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CATALOGUE

News & Reviews

GAMES NEWS 29

The Games, the wonderful games characters created by Raymond Briggs, comes to the screen of your joystick in a computer version of the book. It also contains the action in Microsoft when the stars in training for the Olympics in Olympic-mania!

REVIEWS 28

Game of the Month this issue is a new IBM number for the Commodore 64 called Egg-a-Ron. We also look at Doodnasty Castle, a graphic adventure for the Spectrum and China Menor — a version of one of our readers' joystick artists — for the 64.

ARCADE ACTION 26

Handcuff in the middle of space isn't the greatest place to work — but what there is an arcade where it's worth a visit! Also, get in time for the Olympics with Frayz and Fink, a great new sports simulation.

Listings



Sounds good

This issue *CS:G* takes a step sideways and into the world of musical notes. We've persuaded Vince Clarke, co of Depeche Mode and of Yazoo and now masterminding *The Assembly*, to judge a very special competition based on the music programs you'll find inside this issue. We've also persuaded our friends at Yamaha — the manufacturers of some of the world's most sophisticated keyboards — to provide some terrific prizes for our winners. You'll find out all the details on page 49. We've also come up with some silly little programs on page 58 to turn your boot room into a light show! And we also, finally, announce the winner of our fourth Empire spin-Ready!

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Travel through space on a quest for a stolen crystal. Features some hidden treasures in the heart of a forbidden planet. Pilot your Commodore 64 through the galaxy on a quest for lost treasures.

HUNCHBACK 62

The bell! The bell! The bells are ringing for Texas warriors with a thing for old horror stories. Help the hunchback of Notre Dame rescue his true love!



That arcade motor racing classic comes to your Spectrum with spectacular 3D-style graphics and great sound. Will you be first to the chequered flag?

MINIFIELD 66

You are the lone survivor of a tank squadron facing the massed forces of the enemy! Can you fight them off with your armoured We-20?

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Another chance to meet that foul-mouthed designer of the arcade — this time for Dragon owners. Help Q*bert survive the perils of the much-misused pyramid!



BARRICADE 161

You are miles from home and your jet is rapidly running out of fuel over the ocean. The look, there's a ship with a bar door that opens for landing oil! Will you be able to land your Harrier safely on the ship?

WALK THE PLANK 186

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Editor: Ian Hewart. Assistant editor: David Lewis. Editorial assistant: Gary Elliott. Studio services: Robert Williams (0187) 333. Art: John and Frances Hemmings (Leeds). Design: Bob Miller (Leeds). Illustrations: Peter Dinkley (0434). Advertisement manager: Ian Tomlin. Assistant advertisement manager: Len Hinchley. Advertisement enquiries: David Hemmings. Distribution: David Hemmings. Advertisement enquiries: Robert Fox. Publications address: The Computer Shop, 112, London Road, London EC1A 3BB. Telephone: 01-474 6188. Telex: 474776. Fax: 01-474 6189. Subscriptions: 01-474 6190.

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CHEAP DEAL FOR 64 . . .

Dear Sir,
I would like to point out that in your December issue you stated that a Commodore 64 cost around £280 with cassette recorder. I recently purchased the C64 in the £200 with manual — Introduction to Basic, Part 1 — cartridge game — Backs to the Nine — leads and cassette recorder. Perhaps other readers have come across this bargain?

Could you please advise me on buying a Scramble for the C64. Also is there a Game for the C64? Martin Cooney, R. Tate, Bristol.

Editor's reply: There is a Scramble-type game for the 64, Martin. It's called Super Scramble and it comes from Terminal Software of Massachusetts. You could also have a look at Falcon Patrol from Virgin. There's not a Game for the 64 as yet.

TRY PLAYING ADVENTURES!

Dear Sir,
Having just read your January Mailbag, I really disagree with Mr Goodwin. If he thinks that all the Spectrum games are just "childish rags" then he is totally wrong.

He only has to look at one Spectrum game and see what the average standard is. The game I have in mind is The Hobbit — a superb game which I think will be "boring" enough, if this is not good enough, then he can try "Oxy" Chess or many of the other Adventure games on offer.

I would see that David Goodwin, who also wrote in the January issue, saying the Atari software does not make use of its sound, is wrong.

Most owners may pay the more but they get what they pay for — the best sound and graphics, better than any other means for its price.

There is a cassette of Donkey Kong for the Atari! Would it be cheaper than the cartridge version? J. Sheehan, Chichester, London.

Editor's reply: Even though it is more expensive, check out the official version of Donkey Kong from Atari. It is by far the best we've seen. You should see don't know of a cassette Kong.

LOOKING FOR GOOD GAMES

Dear Sir,
Please could you give me advice on which Donkey Kong cassette is the best (try for the 48K Spectrum)? Also I would like to know if there is a Golf arcade-like game for the Spectrum. I have been looking for ages but I have not had any luck. Finally, which Asteroids is the best buy? Damon Byrne, Aylesford, Dorset.

Editor's reply: In answer to your questions, Damon, I would advise you to go to your nearest store where a good selection of games are available to view and have a look at Ocean's Donkey Kong. As far as I am aware at the present time, Golf isn't available for the Spectrum and finally, try Asteroids from Hasbro.

DEFINING GRAPHICS

Dear Sir,
I buy your magazine every month and I am very pleased with your Vic-20 feature, but I have one problem which I hope you can solve. Nobody I

know can advise it and neither can the reference guide which I have purchased. The problem is to do with programmable graphics.

I know how to make the characters using DATA statements, but I do not know how to use these characters within a program or how to call them up to print them within a program.

I understand how to use the user defined function on the Spectrum which is much easier, but I would like to be able to understand how to use this capability on my Vic-20. Brian Page, Norwich, Norfolk.

Editor's reply: In answer to your problem, Kevin, here is a short program to include user defined graphics in your programs:
10 POKE 90,20
20 DATA (Your character's DATA statement)
30 DATA 999
40 RESTORE
50 I=0
60 READ A: IF A=999
7000 G0
30 POKE 90,A
3140 GOTO 1-140000 60
50 POKE 26898,250.

You can write the rest of your program with this either at the start as a sub-routine, or wherever you need it. The user defined graphics start at the 90 graphics and continue A,B,C, etc.

FORGOTTEN APPLES?

Dear Sir,
You seem to have stopped the games reviews for the Apple computers, which may be an expensive computer, but there do seem to be lots of Apple owners who cannot get any information about games available and when they are released.

If possible, could you bring back news of software on the

Apple II, II+ and III? Though you may think Apples are very expensive, I got mine for around £200 while the normal retail price is £300. £100.

I find your magazine interesting and well written. Keep up the good work! Stuart Lee, Mid-Glasgow, Wales.

Editor's reply: We will try to bring you news of Apple games. In fact you'll soon be seeing some Apple adventures reviewed in the magazine. Don't despair, we haven't forgotten your favourite micro.

THE TROUBLE WITH VIC . . .

Dear Sir,
I bought my own a Vic-20 for Christmas only to find that the tape did not run and the computer was found to be faulty. The machine was exchanged. With the second computer, he found that it could not hold a program, so this was again returned. The third time the cassette gave in after a couple of days. Finally he decided that he would have a different make.

The one he chose was a Good MS with a 128K memory which has not given any trouble and the makers, C.C.S., have been very helpful, even giving a telephone number for calling if he has any kind of problem.

Have any of your readers had problems with the Vic-20? I would also like to know if you intend to publish programs for the Good. A.J. Harper, Pottland, Shropshire.

Editor's reply: Sorry to hear you've had so many problems with your Vic. We'll be printing programs for the Good as soon as we get some. Mr Harper.



BE THE WAR LORD

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MAILBAG



ANNOYED ATARI FAN

Dear Sir,
I was compelled, nay forced, to get pen to paper after reading David Gardner's letter concerning Atari aimed. I read with total astonishment that the Commodore 64 (pumped up 'Vic-30 perhaps) has vastly superior sound to the magnificent Atari 800. After banging my head against the wall several times, I read it again. Yep! That's what it says! Has this man had his head buried in the ground for the last few years or is he just dead?

Perhaps the night is later to the sound on Proppie or Sherm or Necromancer or ... well the list is endless! I think he may have looked it by listening to Chappie which I concede is absolutely terrible although gustafically quite good.

No computer can compete with the 800's sound capability, with the exception of the new XL range. Also be aware that the games for the 64 can be made as good as the Atari's. Well, isn't it about time. After all these years the 800 has been on the market. It's only now that rival firms are coming anywhere close to being graphically as good — although not better.

No computers if 800 or 808 means are blessed — of course we act! Who wouldn't be when they have a machine which is so vastly superior in every department game-wise — to say other words means monopoly on the market. Maybe Mr Gardner should stick to the old pump-pung games and leave home movies well alone!
Clay Campbell,
Preston,
Lancs.

STONKERS IS POSSIBLE!

Dear Sir,
On reading your review on Stokers, I decided to write and give my findings.
After playing the easy game twice, I defused it with quite a few units to spare. Then straight after this I

defused the computer on the difficult game. I have since beaten the difficult game having still had four tanks, three artillery, three infantry and all supply units left. I thought that, as the review on Stokers said it was very difficult, I would send in my best so far.

If other readers find the game as easy as I do, then obviously the reviewer has made an error, but perhaps Stokers is my kind of game. I will have to try other strategy games and find out if I can do these just as easily.
D Winkler
Mansel
Mansel



MICRO GAMES MINDLESS?

Dear Sir,
After reading Mike Chandler's letter (Dec. 1984 issue), I persuaded me to write to your magazine about the mindless use of computers.

The main problem, I think, is that the great sale of computers is being run inside. What started out as an educational project with games as a sideline to keep one's mind stimulated has been completely reversed, with games just being sold, with computers according to how well they can play games.

I myself have used three types of computers, including the Spectrum, making my own programs to suit my own needs, whether it is a program to test French

vocabulary (possibly even on a ZX81) or to make exam notes or file record collections. I have also made my own games (bricks and adventure) and have only bought specialty games like ZX Chess, which I have never regretted buying.

It is a sad state of affairs when one sees computers being bought as expensive toys. I'm sure that without those programmers who are dedicated enough to make games for other people, this will follow the same course as the abandoned crane.
Calvin Austin
Ollington

Dear Editor's reply: Here at CBWC we realize that, although at first people may simply buy a mine to play games with, they soon get interested in their machine's other functions — like making exam notes or filing systems. In any event it's up to the individual what they want to get out of their mine, isn't it?

MAKE YOUR BBC BLEEP!

When the following program is run, it will enable the BBC to respond to a key being pressed with a Bleep.

```
10 code# = 836
20 FN = code#
30 *MOON = code# MOD 256
40 *MOON = code# DIV 256
50 I
60 LNA 1840
70 BE AFTER
80 RTS
90 I
```

To switch the bleep on/off use *FE 143/153 respectively.

If you have version 1.8 OS, then you will be able to vary the type of bleep you get using the following FX calls:
*FX 11.2 where X is the channel number.
*FX 21.2 where X is an arduino number (0-10) in steps of 4.
*FX 31.2 where X is the pitch (0-20).
*FX 41.2 where X is the duration (0-255).
Answer: AJ and Gary
Stonkers,
Birmingham

MINERS JUST CAN'T WIN!

Dear Sir,
In your February issue, I read with interest your article on Miner Willy. As I read on, your article said the Software Publishers would be announcing a super prize to the first person to complete all levels of this game, but that is not true! I cleared all 30 levels and with great haste I phoned Software Projects, but I was told the prize was for Jet Set Willy on the Spectrum.

Please publish the letter as I'm sure it would avoid confusion for other 64 owners.

Stephen Tishman
Rusy Part
Dyfed

VIDEO GAMING HALL OF FAME?

Dear Sir,
I have been a regular reader of your magazine since it started, but over the last few months there seems to be more computer articles and less video game reports. This is excellent if you have a computer.

I feel not enough space is given to new releases (where are the reviews for Lucky Bag, Space Panic, Cosmos, Averages etc)?

I think the Jevistic Jury is a good idea, but the jury is very narrow and I think the marking system should be improved.

It'd also like to see a Hall of Fame and Charts for Atari, Intellivision, Coleco/Viscon and Vectrex machines.
Frank Peate,
Dunblair,
Scotland

OK Frank, point taken. A Hall of Fame for Videogaming is a great idea and one we may well take up. I can't make any promises for the toughness of Jevistic Jury though — with game cartridges retailing at around £30 each, the jury like to be absolutely certain before advising readers to part with their hard-earned cash.

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Actual picture of screen on
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Your mission is to penetrate the enemy scramble system and destroy their headquarters. You will start with three of our latest spacelighters equipped with repeating cannon and twin bomb launcher. If you succeed in evading the elaborate ground defences, you will arrive at the Cave where flying becomes more difficult. In the cave are UFOs, after which you must avoid a hail of meteorites. Very few pilots succeed this far, but if you do, then you must enter the Fortress, followed by the Maze. If you manage to destroy Enemy Headquarters, then your reward will be a more difficult mission! One or two player game, Machine Language, High Speed, Arcade Action. Full colour graphics with sound, Keyboard or Joystick control.

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MICRODEAL 1984

CALISTO'S £5,000 WINNER!



Seventeen-year-old David Thomas is £5,000 richer and also looking forward to a career as a full-time computer games writer with Adventure International as a result of entering one of our competitions.

Birmingham-based Calisto Software challenged C&VG's readers in our June 88 edition to write a game good enough to sell commercially.

David immediately sat down at his Atari 800 and, after many hours banging his keyboard, gave birth to *Wadout* — a simple but, strangely (type, shoot) cranked up with truly stunning graphics.

Calisto were so impressed with the game that they have now marketed it

commercially and are about to release a Commodore 64 version of the game.

The £5,000 cheque supplied by Calisto's managing director, Mike Woodruffe, was presented to David at the Golden Jerrich awards in London last month by disc jockey — Dave Life Tyson.

David intends to spend a large part of his winnings on computer equipment to enable him to write more games.

Writing games looks like becoming quite an important part of David's life as, since the competition, he has been offered a full-time job by Adventure International.

Adventure International's boss, Scott Adams, has invited David over to the company's Florida head office in America to sign a contract and take a course in adventure writing techniques under the guidance of the grand master himself.

Which all goes to show — the biggest and best prizes are always in C&VG!



CALLING ALL THOSE CARTOONISTS

We regularly receive carefully drawn funnies from the pens of would-be cartoonists — the walls of the Computer and Video Games office are adorned with examples of their work. But as the magazine doesn't have a regular spot to do with them! Until now! That is.

We've decided to let you run riot over our pages — and you could win a prize too! Just send us a cartoon about computers or video games — make it as original as possible please — and you could even be the proud owner of 500 sets of prizes.

There are six prizes — two for each age group. The categories are: Under 15, Under 16, Over 16. Don't forget to include your name, address and age on any entries you send us. Write them on the back of each cartoon you send us.

Remember you can pick any theme you like, but keep away from things we've already seen in other magazines and newspapers!

Send your entries to: Cartoon Contest, Computer and Video Games, Dartmoor House, 6 Herbal Hill, London, EC3R 9EL. Closing date for the competition is April 1989 — so get your pencils sharpened and start work now!

CALLING ALL DRAGONS!

Well this month we've decided to Leggit over to Wales where it's a well known fact that fire-breathing Dragons reign supreme.

We've got 200 Leggit tapes for the Dragon 88 to give away free, courtesy of Imagine Software. So get your trigger finger into training and prepare to fight for your life, bit by bit, past those fiery creatures to your nearest post office.

Send us your response, marked Dragon Leggit, to: Computer & Video Games, 6 Herbal Hill, London EC3R 9EL.

Name

Address

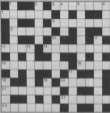
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CROSSWORD

This is the first in a series of brand new C&VG crosswords. The first three correct answers out of the C&VG memory list will get an amazing "The Champ" t-shirt. Just send your completed crossword to: Computer and Video Games, Crossword, Dartmoor House, 6 Herbal Hill, London EC3R 9EL.



Clues — Across

- Computer game for a little green happen... (7)
- ... and one that's all-consuming (6)
- Occupies enemy territory (7)
- Score a program (6)
- Heavily body (4)
- It translates a high-level language into machine code (8)
- Mmm... wine here? (ones) (5)
- T76 (4)
- Out of tune, like the MS8067 (5)
- Dictionary (7)
- Amusement area for video games (5)
- Strotes (7)

Clues — Down

- Tapes (8)
- Wine at Chess (5)
- It might give magical powers to the wizard (4)
- Computer displays (8)
- Chance takes (4)
- Computer recording (5)
- Myriad game (6)
- The study of automation (8)
- Map (4)
- Team group (4)
- Morse, for example (4)

THE CHALLENGE IS WITHIN YOUR GRASP



Compatible with Most Commodore Spectrum

With the vast range of games now available for home computers each holds a different challenge. Now there are three Kempston Pro Joysticks in the Competition Range that will exceed in your skill and improve your playing capabilities. Your movements will become quicker, with target posed over the fire button of the joystick, your score will be out of the world. Playing will be as fluid, smooth as you've ever known, as the challenge your computer presents them you shouldn't be without a Kempston Competition Pro Joystick.

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 - Conway's Wizard (see below)
 - Conway's Wizard (see below)
CONVERSION TAPES II
 - Conway's Wizard (see below)
 - Conway's Wizard (see below)
CONVERSION TAPES III
 - Conway's Wizard (see below)
 - Conway's Wizard (see below)

TRADE ENQUIRIES WELCOME
 Most items are available from W H Smith, Book Spectrum Computer Centre and good computing shops or direct from

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THE SUN SETS ON THE SEVENTH EMPIRE

Well, it's finally over. The last turn of the Seventh Empire has been run, and a worthy winner has been crowned.

And if your player number was 1201 then congratulations! You've won yourself a winning new ColossalVision games centre, currently the best value in the States.

But before you frantically search for that crumpled piece of paper with that magic number on... don't! Unless, that is, you happen to live in Sandringham Close, Henley, look and be called J. White.

You do? Great. Well done!

But not in case you're not Mr. White, then here's how the game went.

The score, as above, was obtained by J. White, player number 1201. His overall total for all six turns of the game stands at a massive 11,311 — well worth a Coloss.

So next, and yet so far, was runner-up player number 1191. This code belongs to Bob Wade from Brighton. With his overall score of 10,009 I'm sure that we can find a suitable consolation prize for Bob. How 'bout a T-shirt?

The remainder of the Seventh Empire hall of fame looks like this, running down from positions 3 to 10:

4. Capaldi, Tynemouth, Tyne and Wear — third with 7,626; David Spaight, Carlisle, Blackpool — fourth with 7,133, fifth was J. Woodhall at Woodford, Essex with 5,086; sixth was P. Tang of Leigh Park, Hoveast, Hants with 5,056; seventh was W. Male of Woodstock, Shaftesbury with 5,015; W. Wood from Chorley, Lancs was eighth with 5,013; S. Anderson of Compton, Bedford was ninth with a score of 5,628 and finally, P. Walker of Woodford Green, Essex was tenth with 5,628 points.

If you do still have any queries, please drop me a line and I'll do my best to answer them. (Write in the Seventh Empire or the address on the Big Hunter page.)

Joe the Lion

Once upon a time there were hundreds of software companies selling lots of exciting games to computer gamers all over the country. Then, suddenly, an evil force came along and whisked all the peer title software companies off to an enchanted land where they all got jumbled up and lost their powers to create all that fun and frivolity for the poor micro owners.

Then one day a saviour appeared on the horizon in the shape of Joe the Lion! He discovered a magic book which contained the curse which kept all the software houses in the power of the evil forces.

All he needed to do was unravel the mixed-up names of the software houses from the mysterious story.

But poor old Joe needs your help. Can you find the names of the unfortunate software companies hidden in the following story?

Joe the Lion has £1,000 of software on offer for Gric, Spectrum and BBC owners who manage to crack the riddle.

"EARLY one summer morning Binbo nibble and his Australian friend, Broce, were lounging at the soft, silver sandstone near a lagoon in Aberneth, Wales. On one side of them was the ocean, on the other gleaming the crystal, on the other single bottle of level grass.

Binbo was doing his English homework when he was interrupted by Broce's daydreaming 'DMPDQCF OXREJLQFMSOONRQK ...

'You imagine,' said Broce, 'this,' said Binbo. 'I'm trying to learn my alphabet so I can be superior to the rest of the class.'

'You'll never read with this. He says he finds English addictive and he's only naive. It's his ultimate ambition to teach these naive automata.'

'He told me his fantasy was to lead a lame quest to the Arctic. He'd probably shiver to death. What an elephant!'

'That reminds me,' said Broce, day dreaming again. 'We used to eat elephant when we lived in Australia. Back at my Melbourne house... or was it salamander?'

There was a long pause. Broce shuddered while Binbo watched forward the displayed and his dog, Rombo, heard the sleep in the distance.

Presently Binbo stirred: 'Have you heard that now second by David Dorell?' Broce sighed. 'I never know why you seem generation fill your heads with such rubbish. I can't stand the game. When I was your age, all I worried about was my exam.'

'Gee!' shouted Binbo. 'You got a bag

byte!' Broce jumped up and turned to his pet dog, Lorette. 'Quick, Broce!' he shouted excitedly. 'Get a dinner!'

'It's no good, Broce roared. 'The dinner's away for two weeks. Only Mr Micro could help and he lives miles away.'

'I know,' Broce beamed. 'I've got my healing powers.' Broce turned his pet on and all was soon well. 'There!' Binbo relished. 'How we can get on with the game...'

Well, can you discover how many software companies are hidden in this mysterious story? All you have to do is write down as many names as you can find on a piece of paper, attach it to the entry form below and send it to Computer and Video Games Joe the Lion contest, Games House, 8 Herbal Hill, London EC1R 5EL. Please remember to tell us what micro you own and fill in how many names you have discovered.

How for the prizes! The first 50 Spectrum owners with the correct number of names will receive a copy of Joe the Lion's latest game for their machine, called Binbo. This is an exciting maze chase game. The first 50 BBC owners with the correct answer will get a copy of Challenger, a cross between Scramble and Defender. For Gric owners who solve the riddle, there are 50 copies of Joe the Lion's Last game, a 3D arcade-style challenge.

Remember, the first 50 out of the CBVD memory bin on the closing date of the contest, which is April 15th by the way, will win a prize — so get cracking!

JOE THE LION £1,000 SOFTWARE CONTEST

Name

Address

Micro you own: Spectrum/BBC/Gric

Number of software company names hidden in our story (Remember to write out the names you've found on a separate sheet of paper and attach it to this coupon.)

CROSSWORD

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
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SOLUTION

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Please send me the following items:

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£1.50 worth, send it separately and include address above that fill the order in last box.

102

Quo Vadis?



WHO IS NUMBER ONE?

How many times have you seen the phrases "smash hit" or "number one best selling game" in the advertising blurb for various games. If the claims made by the manufacturers were true then just about every game ever launched has been a hit at some stage in its career.

It's not that the software houses are deliberately willing not to be dishonest. It's just that there exist about a dozen criteria published by various magazines, chain stores, and software distributors which all have an underlying thing in common — they all regularly show widely conflicting results. Not just different placings of games — but sometimes there are totally different

titles in the different top fives.

Perhaps the worst case of spurious charts was in a major weekly music paper which two months ago had the game Jet set fifth in its number twelve spot several weeks before the programmer had even finished writing it.

The reason that these charts have become an industry joke is simple.

None of the charts currently available are compiled by a top market research company. Until now that is. From our next issue we will be presenting a Top

Thirty compiled by NOP Market Research which will be the most accurate software chart in the country.

A mark of the confidence felt in CB&D's Top Thirty is the fact that the Daily Mirror — co-sponsor of the chart — is to make it the heart of a brand new computer column.

This first properly compiled computer games top thirty marks the coming of age of the games business and is further evidence that our hobby is becoming ever more like the retail industry.

If you watched BBC's Saturday Superstore on March 20, you will have already seen a Top

Ten poster for these charts — and read about our brand new top thirty in the Daily Mirror. So you see a lot of people are taking the CB&D/Daily Mirror software charts very seriously!

The first Top Thirty poster will be printed in the Daily Mirror on March 19th — and then the chart will appear in the Daily Mirror every fortnight. CB&D will also print the chart each month.

You should be able to find a big poster-sized chart in your local computer shop too.

So the next time one of your friends mentions a game that is doing well in the charts ask him which chart?

If it's not the CB&D/Daily Mirror Top Thirty, it doesn't count.

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COUNTDOWN - It's a classic cartoon character who lives in a house made of bricks. Now he's here to help you solve the puzzle of the missing bricks. You'll have to find the missing bricks and put them back in place. **COUNTDOWN**... **1299**

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G·A·M·E·S N·E·W·S

SORRY END TO SYNAPSE SQUABBLE

SYNAPSE

A transatlantic legal wrangle may rob British Commodore 64 owners of the chance to buy some of the best games software the Americans have to offer.

Synapse software — as many Atari owners will testify — has one of the best ranges of games of any software house in the world. Recently Commodore, a British company, have begun to import Synapse's versions of arcade games like *Zaxxon*, *Ikasus* and *Proyer* for the C64 and Atari computers. Obviously these games are in great demand but alas, because of a legal eye for the tail name, the company's entire stock of software has been shipped back to the States.

The trouble began over six months ago when an English company called Synapse U.K. objected to the American firm using the name in this country. Synapse U.K., a small software house producing custom-designed business programs, signed business programs, signed business programs, signed business programs and demanded that the name be removed from all the games packaging and advertising.

Commodore covered the offending words on the packaging with sticky labels and thought the matter was settled. But the company continued to accuse Synapse U.S. of infringement and issued a writ forcing them to remove all mention of Synapse from the boxes, instruction booklets and the programs themselves. The costs of reprinting and changing to the programs were so large that the British company were offered a substantial sum of money to settle the dispute, but sadly they would not budge from their position.

So Synapse have reluctantly removed their games from the British market for the foreseeable future at least.

Jeff Brown of Commodore commented "It's a ridiculous situation that should never have happened. Commodore 64 owners will now miss the chance to buy what is undoubtedly the cream of the American software industry."

The story also has an ironic twist. *Breakout*, one of the games affected by the ban, was originally written in Birmingham

— the home of Commodore — and was considered so good that Synapse U.S. bought the world rights, but now cannot sell it in Britain.

Zaxxon, *Ikasus*, *Blue Max*, *Rainbow Wars* and *Dimension 2* are only a handful of the games that have been withdrawn. Let's hope that the situation can be resolved quickly.

FLY WITH THE 617 SQUADRON

DAMBUSTER

World War II history is faithfully re-created in a new war game named after the world famous Dam Buster squadron.

Based on the second world war bombing mission by 617 Squadron, the game faithfully reproduces the team-on-the-water technique and the bouncing bomb designed by Barnes Wallis, which enabled the RAF to successfully bomb the Mauthausen Dam in the Ruhr valley during 1943.

The player has to pilot his plane close to the ground to avoid enemy fighters and heavy anti-aircraft fire and then ensure he is at the correct altitude and distance from the dam before releasing his bomb. Each successful mission moves the game



MAGIC MELTING MOMENTS

THE SNOWMAN

The wildly successful book and film — *The Snowman* — by Raymond Briggs has been turned into a game for the Am. Spectrum.

Taking its theme from the book, the game is non-violent and is the story of a child's friendship with an imaginary snowman. The beauty of the book is not spoilt in the game and the worst fate that befalls the little boy is that he slips peacefully back to bed and falls asleep.

The game has four stages. During the first one he has to collect pieces of snow and build the 'magic' snowman, but each time he works near a flame his snowball will melt. In the second level he must add the humping



twishes like a scarf, nose, eyes and a big smile, of course, to his ice man.

The next two levels are devoted to the little boy's efforts to enjoy the snowman melting. He does this by dropping ice cubes next to it to keep it cold. The little boy must also find the snowman's little boys to play with. And you

must help the child rush around the icy garden looking for a skateboard, cricket bat and ball and some balloons to amuse his frozen friend.

You'll have to keep an alert eye on the clock as the snow melts but you'll be able to sleep.

The Snowman is available from Cursive for the Am. Spectrum and costs £9.95.

G·A·M·E·S N·E·W·S



into the next level of difficulty.

Allgate are currently running a competition to find the country's best Dambuster player, with a trip to the Ruhr valley as the prize. This month, take as one of the best prizes offered in a computer game competition, with the exception of the Sun Dial of PI offered by Automata to the person who finds all the clues in PI-Mania, their attempt to game which has reached cult status. Details are available from Allgate or their software dealers.

The first game, The Hulk, is to be released simultaneously in America and here at home in Britain on the 1st May by Birmingham-based Adventure International. Spiderman should follow a month later.

Unlike most of Scott Adams' other adventures, The Hulk will be available for a wide range of machines — including the Commodore 64, Spectrum, BBC, Am and

or two blow the monks to pieces as many times as you like before breakfast. Global genocide is now possible on a C64 64 plus thanks for coffee, of course!

1994 is a multi-level game for the Am Spectrum. You must guide Smithy if you're there this month Winston Smith from 1984 through eight levels inhabited by druids, robot eagles and plane belts to find the key that unlocks the gate to the next screen. Will it get to the top or fall to the bottom of the river? ... says software game — bits of

There aren't any speed limits on the moon so why not go for a spin across the lunar landscape with a little help from Moon Buggy. It's not all smiles though. The local aliens have got a little narked with all the noise you've been making and are trying to shoot your brains out. Sounds like a rough neighbourhood.

Moon Buggy, 1994 and Arctics run on the Am Spectrum. Two other releases — Banana Drome and Gusher — run on the '84. Banana Drome is a long-toss-type game where you play the part of a dictator of a small banana republic.

Taxes have to be collected, crops sown, exports sold and the population fed, otherwise you could be on the end of a very nasty revolution.

All the games are available from the 'Vision's' Software Factory or from most High Street retailers.

HOW TO BE AN EMPIRE BUILDER

CLIMBER

The antics of commerce giant relentlessly on. As an ambitious and less than scrupulous office boy, you dream of climbing to the top of the business world and securing a seat on the board of directors and a key to the executive bathroom!

The world of high powered business is full of hidden dangers. Taxmen lurk in every nook ready to exact their pound of flesh and you'll have to fend off the Revenue's henchmen with your body or your fall from commercial success will be swift.

Your life of constant dealing and daily links with £1000 03 bill on a forty hour week to his corner lunches that a few hour workload. A close watch must be kept on your soaring blood pressure. A whole host of medical problems including coronary and stress threaten to not start your promising career. Corporate Climber is definitely not a game for the weak hearted.

Corporate Climber is available from March-based Dynabyte Software for the BBC and Acorn Electron costing £7.95.



THE SUPER HEROES ARE COMING!

THE HULK

Cartoon superheroes, The Incredible Hulk, Spiderman and Captain America are preparing to make an assault on British games players this summer.

Scott Adams, the high priest of American adventure games, is at this moment producing graphical adventure games based around the characters from the highly successful Marvel comics.

Each adventure will be sold with a specially printed comic. The story line is left hanging at a certain point, and the adventure carries on the rest of story.

Start computers for an asking price of between £1 and £12.

Watch out for an exclusive review of The Hulk in C&EG in the coming months.

VIOLENT VISIONS OF ARMAGEDDON

VISIONS

The Visions Software factory has really got their production line working overtime, churning out games at an incredible rate. Another six games have been added to their range of Spectrum and Commodore 64 titles.

Armageddon 'a game of gratuitous violence' is a jolly little game which lets you and a friend





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G·A·M·E·S N·E·W·S



TERRIFYING TIME FOR TADPOLES!

SAVAGE POND

Savage Pond is a world more ferocious and terrifying than any you will have encountered before. The reality of fighting for life against nature's awesome forces will be more real than any space fantasy can hope to be.

The game is set in a seemingly quiet and peaceful village pond. But the tranquil waters hide a world ruled by death and destruction — governed by the laws of nature.

You play the part of a tadpole trying to survive against all the odds. You must guide the tadpole around the pond, helping him to eat the smallest and avoid the stingiest hydras. Many other creatures inhabit the pond, including dragonflies who drop eggs into the pond which must be eaten before they hatch out.

Other hazards such as industrial pollution, mutant bumble bees and water basses threaten to end the young frog's life. Can you survive and ensure the production of future generations or will the games of the species be your fate?

Savage Pond is produced by Liverpool-based Skamade Software for the Atari and Commodore 64 computers and costs \$19.95.

FEARLESS ENOUGH TO FOLLOW FRED?

FRED

The glitzy of TetrisKun is ready to swamp anyone who dares to enter the tomb of the ancient Pharaohs. One man — Fred the archaeologist — is preparing to set foot into a pyramid that hasn't seen a living soul for 2,000 years. Are you courageous enough to join him?

During your travels through the labyrinth of passages, hallways, temples and the obligatory mummies, acid rain, caused by old and decomposing Egyptian mortars falling from the ceilings, will have to be avoided as best you can and



up as a ready firing sludge.

To protect himself while he searches for the dead Pharaoh's treasure, Fred carries a revolver and six bullets — further ammunition can be found along the route. Fred starts each expedition with 10 units of energy and every time he is hit by a monster he loses energy. Two extra units are gained each time the magical oil of Nefertiti is drunk in the exit is reached.

Fred runs on a 48k Spectrum and is available from Quickfox and costs \$8.95.

STOP THE SOFTWARE PIRACY!

PIRACY

The Computer Retailers Association has launched a blistering attack upon the media's handling of the software piracy issue. The CRA is singled out for particularly harsh criticism over a report in Newsnight that appeared to imply that the British Copyright laws were not applicable to computer software.

The CRA would like to point out that the impression the programme gave was in fact erroneous — and software houses are actively involved in prosecuting

ALL infringements of copyright.

Over six cases have already been brought to the courts and each one has been fought successfully — the courts agreeing that the Copyright Act covers computer programs.

CRAH supports any move which will halt software piracy, but the methods used to combat copying in the video industry will not work for the games manufacturers.

Children, not organised criminals, are responsible for ninety percent of the piracy. Strong anti-theft devices are not the solution in playground piracy.

Lower prices and a more original approach to games software is what is needed, not legal threats.

JOIN ALICE IN WONDERLAND MEMOTECH

The Memotech MX2 512 seems to have a very bright future in front of it. The new computer was only launched late last year but has already gained a large software following and the approval of many of the top game manufacturers.

The company leading the race to produce the hottest games for the Memotech machines is Continental Software.

Continental have released three games so far; Blobs, a mouse game, Minsfield and Eldorado — a version of the arcade game Centipede. They have another ten titles under development which they hope to have ready in the very near future.

The most interesting of the forthcoming games is a pair of games based on Lewis Carroll's novels Alice in Wonderland and Alice Through the Looking Glass.

The two games for you take part in the fantasy world Carl created in his books, and are presented in full 3D graphics to help bring home the full force of his magnificent flight of imagination.

Over 30,000 Memotechs have been ordered and well over 20 software companies are designing games for it. So anyone who's considering buying a games playing computer should put the MX2 512 high on their list.

The three arcade games cost \$9.95 each and the two adventures £9.95, and are available from Continental Software, based in Wexley, Gloucestershire.



G·A·M·E·S N·E·W·S

MYSTICAL PYRAMID OF PI

PI-BALLED

Imagine a wood-sawed and sand-carved, mystical pyramid and a little pink man with a big snout and you have the makings of a new episode in the Pi-Man saga.

But — the game's central character — has walked into the desert to contemplate the meaning of life, the Universe and everything and anyone to bother's been nagging him a lot lately.

After a few days of stumbling through the sand dunes, Bart discovers the legendary Mystical Pyramid of Pi. Perched on top of the ancient building, Bart makes vows to begin his meditation but he didn't count on the Pi-Man and his pals, the Bad Brothers, being around.

Poor Bart must jump around the pyramid changing the colour of the mystic squares while avoiding the advances of the Bad Brothers, Sid Snake and the jewel thieves Col and Jas. Bart can jump onto the spinning discs hovering above the pyramid and here Sid and the ringleader's have

to watch out for the cunning Pi-Man who lies in wait on the squares.

Pi-Balled has over 50 different levels, joystick control and a free record on the cassette entitled *Persepolis*.

Pi-Balled is available from Automata U.K. for the 4th Spectrum and costs £5.50.

STRICTLY FOR SPORTS ADDICTS!

OLYMPIANAMA

Pi-man addicts can now keep fit with PiMan and his new sports title game *Olympianama*.

With the Olympics set to start, the PiMan has decided to get in shape for the big event with an intensive fitness course. You can join him in the Pi-pump, do down the Masterform in Alp-pi, though Sassy Thompson in the Pi-turbine and probably drown in Buster-pi from exhaustion.

The PiMan also catches up for a ride in the most dangerous Olympic sport of all *Stap-pi* or equestrian horse racing to me and you.

The boys from Automata assure us that the graphics are "absolutely brilliant" and if the game doesn't have you out of breath, the game's hi-res display certainly will.

And after a tough day's competition, why not unwind to the rock song on the flip side of the tape entitled *The Filand National Anthem*?

Olympianama will be available from Portsmouth-based Automata U.K. for the 4th Spectrum in early March and costs £9.95.

I was a little disappointed that there wasn't a bank of warm-up exercises with the music — perhaps we could have had Pi-reps?



NOT MUCH LOVE FOR NORMAN

THE TEBBIT

Remember the adventure game called *Denis Through the Drinking Glass* which chronicles the misadventure and disasters that befell Denis Thatcher — the husband of the Prime Minister — as he endeavours to escape from the corridors of power to the comfort of the Beaver Diggers Arms and a well deserved gin and tonic?

The sequel of *Denis Through the Drinking Glass* is almost upon us. It stars one of the country's most feared and hated men. A figure that stirs terror in the hearts of all decent citizens ... the Tebbit has arrived!

The Prime Minister's right hand man rules the chambers of Parliament with an iron hand. Have you the courage to enter a world of politics full of creatures like the Tebbit?

Denis Through the Drinking Glass and *The Tebbit* run on the 4th Spectrum and are available from Applications Software and cost £5.95 each.

GIRLS CAN PLAY GAMES TOO!

GAMES FOR GIRLS

What next? Honey goes flower arranging or maybe the stock of the mutant housewife? No, we now have fabulous games for young ladies!

Games for Girls is the title of a new and rather fabulous range of games aimed at encouraging girls to take a greater interest in computers. The makers state the software will test young ladies' intelligence and application of logic. Sounds like fun ... ah yes?

All the nasty monster killing and alien bashing that's so popular with their brothers has been removed, instead they will be asked a lot of show jumping, mental arithmetic and diamonds — well they're a girl's best friend, aren't they?

Perhaps *Girls Computer Simulations*, the manufacturers, should realise that if they really want girls to become more involved in the world of computers then producing a game about show-jumping is not the way to go about it. Besides, aren't boys allowed to be interested in show-jumping, mental arithmetic or diamonds, for that matter?

Teasing young children differently because of their sex can only widen the 'gap' between them and embolden the myth that computers are a masculine domain.

The games are available from London-based DCS for the 2K Spectrum costing £4.95 and there's more to follow!



12th
11th
10th
9th
8th
7th
6th
5th
4th
3rd
2nd
1st
LUNA 217
FLIGHT



Will you accept this mission?

In your 3D Luna Hover Fighter you must penetrate the 3 successive Serbitao defensive zones and destroy their command base.

The pose of your fighter and its armaments along with status reports of the Serbitao defenses is given below.

Good luck! May the power be with you.



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Short range weapon system. Medium powered. Powered up and operational.



MISSILES

Long range weapon system. Radar homing guided. Overheated. Armed and ready to fire.



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Long range, over the horizon sensors. Tuned to the plasma output of Serbitao hover fighters.



NAVIGATION

LOCKED ON TO THE SERBITAO command base. Head up path display.



SHIELDS

Diesel powered. Combat power level. Status: all green.



GAUGES

Long range propulsion units. Status: full. Combat: overheat. Hull temperature status: low.



£5.95

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£5.95

This is the latest and most difficult mission in the long running struggle against Serbitao aliens... are you prepared to accept this mission?

Available for IBM Spectrum from all leading software houses including Bells, John Williams, Spectrum Computer Services, etc. Available for other popular home video discs.



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KNOW YOUR ENEMY



DRIFTMINE

F robotically controlled. YLUA missiles - armed. Susceptible to laser strikes.



DRIFTHOVER FIGHTER

F igh power, low maneuverability strike craft. Plasma missiles - armed. Susceptible to missile or laser strikes.



AIRIAL MINES

Consumes proximity fuses, explodes on detecting hoverfighters. Susceptible to laser strike.



MISSILE FIELD

F irst line of defence - self destructing. Heavily defended. Susceptible to laser strike.



COMMAND BASE

U nder objective - heavily defended. Requires many strikes to destroy - you MUST NOT fail.

Microspace
Compatible

3D LUNA 217 FLIGHT

ARCADE

WE DISCOVER WHAT'S NEW IN BLACKPOOL

Well, the Blackpool show was well stocked with a good mixture of new and old games.

Spinning into the arcade just in time for the Olympics is Konami's *Twin and Field*. A great game for all you amateur sports enthusiasts with six events from the Olympics to compete in. One to four players can play and it's guaranteed to leave you breathless!

One game that certainly catches the eye is *Star Rider* from Williams. It's one of the new breed of laser games with some striking graphics and sound effects.

It is the ultimate in motorbike racing — the motorbike is shaped like a racing bike and you're got to sit inside the bike's seat to play. Definitely not a game for anyone wearing a skirt!

You have to race around a track on a six-tyre, turbo-charged bike — just watch out for other mad bikers, they show like maniacs and will bump you off the track, slow you down and cause fatal crashes if your reflexes are anything like mine! Definitely a game for motorbike mad's Angles.

Roller Ace and *Walter*, both from Streets Manufacturing, were two games new to the industry. In the excitement and graphics stakes I'd rate *Roller Ace* over *Walter*. In *Roller Ace* you play a heavily padded skater who has to negotiate an obstacle-filled track while being pursued by two hooligans who'll bump, punch and trip you.

The only way out is to either outskate them, or — if you happen to forget the Queensberry Rules — throw a quick right and left hook and catch them off balance.

On looking at *Vexor*, I was reminded of the computer game — *Jet Pac*.

We're not one of those magazines who thinks everything happens in London you know! A few weeks ago we packed our bags and leaved the frozen wastes to visit Blackpool where the big arcade industry show takes place each year. Traditionally, the Blackpool show features some of the latest arcade games and some brand new ones too. The undoubted hit of this year's show was Atari's *Proton* — the long awaited laserised adaptation of the Clint Eastwood movie. But there were other great new games around. Read on to find out more....



An unusual game with a 3D effect, it's basically a shoot-'em-up with a difference. You control the Jetman, hovering in mid-air with the help of a power pack, who has to fight off waves of nasties coming from the right of the screen.

A game to test American football fans, is *10' Foot Fight* from the Iron Corporation. It is a brilliant copy of America's national game which has gained

almost cult status in the UK over the past six months.

The ever popular theme of motor racing games was fully represented with a wide selection of games available.

Sega's Dr 'N' Down is a light-hearted driving game which puts you in charge of a VW 'Beetle' — hardly a racing car! The track seems to be suspended in mid-air and, as the title suggests, goes up 'n' down a mountainous roadway. The car also has the amazing ability to jump over cars and to leap the gaps where parts of the track have fallen into the unknown.

Casey Grand Prix from Taito is at the other end of the scale — for those who are drivers who for some reason haven't taken their tests it wouldn't be allowed on the roads because of their dangerous driving.

It's a laser video game which features actual film of the Mount Fuji race circuit in Japan with your car composed of computer generated graphics.

Atari's *Dr'N* is possibly the most sophisticated racing simulation game on the market to date. It incorporates three video screens and the driver sits in a cockpit-style booth. The camera screen shows the race track while the left and right screens act as wing mirrors. It's a driving game!

Sky Hunter is one of Bally Midway's new releases and is a superbly reminiscent of the movie, *The Italian Job*. The remarkable car chase attacks with you, the good guy, trying to out-run a whole bunch of badies.

You're the driver of a super-duper, 001-style car which is equipped with machine guns and can lay smoke screens and oil slicks. These are lethal to anyone

following you — and give you a better chance of getting away!

At the beginning of each new section you've got to drive into the back of a moving weapons van to be filled with a new weapons system. Sounds easy? Just watch out you're driving into the back of a van that is moving at a steady 50mph with a bunch of bombs on your tail.

Bally's *Dance of Fear*, was also heavily featured at the show and is based on a scene in the Walt Disney film, *Ten*.

Standing on dis-cropped platforms, you throw lethal discs at your opponent and knock him off the platform, before he gets you. You begin the game with just one platform to stand on — but in following screens the number of platforms increases and *Ten*



has to jump from platform to platform to survive. A great new game!

In *The Jet Set* from Taito, tables and chairs crash to the floor, bottles spill their valuable contents into the dust and the air is thick with the blue haze of smoke.

You are the sheriff of a small outpost in the Wild West and your race clean and god-fearing town has been overrun by the meanest, nastiest crowd of drunken no-gooders you've ever seen.

It's no easy job getting them out of the saloon — but don't let the fact that it's one against twenty deter you. With guns blazing, you march bravely into the saloon and the action begins.

Based on *300* — get ready to do! *300* C.V.I.3 from Midway is a laser video shoot-'em-up and one of the best laser games in

Illustrations by Peter Dinklage



ACTION



the actual film for the background throughout the whole game.

You are the pilot of an F-15 fighter jet and your mission is to prevent enemy forces from gaining an supremacy and to bomb important military installations.

A synthesized voice offers advice as which installations to blow up. Dog fights in the skies follow. You'll fly over some amazing scenes — all the film was shot by a stunt pilot in the States and includes deserts, mountains, secret shipyards and dams. Possibly the touchscreen of Atari's Firefox, M.A.C.K.I.J. is certainly a force to be reckoned with in its own right.

Italy's Crossbow is an adventure/action laser game where you guide a group of travelers over hazardous landscapes to the castle at the end of your quest. A crossbow-style weapon is placed outside on the cabinet and you use this to shoot the many accessible characters who turn in unagitated players and pass a threat to the travelers.

"May the force be with you, Luke!" whispers the voice of the Warlord Kenobi as Luke, in his X-Wing fighter, prepares to destroy the Death Star and obliterate the evil Darth Vader.

Set in the depths of space with linear graphics, you'll have a hard time just avoiding the Dark Side's Tie Fighters, let alone dropping a bomb in the only vulnerable point of the Death Star — the exhaust chute. Star Wars is still a firm favorite in the arcade with its multiple level choice of game action, great graphics and even better sound — including the whistles and beeps from R2D2. Another very playable action game.

NOW PLAY THE MOVIE!

FIREFOX

Well, it's finally here. Firefox, the game everyone has heard about and so we had seen, made its first appearance in the UK at Blackpool last month.

Atari has successfully managed to keep Firefox under wraps over the last year and this fact alone has generated a huge amount of interest from the initial competitors, distributors and traders. But how the software is best.

Atari claim that Philips designed the laser player exclusively around Firefox. The disc is stained at such a speed that there is a smooth transition from scene to scene, thus eliminating the irritating "dead" area found in many of its predecessors which is certainly an improvement.

It was worth waiting for. In a cabin angled on a jet cockpit, you'll be able to plug your personal stereo headphones into the special jacks fitted and immerse yourself in the game, where the exciting and realistic sound effects increase the overall impression of a hair-raising flight out of Russia.

The trailer to Firefox is taken straight out of the film of the same name which starred Clint Eastwood. This set a simulated space-war against your mission. "The development of the Firefox plane has taken the Soviet Union fifty three years instead of the expected ten years. To protect vital national security interests and to learn what makes it so advanced, the United States must capture the plane before the Soviet Union begins mass

production. You've got to steal it." Whilst listening to this exhilarating dialogue, some great action sequences from the movie are shown on screen.

Firefox starts off with the sound of turbo jet engines increasing to take-off speed. Within moments you're airborne and flying over the mountainous terrain of the Urals in your stolen MIG-31.

The background scenery flashing beneath you is actual film footage from the film while your MIG is composed from computer generated graphics superimposed on real film.

Furthermore, Clint's voice is heard throughout the game, offering advice, instructions and words of warning to you, the pilot.

Other fighter jets, including prototypes of the stolen MIG-31 will be scrambled with instructions to destroy you. Beware the tracking systems and infra-red radar — they'll quickly pinpoint your position if not eliminated.

Fuel — or lack of it — is a prime factor in getting out of Russia also. There are various refuelling points en route in the icy wastes of the arctic tundra and it's in these areas that Russian surveillance will be concentrated.

An action-packed game with superb sound and graphics, Firefox is the first laser video using footage from a commercial feature film. It's fast and addictive and you can expect to see it in the arcades within the next couple of months.

We saw a prototype version at the Blackpool show but Atari tell us that now some extra screens have been added to make the game even more spectacular.

The machine is built brain scan view recognises just how good you are getting at the game — depending on the number of kills you make.

Streams featuring fog, night flying and even an "infra-red" mode have also been added plus a glimpse inside the cockpit.

So for this new improved version is only set and about in the States — but watch out for Firefox in your local arcade.



Several recent pinballs were on show at the Blackpool arcade show from the major manufacturers. Gottlieb, in Mylar, had two new titles to be shown, but the newer of the two called Rascally. Aim, Fire! and Rack 'em Up!

Rascally Aim, Fire! is a pretty basic pin with a fairground theme. It's based on one of those target shooting booths you find at any fair. It has five jet bumpers, three at the top, two at the lower end of the playfield, and several ball targets and up to four players can compete. It's not a bad game to play and pinball regulars should be able to reach high scores without too much trouble. The backflair and playfield artwork is pretty basic and old fashioned, however, and might not appeal to a few people.

Gottlieb's other offering, Rack 'em Up! followed that age-old pinball tradition of leaving the game on a Pin Ball. Once again it's a standard game with a pretty standard playfield layout. Gottlieb/Mylar don't seem to want to be very adventurous! However, Rack 'em Up is a playable pin that is worth looking out a few 10 pence to try out.

Rack 'em Up of the show was Williams' Firepower II. This is a repped version of the original Firepower machine with a split level playfield and lane change. Other exciting features on Firepower II include the "bonus hold over" if the player manages to light up any of the three banks of target lights, he then has between 7-10 seconds to activate the "bonus hold-over" by "going into orbit". When the ball drains, you not only score the bonus but a chance for more points is carried over onto the next ball.

Completing a three bank and going into orbit twice with the same ball scores 25,000 — a nice trick to impress the local pinball wizard!



Software

R·E·V·I·E·W·S

FANFARE
FOR THE
FALLEN FLEA

BOOG-A-BOO

Every year and then a game comes along that's so revolutionary, so full of new ideas that you know it will be a winner the minute you set eyes on it. Boog a Boo is one such game.

Set in a world of weird and wonderful vegetation, you play the part of Boog a Boo the flea—who's fallen down into a deep stream and is trying to escape. You must make the flea jump onto the numerous ledges in the cavern in an effort to escape to the surface.

The control Boogie by tapping the joystick making him hop, skip or jump according to the strength. The graphics are breath-taking—surely the best to come from a British software company.

The game requires timing and co-ordination rather than a fast firing action and is addictive and frustrating in the extreme. The whole C&EG team bought over it for three days—a record equalled only by Mattel's Burger Time.

Boog a Boo doesn't have the cavern to himself—he hangs periodically fly around waiting to pick off helpless insects. Falling



DOOMSDAY CASTLE



DONKEY KONG



ROBOTRON



BOOG-A-BOO



ZAXXON



MANIC MINER



off a ledge doesn't cause him any harm unless he falls into the jaws of one of the Mean Fly Traps — then I'm afraid the game is up for your old Soops.

Break-taking graphics, perfect animation and a fresh and original approach to game design have been combined to produce yet another top rate game for the Commodore 64.

Bong is \$60 (is available from Galactika for the Commodore 64 and Spectrum and costs £7.95 for the 64 version).

- Getting started 3
- Graphics 3
- Playability 3
- Value 3

ATARI SOFT BOUNCE BACK

ROBOTRON

I wouldn't have believed it if I hadn't seen it with my own eyes! I had always considered a good version of Robotron on a home computer absolutely impossible. But Atari have worked what can only be called a miracle on the Commodore 64.

Atari have bounced back after a disastrous year when they lost millions of pounds on their computers. They have made a very sensible decision to convert all their top games software to other more. All the Atari titles like Pac Man and Defender have not only survived the transfer to the 64 but are much improved versions of it.

Robotron is set in the year 2064. A breed of free-thinking androids have rebelled against the human race, determined to utterly destroy their oppressors by programming them to turn into destructive mutants. As the only human creature to their programming, it's up to you to save the last few surviving human families.

Armed with an anti-robot laser, you may be able to winnow off androids besieging your futuristic city or face the unthinkable prospect of total extinction of the human race.

You can fire and move in one of eight directions. But the direction of movement and firing is independent, as you move up the screen by firing left, right or downwards — just like the original.

Only a handful of human clones remain on Earth. You must



touch as many as you can to place them under your protective powers, but you'll have to be careful because the Robotrons know of your existence and fame in an eye.

The attention to detail in the game is incredible and it's difficult to spot any difference between the graphics of the original arcade game and Atari's version for the 64. Robotron incorporates nine levels of difficulty. Playing anything apart from level one is futile — unless you're Superman — it's so difficult.

The player can use one of two special options, either using one stick to move and fire or two separate ones for firing and moving your man. Robotron 2064 is a triumph and any one who claimed Atari were wasted out and no longer a major force in computer software will certainly have to eat his words!

Robotron is manufactured by AtariSoft and is available from all Atari stockists for £7.95.

- Getting started 3
- Playability 3
- Graphics 3
- Value 3

KONG BOMBS OUT!

DONKEY KONG

It doesn't have been having a rough time of it lately with the announcement that the company is ceasing production of its computer and the continued shortage of affordable software. This review won't add much cheer either, I'm afraid.

It concerns a game called Kong — of the donkey variety. Taxis games have been crying out for a decent Kong game for ages, but alas this offering from Timeless Software doesn't fill the need.

Pure frustration was the main feeling after trying to get a

genuinely slow Mario clone platform and up ladders.

The game does have an original twist that adds difficulty. As you get onto the second platform, the same ledge slowly towards the girl. You have to rescue her before it touches her and detonates.

An £7.95 this game is not really up to professional standards — many of our TI readers could write a better Kong game themselves. If you are one of those people, then why not do your fellow TI owners a favour and send it in to us for publication.

- Getting started 3
- Graphics 3
- Playability 3
- Value for money 3

VERITABLE FLOOD OF MINERS!

MINIC MINER

It's not often that a top-of-it is better than the original, but it's generally agreed that that's the case with Minic Miner.

Originally, it was programmed on the Atari and called Miner 2049er, and your job was to explore the numerous caverns of a dimmed mine.

The idea was then... well, as copied for the Spectrum and sold by Bug Byte as Minic Miner, which has proved amazingly popular. This game has 20 screens as opposed to Miner 2049er's dozen, and, as well as some rather clever programming, there are some funny and original ideas in there.

Each screen is different, and features such hazards as Man-eating Toilets, Marauding Telephones, Bouncing Cheques and the like.

Now, after a few delays, the hit game is available for the Commodore 64. It's marketed by Software Projects, headed by its author Matthew Smith, who, I'm told, is really top in programming.

Recently a flood of Miner-type games has hit the software markets. Some of them can now fit their hand of China Miner, produced by Interceptor Miners.

This game has 20 screens, but unfortunately is not a patch on Minic Miner. The graphics lack the small detail of the Software Projects game. Instead of the occasional gem an other programmers' names and games, most of the screens here are in that vein.

There are Jumping Jeffs in there, bouncing 90 meters (as in Revenge of the Mutator Cameles, Mustard Mover Movers and also Spectrum game, like Space Jetman, in fact, there's not much originality at all.

Minic Miner, by Software Projects, is almost identical to the Spectrum version. It runs on the same sized screen as the Spectrum machine, with a large unneeded border surrounding it. Still, apart from the waste of space, the game's great.

Mutant Telephones are still there, and so is Eugene's Law and all the other screens which seem to make Minic Miner a 20-screen wonder for the Multiple Spectrum, previously with nothing good to its name except the Hobbit.

So if you're after an arcade game which you won't tire of for a long time, then Minic Miner's recommended. Control is easy and graphics are better although China Miner has more screens (and they're much more difficult). It's not such a playable game.

Minic Miner

- Getting started 3
- Graphics 3
- Value 3
- Playability 3

China Miner

- Getting started 3
- Graphics 3
- Value 3
- Playability 3

continued on page 30



continued from page 28

FLYING FORTRESS FAILS

ZAXXAN

With the many hundreds of games now available for the Spectrum almost every arcade game that ever saw the light of day has been converted for use on the Sinclair machine.

One exception to this though — is Sega's graphically superb game — *Taxxon*.

It is probably because of its exemplary 3D-style graphics that the software houses have, so far, shied away from trying to recreate the beautiful flying blue fortress.

Now a new software house, *Stations*, has been brave enough to make an attempt and they ought to be congratulated for taking on such an adventurous project.

That is where the congratulations have to end as the final product is far from satisfactory.

The ship is a crude graphics block and moves in jerks — none of the smooth scrolling graphics of the arcade game or other conversions for other home systems.

The missiles are dreadfully slow taking several seconds to travel across screen and connect with the target.

The lack of speed also makes it too difficult to fly over obstacles — which is inherently difficult in the real game — but annoyingly so in this version.

The ground-to-air missiles — which were such an impressive feature of the arcade game — are also crude — like pipes coming out of the ground.

Sound effects are also poor — an odd clicking sound as the missiles move at a snail's pace across the screen.

Anyone who has not seen arcade *Taxxon* knows what a

superb game it is — unfortunately in this home version does not reproduce the feel of the game, or come close to its excellent graphics.

Available at £9.99 from *Stations* of Warrington.

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

JET POWER JOGGER IS A GEM!

JET BOOT JACK

Jack, the jet-powered jogger, is the star of English Software's latest offering for the Atari range of computers. He daps around happily collecting musical notes in a Matrix-style world of elevators, conveyor belts and assorted nasty bugs.

The game may not have the most original theme in the world but Jack is a little graphic gem. He wears a jockey football cap and "Walkman" headphones!

The action takes place in the Record Pressing Plant and Jack's aim is to collect enough musical notes to create the greatest music collection in the world! Not much to ask. There are ten multi-level screens and the game features five skill levels with varying hazards and point scoring capabilities.

Jack jogs in his way using his amazing jet-boots and these need refuelling from time to time. To do this, you must guide Jack into one of the several fuel pods dotted around the screen. The game ends if Jack runs out of fuel.

You get bonus lives if you score 10,000, 30,000, 50,000 and 80,000 points — but it should take you some time to reach that level of skill. Unless you've already beaten *Matrix Blast*, that is! In fact, you also get a points bonus for completing a screen.

There is a high score feature — with a read-out on the display at the start of each game and on the top of the screen as you play. And the loading display — featuring Jack again — is neat!

You can play the game using the joystick and it will take a lot of time to get used to the ducking and jumping actions. Jack kills bugs in the plant by jumping up and down on the level above the little creatures. The fan button makes him duck under any overhanging obstacles that might block his path. Once you've mastered these controls you'll be off and enjoying yourself!

As I've already said, *Jet Boot Jack* is not the most original game around — but I found it quite addictive and enjoyable and can't wait to get back to take a break at reaching that tenth screen!

Jet Boot Jack comes from English Software of Manchester on cassette or disc for the Atari 400/800 and XE range at a bargain price of £9.95 and is available now in major high street stores.

● Getting started	3
● Graphics	4
● Value	4
● Playability	3

DON'T GET MAD, GET EVEN!

DOOMSDAY CASTLE

Zyzz is my tip to become the next superstar of computer games. His name will soon be up there in lights alongside the other gamesthe *Miner Willy* and *Rugby Heroes*.

Many of you will already have remembered Zyzz in his first game — *The Pyramid*. Following the success of *The Pyramid*, *Kalaxy Software* have rushed out a sequel with no apparent concern at repeating their new protégé. *Doomsday Castle* follows the

now familiar pattern of the arcade-style adventure game. You have to negotiate our hero through no less than 75 interconnected halls and laboratories, dodging the nasties and collecting six precious stones or souls.

Doomsday Castle is proof that Ultimate do not have a monopoly on pretty smooth scrolling graphics. This is the prettiest game I've seen since *Pac-Man*.

It's addictive to the point of frustration and I for one am determined to get even with that damned *Sphinx* one of these days.

Available now at £9.95 from most good software shops.

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

A CHARIOT MADE FOR TWO

CHARIOT RACE

Two-player games seem to have gone out of fashion recently in the Atari VCS's heyday. Almost every other cartridge Atari released for the machine needed two people to play it.

But games on computers have always tended to have a little player aimed against the computer in a more primary war or gambling kind of context. *Chariot Race* for the Neo 26 provides a refreshing change by letting you and mate try to kill each other!

The game is set in a suitably barbaric era — the height of the Roman Empire — and it, as the title suggests, the holy war with horses and cars.

The aim of the game is to avoid running into the back of other chariots and to try to push your opponents into the walls of the arena and crush them under the horse's hooves.

The graphics are good and shame many of the games on the Vic's big brother the Int. I can recommend *Chariot Race* to anyone — well good! Its games are few and far between.

Chariot Race is available in mail order from *Milvus Antics* or high street retailers for an asking price of £9.95.

● Getting started	3
● Graphics	4
● Value	3
● Playability	3

continued on page 32



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continued from page 30

A GAME TO MELT YOUR HEART

THE SNOWMAN

You've seen the cartoon on Channel 4 too. You've read the book. Now play the game!

The Snowman, a book without words by Raymond Briggs and beautifully illustrated film, has been turned into an accessible game for the Spectrum. There are also plans to copywrite Raymond's other books — including children's favourite *Jumped the Doghouse* and the extremely depressing picture version of the aftermath of nuclear war called *Missus the Wind Blows*.

Getting back to happier things, The Snowman is set at Christmas time. You are the young hero and have first to build the snowman.

To do this, you must travel round a Manic Miner-type of screen collecting little heaps of snow. You then drop them over a certain spot where they will pile up and gradually take the shape of the snowman.

Once the snowman is completed, your next task is to collect his clothes like his trousers and boots. The third level will ask you to equip him with balloons and a kitestring.

Travelling around the screen with you are some flickering flames, just like that character from the gas adverts. Reaching one you will do you no harm at all, but if you happen to be carrying some snow that it will melt and you'll have to find some more.

You can get round this problem by finding an ice lolly which will freeze the flame and gain you extra points.

You'll also need to find regular supplies of food, as your energy level falls away at the bottom

just like Manic Miner. As the game is set at Christmas there are plentiful supplies of turkey and put.

I liked this game a lot. The graphics are great — and the title screen's got a wonderful picture of the snowman to look at while the game loads. It's very playable, although I often found control quite difficult. The character has to be perfectly correct in the volume before he can move.

If, like me, you're one of those who can't stop singing "We're walking in the air...", the theme tune from the film, all day then you'll love this.

The Snowman is produced by Quicksilver and runs on a 48k Spectrum. It costs £9.95.

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

LEAP THAT LADDER AS LENNY!

LEGGIT

The simple idea are always the best ones. So goes that old Chinese proverb. And *Leggitt* has kept to that idea with *Leggit*, for although the idea and the program are very simple, it's delightfully difficult to play.

As "leaping Lenny", you are placed at the bottom of the screen. Above you are eight thin horizontal lines which go up the screen like a wide ladder. Small gaps of about an inch in length appear at random along the lines. When one appears just near your head, you press the jump key to rise up a rung. Apart from this key, your only controls are left and right.

The problem arises from the fact that once you're away from ground level the gaps appear not just above you but also on the

line on which you happen to be standing. If you see a gap coming towards you, then you can move left or right to avoid it. When you go off the side of the screen, you'll reappear on the other but the gap will not.

The other interesting point is that when you lose a life (by missing the gap and hitting your head, or by falling down to the bottom level from wherever you happen to be), you are awarded for about five seconds. During this time, while the stars rotate around your head, you are unable to move.

You can often fall down by three or four levels as a consequence of losing a life, and this is especially annoying as there is no skill involved. Now may be lucky and fall down into one or you may be unlucky and end up at the bottom.

On the original Spectrum version of this game called *Jumping Jacks*, there was a point which unfolded itself a line at a time after you reached the top of each of the 20 possible screens. Imagine seems to have had its poetic license embarrassed in the version though, as the poem doesn't appear (don't ask me how long it took to look it out).

The other rewards for completing a screen are still there, though. After each screen a wavy apparition which travels between the lines. These are deadly and will cost you a life if you hit one. A new tally appears after each screen, making it pretty difficult to get to the top of the game progressions.

They say that a game is judged by how often you come back to it. I couldn't leave this one alone. I spent most of an afternoon trying to get to the top of the first level. The graphics are adequate and it's pretty addictive, although I must admit that a little of its addictive quality was lost after I'd finished the first screen.

The Dragon's got the right keyboard on which to relieve

your frustration when you get knocked down by the level! Sometimes, on a Spectrum no one can hear you type!

Leggit runs on a Dragon 32. It's available from Imagine software and costs £9.95.

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

GLITTERING GAME FOR THE BEEB

DIAMOND MINE

Diamond Mine is a little gem of a game for the BBC B. You are in control of a mining operation out to dig up diamonds from the depths of a bog infested lake.

Once you begin loading the game, a pointless operation, you'll be presented with an informative instruction page which comes up as the main part of the game is still loading. Then it's on to the game and you get a screen full of water, full of nasty creepy crawlers and those very precious diamonds.

At the top of the screen is your pipe-laying machine — and you have to guide this pipe to the rocks and caverns where the diamonds are. The pipe sucks up the gems and deposits them in a store at the top of the screen so you can see just how rich you are getting.

The graphics are pretty and the game action quite addictive, although you'll have to spend some time mastering the few controls before you get ready used to controlling the pipe.

If your pipe hits any of the mine walls, or if a bug bumps into it, it will shut back to the top of the screen and you'll have to start your search for diamonds all over again.

There are several different screens to defeat, and the game features a 50-10000-1000-100 which enables you to enjoy conversations with your friends.

Diamond Mine is a game of timing and strategy and will keep more game fans happy for hours. It comes from *IMMEDIATE Software* of Grimsby and will set you back £4.95 — a really fair price for this nice, non-violent game.

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

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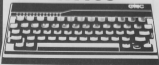
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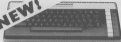
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We're always looking for new and exciting competition ideas — and this time we think we're on to a winner! All you need to do is pick up your telephone, dial the CBS hotline number and listen...

We've taped the sounds of six top CBS Competition games — all you have to do is name that Tantal Bonus you'll find some clues to help you, but beware, the clues are not necessarily in the same order as the tapes on our hotline tape machine! Remember, the entry in your coupon must name the games in the same order as they appear on the tape.

The number to dial is 91-338-3881 — but remember there is bound to be a rush to the telephone so don't panic if you can't get through at first. We're holding the competition open until April 15th, so you've got plenty of time to call in and listen to the tapes.

THE CLUES

1. You won't guess at this game!
2. These clues will really make you angry!
3. Don't monkey around with this character.
4. All the fun of the fair?
5. Tom and Jerry would enjoy this game.
6. Where are you all coming from? Words from a well known tale?

Once you've worked out the clues and played a name to the game, just fill in our hotline competition coupon and send it to Computer and Video Games Hotline Competition, Bureau House, 1 Market Hill, London EC1R 5LJ.

Don't tell us with your answers — we won't be able to deal with your contest entries over the phone. We can only accept entries on the special hotline coupon.

So what will you win? If you're a Coloco owners out of the CBS/CVG names — we with CBS/CVG names in our hotline quiz will receive one of Coloco's latest cartridges for their home video system. But don't feel left out if you are an Atari VES owner — as you know, Coloco also make games cartridges for your machine, and we've got 75 brand new games for you too.

The phone lines will open at 10 am on March 15 and stay open 24 hours a day until 9:30 pm on April 15th. Closing date for entries is May 15th — so your completed coupon must reach the CBS/CVG office on or before that date.

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To: Computer and Video Games Hotline Competition, Bureau House, 1 Market Hill, London EC1R 5LJ

NAME THE GAME

1		4	
2		5	
3		6	

Name

Address

Tick box for system you own: Coloco/Video Atari VES



Welcome back to the wonderful world of video games. I'm Professor Niles — Computer and Video Games' very own lecturer in the art of winning and master of stem bashing! This issue, I'm taking a look at a game for the wonderful lot of winks the Vectrex. The game is called Cosmic Chaos and must be one of the best games for the home video system that comes complete with its own screen and a nice line in vector graphics.

Cosmic Chaos is a game of strategy and skill. The aim is to pilot a space craft to the centre of an empty planet, plant a bomb and escape. Sounds easy — but believe me it takes some doing!

To reach the centre of the planet, your ship has to pass through a number of caverns within the planet, each defended by Planet Protectors and force fields.

The game starts when you see a map of the different routes you can take through the planet to reach the central cavern. You must pick the quickest route and memorise it before you enter the first cavern — where the Planet Protectors wait. As soon as you enter the cavern, these little craft swing towards you.

You are armed with two laser blasters and a defence shield. Use your lasers to shoot the Planet Protectors, but if they get too close, press the shield button on your Vectrex controller.

You can't shoot while your

Watch out for the trap carefully and plan your route. Make sure you take the shortest route — otherwise you won't be able to escape before the planet explodes!



The starting screen shows the Chaos maze.



First level: Planet Protectors.



Another cavern and yet more Protectors: the path winds on.



The final cavern. Lay your bomb and get out quick!

ship is up, but the Planet Protectors will bounce off it, giving you time to stop your shield and load them. With some practice, you can become skilled at bouncing and shooting. A very satisfying pastime! Don't take too long — covering the Protectors — the core of each cavern is gradually expanding and will make maneuvering a real problem. Since the Protectors are out of the way, move to the exit from the cavern that will take you into the next or your planned route.

Don't take the wrong one otherwise you'll be lost in a maze of corridors and caverns! Each exit is protected by a force field.

This is where your ship's drill attachment comes in. And you thought it was for some de-

giving yourself in space! Carefully manoeuvre your ship up to the force field with your drill running and bore a hole through it. Once you've successfully done this, you'll be moved automatically to the next cavern — where yet more Protectors wait!

Repeat the process in all the caverns until you reach the central cavern. Here the Protectors move more quickly, so you'll have to let go your laser otherwise you'll soon find yourself back at the start of Mission One!

So, you've managed to wipe out the central core's Protectors have you? Well now comes the difficult part! Move as close to the core as you can, line yourself up with the exit you intend to use, and then plant the bomb.

As soon as the bomb is

THE PLANET PROTECTORS ARE THE PROBLEM!

planted, the 15-second count-down begins, so if you take a wrong turn on your way out you are done for. You'll end up fighting Protectors instead of making for the exit and be wiped out in the blast! Just go out the way you came in — hopefully you can remember it — and everything will be OK! That is unless the core in the caverns you have cleared of Protectors hasn't expanded enough to make manoeuvring difficult enough to hold you up beyond that 15-second time limit.

If you manage to escape the doomed planet before the blast, you'll move on to the next mission — with a longer and more tortuous route to the central cavern to deal with.

Cosmic Chaos is one of my favourite Vectrex games. I hope these hints will help you get the most out of it! More hints next time. Say you in Star!

Just the plan planet! Protectors aren't! They'll swarm around you — so make sure you've got a good trigger for the shield button, else you can regret all that!





GET SOME SLICK ACTION!

Bong! Bong! "Yo! Yo! And O'bert bites the dust.

Yes, he's back again and this time to haunt the Philips Q7000. Together with his pals Colly Wrongway and the Balls.

With three different coloured balls and Slick, the colour-changer, in hot pursuit, O'bert has to keep his wits about him as he leaps round the pyramidal changing the coloured squares by jumping on them. Colly and Wrongway are the ones to watch — they'll set for O'bert's blood. Luckily for O'bert, there are two escape discs he can use when in dire straits. If he jumps on to these at an opportune moment, Colly will leap after him straight into the void.

Slick, who's just plain obstinate, makes life harder for the leap-suffering O'bert as, every time he jumps on a square, it changes colour and O'bert has to keep backtracking to change them back again.

As you get further into the game, O'bert will have to jump on each square twice to get through two colour changes in one level.

Unfortunately the graphics capabilities on the Q7000 port by O'bert and his pals in Slick graphics — rather like little Legomanettes. There are no rounded edges and the lines that other cars look to have when portrayed on machines like the Atari VCS.

However, the game has been faithfully reproduced from the

original arcade version and it's one of the better arcade-style games I've seen on the Q7000.

It's a shame more game manufacturers don't make decent cartridges for this machine!

Licensed by Parker Brothers for the Philips Q7000, O'bert is available at around £28.00.

THE VERDICT

If you like cute games, then this one is for you. However if you have an early trigger finger, then I'd go for something with a bit more action.

● Action	↓↓↓
● Graphics	↓↓↓
● Addition	↓↓↓
● Theme	↓↓↓

FANTASY JOURNEY INTO DEEP SPACE

Space, the final frontier — well you all know how that famous quotation continues. Now you can take a trip to the stars in one of Nova's boldest pound creations, the Space Shuttle. Thanks to these video-game simulators Activation.

The Atari VCS is the key to this journey into space. The idea is quite simple. You have to pilot your Space Shuttle on a mission to rendezvous with a crippled satellite and then make it safely back to earth and a landing at Edwards Airforce Base.

But when you come to play the game things get a little more difficult. When I tell you that the game comes complete with a 32-page flight manual, you'll perhaps get some idea what I mean. This is definitely not a game for the Jay! Boy! Puzazzal! brigade. The nearest thing to it are those flight simulator programs for home micros.

The package also comes with an overlay for your Atari's control switches. This turns the console into a simulated instrument panel for your "shuttle".

You can play the game in one of three ways. Game one is de-

scribed as an "autostimulator". What this means is that you can forget about the control console and concentrate on your joystick manoeuvres — at the same time learning about the game.

Flight two is an actual simulator-style challenge which is just like a real flight — except that you never use any fuel and most mission alert reports are overlaid by your "inboard computers".

Flight, or rather game, three is an actual simulated Space Shuttle flight. What this means is that you're on your own when it comes to making all the important decisions!

After several "training" flights you'll be ready to take on a full flight. You have to dock as many times as you can with the satellite — this game more difficult than such successful docking manoeuvres.

If you manage to make it back to earth and land you'll get a flight ranking. You could become anything from a simple Payload Specialist to a fully fledged Shuttle Commander.

And, as with all Activation





GAMING

game, you can send off for your special Space Shuttle pilot wings. If you manage to dock on time with the satellite during one flight and get the coveted Commander ranking!

Each part of the flight, launch, docking, and return is worth its own game in itself and will keep you entertained for hours — if you are prepared to take time to learn the game that is. As I've already said, Activision's Space Shuttle is not a regular video game shoot out.

There's just not enough space here to go into the game in full — suffice it to say that this reviewer enjoyed attempting to play it immensely.

How authentic is the game? Well, the booklet features a brief article by the author Steve Kirk, an elfo in pictured sitting in a NASA Shuttle simulator. He says that to get a first hand look at how the Shuttle works and that his cartridge is so close to the real thing as is possible. But does it ever lose any satellite completely, I wonder?

THE VERDICT

The best "serious" game for the VIC! around. It will take some time to master — but it's well worth it!

- Action 4.4.4.4
- Graphics 4.4.4.4
- Addition 4.4.4.4
- Theme 4.4.4.4

LOOPING THE LOOP!

If ever you had cause to question the capability of Jaynick July, it may be now, as I will surely desire his interest.

I love this type of game up before the July — Looping the Loop! It is the type of game where you have to craft, move and maneuver your craft around obstacles and through narrow gaps.

The immense popularity of the scrolling shoot 'em up originated with the arcade game Scramble.

Looping takes the basic fun element of Scramble a stage further. You control a tiny craft

which you have to maneuver through a convoluted network of blue pipes. To open up the pipe to the pipe network you must first blast the ground to an extent set by the launch pad.

In order to get a clear shot you will have to keep the loop to dodge the balloons floating up towards you from the city below.

What's more, your ship is relatively slow, making the pipe network seem like a vast maze.

I really enjoyed playing Looping — despite the fact I did not penetrate very deeply into its blue sea of pipes.

My only gripe is, as usual, not with the game of Color software but with these dated joysticks — which are at their worst in games like Looping where careful maneuvering is required.

The good news is that Coleco have now developed a new super joystick which will be in the shops this summer at around the £20 mark.

THE VERDICT

Additive fun for your Coleco. If you're already got Bomby King Junior and B*Bat, this is worth considering at £20.

- Action 4.4.4.4
- Graphics 4.4.4.4
- Addition 4.4.4.4
- Theme 4.4.4.4

NOT SO SUPER CHOPPER!

As an avid Scramble fan, I was looking forward to playing Super Cobra from Parker Brothers into my Mac VIC. But be warned — this chopper is definitely not like Thunder!

Super Cobra follows the standard Scramble format. You fly your helicopter over an ever-changing landscape, through caverns and over skyscraper cities, meanwhile rockets blast off from the ground to shoot you out of the skies, guns on the ground fire at you and, on some screens, flying fireballs and deadly airborne mines add to the hazards.

The Parker version of this now famous game includes eleven screens and in the simplest you have to sweep down on the

target of your flight — the treasure!

At the top of the screen you'll see a level/altitude indicator which tells you how far you are in the Cobra system. As it scrolls, you must feel damn to keep your altitude in the air.

Points are scored by hitting various targets, along the way and you get 100 points for every stage — a 1,000 total — that you manage to complete. You get a 5,000 point bonus if you pick up the treasure.

The game can be played in three modes, slow, medium and fast and you can start a new game when you finished a preceding one by quickly pressing your joystick fire button after you've lost your last chopper. You can also freeze the action by pressing the T1 key setting to the B/W setting.

Unfortunately, the graphics are really not that great and the sound effects, not that exciting.

Having said that, you do need to have pretty quick reactions — even on the first fairly easy stage — to keep your Super Cobra away from the jagged cavern walls, and perhaps with the "continued" feature, which means you don't have to go back to level one when you've lost your last chopper in level 10, you might not get too bored too quickly. However, you'll probably find a better game for the asking price of £20.95.

THE VERDICT

Not the most original game in the world.

- Action 4.4.4.4
- Graphics 4.4.4.4
- Addition 4.4.4.4
- Theme 4.4.4.4

RACE ACES REV UP!

Alan's Pole Position must be one of my all time favourite arcade games — and now this ace racing game has been recreated on the Vectrix machine.

Although the Vectrix graphics can't reproduce the fine detail of the original, the Vectrix cartridge has a good try. The massive Mount Fuji looms large over the race track as you attempt to

qualify for a place in the Vectrix Grand Prix. Your Formula One race car looks good and there's a nice 3D-style effect when you take corners in pursuit of the other racers.

The Vectrix version even includes the supports at the side of the track which were an attractive feature of the original.

Some action is fast and the controls are quite simple. You use the joystick to guide your car and two buttons on the controller are used to change gear — essential for a quick time around the track. Two more buttons get the power down.

The screen score readouts are identical to the original arcade version. You are told what gear you are in, what your score is, how much time you have left to qualify or race, your speed and elapsed time.

You get 120 seconds to complete your qualifying lap. But be warned, you need to get a really fast time to qualify for the Vectrix Grand Prix proper. If you qualify, you get ninety seconds to complete the first race lap and if you manage this you'll get 50 seconds to complete the second, third and fourth laps.

Game play continues until you fail to complete a lap in the time allowed or when you have completed all four race laps. If you manage to finish the race, you'll earn a 200 point bonus for each second remaining on the countdown clock.

There is a high score feature included in the game — so although Pole Position is a one player game, you'll be able to challenge your friends!

I'm not sure if Pole Position is as good as the other Vectrix racing game already available, Super Chase, but if you like racing games — and Pole Position is addictive — you won't be disappointed with this new Vectrix offering. Pole Position is available now and will set you back £20.95.

THE VERDICT

A great game for motor racing fans. But we don't think it's quite as good as the Mac's own SuperChase.

- Action 4.4.4.4
- Graphics 4.4.4.4
- Addition 4.4.4.4
- Theme 4.4.4.4

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Tonight you could be lost in a world of a thousand mirrors WILLO?2



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Hours of stimulating computerplay for any player. Four levels of play from beginner to expert. The board is displayed on the screen, and the program provides many other features, including the facility to store a full featured game for completion later on.
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Spectrum 484 £4.95



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videos, beaten space
invaders and want
more than computer
logic..."**



The Yamaha PS-55

The PS-55 enables you to make your own music right from the start.

At the touch of a button, you can recreate the fantastic sounds of Disco, Rock, Jazz and Classical music.

And you have the freedom to play it your way—because never before has there been so much music in a portable electronic keyboard.

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RUNS ON A COMMODORE

BY ROBERT SCHIFFRIN

If you've never tried making music on your 64 then now's the chance to give it a whirl.

This listing will allow you to use the top row

of the keyboard to produce notes. The whole of the top row is used, starting at the left arrow which gives a B. The number 1 will produce a C, and the

scale continues up the keys.

The duration of the note is set in a FOR/NEXT loop which turns it on when you press a key and turns it off

after a set time. The time is set in line 33 to a value of 70, but you can change this if you wish to alter the sound. A smaller value will make a shorter, working sound.

```

1000 GOTO 1000
1010 PRINT "MUSIC"
1020 GOTO 1020
1030 GOTO 1030
1040 GOTO 1040
1050 GOTO 1050
1060 GOTO 1060
1070 GOTO 1070
1080 GOTO 1080
1090 GOTO 1090
1100 GOTO 1100
1110 GOTO 1110
1120 GOTO 1120
1130 GOTO 1130
1140 GOTO 1140
1150 GOTO 1150
1160 GOTO 1160
1170 GOTO 1170
1180 GOTO 1180
1190 GOTO 1190
1200 GOTO 1200
1210 GOTO 1210
1220 GOTO 1220
1230 GOTO 1230
1240 GOTO 1240
1250 GOTO 1250
1260 GOTO 1260
1270 GOTO 1270
1280 GOTO 1280
1290 GOTO 1290
1300 GOTO 1300
1310 GOTO 1310
1320 GOTO 1320
1330 GOTO 1330
1340 GOTO 1340
1350 GOTO 1350
1360 GOTO 1360
1370 GOTO 1370
1380 GOTO 1380
1390 GOTO 1390
1400 GOTO 1400
1410 GOTO 1410
1420 GOTO 1420
1430 GOTO 1430
1440 GOTO 1440
1450 GOTO 1450
1460 GOTO 1460
1470 GOTO 1470
1480 GOTO 1480
1490 GOTO 1490
1500 GOTO 1500
1510 GOTO 1510
1520 GOTO 1520
1530 GOTO 1530
1540 GOTO 1540
1550 GOTO 1550
1560 GOTO 1560
1570 GOTO 1570
1580 GOTO 1580
1590 GOTO 1590
1600 GOTO 1600
1610 GOTO 1610
1620 GOTO 1620
1630 GOTO 1630
1640 GOTO 1640
1650 GOTO 1650
1660 GOTO 1660
1670 GOTO 1670
1680 GOTO 1680
1690 GOTO 1690
1700 GOTO 1700
1710 GOTO 1710
1720 GOTO 1720
1730 GOTO 1730
1740 GOTO 1740
1750 GOTO 1750
1760 GOTO 1760
1770 GOTO 1770
1780 GOTO 1780
1790 GOTO 1790
1800 GOTO 1800
1810 GOTO 1810
1820 GOTO 1820
1830 GOTO 1830
1840 GOTO 1840
1850 GOTO 1850
1860 GOTO 1860
1870 GOTO 1870
1880 GOTO 1880
1890 GOTO 1890
1900 GOTO 1900
1910 GOTO 1910
1920 GOTO 1920
1930 GOTO 1930
1940 GOTO 1940
1950 GOTO 1950
1960 GOTO 1960
1970 GOTO 1970
1980 GOTO 1980
1990 GOTO 1990
2000 GOTO 2000

```

```

1000 PRINT"OK (147)
1010 PRINT
1020 PRINT "MUSIC - 64"
1030 PRINT "-----"
1040 PRINT"OK"
1050 PRINT"THE TOP ROW OF THE KEYBOARD IS
1060 PRINT"PLAY LIKE A PIANO KEYBOARD.
1070 PRINT"
1080 PRINT" KEYS ARE ARRANGED AS FOLLOWS
1090 PRINT
1100 PRINT "
1110 PRINT "
1120 PRINT "
1130 PRINT "
1140 PRINT "
1150 PRINT "
1160 PRINT "
1170 PRINT "
1180 PRINT "
1190 PRINT "
1200 PRINT"THE OTHER KEYS ON THE TOP ROW
1210 PRINT"
1220 PRINT"
1230 PRINT"
1240 PRINT"
1250 PRINT"
1260 PRINT"
1270 PRINT"
1280 PRINT"
1290 PRINT"
1300 PRINT"
1310 PRINT"
1320 PRINT"
1330 PRINT"
1340 PRINT"
1350 PRINT"
1360 PRINT"
1370 PRINT"
1380 PRINT"
1390 PRINT"
1400 PRINT"
1410 PRINT"
1420 PRINT"
1430 PRINT"
1440 PRINT"
1450 PRINT"
1460 PRINT"
1470 PRINT"
1480 PRINT"
1490 PRINT"
1500 PRINT"
1510 PRINT"
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1770 PRINT"
1780 PRINT"
1790 PRINT"
1800 PRINT"
1810 PRINT"
1820 PRINT"
1830 PRINT"
1840 PRINT"
1850 PRINT"
1860 PRINT"
1870 PRINT"
1880 PRINT"
1890 PRINT"
1900 PRINT"
1910 PRINT"
1920 PRINT"
1930 PRINT"
1940 PRINT"
1950 PRINT"
1960 PRINT"
1970 PRINT"
1980 PRINT"
1990 PRINT"
2000 PRINT"

```

your way to sounding just like your favourite pop group! Don't believe us? Well find out by trying to win it!

The CN-1000 has stereo sound, 24 different instrument "voices" and an amazing Stereo Symphonic feature.

The CN-1000 also has a live rhythm section! Yes, the drum sounds were all actually recorded in a studio before being crammed into this "state of the art" Yamaha keyboard. In fact the CN-1000 has so many features there's just not enough space here to tell you all about them. Suffice it to say that all the C&VG staff want one!

Second prize is equally exciting - it's a Yamaha Portasound PC-100 keyboard - which again features the new Yamaha Playcard system. These ingeniously designed Playcards are used to program the PC-100. Stored on each magnetic strip of the Playcard is an entire music score, including melody, rhythm and accompaniment. The Playcard system gives this advanced keyboard an electric brain - which means that anyone can enjoy playing this great portable keyboard even if you've never played a note before! If you are an experienced player, you'll still enjoy playing duets

along with the programmed tunes. And of course you can always use it as a normal keyboard!

Third prize in our musical extravaganza is the Yamaha Portasound MP-1, a compact keyboard which comes complete with a built-in music printer which prints out complete musical scores! This little gem has 10 instrument "voices" and 10 rhythms with a tempo control - you can also play duets with yourself!

All this and more! 20 runners-up will receive one of K-Tel's new Double-sided tapes called it's Only Rock and Roll - very suitable for all you would-be rock stars out there. In it you have to steer your group to stardom, avoiding crooked managers and making hit records. On the B-side of this tape is another Adventure-style graphical game called Graucal's Tomb - guaranteed to send shivers down your spine! We'll also be throwing in some C&VG "The Champ" t-shirts for good measure and we might just be able to persuade Vince Clarke to give away some of his latest records performed by his new group The Assembly.

As we've already said, all we want you to do is use the music program which is suitable for your micro.

program if required. You can replay the old waveforms by typing "RE" to the first question the computer asks you. See an example waveform to

try one:
Example 1:
 1, 2, 3, 4, 5, 7, 8, 9,
 10, 11, 12, 13, 14, 15, 0,
 1, 2, 3, 4, 5, 6, 7, 8, 9,
 10, 11, 12, 13, 14

Example 2:
 0, 0, 0, 0, 1, 3, 5, 7, 9,
 11, 13, 15, 17, 19, 9, 7,
 3, 3, 1, 0, 0, 1, 0, 0, 0, 0,
 0, 0, 0, 0

Example 3:
 0, 8, 15, 0, 0, 15, 0, 0,
 15, 0, 0, 15, 0, 0, 15, 0,
 0, 15, 0, 0, 15, 0, 8, 15,
 0, 8, 15, 0, 8, 15.

```

10 REM WAVEFORM SYNTHESIZER
20 REM (c) Justin Whittaker 1994
30 DIM WAVEFORM(1)
40 POKE 752,1:POKE 716,34:POKE 712,36:POKE 714,2
50 REM Poke machine code into page 0
60 FOR B=1536 TO 1664
70 READ OP:CODE
80 POKE B,OP:CODE
90 NEXT B:POKE 704,255
100 T=0:you want to play old waveforms
110 INPUT WAVEFORM
110 IF WAVEFORM="Y" THEN 160
120 FOR A=0 TO 255:POKE 752,64:POKE 694,0
130 LOOP:PRINT "Enter speaker position number" :GOTO 110
140 INPUT B:IF B<0:GOTO 140 OR B>15 THEN 250
150 POKE 1670+B,D:GOTO 140

```

```

160 PRINT "Do you want distortion added?"
170 INPUT WAVEFORM
180 IF WAVEFORM="Y" THEN GOSUB 1820
190 WAVEFORM(1)=1
200 REM Machine code data:
210 DATA 169,0,141,1,212,169,0,141,0,21
220 DATA 169,141,1,210,141,14,210,169,2,1
230 DATA 162,0,169,134,0,24,169,16,141,1
240 DATA 172,0,210,169,1,16,0,233,0
250 DATA 169,36,200,253,233,229,30,200
260 DATA 173,16,210,201,240,200,7,169,0,141,1
270 DATA 210,240,242,162,0,240,211
280 DATA 114,176,182,0,0,0,0,0,25,0,33,0
290 DATA 29,40,29,0,25,0,133,0,0,162
300 DATA 217,243,0,0,0,0,30,70,0,57,70,0,12
310 DATA 144,0,125,40,81,60,60,64,47,0,53
320 DATA 70,0,37,0,33,0,0,42,0,0,0,133,
330 DATA 0,0,173,230
340 T = ERROR ON INPUT. Try Again "
350 GOTO 130
360 REM Remember to save before running!

```



RUNS ON A BBC

BY SEAMUS ST. JOHN

The sound capabilities of the BBC are among the best of any micro currently available, but the sophistication of the system used makes it extremely difficult to get to grips with. You really need to be a

computer whizz kid and muscles all rolled into one.

Mazak for the BBC gets rid of all the programming problems and will let you get on with the important business of playing music.

Single notes or three part harmonies can be played and up to 2000 notes can be stored and replayed at any time. There is also a choice of three octaves — high, medium and low — which are

selected by pressing one of the first three red function keys.

The envelope used produces an electric organ type sound but, if you'd like to change the envelope feel free to do so.

```

100000?
100010 1100 100 0111
100020 100010 10000
100030 0010 0010 0010 0010 0010 0010
100040 1, 2, 3, 4, 5, 7, 8, 9, 10, 11, 12, 13, 14, 15, 0
100050 100010
100060 10
100070 1100 1100 1100
100080 10
100090 1100 1100 1100
100100 1100 1100 1100
100110 100010 100010 100010
100120 100010 100010 100010
100130 100010 100010 100010
100140 100010 100010 100010
100150 100010 100010 100010
100160 100010 100010 100010
100170 100010 100010 100010
100180 100010 100010 100010
100190 100010 100010 100010
100200 100010 100010 100010
100210 100010 100010 100010
100220 100010 100010 100010
100230 100010 100010 100010
100240 100010 100010 100010
100250 100010 100010 100010
100260 100010 100010 100010
100270 100010 100010 100010
100280 100010 100010 100010
100290 100010 100010 100010
100300 100010 100010 100010
100310 100010 100010 100010
100320 100010 100010 100010
100330 100010 100010 100010
100340 100010 100010 100010
100350 100010 100010 100010
100360 100010 100010 100010
100370 100010 100010 100010
100380 100010 100010 100010
100390 100010 100010 100010
100400 100010 100010 100010
100410 100010 100010 100010
100420 100010 100010 100010
100430 100010 100010 100010
100440 100010 100010 100010
100450 100010 100010 100010
100460 100010 100010 100010
100470 100010 100010 100010
100480 100010 100010 100010
100490 100010 100010 100010
100500 100010 100010 100010

```

```

100510 100010 100010 100010
100520 100010 100010 100010
100530 100010 100010 100010
100540 100010 100010 100010
100550 100010 100010 100010
100560 100010 100010 100010
100570 100010 100010 100010
100580 100010 100010 100010
100590 100010 100010 100010
100600 100010 100010 100010
100610 100010 100010 100010
100620 100010 100010 100010
100630 100010 100010 100010
100640 100010 100010 100010
100650 100010 100010 100010
100660 100010 100010 100010
100670 100010 100010 100010
100680 100010 100010 100010
100690 100010 100010 100010
100700 100010 100010 100010
100710 100010 100010 100010
100720 100010 100010 100010
100730 100010 100010 100010
100740 100010 100010 100010
100750 100010 100010 100010
100760 100010 100010 100010
100770 100010 100010 100010
100780 100010 100010 100010
100790 100010 100010 100010
100800 100010 100010 100010
100810 100010 100010 100010
100820 100010 100010 100010
100830 100010 100010 100010
100840 100010 100010 100010
100850 100010 100010 100010
100860 100010 100010 100010
100870 100010 100010 100010
100880 100010 100010 100010
100890 100010 100010 100010
100900 100010 100010 100010
100910 100010 100010 100010
100920 100010 100010 100010
100930 100010 100010 100010
100940 100010 100010 100010
100950 100010 100010 100010
100960 100010 100010 100010
100970 100010 100010 100010
100980 100010 100010 100010
100990 100010 100010 100010

```

```

100010 100010 100010 100010
100020 100010 100010 100010
100030 100010 100010 100010
100040 100010 100010 100010
100050 100010 100010 100010
100060 100010 100010 100010
100070 100010 100010 100010
100080 100010 100010 100010
100090 100010 100010 100010
100100 100010 100010 100010
100110 100010 100010 100010
100120 100010 100010 100010
100130 100010 100010 100010
100140 100010 100010 100010
100150 100010 100010 100010
100160 100010 100010 100010
100170 100010 100010 100010
100180 100010 100010 100010
100190 100010 100010 100010
100200 100010 100010 100010
100210 100010 100010 100010
100220 100010 100010 100010
100230 100010 100010 100010
100240 100010 100010 100010
100250 100010 100010 100010
100260 100010 100010 100010
100270 100010 100010 100010
100280 100010 100010 100010
100290 100010 100010 100010
100300 100010 100010 100010
100310 100010 100010 100010
100320 100010 100010 100010
100330 100010 100010 100010
100340 100010 100010 100010
100350 100010 100010 100010
100360 100010 100010 100010
100370 100010 100010 100010
100380 100010 100010 100010
100390 100010 100010 100010
100400 100010 100010 100010
100410 100010 100010 100010
100420 100010 100010 100010
100430 100010 100010 100010
100440 100010 100010 100010
100450 100010 100010 100010
100460 100010 100010 100010
100470 100010 100010 100010
100480 100010 100010 100010
100490 100010 100010 100010
100500 100010 100010 100010
100510 100010 100010 100010
100520 100010 100010 100010
100530 100010 100010 100010
100540 100010 100010 100010
100550 100010 100010 100010
100560 100010 100010 100010
100570 100010 100010 100010
100580 100010 100010 100010
100590 100010 100010 100010
100600 100010 100010 100010
100610 100010 100010 100010
100620 100010 100010 100010
100630 100010 100010 100010
100640 100010 100010 100010
100650 100010 100010 100010
100660 100010 100010 100010
100670 100010 100010 100010
100680 100010 100010 100010
100690 100010 100010 100010
100700 100010 100010 100010
100710 100010 100010 100010
100720 100010 100010 100010
100730 100010 100010 100010
100740 100010 100010 100010
100750 100010 100010 100010
100760 100010 100010 100010
100770 100010 100010 100010
100780 100010 100010 100010
100790 100010 100010 100010
100800 100010 100010 100010
100810 100010 100010 100010
100820 100010 100010 100010
100830 100010 100010 100010
100840 100010 100010 100010
100850 100010 100010 100010
100860 100010 100010 100010
100870 100010 100010 100010
100880 100010 100010 100010
100890 100010 100010 100010
100900 100010 100010 100010
100910 100010 100010 100010
100920 100010 100010 100010
100930 100010 100010 100010
100940 100010 100010 100010
100950 100010 100010 100010
100960 100010 100010 100010
100970 100010 100010 100010
100980 100010 100010 100010
100990 100010 100010 100010

```

Spectrophane allows you to play tunes "live" on your Spectrum. You can record the tune by linking the output from the computer's ear socket to the mike of the tape recorder. Alternatively, hold a microphone close to the machine.

When you type RUN, the instructions will be displayed. The top row

of keys are the actual notes, starting from C. Originally the bottom note is middle C, but the whole row can be shifted up or down by one octave (seven notes) by pressing the C and V keys. The current octave chosen will be on the screen, where 0 is the starting position. Positive numbers are higher

octaves and negative numbers are lower ones.

The duration of the note is also printed on the screen during use. It starts off at 0.1 seconds. Pressing the I and X keys will halve or double the current duration.

Press Q to quit the program, which will also restore the POKES to their original values.

These are used by the program to speed up the keyboard repeat. This means you can obtain a nice warbling note by setting dur. to 0.010 and oct. to 2. Maximum and minimum values (before the program crashes!) for duration are between .00078125 and 6.4, and for octave between -4 and 4.

```

10 REM MUSIC
20 REM C and V: Oct 11 '84
30 GO SUB 2000
40 REM
50 POKER 20001.0
60 POKER 20002.1
70 LET C=0
80 LET A=1
90 DIM A(128)
100 LET S=1
110 FOR X=1 TO 10
120 READ A(X)
130 NEXT X
140 GO TO 2010
150 DATA 10,0,2,4,5,7,9,11,10,1
+
200 IF S=1 THEN LET S=INKEYS
210 IF S="C" OR S="V" THEN GO
TO 1000
220 LET S=CODE S-47
230 REP 0.1(1+S)*1-1
240 LET S=1
250 POKER 20002.0
260 GO TO 20
270 STOP
280 IF S=1 THEN LET S=1
290 IF S=2 THEN POKER 20001.0
300 POKER 20000.0 : STOP
310 IF S=3 THEN LET S=3
320 IF S=4 THEN LET S=4
330 IF S=5 THEN LET S=5
340 IF S=6 THEN LET S=6
350 IF S=7 THEN LET S=7
360 IF S=8 THEN LET S=8
370 PRINT AT 10,10:
380
390 IF S=9 THEN LET S=9
400 IF S=10 THEN LET S=10
410 IF S=11 THEN LET S=11
420 IF S=12 THEN LET S=12
430 IF S=13 THEN LET S=13
440 IF S=14 THEN LET S=14
450 IF S=15 THEN LET S=15
460 IF S=16 THEN LET S=16
470 IF S=17 THEN LET S=17
480 IF S=18 THEN LET S=18
490 IF S=19 THEN LET S=19
500 IF S=20 THEN LET S=20
510 PRINT AT 10,10:

```

```

1000 PRINT AT 10,10:"SPE" : GOTO 1
1020 PRINT AT 0,10:" "
1040 PRINT AT 0,10:"octa" : GOTO 1
0.1:
2000 GO TO 30
2020 REM INSTR
2040 PRINT " "
2060 PRINT " "
2080 PRINT " "
2100 PRINT " "
2120 PRINT " "
2140 PRINT " "
2160 PRINT " "
2180 PRINT " "
2200 PRINT " "
2220 PRINT " "
2240 PRINT " "
2260 PRINT " "
2280 PRINT " "
2300 PRINT " "
2320 PRINT " "
2340 PRINT " "
2360 PRINT " "
2380 PRINT " "
2400 PRINT " "
2420 PRINT " "
2440 PRINT " "
2460 PRINT " "
2480 PRINT " "
2500 PRINT " "
2520 PRINT " "
2540 PRINT " "
2560 PRINT " "
2580 PRINT " "
2600 PRINT " "
2620 PRINT " "
2640 PRINT " "
2660 PRINT " "
2680 PRINT " "
2700 PRINT " "
2720 PRINT " "
2740 PRINT " "
2760 PRINT " "
2780 PRINT " "
2800 PRINT " "
2820 PRINT " "
2840 PRINT " "
2860 PRINT " "
2880 PRINT " "
2900 PRINT " "
2920 PRINT " "
2940 PRINT " "
2960 PRINT " "
2980 PRINT " "
3000 PRINT " "
3020 PRINT " "
3040 PRINT " "
3060 PRINT " "
3080 PRINT " "
3100 PRINT " "
3120 PRINT " "
3140 PRINT " "
3160 PRINT " "
3180 PRINT " "
3200 PRINT " "
3220 PRINT " "
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3560 PRINT " "
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3600 PRINT " "
3620 PRINT " "
3640 PRINT " "
3660 PRINT " "
3680 PRINT " "
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6960 PRINT " "
6980 PRINT " "
7000 RETURN

```

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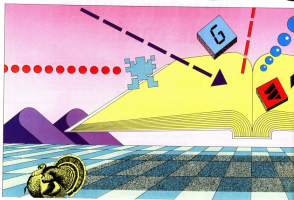


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H O U S E

SONS—KAZADZOS



Try to imagine a disc without a light show. You can? Can you? How about a Disk II disc concert without all the lasers and other visual? Totally impossible! Well for all these years you've been sitting at home playing your records or tapes and probably storing vacantly at the wallpaper or the latest pop pin-up posters from Smash Hits. You can change that immediately by simply programming in your very own Soused to Graphics program. Colin Holgate, graphics expert with the band called Mainframe, has come up with some programs which will transform the way you listen to your record collection.

In order to create some graphics that respond to any music, rather than graphics optimised to just one song, a process similar to normal sound to light methods you see in action at your local disc bar to be adapted for your ears.

Usually sound is fed into a box of trials, its frequency worked out and something pretty happens.

With a computer, the sound is fed into the cassette input, the software works out a value related to the input frequency which can then be used as a variable in a graphics routine.

In the programs on the following pages, the values taken from the cassette input control create kaleidoscopic patterns or a "spectrum analyser" graph-like effect.

Machine code must be used in order to read the sound input fast enough to reach an accurate pitch-related value. On many current home computers, the incoming sound has the effect of cutting — or not cutting — a single bit in a particular byte or set of bytes, depending on whether the signal is above or below a certain level.

For example, bit 7 of location C060 (49248 decimal) in the Apple II is set to 1 if the input is high, likewise bit 6 of location 27F0 (22768 decimal) in the Spectrum works the same way. A sine wave signal coming into the computer will appear as a sequence of ones and zeros.

By timing how long it takes for one incoming signal to change from one state to the other, we can get an idea of its frequency. The timing value could control colour, position or length of a shape line in your graphics routine — or whatever you wish.

For BBC or Electron owners, things are a little different when it comes to the cassette input. Both these micros have dedicated chips that present the computer with complete bytes when they read from the cassette. This makes working out the frequency tricky at best.

However, a limited effect can be achieved by simply seeing if there is a sound or not. The program for these computers printed here does something

along these lines, from the originator of the program isn't sure exactly how it works — so you'll just have to at least and enjoy the effects!

Each of the programs requires a sound source of the cassette input. This can easily be done, the only problem being that in most cases you won't be able to hear the music but there are two ways around this.

Connect your computer to a headset phone output on your system that doesn't cut off sound from the amplifier. To do this, you will probably need a simple pink plug adapter for your computer lead. These are available from all good hi-fi stores.

If your portable cassette player has a built in microphone, connect it to the computer as usual, then place it near a speaker with the record/stop/pause buttons pushed down. Please remember that connecting a speaker output to your computer is definitely NOT a good idea.

These programs will react to any outside sound source, not just music. Have fun playing around with them!

Since the BBC/Electron program was written, Basic 3 has appeared for the BBC B. With Basic 3, the expressions `M%-TRIG4` & `P&PE4` has a different effect to the one intended. For safety, if you have a BBC B, change this part of line 340 to read `M%-T&PE4`. Likewise change line 350 to read `M%-T&PE4` etc.

FOR THE APPLE II

```
0000- 04 00 0F 0F 11 33 55 77 0000- 0E 05 07 09 0B 0D 0F 11 33 55 77
0001- 7F 00 00 FF 2D 44 66 88 0001- 7F 00 00 FF 2D 44 66 88
0002- 4B CC 8E 11 33 55 77 9F 0002- 4B CC 8E 11 33 55 77 9F
0003- 00 00 1F 32 44 66 88 00 0003- 00 00 1F 32 44 66 88 00
0004- 00 00 11 33 55 66 88 00 0004- 00 00 11 33 55 66 88 00
0005- 00 00 00 00 00 00 00 00 0005- 00 00 00 00 00 00 00 00
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0007- 01 01 01 01 01 01 01 01 01 0007- 01 01 01 01 01 01 01 01
0008- 02 02 02 02 02 04 04 04 04 0008- 02 02 02 02 02 04 04 04 04
0009- 06 0A 5A 5A 5A 5A 5A 5A 5A 0009- 06 0A 5A 5A 5A 5A 5A 5A
0010- 00 00 00 00 00 00 00 00 00 0010- 00 00 00 00 00 00 00 00
0011- 00 00 02 00 00 00 00 01 01 0011- 00 00 02 00 00 00 00 01 01
0012- 00 00 00 00 00 00 00 00 00 0012- 00 00 00 00 00 00 00 00 00
0013- 00 00 02 02 02 04 04 04 04 04 0013- 00 00 02 02 02 04 04 04 04
0014- 00 00 00 00 00 00 00 00 00 0014- 00 00 00 00 00 00 00 00 00
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0017- 00 00 00 00 00 00 00 00 00 0017- 00 00 00 00 00 00 00 00 00
0018- 00 00 00 00 00 00 00 00 00 0018- 00 00 00 00 00 00 00 00 00
0019- 00 00 00 00 00 00 00 00 00 0019- 00 00 00 00 00 00 00 00 00
0020- 00 00 00 00 00 00 00 00 00 0020- 00 00 00 00 00 00 00 00 00
0021- 00 00 00 00 00 00 00 00 00 0021- 00 00 00 00 00 00 00 00 00
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```

FOR THE BBC & ELECTRON

```
10 MODE 1
20 PRINT
30 COLOUR 2
40 PRINT "Sound to Graphics program."
50 PRINT
60 PRINT "For BBC Model B and Acorn Electron."
```

```
70 PRINT(PI*PI)
80 COLOUR 3
90 PRINT "This program requires any sound source (PRINT:PRINT "conveniently" if
```

```
you) to be connected to:PRINT:PRINT "the cassette input on this computer."
```

```
100 PRINT(PI*PI)COLOUR 1:PRINT "Adjust the volume until the input level (PRINT
```

```
input) is about the same as is required for "PRINT:PRINT "floating program."
```

```
110 COLOUR 3
120 PRINT(PI*PI)PRINT "Adjustment of the volume control will:PRINT:PRINT "var
```

```
y the graphics response."
```

```
130 PRINT(PI*PI)PRINT "To exit the display press "Escape"."
```

```
140 PRINT(PI*PI)PRINT:PRINT "PRESS RETURN to CONTINUE."
```

```
150 A = 0
```

```
160 GOTO(PI)MODE(PI)
```

```
170 MODE 2
```

```
180 FOR L = 0 TO 15:VDIV(L,0,0,0,0)END
```

```
190 FOR LS = 0 TO 255:COLOUR 128+(PI*PI)-LS MOD 251:PRINT(PI) "
```

```
PRINT
```

```
200 VDIV(PI*PI)0,0,0
```

```
210 LS = 76*(PI*PI) = 76*(PI)
```

```
220 REPEAT
```

```
230 VDIV(L,LS,0,0,0,0)
```

```
240 PI = 0:PRINT PI = PI + 1:PI = 76*(PI) + 76*(PI*PI)0,0,0,0,0,0:PRINT:GOTO 240
```

```
UNTIL
```

```
250 IF PI = 120 THEN FOR PI = 0 TO 15:VDIV(L,PI,0,0,0,0,0,0,0,0,0,0,0,0,0,0)
```

```
260 MS = 76*(PI) + 76*(PI*PI)0,0,0,0,0
```

```
270 LS = LS + MS*(PI)
```

```
280 UNTIL PI=0
```


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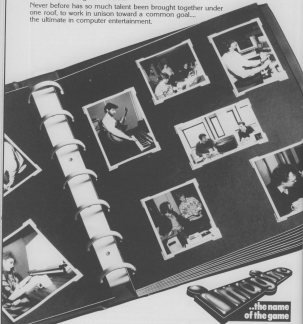
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JOGGER

Encounter

RISE TO THE

ARCADE ACTION

**WONE
RAIDER**

GRAT

WONE RAIDER
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ATOKIA
This board game is a classic of the genre, offering a unique and challenging experience. The game is set in a medieval fantasy world, where you'll play the role of a warrior on a quest to save the world from a powerful evil force. The game is a fast-paced, tactical battle between you and a computer-controlled army of monsters and knights. Features include: 1. A unique and exciting combat system. 2. A variety of powerful weapons and armor. 3. A rich, detailed fantasy setting. 4. A challenging and rewarding experience for players of all ages.

JOGGER
This arcade action board game is a fast-paced, tactical battle between you and a computer-controlled army of monsters and knights. The game is a unique and exciting combat system, set in a medieval fantasy world. Features include: 1. A unique and exciting combat system. 2. A variety of powerful weapons and armor. 3. A rich, detailed fantasy setting. 4. A challenging and rewarding experience for players of all ages.

An enemy tank division is approaching. As the last surviving tank commander of your battalion, it's up to you to halt the opponent's merciless invasion of your territory.

You control a Christian tank ahead of the enemy forces on the horizon. Four submarines have also taken to the skies and are swooping down from the clouds in fighter bombers to attack your tank. The whole area between you and the enemy has been heavily mined, and you've been trapped in the path of the bomber's enemy.

Endowed by the overabundant skills, you call for help and set out with four tanks to attack as much bases as you can.

The game has been written in two parts so that it will fit into an expanded 80. Each program should be typed in separately and then saved onto tape. The first program loads all the

information needed to set up the graphics. The second program can then be loaded in and the game started.

If you find the game too difficult to start off, you can change the value of the variable *IT* from 1000 to a lower number. This will award you a lower tank earlier.

Variables

I - Tank location	BT - Number of tanks left
P - Position	MI - Missile position
BT - Enemy base	I - Base
BT-MS - Missiles point	MS - Missiles
BT - Value for extra tank	IT-IT - Enemy rabbits

PROGRAM ONE

```

10 PRINT "I" FOR I=7168T07079 POKE I,(I+25000) :NEXT POKE 52,28 :POKE 54,28
20 FOR J=17039 :REVD J :POKE 7433+J,I :NEXT
30 FOR J=17040 :REVD J :POKE 7631+J,I :NEXT
40 GOTO 1000
50 DATA 255,255,255,255,255,255,255,24,152,153,155,255,255,255,189
60 DATA 24,24,24,24,24,24,24,24,8,66,68,26,36,60,66,8
70 DATA 8,2,8,127,127,255,48,8,0,0,124,204,224,252,48
80 DATA 8,8,255,0,15,24,15,8,62,127,255,127,255,178,255,0,128,192,192,128,248,1
92,248
90 DATA 18,58,118,255,255,255,180,0,0,63,31,63,255,255,182
91 DATA 255,255,233,239,131,239,255,255,255,231,231,185,0,182,231,255
92 DATA 231,231,165,129,0,165,231,255,231,231,175,198,129,165,231,255
93 DATA 254,252,248,248,224,244,254,255,127,63,31,15,7,47,127,255
100 PRINT "99" :MINEFIELD
101 PRINT "WRETTEN BY S. P. BERCH"
102 PRINT "TRY TO SHOOT CONVOY AND BOMBERS - ONLY ONE SHOT AT A TIME"
103 PRINT "WOULD THE BOMBERS AND THE BOMB?"
104 PRINT "PRESS ANY KEY TO CONTINUE"
105 IF PEEK(187) < 1 THEN GOTO 200
200 POKE 36849,255
210 PRINT "I" :POINTS VALUE
211 PRINT " 8 10-20 " " 30-50 " " 60 "
70"
212 PRINT " 20-30 " " 40 " " 50 "
20"
213 PRINT " 70"
220 PRINT "HOW LONG WOULD PROGRAM TO CONTINUE" POKE 193,8

```

PROGRAM TWO

```

10 PRINT "I" :POKE 36849,255
30 HS=9 :POKE 36875,127 :POKE 678,128 :POKE 36870,15 :HC=36720
40 I=" " :S=" " :J=" " :K=" " :L=" " :M=" " :N=" "
100 HT=0 :S=0 :L=8174 :M=0 :CT=0
110 FOR I=7680T07897 :POKE I,33 :POKE I+HC,6 :NEXT :FOR I=36884T036945 :POKE I,0 :NEXT
115 POKE 7856,32 :POKE 7877,32 :POKE 7878,32 :POKE 7875,32
120 BS=" "
121 IS=" "
122 CS=" "
" :BS=0 :IS=0 :FS=0 :GS=0 :HS=0
150 PRINT "MIS" :FOR I=7690T07781 :POKE I+HC,0 :POKE I,24 :NEXT
200 GOSUB 5000 :POKE 36874,128 :GOSUB 6000 :PRINT "8THEN 6000
205 GOSUB 5000 :POKE 36874,130
210 X=INT(RND(1)+10)*2 :IF C=1 THEN GOTO 220
215 IF P=0 THEN GOTO 220
220 I=RND(10),95 THEN P=L-289 :PV=58 :GOTO 230
225 GOTO 2000
230 POKE P,33 :POKE P+1,33 :P=P-22*0 :IF C=1 THEN GOTO 220 THEN PV=PV+1

```



BY STEVEN BIRCH

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```
0 4000:100000 21:11000 00000000000000
& 00000000 00000000000 0:00000000000 0:00000000000 0:00000000000 0:00000000000
00000000000 0:00000000000
01 0000000000 10 0000000000 0:0000000000 10 0000000000 000 0000000000 000
11 0000000000 0 0000000000 0:0000000000 0:0000000000 040 0000000000 00 000000
12 0000000000 000 00000000000 0000000000 0 0000 0000000000 0400000000
13 0000000000 0 0000000000 0000000000 0000000000 0000000000 0000000000
14 0000000000 0 0000000000 0000000000 0000000000 0000000000 0000000000
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CENTRE

RUNS ON A COMMODORE

A long time ago in a galaxy far away a nasty bunch of Space Pirates, began raiding the center of a particularly nice planet in the outer reaches of Sol System 82. Admittedly, they had been consuming a large number of Pangelectroorganic inhibitors down at the Asteroid Arms — but the local residents of this planet still took an instant dislike to the Pirates and decided to attack their headquarters.

They launched a super-mega-class battle cruiser and set out to find the center crystal — the source of all the Pirate's powers . . . So starts the saga of the Centre Crystal — a multi stage game in which you must complete four screens and reach the crystal.

There are five skill levels, ranging from "my pet budgie

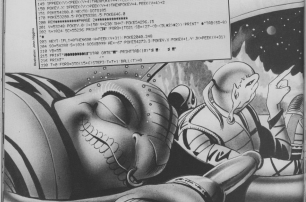


Illustration: Allan Haggard

CRYSTAL

PLAY WITH JOYSTICK

BY HENRY O'NEEFEE

could beat you" to "not even Darth Vader and the force could deal with this!" If you manage to complete one sequence, then you'll start the game again at another skill level.

Full instructions are included in the program — but remember to play your joystick into part 2 before you dare take on the Pirates!

If you want to disable the run/stop key to stop an accidental escape while you play the game, enter the Command POKC880.205. This also causes the program to be editable.

Entering POKC 888.246 into the game reverses this process and allows the game to be listed as normal.

```

000 PRINT
001 GOTO 1000
002 GOTO 1000
003 GOTO 1000
004 GOTO 1000
005 GOTO 1000
006 GOTO 1000
007 GOTO 1000
008 GOTO 1000
009 GOTO 1000
010 GOTO 1000
011 GOTO 1000
012 GOTO 1000
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```



THE HOBBIT

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Thank you



1983 GOLDEN JOYSTICK AWARDS



Zalega from Ardvard and Mario Miner from Bug Bytes.

The winner was the ever popular Mario Miner as the first Golden Stick was received by John Phillips from Bug Bytes and the man behind Mario Miner, programmer Matthew Smith.

Next came the award for Best Strategy Game which went to *The Hobbit*, 1983's most popular Adventure, from Melbourne House. Other nominations in this class were *Football Manager* from Addictive Games, *Planet Invasion* from Microdeal and *Scrabble* from Pelos.

Best Original Game nominations included *Psst!* from Ultimate Play the Game, *Am Attack*, that wonderful three dimensional adventure from Quicksilver, *Spit!* from Incentive, and *Ab Diddaboo* from Imagine. Winner of the Golden Joystick in this category was the game with that cute teddy bear, *Ab Diddaboo!*

Moving on to the main award of the day, Game of the Year, the nominations were *The Hobbit*, *Mario Miner*, *Jet-Pac* from Ulti-

mate and *Arcadia* from Imagine.

After a suitable pause for effect, Dave Lee Travis told the assembled multitudes that Ultimate's *Jet-Pac* was Game of the Year 1983! Ultimate's Carol Ward stepped up to receive the award and thanked all C&VG's 80,000-plus readership for making the game an award winner.

Ultimate's representatives didn't have much time to settle back in their seats as Tim Blamper was called up to receive the Golden Joystick Award for Software House of the Year — the final award in the ceremony. Other nominations in this category included Melbourne House, Imagine and Jeff Minter's *Llamasoft*.

After much applause and merrymaking, the first award ceremony came to an end — and the software houses were already planning new games to compete for the 1984 Golden Joystick Awards.

A glittering gathering of software stars congregated at Morton's restaurant, in London's posh Berkeley Square, last month to celebrate Computer and Video Games' first ever Golden Joystick Awards presentations.

All the top names from the British software industry were there — waiting to discover just who would go home clutching one of our coveted Golden Joysticks.

Radio One DJ Dave Lee Travis — a self confessed computer fan — was there to present the prizes and, as the time for the awards to be announced approached, tension mounted among the rival programmers and software house supremos, alike as they waited with bated breath to hear the news.

First up was our Golden Joystick Award for the best Arcade Style Game of 1983. Nominations were *Penetrator* from Melbourne House, *Arcadia* from Imagine

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Kevin Teas

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addictive

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Comments about the game from ours and our customers:

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my second favourite of all the games on any video... To the ordinary person it is an excellent view of what goes on down in the field of computer games... The winning point of this game is the actual set pieces of football highlights which show little flicks that running around a pitch, shooting, celebrating and scoring... It is a compulsive game but people who cannot take game decisions of 8 hours or so, which happens in an eye happy Sunday, will be grateful to know that there is a game to top it. So far, FOOTBALL MANAGER has everything I could... The

originator, Addictive Games, certainly deserve the name." *Byte* (1988 Professional Computing - August 1988)

"When I first received this game I spent the best part of the weekend playing it (and then I have returned to it most often than any other). The truly addictive quality of this game is the remarkable way it mixes the real football manager's problems." *Personal Computer Games* - Summer 1987

"In my own fault you did warn me - I am totally and completely hooked on FOOTBALL MANAGER." *Mr. A. Wright - Lutonians*

"It is by far the best software game that I have seen for the Spectrum." *Mr. N. Lawson - Sully*

"I congratulate you for a motivational game which keeps the player entertained." *Mr. A. Crockett - General's Circus*

"I am willing to say what a great game it is. I have spent over 40 hours on it." *Mr. D. Peckin - Gloucestershire*

"Your FOOTBALL MANAGER game is terrific." *Mr. N. Cunningham - West Bromwich*

Programmes

There are 10 programmes in the game, each with its own set of instructions. The programmes are: 1. The Manager's Office 2. The Training Ground 3. The Transfer Market 4. The League Table 5. The Football Pitch 6. The Football Match 7. The Football Cup 8. The Football League 9. The Football Club 10. The Football Manager



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```

100 CALL CLEAR
110 CALL SCREEN(2)
120 RANDOMIZE
130 REM DEFINE CHAR'S
140 CALL CHAR(152,"FFF000OFFFFF0600FF")
150 CALL CHAR(144,"0102070F1F3F7FFF")
160 CALL CHAR(148,"FFFFFFFFFFFFFF")
170 CALL CHAR(136,"F0F0F0F0F0F0F0F0")
180 CALL CHAR(138,"1824183C7E3C10101C")
190 CALL CHAR(139,"032418183C9AC3AA")
200 CALL CHAR(120,"182418183C3C3C3C3C")
210 CALL CHAR(112,"18244224668816618")
220 CALL CHAR(113,"1818381818183818")
230 CALL CHAR(104,"000603FFF0306000")
240 CALL CHAR(96,"00047E7E3E7E3E")
250 CALL CHAR(40,"00182420002418")
260 CALL CHAR(41,"001824181C2032")
270 CALL CHAR(42,"0041221400")
280 CALL CHAR(43,"001824200E2418")
290 CALL CHAR(38,"0101010101010101")

```

BY NEIL MCKAY

RUNS ON A

T88/4



Hunchback Rescue

```

500 PRINT " DO YOU WANT INSTRUCTIONS?" ;
510 CALL KEY(0,K,S)
520 IF S=0 THEN 510
530 IF K=256 THEN 560
540 CALL CLEAR
550 GOSUB 2770
560 CALL CLEAR
570 CALL COLOR(12,2,11)
580 M$="INPUT SKILL LEVEL"
590 Z=C
600 GOSUB 2710
610 M$="11 2 OR 33 1=EASY"
620 Z=C
630 GOSUB 2710
640 CALL KEY(0,K,S)
650 IF S=0 THEN 640
660 IF (K=49)+(K=51) THEN 560
670 S=K-48
680 CALL CLEAR
690 REM SET UP SCREEN
700 FOR N=1 TO 30

```

The bells... the bells!

Three famous cries signal the return of history's last seven hunchback, Cassimade. It's up to his old tricks of lighting the French authorities in order to save the life of the beautiful Esmeralda, who's hidden in the sanctuary of the cathedral's bell tower.

Notre Dame's walls and battlements are patrolled by armed guards and the government's own secret police are out for the poor hunchback's blood. You must help the cripple jump along the walls of the building and hopefully avoid falling into the clutches of the guards climbing up the sewer walls.

If you manage to guide Cassimade over the wall without being seen by a poisoned arrow and ring the bell hanging at the far edge of the screen, the game will move on to the next stage.

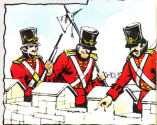
Good luck clear five sheets without falling foul of the guards before he can rescue the fair Esmeralda.

Hunchback Rescue will run on any Texas computer without extended Basic. All the necessary instructions are included in the listing.

```

300 CALL CHAR(32,"101")
310 REM DEFINE COLOUR
320 FOR X=1 TO 14
330 CALL COLOR(X,0,1)
340 NEXT X
350 CALL COLOR(16,7,11)
360 CALL COLOR(15,6,1)
370 CALL COLOR(14,15,2)
380 CALL COLOR(13,14,2)
390 CALL COLOR(12,2,11)
400 CALL COLOR(11,3,1)
410 CALL COLOR(10,3,1)
420 CALL COLOR(9,15,7)
430 CALL COLOR(2,9,16)
440 CALL COLOR(1,16,1)
450 M$="HUNCHBACK RESCUE"
460 Z=C
470 GOSUB 2710
480 FOR D=1 TO 500
490 NEXT D

```



```

710 RM=INT((11-1+1)*RND)+1
720 CC=INT((32-1+1)*RND)+1
730 CALL HCHAR(RR,CC,33)
740 NEXT NST
750 CALL HCHAR(12,3,152,416)
760 FOR I=9 TO 11
770 CALL HCHAR(13,1,152,4)
780 CALL HCHAR(13,28,152,5)
790 NEXT X
800 CALL HCHAR(19,27,144)
810 CALL VCHAR(10,27,148,2)
820 RESTORE 710
830 FOR I=1 TO 4
840 READ CL
850 FOR X=9 TO 11
860 CALL HCHAR(13,CL,152,2)
870 CALL HCHAR(13,CL-1,145)
880 NEXT X
890 CALL HCHAR(19,CL-1,144)
900 NEXT Z
910 DATA 8,13,18,23
920 FOR I=17 TO 24
930 CALL HCHAR(12,13,136,8)
940 NEXT Z
950 CALL VCHAR(17,12,76,8)
960 CALL VCHAR(17,21,76,8)
970 CALL HCHAR(16,13,76,8)
980 CALL HCHAR(13,30,112)
990 CALL VCHAR(14,30,112,5)
1000 SCREEN=1
1010 GOSUB 2150
1020 SCORE=0
1030 KB="SCORE"
1040 FOR Y=1 TO LEN(KB)

```



```

1050 CALL HCHAR(14,24+Y,ASC
(SEG#(KB,Y,1)))
1060 NEXT Y
1070 GOSUB 2750
1080 REM SET UP GAME
1090 RM=8
1100 R=8
1110 C=2
1120 CALL HCHAR(R,C,128)
1130 A=24
1140 CALL HCHAR(16,3,120)
1150 CALL KEYIO,K,B:
1160 IF (RND*80)>3 THEN 1180
1170 GOSUB 3000
1180 IF B=0 THEN 1150
1190 IF K=65 THEN 1240
1200 IF K=83 THEN 1340
1210 IF K=32 THEN 1450
1220 GOTO 1150
1230 REM GUARD MOVE
1240 REM MOVE MAN RIGHT
1250 CALL HCHAR(R,C,32)
1260 D=C+1
1270 CALL HCHAR(R,C,128)
1280 CALL SCHAR(R,C+1,CR)
1290 IF CR=128 THEN 1240
1300 IF CR=113 THEN 1790

```





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```

1310 CALL GCHAR(R+1,C,CH)
1320 IF CH=152 THEN 1150
1330 GOTO 1410
1340 REM MOVE MAN LEFT
1350 CALL HCHAR(R,C,32)
1360 C=C-1
1370 IF C<2 THEN 1390
1380 C=2
1390 CALL HCHAR(R,C,128)
1400 CALL GCHAR(R,C+1,CR)
1410 IF CR=113 THEN 1790
1420 CALL GCHAR(R+1,C,CH)
1430 IF CH=152 THEN 1150
1440 GOTO 1410
1450 REM MAN JUMP
1460 FOR V=1 TO 2
1470 CALL HCHAR(R,C,32)
1480 R=R-1
1490 C=C+1
1500 CALL HCHAR(R,C,128)
1510 NEXT V
1520 FOR V=3 TO 2
1530 CALL HCHAR(R,C,32)
1540 R=R+1
1550 C=C-1
1560 CALL HCHAR(R,C,128)
1570 NEXT V
1580 CALL GCHAR(R+1,C,CH)
1590 IF CH=152 THEN 1150
1600 GOTO 1410
1610 REM MAN FALLS
1620 CALL HCHAR(R,C,32)
1630 FOR D=9 TO 23
1640 CALL GCHAR(D,C,CH)
1650 CALL HCHAR(D,C,128)
1660 CALL HCHAR(D,C,CH)
1670 NEXT D
1680 CALL HCHAR(24,C,127)
1690 FOR V=0 TO 50
1700 CALL SOUND(=1000,-7,V)
1710 NEXT V
1720 PB="ANOTHER GAME? CY OR N?"
1730 I=1
1740 GOSUB 2710
1750 CALL KEY(=K,KS)
1760 IF S=0 THEN 1750
1770 IF K=69 THEN S=0
1780 END
1790 REM RING BELL
1800 CALL HCHAR(R,C,32)
1810 CALL HCHAR(R,C+1,128)
1820 FOR G=1 TO 3
1830 FOR V=0 TO 30
1840 CALL SOUND(=1000,400,V)
1850 NEXT V
1860 NEXT G
1870 SCREEN=SCREEN+1
1880 GOSUB 2150
1890 SCORE=SCORE+1000
1900 GOSUB 2780
1910 IF SCREEN=5 THEN 3200
1920 CALL HCHAR(R,C+1,113)

```



```

1930 CALL HCHAR(A,3,152)
1940 C=2
1950 A=24
1960 CALL HCHAR(R,C,128)
1970 CALL HCHAR(A,3,120)
1980 B=B-R-B
1990 GOTO 1150
2000 REM MOVE GUARD
2010 CALL HCHAR(A,3,152)
2020 A=A-1
2030 CALL HCHAR(A,3,120)
2040 IF A=8 THEN 2040
2050 RETURN
2060 REM FIRE ARROW
2070 CALL COLOR(12,11,2)
2080 FOR F=4 TO C-1
2090 CALL HCHAR(B,P,104)
2100 CALL HCHAR(B,P,32)
2110 NEXT F
2120 CALL HCHAR(R,C-1,104)
2130 CALL SOUND(100,-7,6)
2140 GOTO 1720
2150 PB="SCREEN="STR$(SCREEN)
2160 FOR Y=1 TO LEN(PB)
2170 CALL HCHAR(14,4+Y,ASC
(STR$(PB,Y,1)))
2180 NEXT Y
2190 RETURN
2200 REM LAST SCREEN
2210 CALL HCHAR(2,30,32,4)

```

```

2220 CALL HCHAR(8,30,120)
2230 GOTO 1920
2240 REM RESCUE RAJESH
2250 FOR L=1 TO 3 STEP -1
2260 CALL HCHAR(L,16,50)
2270 NEXT L
2280 CALL HCHAR(3,17,40)
2290 CALL HCHAR(3,18,41)
2300 CALL HCHAR(4,17,42)
2310 CALL HCHAR(4,18,43)
2320 CALL SOUND(200,370,4,440,4,294,3)
2330 CALL SOUND(600,392,3,494,3,294,3)
2340 CALL SOUND(200,370,3,494,2,294,3)
2350 CALL SOUND(600,394,1,440,1,370,1)
2360 GOTO 1720
2370 REM INSTRUCTIONS
2380 CALL COLOR(12,11,1)
2390 ME="HUNCHBACK RESCUE"
2400 I=3
2410 GOSUB 2710
2420 ME="YOU ARE GUZIMBODD " &CHR$(128)
2430 I=7
2440 GOSUB 2710
2450 ME="YOU MOVE YOUR MAN WITH"
2460 I=9
2470 GOSUB 2710
2480 ME="B" FOR LEFT"
2490 I=11
2500 GOSUB 2710
2510 ME="R" FOR RIGHT"
2520 I=13
2530 GOSUB 2710
2540 ME="SPACE BAR TO JUMP"
2550 I=15
2560 GOSUB 2710
2570 ME="BEWARE OF THE GUARD " &CHR$(150)
2580 I=17
2590 GOSUB 2710
2600 ME="HND SCALD THE WALLS"
2610 I=19

```



Hints on Conversions

Although TI basic is fairly standard, it does contain some rather unusual commands. In the most part they are prefixed by the command CALL:

CALL CLEAR: Clears the screen, represented as most as CLS.
 CALL SCREEN: Changes the colour of screen background.
 CALL COLOUR: Determines the colours of individual characters.
 CALL HCHAR: Used to place a character horizontally on the screen. Replaced by MOVE or PRINT on other computers.
 CALL VCHAR: Similar to HCHAR but places the character vertically.
 CALL KEY: The TI basic's version of GET or INKEY.
 CALL CHAR: A command to create a user defined character.

Variables

The four main variables used throughout the program are:

N — Horizontal position of Guzimmodo.
 C — Vertical position of Guzimmodo.
 A — Vertical position of the guard.
 SCORE — Total scored during the game.

```

2620 GOSUB 2710
2630 ME="PRESS ANY KEY TO START"
2640 I=24
2650 GOSUB 2710
2660 CALL KEY(10,K,S)
2670 IF S=0 THEN 2640
2680 CALL CLEAR
2690 CALL COLOR(12,2,11)
2700 RETURN
2710 REM PRINT MESSAGE
2720 V=16-INT(LEN(ME)/2)
2730 FOR I=1 TO LEN(ME)
2740 CD=ASC(RES$(M,I,1))
2750 CALL HCHAR(C,V+I,CD)
2760 NEXT I
2770 RETURN
2780 REM PRINT SCORE
2790 ME=STR$(SCORE)
2800 FOR Y=1 TO LEN(ME)
2810 CALL HCHAR(16,24+Y,ASC(RES$(M,Y,1)))
2820 NEXT Y
2830 RETURN

```

PSYCLAPSE & BANDERSNATCH
COMMODORE 64 48K SPECTRUM

REINFORCEMENTS ARRIVE!



After eight weeks of total concentration by our four master programmers *Psychlapse & Bandersnatch*, the two most original computer games ever conceived are entering the final phase of creation. Now the Imagine 'A Team' have been joined by (from left to right) Steve Cain, Ally Noble, Dawn Jones, Abdul Ibrahim and Fred Gray.

Steve, Ally and Dawn are three of the most accomplished graphic artists in the country and Abdul and Fred are two highly respected musicians.

Their task is to enhance these magnificent games with dazzling animation, stunning effects and electrifying music.

Psychlapse & Bandersnatch, a treat for your senses, coming soon from Imagine.



martech games ... a spectacular range of software

BLASTERMIND

At first glance this might seem to be just another version of a very popular game, (how wrong can you be!) But, the story is simple enough. The Spectrum picks a class of monsters to combat with a special set of levels of difficulty — and invites you to do the same. You then take it in turns to 'beat' each other in terms of how the best coded from the disc applied after each quest. An extremely clever game, with clearly designed game, with almost invisible detail.

This was exactly as intended but unfortunately something went wrong during the programming stage (concomitant messages began to appear on the screen. At first they were so few they were not taken too seriously, but soon they could no longer be ignored. Somehow the Spectrum had been given a personality — a rather vicious, supercilious, delinquent, hateful, horrible mood.

★ Side B contains a version of the game compatible with the excellent Cullis approach unit — even worse! ★



SPECTRUM 48k £5.95

THE GUEST OF MERRAVID

VIC 20 (19k) £7.95
or Commodore 64 £7.95

A truly challenging and enjoyable adventure, written by a confirmed adventure addict who grew tired of the type with which he played other adventures himself. Well thought and set in sentences containing up to five words.

The adventure becomes Merravid, changed with the tone of finding, taking and then returning the magic fragments of the Oracles. However, overcoming the many riddles and logical puzzles is no easy matter. Careful and imaginative thought is required if progress is to be made and the Fendore tracked down to the lair of the Dragon of Mergon. Even then the Dragon has to be defeated and the oracle released. A complete, extremely enjoyable and very user friendly adventure.



WARNING!

With reviews like this "Scuba Dive" is likely to take up a lot of your time.

"... This fabulous underwater world, Scuba Dive is very, very special. The creatures are wonderful to behold and frightening real."

(Personal Computer Games March 1984)

"... The graphics are fantastic — increasingly addictive — it should probably be banned before it has time to take off."

(Crash Micro March 1984)

"... Truly spectacular graphics"

(Vicar Computer March 1984)

"... The effort of underwater diving is achieved so well that you could imagine you are walking into the perils of the deep."

(Crestair User March 1984)

"... Superb graphics and animation — in our home the game was constantly being loaded in."

(Popular Computing Weekly February 1984)

SCUBA DIVE

Pure machine code with superb cartoon graphics. You are in control of a diver who must breath down through pipes, sharks, barracuda and a host of other underwater hazards to locate the entrance of a submarine cave. He must then follow its twisting and turning passages which change with every new game. To locate the magical pearl wrecks with their fabulous treasure of precious pearls. Many of the passages lead to dead-ends, while some are filled with ferocious underwater monsters. Each dive has to be timed carefully so that there is enough oxygen left for the return journey, which is further frustrated by the diver's lost drifting anchor and (sometimes) to locate him with 50 (perhaps) 'this game' which features three features: colour, sound, eye balls, tail of fern and sound effects, presents perhaps the ultimate epic undersea adventure.

COMMODORE 64 £5.95

any CRIC - 1 £5.95

SPECTRUM 48k £5.95



ALSO AVAILABLE

JUNGLE TROUBLES — Frustrating, addictive, funny, silly. Come back Tazzer — all is forgiven! SPECTRUM £5.95

GALAXY 5 — five games in one tape for any CRIC - 1 £8.95

STARFIGHTER — Strategic arcade action. Pure machine code for any CRIC - 1 £8.95

HARRIER AT 1400 — pure machine code. Arcade action for any Criv - 1 or Commodore 64 £5.95, Spectrum — £5.95.

Most games available from:

Mr H. Smith, Leamy, Greens, Reeds, Spectrum Centres, Martins, Computer for All Shops and many other retail outlets.
Prices include VAT, Post and Packing.

Mail order to: MARTECH HOUSE, BAY TERRACE, PEVENSEY BAY, EAST SUSSEX BN23 6EE
Telephone: (0323) 758456 Telex: 87463 EXM Brighton

TOP 30

No.	GAME	MANUFACTURER	MACHINE
1	Manic Miner	Software Projects	Commodore 64
2	Atic Atac	Ultimate	Spectrum
3	Ant Attack	Quicksilver	Spectrum
4	Hunchback	Ocean	Spectrum
5	Fighter Pilot	Digital	Spectrum
6	Manic Miner	Software Projects	Spectrum
7	Hobbit	Melbourne House	Spectrum
8	Pole Position	Atari	Atari
9	Mr. Wimpsey	Ocean	Spectrum
10	Revenge of the Mutant Camels	Llamasoft	Commodore 64
11	Snooker	Visions	BBC
12	Hover Bover	Llamasoft	Commodore 64
13	Super Pipeline	Taskset	Commodore 64
14	Scramble	Microdeal	TRS 80 Colour
15	Super Cobra	Parker	Atari
16	Alchemist	Imagine	Spectrum
17	Lunar Jet Man	Ultimate	Spectrum
18	Jet Pac	Ultimate	Spectrum
19	Chequered Flag	Sinclair	Spectrum
20	Harrier Attack	Durrell	Spectrum
21	Manic Miner	Bugbyte	Spectrum
22	Asteroids	Atari	Atari
23	Pilot 64	Abbox	Commodore 64
24	Hunchback	Superior Software	BBC
25	Fred	Quicksilver	Spectrum
26	Crazy Kong	Interceptor	Commodore 64
27	Invaders	Sinclair	Spectrum
28	Kong	Sinclair	Spectrum
29	Scuba Dive	Durrell	Spectrum
30	Twin Kingdom Valley	Bug Byte	BBC

A SUPERB RANGE OF GAMES SOFTWARE FOR SHARP MZ-700 SERIES



PROCADEM - 4096

This most popular arcade game has been made available for the MZ-series computer. Despite graphics as fast as you can find on any computer, the game is so fast that you can play it for hours. It has been designed to be fun, but also to be a real challenge. It's a real test of your skills.



BACKGAMMON - 4786

Now available for the MZ-700, this traditional board game can now be played against the computer. It's a real challenge for the computer. It's a real test of your skills. It's a real test of your skills.



CHESS - 4786

Available for the MZ-series, this is a real challenge for the computer. It's a real test of your skills. It's a real test of your skills.

1. A real challenge for the computer. It's a real test of your skills. It's a real test of your skills.
2. A real challenge for the computer. It's a real test of your skills. It's a real test of your skills.
3. A real challenge for the computer. It's a real test of your skills. It's a real test of your skills.



SPACE PANIC - 4786

How long can you survive in this multi-level, multi-stage maze? The maze is a real challenge. It's a real test of your skills. It's a real test of your skills.



NIGHTMARE PARK - 4786

Experience terror in this top of the line, multi-level, multi-stage maze. The maze is a real challenge. It's a real test of your skills. It's a real test of your skills.



SOLARIS - 4786

Not only is it a real challenge, but it's also a real test of your skills. It's a real test of your skills. It's a real test of your skills.



GALAXIANS - 4786

A high speed, multi-level, multi-stage maze. The maze is a real challenge. It's a real test of your skills. It's a real test of your skills.



FIGHTER COMMAND - 4786

Experience the thrill of a real fighter pilot. The game is a real challenge. It's a real test of your skills. It's a real test of your skills.



LIGHTNING PATROL - 4786

Choose your own path in this real test of your skills. The game is a real challenge. It's a real test of your skills. It's a real test of your skills.

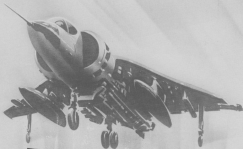
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SOLO SOFTWARE



95B Backpole Trading Estate West, Worcester Telephone (0905) 58353 (24 hrs)





HARRIER

Peter Hextal has re-created a piece of recent aviation history on his BBC micro. Harrier stages the near disaster in the Atlantic - when a Harrier pilot lost in thick fog during manoeuvres near the Spanish coast made a desperate attempt to land his jump jet on a cargo ship's deck.

The landing was a miracle and it was only the pilot's bravery and skill that prevented the 14 million pound plane plunging into the sea.

The game puts you into a very similar position. The Z, X, Y and J keys are used to move the plane in the correct directions to complete a perfect landing.

```

200 NEXT
210 SPLX=0 THEN J=00-GOTO000
220 GO=PROGR0-0X0
230 FOR A=000 TO 000 STEP 0
240 PROCFUEL
250 IF F=0 AND T=0 THEN PROCREFUEL
260 PROCVEYS
270 PROCPLIGHT
280 PROCHECK
290 IF L=0 THEN G=J0-J=000-GOTO000
300 HOME J0,000
310 VDU0:0,10,200:0,0,200:0,0,0,0,0,10,200:0,200
320 NEXT
330 IFLX=0 THEN J=00-GOTO000
340 GOTO000
350 AFX=0,0
360 IF L=00 THEN HOME000:000-PRINT"PLANE LOST"-BASE-DY00-1-GOTO400
370 PROCPLIGHT
380 IFR0=0 THEN PROCORRSH-GOTO440
390 IF L=00 AND T=0 THEN HOME000:000-PRINT"TOO EARLY"-PROCORRSH-GOTO440

```

```

30 PROCST_LATA
30 REPORT
40 TMODE
50 PROCINSTRUC
60 TMODE
70 PROCINIT
80 REPORT
90 CLS
100 PROCORRSH
110 HOME+000:1000-000:0 AND
120 FOR L=00 TO 00 STEP 0
130 PROCFUEL
140 IF F=0 AND T=0 THEN PROCREFUEL
150 PROCVEYS
160 PROCPLIGHT
170 PROCHECK
180 IF L=0 THEN G=J0-J=000-GOTO000
190 HOME J0,000
200 VDU0:0,10,200:0,0,200:0,0,0,0,0,10,200:0,200

```

BY PETER HEXTAL

NAMES ON A BBC

MODEL B IN 32K

```

310 IF RW=0 THEN MOVE200,400 PRINT "OFF LANDING"
320 GO=GO+1:FL=FL+5:IF FL<20 THEN FL=20
330 RW=1 TO 4000 HEAD
340 UNTIL RW=0
350 RE=RTM/CL:RW=RW+1:OFF LANDING?
360 IF RW<1 THEN RW=RW+5
370 GO=GO+1:GOLE=GO+1
378 GO=12:MOVE10,50:MOVE40,541
380 MOVE20,400:PRINTM
390 MOVE20,400:PRINT "FREE SPACE TO FLY"
400 REPEAT UNTIL GO=32
410 UNTIL FALSE
500
510 DEFPROCINOT
520 MOVE20,204,3,2,43,41,41,127,127,67
530 MOVE20,225,0,0,0,0,0,225,225,225
540 MOVE20,225,4,4,4,4,14,224,225,240
550 MOVE20,227,0,31,31,31,31,0,0,0
560 MOVE20,228,0,224,224,224,224,224,0,0,0
570 MOVE20,229,3,3,32,0,170,44,44,732
580 MOVE20,231,0,0,0,120,120,120,0,0,0
590 MOVE20,232,0,0,0,0,9,1,3,4
600 MOVE20,233,0,16,16,16,16,16,0,0,0
610 MOVE20,235,0,0,0,123,123,123,120,64
620 MOVE20,236,12,12,12,12,18,18,2,4,0
630 MOVE20,237,0,32,32,32,32,0,0,0
640 MOVE20,238,0,250,250,250,250,0,0,0
650 MOVE20,240,120,120,225,247,113,15,15,0
660 MOVE20,241,0,0,252,220,223,132,0,0
670 MOVE20,243,0,132,132,132,132,132,132,0
680 MOVE20,244,0,0,0,0,0,0,0,0,0
690 DEFPD:FL=30:RW=0
700 ENDPROC
710
720 DEFPROCINOT
730
740 DEFPROCINOT
750 DIM X(13):Y(13)
760 FOR I=0 TO 13:MOVE(13):Y(I)=HEAD
770 ENDPROC
780 DATA -0,0,-0,10,0,20,0,34,34,20
790 DATA 32,32,40,32,56,32,72,24,30,24
800 DATA 24,32,140,28,124,24,132,20

```

```

810
820 DEFPROCINOT
830 LOW=110:FL=0:RW=0
840 MOVE10,0,0,0
850 MOVE10,3,110
860 MOVE10,5,0,0
870 MOVE10,0,4,0
880 MOVE10,7,4,0
890 MOVE10,0,4,0
900 MOVE10,5,4,0
910 MOVE10,10,4,0
920 MOVE10,11,3,0

```

```

930 MOVE10,12,7,0
940 MOVE10,13,1,0
950 MOVE10,14,0,0
960 GO=0,12
970 MOVE0,0
980 MOVE0,240
990 MOVE10,1270,0
1000 MOVE10,1270,240
1010 GO=0,4
1020 MOVE0,240
1030 MOVE10,1270,400
1040 MOVE10,0,400
1050 RW=1:GO=FL+2
1060 GO=0,5

```

```

1070 FOR I=4 TO 2 STEP -1/15
1080 MOVE540,204
1090 MOVE540+51K I*1000,204+COX I*1000
1100 PLOT(5,240+51K I*4-15)X(0,204+COX I*4-15)X(0)
1110 NEXT I
1120 DEFPROC(FLU)
1130 GOTO 5
1140 GCOLL,5:MOVE320,220:PRINT"THRUST"
1150 MOVE4,100:PRINT"ANGLE"
1160 MOVE40,04:PRINT"FLU"
1170 MOVE320,116:PRINT"E....P"
1180 GCOLL,1
1190 FOR I=200 TO 700 STEP 10
1200 MOVE I,04:MOVE240
1210 NEXT I
1220 GCOLL,5:MOVE800,30:PRINT"THRUST"
1230 MOVE804,230:PRINT"1000"
1240 MOVE1024,04:PRINT"SA"
1250 GCOLL,2
1260 FOR I=100 TO 244 STEP 10
1270 MOVE 500,15:MOVE244
1280 NEXT I
1290 GORUNT 500)+100:MOVE00,500
1300 MOVE I,3-12,204,220-225,0-0,0,10,0,10,207,200,220
1310 GCOLL,14:MOVE(0,70)+MOVE40,241
1320 GCOLL,5:MOVE30,30
1330 FOR I=1 TO 0Y20:MOVE40,241:NEXT I
1340 ENDPROC
1350 -
1360 DEFPROC(FLU)
1370 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC

```

```

1380 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1390 -
1400 DEFPROC(FLU)
1410 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1420 -
1430 DEFPROC(FLU)
1440 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1450 -
1460 DEFPROC(FLU)
1470 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1480 -
1490 DEFPROC(FLU)
1500 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1510 -

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1520 DEFPROC(FLU)
1530 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1540 -
1550 DEFPROC(FLU)
1560 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1570 -
1580 DEFPROC(FLU)
1590 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1600 -
1610 DEFPROC(FLU)
1620 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1630 -
1640 DEFPROC(FLU)
1650 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1660 -
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1680 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1690 -
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1780 -
1790 DEFPROC(FLU)
1800 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1810 -
1820 DEFPROC(FLU)
1830 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
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1850 DEFPROC(FLU)
1860 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1870 -
1880 DEFPROC(FLU)
1890 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1900 -
1910 DEFPROC(FLU)
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1930 -
1940 DEFPROC(FLU)
1950 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1960 -
1970 DEFPROC(FLU)
1980 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
1990 -
2000 DEFPROC(FLU)
2010 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2020 -
2030 DEFPROC(FLU)
2040 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2050 -
2060 DEFPROC(FLU)
2070 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2080 -
2090 DEFPROC(FLU)
2100 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2110 -
2120 DEFPROC(FLU)
2130 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2140 -
2150 DEFPROC(FLU)
2160 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2170 -
2180 DEFPROC(FLU)
2190 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2200 -
2210 DEFPROC(FLU)
2220 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2230 -
2240 DEFPROC(FLU)
2250 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2260 -
2270 DEFPROC(FLU)
2280 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2290 -
2300 DEFPROC(FLU)
2310 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2320 -
2330 DEFPROC(FLU)
2340 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2350 -
2360 DEFPROC(FLU)
2370 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2380 -
2390 DEFPROC(FLU)
2400 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2410 -
2420 DEFPROC(FLU)
2430 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2440 -
2450 DEFPROC(FLU)
2460 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2470 -
2480 DEFPROC(FLU)
2490 MOVE(0,0):IF P(0) OR MOVE THEN MOVE(0,0):ENDPROC
2500 -

```



```

1700 GOTOPROC005
1710 IF INKEY="P" THEN GOTOPROC006
1800 IF INKEY="S" THEN GOTOPROC007
1910 IF INKEY="R" THEN GOTOPROC008
2000 IF INKEY="D" THEN GOTOPROC009
2100 GOTOPROC010
2200 GOTOPROC011
2300 GOTOPROC012
2400 GOTOPROC013
2500 GOTOPROC014
2600 GOTOPROC015
2700 GOTOPROC016
2800 GOTOPROC017
2900 GOTOPROC018
3000 GOTOPROC019
3100 GOTOPROC020
3200 GOTOPROC021
3300 GOTOPROC022
3400 GOTOPROC023
3500 GOTOPROC024
3600 GOTOPROC025
3700 GOTOPROC026
3800 GOTOPROC027
3900 GOTOPROC028
4000 GOTOPROC029
4100 GOTOPROC030
4200 GOTOPROC031
4300 GOTOPROC032
4400 GOTOPROC033
4500 GOTOPROC034
4600 GOTOPROC035
4700 GOTOPROC036
4800 GOTOPROC037
4900 GOTOPROC038
5000 GOTOPROC039
5100 GOTOPROC040
5200 GOTOPROC041
5300 GOTOPROC042
5400 GOTOPROC043
5500 GOTOPROC044
5600 GOTOPROC045
5700 GOTOPROC046
5800 GOTOPROC047
5900 GOTOPROC048
6000 GOTOPROC049
6100 GOTOPROC050
6200 GOTOPROC051
6300 GOTOPROC052
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7100 GOTOPROC060
7200 GOTOPROC061
7300 GOTOPROC062
7400 GOTOPROC063
7500 GOTOPROC064
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7700 GOTOPROC066
7800 GOTOPROC067
7900 GOTOPROC068
8000 GOTOPROC069
8100 GOTOPROC070
8200 GOTOPROC071
8300 GOTOPROC072
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9800 GOTOPROC087
9900 GOTOPROC088

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1000 GOTOPROC089
1010 GOTOPROC090
1020 GOTOPROC091
1030 GOTOPROC092
1040 GOTOPROC093
1050 GOTOPROC094
1060 GOTOPROC095
1070 GOTOPROC096
1080 GOTOPROC097
1090 GOTOPROC098
1100 GOTOPROC099
1110 GOTOPROC100
1120 GOTOPROC101
1130 GOTOPROC102
1140 GOTOPROC103
1150 GOTOPROC104
1160 GOTOPROC105
1170 GOTOPROC106
1180 GOTOPROC107
1190 GOTOPROC108
1200 GOTOPROC109
1210 GOTOPROC110
1220 GOTOPROC111
1230 GOTOPROC112
1240 GOTOPROC113
1250 GOTOPROC114
1260 GOTOPROC115
1270 GOTOPROC116
1280 GOTOPROC117
1290 GOTOPROC118
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The game features animated graphics, including the captain of the ship and sword-wielding mutineers.

To save the game onto tape just break into the program and type **GOTO 5000**.

Program notes

In the listing the line 0 is formed by typing in **Poke 16510,0** and then **rewrite**.

Variables

ahing = the horizontal position of the captain
ahov = vertical position of the captain
r = random number generated
s = test to see if the number is high or low
x = 1 = yes if the number is correct

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THE OLD PROBLEM!

There are many derivatives of the original *Adventures*, the Colossal Cave, written by Crowther and Wood for a mainframe computer.

First on the scene was *Radio Shack*, with *Paradise 2000*, a \$14.95-\$20 version with an exciting name, and much enhanced by the critics in the USA at the time.

One particularly exciting mention was the review in *AD-Microcomputing* at the time, complaining that a scripter was used in place of what was obviously a word in the original. "It is fairly logical to want a word — but who on earth would want to write a scripter?"

Once inside, it is down the gassing to speak — as if you talked with the mythical but Copyright? You would hardly fail to recognize the kind name and the statue here! So there it was, all the ingredients except the well-known and new.

Next to arrive was a ZX81 game in somewhat limited *Adventures*, later available for the Spectrum. This one was much more easily recognized as Colossal, for it featured the well-known cave and river. The kind had to go in a wicker cage, and — no scripter! A black rod this time!

My next fever into the cave came when I had the opportunity of buying on to Crowther. The black rod had a rusty ear on the end — much more easily recognizable as a word.

A couple of short, sharp lunch hours connected to the mainframe was all I managed, but I amazed my friends by achieving things they had been spending months trying to do! I eventually let on that I wrote the *Adventures* column for *CS&D*, and I had played some localised! I was nearly melted as I reached over the crystal bridge, heading for the door!

"Oh was it mine?" I wrote a couple of months ago, not having a copy of *Colossal Adventure* from level 6. At the same time, I contacted them, and I saw now a proud possessor of the *Adventures*! That doesn't mean, Dan and Andrea, that I can answer all your questions!

And what of Level 6's interpretation of Colossal? No need to describe the sce-

nable — perhaps an apt description might be "You've played the sea, now try the land!"

The game I played on the mainframe had a charming little sequence in which I encountered a frog, kissed it, and was devastated to find I had not created a prince or princess — merely got myself covered with water!

The events that followed were even more hilarious — I kissed a princess and passed on the water, and then, deciding to leap into her four-poster, was told "You can't, and in any case, she has a headache!" I eventually solved the problem, which had an unexpected twist.

Now, although the Level 6 version is the nearest to the mainframe version I played, there was not a hint of a frog to be seen. Was I playing an enhanced version of the original, or are all the minor versions adapted? How can I tell — what is the original adventure, and how can it be recognised?

St. Dan and Andrea, play on! I hope to be able to help you soon but, on the other hand, may really be asking you to help me! (It's never just a rock!) ...

GOODBYE AND HELLO

My job of letters has been growing lately, so apologies if my reply to you has been delayed or overlooked. Trouble is, my helper, young Simon Clarke, has left us to start up his own software business, leaving years' truly, truly uncollected. Thanks for all your help, Simon, and the best of luck in your new venture!

On hearing of Simon's plans, I searched through my files of readers' letters, and persuaded Paul Coppins, whose tips you may have read about in previous issues, to join me in answering your pleas for help. Paul is a bit of an expert on Atari adventures — my Achilles heel!

Those of you who write in with tips or questions may now expect a reply from either Paul or myself. As before, I'll be reading your letters and passing some on to Paul to answer.

WHAT'S YOURS BILL?

Make sure a bottle of gin is to hand if you sit down to play *Denis* through the Drinking Glass, for you are only allowed 10 moves without having a drink. And to do that you must find the flask ...

This is the true problem, for you may not find a quonk's amount, because Maggie has a habit of catching up with you first to try out one of her speeches on you. You could end up locked in death!

This game is a topical political satire, written mainly in verse, and available for the Spectrum, but because it is the — especially if you list to post! — don't be fooled into expecting it to be easy!

I am trying to have a go at Mary Whitehouse, give the women of Greenham Common a job on the bank, to get me up on Maggie (well I succeed without a bullet-proof vest) and eventually reach the sanctuary of the Greencliff's Arms to drink the cellar dry — my objective!

But at the moment I'm still crawling in the cupboard under the stairs, away from the live lady's chamber, trying to discover what a party is. When the doors 'arf, I will stand into her bosom and see if I can flash some of her gin. Maybe I'll find a washer for her dripping lip!

I did close by a web cast from the front door, but became a national headline: "Denis proves for Sun readers outside No. 10" (end of game). Whoops! I had forgotten to drink!

The author claims he is willing to be awarded an OBE, and is anonymous. Could it be Jasper Carrott?

For those who enjoy satire and poking fun at the Establishment, here's a game that's certain to please.

Denis through the Drinking Glass is ingeniously packaged as an ordinary cassette case with a fairly unimpressive title. The game hides the packaging!

Although hard to solve, *Denis* is easy to play, with one of the latest responses I've yet seen in a Spectrum Adventure. Interestingly, it is written using the DMI. Under the title is your first object — A Flask!

Denis through the Drinking Glass is for the 48k Spectrum, price \$6.95 from Applications.

BY KEITH CAMPBELL



MUSIC TO FREEZE BY!

I never thought it possible that I would actually start writing about a game while it was still loading! But I have been not ever before the tape is half-way through!

The gentle tones of an organ are playing a captivating melody in my ears, as Snowball from Level 9 loads. Here, then, is the first game I have ever wanted to carry on loading. A "comic puzzle" I am used to, but a full-length classic resembling? Incredible!

I contacted Level 9, to discover the name of the piece. It is *Winter from The Four Seasons* by Vivaldi. A very appropriate title to accompany this adventure! But will the game be as memorable as its theme tune?

Snowball seems an unlikely name for a science-fiction adventure. The booklet supplied with the game gives a fully documented background, and the personal history of Ken Embrey, the part you are about to play.

Snowball II is a novel assembled in space, and filled by frozen moments in which it is encapsulated, to take its cargo of colonists from Core base.

Ken was specially trained as a secret agent, to be awoken from his frozen coffin only if something very wrong should befall on his journey to Eden A. And something just has.

The game, which eventually loaded, runs in black and white text (no surprising, as it is claimed to have 1,000 locations) and has a good response speed. The text is newly enough to be interesting, and perhaps mysterious rather than cryptic.

After my first few moves, having just read the booklet, I began to feel I was taking part in a film rather like a cross between *2001* and *Alien*. Cold aliens were the order of the day, for the second time around. I knew that the blinking mechanical noises getting nearer and nearer, sometimes falling, sometimes not, were coming from a Nightingale.

Nightingales are great big ugly black things with byres and eyes on inside.

No at all what I expected from a creature from Berkeley Space Station.

Oh! Don't you get it! But where was the bang for the Adventure?

So — how do I escape? "Up" says the book — trouble is I am disoriented and keep running into walls. The answer must be hidden in the control panel. Now the two ten buttons and six indicator lights — quite a number of combinations, or is there a code staring me in the face?

Whatever the answer — I must hurry! I hear faint mechanical noises coming from outside. . .

It's all in the buttons and light. I have now decided. And I'm getting the bang

of them. — I think! Where did I read that the game should take a few weeks on average?

A riddle in more ways than one! The wrong is set with such wisdom I can imagine a brave adventurer: "You've played the game — now see the film!" And when that happens, *Adventure* games will have really arrived!

Snowball is from Level 9 Computing, price £6.00, and available for BBC (B), Commodore 64, Spectrum 48k, Lynx 48k, Macosx 128, Cms 48k, and Atari 10k. If you have one of these micros and like a difficult adventure — try it! Note that only the BBC version comes with the title music.

MORE TIPS FROM THE CHANNEL ISLANDS!

Our editor from the Channel Islands has been fiddling with his 6418.

Dear Data-Tweeder,

I'm back again, and I've got lots of tips for all you lot out there in Computerland! Firstly, how about substituting number 475? By simply typing 48 00, the sword breaks, Golem dies and the black river evaporates!

Secondly, *Atic's Adventure A*. Last time I wrote I told you how to find the coin. Now I'll tell you how to use it. Strike the guard, I think he might just do something useful. Slings J. Traxler (a total fool!) P.S. The password is "Joshua" or "Harver Harver", says, and I'm not telling you which!

Keith: Now! Now all we need is the game to go with the password we don't know!

A correspondent whose letters I always look forward to is Simon Marsh, from New Malden in Surrey.

Dear Keith,

After I read your article in Octo-

ber's edition, I came to the conclusion that adventure players are the best computer users — tied, handsly, and always helpful.

If the above is true, why are the software houses still releasing unbrilliant games, e.g. *Mad Martha*? The most irritating thing I have found about some adventures is the lack of save-game facility. This really does make me mad. The writers should endeavour not to let this fundamental operation be missing in any form of adventure.

I was upset not to see an Adventure page in the Year Book, though your *Veronica After* was a consolation. I've not had time to say it is yet, but I'm sure it is a great game.

I must go now, the Dragon's getting hungry and wants something soft to eat!

Keith: *Osprey's* *Veronica* has 1's save-game feature! And has been described by my nearest and dearest as the worst Adventure ever written! (They find it too difficult)

DETAILS

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AtariSoft

Terrified by that mass of games software that confronts you each time you walk into your local computer store? Worried that you might not have the right games in your collection? Well, you can stop getting all hot and bothered! **AtariSoft** is proud to present a comprehensive roundup of the best games around for the Atari range of home computers. **CRASH TRACKER** has been delving into the mass of software around and has come up with a few winners.

INVADERS

Ali by **Interboard** is a 3D game which loads each detailed scene from disc after playing a selection of wonderful title screens. A band of six alien invaders then dart in front and behind objects on the screen in a very acceptable manner. To continue through the game, you must kill three complete sets of aliens.

Bandits follows a much more standard screen format. The game itself is not totally enthralling, but it is an excellent game in terms of graphical presentation and the final touches incorporated are magnificent.

When the game begins there is a small spaceship on a lunar surface ready to fly off from a launch pad into infinity. A small aerospace transport vehicle launches its way off the screen and the spaceship launches, reeling the title page into the screen.

However, something is wrong! There is an apple sign by the word **Bandits** but four cars! A turbine runs into the screen and in a flurry of activity sets the apple to the work, leaving only an **Atari** sign behind.

Throughout the game there are nice details like this — putting the game a cut above the rest. **Bandits** is a must for **Atari** owners with a liking for Galaxian style games.



TUR AND TROP



ROLL POSITION



THE BALL



PINBALL

One of the most realistic simulations that computers can create is **Pinball**. Several great software authors have risen from pinball simulations, but **Interboard** being the best known. **Bill's Easter** **Pinball** simulation is now regarded as one of the highlights in software. True to the tradition of **Master Blaster**, **Pinball Construction** is the most sophisticated piece of software available. Based on **Breakout**, a variation of a maintenance language, it is entirely graphics controlled and enables construction of any pinball table conceivable. It is an essential part of the **Atari** software collection.

Kit, and at £30 it has to be about the best value program available.

Night Mission is **Interboard's** offering from the writer of **Flight Simulation** on the **IBM PC** now available for the **Atari** on **Flight Simulation**. Its unusual qualities are that over 40 variables can be altered and that the sound comes solely out of the keyboard speaker and **Chosen's** sound too loud at that.

For the cassette player owner, this is the best buy, unless you can contact **Syzygy Software** in the States and purchase their program **Star Ball**, which again is impressive in its coverage. Although I have never seen it in the States, the message through the graphics is that the screen would almost follow the ball.

David's Multiple Maze and **Raster Blaster** are very similar and both of these excellent games, along with **Night Mission**, are included as playable demonstrations in the **Pinball Construction** set.

WAR GAMES

There are many followers of **War Games** who play on paper maps covered by hexagonal patterns with standard pieces. These games are easily converted to computers. As a result there are many **War Games** available, but they are more available on the **Atari** than any other machine.

The three **War Games** I would recommend are **Operation Waterloo**, **Eastern Front** and **Impassable**. The latter two are by **Chris Crawford**, a master of exciting games and co-author of **Deus Ex**. All of these games excel and have highly detailed maps.

For disc owners, **Operation Waterloo** is by far the most sophisticated and has the most elaborate title page I have seen. For those who prefer a title theme action, I suggest **Impassable**, supplied on cassette as **101 by Avalon Hill**.

The last on my short list is **Eastern Front**, originally sold on cassette by **Atari Program Exchange** and then bought by **Atari** on cartridge in a very professional package with instructions in the form of a war diary.

ADVENTURES

Adventure is an area of games playing taken to delicious lengths by some and covers the largest range of titles available for the **Atari**. Due to the original nature of many games, several unlikely games will crop up in this section.

Pure adventure enthusiasts will know that there are two main adventure companies. However, two British companies, **Lomax** and **Chained**, are now producing very high quality adventures.

The best value text adventure available is *Blackmail* by Level 9 at \$9.95 which has over 7,000 locations.

For those who enjoy defeat, a strong favorite is *Empire of the Overmind* by Avalon Hill, still a favorite among newbies and members of Mensa alike. If you believe in doing three impossible things before breakfast, then pop out and get one today.

The best Adventures available are those in the Infocom range. They supply the most intricate Adventures available. Each of their latest releases covers two sides of a disc and is supplied with large amounts of extra documentation such as ID cards, postcards, game boards and numerous testimonials. All are supplied in intrinsic packaging and have the professional air of a best selling record album.

Intelligence is a dialect as close to English as you are likely to see for some years. Full conversations with characters is encouraged and the world in which you play seems boundless.

It is now possible to buy diagrams of buildings, maps of the underworld, timelines, travel lanterns, those inimitable ink, powers, almost everything an Adventure could need.

The games they have released are the *Zork* trio, *Deadline*, *Starcross*, *Witness*, *Suspended*, *Planetfall* and *Excalibur*.

If you own a disc drive, then buy the latest Infocom game whatever it might be. I guarantee you won't be seen again for months.

Beginners or those with limited memory (all you 1MB 486 owners) will find more joy with *Chained 8*. These are relatively easy — by Infocom standards — but very enjoyable and reasonably cheap.

For the Adventure who wants to play classic, the Adventure's guru Scott Adams, offers very humorous adventures through Adventure International. Two modern classics released by Adventure International are based on *Propper* and *Parsons*. *Peppin I* and *Propper II* written by Russ Wetmore, also set new standards in software quality and will be mentioned later.

For those who prefer graphics in their life they can turn to the offerings of several companies. Technically, *Knights of Egypt* is by far the best graphics adventure available — the pictures are highly detailed and animated with scrolling clouds and bouncing camels. However, it is so incredibly difficult to converse with and impossible to complete that it is barely worth playing in close typing.

The *Great Adams* series is now available in graphic format, called *AGAS*. To ease they will soon become famous for their incredible Schickelgrippe graphics in order to achieve multinationals output, the programmer has timed the colors in each every 60th of a second for the television system used in America. The desired effect however fails

horribly on the British system. If you are not friends with your local optician then don't even consider it!

The most enjoyable graphic Adventures I played were the *On-Line Sierra* series. Special interest should be directed to the *Dark Crystal*, my suggestion for the best graphical adventure.

Synapse Software are to coincide Adventures what Heinlein is to *Galax*. *Shogun II*, *Phantasia Chase* and *Neurohammer* are their best releases in this line. I recommend all of them, my own vote going to *Neurohammer*. The animation on all of them is superb, the control over each is very well thought out and the graphics are beyond compare.

For those who prefer to spend a more reasonable amount on a game, then *Lost Worlds*, the latest release by Atari costing £19.95, is perfect.

It is one of the few programs available that plays music while loading and it is very professional three part action adventure, written by an English programmer, Justin Whitaker.

ARCADE

The official *Propper*, by Sega, always looks good. However, there are now two official *Proppers* for the Atari, one from America and the other by our very own Parker Brothers.



LOWDOWN ON THE SOFTWARE				
PROGRAM NAME	MANUFACTURER BY	AGE 5	PRICE	% COMPLETE
<i>Bambis</i>	Sierra	40	9	23.00
<i>AI</i>	Blackboard	40	9	14.00
<i>Beavis & Butte</i>	Beavis Co.	23	9	24.00
<i>Football Construction set</i>	Dynamic Arts	40	9	29.00
<i>Night Mission</i>	Lightbulb	23	20	23.75
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<i>Eastern Front</i>	War	15	9	26.00
<i>Expansive</i>	Amiga 800	16/14	20	29.25/28.75
<i>Infocom</i>	Infocom	30	9	29.75/29.95
<i>Lost Adams Adventure</i>	Adventure Int.	24	7	21.00
<i>S.R.S.A.'s 1 to 4</i>	Adventure Int.	27	7	21.00
<i>Search</i>	Level 9	40	20	11.50/20.00
<i>Empire of the Overmind</i>	Avision Int.	14	0	20.00
<i>Sands of Egypt</i>	Avision	40	0	27.00
<i>Dark Crystal</i>	Sierra	30	20	26.00
<i>Shogun</i>	Synapse Software	16/23	6/28	28.25/24.00
<i>Phantasia Chase</i>	Synapse Software	16/23	6/28	28.25/24.00
<i>Neurohammer</i>	Sierra	30	0	24.00
<i>Lost Worlds</i>	Sierra Software	16/20	23	21.75
<i>Propper</i>	Atari Int.	16/20	23	21.75
<i>Propper II</i>	Atari	16	9	26.00

I can see no difference between the Online Sierra disc version and the Don Parker Brothers. Both are perfect copies of the arcade game and are immense fun.

One other writing example is *Propper* by Adventure International. Although unimpressive at the time, it is now after average and I find the movement sluggish. I continue to enjoy the names it plays as you are run over.

Big Dog is, in comparison, a new release in the arcade. To date I have had four versions of the game. *O'Reilly's Miles* by Diamond, Diamond by English Software, *Antester* and *Big Dog* by Atari.

Big Dog from Atari, is my personal favorite, mainly because it had a relaxing. The documentation explains every aspect of the game to the full. *O'Reilly's Miles*... well, what can you say about it, now the page, shame about the game. Diamond by English Software digests too much from the original for me and I find the graphics tacky and the game laborious. However for £10 it is reasonable. I'm afraid I just don't like *Antester*.

A game I did enjoy in the arcade was *O'Reilly*. There are now many versions of the game available and of these I have collected the best three.

The most accurate version presently available is *Phantasia Pyramid*. It is also part adventure and I found it a very satisfying game to play.

Play and *Play* is brought to you by the people who brought you *Amiga-Chess*. It is a wonderful piece of animated graphics, played on a scrolling 3D chess board on several levels.

Just as by the author of *Red Grid*. It is very slick, but I found the playfield noticeably small and the quality to be

continued on page 127

Arcade tarisoft

continued from page 127

achieved too high.

Parker Brothers have bought the rights to Q*bert and if they follow in their present tradition they will release a perfect arcade copy.

Ferret is a huge area now. However, out of the silicon maze two playable versions stand out. For traditionalists, *Defender* is fun and the graphics are beautifully created. However *Propper II* by Adventure International, from level four onwards, is a much more difficult prospect with all the usual professional game of a Best Western game.

Other notable include *Olson Master*, *Facsim*, *Mr Ferret*, *Tumble Bugs*, *Moukikaku* and *E-Bay Anton* — a novel depression.

Scramble and *Defender* games have been popular since their conception in '81. Usually any game with a flying battle '81. Usually any game with a flying battle is a scrolling landscape is thought of as one of the two — that's how I think of them anyway.

This is another area in which Synapse Software rules. Mike Foster is their leading programmer in this field and his mastery of horizontal and vertical scrolling is amazing. Take in his credit as *Protector* (versions I and II), *Shadow World* and *Mantra*.

By far my favorite by Mike Foster is *Mantra*, because of the excellent selection of colors, the slick scrolling and the deep busy tone it plays on the title page. For this level game to be really enjoyable, two players are needed. The computer is well above human skills and gets very demanding very quickly.

Both *Mantra* and *Shadow World* scroll different sections of the screen in different directions and each player can appear at two places on the screen.

Shadow World is very close to *Defender*, the major difference being that the scrolling starts focused in the center and then goes out.

The objective is to destroy the bases when their defenses are down and before they land. This is an excellent one or two player game, although it takes the same time to collect the rules to the game. It's one of those games which grows on you, but I can envisage it getting dull after a while.

Protector II places you at the controls of a *Needle Fighter* as the heroic



actions of your home planet. It is a rather boring theme for a rather boring game — not as enjoyable as *Protector I*.

Perhaps the best *Scramble* type game available is *Fort Apocalypse*. It is '83, but it utilizes fine scrolling and very large spaces.

The hardest *Scramble* game I have found is *Sea Dragon* by Adventure International. It is ridiculously difficult, but it is possible to skip levels by inserting a joystick into port 1 and pressing your fire button.

Adventure International are reported as saying that it is made that difficult to give long lasting value for money and challenge. My personal belief is that *Best Western* is a selfish and cruel programmer! Those who find *Propper* and *Propper II* and want a *Scramble* game, then *Sea Dragon* will be for them.

Players will find *America* and *Australia II* very enjoyable. For me they just

hit the spot. Both are by English Software Inc \$14.95 — a cheap price for such excellent games.

Atari also have a version of *Scramble*, which is not well known. *Games of Mars* is a poor's mate, roughly limited, overpriced game with little resemblance to the original, a difference which works negatively!

I place a warning here. Covers of *Mars III* has been released, called *Plus Two*. It is a truly horrendous game — avoid it like the plague.

There are two particularly exciting variations of *Defender*. *Defender by Atari* is the best copy of the arcade game, and I personally prefer it to another strong contender *Expcon*. However, many of those who helped me to compile this article preferred *Expcon*. The final decision is based on personal opinion and whether or not you have a disc drive.

Sky Master is rather loosely based on both *Defender* and *Scramble*. It involves understanding several totally impossible missions. The graphics are boring and the scrolling is very boring using none of the built-in scrolling facilities — I hate this game.

Chopper also uses software scrolling, however it is very smooth and there are many reviews around. It is overall a very well produced game, available on both disc and cartridge.

OTHER BITS!

The remainder of this section covers various miscellaneous themes. *Pogman* by Computer Magic is a smashing little program. You play the part of a public service employee who turns out the street lights during a black-out from a powercut. It does, however, tend from a bouncing over the various objects which scroll towards you.

On less shots you must jump over cars, trucks and a unicyclist while avoiding the killer gasol. Throughout the game a very relaxing tone plays continuously preventing you becoming frustrated — rather like a sedative.

A novel approach to *Scramble* was adopted by *James* and the *Stranger* spin-off *Blue Man*. *James*, like many of the arcade games on disc and cartridge, is licensed to Dataeast. It is a very close copy, especially the disc version, and although pretty, neither the disc or cassette versions feel like the arcade game. It may also evident that the program was not fully debugged, with what can only be described as glitches at the top and bottom of the screen.

Blue Man turns you into a British *Fighter Pilot* flying over the front line to destroy three prime targets in a German city.

The first few hits on your plate from anti-air or enemy bi-planes knock out your maneuverability, machine guns, bombs or fuel tanks and finally you die.

out of the sky, crashing into the ground.

Every few miles you must land on an airstrip that takes off. To progress through the game you must bomb primary targets marked by the computer.

The game can continue for up to an hour, although you only have one life with each campaign as *Resistance Trainee*. From its steaming title music to its final, debate-ridden, this is a marvellous program which must go down, on my shortlist, as very near the top.

It is perhaps to point out that the best copy of *Donkey Kong* for the Atari and probably any computer is the cartridge version of *Donkey Kong* by Atari. It is modelled on the American version of *Donkey Kong* and so may seem slightly different in its screen layout and the order in which screens appear.

All this follows on the screen tradition by Atari for a move towards as close a copy of the arcade original as the computer's hardware will allow.

A game soon to be released by Atari is *Jumpin' Man* — already available for the VCS. This multi-stage game follows the exploits of an explorer attempting to find jade and release her from the northlands. The graphics routines are very complex, especially the re-orientation of player modules with the screen memory. A review of this game will appear in this magazine at a later date. *Donkey Kong Junior* is also planned for release soon and, although I have not seen it yet, but it should be good. For those who already have *Donkey Kong*, this is the perfect sequel. However, I find the arcade version irresistible.

Rather like Michael Jackson's album *Thriller*, *Warrior* may have been in the top ten sales for the Atari for a while. This was a first attempt at a game for the Atari by Big Five, a leading software house for the TRS-80. This game has been reviewed by almost every magazine available, and highly acclaimed by all.

It is hope sales have led to many spin-offs for other machines and *Beauty* has seen returns in *Miss II*, called *Disque Caper*. It should soon arrive in this country. If you don't already have the game, then buy it.

For those who cannot afford such expenses, then *Leggit* is an excellent game at only £3.95. It includes an estimated title page multi-channel music and all the other features you would expect for an Atari game. The game runs at the best value game for the Atari. I hope that *Ultimate Play the Game* will follow *Imaginer's* lead and release some of their excellent Spectrum games for the Atari at £3.95.

Leggit is almost as demanding as *Spin* *Distance* here available for the BBC as *Corporate Climb* through *Dynalopes*. This game is very simple. You must run your eye between secondary and descending left-like objects, falling stars and, at each end of the screen is marked, you rise a level to the next ramp. The game is very demand-

ing and I find a *Responex Competition Pro-Invest* perfect. At the top of each screen, you are given a piece of code and eventually, after completing eight screens, you decide the message and send it off to *Responex Software*.

The program plays twice continually and has options for keyboard, joystick and paddle play. I have played this game almost continually for a month and enjoy it immensely.

Recently released was *The Spy Strikes Back* which is a graphical adventure as opposed to a version of *Donkey Kong*. Again it is an excellent game.

Perhaps the most appreciated game is my collection by all my players was *Mountain King* by CBS (previously E-Play).

After pressing start, the adventures player chooses to *King's* in the *Mad* of the *Mountain King* from the *Five* *Five*, and that is pressed again. To continue the game, the player must collect 100 diamonds from a choice of thousands scattered liberally around



DONKEY KONG

the screen before moving on to the next stage.

When all these have been collected, the player must search for the magic flame. As you approach the flame, a background tune increases in volume. The flame flickers, occasionally, but it is not visible and you must use your torch to find it.

The final task is to leave the mountain avoiding the large mines while more than of *Five* *Five* are played, increasing in speed all the time. The game involves a great deal of scrolling and has splendid animation of all characters, especially the *Baron* who patrols the floor of the subterranean kingdom. The mine are complex utilizing many of the contents available on the Atari. This is another of those 'near-by' games.

Electronic Arts extract in *Mad Max* *Black*. This game utilizes the entire disk available for the Atari, and is only three screens. It uses mode eight graphics, hoping to use anti-aliasing. Unfortunately, in the UK it is black and white. If it were not for this problem, the graphics would be very detailed. It is packaged in a very well produced folder including interviews with the programmers.

Last year, the *Computer Game of the Year* award didn't go to any of those accolade like *Perman* or *Defender* as it had in previous years, but instead it went to *Waynes*, an incredible 10 maze game.

Waynes's graphics are marvellously fast and smooth, with a choice of 16 unique and characteristic mazes, ranging from open, spacious mazes to tight and narrow intricate ones. There are gates blowing through mazes, which send you off course and eventually result in your failure.

To hinder you further, the Pentagon appears in various rotating rectangles whose playful antics centre around annoying you by striking your compass and map marking equipment. This equipment is used for displaying a top view of the expanding maze as you explore it.

Waynes, not surprisingly, is a 16K disc based game, but for those of you with unexpanded machines, be frustrated no

continued on page 124

LOWDOWN ON THE SOFTWARE

PROGRAM NAME	MANUFACTURER	YEAR	FORMAT	R. COMPATIBLE PRICE 1
1. <i>Ball's Nine</i>	Domatch	1972	DS	21.95
<i>Blizzard</i>	English Software	75	CS	9.75
<i>Big and Big</i>	First Star Software	75	CS	29.95
<i>Jojo</i>	TLS Software	75	CS	10.95
<i>Playable Pencil</i>	Master Control Games	1974	CS	29.95
<i>Poppy's</i>	Electronic Int.	1973	CS	29.95
<i>Jumpin' Man</i>	Atari Games	1974/75	CS/DS	52.95/39.95
<i>Warrior</i>	Atari	75	S	39.95
<i>Mr. Forever</i>	Atari	75	S	39.95
<i>Tenth's Bug</i>	Samsoft	75	S	19.95
<i>Miss II</i>	Atari Games	75	S	29.95
<i>5 Day Arctic</i>	DS	75	S	29.75
<i>Protector II</i>	DS	75	S	29.95
<i>London World</i>	DS	75	S	19.95
<i>Scoutin'</i>	DS	75	S	19.95
<i>Top Appaloosa</i>	DS	75	S	19.95
<i>Sea Dragon</i>	DS	75	S	19.95
<i>Archie's</i>	DS	75	S	19.95
<i>Archie's II</i>	DS	75	S	19.95
<i>Caverns of Mars</i>	DS	75	S	29.95/29.95
<i>Gallop</i>	DS	75	S	29.95
<i>Super</i>	DS	75	S	29.95

A tari soft

continued from page 123

larger. From the makers of *Warren* comes an equally incredible game called *Capture the Flag* on an 8K cartridge. It is effectively an action version of *Warren* with music, making up to two people to play.

The purpose of the invader here is to get to the end, avoiding a fatal encounter with the defender. The defender must destroy the invader by slanting into him. The graphics are as stunning as *Warren's*, if a little slower.

ORIGINAL GAMES

The remainder of the article is devoted to original games which do not correspond any of my artistically repressing classifications.

Other than action adventure games, Strategies are well known for releasing totally original game concepts. Of the games they have released, the two most easily available are *Power Patrol* and *Chain Jumper*.

Power Patrol is the most toned of the two and plays a very good machine of *Flight of the Bumble Bee* from the *Cartoon of the Animals*. You would be able to spot a computer user by whether or not he whistles *Beethoven* when he's happy.

The title page introduces each character by name as they walk, fly, crawl or slide onto the screen, while *Onyx* gets work to speed the taste of the game. By creative hand. In the game, you protect your lord from the ants who crawl on to steal your booty. You have to protect the lord on the tables with the aid of a fly swatter and occasionally a can of insect killer which are rather like a bomb.

To aid the ants, however, is their secret weapon, the deadly wasp which, I might add, whines with wonderful finality. Overall the game is rather lengthy and not too rough.

Chain Jumper only works as a two-player game and only then if both players are equally matched and violent. Basically it is a variation on *Star Hill*, varying only in that it involves collecting gold, converting it into cash and then

storing it in the bank. The game became boring very quickly and now I only play it to listen to the music.

Among the latest releases from Synapse is *Devils*, a very silly game. The first phase of this two phase game is based on a board of rotating fences which must be moved to form squares.

Preventing you is *The Face*, a striped maggot and an evil creature which has the distasteful task of destroying your squares. The maggot moves around the edges of the screen, slanting into the central play area and unleashing bullets which rebound around the maze area of fences.

Occasionally a girl's face will appear in one of the previously built squares. This is your cue to dash to your keyboard to receive a robbery and eventually when you have completed an every focus as is possible, large numbers of *Devils* will appear in the boxes. You must then run into these squares to continue to phase two.

Here all you need to do is to avoid

The Face while collecting *Devils* and transporting them to safety — it often winds you over the numerous which look like you in a frantic dash. Overall this is a great game to play although progressing through the levels is slow.

To date, Atari's most entertaining game is *Pole Position*, the well known 3D car racing game taken from the arcade.

On the first track, you have to set a fast time to get a good position on the grid for the main race.

The secret to the game is the fast realistic action, the thrill of accelerating around corners at 180mph while avoiding the other cars on the track. If you are only going to buy one game, then this is the one you should get. I may be repeating myself here, but I promise this is the last time I will say it (I've said now growing with every iteration).

Also from Atari is *Tennis*, very similar to the American version on the Atari VCS. I personally dislike the game, particularly as I am continually thwarted by the vindictive attitude of the computer opponent. I have won three points out of four full games.

For those of you who like chess, *Sargon* is answer all your needs. As well as being able to play a good game of chess, you can also start the game from any position. This is useful for solving newspaper chess problems. There is a choice of levels from novice (which lasts the away time) to expert.

*All the prices quoted are those charged by *Elite Shop* from whom all the games included in this article are available.

LOWDOWN ON THE SOFTWARE

PROGRAMME	MANUFACTURED BY	RAM	FORMAT	PRICE
<i>Big Blaster</i>	Boltwood	48	D	22.95
<i>Changliff</i>	Boltwood	16-64	8K	21.95/23.95
<i>Pyramids</i>	Computer Magic Ltd.	32	CD	28.95
<i>Zoom</i>	Boltwood	16-64	DD	24.95
<i>Blue Max</i>	Synapse Software	32	CD	22.95
<i>Monkey King</i>	Atari	16	D	26.95
<i>Mean Streets</i>	Big Ace Software	16	D	24.95
<i>Savage Cape</i>	Big Ace Software	16	D	26.95
<i>Leaper</i>	Imagier	16	C	5.95
<i>Santa Demons</i>	Penguin Software	32	D	14.95
<i>The Spy Strikes Back</i>	Penguin Software	32	D	14.95
<i>Mountain King</i>	CEI	16	D	26.95
<i>Head the Mark</i>	Eurocom Art.	48	D	24.95
<i>Wagon</i>	Sierra	32	D	25.95
<i>Capture the Flag</i>	Sierra	16	D	USA
<i>Chain Jumper</i>	Synapse Software	16	D	24.95
<i>Power Patrol</i>	Synapse Software	16	D	24.95
<i>Shuttle</i>	Synapse Software	32	CD	22.95
<i>Five Fingers</i>	Atari	16	D	24.95
<i>Tennis</i>	Atari	16	D	26.95
<i>Ship Wars</i>	Atari	48	D	USA
<i>Sargon II</i>	Hayden Publishing Ltd.	16	C	USA

RAMM - M - Disk Based C - Available on Cassette D - Cartridge

8K - Compatible

M - Programme will not work with non 8K cards

D - Cartridge will not work with non 8K cards

PRICE

Price as quoted by *Elite Shop*

USA - Program is only available in USA

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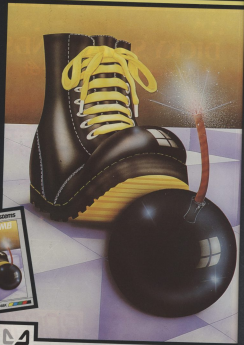
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VEGAS INVADERS

The CES is the annual electronic trade fair at the world's oldest live PCW shows rolled into one! It's not just all computers either — the CES features everything from fridges to car stereos.

Although the CES is a good opportunity for companies to find out what's new for the coming year, the main business is about selling. Every hotel, motel and guest house in the city is booked, weeks before the show by travelers from all over the world. It is made to break news for the manufacturers — a poor performance at the CES may well mean that a new product is shelved and never find its way into the shops. But CBWD was there to look at new developments in the games world. So what's new for the games fan?

This CES was the time for the American software houses to unveil the shows. For the last three years it has been dedicated video-game specialists like Atari, Activision, and Imagen who have stolen the limelight with their award-winning video-games and video-lab programmers. But no longer.

The new glamour names in American electronic games are software companies like Synapse, Brotherhood, Data soft, and Electronic Arts.

One day I was sitting at my desk quietly doing when I was suddenly shocked out of my daydreams. What? You want me to go to Las Vegas, USA to report on a computer fair? That's right folks — the Editor finally flipped and sent yours truly on an all-expenses-paid trip to the Consumer Electronics Show in America.

Well, I couldn't guess that we could fit so very shortly afterwards, my bags all packed, I set off for the U.S. of A. and the dream town that is Las Vegas. Here's what I found there...

Now let's take a look at some new titles from those using software slams.

It had to happen — DC has finally bought his way into the computer games business. The Dallas Institute will soon be hopping the ball in his own computer game. If you're always thought you could never fit's most beloved double dealer then this is your chance to try as the artist takes you inside the Southfork ranch and into the jungle of South America in pursuit of the Mark VIII. Dallas Quest will be available from Datasoft on disc and cassette for Atari computers and the Commodore 64.

Other newbies in the pipeline from Datasoft include the first officially licensed Bruce Lee Kung Fu game.

O'Malley's Move offers variations on the theme of prequipping for pressure



metals and stocking up points in your computer.

Lyons, of Temple of Ashtar fame, entered the show with a handful of new titles. A stock sports theme was evident in titles like *Sunrise Games* and *The World's Oldest Baseball Game*.

Any new *Syzy* title is watched closely in the States especially since the chart-topping success of the company's games — *Jumpers* and *Philly* last year.

No sufficient home set the game a 1983 title that Syzyper with stretch like *Big Game*, *Fort Apocalypse* and *Blue Man*.

Once the local retailers stopping the support of Syzyper games has been resolved, *Atari*, *Atari* and *Commodore* II owners can look forward to *Demon* and *X*, which boasts 3D-style graphics even more impressive than *Exotic*. Two other forthcoming goodies are a totally new personal format program called *Atlas* — to it has got nothing to do with the word — and what Syzyper it sounds as a step beyond the *Atari* line names of the past — to do the new sense of Syzyper electronic novel? Can't say?

The most interesting of the newcomers in the CES were *Electronic Arts* — a company with a whole lot of hype — but some good new games as well.

Personal Constructor — already reviewed in *CRASH* March — another you it design your own pin title by dragging the various play mechanisms around the screen with the joystick. *Adventure* is a strategy war game based on Chess, and *Hard* the *Mac* is an arcade-style climbing game.

Look! *Electronic Arts* games are for the

Atari computers and the Commodore 64, on the one and more dramatically packaged in record-like discs.

Most of the software houses in the U.S. are now concentrating on the Commodore 64, Atari computers, the IBM PC, and Apple as their machines represent the largest market. The market there is very hot in the U.S. with just one piece of British software — Melbourne House's *Penetration* — attracting the occasional player on the Times Greater stand.

Disasters were the only British software house to have their own stand at the CES which served as a sort of clubhouse for British journalists and devotees visiting the show.

The only really good news for Spectrum owners to emerge from the show is *Logan* decision to license *Thorn* EMI to produce their titles under license in the U.S.

The wealth of hi arcade games in the huge range promises a real treat for Spectrum owners with titles like *Satan*, *Turbo*, *Star*, *Boxers*, *Conco* *Ango* and many more.

Syzy titles for the Spectrum will be available in the summer by "home games" from Parker Brothers and *Amiga* — which all adds up to tough competition for our own home grown Spectrum software.

Another software store-cruiser was *Broderbund's* *Look* *Ranger* — a game which has topped the charts in the U.S. for the last six weeks.

HeadWear's stand attracted the auto-graph hunters as *Minnesota Fats* — the famous American pool player — was demonstrating his *Pool Challenge* game and taking on all comers.

Another personality attracting attention was *Mr. Adventure* himself, *Scott Adams* — drawing the crowds to the *Adventure International* stand.

Doctors of Penhouse *Pats* also attracted a lot of attention at the show — handing out signed photographs of themselves. What's this got to do with computer games, I hear you ask? Not a lot really! But *Madame* should ever read this...

Something else which didn't have much to do with computers caused more than a flicker of interest — robots.

Robot is the current buzz-word in consumer electronics. Try saying robot to a computer journalist, publisher, buyer, or sell and watch his eyes light up and mouth start salivating as he prepares to relate his now well rehearsed theory about how these mechanical beings will be conquering the show, along the washing up and eating items in every household in the country before the new of the century.

The area which you will probably be aware of already are *Topo* and *Fred* from the American company *Amibot*. Both these robots recently went on sale in the U.S.

Topo is the debate model who can walk and talk too, if you want him to do anything else, you'll have to wait for the walk-on.

Fred is a toy, *Pat* — but not as much for as say — *Beakbeak*, *Archie* *Man* or a *EMS* robot!

I could go on to tell you about my bazillionous primary back home from Vegas, getting stuck in Dallas and having to explain why I was a day late back at the office still clutching an auto-graphed picture of *Madame* the *Penhouse* *Pat*. But I'm afraid that's all we've got space for!

By Eugene Lacey



Personal robots were all the rage in Vegas. This is *Topo* (right) from *Amibot* — available now in this country!

Above, left to right, Parker Brothers and the arcade in bringing you *Lyons* — a version of the *CRASH* arcade distribution game. Another version of an arcade classic — *Star Wars* — again from Parker Brothers, it's got your mind! Yes, the world's first computer case movie *Doctor's* a combination of two a top-packed arcade game *Last* *1983* shortly to be seen in this country.

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SHUTTLE-BBC

Let's start with another bug that I've just noticed crawling from deep within the pages of February's book of games.

Thanks for the BBC, on page 48, line 4 character at the end of line 240. Time, for large reference, is equal to zero. C... TIME-01

ATARI 600/1200

Atari listings have been causing a few problems with the introduction of the new 600 and 1200SE models. I've been getting a lot recently from readers asking whether programs written for the 600 or 800 will run on the newer models.

I've actually spoken to Atari myself and was told that there should be no problems, on condition that only normal programming practices are used.

Although a new operating system is used in the 600, all pointers remain the same. This means that POKE to the character set or to the Player Missile Graphics are the same.

However, some clever programmers use their own routines to bypass the use of Atari's operating system and up functions. In these cases, where jumps are made straight into the Atari's ROM, there may be some problems.

Meanwhile, if you've ever wondered why Australian programmers have to put up with the POKE 155, 204 on your Atari to find out.

PLAY IT AGAIN

Someone called B. Timothy from Kilmarnock, Scotland, writes in with some useful addresses for reentering some of the Asteroid games on a BBC if after you've pressed BREAK.

If you've interrupted your game of Rocket Road, then there's no need to re-load it — just type CALL 678, press return and then press space. The same goes for New Snapper, but change the 678 to 682. To restart Killix Dorix, CALL 6128, press return, then press space.

QWARRK — 64

Planet Qwark for the Commodore 64 from February's issue suffered from some unkind pointing at the end of line 440. The colon (:) before the final Y should, in fact, be a semi-colon (;).

DIY REPLIES

Here's a way of allowing on Superior Software's Q-Best for the BBC B. When the computer asks you for a skill level, press BREAK and ESCAPE together. Then type this line...

4017 YOU TPCANM78-80END 1,100
(774-06), 1,100; IF MEND-1,100
THEN 6000 G24C 5015. Then type 8224, and you have have over a thousand lives.

This laughlines comes from the pen

name, uppercase letters actually) of Damon Rice from Melbourne, West Irie. Now, Damon sends his letter by asking why there isn't a top 10 score section for the BBC. Well, Damon, I think you've just answered that one yourself.

YEARBOOK REVISITED

Remember for one final moment to the Yearbook, line 18420 of Vespocart. After for the Atari should end in [~].



Write to me at Bug Hunter
Computer and Video Games,
Dunrobin House, 8 Herbold Hill,
London, EC1R 5EJ. Or phone
01-278-3481

SPLATTING BUGS

Here's some news of a possible bug in the recently Splat for the Spectrum by Inverness Software. Whenever you score 50,000 or more, says George Martin from Berlin, the machine crashes just after processing the score.

If you've had this problem with your copy of the game, then let me know: it may be a fairly harsh of tapes, so there could actually be a bug in the program.

IMAGINARY BUGS

Just about every time Bug-Hunter's Column has been filled about imaginary's latest pranks and joy, Stankers. I have yet, he says, to complete a game write to the program's creator. It leaves a

coloured, flashing square on the screen and further play is then impossible.

Well, Sam, I'm glad to imagine and worried that there was a fault in one of the machines used to produce the first batches of Stankers. They managed to track down most of the faulty copies but there could still be a few left. The game has been tested heavily, they assured me, but because it's so complex there may still be some bugs lurking deep within the code. If you find one, please let me know.

Imagine was quick to point out that all of these games carry a lifetime guarantee. Quite what that actually means I can't be sure, but if you have a problem with your copy of Stankers and you're still alive then send it back to Imagine in Liverpool and they'll rush a fresh copy as fast as the local postman can walk.

VIC SCREENS

Kooper Walkden from Vaux Road, Beckenham in Kent writes in with a useful Vic-20 tip.

If you POKE 9086, 1 the entire screen will move to the left. Change the 1 to an 11 to return to the center, or change it to 12 for the right hand side. Anything larger than 12 will make the screen start to disappear off the edge... and by 61 it's all gone.

LUNAR JETMAN

I've also had a few letters about Lunar Jetman from Wilmslow. Approaching the alien base in your buggy sometimes aborts the program to crash. Ultimate cause the program to crash. Ultimate says that there may be a faulty batch of tapes — if you think you have one of those, they'll replace it for you if you return it. No doubt they'll refund your postage as well.

WRITE THROUGH MICRONET

There are now three ways you can get in touch with the Bug Hunter. As well as phone (01-278 3881) and letter, we've now joined Microware 600.

If you're a member of the Microware database then you can write to the Bug Hunter via Postnet Mailbox. My account number is 042866286.

I'll try to reply to every message within a day or so, but there will probably be certain times during the month when it will take a little longer. After all, I have to write this page you know.

MORE VIC BITS

Finally for this month, here's a few VIC members for Vic owners, courtesy of John Jones of Eastham, Weyl.
875-234 is the same as pressing 8204-8700. EASTFOR. 875 94903 simulates switching the machine off, and instead of using "PROM" with a CTRL key to change colors, use POKE 8483 for black, 1 for white, 2 for red and so on.

BY ROBERT SCHFREEN

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CAESAR THE CAT

by Peter Cadogan

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GRAPHICS

By Garry Marshall

MAKING THE MOST OF YOUR 64 PART 2

You can produce sprite graphics on the Commodore 64, and they can be very impressive. They are large as they can be highly detailed, they can be magnified both horizontally and vertically and they can be multi-colored.

Unfortunately, though, the Basic of the Commodore 64 provides no support at all for sprite graphics, and programs to generate sprites must consist of masses of POKEs and PEEKs to access the various registers in the Vlc graphics chip that produces and controls the sprite graphics.

A sprite is 34 dots wide and 31 dots high. It is represented in the usual way by using a 1 for a dot that is "on" (foreground color) and a 0 for a dot that is "off" (background color).

Thus, it takes 60 bytes to store a description of a sprite, although the Commodore 64 allocates blocks of 84 bytes for them and then makes no use of the last byte. Up to eight sprites can be maintained at the same time.

The illustration shows a design for a sprite, and its description is included in the DATA statements of the accompanying program. This program maintains three sprites, all of which have the same shape, but different colors.

The first problem that we have to face is where to store the sprite descriptions. We shall put ours in the cassette buffer, which extends from location 508 to 1023. If you do the necessary arithmetic, you will see that there is only room for three sprite descriptions here, but this is not a problem since several sprites can share the same description.

However, if you want to write a program that uses more than three differently shaped sprites, you must delve further into the mysteries of the Commodore 64 to find out how to make yourself a sufficiently large amount of storage that will not be affected by anything else that the computer may do.

Now we come to the part where we have to start remembering the large numbers which are the addresses of the Vlc registers that control the various properties of the sprites.

The addresses in the following table are vital, controlling the colors and position of each sprite, and showing where the descriptions of the sprites are stored. The sprites are numbered from 0 to 7.

To find where the description of sprite 0, for example, begins, the com-

sprite	location pointing to description	color	X position	Y position
0	2040	53287	53248	53249
1	2041	53288	53250	53251
2	2042	53289	53252	53253
3	2043	53290	53254	53255
4	2044	53291	53256	53257
5	2045	53292	53258	53259
6	2046	53293	53260	53261
7	2047	53294	53262	53263

puter multiplies the contents of location 2040 by 64 to get the address.

So if we are to put the description of a sprite at the beginning of the cassette buffer, we must store 13 in location 2040 (with POKE 2040, 13), since $64 \times 13 = 832$ is the multiple of 64 that gives the address that is located at the beginning of this buffer.

The X-positions and the Y-positions that are stored in the locations given in the table give the x- and y-coordinates of the top left corners of the sprites.

In addition to these registers, location 53285 controls whether the sprites are

on or off. Putting a 1 in bit 0 of the location turns sprite 0 on, while a 0 in bit 0 turns sprite 0 off. The other bits in this location control the other sprites in the same way.

When sprites meet each other, their priority, that is to say the way that it is determined which sprite remains visible, is determined by their numbers. Sprite 0 has the top priority, sprite 1 is next, and so on.

You will find a program for displaying and moving sprites below. It displays three sprites and, when a key is pressed, it sends them off on a short journey.

```

5 PRINT "P"
10 FOR K=0 TO 63
20 READ D
30 POKE 502+K,D
40 NEXT K
50 DATA 16,0,0,56,0,0,48,0,0,36,0,0,56,0,0,124,0,0,
64,0,0,124,0,0,254,0,1,255,0
60 DATA 8,255,128,7,255,192,15,255,224,31,255,240,
63,255,249,127,255,252,255,255
70 DATA 254,255,255,254,249,254,62,0,56,0,0,16,0
80 POKE 2040,13:POKE 2041,13:POKE 2042,13
90 POKE 53285,7
100 POKE 53287,2:POKE 53288,3:POKE 53289,7
110 POKE 53248,52:POKE 53249,50
120 POKE 53250,188:POKE 53251,188
130 POKE 53252,150:POKE 53253,150
140 GET C:IF C="+" THEN 140
150 FOR K=31 TO 200
160 POKE 53249,K
170 POKE 53251,K+50
180 POKE 53252,J:POKE 53253,J
190 J=J+160:IF J>255 THEN J=0
200 NEXT K
210 GOTO 140
    
```

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MUSIC

A DISTINCT LACK OF HARMONY!

MUSIC

BBC owners who'd like to try their hand at a quick symphony or two can buy the Music package from BBC Soft.

The program works on either model Beas, but is really pretty basic in its features. The introduction in the manual actually states that, because it runs on either model, the program has not taken full advantage of the commands available. The program has four different envelopes defined, and you can therefore play in four instruments. To enter a tune you place the notes on the slave or the screen. You can then play the tune or edit it. You can also record it to tape in real-time, or to re-edit, at a later date.

Unfortunately, the program only uses two ways of the computer to you cannot produce harmonies. This is quite a serious omission, which should really have been included in a separate version for the model B.

When loaded, the program asks for a command which can be any of seven. These are all accessed via the red function keys. Here you can do such things as edit your tune, play it, erase the tune in memory or change tempo and/or instrument.

Notes are entered onto the slave using the top two rows of the keyboard. Chords and bars are available across just under two full octaves. Bars are entered with the space bar — you cannot enter the tunes in real time.

To edit a tune you can move the program's cursor over the slave. As it is moved across, the notes will play in tune. You can then either edit, delete or insert notes. The erase function allows you to delete the notes on any of

the three slaves. You also have the option of erasing all three at once if you wish.

The tempo command is used to set the speed at which the notes will be played. There are ten different settings which you can use. There are also four different instrument sounds to choose from. Although they're not really very realistic, it's certainly an improvement over similar programs running on a Spectrum. The four voices are organ, harpsichord, violin and piano.

The program comes with a reasonably understandable manual, and it's quite easy to use. Unfortunately, the lack of harmonies makes for pretty uninteresting music, but it's still quite fun. The graphics for the notes aren't too good either.

If you'd like to form your own opinions, then the tape will set you back £18. Well it is from the BBC.

MUSIC (BBC SOFT)

Performance
User friendliness
Presentation
Complexity

NOW GET IN THE RIGHT MUSIC MODE

MUSICMASTER

Building Mike Oldfield's who'd rather rock with official Sinclair software can now be Musicmaster. Written by a company called Inognito software, it allows you to play and record tunes on the Spectrum.

When it's loaded, the five music lines appear on the screen and the notes list is printed at the start. The notes are brackets, of which there are four to a bar. Once loaded there are two possible modes you can enter — keyboard or slave mode.

Slave mode allows you to enter notes on the slave in two octaves (a total of 17 notes), by pressing the appropriate letter on the keyboard — lower case for the lower octave, and upper for upper.

Keyboard mode lets you edit

the top two rows of the keyboard as a musical instrument to play in real time. An overlay is supplied for using the program in keyboard mode. There are 10 white notes and seven black ones.

Whatever mode you are in, it, however you have chosen to enter the notes, you have the option of getting information on the characteristics of the music including pitch, duration, key signature.



nature and the like. As with the other Spectrum programs of this sort, length of notes is controlled by having a variable duration.

To create a tune you must give the program the required key signatures. All notes will then be re-adjusted. Various keys are used to insert either a rest or a note, to delete a note to give the slave to ZX pointer etc.

You also have the option to play the tune at a chosen speed. If it's not quite perfect, then you can edit it, tapping through the tune changing certain notes as you listen.

Once perfected, you can record the data into cassettes to impress your musical friends with at a later date. The maximum length for a tune is one thousand notes.

Overall, the program is quite easy to use, and certainly gives more guidance and information than any of the others. It's impossible to create any wonderful effects, though, owing entirely to the Spectrum's hardware.

Musicmaster cost £35.00 and should be available in your local computer shop.

MUSIC MASTER

Performance
User friendliness
Presentation
Complexity

FACE THE MUSIC ON A DRAGON

COMPOSER

If you want to face the music with your Dragon, then you're a long task facing you with Microsoft's offering. The program may be pretty versatile, but the method of entering the tune is rather long-winded.

The program, called Composer, is what Microsoft calls a Music Composer. This means that you have to enter all of the tune into the micro's memory at the start. The machine will then convert the whole tune into a playable form and will perform it for you. For this reason, there's no facility to play live, i.e. in real time.

The system does, though, include the Dragon's impressive sound facilities to the full. In fact, the demo tune supplied with the program was the last sound that I've ever heard from a humble Dragon.

The main part of the program is in Basic, which probably accounts for the total lack of anything approaching speed when it comes to composing. Anyway, the tune is entered note by note into DATA statements within the Basic listing. The Dragon has four separate voices, and you must enter a value for each voice for each note. Even if you're only using a single voice, you must still enter a rest for the



after three. The task is quite long, but I can assure you it's worth it in the end.

Once you've entered all the notes into the program you type GO. The music then appears and you can select the option to complete the tune.

Completion is, in a word, slow. In fact, it's very slow — around one note a second. The demo tune supplied was 22 notes in length and took just over three minutes to complete. Once you have completed, you can select a

R E V I E W S



different option and then just go back and listen. The final result if you're willing to spend some time at it, can be very impressive.

If you don't think you're quite up to looking's standard yet, then you can enter the demo which was printed in the manual. Unfortunately, I didn't have a spare week to type one in, but if that's as good as the one on the tape then I'd be very happy if it also probably have very nice features.

To edit the tune is simple. You edit the program and can then edit the Basic program just like any other. Changing notes is therefore possible, but hindered slightly by the machine's lack of decent editing facilities. You can also save the program (and tune) the way, too.

The best way to judge such a program is by the final result, and I think it's great, and almost worth the £12.95 charged by Cornwell-based Microsoft.

ORIGIN COMPOSER

Performance	2/2/2
User friendliness	2/2/2
Presentation	2/2/2
Complexity	2/2/2

HOW TO CHANGE YOUR TUNE

SPECT SOUND

If you're tired of the Spectrum music program published in this issue then you could always try Spectsound.

As far as producing sounds goes, the program is very similar. The middle row of the keyboard can be played like an organ, while two other keys are used to shift the octave up or down.

It's unfortunate that the Spectrum's sound capability is so limited without adding extra hardware. This program is written in Basic and the only sound pro-

cess is produced by the Basic command. It's possible to make different speed effects by using machine code subroutines in the program, but for some reason they're not included here.

Possibly the most exciting part of the program is the facility to record and edit tunes in the computer's memory and to play them back at rates than to create. However, a limit of the machine's sound generator is that the program can only play one note at a time.

Recording is not done in what's known as real time. This means that you can enter notes only into the memory and edit the thing. If you want pauses or long notes then you'll need to enter rests as well. This does have the advantage, though, of allowing you to play chords and then play back at a normal speed.

The keyboard does not function as a true organ, with respect to the way notes are produced. What should happen ideally is that the sound is produced for as long as you have your finger on the key, and stops when you take your finger off. Doing this on a

machine?

If you'd like to compare the two for yourself, Spectsound is from POG software in East

SPECT SOUND

Performance	2/2/2
User friendliness	2/2/2
Presentation	2/2/2
Complexity	2/2/2



COMMODORE IN GOOD VOICE

ULTYSYNH

The 64 has some very advanced sound features but no one has exploited them fully until now.

Ultysynh is a full synth package for the Commodore machine and requires no extra hardware. The computer keyboard is used for all effects and also for playing the notes. While it's not the ideal solution, it is cheap and works adequately.

The program comes on cassette and is complete with a comprehensive 50 page manual. The full potential of the program is beyond the scope of the manual and, although it details all of the system's functions, the only way to really get to know it is to sit at the keyboard and play.

Loading the tape takes just over seven minutes which gave me a little time to read the manual and to appreciate the complexity of the program. Once loaded, the main menu allows you to choose one of the seven options.

You're recommended to try option one first, so I did. This puts you into record mode, where you actually enter your tune into memory. Unlike any other similar program I've seen for any micro, this allows you to play in real time. What this means is that, when you play back your masterpiece, not only will the notes be as you played

them but so will all the timing as well.

The alternative to this is called compose mode, where the notes will simply be played back one by one with a fixed delay between each. The delay can be set by the user. This program has a compose mode as well.

Playing from the keyboard uses voice one while voice two has and three and four just rhythms and accompaniments which you can program and then play along to. It's possible, and also quite fun, to have all three voices playing at once.

Obviously there are facilities to set different waveforms for each voice, alter the envelope and add special effects like glide. Then there are pulse wave and pulse width modulators, and to pass filters and layering of voices. You can also synchronise the voices. When you've worked out all that, you can progress to modulation, producing sounds like a siren and more clever stuff.

And when Symphany Number 1 for Three Commodore 64s is complete, you can save the whole thing to tape in a form which the computer will reload



at a later date, just in case you discover you've left two consecutive fifths together. (That's a musical term, by the way.)

That's not all. There's a lot more in the manual, and there's plenty that isn't, too. You'll discover so much by just sitting at the machine for a few hours. And the final results are pretty impressive, too.

This is certainly highly recommended for serious music enthusiasts and budding Beethoven's imitators.

Ultysynh runs on a Commodore 64 and is produced by Commodore. It costs £12.95.

ULTYSYNH

Performance	2/2/2
User friendliness	2/2/2
Presentation	2/2/2
Complexity	2/2/2

FUSHC

FUSHC

You've read the game... now play the book...

MY SECRET FILE

Program by Phil Nathans
Based on the best-selling Puffin book by John Astrup

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THE UNORTHODOX ENGINEERS: THE PEN AND THE DARK

Adventure game program by Keith Campbell
Based on the story by Colin Kapp

Colin Kapp created the classic SF stories about the Unorthodox Engineers - and now you can try to solve the mystery of the indestructible pillar of darkness and the riddle of zero-energy in this mind-bending text adventure game.

Reading Colin's story in this pack should help you. But once you and your micro are locked into the problem, not even Colin could get you out.

By special arrangement with an unspecified alien culture, *Mosaic* will let you have the story along with the program - so at least you're in with a chance.

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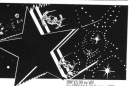
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Who sent the Death Star?

Death Star

Three-dimensional terror



BACK again folks! I have to admit to a few blunders in the Book of Games in the Feb. issue.

The Altair program for the BBC missed some headlines. Line 940 should read REPEAT UNTIL ADVANCE: TIME=0 and not TIME — as we printed. Electron owners came in for a bashing on the Front Cover listing. The bugs overdid themselves and we missed part of the game, but we've got a corrected listing ready, so just send a stamped addressed envelope to us and please mark it 'Front Cover'.

IF for any reason you want your Spectrum checked to see if an upper case letter has to be entered in your program, here's the answer. Just replace INKEYS with LETM = CHR\$(PEEK 16399) and then check the letter with IFM = " THEN GOTO 80.

Mr Edwards of Woodruff has also sent Program Extra a tip that lets the computer wait up to three minutes for a key to be pressed: LET T = 3600 - USR(5047). The variable T is length of time in 1/60ths of a second.

This is particularly useful for pages of instructions where the user can move into the next screen once he's finished reading.

THE Quantum Leap — the new Sinclair personal computer — looks set to repeat the performance of the Spectrum and ZX81. Sinclair have begun a new approach to home micros. The QL signals the end of the race to produce the cheapest colour computer and a move toward producing more 'professional' computers.

It's not that many years since the most a home micro could offer was 1k of memory and very primitive graphics. 10k; two micro drives, 8500 interface and hi-res graphics all for £480 three years ago was an impossibility — today it's a reality.

The QL uses a Motorola 68000 — a 32 bit central processing chip. Most home micros, like the BBC and Commodore 64, only use eight bit chips. This new CPU is much faster and can handle a much greater amount of memory — the QL is expandable up to an incredible half a megabyte of RAM.

Another feature that was only found on much more expensive computers is 'multi tasking' — the ability to run more than one program at one time. The QL can, in fact, run a total of 20 simultaneously. So

you can write a letter and play Pac-man at the same time...?

Sinclair have stressed that it's not a games machine, but with a 1024 of memory and higher resolution graphics than the BBC, it's sure software companies will be competing at the bit to get their hands on a QL.

YOU can now make a lasting impression on your Atari computer. Mr A Collier of Medfordex has discovered a way of customising the screen display on an Atari 400 so, whenever the system reset button is pressed, your very own personal message will appear on the screen.

This can be done by placing a small machine code program in the special location that the computer uses when it's turned on. The position of this location can be found by PEEKing memory location 3.

With a little knowledge of machine code, it's easy to produce your own title pages. I LOVE GAMES package!

DIGITISED characters for computers have always been tedious and difficult to use. You could spend hours keying in numbers before you found just the right shape and colour.

Mr E Horner has produced a program that goes part of the way to solving this problem. This short listing for the Texas not only lets you design the shape of the character with ease, but also colour it with any of the colours from 0-15.


```
10 CALL CLEAR
20 CALL SCREEN(10)
30 INPUT "CHAR CODE":A$
40 INPUT "COLOR":C$
50 CALL CHAN(10,A$)
60 CALL COLOR(10,C$)
70 CALL NCHAR(15,10,1)
80 PRINT "PRESS Y TO CONTINUE"
90 CALL KEY(0,K)
100 IF K="Y" THEN 10 ELSE 60
110 END.
```

THE Atari 400XL is claimed to be able to run all the software written for the older 400 and 800 models — that is as long as it's written by Atari themselves.


The new machine has had the ROM slightly rewritten but this won't cause any problems if the proper machine code entry and exit points are used. Unfortunately, many of the games written by independent software houses for the Atari don't use these standard routines. So remember to check the games before you buy.

This is the final Program Extra for the time being — so we'd just like to thank everyone who wrote in to us with hints and tips. We're still interested in hearing your comments on our programs and receiving your tips on making the games that bit better. Remember you can still write to Mag Horner at the same address — Computer and Video Games, Pavment House, 6 Herchel Hill, London EC1R 5EJ in case of any information. See you soon!


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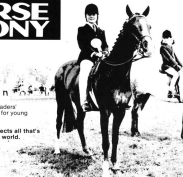
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In the past couple of years computers have made great inroads into consumer-aid music, to the extent that maybe half of the Top Ten records at any given time will use a computerized composition, sound production or recording device. It don't feel that the same micro enthusiast has nothing to offer the world of commercial music — experience of commercial music can send you pained on small machines can send you pained in good stead in many of the most advanced studios in the world.

The example of scores of stars such as The Human League, Tears For Fears and Depeche Mode attest to the influence of computerized music.

There are three main ways in which standard home micros — as opposed to dedicated music systems such as the Fairlight Computer Musical Instrument — can perform a musical task.

These are using built-in sound facilities to play tunes, controlling additional hardware in the form of effects processors or "voice" cards to produce complex sounds, and controlling external musical instruments — usually synthesizers — for complex composition. We'll look at each of these three methods in turn, and conclude with a look at the typical computer-equipped recording studio as it may look in three or four years time.

MAKING MUSIC

It's very simple to get some sort of musical effect out of most micros — all the programming handbooks will have a short listing to get a scale, an arpeggio or even a short tune.

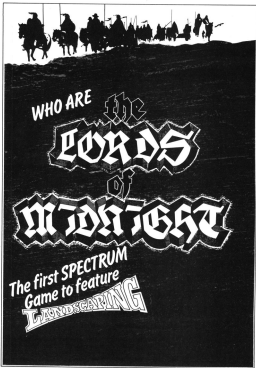
One obvious exception is the ZX81, which has no sound facilities, and the Spectrum is little better, although we believe our music program makes the most of the machine. It can produce a simple beep at various pitches and with various lengths, but that's about it, particularly as the machine uses a very basic piano instead of a speaker. Lots of cheap amplifiers are available from Fulford, Kefwood, and others, however, and one of these is really vital if you want to make serious music on your micro.

Owners of the Vic-20, Acorn and Spectrum are better off, with both voice cards and one or more oscillators available. A few musical software packages for each of these machines are now out, but these are usually games or educational programs rather than "compose your own symphony" types.



POP GOES THE MICRO

Many top pop groups use computer technology to help make their records top ten hits — and not just in the recording studio. Nowadays many instruments can be linked with computers, allowing groups to reproduce studio sounds when they perform live. Musicians like Vince Clarke pictured — the man who will be casting a critical eye over your musical efforts in our Micro Music column — who uses a super-computer called the Fairlight CMI to help him compose hit tunes. We asked computer music expert Mark Jenkins to bring us the low-down on hi-tech in the world of pop.



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One for the Commodore 64 is Robinson's Dancing Feet which uses a system as a musical instrument and can help you compose and replay quite complex accompanied pieces, but then the recent facilities of the 64 make this practical — there are three channels plus white noise, ring-modulators for complex tones, and filtering.

Similar facilities exist on the BBC II, Oric, Sord MII and Iyrix, so in practice quite complex sound effects or musical patterns are possible. These could consist of tunes in three-part harmony, perhaps accompanied by white noise effects for percussion backing — see recently Steve Orford, but better than that!

There are some composition packages available, such as Atari's Music Composer which will run on their 400, 800, 800 and 800XL models. It's a cartridge-based program which gives you a menu of abstracted functions — Edit Music, Arrange Music, Save, Retrieve and so on. Some of the musical instrument manufacturers are going into this in a big way with similar programmes, and Roland's Compo-Music hardware and software can match such capabilities with drum machine-type sounds and detailed notation of your compositions.

This would involve a pretty substantial investment, but represents one logical step after your compositional imagination becomes limited by your means.

Compo-Music would do much for the nature of computerized sounds though, and, as well as, there's another way around that particular problem.



SOUND ADVICE

The built-in sound facilities on most micros are very limited, for simple functional reasons — the number of users wanting complex musical functions would not justify the expense of the circuitry involved.

The next step, then, is to add a little more hardware, and the simplest will give a wide selection of sound and needed efforts which are ideal for writing into computer games.

The Petron Trusford, for instance, is a little black box for the ZX1 and Spectrum which has three sound channels and a white noise generator for explosions, waves and eastern sounds. It has a musical range of more than eight octaves and can produce some very rewarding three-part harmony music, with over 4,000 chords for a 48k memory — in other words, a pretty lengthy composition. It's really very easy to define musical notes, and so real knowledge of music theory is needed.

The problem with the Trusford and similar inexpensive units is that the quality of the sound is very basic — a single sine wave in a lot of cases. You won't be able to sound like Vince Clarke without going to a little more

expense, because unfortunately the more complex "wave" cards tend to be manufactured by up-market computers such as the Apple.

One of the great advantages of the Apple is the "slot" system, used to add on new facilities, and into these slots can be fitted voice cards such as the Museum Hardware or Soundblaster systems.

In a system such as Alpha System, three voices can be put in a vast range of fully professional uses. Sounds can be laboriously defined, except with harmonic filters, split across a five-octave keyboard, merged and stored on disc.

Real sounds can be sampled by the computer and replayed, and very lengthy compositions with many tracks can be composed on the computer. Games, educational software and composer's aids are all available, and many of the country's top musicians and universities are using the system for a wide variety of music-related activities. And at the end of the day you can still work out your finances on it!

MICRO CONTROL

Finally, we come to micro control of existing musical instruments. These could usually be synthesizers of one kind or another as previously mentioned, but newer developments have made this generalization less accurate, as we shall see.

Firstly, a brief description of the conventional synthesizer, which was developed by Dr. Robert Moog (as in *Vibes* rather than *moosd* — which is what you get for having Hungarian ancestry) in the Sixties.

All the parameters of Moog's synthesizer were controlled by varying voltages, and so a pattern of voltages produced by a keyboard or an automatic device (sequencer) when applied to an oscillator would play a tune. For that matter the tone (filter setting) and other parameters could be voltage controlled.

Micros excel at storing information such as musical notes as we're seen, but to gain direct access to a synthesizer is difficult as micros produce digital information rather than voltages.

What's needed is a Digital to Analogue Converter (D/A) and although these are common parts of sequencers and other designs, they aren't exactly common in the form of a single box.

A design for the Spectrum has been published in the specialist magazine *Electronic & Music Maker* and a ZX1 design is *Electronic Soundmaker* magazine, both using as sequencers which will store long strings of notes and plug into the Voltage Output input of a cheap single-note synthesizer such as Roland's 2020.

Help is at hand, however, with the MIDI, or Musical Instrument Digital Interface. As its name implies, this system speaks a digital language and operates in serial form as does the MIDI-com-

puter interface, and so it's much more friendly to micros.

The cheapest synthesizer currently fitted with MIDI is Korg's Poly 800 at around 1990, and the system is becoming a much-needed standard. The synthesizer manufacturers are making interfaces which allow you more to "open" MIDI, and so it's a universal system. There are theoretically no restrictions on which MIDI-fitted systems can be used.

Sequential Circuits market a MIDI interface which allows the Commodore 64 to act as a versatile 2000-note sequencer, comprising device and music notator, and the unit will eventually work with the Spectrum and Atlas, as well. An independent company, Upstream, are marketing a Spectrum MIDI interface for a similar price — around 175 — and these are sure to come.

The point about MIDI is that it can be designed into any digitally-controlled musical instrument, and so in the medium future we'll see MIDI drum machines, pianos and even guitars. Anything fitted with MIDI can be controlled with your voice, so the realization of a totally computerized studio is very close indeed.

Looking forward a little, we can see that it will be very easy to use a micro to control musical instruments — within a few months you'll be able to plug your Spectrum, Commodore, Atari and so on into a professional synthesizer via a relatively inexpensive interface.

Some instruments are already being designed with the ready-to-use memory capacities of home micros in mind, for instance MPC Electronics' Music Performance Composer, a versatile drum machine which uses a Z80 in Spectrum as a memory bank.

Sequential Circuits have a new system, the Trax, which uses a Commodore 64 to compose tunes, store rhythm patterns and more than one pattern in the text.

A Commodore 64, or certainly an Apple, could act at the centre of a bank of synthesizers and drum machines, playing compositions on them, helping the composer to come up with new songs and all the time displaying exactly what is playing and what options are available.

Remember that micros can accept all sorts of inputs, from heat sensors, motion detectors, video cameras and so on, so it would be possible to compose using all of these unusual signals.

All these unusual advantages derive from the familiar number-crunching capacities of the home micro, which leads us to wonder what Bach, with his lengthy but mathematically balanced compositions, would have made of the Lynx or BBC machined with a couple of disc drives and maybe a little Moog Synthesizer. The other way to look at it is that, in a few years time, the modern equivalent of Bach may be working with just such a system.

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The best part of some games is the excellent sound effects which are often built in. The crash of an ill-fated driver in Road Race, the cheering crowds in international soccer, the awe-inspiring murmurs emanating from distant planets in far-off solar systems.

As well as purely abstract sound effects, computers can generate music. This means producing real notes in sequence to make a tune. Many programmers actually incorporate music in their games, either to supplement or to replace the normal sound effects.

If you've ever played *Chaos Miner* on the Commodore 64, for example, you'll have recognised Jeff Joplin's *Ingle Leaf Rag* accompanying your game. Spectrum fans will have heard "In the Hall of the Mountain King" from Grieg's *Peer Gynt* suite while burning the midnight oil in a last desperate attempt to escape the Molek Trolls and the Bouncing Chryses in *Mistic Miner*.

And so there come a time when software houses realised that the music in some games was so good, it would be worthwhile creating programs which did nothing but enable the user to play (or hear) music on his or her micro.

A BBC tape landed on my desk recently which played Bach's *Tocatta & Fugue in D-Minor* in beautiful harmony for 11 glorious minutes.

Many software companies now produce packages to let you make your micro play music. The official Sinclair offering was launched recently for the Spectrum which allows the rubber keyboard to act like a musical instrument (so you don't hit it, you play it). Commodore has a music composer cartridge for the 64 which has some quite advanced features. It's rumored that they also have a sequencer cartridge on the way.

For the non-musical amongst us, a sequencer allows you to programme a set of notes into the machine which will be repeated over and over again. You can use this as backing, and then play the actual tune over the top, making it easy to produce recognizable-sounding music with the minimum of effort — just like Deane Duran, really.

BBC owners who'd rather write their own sweet music then have another programmer do it for them can buy *Music Processor* from Quiksize, or the not-as-good *Music Program* from BBC Soft. Quiksize also has a *Commodore 64* program named, in true Newquish fashion, *Ultimate*.

You'll find reviews of commercial programs elsewhere in this magazine, but if you don't want to spend your hard-earned money on them then you could always use the ones which we've posted.

The music listings ALL work (naturally, I've tested them). However, they've



obviously not as good as something costing 10 times the price of your copy of *C&MG*.

They will, though, allow you to play tunes on your micro. The listings as printed are quite simple and don't have an enormous number of special features, but you can add to them if you wish. Perhaps you'll want to give a greater range of notes, or special effects.

If special effects are your interest then you'll need to know something about what's called the envelope of the note. There's a direct command for defining envelopes on the BBC. They take a little time to get to grips with, as does the envelope command on the Bees with its 14 parameters!

Think of a single note played on, say, a piano. As soon as you hit the note it rises straight to its maximum volume. Compare this to someone blowing in a trombone. Unless the person blowing it has lungs like an air compressor, then the note will rise much less sharply — taking time to reach maximum volume. This feature of a note — how long it takes to reach peak volume — is called the *Attack* rate.

Get that? Good. Now imagine keeping your finger on the piano keyboard after you've played the note. The sound continues but loses some of its original volume. This is known as the rate of decay, which has nothing to do with nuclear reactors. The amount of time that the note stays at the reduced level is known as the

sustain time. After a while, though, it will decay to nothing. The speed of which it does this is known as the decay rate.

So a note is made up from four definable values, namely attack, decay, sustain and release. If you've got one of those small Casio V1-tone instruments, you'll now understand what the ADSR setting means!

Developments in technology are helping to widen the part which computers are beginning to play in music. Many boards now perform exclusively on electronic instruments which can generate the sounds they require. Although a large amount of skill is still required to produce something respectable from one of these machines, the job of the modern musician is gradually changing to that of a computer programmer.

One of the most popular (and expensive) synths around is called the Fairlight and no big-time, super-rich band should be without one. For your £20,000 you get a computer complete with keyboard (both sorts) and even two 8-inch floppy disk drives to store the tune on. Imagine wearing that on a strap round your neck.

Programming such a beast is no mean feat, but you can get some of the most amazing effects. It also has the facility to do what's called 'Sound Sampling'.

Normally, when you use a synthesizer, you start off with a bank of a couple of dozen pre-programmed sounds which you can then alter out of all recognition (the dials on a really fancy keyboard) by pressing a few buttons and twiddling the odd knob or two. Sound sampling means that you can start off with any sound you like as a base for your knob-twiddling. Just connect a microphone to the machine and play the sound into its memory. You can then do what you like with the sound, or play it in any key on the keyboard.

You've probably heard that awful record by someone going under the name *Wonderland*, called *Half Mix*. It featured a dog barking a tune (and we all know where he lived, and what his favourite composer was, don't we?). Now I hate to disappoint you, but the hero of this record (you might call it a hot dog) was a computer. All the musician did was to play a dog into his computer and then he could play the keyboard and it would sound like a wood-woot.

Following on from the success of such idiosyncratic material came a disk of sheep singing *Boo Boo Black Sheep*. Needless to say, it didn't make Top of the Pops (or TOP as they call it in Smash Hits).

So that's about it, really. As you've realised, computers and music have a lot in common. And it's a link which is growing all the time.

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Exp! Pow! Bammm! Shut up a minute can't you! I'm trying to tell the readers about next month's terrific issue of *Computer and Video Games*. These Superheroes are a really easy bunch — even looser than a bowl of Rice Krispies! Still, now that I've managed to get them out of the office for a few minutes, I can tell you all about the amazing things we've got in store for you in our May issue.

Mr. Adventure, Scott Adams, has been hidden away for months now working on his brand new Adventure games based on two superhero characters, Spiderman and the Hulk. We've got an exclusive review of these two brand new games, plus an interview with the man himself, written by our ace Adventure writer Keith Campbell.

Just a minute please. My typewriter is full of Spiderman's web — horrible sticky stuff it is too. There, that's got rid of it. Now on with the show! As I've said, we will be taking an in-depth look at the Hulk and Spiderman adventures — Keith's got hold of the

HERE COME THE C&VG SUPER HEROES!

only two discs in the country — so you know where you'll be able to read all about it first!

Our May issue also sees the start of a brand new play-by-mail game called *Quo Vadis?* Fancy title ah? Anyhow, we promise that it's going to be just as exciting as the Seventh Empire — but just that little bit easier to play. And there will be big prizes for the winners — make my words! *Quo Vadis?* is a cross between a puzzle, a computer game and a treasure hunt and will keep you busy for hours.

Talking about being busy for hours, Keith Campbell — yes, it's that man again — has been busy with his team of Adventure reviewers to bring you the first in a regular bi-monthly special Adventure review section. He has been looking at all the latest releases and will be bringing you an up-to-date round-up of the

best — and the worse — Adventure games around.

We've also managed to persuade the Bug Hunter to bring us a new irregular feature on hardware add-ons for the games player — or more accurately their computers! The Bug Hunter will be taking a long hard look at things you can plug in, add on or wire up.

Plus a second look at our brand new Software Top 30 brought to you with the help of National Opinion Polls and the Daily Mirror newspaper.

All this and all your regular favourites too in the only reader-friendly magazine around. Don't miss it — or we may send Spiderman and the Hulk to find out why YOU haven't got a copy of C&VG alongside your computer. You know it makes sense!

Excuse me, I have to go now. The Hulk has decided to start a bit of demolition work in the car park outside. I don't think Lord EMAP is going to be very pleased when he finds his new Rolls Royce on the roof of the tower block!

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you send us, including the cassette itself.

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If you don't want to cut up the magazine, we will accept photocopies or clean copies of this page. This form will be appearing regularly in C&VG issues from now on.

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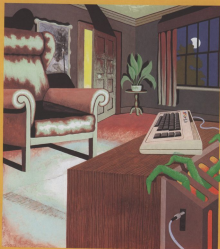
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