 0:
340 BRIGHT 1
350
360 PRINT AT 4+J,0: PAPER 1: INK 0:
370 BRIGHT 1
380
390 PRINT AT 4+J,0: PAPER 1: INK 0:
400 BRIGHT 1
410
420 PRINT AT 4+J,0: PAPER 1: INK 0:
430 BRIGHT 1
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450 PRINT AT 4+J,0: PAPER 1: INK 0:
460 BRIGHT 1
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490 BRIGHT 1
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510 PRINT AT 4+J,0: PAPER 1: INK 0:
520 BRIGHT 1
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540 PRINT AT 4+J,0: PAPER 1: INK 0:
550 BRIGHT 1
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570 PRINT AT 4+J,0: PAPER 1: INK 0:
580 BRIGHT 1
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600 PRINT AT 4+J,0: PAPER 1: INK 0:
610 BRIGHT 1
620
630 PRINT AT 4+J,0: PAPER 1: INK 0:
640 BRIGHT 1
650
660 PRINT AT 4+J,0: PAPER 1: INK 0:
670 BRIGHT 1
680
690 PRINT AT 4+J,0: PAPER 1: INK 0:
700 BRIGHT 1
710
720 PRINT AT 4+J,0: PAPER 1: INK 0:
730 BRIGHT 1
740
750 PRINT AT 4+J,0: PAPER 1: INK 0:
760 BRIGHT 1
770
780 PRINT AT 4+J,0: PAPER 1: INK 0:
790 BRIGHT 1
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810 PRINT AT 4+J,0: PAPER 1: INK 0:
820 BRIGHT 1
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840 PRINT AT 4+J,0: PAPER 1: INK 0:
850 BRIGHT 1
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870 PRINT AT 4+J,0: PAPER 1: INK 0:
880 BRIGHT 1
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900 PRINT AT 4+J,0: PAPER 1: INK 0:
910 BRIGHT 1
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930 PRINT AT 4+J,0: PAPER 1: INK 0:
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960 PRINT AT 4+J,0: PAPER 1: INK 0:
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1000 BRIGHT 1
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1080 PRINT AT 4+J,0: PAPER 1: INK 0:
1090 BRIGHT 1
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1110 PRINT AT 4+J,0: PAPER 1: INK 0:
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1390 BRIGHT 1
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1620 PRINT AT 4+J,0: PAPER 1: INK 0:
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## WINNING AND HOW TO GO ABOUT IT

The winning player must either capture Professor Schweinstein and take him back to HQ or lead the Mandroid to enemy HQ and detonate the Mindbomb. The HQs are either in London or Moscow.

Neither player knows the exact whereabouts of Professor Schweinstein. However they both get certain clues as to his location. During each turn, the computer will inform each player where Schweinstein was three "days" ago. The Schweinstein counter is then moved to that city on the main map of Europe.

If either player orders a search of a city and Schweinstein has been there within the last two "days", then the player will be informed how many days ago the Professor was in that city.

If Schweinstein is actually in the city of the time the search is ordered, then the Professor will be captured by the agent who initiates the search.

The computer moves Schweinstein randomly about the board with the following restrictions:

- 1)He will never stop in a city for more than one turn.
- 2)He will never return to a city he has visited on the previous turn.
- 3)He will never go to London or Moscow if it is his own sector.

At the start of the game, both the Mindbomb's firing button and the Mandroid landing beacon are located in secret locations and neither are active. During the stage of the game, the Mandroid is moved about the board by the computer completely at random. When the beacon is found and switched on two things will happen:

- 1)The beacon counter is placed on the board in the named location.
- 2)The Mandroid is moved randomly towards it — i.e. to any city which takes it nearer the firing beacon.

If the beacon is switched off again, the Mandroid moves entirely of random over seas.

## HOW THE GAME WORKS

In most board games, once you have decided what to do with a piece, you simply pick

it up and move it and when something happens to a piece, you get to know about it immediately. Treachery is quite different.

Scattered across Europe are 36 secret agents, some of which you control, some of which you think you control and some of which you definitely don't control.

To get an agent to do something, first you have to send him a message from HQ containing your orders. And, if you want any information from him, he first has to send a message to HQ containing his report.

Any messages going between an agent and HQ must be routed through a continuous chain of agents in adjoining cities. For instance, to get a message from Moscow to London, the shortest route would be Istanbul-Athens-London and you could use your agents in those cities to pass on the message. Of course, there are a large number of alternative routes for any message. The only restriction on your choice of route is that only eight agents can be used for one message.

So far, it seems simple enough. There is, however, a catch. Some of the agents you use to pass on the message may be traitors, apparently your agents but really under the control of the enemy! If so, nasty things can happen to your message.

Firstly, the traitor will memorize the message and try to report its contents to his own HQ on the following day. Secondly, your message might be stopped altogether and never reach its destination.

If the traitor intercepting the message is ASLEEP, he will pass your message on along its chosen route if he is AWARE or ACTIVE he will stop its progress permanently.

If a message is stopped, you may not get to know about it until it's too late. In the case of orders, you only know that they have been sent out and unless the order has an obvious and reliable result such as your agent moving to another city, you will not know for sure that it has been carried out.

In the case of reports to HQ, you are told that the report has not actually arrived but you still don't know which agent is the chain is

```
200 IF @B=0810 THEN POINT AT
201 13 INK 2: IS INCORRECT: GO
202 990 GO TO 100
203 RETURN
204 REM *****
205 REM END OF PAGE
206 REM *****
207 POINT AT 20.0: FLASH 1:KEY
208 COPY DC ENTER
209 LET @B=INKEY: IF @B=" " A
210 M @B:CHRS 13 THEN GO TO 230
211 IF @B="I" THEN POINT AT 20.
212 228 PRINT AT 20.0: " COPY
213
214 RETURN
215 GO TO 100
216 410 PRINT AT 8.0:PB(1):" DAY
217 420
218 430 PRINT AT 8.0:"INCOMING REPO
219 RT
220 POINT AT 8.0:"PRESS KEY FOR
221 YOUR AGENT"
222 LET @B=INKEY: IF @B=" " TH
223 EN RETURN
224 430 IF @B="A" AND @B="I" THEN
225 LET @C=CODE @B-90 GO TO 440
226 IF @B="O" AND @B="B" THEN
227 LET @C=CODE @B-91 GO TO 440
228 430 GO TO 420
229 440 IF @C=PB(2) THEN GO
230 TO 420
231 LET @C=CODE @B(2) @B(3)
232 LET @C=CODE @B(4) @B(5)
233 IF @C=PB(2) AND @C=PB(3)
234 440 @B @C THEN GO TO 430
235 440 PRINT AT 10.0: FLASH 1:"NO
236 REPORT IS AVAILABLE"
237 FOR @B=1 TO 300: NEXT @
238 GO TO 420
239 IF @C=PB(1) @B(2) @B(3) THEN @
240 450
241 LET @B=CODE @B(1) @B(2)
242 LET @B=CODE @B(1) @B(3)
243 LET @B=CODE @B(1) @B(4)
244 LET @B=CODE @B(1) @B(5)
245 GO TO 470
246 LET @B(1) IF @C=PB(1) @B(2)
247 460 THEN LET @B=0
248 LET @B=CODE @B(1) @B(2) @B(3)
249 LET @B=0
250 LET @B=PB(1) @B(2) @B(3) @B(4)
251 470 TO 100
252 470 LET @B=0
253 471 LET @B=0
254 472 LET @B=PB(1)-1
255 473 LET @B(1) @B(2) @B(3) @B(4)
256 474 @B(1) @B(2)
257 475 LET @B=CHRS @B(1) @B(2) @B(3)
258 @B(4) @B(5) @B(6) @B(7) @B(8)
259 476 LET @B=CODE @B(1) @B(2)
260 477 LET @B=0:1 LET @B(1) IF @
261 2 THEN LET @B=0
262 478 PRINT AT 8.0: @B(1) TO "
263 @B(2) @B(3) GO SUB 800
264 479 IF @B="A" THEN GO TO 420
265 480 LET @B=PB(1)-1: LET @B(1)
266 481 GO SUB 800
267 482 PRINT AT 5.0: @B(1):" DAY
268 483
269 483 PRINT AT 8.0: "INCOMING REPO
270 RT
271 484 IF @B=1 THEN POINT AT 8.0: @
272 REPORT HAS BEEN SENT BUT " POINT
273 AT 8.0: "IT HAS NOT BEEN RECEIVED
274 485 TO 200
275 486 LET @B=0 GO SUB 800
276 487 REM *****
277 488 REM DECODE MESSAGE
278 489 REM *****
279 490 LET @B=CODE @B(1) @B(2)
280 491 LET @B=CODE @B(3) @B(4)
281 492 LET @B=CODE @B(5) @B(6)
282 493 LET @B=CODE @B(7) @B(8)
```

the monitor.

Things can get more complicated still when the hacker tries to report your message back to his own HQ. One of your agents might intercept the hacker's report and memorize it to send back to your HQ. When your agent tries to send his report in... well, it could go on forever.

Fortunately, the agents have limited memories and messages about messages about messages are only embedded to a depth of three.

## ONE DAY OF TRACHERY

- 1) The British flag appears on the screen and a British signature file plays. The M40 player is asked to enter his clearance code before he can access the Top Secret operational file.
- 2) M40 reports: The M40 player calls in yesterday's reports from his agents in the field. He can call in to HQ a maximum of five reports. If a report fails to arrive, it still counts towards the total. The player doesn't have to call in a report if he doesn't want to.
- 3) M40 Orders: The M40 player sends orders for today to his agents in the field. He can send a maximum of three orders but he can send as few as he chooses.
- 4) The Russian flag appears on the screen and the same sequence as the M40 player's is followed by the KGB player.
- 5) The end of the day: The computer memorizes all of today's messages and executes all of today's orders (or, at least, the ones that notified the agents concerned). This is how the screen only events that are public knowledge.
- 6) The game moves on to the next day.  
When one player is using the computer to call in and send out his messages, the other player must be out of sight of the screen, otherwise he would see information he's not entitled to.  
None of the pieces on the board should be moved or removed until stage five, the end of the day. At this stage, both players can look at the

screen. All they need do is follow the computer's instructions as to which piece has a new location and which pieces need to be removed from the board. (If the Mendocino explodes, all the agents in that city must be eliminated.)

On his first turn, each player enters a six-letter clearance code of his own choice before accessing his top secret file. The player should make a very careful note of the code.

After turn one, he won't be able to access his file again unless he enters the correct code. This is to stop the other player trying to cheat by accessing his opponent's file.

Because there is such a lot of information going backwards and forwards each turn, we have included a hard-copy option for each of the information pages a player can access.

Once such a page is on the screen, by pressing COPY (key 2) the player can get a copy of that page on the ZX printer. If you haven't got a printer, we suggest you keep pen and paper handy to make a note of any important items of information.

## THE AGENTS

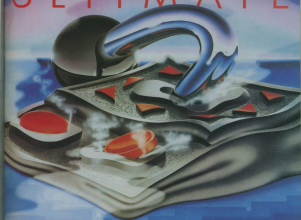
There are 36 agents in the game and each agent has two ranks, one his rank in M40, the other his rank in the KGB. An agent is always loyal to the player he ranks highest with; this player is his controller. The agent is a traitor to the player he ranks lowest with; this player is known as the dummy.

However, players can only tell by the computer the rank each agent holds in their own organization. So, at the start of the game, they have no idea which agents are really their own and which are traitors! Only the computer knows this.

Two numbers, M40 rank and KGB rank, define the type of agent. The 36 agents are comprised as follows:  
1 4-3 M40 Master Spy  
2 3-3 M40 Triple Agents  
4 2-1 M40 Double Agents  
8 1-0 M40 Single Agents  
4 0-0 Coverers under no player's control  
1 3-4 KGB Master Spy  
2 3-3 KGB Triple Agents  
4 1-3 KGB Double Agents  
8 0-1 KGB Single Agents  
So, each side has 15 loyal

```
004 LET @S@CODE @S@ND.@S@
008 LET @S@CODE @S@ND.@S@
010 PRINT AT 7.0:"UUUUUUUUUUUU"
UUUUUUUUUUUU LET @S@+2
016 IF @S@ THEN PRINT AT 6.0:
@S@.1.0 TO @S@
020 IF @S@ THEN PRINT AT @S@.0:
@S@ TO @S@ND.1.0 TO @S@
024 LET @S@+1
030 GO SUB @S@ND LET @S@+1
032 PRINT AT 6.0:"UUUUUUUUUUUU"
UUUUUUUUUUUU
036 RETURN
040 PRINT AT 6.0:"GO TO T@S@ND"
RETURN
044 PRINT AT 6.0:"KILL T@S@ND"
RETURN
048 PRINT AT 6.0:"SEARCH T@S@ND"
RETURN
052 PRINT AT 6.0:"T@S@ND T@S@ND"
LET @S@+1
056 PRINT AT 6.0:"FROM AGENT T@S@ND"
RETURN
060 PRINT AT 6.0:"MODE T@S@ND"
RETURN
064 PRINT AT 6.0:"Transfer T@S@ND"
LET @S@+1
068 PRINT AT 6.0:"To AGENT T@S@ND"
RETURN
072 PRINT AT 6.0:"CH@S@ND STATUS"
TO T@S@ND RETURN
076 PRINT AT 6.0:"Switch HOMING"
@S@ND @S@ND RETURN
080 PRINT AT 6.0:"EXPLODE M40-
@S@ND" RETURN
084 PRINT AT 6.0:"@S@ND" @S@ND
RETURN LET @S@+1
088 PRINT AT 6.0:"@S@ND" T@S@ND
RETURN
092 LET @S@+1
096 PRINT AT 6.0:"@S@ND" LOCAL
RETURN
100 LET @S@+1
104 PRINT AT 6.0:"@S@ND" T@S@ND
RETURN
108 PRINT AT 6.0:"SCH@S@NDSTEIN"
@S@ND @S@ND LET @S@+1
112 PRINT AT 6.0:"DAY T@S@ND" @S@ND
RETURN
116 PRINT AT 6.0:"I have got T@S@ND"
LET @S@+1
120 PRINT AT 6.0:"FROM T@S@ND"
RETURN
124 PRINT AT 6.0:"I have not got T@S@ND"
LET @S@+1
128 PRINT AT 6.0:"@S@ND" RETURN
132 PRINT AT 6.0:"@S@ND have de
@S@ND" RETURN
136 PRINT AT 6.0:"@S@ND @S@ND"
@S@ND ON DAY @S@ND LET @S@+1
140 IF @S@ THEN PRINT AT 6.0:
@S@ND not available RETURN
144 @S@ND @S@ND LET @S@+1 GO
SUB @S@ND RETURN
148 PRINT AT 6.0:"@S@ND @S@ND"
@S@ND ON DAY @S@ND LET @S@+1
152 IF @S@ THEN PRINT AT 6.0:
@S@ND not available RETURN
156 LET @S@ND LET @S@+1 GO
SUB @S@ND RETURN
160 @S@ND
164 @S@ND @S@ND @S@ND
168 @S@ND
172 LET @S@ND LET @S@ND GO SUB
@S@ND PRINT AT 6.0:"@S@ND.1.0" DAY
@S@ND
176 PRINT AT 7.0:"OUTGOING @S@ND"
0
180 PRINT AT 6.0:"PRESS KEY FOR
YOUR AGENT"
184 LET @S@ND@S@ND IF @S@ND THEN
@S@ND RETURN
188 LET @S@ND@S@ND @S@ND @S@ND THEN
LET @S@ND@S@ND @S@ND GO TO 188
192 LET @S@ND@S@ND @S@ND @S@ND THEN
LET @S@ND@S@ND @S@ND GO TO 188
```

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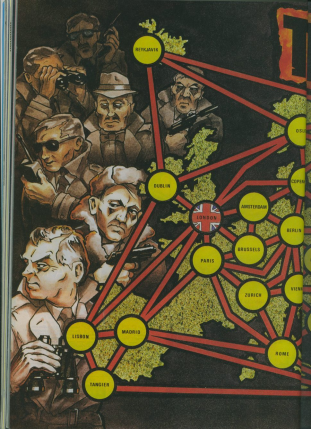
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# SUMLOCK

MICROWARE

agents and there are six neutral persons. However, at the beginning of the game, it will appear to each player that he controls one Master Spy, three Triple Agents, one Double Agent and 12 Single Agents — a total of 22 agents! Seven of these agents are, in fact, traitors whose treachery may be revealed later in the game.

#### AGENT STATUS

An agent can be ASLEEP, AWAKE or ACTIVE. At the start of the game, all agents are ASLEEP except the Single Agents, which are ACTIVE and do not respond to the study of all. Only the player really in control of an agent can change its status.

An agent who is ASLEEP will obey orders from either player and pass on messages from either player. If both players try to give him orders, he will obey to obey his controller's orders only. An agent who is AWAKE will still obey orders from either player but he will stop any messages from the dummy. An agent who is ACTIVE will only obey orders from his controller and will stop any messages from the dummy.

In all cases, agents will only report back to their controller, even if the report is in response to an order given by the dummy!

COUSINES will pass on messages from either player but will not obey orders from anyone nor make any reports. They remain in the same city throughout the game.

#### ORDERS YOU CAN GIVE TO AN AGENT

GO TO (CITY): Your agent moves to an adjacent city. BEL (AGENT): Your agent kills another agent. Both agents must be in the same city. No agent will obey an order to kill himself!

SEARCH (CITY): Your agent searches the city for a spy for Schmitt, the Flying Baron or the Hanning Baron. If he finds one of these, he will report its presence and stop his search. If the object does not belong to anyone else, he will capture it. If it does, he will just report that it's there.

HIDE (OBJECT) FROM (AGENT): Your agent steals Schmitt's, the Baron or the Baroness from another agent. The other agent must

be in the same or an adjacent city and he must possess the object.

HIDE (OBJECT): Your agent hides Schmitt's, the Baron or the Baroness in the city he is in. Your agent must possess the object. Once the object is hidden, no one possesses it.

TRANSFER (OBJECT) TO (AGENT): Your agent transfers Schmitt's, the Baron or the Baroness to another agent. The other agent must be in the same or an adjacent city. Your agent must possess the object.

CHANGE STATUS TO (STATUS): Your agent is ordered to become ASLEEP, AWAKE or ACTIVE. This order will only succeed if you are the controller. If you are the dummy, his status will not change.

SWITCH BARON (ON/OFF): Your agent switches the Hanning Baron on or off. He must possess the Baron.

EXPLODE MIND-BOMB: Your agent detonates the Mind-bomb in the city where the Mind-bomb is. Your agent must possess the Flying Baron.

An agent can only obey one order per turn. You can attempt to give an order to an agent you choose, yours or not. You can also attempt to give orders that can't be carried out. Such orders will be sent as messages in the normal way and may even reach the agent concerned.

All that will happen to an order that can't be obeyed is that the computer will ignore it at the end of the turn. You will only get to know about it indirectly, from the fact that the agent has not carried it out.

#### STARTING THE GAME

When you RUN the program, the British and Russian flags appear on the screen and the two signatures' names glow. There is then a five minute or so delay while the computer works out the details of its 'telephone network'. We suggest you use this time to

```

700 GO TO 703
701 IF CODE #B#(2,4) THEN GO
TO 702
710 PRINT AT 9.0,"KEY 1 TO 10"
711 TO 9.0
712 PRINT AT 11.0,"KEY 1 GO TO 10"
713 TO 11.0
714 PRINT AT 12.0,"KEY 2 KILL"
715 TO 12.0
716 PRINT AT 13.0,"KEY 3 SEARCH"
717 TO 13.0
714 PRINT AT 14.0,"KEY 4 STEAL"
715 TO 14.0
716 PRINT AT 15.0,"KEY 5 MOVE"
717 TO 15.0
718 PRINT AT 16.0,"KEY 6 TRANSFER"
719 TO 16.0
717 PRINT AT 17.0,"KEY 7 CHANGE"
718 TO 17.0
716 PRINT AT 18.0,"KEY 8 BELIEF"
717 TO 18.0
718 PRINT AT 19.0,"KEY 9 EXPLODE"
719 TO 19.0
720 LET #B#(2,6) OF #B(1) OF #B(1) THEN GO TO 722
721 LET #B#(1,6) OF #B(1) OF #B(1) THEN GO TO 9
720 PRINT AT 10.0,""
727 NEXT #
728 PRINT AT 10.0," GO SUB 740-
LOC 18"
731 LET #B#(1,6) LET #B#(1,6)
732 LET #B#(2,6) LET #B#(2,6)
CHRG #B(1)+CHRG #B(1)+CHRG #B(1)+CH
RG #B(1)
733 LET #B#(2,6) #B(1)+CHRG #B(2,6)
#B(1)+CHRG #B(2,6)+CHRG #B(2,6)
734 LET #B#(2,6) IF #B(1) THEN LC
T 1000=20
735 LET #B#(2,6) LET #B#(2,6) OF #B(1)
#B(1) GO SUB 820
736 IF #B#(1) THEN GO TO 700
737 RETURN
738 REM *****
739 REM *****
740 REM *****
741 PRINT "Go to ...": GO TO 70
0
742 PRINT "KILL ...": GO SUB 70
0
LET #B#(1,6) PRINT AT 10.11,"x"
#B(1) RETURN
743 LET #B#(2,6) #B#(1) PRINT
#B#(1) #B#(1): RETURN
744 PRINT "SEARCH ...": GO SUB 7
45
745 PRINT "STEAL ...": GO SUB 7
46
746 PRINT AT 11.0,"#B#(1) PRINT
AT 11.0,"#B#(1) #B#(1) GO SU
B 700
LET #B#(1,6) PRINT AT 11.10
#B#(1) RETURN
747 PRINT "GO SUB 700": GO SUB 77
47
748 PRINT AT 10.11,"#B#(1) RETURN
#B(1)
749 PRINT "TRANSFER ...": GO SU
B 770
PRINT AT 10.10,"#B#(1) #B
#(1) AT 11.0,"#B(1) #B#(1) GO S
UB 700
LET #B#(1,6) PRINT AT 11.1
#B#(1) RETURN
750 PRINT "CHANGE STATUS TO ...":
GO SUB 700: PRINT AT 10.10,"#B(1)
#B(1) RETURN
751 PRINT "SWITCH HANNING BARON
...": GO SUB 700: PRINT AT 10.2
#B#(1) RETURN
752 PRINT "EXPLODE MIND-BOMB":
RETURN
753 LET #B(1,6) LET #B#(2,6) OF #B(1)
#B(1) OF #B(1) THEN GO TO 9
754 LET #B#(1,6) OF #B(1) OF #B(1) THEN GO TO 9
755 GO TO 10.0,"KEY 1 TO 10"
756 GO TO 9
757 NEXT #
758 LET #B#(1,6) OF #B(1) OF #B(1) OF #B(1) THEN GO TO 700

```

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place the agents in their starting positions and to explain the rules to your opponent for your benefit.

When the game is ready to go, the British flag appears on the screen with the Top Secret document page. The MI6 agent enters his chosen clearance code and the game begins. Note that the game actually starts on day

three of the crisis. This might seem silly, but in fact it's to prevent negative day numbers appearing — remember, Schindler's position up to three days ago has to be kept track of by the computer. Also note that neither player can call in reports on the first turn — there aren't any to call in!

#### Starting points for agents.

AGENT	CITY
ALPHA	AMSTERDAM
BRAVO	BELGRADE
CHARLIE	VIENNA
DELTA	PARIS
ECHO	OSLO
FOXTROT	LONDON
GOLF	MADRID
HOTEL	TAMBOUR
INDIAN	WARSAW
JULIET	ROME
KING	ATHENS
LIMA	STANBUL
MIKE	BUCAREST
NOVEMBER	SOFIA
OSCAR	PRAGUE
PAPA	COPENHAGEN
QUEZ	BELGRADE
ROMEO	LONDON
SIGMA	BRUSSELS
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UNCLIFF	BERLIN
VICTOR	BRUSSELS
WHISKEY	DUBLIN
X-RAY	ZURICH
YANKEE	MOSCOW
ZED	STOCKHOLM
ZED	LONDON
ZED	LONDON
ZED	LONDON
ZED	LONDON
ZED	LONDON
ZED	MOSCOW
ZED	MOSCOW
ZED	MOSCOW
ZED	MOSCOW
ZED	MOSCOW

#### Program notes

The program uses 20 user-defined graphics characters, mainly to print the flags. In the listing these flows have been left in letter form so you can identify the right key to press more easily.

All the strings in the following lines contain graphics mode characters and not alphabetic characters. (To enter these lines, change to a "G" cursor by pressing caps shift? before typing the letters, and then return to a normal cursor with caps shift? again to finish typing the line. If the lines are 100-140, 110, 121, 1210-1225, 1280-1281.)

There's not space here to describe in detail how the program works but a study of the listing should reveal most of its mechanisms. When you run the program there's a long delay while the computer calculates 25 city, city. This array stores the shortest distance between any two cities. If you want to eliminate this delay, do a dummy run and then save 250 as an array to tape. Then replace lines 2800-2880 with a statement to load 250.

```

704 GO SUB 795
705 LET @=CODE VARS VAL, @+1
4. PRINT AT 12,12,@: RETURN
706 REM ---KEY IN SECT---
707 PRINT AT 13,8: PRESS KEY #0
708 NEXT I
709 LET @=INKEY$
710 IF @="0" AND @="1" THEN
711 LET @=CODE @-20 GO TO 708
712 IF @="2" AND @="3" THEN
713 LET @=CODE @-21 GO TO 708
714 GO TO 701
715 IF CODE @=10,4) THEN GO
TO 701
716 LET @+1: GO SUB 795
717 RETURN
718 REM ---KEY IN OBJECT---
719 FOR I=1 TO 3
720 PRINT AT 12,1,8:KEY "I"
721 NEXT I
722 NEXT I
723 LET @=INKEY$: IF @="1" OR
@="2" THEN GO TO 770

```

```

724 LET @=VAL, @
725 LET @+1: GO SUB 795
726 RETURN
727 REM ---KEY IN STATUS---
728 FOR I=1 TO 3
729 PRINT AT 12,1,5:KEY "I,"
730 NEXT I
731 NEXT I
732 LET @=INKEY$: IF @="1" OR
@="2" THEN GO TO 700
733 LET @=VAL, @
734 REM ---KEY IN ON/OFF---
735 PRINT AT 13,8:KEY 1 ON
736 PRINT AT 13,8:KEY 2 OFF
737 LET @=INKEY$: IF @="1" OR
@="2" THEN GO TO 700
738 LET @+1: GO SUB 795
739 FOR I=1 TO 3
740 PRINT AT 12,1,1: PRINT AT 12,1,
@
741 NEXT I
742 REM ---MESSAGE ROUTING---
743 REM
744 PRINT AT 13,8: "Choose route
745 #1 #2 #3"
746 PRINT AT 14,8: "by pressing
747 #1 #2 #3"
748 PRINT AT 15,8: "Destination
749 #1 #2 #3"
750 PRINT AT 17,8: "will end row
751 14 entry."
752 PRINT AT 19,8: "SPACE will c
753 ancel."
754 PRINT AT 20,8: "lowest rout
755 e # 0 agents."
756 LET @=INKEY$: IF @="1" OR
@="2" AND @="3" OR @="0"
757 AND @=" " THEN GO TO 800
758 IF @=" " THEN LET @="0":
RETURN
759 LET @+1: GO SUB 795
760 LET @="": LET @+1: GO TO 8
11
761 LET @=INKEY$: IF @=" " TH
EN LET @="0": GO SUB 795: GO TO 80
0
762 IF @="0" AND @="1" THEN
LET @=CODE @-20 GO TO 824
763 IF @="2" AND @="3" THEN
LET @=CODE @-20 GO TO 814
764 GO TO 810
765 IF CODE @=1,1) AND THEN GO T
O 810
766 LET @=CODE @+1: PRINT AT
13,8,8,@: " "
767 LET @+1: LET @+1: OR @=2)
THEN GO TO 800
768 IF @=2 THEN PRINT AT 12,6:
"FLASH 1" THEN ROUTE IS TOO LONG"
FOR I=1 TO 300 NEXT I: LET I
=0: GO SUB 795: PRINT AT 12,6:
" " GO TO 80
0
769 IF INKEY$="" THEN GO TO 81
0
770 GO TO 810
771 LET @+1: GO SUB 795
772 PRINT AT 13,8: "MESSAGE TO S
773 END OR"
774 FOR I=1 TO 3: PRINT AT 13,8:
@:
775 FOR I=1 TO 3
776 IF @+1=0 THEN GO TO 827
777 LET @=CODE @+1:
778 PRINT @: NEXT I
779 NEXT I
780 PRINT AT 13,8: "FLASH 2: KEY
CLEAR, COPY OR ENTER"
801 LET @=INKEY$: IF @=" " TH
EN GO TO 800
802 LET @=INKEY$
803 IF @="0" THEN RETURN

```



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```

0000 FOR 1000 TO 20: LET NR1=1
0001 GOTO 1000
0002 PRINT NR1
0003 FOR 100 TO 200: NEXT I
0004 PRINT NR1
0005 FOR 100 TO 200: NEXT I
0006 PRINT NR1
0007 FOR 100 TO 200: NEXT I
0008 PRINT NR1
0009 FOR 100 TO 200: NEXT I
0010 PRINT NR1
0011 FOR 100 TO 200: NEXT I
0012 PRINT NR1
0013 FOR 100 TO 200: NEXT I
0014 PRINT NR1
0015 FOR 100 TO 200: NEXT I
0016 PRINT NR1
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0018 PRINT NR1
0019 FOR 100 TO 200: NEXT I
0020 PRINT NR1
0021 FOR 100 TO 200: NEXT I
0022 PRINT NR1
0023 FOR 100 TO 200: NEXT I
0024 PRINT NR1
0025 FOR 100 TO 200: NEXT I
0026 PRINT NR1
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0028 PRINT NR1
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0031 FOR 100 TO 200: NEXT I
0032 PRINT NR1
0033 FOR 100 TO 200: NEXT I
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0036 PRINT NR1
0037 FOR 100 TO 200: NEXT I
0038 PRINT NR1
0039 FOR 100 TO 200: NEXT I
0040 PRINT NR1
0041 FOR 100 TO 200: NEXT I
0042 PRINT NR1
0043 FOR 100 TO 200: NEXT I
0044 PRINT NR1
0045 FOR 100 TO 200: NEXT I
0046 PRINT NR1
0047 FOR 100 TO 200: NEXT I
0048 PRINT NR1
0049 FOR 100 TO 200: NEXT I
0050 PRINT NR1
0051 FOR 100 TO 200: NEXT I
0052 PRINT NR1
0053 FOR 100 TO 200: NEXT I
0054 PRINT NR1
0055 FOR 100 TO 200: NEXT I
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0057 FOR 100 TO 200: NEXT I
0058 PRINT NR1
0059 FOR 100 TO 200: NEXT I
0060 PRINT NR1
0061 FOR 100 TO 200: NEXT I
0062 PRINT NR1
0063 FOR 100 TO 200: NEXT I
0064 PRINT NR1
0065 FOR 100 TO 200: NEXT I
0066 PRINT NR1
0067 FOR 100 TO 200: NEXT I
0068 PRINT NR1
0069 FOR 100 TO 200: NEXT I
0070 PRINT NR1
0071 FOR 100 TO 200: NEXT I
0072 PRINT NR1
0073 FOR 100 TO 200: NEXT I
0074 PRINT NR1
0075 FOR 100 TO 200: NEXT I
0076 PRINT NR1
0077 FOR 100 TO 200: NEXT I
0078 PRINT NR1
0079 FOR 100 TO 200: NEXT I
0080 PRINT NR1
0081 FOR 100 TO 200: NEXT I
0082 PRINT NR1
0083 FOR 100 TO 200: NEXT I
0084 PRINT NR1
0085 FOR 100 TO 200: NEXT I
0086 PRINT NR1
0087 FOR 100 TO 200: NEXT I
0088 PRINT NR1
0089 FOR 100 TO 200: NEXT I
0090 PRINT NR1
0091 FOR 100 TO 200: NEXT I
0092 PRINT NR1
0093 FOR 100 TO 200: NEXT I
0094 PRINT NR1
0095 FOR 100 TO 200: NEXT I
0096 PRINT NR1
0097 FOR 100 TO 200: NEXT I
0098 PRINT NR1
0099 FOR 100 TO 200: NEXT I
0100 PRINT NR1

```

```

0000 LET 1000=0: LET 1100=0
0001 PRINT 1000
0002 PRINT 1100
0003 FOR 100 TO 200: NEXT I
0004 PRINT 1000
0005 FOR 100 TO 200: NEXT I
0006 PRINT 1100
0007 FOR 100 TO 200: NEXT I
0008 PRINT 1000
0009 FOR 100 TO 200: NEXT I
0010 PRINT 1100
0011 FOR 100 TO 200: NEXT I
0012 PRINT 1000
0013 FOR 100 TO 200: NEXT I
0014 PRINT 1100
0015 FOR 100 TO 200: NEXT I
0016 PRINT 1000
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0050 PRINT 1100
0051 FOR 100 TO 200: NEXT I
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0064 PRINT 1000
0065 FOR 100 TO 200: NEXT I
0066 PRINT 1100
0067 FOR 100 TO 200: NEXT I
0068 PRINT 1000
0069 FOR 100 TO 200: NEXT I
0070 PRINT 1100
0071 FOR 100 TO 200: NEXT I
0072 PRINT 1000
0073 FOR 100 TO 200: NEXT I
0074 PRINT 1100
0075 FOR 100 TO 200: NEXT I
0076 PRINT 1000
0077 FOR 100 TO 200: NEXT I
0078 PRINT 1100
0079 FOR 100 TO 200: NEXT I
0080 PRINT 1000
0081 FOR 100 TO 200: NEXT I
0082 PRINT 1100
0083 FOR 100 TO 200: NEXT I
0084 PRINT 1000
0085 FOR 100 TO 200: NEXT I
0086 PRINT 1100
0087 FOR 100 TO 200: NEXT I
0088 PRINT 1000
0089 FOR 100 TO 200: NEXT I
0090 PRINT 1100
0091 FOR 100 TO 200: NEXT I
0092 PRINT 1000
0093 FOR 100 TO 200: NEXT I
0094 PRINT 1100
0095 FOR 100 TO 200: NEXT I
0096 PRINT 1000
0097 FOR 100 TO 200: NEXT I
0098 PRINT 1100
0099 FOR 100 TO 200: NEXT I
0100 PRINT 1000

```

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Dragon	Dragon	Dragon	Dragon
Dragon	Dragon	Dragon	Dragon
Dragon	Dragon	Dragon	Dragon
Dragon	Dragon	Dragon	Dragon
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Dragon	Dragon	Dragon	Dragon
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Magnum AH	Orbit	1.99	6.99	Agent Thirteen	PSI	7.99	9.99
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Magnum AJ	Orbit	1.99	6.99	Agent Fifteen	PSI	7.99	9.99
Magnum AK	Orbit	1.99	6.99	Agent Sixteen	PSI	7.99	9.99
Magnum AL	Orbit	1.99	6.99	Agent Seventeen	PSI	7.99	9.99
Magnum AM	Orbit	1.99	6.99	Agent Eighteen	PSI	7.99	9.99
Magnum AN	Orbit	1.99	6.99	Agent Nineteen	PSI	7.99	9.99
Magnum AO	Orbit	1.99	6.99	Agent Twenty	PSI	7.99	9.99
Magnum AP	Orbit	1.99	6.99	Agent Twenty One	PSI	7.99	9.99
Magnum AQ	Orbit	1.99	6.99	Agent Twenty Two	PSI	7.99	9.99
Magnum AR	Orbit	1.99	6.99	Agent Twenty Three	PSI	7.99	9.99
Magnum AS	Orbit	1.99	6.99	Agent Twenty Four	PSI	7.99	9.99
Magnum AT	Orbit	1.99	6.99	Agent Twenty Five	PSI	7.99	9.99
Magnum AU	Orbit	1.99	6.99	Agent Twenty Six	PSI	7.99	9.99
Magnum AV	Orbit	1.99	6.99	Agent Twenty Seven	PSI	7.99	9.99
Magnum AW	Orbit	1.99	6.99	Agent Twenty Eight	PSI	7.99	9.99
Magnum AX	Orbit	1.99	6.99	Agent Twenty Nine	PSI	7.99	9.99
Magnum AY	Orbit	1.99	6.99	Agent Thirty	PSI	7.99	9.99
Magnum AZ	Orbit	1.99	6.99	Agent Thirty One	PSI	7.99	9.99
Magnum BA	Orbit	1.99	6.99	Agent Thirty Two	PSI	7.99	9.99
Magnum BB	Orbit	1.99	6.99	Agent Thirty Three	PSI	7.99	9.99
Magnum BC	Orbit	1.99	6.99	Agent Thirty Four	PSI	7.99	9.99
Magnum BD	Orbit	1.99	6.99	Agent Thirty Five	PSI	7.99	9.99
Magnum BE	Orbit	1.99	6.99	Agent Thirty Six	PSI	7.99	9.99
Magnum BF	Orbit	1.99	6.99	Agent Thirty Seven	PSI	7.99	9.99
Magnum BG	Orbit	1.99	6.99	Agent Thirty Eight	PSI	7.99	9.99
Magnum BH	Orbit	1.99	6.99	Agent Thirty Nine	PSI	7.99	9.99
Magnum BI	Orbit	1.99	6.99	Agent Forty	PSI	7.99	9.99
Magnum BJ	Orbit	1.99	6.99	Agent Forty One	PSI	7.99	9.99
Magnum BK	Orbit	1.99	6.99	Agent Forty Two	PSI	7.99	9.99
Magnum BL	Orbit	1.99	6.99	Agent Forty Three	PSI	7.99	9.99
Magnum BM	Orbit	1.99	6.99	Agent Forty Four	PSI	7.99	9.99
Magnum BN	Orbit	1.99	6.99	Agent Forty Five	PSI	7.99	9.99
Magnum BO	Orbit	1.99	6.99	Agent Forty Six	PSI	7.99	9.99
Magnum BP	Orbit	1.99	6.99	Agent Forty Seven	PSI	7.99	9.99
Magnum BQ	Orbit	1.99	6.99	Agent Forty Eight	PSI	7.99	9.99
Magnum BR	Orbit	1.99	6.99	Agent Forty Nine	PSI	7.99	9.99
Magnum BS	Orbit	1.99	6.99	Agent Fifty	PSI	7.99	9.99
Magnum BT	Orbit	1.99	6.99	Agent Fifty One	PSI	7.99	9.99
Magnum BU	Orbit	1.99	6.99	Agent Fifty Two	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Fifty Three	PSI	7.99	9.99
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Magnum BV	Orbit	1.99	6.99	Agent Fifty Nine	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Sixty	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Sixty One	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Sixty Two	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Sixty Three	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Sixty Four	PSI	7.99	9.99
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Magnum BV	Orbit	1.99	6.99	Agent Sixty Six	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Sixty Seven	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Sixty Eight	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Sixty Nine	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Seventy	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Seventy One	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Seventy Two	PSI	7.99	9.99
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Magnum BV	Orbit	1.99	6.99	Agent Seventy Nine	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Eighty	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Eighty One	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Eighty Two	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Eighty Three	PSI	7.99	9.99
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Magnum BV	Orbit	1.99	6.99	Agent Eighty Seven	PSI	7.99	9.99
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Magnum BV	Orbit	1.99	6.99	Agent Eighty Nine	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Ninety	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Ninety One	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Ninety Two	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Ninety Three	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Ninety Four	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Ninety Five	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Ninety Six	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Ninety Seven	PSI	7.99	9.99
Magnum BV	Orbit	1.99	6.99	Agent Ninety Eight	PSI	7.99	9.99
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Magnum BV	Orbit	1.99	6.99	Agent One Hundred	PSI	7.99	9.99

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# AGF PROGRAMMABLE JOYSTICK INTERFACE

**MICRODRIVE  
COMPATIBLE**



for  
**Spectrum**  
or **ZX81**

## NOT PROGRAMMABLE INTERFACE

Incorporated in the only new Spectrum Programmable Joystick Interface this product offers all the features associated with such a device.

You can use any Atari-compatible joystick controller with any software for your favourite Spectrum or ZX81, and pair things with a joystick option.

Movement of the joystick is recognised by the computer exactly the same as pushing the appropriate control keys, and can therefore give the most immediate response to the movement. The built-in programmable design enables you to emulate key-presses instantly, from BASIC and Machine Code.

Eight directional movements with or without the fire button being pressed, can be achieved by using programming the left, right, up, down and fire keys required by the game.

Programming is achieved by a pushlight code, which is listed up on the Programming Card supplied, for each direction and being button. These two positions are then set into on a pair of leads which are clipped into appropriately numbered strips on the joystick.

Once configured this can be treated exactly as a Quick Reference Programming Card for using with the game. As the programming is not power dependent the interface can be immediately used when next switched on.

The joystick remains fully functional and can be used simultaneously with the joystick as integral fire expansion connector strips there is no need to remove the interface to connect other programs.

At a great design improvement you must note that the AGF Programmable Joystick works with the new Description II rapid "turn fire" feature.



## KEY FEATURES

- Programmable design gives 256x48 software support.
- Accepts Atari, Commodore Pro, Neo, Starlight, Quick Mac, ZX81 etc.
- Fire expansion connector for all other add-ons.
- Free design program and instructions.

## PACKAGE CONTENTS SUPPLIED

- Programmable Interface Module in standard computer with dip-switch programming leads.
- Self-addressing programming chart detailing how to define which key is associated to UP, DOWN, LEFT, RIGHT, and FIRE.



- One pack of ten Quick Reference programming cards for alignment setting to your game requirements.



- 12 address positions and full written instructions.



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# fantasy

SOFTWARE

## DOOMSDAY CASTLE

is an arcade style game  
with the feel  
of a real adventure

Doomsday Castle consists of a labyrinth of 76 complexly inter-connected Halls and Passages where you will meet a whole host of adversaries serving the infinitely evil Scarthax, the Garthrogs, the Orphacs, the phenomenally nasty Googly Bird and the Urks which manifest themselves in over fifty unbelievably weird and wonderful guises.

Scarthax has scoured the Universe to bring together the six ancient Stones of life force. United in Doomsday Castle they are being used to wield an irresistible power over the cosmos, emanating waves of corruption through every galaxy.

To save the Universe, you must battle your way through the Castle to find and collect the six stones and use their force against Scarthax to destroy Doomsday Castle, hopefully escaping yourself before the final cataclysmic explosion.

The task is not easy (saving the Universe never is!) and it will take you many games to unfold the structure of Doomsday Castle and discover the locations of the ancient stones. The addictive arcade style action will keep you coming back to play but the overall challenge should still keep you occupied for months.



You take on the role of our super hero DOO shown here above in his exploratory capsule in combat with an evil disguised as gungaholic gungablasta (G) This is a true representation of the on-screen graphics.

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Spectrum

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```

0000 REM *****
0001 LET order=0
0002 IF order=0 THEN GO TO 0170
0003 GO SUB 100
0004 PRINT AT 9.0:"BIBI:11" DAY
0005
0006 PRINT AT 9.0:"TODAY'S ORDER"
0007
0008 PRINT AT 9.0:"KEY 1 LIST 01"
0009
0010 PRINT AT 10.0:" and 10"
0011
0012 PRINT AT 10.0:"KEY 2 Give a"
0013
0014 PRINT AT 14.0:"KEY 3 Finish"
0015
0016 PRINT AT 10.0:" Order"
0017
0018 PRINT AT 10.0:" until"
0019
0020 FOR
0021 IF order=0 THEN GO TO 0100
0022 IF order=1 THEN GO SUB 0100
0023 IF order=2 THEN GO SUB 100
0024 IF order=3 THEN GO TO 0100
0025 LET order=1 IF order THEN GO T
0026
0027 *****
0028 END OF DAY
0029
0030 GO SUB 0000
0031 LET order=0
0032 GO TO 0170
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0034 PRINT AT 9.0:"BIBI:11"
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0036 LET order=0
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0201 NEXT order
0202 IF order=0 THEN GO TO 0170
0203 GO SUB 100
0204 PRINT AT 9.0:"BIBI:11" DAY
0205
0206 PRINT AT 9.0:"TODAY'S ORDER"
0207
0208 PRINT AT 9.0:"KEY 1 LIST 01"
0209
0210 PRINT AT 10.0:" and 10"
0211
0212 PRINT AT 10.0:"KEY 2 Give a"
0213
0214 PRINT AT 14.0:"KEY 3 Finish"
0215
0216 PRINT AT 10.0:" Order"
0217
0218 PRINT AT 10.0:" until"
0219
0220 FOR
0221 IF order=0 THEN GO TO 0100
0222 IF order=1 THEN GO SUB 0100
0223 IF order=2 THEN GO SUB 100
0224 IF order=3 THEN GO TO 0100
0225 LET order=1 IF order THEN GO T
0226
0227 *****
0228 END OF DAY
0229
0230 GO SUB 0000
0231 LET order=0
0232 GO TO 0170
0233
0234 PRINT AT 9.0:"BIBI:11"
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0236 LET order=0
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0499 LET order=0
0500

```



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Can you save the medieval castle from the marauder or will you be overcome and allow the fortress to be ransacked?

#### Program notes

10-50 Sets up user defined graphics  
60 Sets up important variables  
70-80 Set up screens  
80-90 Reads logical position  
100-150 Position of each climber  
155 Prints score  
1600 Drawn stone routine  
2000-3000 Plot climber  
5000 Instructions

#### Variables

A(X) Position of each climber  
Q - Position of player  
R - Base of ascent  
SC - Score  
C - Position of stone  
F - Position of fallen climber

```

2 DIM A$(11) "Do you want instructions?
3 INPUT A$:IF A$="Y" THEN GOTO 2000
3 IF A$(1) THEN GOTO 2
5 R=0
10 GRAPHICS 1-14:POKE 756,54:SETCOLOR 1,
9,9:SETCOLOR 2,9,9:SETCOLOR 4,9,9
20 FOR I=1 TO 1000:POKE 14354+I,POKE(572
A$(I)NEXT I:FOR I=14344 TO 14354:READ B
:POKE I,B:NEXT I
30 DATA 40,64,61,61,25,220,100,100,100,63,6
5,51,51,55,40,40,40,100,100,100,144,220,
61,61,61
40 DATA 250,250,240,244,244,12,12,13,100
100,100,140,250,64,64,64,64,124,200,200
200,250,124,64
50 DATA 250,24,24,250,250,124,124,250
60 B=0:DO:GOTO 610:UNTIL FOR X=1 TO 75(10
<255)GOTO 62
70 FOR Y=1 TO 499:IF A$(Y)=NEXT I:POKE
104 Y,64:GOTO 61
71 POSITION 6,117 GOTO 61
60 POSITION 6,117 GOTO 61
610 FOR X=1 TO 75(10<21)NEXT X
62 GOTO 100:IF 10=10<10<10<7=10=10<10<1
60<10<11<10<9<10<IF 10=10<10<10 20
1000
90 IF G=1 THEN G=0
92 IF G=17 THEN G=17

```



# WALL DEFENCE

```

95 POSITION 6,117 GOTO "DRAWN" :GOTO
1100:IF G=17 THEN "DRAWN" :GOTO 1,0
:GOTO 600:IF 1,150,0,10
100 FOR X=1 TO 75:IF INT(G*(11/2)/INT(101)
A(X)=2 THEN A=INT(101)+B*2:GOTO 20
60
110 IF INT(G*(11/2)/INT(101))<21 THEN
B=INT(101)+B*B*2:GOTO 2000
120 IF A(X)=2 THEN GOTO 4000

```



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# 3D MAZE

BY HENRY WRIGHT

RUNS ON A SPECTRUM IN 48K



```

          1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
          21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40
          41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60
          61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80
          81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100
          101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120
          121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140
          141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160
          161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180
          181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200
          201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220
          221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240
          241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260
          261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280
          281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300
          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
  
```

Can you escape from this a-mazing 3D maze? Will you be able to discover the map which tells you the secret of the hidden exit? Or will you be too greedy and go for the gold stroms around the maze and be trapped forever when the hidden exit closes? Well, get taping and find out — you'll never know if you just sit there!

Full instructions can be found in the program, but here are a few notes which might help you get more out of the game.

The data for the maze can be found at the end of the program in four large arrays. You could create your own mind-boggling maze by playing around with the program using the following code.

0=wall, 1=path, 2=right hand turn, 3=left hand turn, 4=right hand turn with dead end, 5=left hand turn with dead end, 6=crossroads, 7=T-junction, 8=doorway, 9=dead end.

The location of the map can be changed in line 3819 to make your game harder — or easier. At the moment you'll find the map at location 11,7.



```

100 IF 00="SOUTH" THEN LET 000-
200 "East" THEN LET 000-1
300 "West" THEN LET 000+1
400 "North" THEN LET 000+
500 "South" THEN LET 000-
600 "East" THEN LET 000+1
700 "West" THEN LET 000-1
800 IF 00=0 THEN
900 "RIGHT"
1000 "WORK" THEN LET 000
1100 "South" THEN LET 000-
1200 "East" THEN LET 000+1
1300 "West" THEN LET 000-1
1400 REM MOVEMENT North
1500 IF 00=100 THEN GO TO 20
1600 TO 100+1:00 LET 00="NORTH"
1700 GOTO 100
1800 REM MOVEMENT South
1900 IF 00=-100 THEN GO TO 20
2000 TO -100+1:00 LET 00="SOUTH"
2100 GOTO 100
2200 REM MOVEMENT East

```



```

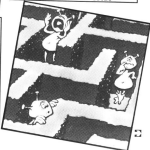
230 IF 00=100 THEN GO TO 20
240 TO 100+1:00 LET 00="East"
250 GOTO 100
260 REM MOVEMENT West
270 IF 00=-100 THEN GO TO 20
280 TO -100+1:00 LET 00="West"
290 GOTO 100
300 REM MOVEMENT CLD
310 IF 00=0 THEN
320 "CLD"
330 "CLD"
340 "CLD"
350 "CLD"
360 "CLD"
370 "CLD"
380 "CLD"
390 "CLD"
400 "CLD"
410 "CLD"
420 "CLD"
430 "CLD"
440 "CLD"
450 "CLD"
460 "CLD"
470 "CLD"
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750 "CLD"
760 "CLD"
770 "CLD"
780 "CLD"
790 "CLD"
800 "CLD"
810 "CLD"
820 "CLD"
830 "CLD"
840 "CLD"
850 "CLD"
860 "CLD"
870 "CLD"
880 "CLD"
890 "CLD"
900 "CLD"
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980 "CLD"
990 "CLD"
1000 "CLD"

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```

1000 "CLD"
1010 "CLD"
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1080 "CLD"
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1100 "CLD"
1110 "CLD"
1120 "CLD"
1130 "CLD"
1140 "CLD"
1150 "CLD"
1160 "CLD"
1170 "CLD"
1180 "CLD"
1190 "CLD"
1200 "CLD"
1210 "CLD"
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1840 "CLD"
1850 "CLD"
1860 "CLD"
1870 "CLD"
1880 "CLD"
1890 "CLD"
1900 "CLD"
1910 "CLD"
1920 "CLD"
1930 "CLD"
1940 "CLD"
1950 "CLD"
1960 "CLD"
1970 "CLD"
1980 "CLD"
1990 "CLD"
2000 "CLD"

```







```

7000 PRINT "can't see over any w
8110 END IF
7000 PRINT "YOU find a map you c
7100 GOTO 10
7100 PRINT "to help you escape."
7110 PRINT "O.K. Until you fi
of the map"
7200 PRINT "the mail from the m
7300 PRINT "invisible and will do
7400 GOTO 2400
7400 PRINT "even if you walk pas
7500 PRINT AT 21,7:"Press any ke
7600 GOTO 0. GO TO 7210
7600 GOTO 7100
7610 GOTO 0.09,10: GOTO 0.10--10
7700 PRINT AT 4,8:"Here are the
controls.
7800 PRINT "---- Use of Key F
7900 PRINT "----
8000 PRINT "F 7 Move
8100 PRINT "F 8 Move
8200 PRINT "F 9 Turn
8300 PRINT "F 0 Turn
8400 PRINT "space Skip
8500 PRINT "F 1 if ?
8600 PRINT "space help
8700 PRINT "space save
8800 PRINT "space
8900 PRINT "space
9000 PRINT "space
9100 PRINT "space
9200 PRINT "space
9300 PRINT "space
9400 PRINT "space
9500 PRINT "space
9600 PRINT "space
9700 PRINT "space
9800 PRINT "space
9900 PRINT "space

```

```

10. GOTO 0.09,10: NEXT 0: NEXT 1.
GO TO 3000
3000 REM draws map of maze
3010 FOR I=1 TO 10
3020 FOR J=1 TO 10
3030 IF I=1 OR J=10 THEN LET B=1
3040 IF I=10 OR J=1 THEN LET B=
3050 IF B=0 AND I=J THEN LET B=
3060 IF B=0 AND I=J THEN LET B=
3070 PRINT AT (I,J):B;B;
3080 NEXT J
3090 NEXT I
3100 REM found map
3110 REM you of map in maze
3120 IF I=1 OR I=10 AND J=1 AND I=10
3130 GO TO 3000
3140 GO TO 300
3150 GO TO 300
3160 GOTO 1,10
3170 GOTO 1,10
3180 PRINT AT 8,10:"You have fou
3190 PRINT AT 8,10:"the map.
3200 FOR J=8 TO 1 STEP -1: GOTO
0.08, J: GOTO 0.08, -1: NEXT J
3210 GO TO 80
3220 REM you
3230 PRINT AT 8,10:"Now for my h
3240 PRINT AT 8,10:"TRY HARDER."
3250 PRINT AT 7,10:"Do you give in?"
3260 INPUT "Do you give in?"
3270 IF 88="" OR 88="Y" THEN GO
TO 1070
3280 PRINT "Do you give in?"
3290 PRINT "Do you give in?"
3300 PRINT "Do you give in?"
3310 PRINT "Do you give in?"
3320 PRINT "Do you give in?"
3330 PRINT "Do you give in?"
3340 PRINT "Do you give in?"
3350 PRINT "Do you give in?"
3360 PRINT "Do you give in?"
3370 PRINT "Do you give in?"
3380 PRINT "Do you give in?"
3390 PRINT "Do you give in?"
3400 PRINT "Do you give in?"
3410 PRINT "Do you give in?"
3420 PRINT "Do you give in?"
3430 PRINT "Do you give in?"
3440 PRINT "Do you give in?"
3450 PRINT "Do you give in?"
3460 PRINT "Do you give in?"
3470 PRINT "Do you give in?"
3480 PRINT "Do you give in?"
3490 PRINT "Do you give in?"
3500 PRINT "Do you give in?"
3510 PRINT "Do you give in?"
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3980 PRINT "Do you give in?"
3990 PRINT "Do you give in?"

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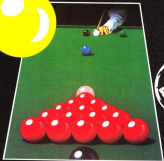
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240 PRINT 2,1 SCREEN 1,0:COLOR 1,2
250 FOR P=0 TO N STEP 50
260 IF L=114 THEN H=140 THEN GOTO 300: 260 H=140 L=100 P=0 GOTO 270
270 IF L=210 THEN H=0: THEN GOTO 300: 270 H=0 L=240 P=0 GOTO 280
280 IF L=0 THEN H=0 ELSE 400
290 COLOR 2:L=114,H=115,H=100,PSCT,PF:RETURN
400 COLOR 2:L=114,H=114,H=100,PSCT,PF
410 J=ABS(TIME)-J:MS=INT(J)
420 IF L=230 THEN J=40 THEN 530
430 IF J=0 THEN L=L-1 ELSE IF J=40 THEN L=L+1 GOTO 470
440 H=H+1 IF H=0 THEN 470
450 FOR L,H=1-L,15,H=100,0,PSCT GOTO 500
460 H=H-1 IF H=0 THEN 490
470 FOR L,H=1-L,15,H=100,0,PSCT GOTO 500
480 H=H+1 IF H=15,H=100,0,PSCT
500 PLAY"1255010"
510 IF P=1 THEN 520
520 IF P=10 THEN L=0,H=12:H=0 THEN 300
530 COLOR 2:L=114,H=114,H=100,PSCT,PF
540 IF P=11 THEN 560
550 IF P=1 THEN 560
560 GOTO 570:570 IF 0=120 OR 0=254 THEN 570 ELSE 100
570 P=1 GOTO 260: 570 H=H+4:100
580 FOR GOTO 260: 580 H=H+4:100
590 H=H+10
600 GOTO 580:600 H=H+4:100:600 L=150:600 L=150:600 H=H+10
610 IF H=0 THEN H=210:1=50 H=0 G=110 H=10 CC=CC+100 GOTO 260
620 IF H=24 THEN H=20: H=20 L=220 H=200:1=50 H=10 CC=CC+100 GOTO 260
630 H=H+1 IF H=0 THEN 650
640 GOTO 580:640 H=H+4:100:640 H=H+4:100:640 H=H+4:100:640 H=H+4:100:640 H=H+4:100:640
650
660
670 FOR I=0 TO 900 NEXT
680 COLOR 2:L=114,H=115,H=210,H=115,PSCT,PF
690 GOTO 600
700 IF H=230 THEN GOTO 260 GOTO 260 ELSE H=0 H=2:CC=CC+100
710 FOR P=0 TO 90 STEP 10,5
720 IF P=0 THEN P=5
730 COLOR 2:L=114,H=114,H=110,H=100,PSCT,PF
740 PLAY"1255020"
750 IF P=0 THEN 760
760 GOTO 570:760 IF 0=120 OR 0=254 THEN 770 ELSE 600
770 GOTO 260 L=L-20
780 H=H+1 GOTO 260
790 H=H+1 FOR L,H=1-L,15,H=100,0,PSCT
800 IF H=0 THEN PRINT"L=10,H=12:H=0 THEN 300
810 IF H=0 THEN PRINT"L=10,H=12:H=0 THEN CC=CC+50 GOTO 260
820 COLOR 2:L=114,H=114,H=110,H=100,PSCT,PF:100
830 IF H=100 THEN FOR H=0 TO 1000 NEXT L=0 GOTO 260
840 PLAY"1255010" H=0 H=11 H=H+4 GOTO 710
850 IF L=44 THEN H=0 ELSE IF L=44 THEN H=1 ELSE IF L=40 THEN H=4
860 COLOR 2:L=114,H=115,H=110,H=100,PSCT,PF
870 L=44,H=H+4:PRINT,L=115,H=100,0,PSCT
880 IF H=150 THEN L=0 THEN 900
890 IF H=150 THEN H=0 ELSE 600
900 GOTO 260
910 CIRCLE=90,140,1,1:PLAY"1255030" CIRCLE=90,140,0,2
920 CIRCLE=70,150,1,1:PLAY"1255030" CIRCLE=70,150,0,2
930 GOTO 260,20 GOTO 300
940 GOTO 260
950 COLOR 2:L=114,H=115,H=114,H=100,PSCT,PF
960 VB=VB+1 IF VB=5 THEN CLR:PRINT:300:"YOUR SCORE IS",CC:FOR H=0 TO 9000 NEXT
1:000
970 L=20 H=140:1=100 H=15 V=0
980 GOTO 260
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**Variables**  
L=H = Man's position  
CC = Score  
P=I = Position of holes  
VB = Number of lives  
W = Length of holes  
F + A = Position of  
platforms  
J = Sight joystick's  
position

# Light on the HORIZON

One of the most exciting events since the introduction of the home computer will be the arrival of laser disc video systems which you can plug into your home.

You'll be able to play games with graphics you've imagined only in your wildest dreams. And before you rush out to buy a laser disc player, read on and take note.

I saw the first demonstration of a video disc player eight years ago — and was blown. A disc made from a material similar to cellulose and as thin as paper.

I was pointed out that people would be able to type on these discs, write things on them and mail them through the post and they would still play when they came through the letterbox! You could simply wash off the ink and stamp and stick them on your disc player! A great idea — but it doesn't exist in a usable form today.

What does exist is the rigid disc — the type you'll see in most video stores and which are used in the arcade laser games. The picture quality on these discs is amazing and finding your favourite bit of film is easy as the picture remains perfectly stable on the screen, even when you are searching at extremely high speeds.

But eight years ago it seemed that no company wanted to sell laser machines for industrial purposes and the domestic consumer wasn't — and still isn't — interested in buying a player for the home as you cannot record on a laser disc.

All that could change thanks to a development which enables you to construct a special laser player to a store and to some form of videotape system — such as the Prestel service from British Telecom.

This month Philips are launching a complete system which has a video special laser disc

and microprocessor, video generator and monitor and touch sensitive TV screens, so you don't even need keyboards or joysticks. IBM have taken this and coupled it with their new IBM personal computer with special applications for industrial use.

But what difference will all this make to the average computer games player? Well, at the moment not a great deal — but the future beckons! Right now a

whirl.

If the player makes a wrong choice — or one that the machine's memory has been told is wrong — an alternative piece of animation is shown depicting the instant demise of our hero Duke in time Tom and Jerry fashion.

Although the player thinks he is controlling Duke's destiny, in reality all he is really trying to do is guess the secret combination that will keep the animals from meeting.

Other laser games use film footage of a landscape and superimpose computer-generated graphics of monsters or enemy spacecraft — as in *Astron Belt* and *Intersect* for — and a fairly simple game becomes visually very exciting.

Home computer games players will get the laser treatment once standard links are established and in full use.

Already systems like Microsoft provide subscription, who have Prestel and appropriate computer hardware, with the ability to download programs over a telephone line.

For laser disc systems, supporting computer software can be available from these sources. Finally, a program could be encoded onto the beginning of the laser disc and loaded automatically into the computer when the disc is in the player. Secondly, the computer software could be supplied in conventional form — like floppy discs, cassettes and cartridges. Thirdly, the software could be called down from Prestel.

A system which gets its software from Prestel has other advantages too. The games could be altered slightly every day — so just when you think you've beaten a game, you'll discover the next day that new challenges have been added. This could extend the entire life of games and prove invaluable to interactive Adventures.

This would also be highly attractive to arcade owners who can only afford to get hold of exciting games if the au-

**Laser-disc games are revolutionising the arcade scene with a stunning combination of cartoon-style animation and computer graphics. And soon the laser disc could be doing the same for computer games! We asked video expert Andrew Earle to take a look at the shape of games to come — and the future looks very exciting!**

complete system would probably set you back about £2,000 — far out of the reach of most home computer games players. And at the moment there is hardly any software to support such a unit.

For these systems will find their way into the arcades which will have obvious benefits for the games player — and the arcade owner. From the gamer's point of view, you are now able to play games that use real picture information recorded on conventional film and video cassettes and not computer generated graphics. *Dragon's Lair*, perhaps the most well known of the new laser arcade games, uses conventional animation techniques to provide full cartoon animation with real sound effects and voices.

The principle behind *Dragon's Lair* is really quite simple. There is a complete animation sequence which will play through unaltered, provided the player makes the correct choices using the machine's controls at appropriate intervals as the story of Duke the Daring





lower beams pulling the mirror in, setting wires as arcade owner notes that watching players monopolize a machine for a whole evening on just 20p is more in their minds that they can reach six-digit scores!

Another advantage stemming from the Prescaler-style systems is that daily average scores could be collated via the telephone lines, so the programmer or software company could see just how much they need to adjust the program to ensure that the games player finds it extremely challenging — and the programmer doesn't lose money!

There are two additional traits in the laser disc title that make the future even more exciting. The first is the Score low recorded in developing a laser system that can record as well as play back. At £30,000 it's probably slightly on of your price range at present and a won't be appearing in arcades for a while yet. It gives it time. All things electronic get simpler and cheaper.

The second trait is the development of cable TV. With this it would be possible to record the visual part of your game overnight from your cable service and then load the computer software from Prestel. The following morning you'd wake up to a brand new video game with the most unbelievable graphics.

Because the system is amazingly interactive, we can imagine a version of C&PC's Seventh Empire available on Prestel and cable where you could see Kenneth Kendall giving an up-to-date news report on the current state of the Empire day by day — and you'd be playing 1,000s of other gamers.

The laser disc has already revolutionized the arcade game — where computer graphics are rapidly becoming a thing of the past — despite the considerable cost of the new laser machines. And Coleco/Viscon, the laser machine people, have announced a deal with the company who brought out one of the first laser arcade games — Dragon's Lair. Coleco are apparently working on a laser disc attachment for their video game system — and Dragon's Lair will be the first game on it.

Laser disc software manufacturers are already considering selling discs for home use, so you could get arcade style games to run on your specially adapted computer — or home video center!

The video disc player is a complex bit of machinery. It incorporates precision optics, a microprocessor system and laser technology to read information from the disc as it spins at 1,000 revolutions per minute.

The disc itself is plastic coated metalized material and, like an audio disc, it's covered with information in the form of a series of bumps and pits within a spiral track. Each image you see on the screen requires one

complete revolution of the disc as it passes beneath the laser beam which reads the disc. Each side of one of these discs can store up to 24,000 individual pictures on the tracks.

Data used in arcade machines are one-sided — unlike discs for domestic players — and have an aluminium backing plate to prevent warping. The actual laser in the machines is a helium-neon design and produces a narrow beam of red light which reads the disc and — after passing through a complex optical process — is converted into electrical signals which are then processed by electrical circuits in the machine.

Business abound about the new laser games about to hit the arcades — a science fiction special effects company in the States are apparently working on a special 3D process for forthcoming discs.

Victor Postman, the man who watched over the creation of Dragon's Lair version that the next generation of gamers will involve other games — enhanced by the laser animation. So maybe in a couple of years you'll be able to smell those evil aliens coming at you across the stars and feel the icy grip of their tentacles!

Maybe programmers will have to learn to use film cameras or become animation experts instead of simply breaking up on their computer language!

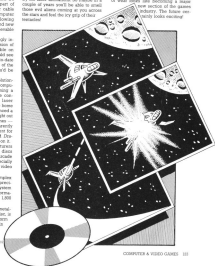
The laser disc will open up whole new possibilities for those of you who enjoy playing interactive games — Dungeons and Dragons with amazing 3D animated monsters and weird landscapes; Adventure games with real life locations filmed on disc. The possibilities seem endless.

It seems that simple computer-generated graphics could soon be a thing of the past.

Multi-screen games with incredible graphics and the luxury for several players to take part at once are glimmering on the games horizon — not just in the arcades either!

Believe it, the laser disc is going to revolutionize games playing at home and in the arcade in the months to come.

Dragon's Lair is not the beginning of what looks like becoming a major new section of the games industry. The future certainly looks exciting!





Lucky You!



# S L O T M A C H I N E

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0100 GETCHAR(FW)***THREND000
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1000 GETCHAR(FW)***THREND000
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0250 PRINT"STWO THE SAME"
0260 PRINT"TYPE SAME 77771000"
0270 PRINT"STWO HOLD A REEL"
0280 PRINT"IT'S A REEL"
0290 PRINT"STWO REEL YOU"
0300 PRINT"HELD' ALL YOU WANT"
0310 PRINT"STTYPE A"
0320 PRINT"STTYPE ANY KEY TO"
0330 PRINT"START"
0340 GETCHAR(FW)***THREND000
0350 GOTO 0250
```

**RUNS ON A**  
**SHARP MZ800**  
**IN 45M**



# Orion

For the 48K Spectrum By Ian Beynon



After an attack by the Dark Horde, 100 of your Beta-Corp androids were kidnapped. Your mission is to rescue the androids from the maze of underground passages beneath the palace of Medusa, leader of the Horde. The 25 caverns are layed out in a 5 x 5 grid. Starting from the central cavern, you must journey through them all collecting your androids (4 in each cavern). Medusa, knowing of your mission, has put his green Zygon guards on patrol. Although these creatures only wander around aimlessly, they prove lethal on contact. Your Orion buggy is equipped with W0110 force screens which, when activated, enable you to destroy the Zygons. The white Ravlin will also prove to be a hazard. These can be run over for extra points, but their immunity will be disabled until another android is rescued. Good luck, and watch out for the purple Power Guardians.

Distributors contact:

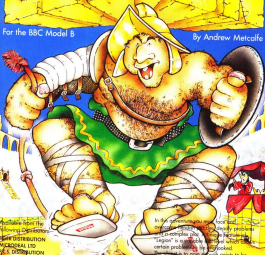
## SOFTWARE PROJECTS

Bear Brand Complex,  
Allerton Road,  
Woolton, Liverpool,  
Merseyside L25 7SF  
051-428 7990

£5.95

For the BBC Model B

By Andrew Metcalfe



Available from the following Distributors:

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ENTERTAINMENTS  
SOFTWARE COMPUTER  
AGENCIES LTD  
TERRY HENRY  
COMPUTING LTD

In the confusion you will find food and  
over the road. The deadly problems  
of the computer are the technical  
"Legion" is available in a novel which offers  
certain problems. It is a good look.

enough points to be  
dated as a warrior by Caesar, then go in  
search of the great treasure of Egypt. Then,  
if you are still alive, take the treasure back to  
Caesar himself.

**£7.95**

- JUST TWO OF THE EXCITING GAMES FROM  
GAMES GALLOP
- AVAILABLE FROM SELECTED BRANCHES OF  
JOHN HENZEL







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80000 PR #200
80005 PR #400
80010 PR #800
80015 PR #1600
80020 FORZ=444, DO PRINT#2;PRINT#1
80025 PR #3200
80030 PR #6400
80035 PR #12800
80040 PR #25600
80045 PR #51200
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80055 PR #204800
80060 PR #409600
80065 PR #819200
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80610 PR #531691083059300151358844913728444445651200
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80985 PR #200867217082765775444444445651200
80990 PR #401734434165531550888889122825600
80995 PR #80346886833106310097777845651200
90000 PRINT#2;"*****"
90005 PRINT#1;"*****"
```





# The No.1 Football Game

2MB 16K  
2M Spectrum 48K  
Addictive Games



## Football Manager

Designed by Kevin Tans

This outstanding game of skill and strategy is now widely available and you can join the many thousands of satisfied customers who have purchased the game. This is no five minute wonder - you will be playing this game for hours over many weeks [we know - our customers tell us!]



Kevin Tans

Some of the features of the game:-

- ★ Matches in 3D graphics
- ★ Transfer market
- ★ Promotion and relegation
- ★ F.A. Cup matches
- ★ Injury problems
- ★ Full league tables
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### Programmers

For more information on the game, contact Addictive Games, 100, The Arcade, London E1 1AA. Tel: 01-253 4000. Fax: 01-253 4001. Addictive Games is a registered company with the Companies Act 1985. Addictive Games is a registered company with the Companies Act 1985.



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#### Variables

color - winning colour

crash - flag to see if crash has occurred

high - high score

joystick - if joystick is used

lives - number of lives left

ply1 - a position of player 1

ply2 - a position of player 2

ply1s - player one's score

ply2s - player two's score

# ENTRAPMENT

```

400M ERROR RUN
50MODE7
60PROCinst
70MODES
80PROCinst
90REPEAT
1001:fe3=3:ac15=0:ac25=0
110REPEAT
120PROCdelay(50)
130PROCsetup
140COLOUR 1
150PRINT "PRESS SPACE OR FIRE"
160REPEAT
170UNTIL (ADVALO ANDS) <> 0 OR IN
KEY(1-99)
180PROCdisplay_score
190REPEAT
200DR player%1 TO 3 STEP2
210PROCplay
220NEXT player%
230UNTIL crash%
240UNTIL 1:fe3=0
250PROCdisplay_score
260VDU 5:GCLO,1
270MOVE128,440:PRINT"ANOTHER 0
ARET":
280VDU 4
290REPEAT
300UNTIL (INKEY(1-99) OR 1ADVALO
ANDS) <> 0
310UNTIL FALSE
320END
330
340
350DEF PROCinst
360 DIM px%(4),py%(4)
370 h1%0
380 VDU19,0,7,0,0,0,0
390 VDU19,3,0,0,0,0,0
400 GCLO,3
410 col%1
420 REM DRAW WALL AROUND PLAY
AREA

```

```

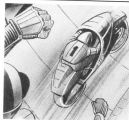
430 MOVE24,12:DRAW1256,12
440 DRAW1256,924:DRAW24,924
450 DRAW24,12
460 VDU25,0,2,19,0
470 VDU24,32,16,1249,920:
480 GCLO,130
490 CLR
500 h1%13=21000:h1%25=44000
510ENDPROC
520
530DEF PROCsetup
540 CLR
550 px%(1)=665:px%(3)=615
560 py%(1)=512:py%(3)=512
570 col%=0:crash%=FALSE
580 VDU25,1,0,19,0,0:REM GO 0.
1 ALTER THIS
590ENDPROC
600
610DEF PROCplay
620 MOVE px%(player%),py%(play
er%)
630 move%=FALSE
640 GCLO,player%
650 IF joystick% THEN PROCtic
% ELSE IF player%1 THEN PROCkey
% ELSE PROCkey2
660 REM GO OUT OF CONTROL IF N
OT PRESSING A KEY
670 IF NOT move% THEN px%(play
er%)=px%(player%)+1:RND(3)=2:60
:py%(player%)=py%(player%)+4
680 IF POINT(px%(player%),py%(
player%)) <> 2 THEN PROCcrash ELSE
DRAW px%(player%),py%(player%)
690 SOUND%0112,-10,px%(1): MOD
50,2
700 SOUND%0113,-10,px%(3): MOD
50,2
710 col%=col%+1
720ENDPROC
730
740DEF PROCcrash
750 h1:fe3=h1:fe3-1
760 PROCscore
770 crash%=TRUE
780 IF player%<2 THEN player%
=2

```

```

790 SOUND0,-15,10,5
800ENDPROC
810
820DEF PROCscore
830 CLS
840 IF player%>1 THEN sc2%sc2
2*ai% ELSE sc1%sc13*ai%
850 IF sc1%hi% THEN hi%sc1%
col%>1 ELSE IF sc2%hi% THEN hi%
sc2%:col%>3
860ENDPROC
870
880DEF PROCdelay(time%)
890 LOCAL delay%
900 delay%=TIME+time%
910 REPEAT
920 UNTIL TIME>delay%
930ENDPROC
940
950DEF PROCinet
960 VDU23,3,0%:0:0:1:REM DS 0.
I ALTER THIS
970 PROCtitle("ENTRAPMENT")
980 PRINTAB(3,5)CHR(134);"Steal
your trail to trap your foe."
990 PRINTAB(0,4)CHR(134);"Don't
dent hit the wall or any trails."
1000 PRINTAB(0,9)CHR(134);"Use
the D,A,S and B,I,J keys or
"
1010 PRINTAB(0,10)CHR(134);" Jo
ystick for your controls..."
1020 PRINTAB(1,13)CHR(129)WWW
1030 TRYING TO STOP WILL SEND YOU
TRYING TO STOP WILL SEND YOU
1040 PRINTAB(0,14)CHR(129)"Trail
I out of control !!!"
1040 PRINTAB(1,18)CHR(134)CHR(
130)"PRESS (FIRE) OR (SPACE) TO
START"
1050 REPEAT

```



```

1060 IF INKEY(-99) THEN joystick%
:=FALSE ELSE joystick%:=TRUE
1070 UNTIL (ADVAL(ABS) <=0) OR
NOT joystick%
1080ENDPROC
1090
1100DEF PROCtitle(title%)
1110 PRINTAB(140-LEN(title%))
/2)-3,1)CHR(141)CHR(133)title%
1120 PRINTAB(140-LEN(title%))
/2)-3,2)CHR(141)CHR(133)title%
1130ENDPROC
1140
1150DEF PROCkey2
1160 REM USE D,A,S AND B,I,J
:= KEYS
1170 IF INKEY(-17) THENpx%<3)ep
x%<3)-8:move%:=TRUE
1180 IF INKEY(-34) THENpx%<3)ep
x%<3)+8:move%:=TRUE
1190 IF INKEY(-66) THENpx%<3)ep
y%<3)+4:move%:=TRUE
1200 IF INKEY(-82) THENpx%<3)ep
y%<3)-4:move%:=TRUE
1210ENDPROC
1220
1230DEF PROCkey1
1240 IF INKEY(-72) THENpx%<4)ep
x%<4)-8:move%:=TRUE
1250 IF INKEY(-57) THENpx%<4)ep
x%<4)+8:move%:=TRUE
1260 IF INKEY(-72) THENpx%<4)ep
y%<4)+4:move%:=TRUE
1270 IF INKEY(-87) THENpx%<4)ep
y%<4)-4:move%:=TRUE
1280ENDPROC
1290
1300DEF PROCtick
1310 IF ADVAL(player%)>1sm2% TH
ENpx%(player%)>px%(player%)-8:mo
ve%:=TRUE
1320 IF ADVAL(player%)<1)sm2% TH
ENpx%(player%)>px%(player%)+8:mo
ve%:=TRUE
1330 IF ADVAL(player%+1)>1sm2%
THENpy%(player%)>py%(player%)+4:
move%:=TRUE
1340 IF ADVAL(player%+1)<1)sm2%
THENpy%(player%)>py%(player%)-4:
move%:=TRUE
1350ENDPROC
1360
1370DEF PROCdisplay_score
1380 CLS
1390 COLOUR 3:PRINTAB(2,0)"SC1
":sc2%
1400 COLOUR col%:PRINT" HI:"hi%
%
1410 COLOUR 1:PRINT" SC2:"sc1
%
1420ENDPROC
1430

```

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## FEB'S FOUL-UPS

Two numbers crapped up a February's issue.

The first program to come under the bug's attack was *Friday* for the Atari 800. Bill and his team have devised a new tactic. Instead of removing parts of the program, they've granted two of each line! When entering the program, just type in the listing up to line 36129 and miss out the rest.

Page number two appeared in *Front Center* for the Electron. We missed out the last part of the program. But if we managed to persuade Screaming Frog Up to give it back, do it yourself later a correct listing, just send me an EML.

## PROFESSIONAL BUGS . . .

Remember the problem with *Vaidal*? It seems that trying to perform certain actions like throwing the axe when the program isn't expecting it will produce an error message and return you to Basic. From there, just type LIST and you'll see most of the program!

## THOSE ATARI LISTINGS . . .

I will get letters and phone calls 00-078 004 from Atari owners saying that they can't get *Phazes* & *Pelops* and therefore no longer to work.

I am as sure as I can be that the programs do work, but for all who have sided, here is a rather experienced of how to get the machine code characters in lines such as 030 of *Interceller* listing on page 28.

Taking this line as an example, you have to enter line 030 as printed on the cassette sheet. Where it says "put characters here", you have to put the characters corresponding to the list of numbers given in the yearbook. To do this . . .

1) Type in as much of the program as you can, and then add the following lines.

```
10 for j=1 to 13: READ A: PRINT CHR$(A+NEXT J
20 DATA 04,048,10
30 STOP
```

3) Run the program. It will stop at line 30 and you'll have the characters printed on the screen. Now you need to get them into a program line, so . . .

4) Simply use the cursor keys (the 4 arrows) to put the other characters from the sheet in the right places. Eg., the line number, LET etc.

4) Press return to enter the line into the listing.

When you've done this, you should have line 030 correct. Now change line 10 and 20 to put in the other lines. You'll need to change the DATA, and also the 13 to line 20.

If you can't fit all the data on line 20, put half of it on 30 and then start again on 20 with 20 DATA more numbers . . .

Then save the program, but remove lines 10 to 30 first.

## DEMOLITION SPECTRUM

Some of you may have had problems with the graphics in *Demolition*.

If you come across such a Spectrum listing, what you do is this. Type the program in as normal. When you come

character is printed when you press graphics T, then you get change of the Gs to a graphic T where they should be letters.

Remember that to put these characters in the listing, you should be in graphics mode so type the line as normal, then when you get to the character, get into graphics mode to type it, press escape shift R to return to an L cursor, and finish off the line.

## MORE ON THE YEARBOOK

Oops! I've found a few more lines which were left out of the Atari version of *Phazes* and *Pelops* from the 1984 Yearbook.

Line 030 should be . . .  
030 T \* \* \* Phazes" P O T " + pelops" T  
> "B the projector has locked onto a" while 030 is also missing and should read . . .

410P "leave the game. Press any key" GET+1A0" \*  
POKE10,0:POKE10,0:POKE10,0:POKE10,0:POKE10,0:POKE10,0  
You'll also need . . .

060 T \* \* \* 20" \* Laser \* \* Scan-  
ner"

060 T \* 4Base " > T \* T \* T \* T \*  
key" GET+1A0" \*

100 Q - 10" E=3 THEN H =  
INT(RND\*(38+10000)/100)

The game should now run better, with a pause after the first sheet of instructions.

By the way, line 060 can be removed.

## ZX81 BLOCKADE

*Space Blockade* from January's issue got a bite at the end of the machine code loading program.

When you've finished typing the machine code as directed, the program will not end. To finish it, type in an N.

## UNBREAKABLE SPECTRUM BROKEN

I've had a couple of letters from people saying that the line area copyright message for the Spectrum which appeared in *Bug Hunter* didn't work.

The correct version should be  
POKE 1000, 1000:POKE 1000, 1000  
10

and you should now be able to add a non-removable line 0 to the top of your Spectrum Basic programs.

## AND FINALLY . . .

. . . for this month, an apology to Texas owners. The 3D Maze program in the Yearbook, although it works perfectly, will not run without an Extended Basic cartridge. Sorry for not making that clear.



Write to me at Bug Hunter,  
Computer and Video Games,  
Dunsmuir House, 8 Maxwell Hill,  
London, EC1R 5EJ. Or phone  
M0 34 01 278-3381.

to a graphic character, replace it with a capital G for Graphic.

When you're finished, save the listing on tape to be safe, and then RUN it. Obviously it won't work, you'll just get a load of Gs printed. So, break it with the Break key.

Now get into graphics mode by pressing escape shift R to get a T cursor. First, press HOME, then press the capital letters from A to Z in order. If any of those letters are used in the listing as graphics they'll be printed as graphic characters. Watch as they appear on the screen.

Then it's simply a matter of replacing all those Gs with the correct characters. For example if, in *Demolition*, a trebuchet

BY ROBERT SCHIFFRMAN

# So you want to be a BUG HUNTER?

Bug hunting is a dangerous business — you never know when Screaming Foul-Up is going to sneak up behind you with a heavy Error Message clutched in his claws. But if you think you are up to it, C&VG's resident Bug Hunter, Robert Schifreen, has come up with a few hints and tips which could help you become a trainee Bug Basher. And they could save you the cost of a phone call to our Bug line! However, if all else fails, then either drop me a line at the magazine or call me on 01-276 3881.

Occasionally, we have to admit, an error creeps into one of our listings. More often, we find that the person typing the listing has made a small typing error. Keep enough to dial next time you have problems with one of our games, try out some of the suggestions below before phoning Bug Hunter. If the computer prints an error message when you type `PRINT` it could be a very small typing error. Does mistaking a comma for a full stop could alter the way in which a program runs.

So next time the computer prints an error, look at your keyboard and print out one of those mode messages, check it with the list below. You never know, it could be just the solution.

## **SYNTAX ERROR**

This is the most common error message. It means that the program line is not recognised by the computer as being "RUN"-able. This may be because you have left out a character (eg a bracket), or used a word although not `INPUT` instead of `INPT`. Many syntax errors are quite hard to spot as they are small mistakes that cause a whole line to be rejected. Check especially the commas, colons and semi colons.

## **NEXT WITHOUT FOR**

A `FOR NEXT` loop is a special pair of a basic program. There must be a `FOR` statement, then part of the program and then a `NEXT` statement. If the program comes across a `NEXT` but has not been through the matching `FOR` then you'll get this error.

An odd an incorrect coding of the `FOR` and `NEXT` lines, it could be that you've used `AND` or `OR` for `AND` or `OR` for `AND`. This might make the program jump to a `NEXT` without going through the `FOR` first.

## **VARIABLE NOT FOUND**

On some computers, all variables are set to zero when you type `RUN`. On others, though, they are not given a value until you give them one. So if you set the value of `X` to 10 and then, further down the program, make a typing mistake and call it `Y`, you'll get this error unless `Y` also has a value. Both systems have advantages. If your program uses

a lot of variables, it's annoying to have to set them all to zero. It does cut down on typing errors, though.

## **RAM MODE**

This error is found on BBC micros and is similar to Out of Memory. It can mean that there is not enough memory for the selected mode. Each of the graphics modes on the BBC takes up a different amount of the computer's memory. This means that the size of the largest program which you can write depends on which graphics mode you use.

## **OUT OF MEMORY**

Quite self-explanatory, really. It means that you haven't got any memory left. This usually means that a program is too large to fit in the machine and that you've run out of RAM. However, there are some typing errors which will result in this error, especially `RAM` statements which are used to reconfigure memory by disk. If your `RAM` is too large then you'll find yourself getting out of memory.

The `VERBOSE` option gives a number in memory which tells it how much `RAM` it has left. If you change this number by putting lots of `VERBOSE`s then you'll see the impression that you have less (or even more) `RAM` left than you should have.





## RETURN WITHOUT GOSUB

Similar to **NEED WITHOUT FOR**, this is a pair of statements which must occur in order. If the computer reaches a **RETURN** but has not encountered a **GOSUB** on the way then you'll get this error.

## OUT OF DATA

This is one of the most common errors. In many Basic programs you'll find lines with the word **DATA** at the beginning. These contain numbers or letters which the program needs to be able to run, and are read into the program with a **READ** statement. Each time there is a **READ**, it will get the next item from the **DATA** line. But, if there is a **READ** but no more **DATA** left to be read, you'll get this error.

If this happens, check the **DATA** lines to make sure that they are typed correctly. Each item of **DATA** is separated by a comma so if you miss one of them, but you will change two **DATA** items into one. This means that although the **DATA** is all there, it will appear one short to the computer.

## CAN'T CONTINUE

When you interrupt a program with **BREAK** or **STOP**, you can usually restart it by typing **CONTINUE**, but there are some occasions where you can't do this. For example, if you alter the program in any way then the machine's memory will be reorganized to fit it in. Therefore all previous data is lost and you can't continue running the old program.

If you are going to type something before continuing, by passing the value of a variable, make sure that you type accurately as you can't continue after a **Syntax Error**.

## DIVISION BY ZERO

It makes it impossible to divide any number by zero. So if you try to do so in your program you'll get this error. It may be that you've typed the name of the variable wrongly. If your machine sets all variables to zero at the start and you type a variable name that has not been used in the program it will have a value of zero. If you then

try to divide by this variable, you'll get this error.

## TYPE MISMATCH

You have introduced two types of variables in the program line and they are of different types. String variables have a dollar sign after them while numeric ones do not. It may be that you're trying to store a letter or word in a numeric variable.

## BAD SUBSCRIPT

An array has been dimensioned with a **DIM** statement but you are trying to access a part of the array which does not exist. For example, the line **DIM A (100)** will give array **A** 100 elements. If you then try to **PRINT A(101)** you'll get **bad SUBSCRIPT**. (The number in the brackets is known as a subscript.) If you get this error, check any lines which deal with arrays, especially the **DIM** statements.

## REDIMENSIONED ARRAY

Once you have set up an array with a **DIM** statement, you cannot set it up again without clearing it first, or typing **REM** which does the same thing.

If you get this error when typing a program from a magazine then check especially for typing errors in **DIM** statements. Check all your **GOTO** and **GOSUB** statements as well, as a typing error may be making the program jump back to a **DIM**.

This error message may also be related to a **DO** error, which stands for Double Dimension. (No jokes about it working rounders, please.)

## ILLEGAL DIRECT

There are two ways to type in a Basic statement. Either with a line number as part of a program or without one, known as immediate mode.

These are commands, though, which can't be entered in immediate (or direct) mode but only as part of a

program. An example is the **INPUT** command. If you try typing a command in immediate mode which can only be used in a program then you'll get this error.

Try typing **INPUT A** on your computer and you'll see what I mean.

## STRING TOO LONG

The program is trying to create a string which is longer than Basic allows.

This is the problem on a Spectrum, as there is no limit to the length of a string. On other machines, though, strings usually have a limit of 255 characters. Trying to add characters on to the end of a string without clearing it first will then produce this error.

In standard Basic (but not on the Spectrum) the same goes for elements of string arrays. On the Spectrum you cannot have true string arrays.

## UNDEFINED LINE

A **GOTO** or **GOSUB** statement points to a line of the program which does not exist.

On some computers, the Spectrum for example, if a line does not exist, the program will jump to the next available line without producing an error.

## REDO FROM START

Not exactly an error

message, this, but it will happen if you try to enter a string from

the keyboard when the program is expecting a number.

If the program asks for a number and your input contains any characters apart from the numbers 0 to 9 you'll get this message.



# POINTING

## MORE FINDINGS FROM THE FAIR

Further to our report in the January issue on the dark things of the machinery at the computer fair, another chunk of printed provides puzzling details of Tom, Sue, Alice, Bill and Joe whose surnames, not necessarily in correct order, are Billina, Williams, North, Smith and Thomas. Each was attracted by a special feature of a machine — water-tight, 10 bit, coin power, teleprinter, makes tea etc.

The machine table is:

1. No form of liquid was mentioned in the advertising of Bill's computer, nor of the one bought by Billina.
2. The lady called Thomas bought her computer from stand 3. The other lady did not make her purchase from an adjacent stand.
3. Joe did not buy from an odd numbered stand. The water-tight computer was not on stand 2.
4. Mr North bought from an odd stand.
5. Alice's computer features its coin power. The teleprinter computer was displayed on stand 4 and the machine on stand 3 was not bought by Williams.
6. Sue's computer was not on the stand adjacent to the one run by Tom Smith. Can you give the full name of each buyer, the machine they bought and which of the stands 1 to 5 it was on?

## FALSE ARREST

At least in their latest job Shirley's gang slightly improved on their previous effort. Then they had looked their way through the window of Todd's Volvo before they read the notice fixed to the door which informed owners that Todd's had moved to the Fifth St.

This time the gang's driver did manage to squeeze into a driving computer along his, in going to his, window most of the main display. As the startled owner got wrenched, one of the gang examined the shelves and passed what he looked to another who loaded it into the back of the vehicle.

It was a pity, too, that they had pre-arranged the signal to leave by means of a flap on the van's roof, for when a collapsing flap hit the van the driver roared off — leaving his two companions staring in wild disbelief through the smashed frontage.

When invited later to visit their local police station and engage in banal, round the table discussions, the gang knew that they could not deny the witnesses but hoped, if they could combine the law as to who took which part, to throw some doubt in the minds of the jurors and so lessen their sentences.

	10	11	12	13	14	15	16	17	18	19	20
Water-tight											
Teleprinter											
10-bit											
Coin power											
Makes tea											
Stand	1	2	3	4	5						
						First name	Surname	Feature			
	1										
	2										
	3										
	4										
	5										

They had agreed that their partner had would tell the truth all the time and when questioned he made two true statements. One of the others told one truth and one lie and the third member told two lies.

- SMITH** I BROKE THE VAN  
**BASHIN** I BROKE THE VAN  
**SMITH** I CRASHED THE STUFF  
**CLASHIN** I BROKE THE VAN  
**CLOSHIN** I BROKE THE VAN  
**CLASHIN** I BROKE THE STUFF

The police weren't confused for long and, hopefully, you won't be either.

Can you put tell us what part each man played in the raid and which of them told the truth both times, which had both times and which was left honest?

The first six correct answers get of

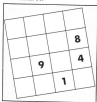
for Computer and Video Games Magazine. You will receive prizes that will keep you smiling even long after Trevor Thomas's mind-bending logic puzzles. Thanks to our friends at Videx Electronics, we've managed to get hold of six \$1750.

For they too put space itself from number solving. These witty logic puzzles are a combination of Mensur and Sudoku. But we're not saying one word about them — only because it'll reveal them able to beat the clock out.

Arrange our prize requests to us by March 1984 and you could be the proud owner of an \$1750. Send your answers to: Peter Rayer, Editor, Computer and Video Games, Dorset House, 3 West 40th St, London, WC1R 4SU.

# SPRING OF EIGHTYFOUR

In how many different ways are these future wealthy jumpers for M&S telling us that this is LEAPYEAR 84?



Can you complete this square so that every straight line of four numbers adds up to 30 and so make sure that 1984 is a magic year (there are, naturally, two ways to do it, the easy and the rather hard one)?



## GET YOUR TEETH INTO THIS ONE!

Introduced by the man himself... Terry Brad! Smile down here, fan and don't get excited — you never know what is close to your liver, or your onions! Today, a special edition of the dined-out Word To Word.

Each line is a clue to a word; these blank teeth could be false teeth, or Missie's teeth or Cassie's teeth or even Edward's teeth (you remember her, don't you?). One of the several choices which fit into your word may be the right one and that is entered into the picture class. The first line into the left-hand square, the last letter into the right-hand square and the remaining letters go in the spaces in between. Go that! Clue: if you choose the right words then an incredible surprise will appear — the first letters, reading downwards, will form a word as will the last letters. And

these two words are used by some kind of association in the English language — like CHEP and SICK. Explain, you'll learn the screen and reveal the first and last of our samples.

Blank water

Blank glasses

Old blank time

Blank for

Well done! Another, if you please...

Blank tea

Blank rubber

Toy blank

Car blank

Left blank

And now the blank, which has 17 last for words, I can tell you.

Blank hair

Blank freeze

Blank seat

Storm blank

Hold blank your blank!

## SOLUTIONS

Blank water: H2O  
Blank glasses: GLASS  
Old blank time: OLD TIME  
Blank for: FOR  
Well done! Another, if you please...: CHEP and SICK  
Blank tea: TEA  
Blank rubber: RUBBER  
Toy blank: TOY  
Car blank: CAR  
Left blank: LEFT  
And now the blank, which has 17 last for words, I can tell you:  
Blank hair: HAIR  
Blank freeze: FROZE  
Blank seat: SEAT  
Storm blank: STORM  
Hold blank your blank!: HOLD YOUR BREATH

BY TREVOR TRURAN



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## GOING THROUGH THE PILE

During the past month I have been playing my way through a pile of recently published Adventure games, and now find I run the risk of coasting unappetizingly among non-dinosaur universes!

But on this occasion, the anti-Spectrum lobby should hold their fire. The trouble is, there are so many Spectrum Adventure games around that the poor Spectrum owner deserves some extra help through a veritable minefield of software. And a minefield it is, for the Spectrum games I have played, with one exception, are so weak that if there was ever an Adventure equivalent of "The Worst of Hollywood," then many would feature.

Spectrum owners are, at the time of writing, unable to get themselves a bench-mark by playing a South Adams game, so it is only right that the worst as well as the best should be mentioned. Which leads to an interesting thought! Perhaps a new method of rating Adventure games could be points in a range of one to ten on the best scale. A universal measure of Adventure quality — "This game rates 3.25 Scotts!" — would, perhaps, speak for itself in that case, a number of Spectrum games listed here wouldn't merit more than a handful of Scotts between them!

## QUITE A SPECTRACLE!

Following closely to the heels of Valhalla, but from Doric and relatively unmythic, comes The Oracle's Cave, for Spectrum (after what Doric and Classic, somewhere this means the wrong name for the genre).

Since animated graphics are again the order of the day, comparison is inevitable. In Classic, the graphics are used in an entirely different way. Your little figure not only moves around, but the location "pans" with him, so there is no sharp cut-off of one picture to be replaced by another that movement is smooth and continuous.

Response is fast compared with Valhalla, making the game a pleasure to play. At the outset, you may choose one of four quests — obtaining a treasure

guarded by a mummy, contact, escape or flight. You must collect, in all, 40 units of treasure to complete the quest.

The game is played in real time, and the maximum playing time is one hour (500 happen moments). Each game starts off with a new sequence of games. Commands are entered as single letters, and the permissible options are displayed at all times. For example, if you type 't' for move, then your next options might be L, S, N, D, S, meaning left, right, up, down and secret passages.

Unfortunately, this very good game is let down by its lack of instructions to the user. The cassette tape gives some instructions, true, but they in no way make it clear exactly how to use and manipulate things, nor how to use or interpret the same map seen to the bottom right of the display. This can be easily overcome, of course — produce an instruction booklet quick, Doric!

The Oracle Cave is from Doric for 48k Spectrum, and costs a modest £2.95.

## CENTRE DUNGEON

The instructions of Middle Kingdom lead separately up to 30 feet, and are extremely complicated, occupying an incredible 11 screens. They are also written in an extremely bad style, with poor grammar and spelling. If you can remember them after the main program has replaced them in memory, you are

probably the type that can quote the complete works of Shakespeare.

The main part of the game is reminiscent of Dungeons and Dragons, but, being on the BBC, is much faster than the TRS-80 Nulvir Warlock, and delivered with colour and sound.

First you choose your character, weapons, and armour and then some wizard does some magic, doing battle with goblins and the like, using the special function keys to select the type of blow you wish to deal the enemy. Optional speed of messages and skill level is provided as well.

Not really my cup of tea, but a very good game of its type. Fit the above the instructions — why on earth couldn't they have been committed to paper? Perhaps the mis-spelling and poor grammar would put people off buying the game if seen in advance?

Middle Kingdom is from Pro Software for BBC priced £7.95.

## MULTIPLE DODGE

Arcade version Adventure is often a theme of readers' letters and, in Dodge City, the two are brought together.

First an arcade game must be played up to skill level 3. You ride across the desert collecting mail, pursued by bandits, avoiding cacti and incoming bullets. As you complete each alternate skill level, you are presented with a clue to the Adventure, and this culminates in the receipt of the past word to solve the Adventure's codes.

Then the Adventure itself starts, and you find yourself in Dodge City, about to face a murder charge, and all the evidence stacked up against you. You must choose (1) to make a break for it or (2) wait to arrest. You choose (1) and find yourself looking into the jaws of the Deputy Sheriff. You must decide (1) to raise your hands and surrender or (2) jump from the balcony....

On the game? Yes, it had a real multiple choice adventure. It has instant "wide-screen" graphics and a good sense of humour. It would probably make a good board game, and is certainly to be recommended for wiles seeking to beat off their Adventure prowess. Adventure leaves well alone. And the arcade game? (1) you like it or (2) you don't.

Looking for the treasure hidden in the Oracle's Cave? You may be rewarded by taking the correct path in the forest — L, N, M, N. If you go east first, then the odds drop the next and wait! Then only, and transport them themselves to find through the

**Y NON IS AS  
GOOD AS Y  
MINIM**

BY KEITH CAMPBELL

## TROUBLE IN TANDEM — TRS-80 v THE BEEB

Back in 1987 there appeared in the Madmax catalogue a machine-code Adventure for the TRS-80 called *The Golden Aster*. I particularly noticed the entry because it was next to one for my first Adventure, *Fantasy* (a more leisure effort written in Basic). In those distant days, mere 90s in terms of micro developments, the TRS-80 was THE machine for Adventure, and a really successful game was one written in machine code.

*Golden Aster* was the first of the *Myxobolus Adventure*, which was to prove to be the scariest home-grown Adventure series to that of *Secret Adams*. Three games are now available for a wide variety of micros (it is easier to list those for which there isn't a version), and led to the birth of Brian's company, Digital Fantasy. My own entry was the first of a short series of three, and led to — well, how do you think I got to writing this? So although a number of *Myxobolus Adventures* have been reviewed in these pages, I thought it about time to call in on the one that started it all.

In view of the special nature of a first-in-the-series game, I decided to depart from normal practice of reviewing one version, and play 'in stereo' as it were. That, Ruth, my

wife, coiled at the TRS-80, had a head-start by loading in from disk, whilst my BBC tape wound slowly through the cassette player.

The golden aster is the object which must be found to complete the game and, of course, there is no hint of such a device at the outset. The Adventure must solve a number of puzzles to get the whereabouts before he starts his search in earnest. Inevitably-looking objects can reveal some useful surprises when examined, and so care is needed not to overlook anything lying around. To a certain extent, that is the formula — search, find, use. But the use of things found requires some deductive reasoning, thereby resulting in a rewarding game.

However, the most fascinating aspects of *Golden Aster* came to light when comparing the two versions being played simultaneously. To start with, the BBC version follows more closely the Scott Adams-type tight screen, whilst the TRS-80 version had text in the lower half that did not occur, leaving the player without a reminder of his previous commands.

The vocabulary varied, and whereas Ruth could not 'do' anywhere, I, on the BBC, could do that easily. Of course, it is to be

expected that some descriptions would be altered, to suit the difference in screen-width, but what we found was a major difference in command vocabulary — a veritable *Highgate nightmare*! There was I with some much needed cast (no problem loading it!), and Ruth with dictionaries and a Thesaurus desperate for more synonyms, beginning to suspect there was no cat in her verbal! Meanwhile, there she was carrying absolute details of objects around, whilst I could only manage a mere list!

In the final analysis, we agreed that the plots were identical, but a step-by-step solution would vary from micro to micro. In converting his series to run on the BBC, I can well appreciate the author's awareness, in hindsight, of possible improvements to the logical command words and a tightening of the inventory limit to the practical minimum. But I must say the TRS-80 version scored in having more detailed descriptions than the BBC, where it mono-chromatic.

Overall, this was a fascinating exercise and revealed a game that can be highly misinterpreted. But I couldn't help wondering how the Spectrum version differs from the Atari version and the Commodore 64 version and . . .

Dodge City is from *Phoenix Software* for the Spectrum, priced £8.95.

### URBAN BORE

Another game for the Spectrum I would never borrow, let alone buy, is *Urban Bore* from Richard Shepherd Software.

The idea is good enough — quite original in fact. This must comprise the essence of Scarborough, a town so depressed that the unemployed queue up to queue up for a job.

The trouble is that the implementation runs the idea. The top of the screen displays a picture of each location, starting off in your house, and progressing generally east and around the enclosed town.

When you are outside a fish and chip shop, number CHEPPY our 2800P are recruited, and a fish, pickled and described, goes unrecognised likewise, I didn't bother with Arthur's bookshop.

There are plenty of locations and pictures, and if you are hypnotised by watching your Spectrum slowly fill in your screen with levels of colour, then you'll be in a heaven in no time, for there is a 'graphics-off' switch, and to move around takes exactly of ten seconds a go.

To cap it all, should you catch pneumonia out on the cold damp streets, an ambulance will take you to a hospital which turns out to be a prescription maze.

All this frustration caused me to type early words at the game, whereas I was whisked off to read an almanac or charge. Non-moving commands are answered fairly promptly, so I tried my hardest to get out, all to no avail. Unfortunately for them, I had lost faith in the game and decided to pause it no further.

*Urban Bore*, is from Richard Shepherd Software for the Spectrum, priced £8.95.

### A THING IS A THING IS A THING

The *Warlock of Firetop Mountain*, from the Puffin Personal Computer Collection, comes in a card sleeve, complete, as might be expected with a name like Puffin behind it, with a full-length paperback.

The package is billed as 'A fighting fantasy game with revolutionary animated graphics . . . AND the original best selling book.'

Well, forgive me for associating a fantasy game with Adventure, and for assuming there would be a connection between the book and the accompanying Spectrum cassette.

The book is best described as a 'multiple choice' Adventure, where, by use of a dice and selecting the next move from a choice of two or three, the player proceeds from paragraph to paragraph, moving on to the paragraph indicated by his selection. This means constant and rapid page-turning, as there are 400 numbered paragraphs, and the result can perhaps be described as an Adventure story read in random order.

Not so the software, which, not unexpectedly, I anticipated would be a computerised version of the book. It is not. The game is almost identical to *Mail of the Village* from Crystal Computers.

Guess who wrote the program? Messrs Motorhead and Beath of Crystal Computers. Puffin! What a coincidence! And you bought both? Ever been had?

*Warlock of Firetop Mountain* for the Spectrum from Puffin at £5.95.



## REAL TIME WIZARD

One of the better games in the job was *Days of the Wizard* which leads on a Dragon 50.

This adventure is played in real time with a choice of three skill levels. Sounds like an arcade game, doesn't it? Well, this one is definitely a text adventure! The skill level determines the difficulty in finding treasures, the ease of killing adversaries, and the acrobatic of special fancy tricks. It is advisable to start at level one to get a feel for the game before progressing and, at this level, it is estimated the game will take between two to six hours to complete.

The screens play give a list of verbs, characters, weapons and observations, the latter including a command to pass the play.

At the top of the screen is displayed the time, physical status of the player and creature, and current score. The command screen beneath and has a few responses.

This adventure network is potentially vast, but unfortunately I found the maze

likely to be fairly limited, and got the impression that most locations were developed from a random list of descriptions and exits.

Not a bad game though, one that is worth persevering with, and coming back to.

First of the Wizard is from Microdial for Dragon 32 priced £5.95.

## DEFINITELY NOT SCOTT!

EDITOR — believe it or not, spelling is as hard

in the real world:

The walls are elaborately decorated.

Exercise walls — You can't.

In the real world:

There is a bed in one corner with a dirty mattress and a simple pillow.

Go down — you can't.

Sleep — you can't.

Examine pillow — You can't.

Lift pillow — OK.

Should you now LOOK you will see a small boy.

In the stable:

A saddle hangs on the wall. Examine saddle — You can't. Get saddle — It isn't here.

In the Army Office:

There is an open filing cabinet.

Open cabinet — There isn't one!

You've heard from Adams games will soon be available for the Spectrum, haven't you? Well this isn't one of them! Described as a graphical adventure, all outdoor locations are displayed on part of a map — every relocation will cause all the necessary descriptions and exits are provided in the text anyway.

*Ghost Town* is written by a busy hoper with no dictionary, John Peatford. How Virgin Games have the nerve to give such trivia the name of a great, I cannot understand. Perhaps they don't even know there is already a *Ghost Town*? They should stick to producing records, and leave Adventures to those with some knowledge. Or could it be they are hoping to confuse Spectrum owners?

*Ghost Town* from Virgin Games for 48k Spectrum, a rip-off even at £9.95.

## HELPLINE

Simon Marsh drops me a reassuring line every now and again, and has come up with the theory that adventure players are the best computer users — brief, friendly, and always helpful!

James Sibby has written from Bournemouth offering to help with comic tips, and specifically writes to help Boris Field, stuck in *Castle of Middles*. His tips, and those from Gordon Stenon of Glasgow, are printed opposite here.

Dragon owner Mark Terry of Stoke-on-Trent offers help for W. Peasley in Jerusalem, but has come across an unexpected problem himself. He has all the treasures and has got through the gates, but nothing happens! Please!

I try to keep abreast of new Adventures, yet almost every month I get a desperate plea or two about a game that I have not heard of. *Blade of Blackpool* is one

example, so can anyone help it. Guy from Rugeley who wants to know if he can get past the landmine or monster, or nearer to the traps that emit an eerie light? Ken and Linda Thompson up in Chatterfield, on the other hand, are stuck with the conjurers' plot, can't lift the jewel of Salimian and are lost in the quicksand! To make matters worse, they wandered into *Wizard and Princess*, and are stuck in a room with a trapped fool!

Labyrinth of La Esche is troubling Mark Chaffey in Teubridge Wells, for he can't get through the passage past the waterfall.

Remember Stephen Bonington and the *Ghost Town* horse? His claim to completing *Stronger Odyssey* in six days led Brian Peabury to ask "Is he a hyper-intelligent Saco-thinking mega-being from a distant planet?" Poor Brian has been eaten by a slime tree,

been spanked by a black hole, and decided that the dice-roll board must be a Saco decoder, so he won't read the *Scanlon Grandy*! All looking for a score of zero! Well, you're lucky Brian — you don't make any mention of a mythical warrior!

It only seems a few weeks ago that I was introducing you to Simon Clark, who has been helping me with your problems since last September, and was a major contributor to January's *Book of Adventure* supplement. Well, sadly we must now say goodbye to Simon, who is leaving to start up his own software company, Adventure Zone Ltd. Thanks for all your help, Simon, and the best of luck in your new venture!

Meanwhile, if you have a helpful hint or a persistent problem, write to me at *Adventure Helpline*, Century 4 Video Games, Dorset House, 4 Bedford Row, London EC1P 4LR.

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I can hear music — *silence*, *seize music!* Don't worry, we're not about to unleash Pop Hunter's musical talents on the world. Not yet anyway! Next month we're running a special series of music synthesizer programs for the top machines — including the Spectrum and BBC. We're going to ask you to use these programs to write us a tune and enter it in our great music contest.

We've asked Vince Clark of Games and The Assembly to judge your tunes and pick the winners for us. The last prize will be very expensive and very exciting, but you'll have to buy the next issue of *Computer and Video Games* to find out just what it's going to be.

Keeping up the music theme we're going to post a wonderful "sound to sight" program open for many popular machines. This will enable you to listen to your favourite records while watching a wonderful light show on your TV.

We will also take a look at some of the professional music synthesizer programs available in our Reviews section.

While we're on the subject, we will

be asking Vince Clark just how he uses computers to make music in a special star interview. Meanwhile, over in the United States of America ... the great Consumer Electronics Show has just finished and *Computer and Video Games* was there to bring you all the hot news from the other side of the Atlantic. If you want to know about the latest games, new computers and even Robots, pick up our April issue.

Plus, finally, the winners of our Golden Joystick Awards — a report and picture of our grand presentation dinner in London last month.

There will be all your favourites too — plus some of the best games, language award for almost every month under the sun. So don't forget to rush around to your newspaper and ask for your copy of *Computer and Video Games*.

## STAR-CROSSED BOOK OF GAMES

Who's were the stars then? The competition stars in the Book of Games.

We have to give up — we simply missed them out! Well, it was Chasin that rules we put the Book of Games together after all. Perhaps we all had our moments too many times ago.

Anyway, don't despair, the competition is still open — even if you don't know what games it applies to!

If you get a top score on one of the games, simply fill in the coupon (you'll find on the Book of Games recent page) and mail it to us to remember the coupon — not to cut and send it to *Computer and Video Games*, Book of Games, H-SCORE Contest, Current House, 4 North Hill, London, EC1R 3SE.

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Anyway, because of the lurch, we've moved the closing date which is now March 1985. So don't delay — enter today!

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Rises OK.



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# 'UGH BUG ZAP, ZAP, QUAK! ZAP QUAK!'



**SOFTER  
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"UGH, BUG, ZAP, ZAP, QUAK!"... Now, for the first time since late last week, you too can learn this amazing new phrase which is guaranteed to get you the very best new software around. "Ugh" has been rated the best-ear game for the Dragon 32 and is now selling like hot pharmaceutical eggs for the CSM 64. "Bug Squad" for the CSM 64 will leave you a little less sane after defending your garden from a host of loopy bugs, a magnetic magnet, a mutant lawn-mower and bottles of "Essence of Spinach". Regain very little of your sanity as you zap away with "Zoids", our latest best-selling shoot-em-up game for the CSM 64. And finally get yourself looked away for playing "Quak Attack" which may or may not come complete with a nice padded jacket. Fly your turkey as you do battle with your laser lance against the Looms of Latvia on either menacing white ducks... And if you own a Spectrum, you'll be amazed at "Starblitz", our astounding new "Truly Arcade Perfect" game for your machine which puts all similar games to shame....

Ugh is £6.95 for the Dragon 32, £7.95 for the CSM 64.  
Zoids, Bug Squad and Quak Attack are just £7.95 each (CSM 64)  
and Starblitz is only £6.95 (Spectrum).

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