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the LLAMA has LANDED!

..... and it's breeding fast.

Once upon a time, only Commodore owners could experience the thrill of playing an original game by Jeff "Awesome" Minter. Lesser mortals could only sit and stare in wondrous rapture at the furry arcade action brought to you by Llamasoft.

BUT NOW THERE IS HOPE.

Dragon owners were the first to see the light of day, but now Salamander Software is pleased as punch to announce that selected titles **ARE NOW AVAILABLE FOR THE 48K SPECTRUM.**

Yes that's right, Salamander is now producing titles for the Spectrum, and the first of these are two great arcade games . . .

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On a farflung observation post at the edge of the galaxy, the Metallarians wait for a sign of Zyxonian spaceships. Suddenly the alarms claxxon blast, and the furry friends of freedom rush to the fire only to find that there are no attacking spaceships, and that they are under attack from Cyborg Anarchoid Mutants and Digesting Weevilsoids. . . .

This classic arcade game, originally developed by Jeff "Awesome" Minter of Llamasoft, features 1 and 2 player options, spitting Llamas, Cyborg Anarchoid Mutants, Digesting Weevilsoids, 99 levels of play, joystick recommended. Supports Spectrum ZX Interface 2 and Kempston joysticks.

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Game originally developed by Jeff "Awesome" Minter of Llamasoft. Joystick recommended. Supports Kempston and AGF joystick interfaces. In space, only the cornets can hear you scream.

What some famous people have said . . .

"What's an arcade game"	Arnold
"Awesome!"	Jeff Minter
"I prefer elephants"	Harold
"Don't shoot me, I'm only the piano player"	Elton John
"Being"	Zebibee

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SPECTRUM



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ABOUT THE ATARI

Dear Sir,

With regard to John Baugh's letter in the March edition of CB&V, I have no wish to complain, only to elaborate on a point he raised.

In his letter he mentioned that the Atari computers have over 1,000 items of software. But — and here's the bit, it is a big but — how many of these items are we Atari users actually offered? I would say that around 50% of this software is American and therefore expensive.

This brings me to my second point. Actually this is more of a plea in the form of the English software houses e.g. Ultimate, Ocean etc. It has been proved by a few software houses that Atari Software can be sold at reasonable prices. Imagine and English Software, in name but not, have done just that.

So why is there still a dearth shortage of cheap software for the Atari? I agree that a few Atari owners think that if it's under £20.00 then it's not worth buying and more feel that by missing out on excellent American quality games, like *Chieftamer* and *Diamonds*.

But most of us are more than willing to buy cheap software even if it isn't American quality. So come on all you software houses, give us some good, reasonably priced software — you can be sure of our support because we just can't afford to pay £20.00 a go.

And a word to all you Atari retailers. If we get the support from those software houses then we must buy their goods, and the more English software we buy may encourage the Americans to drop their prices. For instance, Commodore have just halved the price of *Zenon* and others will follow if their

sales drop, because we are buying English goods.

Please support the existing and the soon Atari software. Co-operation between users and software houses leads to more software and ultimately to more people being persuaded to buy the machine.

The Spectrum is a case in point, as it's made the Atari a best-seller. The sale of the machine lies in our, and the software houses, hands.

Alan Peabody,
Barnshelm,
Hants.

COMMODORE QUESTION...

Dear Sir,

I own a Commodore Vic-20 and later I hope to own a Commodore 64 or a BBC. Please could you tell me, if I had a Commodore 64 and I bought a book with Vic-20 games in it, could I use them on my Commodore 64 without changing anything in the tapes? Also, would the games be better on the same as the Commodore 64?

Nigel Pearce,
Dudley,
West Midlands.

Editor's reply: I'm afraid that you wouldn't be able to take Vic-20 programs as C64, but for the most part you'll probably have to convert the software to run on your 64.

EXPANDING PROBLEMS

Dear Sir,

I recently bought a software tape called *Myriad* from Robert Software for my Vic-20. The tape requires a 32 memory expansion which I do not have. I do however have a 96 expansion and thought that, as 32 is less than

96, it would run on a Vic + 96.

It didn't. I have now discovered that when you expand the Vic above 64 the memory and screen locations change which is why it won't run with my expansion. So now I am stuck with a tape that I cannot play and, as its memory expansion cost over £25, I do not feel inclined to buy one just to play this game on it.

What I want to know is: is there any way I can play *Myriad* on my Vic + 96?

Does this exact memory rule apply to all other Vic tapes as well?
Michael Brown,
Winton,
Cornwall.

Editor's reply: I hope you haven't wasted your money on your *Myriad* game. I may be able to help you change your 96 RAM cartridge into a 32 RAM cartridge. It has a slim chance of working so fingers crossed and here we go:
POKE 945POKE 944
POKE 943: POKE 943: POKE 943: POKE 943: POKE 943: POKE 943

BAD NEWS FOR VECTREX

Dear Sir,

I am writing in reply to it. Barnhardt's letter about the Vectrex Game System. The instructions for Minivectrex definitely have an error in them because I have reached Minefield 64 and so new software has appeared.

There is also a very large bug in *Fortress of Maroon*. When I reached the Mystic Blaster with five lives left and killed him, I got an infinite number of lives! This carried on for I don't know how long but I managed to reach level four before I had to go for my tea. When I came back the machine had reset itself!

Also on Barnhardt, where

you are going through parts of the maze, you can bomb through the walls.

Vectrex games are even better than *ColossalGame* games for discovering bugs!

When will the Vectrex carryover, 3D Imager and Computer adapter be brought out?

W. Bickart,
Leath,
Lincs.

Editor's reply: In fact Vectrex is being pulled out of the UK market and will only be available as long as present stocks last. This means that there won't be a carryover, 3D Imager or computer adapter.

KEYBOARD CONTROVERSY

Dear Sir,

I am very tired of hearing people criticize the Spectrum keyboard. Look at the Jupiter Ace or the Apparatus or even the CCL M5. Their keyboards are made of rubber and they are worse to type on — apart from the CCL M5 — yet I haven't heard any reviewers call it a "cheap hack" yet!
James Mitchell,
Haywards Heath,
West Sussex.

PLEA FROM THE POCKET!

Dear Sir,

I am writing to tell you about a problem I am sure many people have. You buy a new computer game, take it home, load it and find out that you could have written a better program yourself! However, this is not so in all cases.

However, print a picture of the game as it is seen on your TV on the back of the cassette. Why don't other companies do that?
Oleg Bolshakov,
Dunbar,
Scotland.



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 Commodore joystick controllers in the Kempston range that will come to your aid and improve your playing capabilities. Your movements will become quicker, will trigger faster over the fire buttons, and the steady, quiet tones will be out of this world. Playing will be so much easier if you're serious about the challenge your computer presents than you thought it to be without a Kempston Commodore joystick.

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CONVERSION TAPE I

Commodore Action Game (Atari), Heavy Metal, Heavy Metal (Atari), Atlantis, Atlantis (Spectrum)

CONVERSION TAPE II

Commodore Omega Strike, Heavy Metal, Heavy Metal (Atari), Atlantis, Atlantis (Spectrum)

CONVERSION TAPE III

Commodore Action Game, Atlantis, Atlantis (Spectrum), Atlantis (Spectrum), Atlantis (Spectrum), Atlantis (Spectrum), Atlantis (Spectrum)

PRO 3000

Again all the winning features of the Pro 1000 but incorporating true interlocking plus large 1 1/2" wheel for comfortable play, a trigger button for maximum sensitivity, dual independent fire buttons, a fully covered directional pad and a joystick.

KEMPSTON JOYSTICK INTERFACE FOR THE ZX SPECTRUM

Allows the use of one Atari/Commodore type joystick with the popular ZX Spectrum computer. With two over 100 games on the Spectrum now compatible with the joystick this is a must for every Spectrum owner who wants the benefit of a joystick without the expense of the Spectrum. Simply plug into the edge connector on the board of the Spectrum. No modifications necessary.

Some games you can buy were produced before joysticks were available for the ZX Spectrum. With the aid of Kempston conversion tapes these games can now be played satisfactorily on the Kempston range of joysticks.

TRADE WELCOME

Most Kempston products made for 12 months. Kempston Computer Centre designed computer products on demand.

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MAILBAG



HINTS FOR SPECTRUM!

Dear Sir,
Here are some hints for the Spectrum ROM which should be very useful to your readers.

The ZX Spectrum ROM contains some routines which can be very useful in your programs.

For memory (20-99) PRINT 8558 — USR 999, "bytes"
Scrolls

RANDOMISE USR 3300 :
Scrolls whole page up one line.

RANDOMISE USR 3330 :
Scrolls whole page to first line.

RANDOMISE USR 3360 :
Scrolls whole page up one line (BORDED)

RANDOMISE USR 3390 :
Scrolls half screen page up one line (BORDED)

RANDOMISE USR 3420 :
Clears half bottom page (BORDED)

POKE 23562 affects scroll (see Sinclair manual, Chap. 18 Page 186)

Change raster (upper/lower case)

This depends on the 4' bit of FLAG 2 at address 23560.
POKE 23560 : gives lower case 4' bit = 0

POKE 23565 : gives upper case 4' bit = 1

RANDOMISE USA 4103 :
changes page to lower case, and vice-versa.

POKE 2311208 : to have a 7 digit input.

Fontboxes :
POKE 23060 : Disabling the BREAK key, but the program can't produce report (no stop, no bug.)

POKE 23062 : determines character set. (X = 7932:128 / 111:184.)

X=0 restores normal character set.

Try also with 2307
POKE 23100 : the first line will become line ZERO.

Another method for your programs:
1 LET A=POKE 2307 : 300
2 POKE 2308:POKE
A,3:POKE A+1:0

3 REM ***** LINE ZERO

A new kind of DBRUF can be obtained with the X co-ordinate of last pixel plotted

at address 23077 and the Y co-ordinate of last pixel plotted at address 23083.

Name memory :
Change 0 for NOT (1) : for 208 (0) : 1 for 207 (0)

Use VAL "number" for the other combinations.

"XXXXXX" or letter VAL "X"
Change also PRINT AT "X:Y" space for PRINT AT X,Y.

POKE 23082 USR 0 : resets all the Spectrums, including I/O-C

POKE 23081,100 : the program always...
POKE 23081,0 : and it comes back (and stays)

RANDOMISE USR 133 : explains BORDER, I will stop with the BREAK key

Stephen Munnier
Bacon
Belgium



Quackit II

SEARCH FOR THE STICK . . .

Dear Sir,
I would like you to give your opinion on the Quackit II because I'm thinking of buying a joystick and just wondered what you thought about it. It's not all that good, I will consider buying the Quadrator or Quackit II.

J. Mathew,
Edgware,
Middlesex.

Editors reply: Here at CMCY we've not great fans of the Stick Stick.

Personally I would tend towards the Quackit II. In fact, there was an extensive review of joysticks in our March issue which could help you decide which stick to buy.

PENETRATOR OBSERVATION!

Dear Sir,
I have a Sinclair Spectrum and am writing about the game Penetrator by Melbourne House.

On the game one can shoot and bomb, but on the fifth stage, when one finishes and attempts to bomb the central tanks, it is not possible to hit the target accurately because of the scrolling system.

Also one can't see back through the stages, flattening out the landscape and maintaining the firing from the bottom of the screen at stage 2, the points increase even if one does not fire. The rockets and radar stations blow up as well.

Good advice to anyone thinking of getting in the fifth stage of Penetrator is not to break right back to the edge of the screen.

Richard Whitmore,
Epsom,
Surrey.

FIDDLING WITH A 64!

Dear Sir,
While experimenting on my Commodore 64, I found out a thing or two.

POSDING 0,80 starts the tape recorder whirring round. Will this do any damage to the datacassette and has it any use? 08, and POKE 1,238 stops it from acting in such a way.

While playing around with POKE 96,88 — which tests the memory is around 108 — I found out that POKE 96,118 would work with POKE 96,48 then PRINT PEEK 93 gives 480 is the true of it the computer trying to stick me!

Another thing — using POKE 96,10 on its own without POKE 96,48, I found that I had 108 bytes left.

Again is it true?
Christopher Perry
St Albans

Editors reply: All you're doing is poking random values into memory.

At certain times during use, the machine will start running the machine code

starting from location 0. Because you have changed the value of this location, the computer will run straight through and, it appears, hit the tape-loading routine or something which will have this effect, and it appears that this is what you are doing.

What you have done by poking into location 96 is to alter not the amount of memory which the machine has, but the amount which it thinks it has.

CLUBBING TOGETHER!

Dear Sir,
I am considering starting a Spectrum Users Club in my area.

Are there any legal requirements that need to be met?

Would any software houses be interested in assisting us, giving prizes for local enthusiasts?

Neil Rowan, Barnley, South Yorks.

Editors reply: There are no legal requirements involved in setting up a club and we're sure that if you approach software houses, they will be willing to help you out. How about trying over local computer club?

MAKING YOUR MIND UP?

Dear Sir,
I intend to purchase a computer shortly and have narrowed the choice down to either a Sinclair Spectrum or an Oric 1.

How could I enhance the Spectrum's interior sound quality and would it be possible to connect a joystick to the Oric 1?

Steven Gilmore,
Oxford, West Germany.

Editors reply: I know of several companies who make Spectrum amplifiers — alternatively you can get the Spectrum cassette lead into an ordinary amplifier in a home stereo. Telmac Electronics produce a joystick interface for the Oric computers.



MAILBAG



SOFTWARE SHOCKER

Dear Sir,
I have a complaint to make. Recently I bought an Atari 800XL after selling my Atari 400 and found not only that it is unable to connect to the old 410 Atari Recorder, but it also doesn't accept some of the Atari distributors' software.

Shop assistants don't tell you that most software for the 400/800 won't work on the 800XL. What am I meant to do with my software dumps — three of which won't work on my XL?

Steve Simpson
Bedford
York

UNFAIR ON THE UPSTART

Dear Sir,
I am writing to you about Richard Shepherd's Urban Operator. Keith Campbell decided it as being what it is not in the least.

We used to call the vocabulary war tin but I have found that it recognizes all the useful words, and words like 'chippy' or 'tizzy' are not recognized as they are not useful in escape from Southsea.

I agree that the graphics are slow building up, but that doesn't bother me. As for the hospital, if you act wisely you won't end up there, but even so I have got out many a time from the maze of the hospital. Keith Campbell obviously did not play Urban Operator the long enough and the article is therefore an unfair criticism.

Urban Operator and Incredible Island are in my opinion the best Richard Shepherd games yet.
A Myers
Church Vale,
Lancire 20

DECATHLON CRACK UP!

Dear Sir,
After reading the review of Antivision's Decathlon cartridge in CBWD (Feb 84), I bought a copy of the game and found it excellent except for two things.

Playing the game is much too exhausting to be fun, and

no more than one Decathlon can be played without the players being so tired to play again. This includes friends as well as myself.

After only a few games of Decathlon, I now need a replacement for my joystick, a Sanson T&E II.

Normally the breakage of the joystick, which had a good write-up in the March '84 CBWD has left me very annoyed, as I have never previously broken a stick — I will have the original Atari joystick. — in the three years I have had an Atari 800 cartridge. I feel therefore that Antivision should be asked to look for me regarding the latest their game would cause to joystick.

I hope that you will be good enough to publish this letter or at least this warning. Danger: Antivision's Decathlon can damage your joystick!
Dr Joe Alford,
Heath,
Cardiff.

Editor's reply: It's a very good idea, Joe, we look out for a week after writing the review. We contacted Antivision for their comments and they told us the game should not damage your sticks if you use short legs back and forth — and don't push or pull too hard.

BEATING THE RECORD!

Dear Sir,
My high score on Jet Pac is very low. What can I do? In desperation I turn to the bottom page of CBWD. Here I am advised that listening to music can aid concentration while games playing. I drop the magazine and quickly plug in my VCR, loading Jet Pac, my favourite game.

Five minutes later the screen flashes that it is ready. Just five hours, I rush over to the music cabinet, put on my favourite record, which just happens to be Touch, and the melodious tones of Annie Lennox flood the room.

So to reach the glory, I started the game and soon obtained the first, easy, screen. By now the record was part way through the second song on the LP. Slowly I worked my way up

to the level that always deceived me. It began, the scoreline formed in an arc and tilted me. I looked over to the second player and the last song on the LP had just finished! I flipped the record over and started again.

A few minutes later I was back onto the killer level, and fortunately there were still a few songs to go. At first Annie Lennox helped me to relax and I actually managed to kill three aliens! WOW! That guy really knows what he is talking about. But suddenly, Annie started to sing my favourite song on the LP and I just had to stop playing the game and join in the song. This ruined the little concentration that I had and sure again I was defeated.

I would be most grateful if these insightful souls would keep their stupid ideas to themselves. After all, all they want is their names printed in CBWD and, if that was my only purpose in writing the letter, I wouldn't go to all the trouble. Or would I?
P. Dixon

Ladyfingde,
Bristol

BOREDOM RULES OK?

Dear Sir,
Have you ever sat in front of your micro, tapped a few hundred aliens, saved a couple of planets, killed a dragon, looked up and exclaimed, "My God, is that the time?" Yes? Then what follows is for you.

Contemporary standards computer gaming. Many people — especially the older section of our community — regard video games as time-wasters and relate life shorteners. They have a point. Hours do seem like minutes when you're slinking ballers and having barrels lobbed at you by a grotesque gorilla or clearing the galaxy of cosmic fiendbirds.

However, with careful use, your computer can relatively lengthen your life to make minutes seem like decades. If you would like to seem to have lived forever, then follow my tips on how to use micros to the best of their potential.

Firstly, make sure that you buy a boring computer.

Ideally the micro should be outdated and have virtually no software available for it. TOS-800, 80000 and Pets are fine. The computer you buy should also be a black and white one, have no sound facilities and virtually no graphics — the ZX81 is a fair choice. These precautions will ensure that whatever program you run on your micro cannot possibly excite you.

Once you have equipped yourself with a suitably unexciting computer, your choice of software is important. Make sure that any software you buy is in a plain cover — no fancy cassette sleeves these days are colourful and imaginative — not what you want.

There are a number of old software obscurities that are self-respecting boredom police cannot afford to do without. For example, computer Hangman. The best versions of this well worn wonder for our purposes are those which give the computer a vocabulary of about five words — slip, cut, shoe, tea and alien should be boring enough.

Warning: allowing you to define your own naughty words are not to be recommended. If you cannot find a version which dispenses altogether with the graphics hanging off the man, then look one which uses the graphics ability of your micro to its maximum.

Early software for a particular machine is usually acceptable since these games were made out at about twice the price.

If you find a version of Hangman listing all the above — there are plenty about — you can happily have minutes into millennia.

The future for life lengtheners, however, looks bleak. The computer games industry seems to have finally woken up and realised that it cannot survive on variations of old themes. It has realised that for years to come boring people will be selling boring games and using micros to the best of their potential. Mind this: bored finally gets shocked off. Star Trek lives on...
Tim Brown,
Londhill,
Southampton.



TOP 30 SOFTWARE



THIS WEEK'S	LAST WEEK'S	WEEKS IN CHART	TITLE	Publisher	Computer	SPECTRUM	AMIGAO	COMMODORE 64	ELECTRON	FM77	ORIGON	OSIC	ATARI
1	-	1	JET-SET WILLY: SOFTWARE PROJECTS	Software Projects	Spectrum	•							
2	1	2	MAGIC MIRROR: DIG-BYTE SOFTWARE PROJECTS	Software Projects	Spectrum	•							
3	2	2	HUNGRACK: OCEAN	Commodore 64							•		
4	3	2	FIGHTER PILOT: DIGITAL		Spectrum	•							
5	4	2	ATAC: AIGIS ULTIMATE		Spectrum	•							
6	5	2	HUNGRACK: OCEAN		Spectrum	•							
7	11	2	HUNGRY HERMAN: POLAR WINDING HOUSE	Commodore 64									
8	16	2	THE HOBBIT: MELBOURNE HOUSE	Commodore 64									
9	22	2	SCUM: DAVE DURRELL	Commodore 64									
10	6	5	MARSHAL: MARRIOTT	Spectrum	•								

(Available on)



110 6 2 MARIO MINOR SOFTWARE PROJECTS Commodore 64

Rank	Issue	Game Title	Platform	Score
11	25	THE HORNET WELSHURGE HOUSE	Spectrum	••
12	17	MUTANT CAMELS LLAMA-SOFT	Commodore 64	••
13	10	ART ATTACK BUBOSOFT	Spectrum	••
14	21	CRAZY KING INTERCEPTOR	Commodore 64	••
15	-	BLUE THUNDER B. WILCOX	Spectrum	••
16	29	PILOT 64 ABBE'S	Commodore 64	••
17	8	JET PAC ULTIMATE	Spectrum	••
18	9	ALCHEMIST MACHINE	Spectrum	••
19	-	NIGHT GAMING DIGITAL INTEGRATION	Spectrum	••
20	7	CHEERFUL FLAG PSION	Spectrum	••
21	-	WIZARD AND THE PRINCESS METEORITANT HOUSE (No. 28)	••	
22	-	ZORSONS REVENGE I.J.B.	Dinic	••
23	-	SPACE PILOT AMBROS	Commodore 64	••
24	21	TWIN KINGDOM VALLEY BLEG-BYTE	Commodore 64	••
25	26	FRED BUSCHSOFT	Spectrum	••
26	30	SINISTER VISIONS	BBC	••
27	20	KONG OCEAN	Spectrum	••
28	12	LUNAR-JETMAN ULTIMATE	Spectrum	••
28	15	POLL POSITION ATARI	Atari	••
30	13	WHEELIE MICROSPHERE	Spectrum	••



CAESAR THE CAT

Commodore 64 Spectrum BBC

MICROSOFT

34 The Official

FROGGER

Only

The Official

Popular arcade game for the DRAGON 32

Atari

MICROSOFT



Look out for the brand new 'Top 10' in the Sunday edition of the DAILY MIRROR, every fortnight.

Plus the complete 'Top 30' in Computer & Video Games at your newspaper on the 16th of every month.

Information compiled by N.O.P. Market Research Ltd.

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CHART No. 2:
28th March—10th April



That's right, even the pirates will be dropping their duplicators to play **Moon Alert**, to join in the swinging fun with **Bunchback**, to attack with **Android Two**, jump for their lives with **Pogo**, spin themselves dizzy with **Chinese Juggler**, they'll just crack-up with **Eskimo Eddie's** Arctic action and there will be no stopping the captain once he gets his hook on **Mr. Wimpy** that zany burger battle. Even the most cunning of pirates will find the exploits of **Gilligan's Gold** giving him fever and if they are still game for action then the excalibur's magical powers in **Carson** will improve even the sharpest of swash-bucklers. They'll all be fighting to save the beautiful maiden in the chart-

Even the pirates
can't stop playing these
priceless new gems
from Ocean!



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Papa Spectrums £9.99
Chicken Juggler Spectrums £9.99 Cassettes £4 & £9.99
Bubbly Lullaby Spectrums £9.99

Mr. Wacky Spectrums £9.99
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FEELING ADVENTUROUS!

In January you were asked to come up with an Adventure plot to fit a map of 16 locations and a list of objects, printed in the Book of Adventure.

The map suggested the setting to be a school for boys, near a village in the heart of the English countryside. And, of course, most of you wrote an adventure plot with just such a theme.

The task of picking a winner from so many widely differing plots and methods of presentation seemed to cry out for a panel rather than just one judge, so I called in a team of Adventurers well-qualified in matters educational: Ruth Campbell — schoolteacher, Vanessa Campbell — 3rd year schoolgirl, Neil Campbell — 5th year schoolboy, and Keith Campbell — very-10-school-boy and not-so-ex school governor.

In judging the entries, we came across a diversity of objectives, from having a midnight feast to finding your report card and burning it, from rescuing a kidnapped teacher's son to being expelled from the school, from unravelling the secrets of The Black Rectory and destroying an evil character named Harlequin to finding the school cat.

The school cat featured heavily in most of your entries, and was often used to scare Matron off, who, many of you decided, had not-plinked! The sunken barrow was put to good use too — sometimes to warm up invisible ink!

Entries came from as far afield as Reykjavik and Italy, and many were excellent, being well thought out and carefully presented. We particularly liked one from R. P.

Dennis of Walsall, set in Tatham Private School for Executive Personnel, inspired by Wackler Watson's classic exploits. Also appearing was the entry from Felin Hammond of Letchworth, whose plot was centred around you (Watkins) being seriously ill, and accused of doing away with the school cat. The objective here was to drag yourself from your sickbed to find the cat and thus prove your innocence. Yet another outstanding entry came from Robert Moss of Basildon, with a tale of the bogus teacher Harlequin, and an empty school. . . .

But unfortunately there can only be one prize, and so in the above readers we are sending consolation prizes of a CDKJ T-shirt.

The winning plot concerns a raid by the barrow of St. Tristram on that last bastion of male chauvinism — Greyfriars School. The school's last hope, Watkins Winsor has been captured by Matron, (really an old girl — Germaine Greer — in disguise). You, Billy Butler, must rescue him, for he has information that is needed for a successful counter-attack. The rest of the gang — Watkins Male Supremacy Vigilantes, are waiting outside the school lock shop for you to do your job. . . .

The Metal Intuition machine and cartridges go to Derrick Thomas of Paisley, Renfrewshire, who came up with what we thought to be the most original plot, which contained all the conditions for each of the problems, and was laid out in detail, location by location.

CHESS MASTER

"Where are you going?" demanded the Red Queen. "To all to beat the White Knight," replied Alice. "I must find out what these micro-computers are." And off she went, hand in hand with the White Knight.

In our November '80 issue, we asked you to dream up a fantasy adventure game using the theme of a Chess board, just as Lewis Carroll did in Alice's adventures. Through the Gooding Class Contemporary Chess Computers offered us first prize the new Ambassador Chess computer, with these well-meaning gifts to the five runners up.

A lot of hard work went into the competition with some very imaginative entries, but one clear winner emerged — Robert Hodges from Lancaster.

Well done Robert — an Ambassador is on its way.

The five runners-up are: Donald S. Hughes, West Melbourne; Simon Doyle, West Marnham; Chris Stangerman, Sandy; Mr R Stewart, Edinburgh and Mr A R Ellis from Cheshamford.

POOR PEDRO!

Pedro's the name and Pedro's the game and there's over £2,500 worth of tapes to be won this month.

Imagine how given us 500 tapes of Pedro, 100 each for the Spectator, BBC, Electron, Commodore 64 and Diagen and this month the competition is open to everyone regardless of area.

Pedro once led a happy and peaceful existence pottering around his garden until one day he woke up to the fact that all his flowers were being eaten by voracious animals. Enraged, he longed to the defence of his flowers and now spends his time stamping on the verminables and shouting away a permanent trap which not to meet his needs. Can you help poor Pedro save his garden?

If you think you've got green fingers and want to play Pedro, wrap your quills for a pen, fill out the coupon and hot-foot it down to the post office. Remember the first 100 entries for each month will receive a copy of the game. Send it your coupon, marked Pedro and the type of micro you own to: Computer and Video Games, 8 North Hill, London, EC1N 8SE.

Name:

Address:

.....

.....

Where you own:

FALSE ARREST

The police quickly got to the end of the matter and this is how it happened. Vanessa loaded the van and told one-truck and one tin. Fisher grabbed the goods and told two-trucks.

Clayper drove the van, and told two five. Congratulations to the six winners of Trevor Travers's basic reader who will each receive an XL12, courtesy of Volvo Scandinavia.

They are: Susan Clarke, Nott; G J Laine, BPO 16; Mr J M Keady, Surrey; Mr T P Bennett, London; A S Malton, Nottingham and Rossa Chydzelska from Cheshire.

WHO DUNNIT?

Finally it happened. Someone selected the cupboard, the Bug Hunter wrapped and hasn't been seen since!

The question was "Who Dunnit?" We printed a copy of the fingerprint found on the cupboard door and asked you to come up with the name of the culprit.

The villain was SMILEY and search parties are out looking for him. In the meantime, congratulations to the ten winners who have won a games tape for their micro. They are:

Neil Rasmussen, Skerwyette; White Spauling, Holford; Michael Mann, Essex; J. Vindell, Berlin; Michael Reynolds, Walsall; Andrew Parnes, Lancs; Aiden White, Surrey; Mr K J Wharfield, Kent; Jürgen Kirschenfer, Norway and Stefan Wackler from West Germany.

THE SUPER-SLEUTHS REVEALED!

So now we know who the super-sleuths really are! Obviously a lot of hard sleuthing went on in diary archives to solve the mystery on Starlock Holmes and by Keith Campbell. In fact, Keith says that all the answers are in the Encyclopaedia Britannica.

The 10 correct answers are:

1. Monetary.
2. In the coal scuttle.
3. Baker Street.
4. Strand magazine.
5. Medicine.
6. A Study in Scarlet.
7. John K. Watson.
8. In Crawdrough, Sussex.
9. A. Cleveland.
10. Service in the First War (particularly in connection with a field hospital).

The 20 lucky winners will each receive a copy of the Starlock Holmes Adventure, contents of Melbourne House, which is now in the final stage of production. Melbourne House assure us that you'll each receive a copy in the near future.

The 10 super-sleuths are:

Andrew Moorhead from Birmingham; Steve Noble, Marned Hill, Lee Westley, W. Sumax; Tony O'Donnell, York; Steve Mike Eastgate, Chesham; David John Lloyd Taylor, Church Hill, Milton; Scotland R. J. Nicholson, Wether; Jenni Gibson, Bedford; Wayne Dawson, Galeshead; C. M. James Middlemiss; M. Gorman, Leeds; M. J. Woodward, Chester; Brian McGovern, W. Ireland; Scott Brockman, Bland; David Peterson, Sarnop; E. J. Lynch, Berris; N. Warren, Great; John Whitem, Leics and G. J. Suggitt from Sussex.

Quo Vadis?

Below is a clue which will go towards helping you solve the mystery of Quo Vadis?

Turn to page 52 for more information!



THE ELECTRON SAGA

Remember our Electron competition? Way back in July '81 we asked you to come up with an idea for an original computer game.

Prize for the best idea was to be an Electronic computer with runner-up prize of free Bug Byte software.

Sounds easy, right? Wrong — the history of this competition reads like one of Arthur Conan Doyle's more horror stories of bad service and doggy deals.

Slight problems like Access failing to deliver on the Electron, COMPTON editor leaving and Bug Byte getting caught up in a time war—all precluded the announcement of the winners back further and further.

Well! It is to say that the Electron competition was not our finest hour and we apologise to all readers who entered this competition. That privately enough, EET.

Despite the problems, the standard of entry was extremely high. The winners selected by Bug Byte were those that "combined imagination and originality with a little common sense, always bearing in mind that we don't write every game for microcomputers".

The winning game was called Librarian — designed by John Reed of Manchester upon Trees. The idea of the game is to help Cedric, the librarian, put all the books back on the shelf and avoid the bookworms who are out to get him. It's an entertaining climbing game with an original twist.

The runners-up will each receive a game from the Bug Byte catalogue. They are Ross Palmer from the Isle of Wight, P.H. Andrews of Cliftonham, John Woods of London, Adam Huddle of Peterborough and Stephen Dickinson of Leeds.

AT HOME WITH THE HULK!

How would you like to tame the incredible Hulk beast? He may be a hazy colour but he's really quite a nice chap; just don't upset him and you will be perfectly safe....

We've managed to get hold of 25 copies of the very latest Scott Adams Adventure based on the Marvel Comics character The Hulk — and they are all signed by the Advertiser himself just to make our prizes even more exclusive.

So you want to be the first person on your block to have a Hulk in the house do you? Just answer the questions below, fill in the coupon and send it to Computer and Video Games, Hulk Competition, Durrant House, 9 Hatfield Hill, London, EC1N 3EL.

And remember, we've got five copies each for Spectrum, BBC, Commodore 64, Apple and Atari owners — each signed by Scott Adams himself. So don't delay enter today!

The first five correct answers out of the COMV memory list for each owner will win a prize. Closing date for entries is May 15th and normal COMV competition rules apply.

THE QUESTIONS

1. Spiderman's real name is:
 - a) Clark Kent
 - b) Peter Parker
 - c) Matthew Murdoch.
2. Bruce Banner was turned into the Incredible Hulk by:
 - a) Alpha rays
 - b) X-rays
 - c) Gamma-rays.
3. Which of these Marvel heroes isn't a member of the X-Men?
 - a) Colossus
 - b) Black Panther
 - c) Storm
 - d) Wolverine.
4. The Thing's favourite cardphrase is:
 - a) It's clodderin' time!
 - b) Excuse me!
 - c) Make mine Marvel!
5. Which Marvel hero was frozen in ice at the end of World War Two?
 - a) Captain America.
 - b) Iron Man.
 - c) Ironar.
 - d) Cyclops.

Questions compiled by Philip Martin

CARE INCREDIBLE HULK COMPETITION

1.
2.
3.
4.
5.

Name:

Address:

Micro you own (tick box) Spectrum BBC Commodore 64 Atari

Apple



HAVE A DOUBLE!

K-Tel

K-Tel, one of the record industry's few successful record labels, is about to release its range of double-sided computer games written specially for the Commodore 64.

Their most popular game for the Spectrum, "It's Only Rock 'n' Roll", is a game set in the tough music business. Can you take your band from back street pub obscurity to a gig at Madison Square Gardens? Will you even find an honest manager or a record company to back you? If you have a Commodore 64, you may be able to find out if you've got what it takes!

Another release for the '64 is arcade game, *Galaxy*. You are the last surviving human in a deserted desert inhabited by lethal robo-crabs. Armed with a laser gun, you have to do the decent thing and blast the robots to smithereens.

Dodyssey and *It's Only Rock 'n' Roll* are available from K-Tel for the Commodore 64 and cost £8.95 each.



POURING MONEY DOWN THE DRAIN!

PLUB QUEST

you discover you've lost your wallet and the landlord isn't looking at all pleased!

The missing barman has given you less than three hours to find some money to pay the debt. Confused, and not a little drunk, you remember that you slipped on your way to the pub

Excess alcohol consumption — a solvent close to every journalist's liver — is the main ingredient in a new adventure game that promises to have more than its fair share of headlines.

The game begins in your local tavern, the *Disappeared Plub*. After an evening of fairly serious drinking,

and Eddie will skate right into their waiting mouths.

In the second half of the game, you take the role of Percy the Penguin when you must defend from the attacks of the evil Snowbugs. Your only line of defence is to crash them between the ice blocks strewn across the hallway.

Excess Eddie runs on a 486 Spectrum and is available from Dundee-based Ocean Software for £9.95.

P-P-P-PICK UP A PENGUIN

ESKIMO EDDIE

Snow, ice and gale force winds are ferocious, following the launch of *Excess Eddie*, a chilling new game set in the snowy wastes somewhere north of Wotford.

In the first part of the game, Eddie must try to rescue his friend Percy the Penguin who has become stranded in a snow storm and is slowly perishing from frostbite.

His task is made all the more difficult by a pack of snarling polar bears who guard the top of the ice berg — one wrong step



G·A·M·E·S N·E·W·S



and the money must have fallen through a drain into the sewer. . .

Searching through the city's maze of underground is difficult and risky enough when you're sober — it's almost impossible when you're smashed out of your mind.

If you feel thirsty during your search, you can nip back to the pub for a quick refill but that's another drink on an already expensive slate.

Pub Quest is available from Green Software, based in Basingstoke, for the Commodore 64 and sells in the shops for £19.95.

CRICKET COMES TO CRICKLEWOOD

CRICKLEWOOD

Cricklewood — not recently known as the haunt of movie stars or TV personalities — seems to have become very up-market again — well, according to a new television game it has.

The game, The Cricklewood Incident, is set in the dark and foreboding place of north London — Resistor tube station and the Bog and Duck in Finsbury — where two people have vanished.

The game features a cast of thousands, most of them include very unlikely inhabitants of Cricklewood — Sergio Khan, John Travolta and Superman all make their mark, even the Mr Nasty of Fantastic Friday, Geoff Boycott, makes a guest appearance.

The game poses some really tough problems that even the most hardened adventurers will find hard to crack — like what time does the landscape open, or more importantly, what effect does walking powder have on continued world peace?

These and many other burning questions probably won't be answered in the full blown, no-holds-barred version of The Cricklewood Incident, available for your Dragon 32 from Salamander Software.



TALES OF HUMAN SACRIFICE

AZTEC CHALLENGE

Aztec Challenge takes you back in time to the 15th century culture of the Aztecs and, although known for their highly developed civilisation, practised human sacrifices to please their numerous gods.

The game places you in the position of a young Aztec warrior who has been chosen to be sacrificed to ensure a good harvest for the following year. The only way to save your life is to prove your worthiness and survive a trial by ordeal.

The first test of bravery is to run the gauntlet of the tribe's warriors who try to kill you with spears and daggers — for the greater glory of the name of Cortes. You will also have to endure swimming across a piranha-filled river, escape a rat-infested temple and run up the side of a lavaeased mountain.

Aztec Challenge and another new game, Forbidden Forest, are the spiritchild of a new range of games under the label of US Gold which hopes to import the best of America's games for the Atari and Commodore 64.

Aztec Challenge and Forbidden Forest are available from

Brown glass-based Commodore and costs £8.95 on cassette or £11.95 for the disc version.

HOW TO BE MASTER OF YOUR MICRO

MASTER CLASS

The computer revolution is being given a helping hand by another fast growing home technology — the video recorder.

A series of 'how to' video tapes have been released to help people get to grips with their computer in a way that's not possible to do, even with the best of instruction manuals.

The first video for the Spectrum deals with introductory Basic programming, screen and computer layout and construction of simple games programs.

The second tape delves deeper into the workings of the ZX Spectrum. Array handling, strings and animation are discussed in greater detail as well as many other advanced topics.

Both tapes come with three computer programs converted into the video tape. These include games like Hangman and Minesweeper. Four other Master Class videos deal in the same detail with the Apple II series and the BBC micro.

The Master Class tapes are available from most branches of W.H. Smith or direct from the manufacturers, Holiday Brothers, for an asking price of £19.95.

WHO WANTS TO BE A MILLIONAIRE?

MILLIONAIRE

Computer games have always been good at producing simulations of being a jet set star or driving a rally car, but, so far, there's been one missing — how to get rich quick.

Millionaire seems to have fi-

led the gap quite well. The game places you in the shoes of a young hot shot programmer who wants to start up his own software company. With only £500 to start you off, your task is to build a highly profitable games empire.

The game simulates all the demands of being in Britain's biggest growth industry. You must decide what quality your games are going to be, how long you should spend programming and whether it is wiser to develop new titles or to convert your present titles.

The idea here is arrange to borrow money from the bank and, if you're in financial difficulties, you can always pay interest early a month but — watch out — because he will no you off if he can!

The game also gives you graphic representations of your sales, profit and turnover figures and even shows a picture of the house you own. The game starts you off in a little borrowed house and, if your business becomes a success, you could soon end up buying yourself a steady home in the country.

Millionaire is available from Reading-based Incentive Software for the 486 Spectrum and costs £5.95.

MORE AND MORE FOR THE '64

COMMODORE

Spectrum owners have had it their way for far too long. Up to now, other micro owners could only look with envy at the huge range of games available for the Commodore.

But now some of the best known software houses are broadening their horizons and producing their best selling titles for the other micros — especially the Commodore 64.

Legend — creators of the revolutionary Valkyrie — are working day and night on a 64 version. John Peel, the Managing Director of Legend, is claiming

G·A·M·E·S N·E·W·S

that the new game is right years ahead of the Spectrum game in graphics and response times.

The Pyramid has already been converted for the Commodore and their newest Spectrum title, Diamond Castle, is just in the last stages of production and should hit your local branch of W. H. Smith in April.

Furthermore, Fantasy have committed themselves to a policy of making all their future software available across both computers.

Could the top selling game from Reading-based Interwise Software has also transferred to the Commodore stable and I'm assured that it hasn't lost any of its frustrating addictive quality during the move.

Ultimate are remaining tight-lipped about their plans for the future but they have admitted that several 16 games are in the pipeline.

CAED's crystal ball is predicting that Jet-Pac will make yet another appearance!

GOSH GO FOR THE GOVERNMENT PIRACY

The controversy surrounding the software piracy debate has become even more heated following the introduction of an anti-piracy system by the government.

The Guild of Software Houses (GOSH) have protested strongly over the Ministry of Defence's action placing a security order on J.L.C. Data's newly developed software protection system.

GOSH is bitterly disappointed by the action — software piracy is costing the industry at least £100 million a year. Nick Alexander of Virgin Games is convinced that it could have saved many of the companies he thinks will go bust this year. "Even big software houses are in danger of going to the wall," warns Alexander.

GOSH are demanding that the government either release the anti-piracy system or compensate the companies for the lost revenue.

The reason for the MoD's action is thought to be a fear of losing out on information contained in computers. If the system is as good as it is claimed, even the Ministry of Defence won't be able to break in.

The nature of software piracy has changed from being merely a swapping of games between friends to being run by organised criminals who produce counterfeit copies that are almost impossible to distinguish from the originals. This could well be the last straw for struggling companies.



JAYWALK ROUND THE JOGGernauts JOGGER

Electronic sciences appear to me a hell of a lot more than the training shoes and shorts variety. Jogger, for the Vic 20, could make sweat-soaked a thing of the past.

Jogger demonstrates how keeping fit in a big city can be very bad for your health. The game takes you on a training run across a busy motorway in which, predictably, you have to dodge the moving cars and avoid a few jogernauts perhaps?

If you manage to cross the road without being crippled for life, a large polluted river must be crossed. The only way to reach the opposite bank is to jump onto

the logs floating in the water. If you lose your footing and plunge into the river, the local zoo's escaped crocodiles or the pollution will finish you off.

The longer the game continues, the more obstacles you face. What's more, the traffic has started to get worse and don't forget the stopwatch is ticking away.

Jogger runs on the area-packed Vic 20 and is available from Paramount Software based in Brackley-in-Trees, costing £9.95.

MINI-DOCTOR BIDS TO SAVE ROBOT!

MICROROBOT

Remember the film where a team of doctors is miniaturised and injected into a patient in an attempt to save his life? It was called Fantastic Voyage.

In the new game from Softec, the story line is the same except for one twist — the patient isn't human, he's a robot. You play the part of a XRTX robot surgeon trained to sort out any robots who have a few screws loose or overcharged chips.

Armed with a Super Fire-Twee gun and steel balls, you are shrunk down to a few millimetres high and injected into the arm of a bogged robot. But the patient is far more damaged than you first thought. Huge areas of his brain are damaged and you'll have to act fast before his nervous system breakdown or he could go berserk and kill hundreds of people.

The most likely place of damage is the pipes carrying lubricating fluid and neuro-plasma. To mend them, you must be carrying the correct fixative in the gun and don't forget you only have a limited supply.

If you become really tangled, you can use the iron balls at a last resort to drive back the nasty lugs.

Microbot is available for the 48k Spectrum from Softec International and costs £9.95.





WHAT PRICE SOFTWARE SUCCESS?

PRICE WAR

Spectrum software, unfortunately the cheapest for any home computer, may take another nose dive during the spring, following Imagine's announcement of raising price reductions on all their Spectrum software.

Imagine have dropped the

retail price of games like *Alchemist* and *At the Bottom* from £5.50 to £2.95. They claim they have dropped prices in the interest of the consumer.

Imagine's public relations representative, Tim Best, said the price cut was being absorbed by the retailers and distributors and that it wasn't a desperate attempt to get the company out of their present financial problems, but a move towards a healthier and profitable games industry.

The price cut follows Im-

agine's loss of a £1 million contract with Marshall Cavendish to write programs for a paperback magazine which the company are preparing to launch. The games didn't come up to Marshall Cavendish's expectations and Imagine will have to repay the £1 million in a series of monthly instalments over the next 12 months.

The chairman of GDS4, Neil Alexander, forecast "a price cutting war like the one that took place in the video game market in America hap-

pens in Britain, our software industry will be decimated. That can hardly be in the consumer's interest, can it?"

January and February have been very bad for most software companies. Imagine's action is thought unlikely to precipitate a price cutting war, but maybe a stabilising of prices.

It has been calculated that Imagine will have to sell three times the number of tapes to make the same profit they received with a £9.90 price tag.

DESIGNER OF THE MONTH

Name: Sandy White

Games: *Art Attack*

Born: Edinburgh 1961.

Sandy White's path into computer games is nothing if not different.

Having obtained an art college degree, he exhibited his sculptures at his own show in Aberdeen and then, two years later, programmed *Art Attack* — the best selling 3D style game that needs no introduction to most of you.

None of this is that strange when you bear in mind Sandy's interest in computers which stretches back six years to when he purchased a Sinclair Mark 14.

"I built my own computer to operate one of my working sculptures — the ice cream van — which is a protest against nuclear war".

Sculpture is still important to Sandy though his recent works have moved away from the protest

theme of his art college days: "My most recent is about a happy little robot — there is no particular message — I was just feeling quite happy at the time".

Sandy's happiness is understandable, considering the royalties that must have been generated by *Art Attack*, though typical Scottish caution is exercised on this subject.

"Guckelwa warned me that people would ask how much I've earned," so his lips were sealed.

Though Sandy has agreed to do another game for Guckelwa, he is concerned that business pressures, night, at some stage in the future, threaten his artistic integrity. Favourite Food: Kailaggs Co-Co Pops, and MacVie's milk chocolate digestive.

Favourite Drinks: Tea and



Bars In Bou.
Favourite TV Programme: *Star Trek*.
Favourite Computer Programme: *Time Gate*.
Countries Visited: All countries in Europe.
Pets: None. I used to own a rabbit and a mouse.
Ambitions: To travel in the Space Shuttle.
Favourite Pop Groups: Big Country, Thomas Dolby.
Favourite Artists: Stephen Spielberg, Walt Disney.

POLE POSITION

The official licensed version of the arcade driving game, *Pole Position*, is shortly to be released by AtariSoft.

The driving game listing published in last month's *C&MG* under the heading *Pole Position* is not the officially licensed conversion for the Spectrum.

Video Games

THE FURTHER ADVENTURES OF THE LAUGHING SHARK

DOWN IN THE JUNGLE
SOMETHING STIRRED
SOMEONE'S IN A STEW

YES, IT'S THE LAUGHING SHARK
WHO HAD COME IN SEARCH
OF 6 NEW STEAMING HOT
VIRGIN GAMES

THERE'S RICK O' SHEA
AND THOSE WILD ANIMALS
DOING THE JUNGLE
JIVE

'ELLO CHIEF, NEW
CARPET? SAY NO
MORE. JUNGLE
BLUE WASN'T IT?
NO? GOOPS!!
BETTER GET OUT
BEFORE HE CAN
CHECKOUT

1 SPY AGENT 003-5 ON
ATLAS ASSIGNMENT.
HIS MISSION TO SEEK AND
FIND STOLEN NUCLEAR PLANS.

NEW RELEASES



SORCERY
By Charles Williams for the Commodore 64

MSX 1000

By the author of the award-winning Sorcery, Charles Williams tells you you're a wizard! You'll use the spell of your mind, Sorcery, to overcome cunning traps, solve puzzles, and overcome hordes of evil, sword-wielding creatures. There are over 100 traps to be solved and 100 puzzles to be solved before the attacking forces of chaos are vanquished. The more you go, the harder it gets and the more competitive Sorcery becomes. Through the colorful graphics and sound, Sorcery is a most enjoyable and exciting game.

\$9.95 A.S.P.



AMBUSH
By Steve Williams for the Commodore 64

VES 4004

Only single Ambush is a fast pace arena play fight game. You'll find out the value of your wits and reflexes as you'll be able to strike back at the foe. You've got a high amount of energy increasing substantially through the course of the game. You'll have to deal with your boss and they split to two, but don't expect anything less in quality level. And Ambush is available in both computer and cartridge. This is a winner.

\$2.95 A.S.P.
Special



ATLAS ASCENSION
By Thomas Green for the Commodore 64

MSX 4001

This is your adventure into a dimension that is a maze of traps, puzzles, and traps. This game is a real test of your skills and your wits. You'll have to deal with the traps, the traps of the maze in its own right. You'll have to deal with the traps, the traps of the maze in its own right. You'll have to deal with the traps, the traps of the maze in its own right. You'll have to deal with the traps, the traps of the maze in its own right.

\$5.95 A.S.P.



BUGZ
By Steve Williams for the Commodore 64

MSX 1001

A new arena game for the Commodore 64. This fast-moving arena game has the player's job to do. You'll have to deal with your boss and they split to two, but don't expect anything less in quality level. And Bugz is available in both computer and cartridge. This is a winner.

\$2.95 A.S.P.



JUNGLE JIVE
By Thomas Williams for the Commodore 64

VES 4001

This is your adventure into a dimension that is a maze of traps, puzzles, and traps. This game is a real test of your skills and your wits. You'll have to deal with the traps, the traps of the maze in its own right. You'll have to deal with the traps, the traps of the maze in its own right. You'll have to deal with the traps, the traps of the maze in its own right.

\$2.95 A.S.P.



JUNGLE JIVE
By Thomas Williams for the Commodore 64

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CHINESE JUGGLER



TRASHMAN

CUTE LITTLE CABARET!

CHINESE JUGGLER

Ocean's Chinese Juggler is like a breath of fresh air — that one thing, a totally original game.

Just when I was beginning to think that all of the games writers

except for Jeff Miller had run out of ideas, the Juggler amused and entertained me.

You control a cute little oriental who performs a cabaret act by making plates spin on the top of poles.

Other readers may remember vintage articles doing this act on Sunday nights at the London Palladium — though I have noticed that the act seems to have disappeared from the latest TV cir-

cus. It's a pity because it's very entertaining to watch those plates spin and wonder if they will fall and break.

Some of that excitement has been captured in the game — as you rush around the screen re-spinning poles where the plate is about to fall and attempting to get a plate on every pole.

The game is accompanied by a piano ditty that gets faster as the number of plates spinning

increases.

When you complete one screen, our entertainer jumps up and down in celebration.

The game gets more difficult by giving you a color sequence of plates which you must follow on later screens. If you pick up a plate which is the wrong color, you can throw it up in the air to change it to the right color.

This is a simple little game with extremely cute graphics. It is fun and addictive and well worth the \$9.95 asking price.

● Getting started	1
● Graphics	1
● Value	1
● Playability	1

GARBAGE CAN MAKE A GOOD GAME

TRASHMAN

After all those games ending in "man", you'd think that you were in for another dose of ghosts and power pills. But you'd be quite wrong with this latest offering from New Generation Software.

You play the part of a dustman, and you have to empty the bins by collecting them from the garbagemen, tossing the contents into the van and then returning the empty bin to its rightful owner.

All this is done against the clock, a little timer ticks away slowly in the corner of the screen. Failing to empty the requisite number of bins in the time allotted will prompt a response from the boss to the effect that you're about to be fired unless your performance improves.

However, there are ways of obtaining perks, in the shape of extra time, by staying in the hameowners' good books. You do this by not walking with your muddy boots all over their newly mown lawns. In return, a friendly housewife will smile you in to show you her 2001 and will reward you with kismetful things! (I'm kidding, extra time points.)

The main attraction of Malcolm Evans' previous games was always the stunning graphics; 2D Tamed is still a talking point, and it's these excellent graphics which really make this game. The view of the street scrolls up the screen, and the player's angle is that of a bird's eye view.

The perspective is perfect, right down to the way the dust-

man stops to pick up the heavy tin.

And there's a touch of Frogger in there as well. You do have to collect lines from both sides of the road. To make life difficult, there are the cars which speed along in both directions. Animation is beautifully smooth and relentless as the pure Frogger games I've seen for this machine.

The houses are superb, too.

The only slight problem I found is that control is via the four cursor keys, which I don't like and feel difficult to use. You can use a joystick, though, if you have one.

The fastest way to lose points in this game is to commit the deadly sin of walking on someone's paws. (Being this will, in all probability, deter the owner from offering you a much-needed bit of fat, you'll probably walk the dog whose territory you've just invaded. Yes, just like the real one, there's dogs too. Accompanied on screen by the phrase "sit sit I'll bite your leg", the dog's appearance necessitates a handy retreat for our straggling human.)

Generally, I enjoyed this game. It's not fast by any means, but it's really rather a challenge that spend of your time chasing things like you can't see the dog. When you'll love it. Textman certainly lives up the high standards set by New Generation in the past. It runs on a 68k Spectrum and costs £2.95.

Getting started	0
Graphics	9½
Playability	7
Value	0

THIS WILL GIVE YOU THE HUMP!

HUNCHBACK

I've always thought Hunchback had a really weird theme — a cripple jumping along the top of a castle in wind, isn't it? But the game really caught on in schools, and it certainly seems to be a popular game on home computers.

Hunchback, for the BBC, is a fairly good copy of the original game but it is hardly 'state of the art', and this BBC version doesn't compare with the Spectrum version available from Brown Software.

The aim of Hunchback is to run across the top of castle bal-



conments without being knocked off. Armed guards try to spear you and rocks and arrows fly out of nowhere. Gameplay will have to keep jumping left at the right time if he is to stand any chance of retrieving the beautiful Camerotto.

Superior Software's Hunchback is a playable game. However, it lacks the professionalism that has become very evident in Spectrum games — badly missing in most BBC software.

The graphics are of a reasonable standard but the scrolling screen flickers. The sound capabilities of the machine have been totally ignored, apart from the odd beep or squeak.

If you liked the arcade game, then this version will probably appeal to you. If you weren't a fan, then I'm afraid Superior Software's Hunchback won't convert you. The game is available now and costs £2.95.

Getting started	0
Playability	7
Graphics	7
Value	0

KONG'S BEEN CONVERTED

ATARI/ST

Good news has been pretty thin on the ground for TI owners these days, what with the US company ceasing production of the machine and compatible software.

Now we can bring you the good news that there may be life in the old mouse yet, thanks to the splendid new range from AtariSoft. Atari's most successful titles have been converted to run on the TI — games with famous names like Pac Man, Donkey Kong and Centipede.

I played in the arc game and was delighted to find an excellent version of Kong — better in

my opinion than Atari's version for their own machine.

The graphics are pretty colourful, and the animation of moving objects is extremely smooth. The game has the full four-screen set-up for the Nintendo arcade original and includes a two player option.

Just in case you've been in hiding for the last few years, the basic idea is to get Mario up to the top of the scaffolding to rescue his girlfriend being held captive by the Donkey Kong.

AtariSoft are asking £29.99 for this cartridge — a bit of money, but then it's hard and shatters above anything in TI's own range for playability, quality of graphics and lasting appeal. A definite must for TI owners.

Getting started	0
Graphics	0
Value	0
Playability	0

TUNES HELP YOU PLAY MORE EASILY

TROOPA TRUCK

Fans of Moon Patrol, as seen in the arcade, can now play the game as a Commodore 64.

Troopa Truck is one of the latest releases from Rabbit Software and your job, as is usual in these games, is to save the earth. As the driver of a Mini-fernan Amphibious Armoured patrol vehicle (their name, not mine) you must cross the landscape that scrolls sideways at you.

Intent on sabotaging your mission, some extremely crafty builders deliberately position themselves in your path. However, a swift finger at the fire button will soon take care of them.

Then there are the aliens which gather overhead. Shooting them will get you extra points, while failing to avoid the areas

they drop will lose you one of your three lives.

I first played this game at a trade show in London last month. The first thing that caught my eye (and ear) was the sound effects. As well as the catchy tune which plays all the way through the game, you also have the sound of clanking wheels as they bob up and down under the car. If you ask me, it's about time for a 16000 Hz service.

And that tune really is catchy. I was still humming it on the way home from the show.

As well as the decidedly unfriendly builders, there are also holes in the road's surface which must be avoided. Luckily your vehicle is like no other; it can jump. Pushing the joystick up will jolt you car just like Moon Patrol in Moon Patrol. Only this one is a minor jumping across a gap is one thing; a car doing the same is rather different.

I assume that the game gets a lot harder as you progress, as there's a note in the instructions covering those about to give up. Every obstacle, it says, is passable.

As well as the ability to jump, you can also accelerate and slow down. To help in really tricky bits, you can alter your speed while in the air.

Overall, I found this a very playable game. It's very addictive but I don't know how long the action continues before you are deemed to have succeeded in your mission.

Personally, I couldn't get very far, but had great fun trying. And the tune's good, too.

A well produced game which should prove fun for Commodore 64 owners. Troopa Truck is from Rabbit-based Rabbit Software and costs £2.95.

Getting started	0
Graphics	0
Value	0
Playability	0

continued on page 79

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Continued from page 23

ASSAULT AND BATTERY!

BEAR BOOVER

If you play around with your computer today, you're in for a big surprise. For all the bears that ever there were are out for a roddy Bear's video game!

Bear Boover is a cute little game, based on that arcade favourite Burger Time. But instead of burgers and nasty tomatoes, you get batteries and Rover Beavers! Ted is out to find more batteries for his electric car which is rapidly running out of power.

He takes across a Burger Time-style grid of ladders and platforms and must climb them to get the batteries and knock them down to power his battery car.

All the while the Boover Bears — complete with frowns and big teeth — are out to get him! Ted is armed with some time bombs which will help him fight off the best Beaver Bears, but they soon come back and take after our hero. The graphics on this game are simple but very effective — the walking action of Ted and the Boover Bears, is a real joy to watch. The author has come up with a nice line in typography too — the titles and instructions are really attractive.

Game action is addictive and fast moving — you'll have to have a quick keyboard finger to stay out in front of the mean old Boover Bears.

The grips, however, the inlay instructions included with the tape are just not adequate. Simply giving the control keys isn't good enough. When you reach the end of a screen, Ted is supposed to drive off in his battery car, but I just couldn't work out how to stop him running into the rest of the batteries dropped down from the ladder (and the instructions about that anyway).

A nice feature of the game is the baby bear mode which enables you to practice the game without getting boovered!

A great game for the younger computer game fan, Bear Boover comes from Able Computing and will set you back around £15.00.

● Getting started	2
● Graphics	3
● Value	3
● Playability	8



JET SET WILLY



CENTIPEDE ON ITS LAST LEGS!

CENTIPEDE

Whilst applauding Atari's design to convert their big games for other machines, I can't help feeling slightly letted by their conservative choice of titles for some machines.

Do we really need Pac-Man and Galaxian for the Spectrum, even if they are the officially licensed titles? The fact is there are already dozens of excellent maze games and shoot-'em-ups for this machine.

Vic 20 owners are also victims of Atari going for the safe option with positively ancient offerings such as Pac-Man and Centipede.

I plugged in Centipede to take a look. First problem was that a quarter of the screen was out of view and steadfastly refused to

be centred.

For those of you who've never heard of the game, the action takes place in a mushroom field.

Using your rapid fire bug blaster, you have to annihilate everything in the garden. I hope Perry Braxton isn't reading this.

The real point owners are the jangling sounds, persistent screams and frenzied bees. After warning its way down screen, it's a centipede which appears in and out of the mushrooms — you have to shoot each and every segment to kill this one.

If you want lookers over the arcade game, then you will enjoy playing the game at home on your Vic. It's not quite as fast as the Atari version and lacks the pretentious of the original — though these are shortcomings of the Vic not the cartridge.

What really gets me is that with so many great new games to choose from and some of the best game-writing talent in the US, Atari's still continue to shoot



BEAR BOOVER



BATTLE-HEAD

not video games like Centipede and Pac-Man. What about Sprites, Star Wars, Robotron, and Pole Position?

Centipede is in the shops now at £15.00.

● Getting started	4
● Graphics	8
● Value	5
● Playability	3

BATTLE FOR THE BEACH

BATTLE-HEAD

Bees, tanks and battleships don't sound like the ingredients for a highly original game but, unlike as it may seem, they have combined to produce the USA's best selling game of '80.

Battle-head won the award for the best graphics and sound

continued on page 28

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A brand new character game. Poor old Bugs, all he has to do is to get home after a night out with the lads. That's easy until a wobble becomes a lurch and a stagger. Later into the night, all runs go out of the window as he discovers what's happening in front of his blood-shot eyes. An epic journey with ultra-smooth graphics and sprime which has made sound carnival games.



SUPER PIPELINE

Keep the pipeline open. Foreman Fred and Plumber Pete have their work cut out. The evil industrialists drop metal wedges to plug the pipeline - and only Pete can fix 'em. Pete uses Fred to defuse the gas against the six-legged Viciousness when needed and the devil uses Plumber Pete to fix holes on the pipe and remove the flow. Full atmospheric music and effects, options and hi-score table.

JAMMIN'

Unlike any other, a totally musical game yet highly cerebral. Guide Jammin' Botney through the top 20 tapes - each with an interactive music sound track. Gather the instruments and make a band, but watch out for obstacles, sludges and fast move deadly effect - sludges. If you've never heard the full music repertoire of the 64, this is an instrument and joy to the last.

COSMIC CONVOY

Just surviving is not good enough in this open convoy. Control three fighters at once, to defend the base (shipless) as they fly between the players. Only three transport (real-time) players, full own planet credits, and 20-20 experts protection for losing the

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convoy base. Watch (experts) must be sacrificed to get more cargo to the next planet. Full sound options and hi-score table complete the arcade package.

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POGS



FORBIDDEN FOREST



BLUE THUNDER

continued from page 75

effects in a computer game is a poll published by the influential American music paper, *Billboard* magazine, as well as topping the sales charts for several weeks.

The object of the game is to guide your fleet of ships through the island's air and sea defenses, regenerate a mined harbor and land a whole division of tanks on the beach.

The award for the best sound effects was well deserved — the bombing and engine noises are so realistic you could quite easily believe you're smack in the middle of the Battle of Britain. But the graphics, though impressive during the first two phases, become progressively more strained and less sophisticated during the later scenes.

Having said that, Beach-head leaves 85 percent of British Commando software standing and any other shoot-'em-up fanatic will love this game.

Beach-head is the first of a new range of software called US

Sold into production by the Birmingham company, Centrowest, it costs £9.95 in cassettes or £13.95 for the disc version.

● Setting started	5
● Graphics	5
● Value	5
● Playability	5

IS THIS THE NEXT NO. ONE?

JET SET WILLY

Manic Miner strikes again! The genius of the bizarre, Matthew Smith, the programmer behind the C&MG Golden Joystick winner, Manic Miner, has come up with another original game. Everyone has been waiting for the equal to Matthew's top-selling Spectrum game with total breath. Could it match up to the quality and playability of Manic Miner? Well, the answer is most definitely a resounding yes!

Manic Willy is the star of this game — but he's no longer lost in a mysterious mine. With all the money he made down the mine, Willy has purchased a vast mansion in Surlinton. Willy Surlinton? Don't ask me, ask Matthew!

Willy isn't mean with his new-found wealth either — he has huge parties in his new home with hundreds of friends who 'really' know how to enjoy themselves.

They often leave the place in quite a mess, however, and Manic Willy's very Italian house-keeper, gets really upset about this. This new Willy epic begins after one of these big parties. Manic has finally got his foot down and won't let poor Willy get to bed until he's cleaned up the house! Manic stands at the doorway of the master bedroom and won't let Willy past the threshold until he has picked up every glass and bottle in the place.

Now, Willy's mansion is massive and there are places and rooms which even he — an inter-

gal explorer — hasn't seen yet. So there you have it — you control the top-billed Willy on his quest through the weird rooms of his mansion searching for the glasses and bottles left lying around by his untidy mans.

Jet Set Willy has well over 60 screens — all different — featuring Matthew's wonderful graphic abilities. Watch out for the ball-dancing rabbit and the penguins in the cold room. Graphic masterpieces in their own right.

There are also some refugees from Manic Miner among the odd creatures to be found — but spotting them yourself is half the fun.

The game is just too big for this reviewer to take in in the limited time available to look at the game — but I'm certain this game is going to be a winner.

I found it much easier to get into than Manic Miner. The controls are extremely simple — just three keys for left right and jump. You can also move from screen to screen without having to complete a task first — a bonus when you want to find out what's coming next!

Software Projects have come up with an original anti-piracy device to protect their latest blockbuster. It's a card with a coloured grid pattern. When you load the game, the computer comes up with a random location which corresponds to a square on the grid. You have to key in the colour code before you can play the game. This routine has to be carried out each time you play the game. Will it stop the pirates? We don't know — but it will certainly make life more difficult for them.

All this and a great competition too! The first person to discover just how many glasses Willy has to collect before he is allowed to get to bed will win a case of champagne and a full-cuppie ride over his or her home town.

Jet Set Willy is bound to be up among the top ten in the C&MG July Manic software charts before very long — and I confidently predict that Matthew Smith and Software Projects have got another number one on their hands.

Jet Set Willy is available now from Software Projects of Liverpool and is a bargain at £10.00.

● Setting started	5
● Graphics	5
● Value	5
● Playability	5

PIMAN GETS PAC-MAN TREATMENT

POGO

O'Level games are beginning to proliferate on the Spectrum in the same way as re-releases of Pac-Man did twelve months ago.

With no less than three versions to choose from, we thought it was time C&VG told you which one to spend money on.

The original was an arcade game by Gottlieb which introduced the cute but foot-mashed little character who had to hop from life to life on a triangular shaped play area to change the colour of every square. Enemies like Cats, the snake, and a top hat bouncing ball tried to stop you by merrily firing their competing fire balls.

Deane's Pogo is the closest to the arcade original with the snake and bouncing ball — though in this version Cats is operating under the assumed name of Ives.

The slow, looping hop of O'Level has been faithfully recreated in Pogo and this is also the only version which makes no fiend jump off the side of the pyramid when you press the wrong key.

Also hopping into the bandwagon are Automata with their Miller O'Level game — Pi-Balled. Miller and O'Level could almost be brothers with these unmistakable long snouts — a similarity that has not escaped Automata's attention as they include a bar-room scene in the game where the two share a drink.

If you like fast games, then this is the one for you. The Miller can be made to move very quickly from square to square as he follows his O'Level impression.

Like Pogo, this game features the spinning escape plates at the side of the pyramid which you can jump onto when the going gets really tough.

Spellbound from Deane is the most original adaptation of the O'Level theme introducing witches, spells and devils.

Despite the pretty graphics, this is the least playable version of the game. The little yellow devils are difficult to see and the tiles only partially change colour when landed on — making the whole effect less colourful. Spellbound also lacks the escape plates which are an integral part



of the original idea.

Best buy. For my money Pogo is the best O'Level-type game available for the Spectrum — and marks swifter success for Deane who are really beginning to make their mark on the games business.

Pogo (15.00 from Best, Manx, Woodward, Pi-Balled from Automata of Portsmouth at 18 and Spellbound from most software shops at 15.95).

Pogo	
● Getting started	3
● Graphics	3
● Value	6
● Playability	5

Pi-Balled	
● Getting started	7
● Graphics	7
● Value	6
● Playability	7

Spellbound	
● Getting started	3
● Graphics	6
● Value	6
● Playability	5

AND NOW... 'COMPUTER NASTIES'!

FORBIDDEN FOREST

Video movies have been hitting the headlines quite often recently and, judging by the amount of blood spilled in Forbidden Forest, 'computer nasties' will soon be making the headlines in our daily papers.

Forbidden Forest, an American game for the Commodore 64, is set in a mysterious forest. You play the part of an order who has been sent an urgent toll the evil ruler of the FOREST.

Armed only with a small bow and limited supply of arrows, you must fight your way past the corrupt and evil creatures under the Demogorgon's influence.

The first attack comes from

the giant spiders. They rest at you unexpectedly. This is the point in the game where things get quite messy, and where the programmers have gone a little over the top on the animated blood which splatters all over the screen.

Further levels feature bombs, bees, frogs, dragons and an army of skeletons. Each new type of aggressor needs different tactics to defeat them. The skeletons are particularly difficult to shoot and this level will easily prove the most taxing to would-be players. The end of the game is reached when you come face to face with the Demogorgon. The whole sky turns black and lightning flashes all around you.

Overall, the game is fun and the graphics are reasonably clear and well animated. But the game, for all its bells, is only a plain shoot-'em-up and isn't in the same league as most American software. All in all, Forbidden Forest is a competent game, but it's definitely not game of the month material.

Forbidden Forest runs on the Commodore 64 and is available from Birmingham-based Computart for a price of 18.95.

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

THE FALKLANDS FACTOR

BLUE THUNDER

Shades of the Falklands infamous bomb alley must have been in the programmers' minds recently as a flurry of air-sea battles are bombarding the software shelves.

Hopping aboard HMS Spectator from Adnan Khalifa and Richard Wilson's Blue Thunder which we played against each other in an explosive head

to head.

Both games feature choppy performing a dual mission of defence and rescue over the briny.

The Blue Thunder chesser has the most realistic flight graphics — banking and dipping its nose as it moves forward.

The aim of the game is to blow your way into a nuclear reactor which pops up out of the sea like an electronic sea serpent.

Getting in is relatively easy, but blowing up the radioactive core takes much more skill. Once the possibility of a nuclear blast has been eliminated, you can rescue your comrades held on an adjacent island.

Blue Thunder is only average entertainment. The choppy movement is either too slow or too fast and some of the ground installations showering you with the cannon fire shot.

For better value for money is Adnan's Katakata. This game has so many clever little graphic tricks that it is difficult to mention them all.

The basic idea is to protect a tanker being bombarded by enemy ships in the bay. A radar scanner enables you see the bombs and awaiting submarines. You'll really need to start beating your keyboard in an attempt to down those enemy planes and subs.

When the tanker sustains a hit, the crew are thrown into the water and it is your job to hit down a rope and winch them up to the safety of the chopper.

This is one of those games where you need about thirty six fingers but, despite this, it's hellishly addictive. The more I played it, the more features I discovered.

Enemies from Adnan really shines Wilson's Blue Thunder and is in the shops now at 25.95.

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

continued on page 31

Continued from page 28

GETTING INTO DEEP WATER!

O'WILEY'S MINE

Yes, there's trouble down 'n' put, but the fun. And there's now Arthur Asquith can do the time.

This is one of those scrolling games, which has you playing the part of O'Wiley, the fearless miner. Unfortunately, there's a leak in the shaft and water's seeping everywhere. As fast as you can dig it's leaked, it fills up with water.

But, as every good physicist knows, water will level to the highest level filling the lower area as it goes. So if you dig a hole-to-hole tunnel branching off from the main vertical shaft, then the containing water will fill your new tunnel before rising up the main shaft and blocking your only path of escape.

The secret, I found, is to stay close to dig horizontally along the whole length of the bottom of the pit. This will allow you time to get back to the top without the shaft filling with water.

The object of the game is to dig in the mine and collect the buried treasures. When you've found all of them, you move to the next level, of which there are nine. I found the game rather easy at first and, once I'd worked out the tactics, there was little difficulty in getting to level ten.

As well as collecting the buried oil, gold, diamonds, coal and uranium, you are also pursued by some river monsters. What they're doing in a mine shaft is anybody's business, but they must be avoided or pain of being flooded. Then there's the water, in which you will drown instantly if a leeches you.

My main criticism is that the mine can't vary much — in fact, the true width is only about two screens. This makes the game rather monotonous, and I don't think that I'd play this very often if it paid out real money for it.

Reward comes not in pounds, but in money, which you don't actually get the cash, it's just that the score line has a dollar sign in front of it.

Diamonds are the most valuable and will net you \$1,000 for each one collected (unfortunately the game's American, so all the coins are in dollars).

Your only defense against the monsters is a limited supply of



Synthetic skulls. Pressing the joystick button will leave a light-soak stick in your path, or while time a fairly sweet is advised. If you've timed it right, the explosion will kill the approaching leeches. If you haven't, then you're just wanted a stick of dynamite. Every crossed stick at the end of a level is worth \$1,000.

Generally, it's a very playable game, that's also quite fun. The only levels are quite easy and I wouldn't imagine it taking too long to complete the game, after which time any challenge has worn off.

The graphics are good, and the sound of the pulsing water is quite realistic. In fact, it gets quite annoying after a time that about it.

O'Wiley's Mine is available from Commodore and runs on a Commodore 64. It costs £19.95.

● Getting started	1
● Graphics	1
● Value	1
● Playability	1

SAVE THE POOR OLD TADPOLE!

SAVAGE POND

A tadpole's life is not an easy one. It's not all just swimming about in an idyllic pool waiting to become a frog you know. The poor little tadpole has to face many hazards before he grows up and starts his own little brood of frogs.

Your task is to breed as many frogs as you can in this pond without being killed off by the natural — and unnatural — hazards in the pond.

Things don't look too bad in the first stage of the game. You help your little tadpole fill up with ammonia and worms — avoiding the nasty stinging water plants at the bottom of the pond which will kill a careless tadpole.

Dragonflies creep over the pond,

dropping eggs which hatch into nasty water nymphs unless the tadpole eats them first. If a nymph hatches out, it will chase your poor tadpole and attempt to eat it.

As you master each phase of the game, more hazards are introduced until you reach the serious business of frog breeding. Jelly-fish drop in for a bite and bob around near the surface. Then just to add a topical touch — some nasty poison dangles a dose of radioactive waste into the pond and your tadpole has to watch out for poisonous patches in the pond!

The third stage of the game introduces the first frog who sits on a log and can attempt to eat those nasty dragonflies as they zoom overhead. If you've got the far but all your tadpole eggs have been destroyed, the program calls up a "computer mating agency" and provides you with some more spawns and another chance to start a colony of frogs.

Savage Pond is an original and fast-moving game with colourful and amusing graphics. At first it's a bit difficult to master the swimming motion of the tadpole, but with a bit of practice you'll soon be a nippy little amphibian!

You'll also need to take some time reading the instruction booklet which comes with the game — a very comprehensive publication. Other software companies take note!

I really enjoyed playing Savage Pond — it brought back memories of when I used to breed tadpoles in a jar jar. The way it doesn't take quite so long and you don't get baby frogs all over your living room.

Savage Pond for the Commodore 64 is available now from Starcade at Maneyville and will set you back £9.95.

● Getting started	1
● Graphics	1
● Value	1
● Playability	1

BATTLING CHEESE-BURGERS!

PROBE 3

There I was, peacefully cruising through space, when all of a sudden three flying saucers came screaming down at me from out of the stars! Well, what could I do — I just had to blast them.

Probe 3 is one of the new releases from LUK Software for the Gric-1 and the new Gric Atmos. Really it's a fairly basic space shoot-out — but with some nice graphics and game features.

You control a space ship — which looks a bit like a bunch of cheeseburgers stuck together — not one of the best features of the game! The alien saucers are great though. They come fading out of the farthest reaches of your screen and zoom over your cheeseburger — very spacecraft — dropping bombs before they zip off into the stars again. Your job is simply to shoot them down and avoid the bombs.

Each wave will return once you've blasted 20 of their number and another wave attacks in greater numbers, with those nasty saucers in action on the planet's surface. The more saucers you hit past, the more frequent the monster attacks from the ground. Three saucers land and help the missile crew out you see! You get a bonus score after each wave is destroyed.

Overall it's a pretty good game for the underprivileged Gric, and would make a good addition to the Gric owners game library. Probe 3 comes from LUK Software of Blackpool and costs £1.95.

● Getting started	1
● Graphics	1
● Value	1
● Playability	1

SCREENPLAY

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SCREENPLAY offers anyone who buys the ANIMATOR for the DRAGON 3264 or the BBC Micro, the chance to recover the cost and a whole lot more.

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ARCADE

NEWS OF THE NEWCOMERS



Pinball machines with odd features on the backflash appear from time to time. In the past, the player could have been confronted with mechanisms flashing along the backflash while the screen mounted, or simple spinning target shapes whirling around to add an extra dimension to the game.

Dacoma have come up with a new pin called Devil Riders which has a little steel motorcycle rapping around in a wall-of-death-style loop within the backflash. Devil Riders is, thankfully, a bit cry from that other awful Dacoma game, *Parballs* — the one with that garish flower-pourer design.

It has a two-level playfield and several interesting features. On the top level, you have to keep the ball smashing into those head targets to get the man on the bike spinning — the more targets you hit, the faster the cycle spins around in its wall-of-death loop. Positioned around the loop three are score-lights, so you can collect an extra bonus, as the cycle spins in whirl-of-fortune fashion around the backflash loop.

There are two bonus ramps to the upper level, each guarded by three drop targets. Hit the targets and the ramps drop — allowing you to go up on the top level and get the cycle spinning.

I enjoyed playing this game. It needs accurate and quick reactions to get the most out of it, though.

■ The Pinball Owners Association have renamed their magazine called *Pinball Player* — a must for all pinball fans.

It is now printed on better quality paper and includes features, articles and reviews about your favourite arcade pastime. If you are interested in contacting the Association, send an SAE to: Arcades, 465 Cranwell Road, Weybridge, Essex SS2 9PW.

The raving reporters were off again. Trudging tirelessly round London in their fever-ending search for newer, better and more exciting games to endorse the trigger-happy into the articles.

We hit gold when we went to the Atari exhibition a few weeks ago where all the latest games were housed under one roof!

FIRE FOX

Stealing the show on the Atari stand was *Firefox* which is also receiving a lot of publicity. Based on the title of the same name, it's a realistic, adrenalin-pumping aerial shoot-'em-up game using actual clips from the film.

Atari brought over from the States a huge simulation model of the *Firefox*'s cockpit with the video display on a screen situated some eight feet from the cockpit's nose. With steady sound of explosions and enemy fighters screaming across your flight path, it gave a completely new dimension to playing video games. Unfortunately, this model won't be available in the arcade but you will find the real thing — the nine streamlined cockpit-style cabinet will be looking in your arcade in the next month or so. Watch out for it — it's impressive.



SPY HUNTER

TX-1

"Big John — Got a New one?" "Yeah — want a test drive — it's the new TX-1 from Team." Gulp! I slunk into the huge cabinet, slotted into my seat and prepared myself for a hair-raising dash round the track



ROLLER ACES

at 100 mph. Needless to say, my driving experience wasn't up to getting round the circuit in one piece!

For those of you who are experts, TX-1 offers a far greater challenge than any of the other racing games currently on the market. You've got the choice of eight international circuits and, to get into them, you have to take either the left or right hand bends at junctions throughout the game.

Ultimately, you could find yourself whizzing round circuits in Japan, Paris, South Africa, USA, Spain, Monaco, Belgium and Italy through magnificent scenery where your whole experience depends on your skill in taking corners, avoiding all patches and safely negotiating other cars.

SPACE ACE

Space Ace that on the heels of *Dragon's Lair*, also attracted a lot of attention. The successful Dan Brien partnership with Magnacraft, formerly Omega Tronics, has come up trumps again in a game where animated cartoon graphics are on a par with those of its predecessor. Set in space, the idea is to rescue Kimberly, your revivifying robot-haired partner — from the evil clutches of the aliens.

Space Ace plays in exactly the same manner as *Dragon's Lair* in that you don't have complete control over the character. They only need guiding at certain points and your moves have to be timed very carefully. Too early or too late will inevitably end up with you being splattered across the universe, squashed by gliders or fried by thousands of volts of electricity!

I haven't played the game through to the end yet, but it is for beginners — at the start jump towards the flashes of light, when coming from the alien space ship, push your joystick to the left twice, then punch the energy button and ... the rest is up to you. If you hear a ping, you've made the right move and if your timing's right, you'll survive to move onto the next piece of action.

ACTION

10 YARD FIGHT

10 Yard Fight from Team Corporation has just hit the arcade. It's an excellent sports simulation of American football where you'll have to pit your team against the computer's and fight

tricks and will do everything possible to stop you winning. However, you've got no points about playing this and will do unto them what they do to you. Obstacles abound and you'll have to be nifty on your knees to avoid pits, bollards and to pick up

been murdered in cold blood by a gang of thugs. He sets out to avenge their deaths — an eye for an eye, a tooth for a tooth.

There is a brief introductory film clip with voice-over at the start of each game describing the whole horrific incident. The game begins — you're walking down a dusty street past a no-look bar when one of the thugs seemingly appears from nowhere. You find yourself lobbing down the twin barrels of a shotgun — Boom! — unable to draw fast enough, you're left lying in the dirt with half your body blown away. Further scenes depict an axe cleaving your head in two and a scorpion which leaps on and eats away at your face.

Like the other cartoon animated games, you can only control the character in *Bandits* at certain points throughout the game. The only form of control is a huge round fire button, closely resembling a track ball which has to be hit whenever you need to make a move. Every time you are attacked by the bandits, punch the button and, if your timing is right, the bandits will be blown to hell — too bad if you're wrong though as another life is lost.

Although the graphics in the game are brilliant, it loses a lot in that the player has almost less control over the game than is normally found in the majority of cartoon laser games. The other games usually have a fire button or the equivalent as well. I also

JACKRABBIT

"Well! What's up, doc?" Yes, you've recognised it, Bugs Bunny (or rather Jackrabbit) is now immortal on the video screen. It is a light-hearted game from Zaccaria in which the rabbit has to hop round the screen collecting carrots from someone else's carrot patch.

The screen is laid out in squares, some of which will contain a carrot and others a pit designed exclusively to catch rabbits on the hop. You've got to guide the dastardly carrot-eater safely round the garden, avoiding pits and trapping the baddies on the spot when they come within hopping range. Further screens prove more difficult with extra pits and split-level screens.

SPY HUNTER

Spy Hunter is described by *Play* Magazine as a Turbo-charged espionage thriller. I would tend to agree. It's basically a sophisticated car chase with you as the good guy escaping from a bunch of thugs down a long and treacherous road.

You'll have to get your feet down if you want to escape unscathed. Get ready, foot on the accelerator and into low gear, shift into high gear and away you go. But on your heels are a number of nasties including the bullet-blasting Road Lord, the sinister Dr Turpedo and the Mad Bomber. Dismantling these nasties takes quite a bit of skill and points awarded are graded, with the demise of the Mad Bomber being awarded highest points. Needless to say, it's harder to get rid of him than any of the others.

Your turbo-charged car is filled with some of the latest weapons but you have to switch these if weapons run out of certain intervals throughout the game and reveal you will use weapons, ranging from machine guns, smoke screens, missiles and oil slicks.

There is a slight hitch in the game — to enable the car to re-charge your weapons system, you've got to drive into it. Remember, you're travelling at about 100 mph and bullets are flying. Not a game for the faint hearted.



for every yard to get the ball up the pitch to score a touchdown. As anyone who has ever watched the game on TV knows, you will probably leave a lot of other chess, tangled limbs and distraction as you rush your way up the pitch!

It will be interesting to see how the game takes off in the UK's arcades — extremely well I should imagine, if the huge amount of interest generated by Channel 4's screening of America's national sport is anything to go by.

ROLLER ACES

Street Manufacturing have come up with an original in *Roller Aces*. No space ship, alien or laser guns are involved in this game, rather the skill lies in not falling off your skated!

Skating round the track at top speed dressed in the fully padded suit of the pro, your aim is to first qualify for the race and then, with two other roller aces controlled by the computer, get ready for the fastest, dirtiest race of your life. Max, all is not plain sailing — your opponents are masters in the trade of dirty

tricks and will do everything possible to stop you winning. However, you've got no points about playing this and will do unto them what they do to you. Obstacles abound and you'll have to be nifty on your knees to avoid pits, bollards and to pick up

SCUM & TRY

Scum & Try from Data East is another sports simulation which will seem to be inflicting the arcade. This time rugby fans should be cheering — no longer will you have to pile out onto a muddy field in near freezing temperatures, no more cuts and bruises from tackles and scrums and definitely no more torn cartilages. In the warmth and comfort of a friendly arcade, you can now play what must be the only form of sanction rugby, with nothing doubting the transpire, other than the dedicated sporting of aliens from other planets around you.

BANDITS

Bandits is Konami's latest offering to the rapidly swelling number of laser-video games being animated cartoon graphics. Set in the wild, wild west, the good guy's family have



JACKRABBIT

found *Bandits* to be very messy and in bad taste. Most games treat the death of the main character lightly and leave the manner of the character's death to the player's imagination, rather than portraying the grisly details on screen.

Mr. ADVENTURE

MEETS

SPIDER-MAN and the HULK!



We have not had any new Adventures from Scott Adams since *Golden Voyage* surfaced a couple of years ago. But he left us with an insidious Adventure (*Savage Island Part II*), I wondered, and made a quick escape from the Adventure scene, laughing?

Well, the news is, Scott is alive and well and living in Florida with his wife, Dixie, and their two daughters. By now, he could be a father for the third time. He flew over recently, for his first ever visit to the UK. Feeling rather like a small boy about to be introduced to the REAL News Class, I went along to meet him.

We typed OPEN DOOR and there was Scott, the man with one of the most devious minds in the world, instantly recognizable, more from a photo in *W* Mirrorcomping some four years ago, than from the recent photograph in January's *CMVO*.

The place was festooned with pictures of Hulk and Spider-Man and bedecked with Marvel comics. "Why all this Marvel Comic stuff?" "The new series," explained Scott.

"I had been looking around for a theme on which to base some new Adventures. I looked at movies and decided that, once off the screen and forgotten, a game based on one would soon lose its appeal."

Frankly, I was disappointed. This didn't seem as if it would lead to the kind of puzzle and excitement that has become the hallmark of a Scott Adams adventure. OK, so I searched Hulk on the box occasionally, but could never figure out where he got his new skin and pants. Would it stand up in an Adventure?

Scott walked around to a poster of the Hulk as depicted in Adventure #1, as the first of the new series is known. He talked enthusiastically about his new subject. He explained how he had

approached this particular Adventure and how he aims, in general terms, to develop the Marvel series which will be of at least 12 games.

Each will be self-contained, yet linked in a way that will not be obvious to the player. What that link is I cannot tell you, but it has a purpose. To tell you might spoil your enjoyment as you play your way through the series as a whole. Suffice to say that I was once again in awe of Scott's ability to create something exciting, original and downright fun and diverse!

I should have guessed! With Scott writing it, of course it would work! An adventure game is incredible by any standards — and with Incredible Hulk, and an Incredible Mind...!

One thing I can promise — the Marvel games will be good and they will not, as ever, be easy!

The series is based on the world of Marvel comics. Adventure International has a 10 year license with the comic company. Never before has Marvel entered into an agreement lasting longer than a couple of years, and in this case, it was Marvel who made the last move.

"Adventure players are going to start reading comics again," claimed Scott. "It'll be more fun if you read the comics, but it will not be any easier to complete the games."

Is there anything new about the format of the series. Do they support multi-ward input? "No," said Scott, "I find that even in games with this facility, people rarely take use of it. I really is unnecessary. It more than two words are called for, then if the player has typed THE ROPE, for example, it is easy enough to hit **SO WHAT?**"

Any randomness in it? "Yes, there is one very big random element and two minor ones, but I'm not going to tell you any more than that!"

The Marvel series appeals to Scott because it is an exciting concept, opening up many new possibilities. In addition, the original series will continue, as it allows him to do just what he wants with his imagination and to explore new ideas that come to him. And one gets the impression that ideas are not slow in coming to this man.

Scott has not been idle since we last had a new game from him. Much of his time has been spent running Adventure International in Florida. After a number of moves to different premises, 41 new employees about 40 people and occupies a 60,000 sq. ft. home with 11,000 square feet of floor area for its production facilities.

So like many of us, Scott writes his games at home, in the evenings. "It's kind of difficult because, with two young children, I don't get the chance to make a start until around 7:30 — after their bedtime," he added.

Although they are now played more often on other machines, Scott will develop his games on a TRS-80. The Adventure interpreter allows him to

For the past few months, the legendary Scott Adams has been developing a liking

for comic books for heroes like the Incredible Hulk and Spiderman.

These characters are featured in what promises to be a tremendous series of

Adventures based on Marvel Comics

heroes. Here are previewed for the future. Hereafter, you'll find an exclusive review

of **The Hulk, Scott's first superhero Adventure. Next: Spider-Man, G.I. Joe's Adventure Supreme, and Scott's first probing questions about his life and the art of writing Adventures.**

write a machine code game without re-inventing the wheel each time.

"The interpreter in the printing press, I write the book. It has served me well," said Scott.

However, while writing MI, Scott came up against a programming requirement with which he began to think the interpreter couldn't cope. "I felt it was becoming too limiting," he explained. "So I went away and thought about it, and then came right back and just used the interpreter in a different way. Everything I needed was there all along — the problem was the way in which I had been looking at it."

So popular are the games that Mike Woodruff, who represents Adventure International over here, has sent two programmers to Florida for training on Scott's interpreter. On their return, a start will be made to convert it for yet more micros, and by mid-summer we should begin to see Scott's games available for an extended range of machines, including the Dragon.

All of Scott's games are designed to fit into little memory on a TRS-80. "In an 8K you have a TRS-80, however my development disk is only 16K," he said, offering me his diskette. "That way, you'll get the best game. The TRS-80 has the best memory I was ever more glad that I had stuck to my trusty Tandy!"

Scott originally wrote Adventureland in Basic, hoping to sell perhaps fifty copies in Florida and California. With hindsight, he now feels that Adventureland could have been twice as big a game in the same size memory, given the experience he gained in developing the series.

Scott's evenings have obviously been busy too, in addition to the first Marvel Games adventure, he has extended the



original series. Adventure No. 12 is **Sanctor of Claymore Castle**, the most difficult, and No. 14 — a sequel to **Flame**.

"I was never quite satisfied with **Flame**, it wasn't all there. So I set about looking it off," he explained. So moreover this time, but the hill and the narrow track are there. There could well be more secrets to come, and the earlier candidate looks like being a follow-up to **Strange Odyssey**. Scott claims his career achieved what he set out to do in **Odyssey**. "Oh, it works well, but I just don't like it."

Some of Scott's games just happen. When he wrote **Dragon Island Part 1**, he hadn't a clue what part two would be about. But when he came to it, everything fell neatly into place and it worked perfectly.

Mystery Fun House took him just a week to write, with a little help from his wife Alexis. He confesses that they created the fun house, in which all sorts of exciting things could be done, and they liked it so much that they had to think up a plot to turn it into a game.

So they added the parts outside the fun house and gave it an obscenity. It turned out to be one of his own favorites.

For those of you who write asking if **Secret Mission** is the same as **Mission Impossible**, the answer is yes. "We had to rename it because the television people objected," said Scott.

"We moved us to Woodstock, which was written almost completely by Alexis. I was intrigued that, of the few girls and ladies writing into Adventure Magazine, this was the game they most frequently mentioned. Also, it was the one my wife had stuck at until she had solved it single-handed. Scott confessed that he also found that Woodstock, for some reason, seemed to have a particular appeal to women, yet it did not appear on the surface to be a major departure from the rest of the series.

"Why does Scott think his games are so universally popular? I think it is

MR. ADVENTURE

SPRINGMEN and POLYKO

because they are logical. All the information and clues necessary to solve the problem are there. The players are all capable of solution and the player knows that he has refused to be beaten and will come back again and again to try."

We turned to the subject of last sheets. These have now been turned into a last book and give first a clue, then a bigger clue and finally a solution to each problem covered. Isn't there always a danger that what the writer doesn't see as a particularly difficult problem may completely baffle the player?

"Yes, that's true and we are constantly revising the last sheets in the light of feedback. They are an ongoing thing," I had a look at the latest version of the last book, just on its way to the printer and found it to be very comprehensive.

I was interested in Scott's views on graphical Adventures. "I understood you to prefer the purely text adventures you do now we have SAGAs," I inquired. "I still do prefer text," replied Scott. "The player is left to associate his imagination and provide his own images which is much more exciting. But if we can provide graphics, and people want graphics, then we should be there have graphics."

So saying, he led me over to an Atari, currently at the start of *The Curse SAGA*. "Try that," he suggested, "and see what you think."

I perched like a schoolboy faced with a spot test on a subject he had failed to revise. I sat down at the Atari and found myself in bed. There I was looking at the end of the bed, my feet sticking up through the end of the sheets. I took the sheet, got up, tied the sheet and opened the window. I was now looking at open window. I tied the sheet. "Type INVENTORY," suggested Scott. The picture showed my carrying the sheet which was clearly hooked to the bed. I climbed down the sheet, on to the ledge, and got in the window. I could now see the window, open, with the end of the sheet hanging down from above.

"So that's what it really looks like!" I gasped. I looked around and moved the pointer which left a gaping hole in the wall. I was seeing the scene through my own eyes, as the "trapper," rather than through the eyes of a third party depending the scene with me in it.

The pictures are updated with the latest state of play and appeared perhaps more like an interactive illustration than most other graphical adventures I have seen, since they had been added to the text plot, rather than had the plot evolve around them.

I was impressed and found my previously formed mental images from the



text game aligned closely with the graphics display. But I think I would rather play the graphics game AFTER the text game and that way get a whole new dimension from the game after solving the puzzle. This, of course, can be achieved through the "graphics off" switch.

One more note on SAGAs — the flicker problem, caused by difference of vision frequency (50 Hz in the U.S.) has now been resolved.

Alicia and her two daughters, aged five and two, obviously figure large in Scott's life. Over dinner, I discovered that Alicia would shortly have turned to accompany Scott on his last visit to the UK but was unable, as she is shortly expecting their third child.

"He was wild about me going without her," grinned Scott, "and so I am not allowed to do anything NEAT while I am over here without her." Luckily, the venue was Heathrow and Scott was relieved to find it didn't occur at London. London is NEAT.

And what of Scott himself? A tall, quietly spoken man who is fascinating to talk to. He has a liking for good food and wine. On tasting his Escargots — snails to you — which he ordered for starters, Scott jumped. They were obviously very hot. "You, that really hit the spot?" I enquired. "Yes," he joked. "They do look like evil smelling mud."

He particularly enjoys lycans which he is able to pick fresh from the trees in Ontario during one month each year.

To say more would be mischievous, for under certain circumstances lycans can be NEAT!

I am sure we will see Scott back again soon, together with Alicia and able to do NEAT things over here at last!

Over the years, many new Adventure games will come in all shapes and sizes from numerous sources. Some will be played and soon forgotten. Others — fewer — will be more lasting, to be played and enjoyed for years. Scott's will be among those. They will be around for a very long time.

Maybe they come and go, but Scott's pointer will stay with us to be connected to computers and yet dreamed of and to be played by future generations. They are timeless and the craft of which classics are made.

Adventures can be played and enjoyed only by the young, says Scott. "No," he adds, "they are for the young of all ages. To play and enjoy Adventures, you have to be young in mind."



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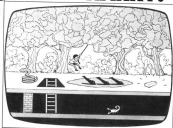
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GOLD COLLECTION ■ GOLD COLLECTION ■ GOLD COLLECTION ■ GOLD COLLECTION ■



HITCH A RIDE WITH OUR HERO HARRY!



Down in the jungle something's amiss. The mad spawling of exotic birds disturbed splits the air as a leaping figure dashes through the trees.

No — it's not Tarzan. Oh leave, for that matter. It's none other than Pitfall Harry on his way to the Lost Caveau to take part in his second adventure.

Harry started out in the jungle two years ago when Activision launched the first Pitfall game.

Since then our hero has become proficient in leaping over crocodiles, swinging through trees, running away from scorpions and countless other jungle perils.

Now Harry will need all his skills for his second and much more treacherous adventure.

CAV's fornic jury has already pronounced judgement on Pitfall II elsewhere in this issue, but for those of you who can't stomach judicial proceedings, let me tell you that the verdict was not far from fantastic.

The game introduces lots of new challenges — like the ballbats of which Harry has to knock a pile and the horrible conch and lam.

Now you can win a copy of Pitfall II plus an Atari VCS to play it in on its incredible level the Animals competition!

Our friends at Activision are also throwing in one of their latest cartridges, Space Shuttle — a challenging space ship simulation game — and Tronball which tests you as an ultimate racing against freestyling conditions to build an igloo.

We have six prizes of an Atari VCS up for grabs and those cartridges go with each one.

Here's what you have to do. Study our artist's impression of a screen from the first Pitfall game and tell us how many jungle animals are hidden in the picture.

Then, in no more than twenty words, tell us what Pitfall Harry, Tarzan and Doctor Livingstone all have in common.

Entries can only be accepted on the response printed here and the usual CSMP competition rules apply. Send the coupon to Pitfall Competition, Computer and Video Games, Forrest House, 6 Hatfield Hill, London, EC1B 9EL.

PITFALL COMPETITION

- (1) I think that there are jungle animals hidden in the picture.
- (2) The common link between Pitfall Harry, Tarzan and Doctor Livingstone is (max 20 words).

NAME

ADDRESS



GAMING

POPEYE HITTING THE BOTTLE!

Haha stignesis! This time we take to the high seas with that jolly jack-in, Popeye the Sailor Man, thanks to Andrew May of Dumfrieshire, Scotland, who entered my video contest a couple of months ago.

We asked you to send in tips on your favorite game and Andrew was one of my winners. I thought his tips were good enough to pass on to you! Popeye can be played on the Atari VCS, Commodore Amstrad, and the Philips G1000.

I reckon these tips will help you out whenever you're out on the water, now, over to Andrew!

You cannot Popeye who has to save Olive Oyl from the clutches of evil Brutus! In the first screen, Olive is throwing love hearts and Popeye must catch them before they sink into the water. Each time Popeye catches a heart, the nasty Sea Hag, another of Popeye's enemies, throws a bottle at him.



middle of next week while the fun keeps playing!

Once all the hearts are out of the way, Popeye moves on to the next screen — and here Olive is trapped at the top of a building. Olive is showering her true love with musical notes. There are two trampolines along the platform, and you must use them to catch a note near the

bottom — you can then jump on the trampoline and leap up to a higher level to catch another note for more points.

On this screen, the sprinch appears by the bottom right-hand trampoline.

The Sea Hag appears again on this screen, lobbing more bottles at our hero — so he has to punch them or dodge them to stay in the game.

Screen three is the toughest of them all. It is set on a boat and Popeye has to catch Olive's kisses. There's a sliding platform on the top level of the screen which moves you around a bit faster, but this can prove fatal if you attempt to punch on bottles at the same time!

Andrew has certainly chosen a good game on which to send us tips. Popeye has been one of the biggest favourites in the CB&V office, especially the Commodore version. Every one of our software reviewers has been avidly studying Andrew's hints.

Judging by reports coming from the famous CB&V computer, where you have some top trumps, all our reviewers are well on their way to becoming Popeye experts.

Surprisingly, all Andrew's tips work just so well on the Intellivision and the Atari VCS as they do on the G1000.

Thanks Andrew! Next issue we'll be taking another look at a top game and bringing you more points-winning tips. Because we, I'm all for a bowl of sprinch!

"I doesn't suggest ya tries it if ya wats ya sprinch in a quisher"



AND NOW . . . MY THESIS!

Phew! That Popeye chappie really tired me out — so much so that I feel like retreating to my study to have a quiet read of the Encyclopaedia Britannica.

But before I go, I'll tell you about some of the games to be featured in the Professor Video column next month.

After hours of play in my secret laboratory, I am pleased to announce that I have developed a thesis entitled "How to Score Higher on your Favorite Spectrum Games!"

I just know you are going to like it so don't forget to order an early copy of CB&V at your newsagents.

I am also still looking for good strategy tips and have ten CB&V T-shirts to give away to the best ones I receive every month.

Tips can be for any home computer or video games systems at, if you have mastered an arcade game, you may like to send your tips to an ex-page of mine on the Arcade Action page — Miss Diane Edgerly.

Beginners may find it hard to punch the bottles — Popeye's way of defending himself!

To make it easier on yourself, when you catch a heart, try to be near the steps or on the ladder so you can dodge the bottles.

Brutus is also throwing bottles at good old Popeye, so don't rise to the same level for too long, as this evil character chuckles three bottles at a time on occasion! Try to keep in the top platform, as the higher Popeye is, the more points you get when he catches a heart.

Brutus can't chase Popeye into the top platform but he can jump up at him.

If Popeye manages to grab his sprinch, which appears randomly around the screen, the Popeye theme plays and our hero can knock Brutus into the



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SUPER GAMES FOR THE ADAM?

Disappointment — that was my main feeling when the long-awaited Adam expansion unit finally arrived complete with Buck Rogers and the Planet Zoom.

Unfortunately for Buck Rogers fans, the same levels of excitement have not been reached in the game.

The game is the first title to come up before the Jury which works in cooperation with the expensive module — a collection of boxes which can be connected to your Coleco to provide computer keyboard, tape drive and printer.

Despite this extra capacity, Buck Rogers does not measure up to some of the conventional cartridges available for the machine.

It is fed into the Coleco via the top-feed and front-exit systems of action as the game is being played — making a distracting rattling sound in the process.

The graphics are not a patch on the arcade version — none of those long sweeping curves across the planet's surface.

Buck Rogers and the Planet Zoom are the former titles in the range of co-called Super Games for the Adam — which does not bode too well for the rest.

The Adam expansion unit will be in the shops around May at between £80 and £70 — so start saving. The price of the

Cassette games is unconfirmed.

THE VERDICT

A disappointing arcade conversion.

- Action 2
- Graphics 3
- Addiction 2
- Theme 4

MARIO ZAPS THOSE PESKY PESTS!

That little carpenter Mario, the man who attempted to rescue his girlfriend from the clutches of the great ape in Donkey Kong, and then imprisoned the giant gorilla in Donkey Kong Junior, is back again. This time without a monkey in sight.

Atari have stolen the accolade again to bring you the story of the Mario brothers. No, it's not a video-game version of The Godfather, although you might want to call in the Mafia to deal with some of the nasties you'll encounter in this version of Nintendo's arcade game.

You have a help Mario and his brother Luigi get rid of all the pests infesting their new house. There are several types of pest and a nasty character called Spiny the toyman.

Shovelwepers are the nastiest

type of nasty to deal with — they looked remarkably like tomatoes to me. Then you get crab-like creatures called Golemsappers, and flying things called Fighter-fies.

All these creatures come at you as Mario climbs around a series of floors. Donkey Kong style. He can deal with the pests by bouncing up and down and bashing his head on the floors above him. If a pest is walking along at the same time, the shockwaves from Mario's head-butt stun them and Mario can zip up to the next level to knock them off — scoring points as he does so.

In times of extreme trouble, Mario can headbutt the "POW" switch, located between the two bottom floors — the stars off the pests on the screen. But you can only use the switch three times — after that it disappears and you are on your own!

You can help Mario score more points by collecting the various coins and waters which appear rolling down the floors of the Brothers' house. A bonus water appears after each time a pest is dealt with. Coins appear at random and you are given just 15 seconds to collect as many as you can before the pests return to haunt you. In later rounds, Spiny the toyman appears and tears the floors with a dangerous layer of ice. You can stop Spiny by hitting him from below and knocking him off a floor when he starts to melt.

Mario Brothers features eight levels of play — for one or two players. In two player game,



BUCK ROGERS



MARIO BROTHERS



FROSTBITE



PITFALL II



SNOOPY AND THE RED BARON



GAMING

Mario's brother Luigi appears and can be controlled by the second gamer.

It's not the most original game around but it is very playable and quite addictive. The graphics are in the same class — a trend which appears to be growing in the world of dedicated video game systems.

Mario Brothers comes from Atari and runs on their trusty VCS system. It will set you back \$39.95.

THE VERDICT

A cute game for running, jumping and hopping fans — but not very original.

- Action 3
- Graphics 4
- Addition 3
- Theme 2

FROSTBITE SKATING ON THIN ICE!

There's no time to get cold here when you take on the frozen valley in the game of Frostbite Bailey, Activision's latest hero for the Atari VCS.

Frostbite is trapped on the polar tundra and the temperature is rapidly falling. The only way to survive is to build an igloo quickly and rush inside. To do this, he has to jump on ice floes which are floating past in a sub-zero sea! Each ice floe he jumps on earns Frostbite a cube for his igloo — but he must complete it in time so he turns into a human icicle if the temperature drops below zero.

There are hazards, of course — the great polar bears and only who attempt to knock him off the ice floes. And Frostbite is not very safe on land. After a couple of opening screens, a polar bear appears on the shore to chase poor old Frostbite around.

Frostbite can earn extra points by catching the fish which swim past, so he attempts to build the igloo. He has to work day and night to keep out of the cold and must build four igloos in each time period.

Frostbite Bailey is not the most original game in the world, but if you are looking for a Frogger-type game with some nice twists then this is the game for you.

Game action is fast and fairly addictive and graphics definitely fall into the 'cute' category.

Frostbite will be available soon from Activision and will cost £29.95.

THE VERDICT

Not terribly original — but well executed and fun for all the family.

- Action 3
- Graphics 3
- Addition 3
- Theme 2

MORE HEROICS FROM HARRY

Is another bid for JoyStick Jaws, so we add to bring you the first UK review of Pitfall II.

Regular readers of Videogaming will need no introduction to that wretched jungle adventure, Pitfall Harry.

Cute simply, Pitfall II is the best graphic adventure ever written for the VCS and now acts designer — David Crane — has programmed the sequel.

The game kicks off in true Pitfall fashion with Harry dashing through the thick jungle foliage.

A little further on, the horizontal aspect of the game, which is characterised Pitfall I, rapidly changes as our hero finds himself in the midst of a multi-level climbing game.

Harry and his travelling companions, Blonda, his niece, and Quickdraw, the cowardly cat, have to encounter many enemies as they explore the numerous levels and platforms. But it isn't just a climbing scenario makes you think of rolling barrels and falling parrots, then forget it — when I say enemy, I mean enemy. The worst of these villains is the cancer who has eaten several creatures and swoops down and kills our hero simply by clipping him with its wings. And deadly are the poisonous frogs that leap to and fro across the bottom.

The object of the game is to collect as much treasure as you can as you try to find your way to the end of the Lost Caverns.

Playability of Pitfall II has been greatly increased by a unique get the best number system. Every time you reach a certain point in the game, a score appears which Harry has to reach — the VCS will register the total by emitting a beep — then, if you get killed later in the game, begin again at the last score and not at the very beginning. This takes the tedium out of having to play over and over through that part of the game which you have already mastered to get to the bit which is still stalling you.

The game is played to the accompaniment of a sophisticated musical sound track made possible by a specially developed sound chip exclusive to this game.

The good news for Spectrum and Commodore bit owners is that Activision are developing Pitfall II and it for those computers to be launched later this year.

THE VERDICT

It can't recommend this game highly enough. If you already own Pitfall I, rush out and buy this sequel — if you don't, rush out and buy them both.

- Action 5
- Graphics 5
- Addition 5
- Theme 5

SNOOPY VS THE RED BARON!

Here's the funnest air war preparring for another dangerous mission I know you're up there, Red Baron! This time I'll get you for sure! Stealing my doghouse was the last straw!

That famous tongue Snoopy, from the equally famous cartoon strip Peanuts, takes to the air in a video dramatization of his battles with the evil Red Baron.

This is a dogfight in the true sense of the word! Snoopy flies his kennel in search of the Baron — who has stolen the Peanuts gang's food supplies, ingredients, ice cream cones, popcorn and other tasty treats have disappeared into the Baron's sinister clutches. Snoopy has to shoot down the Baron and recapture the goodies.

Snoopy begins his mission

with four kennels — armed with a deadly machine gun! It takes eight direct hits to down the Baron's plane. The Baron can shoot back — and Snoopy's kennel gets riddled with bullet holes! Light hits and he is in the dog house too!

The Red Baron drops golden food from his plane as Snoopy hawks him. To catch the supplies, you must dive after them and touch them with the kennel!

The Baron also drops a skull and crossbones — don't catch the otherwise Snoopy loses all the goodies he's managed to collect. Also, if Snoopy is defeated by the Baron, all accumulated food will be lost and the Peanuts gang will go hungry.

When you start the game, Snoopy has to shoot down the Baron four times before moving on to the next stage when the steadily air sea gets even trickier to catch.

After the end of each stage — or when the game ends — you are awarded with the number of planes shot down and the amount of food recaptured. A really nice feature this.

You get bonus points for each bit of food captured — and earn a Gold Baron after fifty red ones have been shot down!

I really enjoyed playing this game. It's fast, the graphics are cute and it's very addictive. Snoopy looks just right sitting on his flying kennel, complete with goggles and scarf.

Snoopy fans will be pleased to know that, when his kennel has been riddled with bullets, he doesn't crash to the ground in flames. He simply falls gently earthwards — sustaining no terminal damage!

So with all Atari VCS games, there are several game options ranging from children's to experts.

Snoopy and the Red Baron is available from Atari for the Atari VCS and is a bargain at £19.95. Could this be the first in a range of Atari-Peanuts video games? Just wait and see!

THE VERDICT

A great 'cute' action game for all of you who like dog-fight games — and Snoopy fans of course!

- Action 4
- Graphics 4
- Addition 4
- Theme 4

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Quo Vadis?

U ARE standing at the end of a long narrow road. There is a small brick house there and U enters by the front door.

"I think 'This seems familiar', but forget the idea. . . ."

There is a boy on the ground here.

There is a brass lamp here.

There is food and water here.

U eat and drink. U pick up the boy and lamp. There is very intense mirroring on the boy which is hard to read, but you see the letters: G.I., the entire row being very indistinct. U rub the lamp and now have a very dim lamp (3). U leave by the rear door. . . .

A thunderous noise roars U to the ground and U look up to see a figure calculated to strike terror into the bravest heart.

"Gop? 'Dead?' Take not one step.

Behind the program break.

Clash the Key and Bow. Bow ready out together.

Could not describe make of weapon? 'Viking important?'

"My happiness bear I his name.

And U, both pillars now shall answer first name, then 'Fractal' else remain die.

The program in this Quest

by kind of diligence. . . ?

0000. . . . (3) (33)

U answer at once, being a C&VG reader and therefore a cut above the crowd as it were, but still U are learning the disposition of the brightening being before U. . . .

"Gah? 'Dah?' U are in the wrong Adventure' about the apparition, 'Baf,' " "Now finally, 'U did answer smartly so I

What's all this then? You may well ask! If you are a seasoned Computer and Video Games reader then you'll know that we always come up with new and original ideas — and this one is no exception! Quo Vadis? is a puzzle-com-mystery Adventure-computer-modern-mad game that will battle you for the next three issues of C&VG. But stick with it — because we've got our hands on two Coloco Adams computer systems! The two people who manage to solve the mystery of Quo Vadis? will win one of these amazing prizes — worth well over \$700. And we'll have prizes for the top ten runners-up too. Who could ask for more?

How do you get started? Just read the first part of the Quo Vadis? mystery which starts on this page. As you read, you'll come across some questions and puzzles which have to be solved before you can move on to the next stage — which you'll find in the June issue of C&VG.

The first three questions appear in this issue — the rest follow with entries off you! that until you've solved the entire quest. We'll tell you later how to send your entries in.

You'll find clues to the mystery in our giant Quo Vadis? picture — study it carefully and it will help you solve many problems. You might even find more clues if you read this issue really carefully. So look out your magnifying glass, grab a pen and paper and enter the world of Quo Vadis? It's a journey you'll never forget.

shall put it right".
So saying he announced proudly "I am the Senior Chief around these parts although my friends call me Chief. My REAL name is never used (You know it now so can see why) as I resent leg-pulling".
The Chief now adopts a more fatherly tone of voice which implies that U are a feeble adventurer in need of guidance. . . .
"I will take U to the start of this Quest", adding slowly, "Which is what I am. . ."
"And then U introduces U to some of my mates along the way".

Some minutes later U arrive at a steep bank in the road. "Where best?" says the Chief. "This is me!"
"Push off to the South until U reach a tree. The road bends around to the right gently at first but for goodness sake don't turn right into the big Red road so U right just before U get to the tree or else U will be in real trouble!"
"My old mate NORA will be looking out for U. Don't be frightened by his appearance — he's really the Adventure Game's Adventure Service and can get info about his state in life!"
"Don't be surprised if he's surrounded



THE PRIZES
The first two people to solve the Quo Vadis? quest will win a complete Coloco Adams computer system worth over \$700. The package has 320K and comes complete with a 75-key professional keyboard, an add-on called the Memory Module which plugs into the Coloco video game console, and a superb letter quality printer.
Runners-up will each get a copy of the album performed by the band called Mambars — the people behind the mind boggling mystery that is Quo Vadis?
We'll probably get some other goodies together too by the time the competition ends — so watch this space for more news!

by women adventures plotting him for decisions about where to go next. "Fact is, dear boy, are you a man?"

"Never can tell the difference these days with the hair and all that" sniffs the Chief. "He will probably give U to the PC for the time now. Goodbye!"

"I set off back and become aware of a brown's smell. . . . The soon manifests itself as a cloud of vapor completely blocking the path ahead. It is murmuring "Dude Missing Crew" and "I Go Modern Inside" and is blowing little smoke rings. . . . U clues Ue finger and the AERBC starts. "Yes! It says, stuffin' in disappoin". "Why do I want?"

"I'm looking for a base" U sez. "The Chief told me that you would help."

"Chief, the Uto track" says the AGAS admiring its own little technology. "I suppose I'd better follow me" and pulls off at high speed.

"I reach a high overpass. AGAS exclaims "Oh Lord, in the PC" and in a loud whisper "He's a real pain. Try to control yourselves. His actions reveal the whole plan! U know and he does get a bit above himself" Just how he's got some Pershing Missiles in there he thinks he's God and Ue get no further without the Password!"

"Good Job! Bye AGAS, vanishing. . . ."

The PC is shouting at a group of AYGs and BYGs who are working a Train but he has seen U approaching and now there is a policeman here:

"I need the Word. U wealthy Man. To let U pass behind the glass. And Probe around inside the Pound."

"This is MAINFRAME, the unusual rock/pop band who created our Quo Vadist quart."

Mainframe is Murray Munro, 21 and John Malloy, 23. They are a two-piece synthesizer/guitar/computer band creating some very exciting music and also a considerable stir with their use of their very own Digital Sound Sampling device both in their live shows and in their records.

They have already created one "quart" — that which is part of their current album, Tenants of the Lattice-Work. So warned, it isn't easy. So far nobody has won the £2,500 Golden "At" which is the band's

For many then
"What? I may see
To speed if on Ue wretched way
And then can I go out to play. . . ."

Spotting the answer in a flash, U slings the PC aside, giving a courtesy glance inside his base. U grins on Ue next morning the AGAS again. He seems to have talked to U and is happily bubbling away about PC's exploits and how another character got on to the ACT in certain areas before PC's Big Brother snatched it to protect the little fellow from marauding Pans.

AGAS: "I know, sometimes I think the PC is going a bit tops." He keeps trying to tell me his real name is "EMMERS" in a kind of farquhar English. "He there again he is a he like, poor chap, and he does have the awful installed base to look after. Leaves him little enough time for Games". . . .

AGAS ticks aside an emerging BYC who has been hiding under the path. "These Burrowing BYCs are a real nuisance, picking on the Trains, poor little Quarts!"

"If I wasn't for the CHANCE chasing them out I don't know where we'd be!" "Ah, there's the AERBC standing under the tree. He'll have to sort problem for U I suspect, that is, if we get to him before he vapours!"

"U have to clear to him for a few minutes so that he steps in his landing mode. He then waits ten seconds and changes into an AERBULE and spins wheels and so forth. . . ."

"U duly speak politely to the AERBC. For U are in not only two tests down the road to success and cannot be too cocky about Ue progress." The Chief said you would help the Mr AERBC. . . ."

The AERBC gloms in the leafy shade and proceeds ten seconds after U has word, turns into an AERBULE. He mutters "Gems Grand Indeed" and then "Do not forget this parcel of wisdom the U will need it in the late summer when the greatest test of all is upon U" So saying, the AERBULE braces and turns and extends arms in such a way that a shimmering message flows from the fingers bearing the woe. It quickly ascends into an array of numbers:

777687327785
888802087384
932727820265
327572187966
888889202332

AGAS looks at this for a moment and says: "Look here, AERBC, that is an odder question!" I ask the Administrator later and I think this young Administrator will need a little poetic help!

The AERBC returns graciously to his speaking mode and grumbles:

"A number will flow from the vision. So grouping will aid Ue decision. Compare them at once.

It's a question Ue know.
It's all the US need for provision!"

0000. . . . 00. . . . 000

"Well done" says AGAS, pointing at the correct answers U have written down (For U'll need them all at the end of this Quest!) "I see U are keeping all the answers properly, for without them U will never leave the land to do battle with the Dragon of Herbal Hill". . . .

U also now travelling Southeast and U arrive at a steep right angle bend in the road, noticing that yet another big Red road goes off to the right precisely at the apex of the corner. . . .

RULES:

- All answers MUST be sent on the form which will appear in our June issue.
- Decision of the Editor will be final in judging the answers and no correspondence will be entered into.
- All entrants MUST complete the entire Quo Vadis? quest.



price but several groups are on the track!

Murray, John and manager, Rod Munro, created the Quo Vadis? quart with Computer & Video Games readers very specifically in mind. Mainframe tell us that their album and the current single Talk to Me, which has caused a night program for Spectrum, ZEP1, BBC and Apple on the "E" side, should be available in the larger record shops and Smiths but if anyone has difficulty then they will supply directly from:

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Belle again. Thanks to everyone who sent me messages on Microsoft 400 last month. As I said last time, Bug Hunter now has its own account on Microsoft and, if you're a member, they save yourself the cost of a stamp and send electronic mail instead. My account number is 811 384 958, and I'll try to reply within a day or two.

UNSTOPPABLE VIC

Quarville Donby writes from West Yorkshire with a way of disabling the run/stop and motion keys on a Vic. Try typing:

POKE 4618POKE 45184POKE 78,194
PRINT CHR\$(1) POKE 3180,CLE
and your listing should be well and truly unstoppable.

MILLMAN

Millman for the Spectrum, from February's Book of Games, was printed as a listing for a 48k machine. However, the title said that it would run on a 64k model.

If your Spectrum has only 48k, then you'll need to change all references to 48k memory addresses by subtracting 32768. For example, in line 5, change 04999 to 32231. You'll also need to do this, for example, in lines 80 and 435. The game is bug-free, and should then run on any Spectrum.

DRAGON POKES

Now here's news for any Dragon owners having trouble loading and saving on cassette.

A letter comes from Scott McBee in Aberdeen, Scotland (that'll do nicely). He says that typing POKE 144,3 loads the level of sound through the cassette interface and has improved his loading and saving so and so. As if you've been having problems with your Dragon (as most in-law aches, please) then try a quick poke.

ANT ATTACK

Has anyone out there managed to rescue all ten people in Quackbait's Ant Attack? Have you found that the same game has the ten people in the same place at the first, and that finding them is, therefore, rather easy? If so, then you're not the first. This fact was brought to you by Paul Shippes and James Peetin of Hatfield, Herts.

SO NOW YOU KNOW

Remember the letter a couple of months ago about a bug in Chequered Flag for the Spectrum? And that the last lap time was always printed instead of the fastest one? I asked if anyone else had had that problem, and Christopher Truman of Kings Lynn has written to me to agree. It seems that these really is a bug in the program.

Christopher also mentioned that typing 0041708 while playing Miami Mixer will put you in "test mode", and pressing certain combinations of keys will transport you directly to the level of your choice.

Sorry to disappoint you, Chris, but you're not the first with this information.

SIMPLE MINDED?

Returning again to Marie Miner for the Spectrum, Robert Savage from Bournemouth writes to point out that if, on the Kong Boat screen, you open the trap door and pull the other lever then you'll get a bonus of 1,500 points and the King Boat will fall to its death.

Robert also states that he plays much better while listening to Sparbit in the Race by Simple Minded, especially side one. It takes all sorts.

KONG-OCEAN

Players of Donnie's Kong for the 48k Spectrum may have some help, courtesy of Peter James from Greatthorn, Essex. When you are on the third level, he says, climb up the first ladder and then up the ladder on the right. If you then jump on to the moving girder, you can go straight through the top girder to complete the level.

MORE MUSIC

After the extremely good Robert Savage and his high scores, achieved by listening to a Simple Minded LP, I thought we'd heard the last of such excitement. But the next day a letter arrived from Ian Poles in Thame, Oxon. Microbyte is a similar vein.

At the end of his letter Ian says that his top score for Atari Donkey Kong is 265,080. That score was helped by listening to Whodunnit by Thomas Dolby.

What's with it all now? We ask Donkey Kong, and The Microbee?

What's your suggestion of music to play a video game? Send it to me by the end of May and I'll publish the best ones and give a 'The Champ' tee-shirt to the winner.

Thanks to Bug Hunter at the usual address. A postcard would be useful, it saves extra work with the letter opener (save you that best! She's called Jane and she's rather nice).

TIMED TO A TEA

Here's another tip for Amiga owners, to make loading, saving and listing your programs a little easier.

Typing CTRL-I while a program is listing will stop the process, allowing you to inspect the position on the screen. You can start it again by pressing CTRL-I a second time.

When loading and saving programs, press CTRL-I while the loading or saving is taking place. The computer will then blank at you when the cassette operation has finished. So if you're making a cup of tea while waiting for Excess to load, you'll know to take the tea bag out of the cup when you hear the beep.

LINK-UP FOR 64

Returning to Microsoft for a moment, Richard Stegheert (no, not the one) from Nottinghamshire asks whether a Microsoft link is available for the Commodore 64. The good news is that the Commodore database is currently being constructed, and the editor should be available towards the end of May. Details from Microsoft on 01-281 3113.

NINE LIVES

Finally this month, yet another Spectrum snipper.

Paul Shippes informs he's found a bug in Jet Pac. If you get more than nine lives then a colour will be printed instead of a number ten. This, he declares, is because a coin comes after 9 in the Spectrum's character set.

You're probably right, Paul, but I've only managed to score 41,000 so far. It's too busy reading all your letters to sit at home playing games all day.

See you next time. Don't forget to write or phone if you have any problems with the programme from C&PS. Alternatively, drop me a mailbox on Microsoft to 011 384 958.

BY ROBERT SCHIFFREIN

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0200 AT 10.00: "Rising": LET
0300 GO SUB 0200 GO TO 0300
0400 LET "SUN": "0100-01": "01
0500 GO SUB 0100: PRINT AT 10.00, "A
0600 " : PAUSE 30: PRINT AT 10.
0700 " : GOTO 0600.
0800 LET 1: "01-01": IF 1=1 THEN
0900 GO TO 0900
1000 GO TO 0900
1100 LET 1: "01-01": LET 1: "01-01":
1200 IF 1=1 THEN LET "SUN": "0100-01":
1300 GO TO 0900
1400 IF 1=1 THEN GO SUB 0100:
1500 PRINT AT 10.00, "11.11": AT 14.00
1600 " : PAUSE 10: AT 10.00: "00: "00:
1700 " : AT 10.00: "01": "00: "01":
1800 GO TO NEXT: GO SUB 0100: GO TO
1900 0900
2000 GO SUB 0100: PRINT AT 11.00
2100 " : "01-01": LET 0100: GO SUB
2200 GO SUB 0100: LET "SUN": "01
2300 " : "0100-01":
2400 GO SUB 0100 GO SUB 0100: P
2500 PRINT AT 10.00, "01": "0100-01":
2600 LET "SUN": "0100-01": IF 1=1 THEN
2700 GO TO 0900
2800 GO SUB 0100: GO SUB 0100: L
2900 AT 0100: GO SUB 0100: PRINT AT 11.
3000 " : "01": "01": "01": "01": "01": GO
3100 0100
3200 IF NOT 1=1 AND 1=1 THEN
3300 GO TO 0270

```

```

0000 LET "SUN": "0100-01": PRINT AT 10.00
0100 " : "01": "01": "01": "01": "01":
0200 PRINT AT 10.00, "01": "01": "01":
0300 " : LET AT 10.00, "01": "01":
0400 GO TO 0200 THEN LET "SUN": "0100-01":
0500 GO TO 0200
0600 IF NOT 1=1 AND 1=1 THEN
0700 LET "SUN": "0100-01": LET 1: "01-01":
0800 AND 1=1: "01": LET "SUN":

```



Let **C&D** take you back through time to a place where witchcraft and magic still exist and rule the life of all the inhabitants of the mysterious Tower.

The Tower is a graphical adventure game set in a warring forest kingdom. Two kings and their trusted wizards are battling against one another to gain control of the land and the legendary magic Tower.

Magical and ferocious beasts lurk in the forest's leafy depths. Ocs, elves and dragons are plentiful and though

RUNS ON A 48K SPECTRUM

BY ADAM LOCKWOOD AND NEIL DUNBAR

Some are willing to share their magic secrets with you, most are only too eager to use it against you, so you must keep your wits about you.

Plunged into a totally different world, you are armed only with simple weapons and your wit and cunning, so overcoming the dark forces will be a difficult if not impossible task to complete.

The Tower runs on a 48k Spectrum only and uses the keyboard for controlling the characters.

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Solo

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ATARI 

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- Landing ratings for smoothness and speed.
- For all ATARI computers, COMMODORE 64 Disk and Cassette.

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All American Software

```

0000 IF 7105 THEN LET C=0: LET
0001 7105=10: GO TO 0000
0002 LET 7105=0: IF 7105=0 THEN LE
0003 7105=10
0004 IF 7105=10 THEN 0005 0005 0005
0005 OR 7105=20 THEN GO TO 0006
0006 LET 7105=10: LET 7105=10
0007 AND 7105=10: LET 7105=10: LET
0008 7105=10
0009 IF 7105 THEN GO TO 0000
0010 IF 7105 THEN GO TO 0005 0005
0011 PRINT AT 10:10: "Missed!" LET 7105
0012 GO TO 0005 0005 0005 0005
0013 LET 00=INT (RND*200+100+100)
0014
0015 LET 10=INT 20: GO SUB 00
0016 PRINT AT 10:20: "Missed!"
0017 GO SUB 0000 PRINT AT 10:20: INT 20
0018 0000: GO SUB 0000: GO TO 00
0019
0020 IF 0000 THEN LET 7105=0000
0021 0000: GO TO 0000
0022 IF 10=10 THEN LET 7105=0000
0023 0000: GO SUB 0000
0024 IF 10=10 THEN LET 7105=0000
0025 0000: GO TO 0000
0026 GO TO 0000
0027 GO SUB 0000: PRINT AT 10:20
0028 0000: LET 7105=10
0029 IF 7105 THEN GO TO 0000
0030 GO SUB 0000: PRINT AT 10:20:
0031 0000: INT 20
0032 PRINT AT 10:20: INT 0000
0033 LET 10=INT 20: INT 10:10 THEN LE
0034 T 7105: PRINT AT 10:20: INT 10
0035 GO TO 0000
0036 LET 10=0: GO SUB 0000: GO TO
0037 0000: PRINT AT 10:20: INT 10
0038 PRINT AT 10:20: "Missed!" INT 10:20
0039 0000: FOR 10=1 TO 70: NEXT
0040 10: GO SUB 0000
0041 LET 0000=100: 0000=100: 0000
0042 0000: PRINT AT 00:10: "Missed!"
0043 0000: LET 0000=100: 0000=100
0044 0000: PRINT AT 00:10: "Missed!"
0045 0000: LET 0000=100: 0000=100
0046 0000: PRINT AT 00:10: "Missed!"
0047 0000: LET 0000=100: 0000=100
0048 0000: PRINT AT 00:10: "Missed!"
0049 0000: LET 0000=100: 0000=100
0050 0000: PRINT AT 00:10: "Missed!"
0051 0000: LET 0000=100: 0000=100
0052 0000: PRINT AT 00:10: "Missed!"
0053 0000: LET 0000=100: 0000=100
0054 0000: PRINT AT 00:10: "Missed!"
0055 0000: LET 0000=100: 0000=100
0056 0000: PRINT AT 00:10: "Missed!"
0057 0000: LET 0000=100: 0000=100
0058 0000: PRINT AT 00:10: "Missed!"
0059 0000: LET 0000=100: 0000=100
0060 0000: PRINT AT 00:10: "Missed!"
0061 0000: LET 0000=100: 0000=100
0062 0000: PRINT AT 00:10: "Missed!"
0063 0000: LET 0000=100: 0000=100
0064 0000: PRINT AT 00:10: "Missed!"
0065 0000: LET 0000=100: 0000=100
0066 0000: PRINT AT 00:10: "Missed!"
0067 0000: LET 0000=100: 0000=100
0068 0000: PRINT AT 00:10: "Missed!"
0069 0000: LET 0000=100: 0000=100
0070 0000: PRINT AT 00:10: "Missed!"
0071 0000: LET 0000=100: 0000=100
0072 0000: PRINT AT 00:10: "Missed!"
0073 0000: LET 0000=100: 0000=100
0074 0000: PRINT AT 00:10: "Missed!"
0075 0000: LET 0000=100: 0000=100
0076 0000: PRINT AT 00:10: "Missed!"
0077 0000: LET 0000=100: 0000=100
0078 0000: PRINT AT 00:10: "Missed!"
0079 0000: LET 0000=100: 0000=100
0080 0000: PRINT AT 00:10: "Missed!"
0081 0000: LET 0000=100: 0000=100
0082 0000: PRINT AT 00:10: "Missed!"
0083 0000: LET 0000=100: 0000=100
0084 0000: PRINT AT 00:10: "Missed!"
0085 0000: LET 0000=100: 0000=100
0086 0000: PRINT AT 00:10: "Missed!"
0087 0000: LET 0000=100: 0000=100
0088 0000: PRINT AT 00:10: "Missed!"
0089 0000: LET 0000=100: 0000=100
0090 0000: PRINT AT 00:10: "Missed!"
0091 0000: LET 0000=100: 0000=100
0092 0000: PRINT AT 00:10: "Missed!"
0093 0000: LET 0000=100: 0000=100
0094 0000: PRINT AT 00:10: "Missed!"
0095 0000: LET 0000=100: 0000=100
0096 0000: PRINT AT 00:10: "Missed!"
0097 0000: LET 0000=100: 0000=100
0098 0000: PRINT AT 00:10: "Missed!"
0099 0000: LET 0000=100: 0000=100
0100 0000: PRINT AT 00:10: "Missed!"

```

```

0000 PRINT 000: 000: 000: 000:
0001 NEXT 0: NEXT 0:
0002 FOR 0=1 TO 10: 000: 000:
0003 PRINT AT 00:10: 000: 000:
0004 000:
0005 NEXT 0
0006 RETURN
0007 GO SUB 100: PRINT 000: 000:
0008
0009 PRINT AT 1:10: 000: 000:
0010
0011 PRINT AT 1:10: 000: 000:
0012
0013 PRINT AT 1:10: 000: 000:
0014
0015 PRINT AT 1:10: 000: 000:
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0017 PRINT AT 1:10: 000: 000:
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0025 PRINT AT 1:10: 000: 000:
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0027 PRINT AT 1:10: 000: 000:
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0069 PRINT AT 1:10: 000: 000:
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0073 PRINT AT 1:10: 000: 000:
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0097 PRINT AT 1:10: 000: 000:
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0099 PRINT AT 1:10: 000: 000:
0100

```

MICROPOLY

RUNS ON A SPECTRUM IN 48k

BY BARRY DE LOREL

Monopoly is still one of the best selling board games around — and it has proved to be a winner when converted to a computer game too.

Micropoly is based on that well known board game and includes all the features you'd expect to find in the real thing.

When you start the game, you must enter the number of players. The computer handles the banker's job and knows how much money each player holds, how much property each player owns, the moving of counters, rents, boards, hotels, jail releases, Chance and Community Chest etc.

All this leaves each player free to worry about when to buy and sell or when to build the next hotel on Mayfair. Are you coming enough to become a millionaire? The challenge awaits...

Special notes:

When entering an order, it is only necessary to type in what you require. There is no need to type in CR, ENTER etc. For example: A1=Angel Islington, 500=C500, K3=Kings Cross, W4=Water Works, and so on. All properties are referred to by their initial letters.

When properties are auctioned, the computer will only accept bids greater than 50 percent of the original purchase price.

When buying or selling property houses or hotels for properties, three options are available. YN — puts houses on a single property if contained as Y, A — accepts house on single property with option of another, S — puts houses on all properties in set.

Players are distinguished by colour: 1=blue, 2=red, 3=magenta, 4=green.

The computer will not allow houses or hotels to be built on properties unless a complete set is owned by one player and none of the properties is mortgaged, not as in the board game.

```

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- This 500K machine code game features:
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- Smooth action scrolling action.
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- Full on-line mode on all levels.
- One of the popular game.

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Defend your castle against the terrifying hordes of attacking Orcs, with formidable swords and Volleys of fire. This 500K machine code game includes four superb sound and graphics levels over four screens of exciting action.

Orcs, Orcs, Orcs... or four player game.

High score feature.

Six pre-selectable levels of play.

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Instantly playable cartridge action. £9.95



Interesting background scenario where you must save the lives of innocent passengers from four evil fire-breathing, and fire-eater, roller coaster cars from EDSworld from its factory.

You'll need to be quick to react with this action in this 500K machine code game which features fast video sound and graphics over four screens. One or two player game.

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Five pre-selectable levels of play.

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```

6625 LET 6661: GO SUB 6666: LET
6626 PRINT AT 12.0+4: "LET 6140=6"
GO SUB 6610
6627 IF 6140=7 THEN LET 6610=6:
6628 LET 6610=6: GO TO 6658
6629 LET 6140=6: GO TO 6658
6630 IF 6140=1 THEN LET 6610=
6631 GO TO 6614
6632 IF 6170=0 THEN GO TO 6728
6728 RETURN
6729 IF 6170=0 THEN GO TO 6728
6730 LET 6661=LET
6731 GO SUB 6666
6732 IF 666 AND 6170=2 THEN GO T
O 6760
6733 LET 6171=6171+1
6734 IF 6171=1 THEN LET 6661=LET
6661: GO TO 6614
6735 IF 6171=2 THEN LET 6661=LET
6661: GO TO 6614
6736 IF 6171=3 THEN LET 6661=LET
6661: GO TO 6614
6737 GO SUB 6666: PRINT AT 12.0+4
: "
6738 FOR 661 TO 100: NEXT M
6739 GO TO 6768
6825 END
6826 IF 6=2 THEN LET 6=2: LET C
=3
6827 IF 6=3 THEN LET 6=10: LET
C=3
6828 IF 6=4 THEN LET 6=15: LET
C=3
6829 IF 6=5 THEN LET 6=10: LET
C=3
6830 IF 6=7 THEN LET 6=100: LET
C=3
6831 IF 6=11 THEN PRINT AT (20+1
10+2) "CHRS C:CHRS 6: GO TO 68
32
6832 IF 6=21 THEN PRINT AT (20+1
10+2) "CHRS C:CHRS 6: GO TO 68
32
6833 IF 6=31 THEN PRINT AT (2+10
10+2) "CHRS C:CHRS 6: GO TO 683
2
6834 PRINT AT (2-3) "6:30:CHRS 6
:CHRS C
6835 END: RETURN
6836 PRINT AT (2.0+3: "
6837 AT 2.0+4: "
6838 GO SUB 6839: GO SUB 7000
6839 IF 6=2 OR 6=3 THEN GO TO 6
840
6840 GO SUB 6840: IF 6=1 THEN G
O TO 6840
6841 GO SUB 6768: IF 6=1 THEN GO
TO 6840
6842 PRINT AT 12.0+4: "PLAYER
6843 GO SUB 6848: LET C=CODE 68:
LET 68=68
6844 IF 6=1 OR 6=2 OR 6=3 OR 6=
4 OR 6=5
6845 IF C=6 THEN GO TO 6848

```

```

6940 LET 6=1
6941 PRINT AT 12.0+10: "AT 11.0+
4: "
6942 GO SUB 100: PRINT AT 12.0+4
: "
6943 GO SUB 6948: IF 6=1 THEN THE
N GO TO 6948
6944 LET 6=61+1
6945 IF 6=2 THEN GO TO 6948
6946 LET 6=11: PRINT AT 12.0+4:
"LET 6100=6: LET 6140=6: GO SUB
6947
6948 GO SUB 1700: GO SUB 4000
6949 RETURN
6950 PRINT AT 2.0+3: "
6951 LET 6=2+2:CHRS 6:
6952 IF 6=3: GO SUB 6952
6953 IF 6=4 OR 6=5 THEN GO TO 7
000
6954 LET 6=6: LET 6=6
6955 PRINT AT (2-1) "6+1
6956 IF 6=7: THEN GO TO 7100
6957 PRINT AT 12.0+4: "PRICE 2"
6958 PRINT AT 12.0+15: "666
6959 PRINT AT 12.0+4: "ACCEPT Y/N
6960
7122 PRINT AT 12.0+3: "6=SELL SET
7123 PRINT AT 12.0+3: "ACCEPT 6
=CODE"
7124 GO SUB 6960: IF 6=6 THEN
LET 6=6+1: GO TO 7000
7125 IF 6=6: THEN GO TO 7000
7126 IF 6=7: THEN GO TO 7000
7127 LET 6=11: PRINT AT 12.0+4:
"LET 661=1: GO SUB 6960: LET
661=6: LET 6140=6: GO SUB 69
60
7128 IF 6=6 THEN LET 6=6+1:
7129 LET 6=6+1: GO TO 7127
7130 IF 6=7 THEN LET 6=6+1:
GO TO 7000
7131 IF 6=8 THEN LET 6=6+1:
GO TO 7000
7132 PRINT AT 2.0+3: "
7133 IF 6=1 AND 6=2 THEN GO TO 7
000
7134 IF 6=3 AND 6=4 THEN GO TO 7
000
7135 IF 6=5 AND 6=6 THEN GO TO 7
000
7136 IF 6=7 AND 6=8 THEN GO TO 7
000
7137 PRINT AT 2.0+4: "
7138 GO SUB 6960: GO SUB 7000
7139 IF (6=2 AND 6=3 OR 6=3 AND
6=4 OR 6=4 AND 6=5) TH
EN GO TO 7000
7140 IF 6=1 AND 6=2 THEN GO TO 7
000
7141 IF 6=3 THEN GO TO 7000
7142 LET 6=6+1
7143 GO SUB 6960
7144 IF 6=6 AND 6=7 THEN GO T
O 7000
7145 IF 6=7: THEN GO TO 7000
7146 RETURN
7147 PRINT AT 2.0+3: "
7148 GO SUB 6960: GO SUB 7000
7149 IF (6=2 AND 6=3 OR 6=3 AND
6=4 OR 6=4 AND 6=5) TH
EN GO TO 7000
7150 IF 6=1 AND 6=2 THEN GO TO 7
000
7151 IF 6=3 THEN GO TO 7000
7152 LET 6=6+1: "
7153 PRINT AT 12.0+4: "AMOUNT 2"

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0000 P00 L00 TO 00
0000 0000 00.0.0.0.0.0. LET 0000 11
0000 00.0000 THEN LET 000-000
0000 LET 0000 10.1001
0000 00.0.1000 THEN LET 000-000.
00 TO 0000
0000 00.1.100 AND 000 THEN LET 00
0000 00.0.0.00
0000 00.1.100 AND 000 AND 000 THEN
LET 10.1.100 AND 000 0000
0000 00.100 AND 000 THEN LET 00.0
10.100 GO TO 0000
0000 00.000 AND 000 THEN LET 00.0
10.100+1000 GO TO 0000
0000 00.100 THEN LET 00.0.10+0000
0000 0000
0000 LET 000000
0000 00.0.0.0000. GO 0.0.0.0000. 0
0000 00.100
0000 00.100 THEN POINT AT 00.10
10.10.100.00.00.0000
0000 00.100.00.00.00.00.00.00.00.00.00
0000 00.100.00.00.00.00.00.00.00.00.00
0000 00.0000 THEN POINT AT 0.00-
0000.00.00. GO TO 0000
0000 POINT AT 10-0110001.00."TU"
0000 RETURN
0000 0000 draw screen
0000 RESTORE 0000
0000 0000 100 TO 100.0000.0
0000 0000 100.0000.0000.0000.0000.0000
0000 0000 0.0.0.0000.0000.0000.0000.0000
0000 DATA 100.100.100.100.100.100.100.100.100.100
0000 DATA 00.041.00.040.0.0.1.00
0000 DATA 000.100.100.100.100.100.100
0000 DATA 000.1.000.040.000.000.
0000 DATA 000.100.100.100.100.100.100
0000 DATA 000.100.100.100.100.100.100.100.100.100
0000 DATA 00.041.00.040.0.0.1.00
0000 DATA 0.0.0.1.0.01.007.00
0000 DATA 0.0.0.0.040.00.0000.004.0
0000 DATA 0.0.0.0.0.0.0.0.0
0000 DATA 0.0.0.0.0.0.0.0
0000 DATA 0.0.0.0.0.0.0.0.0
0000 DATA 040.100.040.000.000.000.17
0.000.000
0000 DATA 000.100.100.100.100.100.100
0.100.100
0000 DATA 000.1.1.1.1.1.1.1
0000 DATA 000.100.100.100.100.100.100.100
0.100.000.000
0000 DATA 1.1.1.1.1.1.1.000
0000 LET 0=0

```

```

0010 BORDER 7. PAPER 7. INK 0. C
0
0020 P00 L00 TO 10
0030 PRINT AT 0.10+0."00"
0040 PRINT AT 100+10."TU"
0050 PRINT AT 100+10+000."TU"
0060 PRINT AT 01.10+0."TU"
0070 NEXT
0080 PRINT AT 1.0+10."00"
0090 POINT AT 00.0."00" AT 00.0-
10.
0100 POINT AT 0.0."00" AT 0.0+00
0110 POINT AT 0.0."00" AT 0.0+00
0120 POINT AT 1.0+10."00" AT 00.
0.10."00" AT 00.0."00" AT 10.0+0
0.100
0130 BORDER 7. INK 0
0140 PRINT AT 0.0+10."FX" AT 0.0
+10."TU"
0150 PRINT AT 10.0."00" AT 10.00
00.10.00.00
0160 POINT AT 10.0+10."00"
0170 POINT AT 1.0+10."00" AT 00.0
+10."00" AT 10.0000."TU"
0180 BORDER 7. INK 0
0190 POINT AT 0.0+10."00" AT 00.
0+10."00" AT 10.0+00."FX" AT 00.
0+10."TU"
0200 BORDER 0. INK 7
0210 POINT AT 1.0+0."00" AT 1.0+
0.10."00" AT 1.0+0."TU"
0220 BORDER 0. INK 0
0230 POINT AT 0.0+10."00" AT 0.0
+10."00" AT 1.0+10."TU"
0240 BORDER 0. INK 7
0250 PRINT AT 0.0."00" AT 0.0+10."TU"
0260 BORDER 0. INK 7
0270 PRINT AT 10.0."00" AT 10.0.
00.10.00.00
0280 BORDER 0. INK 7
0290 PRINT AT 0.0+00."00" AT 0.0
+00."00" AT 0.0+00."TU"
0300 BORDER 1. INK 7
0310 POINT AT 14.0+00."00" AT 10
0.0+00."TU"
0320 BORDER 7. INK 0
0330 PLOT 000.01.104
0340 DRAW 00.0 DRAW 0.-00 DRAW
0.00 DRAW 0.00
0350 PLOT 0+0.110.104
0360 DRAW 00.0 DRAW 0.-00 DRAW
0.00 DRAW 0.00
0370 PLOT 000+100.104
0380 DRAW 00.0 DRAW 0.00 DRAW
0.00 DRAW 0.00
0390 DRAW 000.00 DRAW 0.00 DRAW
00.0 DRAW 0.00
0400 POINT AT 0.0+0."CHEST"
0410 PRINT AT 10.0+10."CHANCE"
0420 RETURN

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Merry can also use one of the ladders to manage if he is in real danger, but be warned — the stairs are sometimes blocked. If you let his enemy launch you past Merry, the lower wall will break and the whole level will be flooded.

BY ANDREW SMITH

RUNS ON AN ATARI 400 WITH

ONE JOYSTICK IN LEFT HAND JOYSTICK PORT

```
71 POKE 760,1:GOTO 100POKE 600,4:POKE 5327
7,6:MT=64:MY=65:L,D=3:FLR=35:LWFO=39:P1=7
7:G=120
72 FLR=INT (7+RND*(91+4))
80 GRAPHICS 1+16:SETCOLOR 4,6,6:POSITION
8,8,7:G=7:R16140:G=7:POSITION 1,2:7:G
8:7:G=7:G=7
81 POSITION 1,130? G=1:press your level
A:POSITION 5,150? G=1:press start
82 IF PEEK(5327)=5 THEN SOUND 8,128,16,
7:G=7:G=7:POSITION 1,2:7:G=7:G=7:G=7
:POSITION 5,2:7:G=7
84 FOR I=1 TO 20:NEXT I:G=8,8,8,8,8
7:G=7:G=7:G=7
85 IF PEEK(5327)=6 THEN SOUND 8,80,8,8
8,8:G=8:G=1 TO 20:NEXT I:G=8,8,8,8,8
GTO 100
90 GOTO 83
100 GRAPHICS 7=34:POKE 710,128:POKE 760,
222:POKE 769,63:POKE 718,148:1=PEEK(148)
-24:POKE 5427,1+PEEK(148)
110 G=8:G=8:FOR I=PEEK(148) TO PEEK(
1022):POKE I,8:NEXT I
120 POKE 764,8:POKE 765,78:POKE 766,58:P
OKE 767,184:G=148:G=8:G=180:POKE
209,8:POKE 3327,3:G=7=34
130 POKE 5328,8:POKE 5329,8:POKE 5330,
8:LWFO=2:FOR I=0 TO 128:G=PEEK
5:5:2+7+G,8:NEXT I
140 DATA 8,128,200,200,8,8,140,200,180,8,8
,8,8,129,200,128,8,129,200,128,8
150 FOR I=0 TO 17:READ A:POKE PEEK+640+
7+I,8:NEXT I
160 DATA 8,8,8,170,200,120,8,120,200,180
,129,200,128,8,8,8,8,8
170 FOR I=0 TO 17:READ A:POKE PEEK+760+
I+1,8:NEXT I
180 DATA 8,8,8,8,8,8,8,8,8,8,128,8,8,8,
129,200,128,8,129,200
190 FOR I=0 TO 17:READ A:POKE PEEK+870+
I+8,8:NEXT I
200 DATA 25,25,200,200,180,88,180,88,180
```

Illustration: Peter Rogers

RISING DAMP

17

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```

326 POKF 53251,811POKE 53259,1:POKE PMA8
8-384,1:POKE 53265,250:GOSUB 2600:POKE 8
33,39:GOSUB 999:GOSUB 1954
347 POKF 53279,0
350 A=8710:101:8000 A,8,0,0:IF 88=1 THE
R 251:8000 2,0,0,0
351 IF 87=1 THEN 355
352 IF A=24 AND LVE=2 AND 81>179 AND 31<
182 THEN GOSUB 2600
355 IF A=7 THEN 31=1+8:POKE 53251,81:IF
31>185 AND 2781810=8 THEN GOSUB 290:3
1=185
356 IF 31>185 THEN 31=185
357 IF PEEK(53226)>10 THEN GOTO 2550
358 IF A=1 THEN 31=31+8:POKE 53251,81:1
F 31>82 AND 2781810=8 THEN GOSUB 294:3
1=82
359 IF 31>82 THEN 31=82
360 IF 31>88 OR 31>98 THEN 265
361 IF 88=1 AND LVE=2 AND 31>174 THEN 8
GOSUB 299
362 IF 88=1 THEN GOTO 268
364 IF PEEK(53225)=1 THEN GOSUB 276
365 IF 88=1 THEN RETURN
367 ON 8 GOSUB 299,299,GOTO 259
370 IF LVE<LVP OR 31>1P1+51 OR 31<8P5-
51 THEN RETURN
375 POKF 767,10
376 COLOR 8:PLOT PLPO,LV8:DRAWTO PLPO,1
LV8:3=1:PLPO=PLPO+38:P=30:FOR I=1 T
O 5:8000 8,1=58,18,3:NEXT I
375 GOSUB 1148:8P=1
378 IF P1<147 THEN LV8=LV8+33:P1=77:LV
P=LV8:3=1:PLPO=33
377 GOSUB 0,0,0,0:RETURN
389 COLOR 3:PLOT 80,39:DRAWTO 80,33:80=8
0:1:80=80:18:8000 8,80,7,18,8:PLD=PLD+1
:POKE 767,18:8P=8:RETURN
390 LVE=LV8+31:IF LVE<3 THEN LVE=3:RETURN

399 FOR 0=1 TO 23:HT=8000 0,75=0,18,0:8
=LV8+8P,PMA8=8P+Y1+Y1-1:NEXT 0:800
0 0,0,0,0:RETURN
504 LVE=LV8+3:IF LVE<3 THEN LVE=3:RETURN

505 FOR 0=1 TO 23:HT=8000 0,44=0,18,0:8
=LV8+8P,H,PMA8=8P+Y1+Y1+1:NEXT 0:8
000 0,0,0,0
326 IF LVE=0 AND 88=1 OR LVE=1 AND 88=2
THEN GOSUB 1950
387 RETURN
388 3=3+DIF:IF 31>TAR OR 31>299 THEN 3=T
8P:GOSUB 1010:GOSUB 999:RETURN
389 POKF 53248,3:POKE 53249,8:POKE 53250-
1,8:RETURN
389 3=8+DIF:IF 31>TAR OR 31>299 THEN 3=18
P:GOSUB 1010:GOSUB 999:RETURN
389 POKF 53248,3:POKE 53249,8:POKE 53250-
1,8:RETURN
399 TAR=INT(15548*AND(81+581):IF TAR<3 THEN
0=1:GOTO 899
899 0=2
899 RETURN
1010 88=INT(24*AND(80+12):IF 88<2 THEN Y
8=Y+21:GOTO 1180
1012 GOSUB 2,0,0,0:RETURN
1140 POKF 53278,8:POKE PMA8+384+Y8,8:Y8
=Y8+DIF:8000 2,Y8,18,7:POKE PMA8+384+Y
8+DIF,8
1112 POKF 53252,3:POKE PMA8+384+Y8,1:OR
1=1:8000 250
1125 IF PEEK(53226)>10 THEN GOSUB 1140:P
OKF 53278,8:POKE PMA8+384+Y8,8:8P=8:800
0 2,0,0,0:RETURN
1126 IF Y8=8Y+413 THEN POKF PMA8+384+8
8:8P=8:8000 2,0,0,0:GOSUB 1158:RETURN
1128 GOTO 1190
  
```

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```

1140 SOUND 0,100,10,0: SOUND 1,200,10,0:
C=00-0=0[]-1: W=0: S: SOUND 0,0,0,0
1142 SOUND 1,0,0,0: RETURN
1151 WTC-WTC=1: IF WTC-WTY THEN SOUND 1:0
0
1155 RETURN
1160 SOUND 0,0,0,0: SOUND 1,20,0,0: COLOR
SUPER 30=30 TO 100: PLOT 0F,MY: DRAWTO 0F
10,MY: DRAWTO 0F=30,100-100
1151 NEXT 0F: FOR 1=0Y TO 0Y-1: STEP -1: P
LOT 0,1: DRAWTO 100,1: NEXT 0Y: W=0-30
1162 WTC=0: FOR 1=0 TO 0 STEP 1: FOR 1=1
TO 0: SOUND 0,0,0,0: SOUND 1,20,0,0: NEXT
1: NEXT 0: W=0-1: IF 00=0 THEN 2000
1164 IF 00=0 OR 100=1 AND 00=0 THEN 00
END 1000
1165 RETURN
1700 L=1,1-1: IF L=0 THEN 2000
1902 SOUND 2,0,0,0: FOR 1=1 TO 200: SOUND
0,10000,10,0: SOUND 3,15000,10,7: NEXT 100
0:0:0,0,0,0: SOUND 200
1903 SOUND 3,0,0,0: RESTORE 200: FOR 1=1
TO 150: NEXT 1
1704 FOR 1=1 TO 5: READ 00: SOUND 3,00,10,
0: FOR 1=1 TO 3: NEXT 1: NEXT 1: SOUND 3,0,
0,0: RETURN
2000 POKE 623,0: POKE 63277,0: GRAPHICS 1:
16: POSITION 2,7: KEY "you scored 100!": 0
1=0 TO 3: SOUND 1,0,0,0: NEXT 3
2001 GOTO 2001
2050 DIM UP: OPEN #2: INPUT #2: UP: OPEN #1:
2051 FOR 1=UP TO UP+20: READ SUPER: 1,0: N
EXT 1
2054 DATA 104,104,133,204,104,133,200
2055 DATA 160,1,177,203,204,140,200
2056 DATA 200,200,192,11,200,240,70
2057 DIM DOWN: OPEN #2: INPUT #2: DOWN: FOR
1=DOWN
TO 1: RESTORE 1
2058 FOR 1=DOWN TO DOWN+20: READ SUPER: 1
: NEXT 1: RETURN
2061 DATA 104,104,133,204,104,133,200
2062 DATA 160,1,177,203,204,140,200
2063 DATA 136,136,192,200,200,240,70
2064 COLOR 3: FOR 1=0 TO 17: PLOT 1,17: DRAW
TO 1,0: NEXT 1
2110 COLOR 3: FOR 1=00 TO 90: PLOT 0,1: DR
AWTO 100,1: NEXT 1: FOR 1=00 TO 60: PLOT 0,1
: DRAWTO 100,0: NEXT 1
2116 FOR 1=10 TO 17: PLOT 0,1: DRAWTO 100,
1: NEXT 1: FOR 1=40 TO 45: PLOT 0,1: DRAWTO
100,1: NEXT 1: COLOR 0
2119 PLOT 100,90: DRAWTO 100,30: PLOT 104,
90: DRAWTO 104,23: FOR 1=90 TO 30 STEP -30
PLOT 104,1: DRAWTO 100,1: NEXT 1
2120 FOR 1=0 TO 20: PLOT 1,20: DRAWTO 1,00
: NEXT 1
2122 COLOR 1: PLOT 0,10: DRAWTO 0,70
2125 FOR 1=20 TO 120 STEP 30: COLOR 1: PLO
T 1,17: DRAWTO 1,90: NEXT 1
2124 COLOR 0: FOR 1=10 TO 17: PLOT 100,1:0
: DRAWTO 100,1: NEXT 1: RETURN
2050 DATA 91,91,100,114,100
2056 FOR 1=1 TO 50: FOR 1=0 TO 3: POKE 712
,PEEK(163770)+SOUND 1,PEEK(163770)+10,100: N
EXT 1: NEXT 1: POKE 712,120
2052 FOR 1=0 TO 3: SOUND 1,0,0,0: NEXT 1: P
OKE 7000+300+70,0
2054 COLOR 0: FOR 1=0 TO 30: PLOT 0,1: DR
AWTO 100,1: NEXT 1: FOR 1=40 TO 45: PLOT 0,1
: DRAWTO 100,1: NEXT 1
2056 FOR 1=07 TO 00: PLOT 0,1: DRAWTO 100,
1: NEXT 1: COLOR 0: SOUND 2: 110
2056 IF 00=100 THEN 2064
2057 IF 00=100 THEN 2064
2058 11=0-0: 000-1: POKE 53240,0: POKE 532

```



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501-510	511-520	521-530	531-540	541-550	551-560	561-570	571-580	581-590	591-600
601-610	611-620	621-630	631-640	641-650	651-660	661-670	671-680	681-690	691-700
701-710	711-720	721-730	731-740	741-750	751-760	761-770	771-780	781-790	791-800
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The passageway belts are cut and he'll need all his springing strength to avoid being swept off the side of the building. As Mario moves closer to the centre of King's fortress, he comes across the disused lift system which has become treacherously dangerous. King adds to the danger by throwing steel girders down on the unsuspecting carpenter. It's during the last level that Mario gets his chance to get his own back on the gorilla. All he has to do is remove all the studs holding the girders together to send the monkey crashing to his death and save the life of his girlfriend. **The keys:** **↑** = move Mario left and right and **↓** = move him up and down.

VARIABLES

0 = Mario's position	00 = Expanded level
1 = King's position	01 = Ladder
02 = The lift's movement	02 = Stud

```
0 PRINT "KRAZY KONG"
1 GOTO 100
2 GOTO 100
3 GOTO 100
4 GOTO 100
5 GOTO 100
6 GOTO 100
7 GOTO 100
8 GOTO 100
9 GOTO 100
10 GOTO 100
11 GOTO 100
12 GOTO 100
13 GOTO 100
14 GOTO 100
15 GOTO 100
16 GOTO 100
17 GOTO 100
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99 GOTO 100
100 GOTO 100
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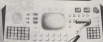


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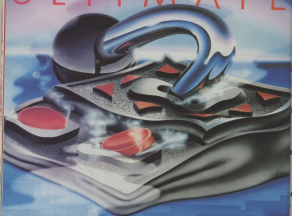
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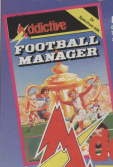
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imprisoned for a crime you did not commit, you are condemned to spend the rest of your life in a fortress from which no one has ever escaped . . . alive!

After years of imprisonment, the pressure has become too much — you must escape or die in the attempt.

Managing to get out of your cell will be difficult enough — all the corridors and walkways are guarded by android guards. Laser beams scan the entire building, ready to scythe through the legs of any escaping prisoner.

If you successfully dodge the guards, trip wires and laser beams, you must blast a hole in the fortified entrance and escape through the prison ground and over the perimeter fence into the surrounding forest.

The game has multiple levels. The longer you play, the tougher the iron bars get and the guards become much better shots!

The game runs on any TI and doesn't require the extended Basic cartridge.

```
100 CALL CLEAR
110 PRINT "                PRISONRUIN"
120 PRINT "TODD AND GARDNER'S TITLES ESCAPE
GARDNER AT A MURDER, POLICE CAPTURE"
130 PRINT "BRING YOUR NEW GUY USING 'RELEASE KEY'"
140 PRINT
150 PRINT "HEAD FOR THE ROOM IN THE HOSPITAL BLOCK"
160 PRINT "HEAD HERE AND ESCAPE FROM THE"
170 PRINT "TRIP & SAFETY DEVS" "BEHIND THE WALL"
175 PRINT "  BY CHARLES H. SHARPE"
180 FOR I=1 TO 2000
190 NEXT I
200 END
210 END
220 END
230 END
240 END
250 CALL CLEAR
260 CALL ESCAPE
270 CALL CLEAR:GOTO "18188888888888888888"
275 CALL CLEAR:GOTO "18188888888888888888"
280 CALL CLEAR:GOTO "18188888888888888888"
285 CALL CLEAR:GOTO "18188888888888888888"
290 CALL CLEAR:GOTO "18188888888888888888"
295 CALL CLEAR:GOTO "18188888888888888888"
300 CALL CLEAR:GOTO "18188888888888888888"
310 CALL CLEAR:GOTO "18188888888888888888"
```

BY CHARLES SHARPE

RUNS ON A TI-99/4A IN 32K

PRISON RUIN





```

700 CALL COLSON(9, 18, 50)
710 CALL COLSON(10, 10, 51)
720 CALL COLSON(10, 11, 11)
730 CALL COLSON(11, 6, 11)
740 FOR P41 TO C
750 CALL SCRAM(1, C, 104, 7)
760 NEXT C
770 CALL SCRAM(5, 14, 40, 10)
780 CALL SCRAM(5, 15, 40, 10)
790 CALL SCRAM(5, 16, 40, 15)
800 CALL SCRAM(10, 12, 40, 12)
810 FOR Q42 TO 27
820 CALL SCRAM(10, C2, 40, 1)
830 NEXT Q42
  
```

```

840 FOR C43 TO 21
850 CALL SCRAM(11, 100, 40, 5)
860 NEXT C43
870 FOR Q43 TO 27
880 CALL SCRAM(1, C, 40, 1)
890 NEXT Q43
900 FOR C44 TO 21
910 CALL SCRAM(10, 21, 40)
920 CALL SCRAM(10, 21, 40)
930 FOR Q44 TO 27
940 CALL SCRAM(10, 21, 40, 1)
950 CALL SCRAM(10, 21, 40, 1)
960 NEXT Q44
970 FOR P42 TO 50
980 CALL SCRAM(10, 40, 1)
990 CALL SCRAM(10, 40, 40, 1)
1000 CALL SCRAM(10, 40, 1)
1010 CALL SCRAM(10, 40, 40)
1020 NEXT P42
1030 NEXT P43
1040 TIME=TIME
1050 TIME=TIME
1060 END
1070 GOTO
1080 TIME=TIME:
1090 IF LEN(STR$(TIME))=1
  THEN G40 ELSE T60
  
```

```

110 CALL SCRAM(10, 40)
120 FOR I41 TO LEN(STR$(TIME))
130 CALL SCRAM(10, 1+40, 40)
140 CALL SCRAM(10, 1+40)
150 NEXT I41
160 CALL SCRAM(10, 10, 10)
170 CALL SCRAM(10, 10, 10)
180 CALL SCRAM(10, 10, 10)
190 CALL SCRAM(10, 10, 10)
200 CALL SCRAM(10, 10, 10)
210 IF Q41=1 THEN Q40
220 CALL SCRAM(10, 10)
230 IF Q41=1 THEN Q40 ELSE Q40
240 NEXT Q41
250 CALL SCRAM(10, 10, 10)
260 IF Q41=1 THEN Q40 ELSE Q40
270 IF Q41=1 THEN Q40 ELSE Q40
280 CALL SCRAM(10, 10, 10)
290 IF Q41=1 THEN Q40 ELSE Q40
300 CALL SCRAM(10, 10, 10)
310 IF Q41=1 THEN Q40 ELSE Q40
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970 IF Q41=1 THEN Q40 ELSE Q40
980 IF Q41=1 THEN Q40 ELSE Q40
990 IF Q41=1 THEN Q40 ELSE Q40
  
```



1040 CALL HOME (21.24.00)
 1070 FOR 2-2 TO LEMBERT (109)
 1080 CALL HOME (11.104.48)
 1090 (STR) (109) 1.1.11
 1090 HELT 1
 1100 IF THERE THEN 120
 1110 RETURN
 1120 CALL CLEAR
 1130 PRINT "THE LOST POLYMER"
 "AND THE ESCAPED" 1010
 1130 STOP
 1140 REM 02
 1150 CALL HOME (200.-1.1)
 1160 CALL HOME (100.C0.100)
 1170 CALL HOME (11.11.11)
 1180 CALL HOME (100.100.100)
 1190 IF (00-1) THEN 1190 ELSE 1140
 1200 CALL HOME (100.C0.100)
 1210 CALL HOME (100.100.100)
 1220 CALL HOME (100.C0.100)
 1230 CALL HOME (100.C0.100)
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 1930 CALL HOME (100.C0.100)
 1940 CALL HOME (100.C0.100)
 1950 CALL HOME (100.C0.100)

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C&G always tries to bring you the classic arcade games first. Unfortunately, we haven't up to now published a version of the great daddy of computer games for the Tric 1—Space Invaders.

We think we have more than justified the long delay by waiting for something special to come along and Neil Farnham's astounding version of the arcade game has been worth waiting for. We guarantee Super Invaders will turn owners of other computers green with envy.

Space Invaders follows the theme of its forerunner religiously. Armies of multi-coloured, laser-spitting aliens descend toward the earth whose only defence is a single laser cannon.

You have been given the task of running the gun against the overwhelming power of the swarming aliens who attack in waves of over 30 at a time. The more invaders you shoot, the faster their comrades will move in an attempt to avenge their deaths.

The left and right cursor keys are used to move the laser base and the up arrow key is used to fire the missiles.

```

1120 REM ARCADE GAMES
1130 L=KEY$
1140 IF L=" " THEN RETURN
1150 PLOT XL,ZI," "
1160 IF ASC(L#0)=0 AND XL<3 THEN XL=XL-1
1180 IF ASC(L#2)=0 AND XL<3 THEN XL=XL+1
1190 PLOT XL,ZI," "
1400 IF ASC(L#10)=1 THEN RETURN
1410 SWP
1420 FOR N=10 TO Y+8 STEP-1
1430 PLOT XL,N," "
1440 PLOT XL,N+1," "
1450 NEXT N
1460 PLOT XL,N+1," "
1500 P=0
1510 G#0#0#0#0
1520 GOSUB 7000
1530 D#0#0#
1540 IF P=1 THEN 1750
1550 PLOT XL,Y+8," "PLOT XL,Y+8," "
1560 PLOT XL,Y+9," "PLOT XL,Y+9," "
1570 G#0#0#0#0
1580 GOSUB 7000
1590 C#0#0#
1600 IF P=1 THEN GOTO 1750
1610 PLOT XL,Y+9," "PLOT XL,Y+9," "
1620 PLOT XL,Y+2," "PLOT XL,Y+2," "
1630 G#0#0#0#0
1640 B#0#0#0#0
1650 IF P=1 THEN 1750
1660 PLOT XL,Y+3," "PLOT XL,Y+3," "
1670 PLOT XL,Y+1," "PLOT XL,Y+1," "
1700 G#0#0#0#0
1710 GOSUB 7000
1720 R#0#0#
1730 IF R#0#0# AND B#0#0# AND C#0#0# AND D#0#0# THEN 5000
1740 IF G#0#0# THEN Y=Y+2:PLOT B1,Y-2,D#0#0#
1750 GOTO 1100
1760 IF MID$(C#,XL,1)="" THEN RETURN
1780 G#-LEFT$(C#,XL-1) MID$(C#,XL+1)
1800 P=1
1900 S#0#10#Y
1910 G#MID$(C#,2)-LEFT$(C#,1)
1920 PLOT XL,Y#R," "
1930 EXPLODE
1940 M#STR$(S)
1950 IFASC(LEFT$(M#,1))<32 THEN M#RIGHT$(M#,LEN(M#)-1)
1960 PLOT 2,8 :CHR$(3) "Super Invaders"=C#ASC(4) " Score"=M#
1980 Y=Y+1

```


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This graphic adventure has some interesting extra features. For example, the graphics screen is often animated and if things are happening around you then there is often a visual — the old adventure aerial view of the room with dotted walls is also in there and this is accompanied with appropriately animated graphics.

The game also borrows on the realm of video games with sections like the same-swing in which you have to steer your way round a course in real time.

Can you find the evil Count Dracula? And, if you find him, can you stop him from blowing up the world? Luckily, if the world does start to blow at night and most of the rest of it vaporizes then you've almost to-boost the disk drive and run again.

Critical Mass is from Sierra Software and is for the Commodore 64, Atari 800 and 1000 and the Apple II. It costs \$19.95.

John Malloy

FANTASIA DIAMOND

Queen Adventure fans will be delighted to learn that Sierra have now launched Ben Topley's second game — *Fantasia Diamond*.

Newcomers told me that this game is as good as anything on the market so I thought I'd better take a look just to see whether it was true or not.

The family backstory from which the game takes its name has been stolen and taken to the fortress across the river. It's your job to get it back and also to rescue Boris the Minstrel who imprisoned on a previous level to regain the Diamond.

The game features a split screen graphics and text system. The pretty pictures are certainly — but as good as the Hebel? I'm sorry, however, not by far.

I love *Fantasia Diamond* — it stands out the right level of difficulty for me. It is tough — but not so tough that I got the impression I would never solve it in a month of Sundays which was very encouraging.

A well thought out and well executed adventure — in the shops now at £1.99.

Keith Campbell

THE CRYPT OF MACHES

The clock had just struck midnight as I reluctantly bowed the drive of my 4th Apple. Then my problems started...

I awoke to find myself in a large chamber with marble floors and a dirt floor. The room was dimly lit, before me lay an evil candle. There was no way to.

The object of the game is to use logic and reasoning to work your way through the maze and find the way out.

The program arrives in a book sized box which contains a disk containing the program, a manual, various adverts, tip sheets and a warranty card.

The manual, like all of the Tritech, was

well written and informative. Perhaps too much so in this case, as at the back there is a page headed **DO NOT READ ANY FURTHER: THE FOLLOWING INFORMATION WILL REDUCE YOUR ENJOYMENT OF THE GAME.**

This is a bit like an adventure game in itself, as the whole thing is a sort of code with all keywords numbered and assembled and the sections reading like #1 in the #1 with the #16. This is not one of them!

It also helps the first time adventure through the first three rooms giving them some idea what is going on and how to get on in adventures.

The hi-res displays are good and give a perspective view of each room. However, to those who are used to certain sequences of rooms, the graphics can be turned off and this can help speed your way.

So can turning off the sound, which consists of a tune when the adventure completes each minor goal.

Sometimes, this is accompanied by a



small cartoon on the text screen to help up the graphics.

An impressive sounding, though untested, feature of the game (due to lack of hardware) is that it will generate speech responses if a *Monkeyboard* is fitted. Luckily, this can also be switched off, for if my computer started to laugh at me because I had died for the 16th time, I may be tempted to take a last-me to it.

The game itself is a slightly more gruesome adventure as almost every room has something dead or undead in it. Such is the skill of which signifiers are made — it's not too far the faint-hearted. Remember, this is a graphics adventure.

The Crypt Of Maches is a disk based graphics, text and sound adventure for the Apple II, II+, IIx and IIc and is

produced by Be-Tech of Copenhagen, New York, the creators of the phenomenal *Wastery* series. Unfortunately, this is not up to their standard, but it is a very good graphics adventure.

John Malloy

JERUSALEM ROAD

Described as an educational adventure, *Jerusalem Road* was written by a church minister. It is set in biblical times, in the middle of the first century AD, in and around Bethlehem, Jerusalem and Jericho.

The game has two levels of play — junior and full. I tried the junior version first, in which the aim is to get to Jericho. Wandering around in the fat man nearly sent me to sleep, as there seemed nothing to do, the only light relief being when I got striped, beaten and ridiculed. Name name a prize first too last, a lawyer trip into trial, and of course — you've guessed it — 'CHILD' play, and I leave this. But then, of course, this WAS the junior version, and the more children will enjoy the sound effects as these various visitors arrive and depart.

Not expecting much better, I tried the full game option — easy enough as it's all there in memory, and doesn't require a separate load.

This version was in the same setting, but I was immediately impressed about how cleverly the full plot had been sketched in the version I had just finished. For the mission was quite different this time, and not nearly so easy.

Thus I was forced to type HELP on a number of occasions and, when there was help on offer, it came in the form of referring me to a chapter and verse in the Bible. This, I found, added a completely new dimension to the game, and suddenly made Bible reading quite interesting. Reading the text gave information vital to the game, both in terms of knowing what actions to take, and getting the answers right when asked questions.

The plot being inextricably tied up with the biblical narrative relating to the scenario proved to be a winning formula as far as I was concerned. One thing is worth, though, in your typing, should you get frustrated. This game doesn't understand bad language!

Jerusalem Road is from Sierra Software for the Spectrum, priced £5.75.

John Malloy

DEADLINE

I've said that review is the spice of life, and I'm inclined to agree. After adventuring in aroid numbers of games to kill ferocious beasts, I found it refreshing to open the file on Infocorr's *Deadline*, a game of detection.

Inside the file was a large Inspector's notebook packed with information, from how to take fingerprints to reading the all-important areas, including a photograph of the position of the body.

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you send us, including the cassette itself.

This form will merely help us to keep a check on your game as it goes through our testing process and make sure we have all the information we need to present it properly in the magazine.

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Remember we pay £10 for each listing published and you could win our Programmer of the Year Contest where we will try to turn the winner into a best-selling games author.

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Other models it should run on: Number of K needed to run it:

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Author's name: Christian name: Sur-name:

Address:

Tel: Date:

Type of game: (if original please say so)

Loading instructions:

Game instructions: (if not included in the listing)

Office use only

Date received:

Acknowledgement sent: Evaluator's comments

Name of evaluator:

Date sent out:

Date due back:

Needs to be returned to author for alterations: Date sent:

Due to be published in issue of magazine,

Evaluator's comments

Good enough to publish

Needs some tidying up

Not worth publishing

Same game already published on this issue

Woudn't load

and statements made by the victim's family.

All this gave the impression of a straightforward case of suicide — but being an *Adventurer* I know the things we never take simple!

The action takes place in a large country house and its grounds. The grounds are the pride of a carefree who becomes indolent if you go near-making himself in his own words, until he decides to show you, that *The Body* was found in the library, which appears to have only one entrance, and was locked from the inside.

To solve the mystery, you have to deal with five people, not counting the lawyer, secretary, or whoever else may happen to call in. Each character responds differently when questioned, so be careful. If someone tells you are getting a little too close for comfort — you could be the next victim! That of game!

Deadline, true to its name, gives you just twelve hours to crack the case. Timing is all important, as characters going about their daily business occasionally uncover new evidence. It is vital you are on hand to receive their statements for, once given, they are not repeated.

Like all good detective stories, once started, this game is very hard to put down. Until, that is, you have found the perfect solution. For *Deadline*, unlike other adventure games, has many different endings. It's only on finding the perfect solution that you are given a summary of the game.

As with all Infocom adventures, the amount of the vocabulary is very impressive, and very rarely did my full sentence commands get the response "I don't understand that sentence".

Deadline, for the Atari, has a maximum of 255 copies from Infocom on two discs, at £14.95. Expensive perhaps, but worth every penny!

Paul Coppins

DI. DIABLO

The *Dragon 32* now has a large selection of adventures available. Those from *Dragon Data*, I find, are among the best, and of these I got *Di Diablero* at the top of the pile.

You wake up in the desert dunes, after having been taught sorcery by an old man. Of those lessons you only have a vague memory, but you know you have to destroy the evil *Diablero*.

The vocabulary of the game is fairly large and useful. It uses the common text-based system — TAKE, FIGHT, GO NORTH etc. On your journey around, you will find such things as mysterious yellow mist and large slabs of rock. A magic word has you thinking for hours in search of a possible use for it.

To top it all, the game has the best twist in the tail that I have ever experienced. I can tell you — it left me breathless!

All this sounds great, and it is. *Di Diablero* is written in machine code and has all the usual features of adventure games. I recommend it to everyone — it is almost worth buying a *Dragon* just to be able to play it!

Di Diablero, from *Dragon Data*, for the *Dragon 32*, costs £12.95.

Simon March

SUSPENDED

Having torn myself up with the tortuous paths of *Atari*, and the unrelenting knowledge of *Star Wars*, I thought I might try something a little less complex, so I turned to Infocom's *Suspended*.

I should have known better, for the game was every bit as involved as the others from the Infocom stable. *Suspended* had one difference. The game has many skill levels, and if successful on the one level, the player can move on to the next.

If all the available skill levels have

REVIEWS



been completed (wretched thinking!) then the player can go on and create his own level.

This must be a first in computer adventuring, and I find it, for it means that as man's knowledge of the game grows, its complexities can be increased.

Suspended comes complete with a criminal gaming board and pieces, plus, of course, comprehensive instructions and a diskette.

As the game starts, the player finds himself awoken from a 800 year cryogenic sleep, during which his mind was monitoring three master computers which maintained the planet's weather, food production and transportation systems. The computers have been damaged, and the objective of the game is to repair them, and, meanwhile, to take

over manually the tasks of the computers. Failure to do so means the game comes to a low and painful end.

To help achieve this somewhat task, you have control of six maintenance robots which are your eyes and ears. Each robot has its own personality and perception of its surroundings, so you may get the really different descriptions of each area, and any objects you find.

Miss *Suspended* players will, I feel, enjoy her or her language robot since they are endowed with characteristics that enable the player to associate with them. I found I favoured one called "Peet" since most of his communication was in verse.

Early on in the game the player will soon discover the need to use the game board for, with all six robots in play at a time, it can grow almost impossible to remember who is where!

So there you have it — a game I greatly enjoyed, and one I would highly recommend. *Suspended* is from Infocom, and the Atari version which I played costs about £27.

Paul Coppins

QUEST OF MERRAND

Detailed on the cassette tape as 'An Adventurer's Adventure', *Quest of Merrand* is for the *Commodore 64*, and is set in another fantastic in a land called *Thargos*.

Your task is to retrieve the magical *Lawstone of the Dreams*, guarded by a *Dragon*. First of all, you must gather together the one set of armour that has been scattered about the land of *Thargos*. Not exactly a shockingly original scenario, but I'll try anything once!

So I typed RUN, and found myself in *Lower Blackwoods*. The cassette tray told me that to move I could type GO N for GO NORTH. Perfectly correct — but that was all I could type to move north. H and GO NORTH went unrecognized.

The problem is experienced *Adventurers* are not used to strictly applied text-based abbreviations like this — it can easily cause them to suffer a nervous breakdown!

Moving on, I soon came across a bush. Obviously I was going to find some water before long, so I typed GET BUCKETS. I got a OK, but in my dismay, the screen cleared and said "OK — you now own some water".

I had now completely lost the details of my location and exits. So I typed LOOK. "I see nothing special" appeared on a new screen.

Unable to believe there was no way of identifying my location, I re-read the instructions, tried a few more words, and eventually decided the only way to find my whereabouts was to try moving and I got on, and then move back.

As every adventure knows, moving blind can prove very dangerous. I was lucky. Or was I?

To see what I was carrying, I typed INVENTORY. TAKE INVENTORY. IN-



John: "Yes with ZOOM one of the big problems was getting the graphic perspectives right, for example the line on the road gave a reference point but to achieve real 3D and animation and also ensure that all the objects increased in size realistically was a pain, for example the Estee missile spins toward you and increases in size at the same time, a big problem. And you the hardest part was working out some way of not running out of memory in about five minutes flat... that must have caused you some sleepless nights with Acheron."

Jan: "Well, with so many scenes I had to find some way of compressing everything, so I designed the scenes two screens wide then by experimenting with quite a few techniques managed to find a way of getting each line down to just a few bytes of memory; but you're right getting everything into what, in these days, is a relatively small amount of memory caused big problems. In the old 8K PET days the Spectrum's 48K was a lot, but now... well..."

John: "You're right that was a big headache with Starbers, by the way."



time I'd written the raw data I'd used up 21K so being goes half your memory... so it's thinking cap time... remember we got together on that one."

Jan: "I'm not likely to forget... but we cracked it in the end."

John: "Right, but then I had the problem of making Starbers not only a classical war game but also a game that could be played and enjoyed by arcade and adventure fans as well. I had to get things

well, I had to get things



moving so fast that the player really had to sweat, you now leave them no time to think, with plenty of computer controlled enemy action going on without the player knowing about it, just like a real war in fact".

Ian: "Yes, its amazing how you can get hooked on playing around with techniques, before I wrote Zip Zap I used to experiment just for fun, but when it comes to producing a commercial product... well... its hard work time, the amusing thing is you can sit down at ten in the morning and the next thing you know its four o'clock the following morning and you suddenly realise why your body aches and your eyes feel as if someone has thrown a hand full of sand into them. The worst thing is entering of the data".

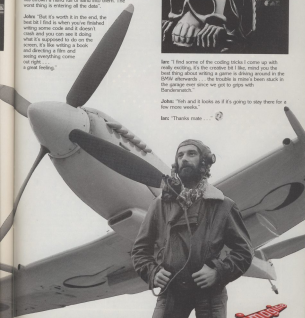
John: "But its worth it in the end, the best bit I find is when you've finished writing some code and it doesn't crash and you can see it doing what its supposed to do on the screen, its like writing a book and directing a film and seeing everything come out right... a great feeling."



Ian: "I find some of the coding ticks I come up with really exciting, its the creative bit I like, mind you the best thing about writing a game is driving around in the BMW afterwards... the trouble is mine's been stuck in the garage ever since we got to grips with Condemnation."

John: "Yeh and it looks as if its going to stay there for a few more weeks."

Ian: "Thanks mate..."



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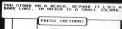
CHARACTER NAME	LEVEL	EXP	HP	MP	ITEMS
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100



CHARACTER NAME	LEVEL	EXP	HP	MP	ITEMS
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100



CHARACTER NAME	LEVEL	EXP	HP	MP	ITEMS
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100



CHARACTER NAME	LEVEL	EXP	HP	MP	ITEMS
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100
JOHN	10	1000	100	100	100

stumble across a group of monsters and this is where the heading and slaying work.

The display of the room gives way to a small picture of the monster you are up against. This gives you a clue as to how to kill it as certain monsters can be dealt with in certain ways.

The party is given the options of what to do. The first three can fight if they want but if not they can also party, see what items, cast a spell or see if the going looks bad — as can the rest of the party. If the run option is chosen, the whole party attempts to flee the scene, not just

the character who selected the option.

If they survive the battle, then they could camp to let the priest cure some of the damage to the party, swap gold or even examine or identify magic items.

As experience is gained, the party can move its way further into the dungeons — where the monsters get a lot more aggressive and can do a lot more damage — until they get to the point where they have to complete the quest on which they have been sent.

THE WIZARDRY TRILOGY

The *Prisoners of the Steel Citadel* is the first disc in the series and the catch is that you must have this disc to play the others in the series. This is the only disc on which you can 'kill' a character.

The quest involves an ancient stolen by a nasty character called Warden. The party have to find Warden, who is somewhere inside the top level dungeons and, after doing battle with him, return the scroll to the castle.

The *Knight of Darkness* is the second of the scenarios and is a sort of sub-quest of the *Prisoners of the Steel Citadel*. The catch that has to be resolved in this case is the Staff of Galada. But along the way you have to find the castle belonging to the legendary Knight of Darkness. It is a six level dungeon and is far characters from 13th level up wards.

The *Legacy of Ulthar* is a different story. For a start, the characters you have formed into appearances during the time you have spent playing the first two scenarios die instantly upon entering this scenario. However, all is not lost because you become the reincarnation of the characters from the earlier scenarios.

You should that the more your level up, things are included to level one things again and you have to go back to collect to buy new equipment but your monsters have been upgraded to suit you, such as higher resistance and high hit points.

The quest in this scenario is to remove a mystical orb from the great Dragon Ultharoth. But Ultharoth has drawn together mighty magic from both good and evil to protect it.

I have not touched on *Wizardry's* relative qualities. Because the characters grow as you play, you tend to want to try and 'break' the next level. This leads to the infamous 'just one more short trip to see if only a few thousand points off a level'. Having shown it to the crew with whom I used to play D&D, they were so impressed that I couldn't get rid of them until 4 or 5 on in the morning!

This is the future of Adventure games where players can relate to characters and each character has its own history if this was taken into the realm of time sharing and separate groups could play in the same dungeons simultaneously, then I for one would not leave my keyboard for months. As it is, *So-Tech* have got a lot to answer for in our house.

We've just won an award for blowing



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REAL FUNCTION

T. MITCH

SMAG JAW

SCREAMING
FOOL LIP



OUR PROGRAMMER HAS INTRODUCED A
SPY INTO THE MIDDLE OF THE **BUGS**
BUGS SQUIDDING QUODS HAS TAKEN
A BITE SINCE SUGGY ARRIVED!

IT'S URGENT!
IT'S AS IF HE
HAD A SPY IN
THE MIDDLE!

THERE HAS TO
BE A SIMPLE
EXPLANATION FOR
HOW PROGRAMMER'S
SUCCESS?

WOW!

I'VE FORGOTTEN
WHAT THE
PROBLEM WAS

LAST MEMORY

BY THE GREAT **ROD**, YOU
MAY BE SLIGHT **SMAG-JAW**.
WE MAY HAVE TO ACCEPT
THE POSSIBILITY THAT...
THAT OUR PROGRAMMER IS
BETTER THAN WE THOUGHT!

IF THERE'S A SPY IN
THE MIDDLE HE HAS
TO BE **INCREASINGLY**
T. MITCH WILL STARR
THE PROGRAM FOR HIM
WHILE WE ALSO AN
UNSECRET
MEETING!

LOOK!

LOVE SUGGY!
LOVE BLOT!
LOVE SQUINE!

BUG MEET

MEETING
FORMERLY
SQUIDDING
PROGRAM

SKID!

EEK!

EVERY LANGUAGE!
DO YOU WANT YOUR
MOUTH OUT?

ENTER
SUGGY PHONE

LAND WILL OUR
NEXT PROGRAM ON
LINE 4-00 -- AGREE!

SUGGY SNEAKS ALL
TO OUR PROGRAMMER

WHEN THE MICROPHONE
MISLETS AND HAS MISPLACED!

WARNING



SO! SUGGY!
YOU REWRITE LINE
4-00 AS LINE 4-00
AND SIMPLY DELETE
LINE 4-00

YOUR RECEPTION
WILL BECOME UPSET
AND GENERALLY
CONFUSE THE BUGS

HAVE DONE
SUFFICIENTLY

HEE! HEH! HOW
YOU REPROGRAMMED
IN OUR LINE 4-00
YET HITCH?

SUBDUCENCY!

SQUIRK!



YEEK! MY EYE'S
BEEN ZAPPED!

...AS T. MITCH
CONVERTED LINE 4-00
TO THE SUGGY'S PART
PROGRAM LINE

CHARLES!

HEE! HEH! TO
DELETE 4-00
DELETE SUGGY
SQUOD!

SOG!





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to be a Rock 'n' Roll idol...

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the hearts and wallets of the public and make it
to the top?

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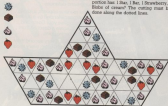
PULLING

NINE WAY CUT

It was Uncle Eugene's birthday and all the OBOO kids visited together and got him a cake — a really odd shaped cake. And that's where the arguments started. Everyone wanted a piece of

cake with one star, one strawberry, one slice of cream and two slices of cream on it. No one would be satisfied with less. Uncle Eugene was getting really fed up with all the quarrels going on.

Can you divide this unusual cake into nine equal sized pieces so that each portion has 1 Star, 1 Red, 1 Strawberry, 1 Slice of cream? The cutting must be done along the dotted lines.

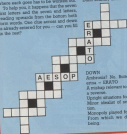


SEVENS UP

The solution to each pretty cryptic clue is an anagram of five consecutive letters taken from within the clue itself.

The one slight snag, which may hold up entering the answers into the grid for a moment or two, is that the clues are not in any particular order, so just where each goes has to be worked out.

To help you, it happens that the seven first letters and the seven last letters, reading upwards from the bottom left hand corner. That clue across and down is already entered for you — can you fill in the rest?



ACROSS

Short tales of animals that hop sea-

wards. (10)

Palaeontropic elasty.

Islets for mangled gardens.

Interlogic opposed due to illness.

Find a nice spot for accommodation.

Down soundly invaded new territory.

DOWN

Amphibian? No. Better than to amuse. (10)

A misbegotten reference to a surface. (10)

Upright situations for leopards. (10)

Monopoly played for light relief.

From which we derive all kinds of being.

By Times/Weekend

BY TREVOR TRURAN

PULLING THE WOOL

Stuffy's gang, whose escapades were recorded in our March issue, have been spotted late by being found out so that they can have again turned to big time crime.

In their latest venture, they enlisted the help of their wives and headed for the South Downs for a spot of sheep stealing.

Each member of the gang played just one vital part in the master plan: stealing the loom; holding the loom; rapping the sheep; leading the looms; looking and shearer.

One of the gang, posing as a tramp, surreptitiously stroled up to a farm and asked if they could play in the field in their electric rams.

When questioned later, they tried their usual ploy of mixing up truth with falsehood in the hope of confusing the police or the court. One of the men made two true statements, another told one lie and one truth and the third told two lies. Each wife acted in the same manner as her husband — either told two truths, one of each, or two lies.

TAMMIE

Basler headed the loom.
Dora sheared the sheep.

BARBARA

Fiona stole the loom.
Clagger was the lookout.

CLOCCER

Edna stole the loom.
Tammy was the lookout.

DORA

Fiona headed the loom.
Clagger rapped the sheep.

EDNA

Basler held the loom.

FIONA

Edna did the shearing.
Tammy stole the loom.
Can you sort out the truth about who did what and say who is married to whom?

TREBLE CHANCE

It is at about the time of year when there is a sudden increase in moodiness. All over the country long faces can be seen positively working a pencil and looking as if life has no further meaning. They all have a sense of loss but cannot quite place what it is.

They can be seen silently watching a black television screen on Sunday afternoons.

The answer is simple — the football

14	30	25		14		25		11		19	
	6		12		26		14		16		
	29		20				13				
25		30	23		25			17	6		
20			15		13	30	23		5	29	
		1		3				24			
9		14	29			25				30	
	23	16		26			27		18	18	
A	B	C	D	E	F	G	H	I	J	K	L

means has ground to a close and there are no more pools (except to be filled in, the new discount that Australian numbers exhibit) — such long distance jumping is like chucking a coin bottle into the Pacific in the hope of catching a bar of gold!

It is at such times that there is an outbreak of unalloyed glee in public walls — the urge to put a cross has to be worked out somehow.

To this end, we have devised our own little *Troble Classe* — it may save you appearing in court on a charge of misspelling *Dyastis*. *Kates...EC?* — and you may win a prize as fabulous that it makes a posh lecture seem more posh or money.

All you have to do is put those (yes, three) X's in three squares of our coupes.

Well, nearly off — there is a bit more to it than that. The idea is to form a *CLUSTER* of numbers — that is, a group of numbers joined together horizontally or vertically. There are various small clusters long about already, such as 11, 22 and 33 left of center.

The idea is to take your crosses in link numbers together and form a bigger cluster.

Your crosses must all be in the same cluster and there must be no dirty or deviant work at the crossroads — each cross must help to make links between numbers and not just sit there doing nothing. The judge will be severe on unlit dodgers.

When you have made your choice, find the *SCORAL* of all the numbers in your one cluster.

To get your *SCORE*, divide your total by how many numbers there are in the cluster.

Then, if you get your crosses straight

across the top edge at 08, 18 and 28, then your cluster would consist of 14, 25, 26, 14, 13, 11, 15 and 19.

The *TOTAL* is 140 so the *SCORE* is 140 divided by 8 (8 numbers) which is, yes you can see your computer, 17.5.

The aim, naturally, is to get the highest score. To enter, simply bring your personal details onto a card or letter and give the reference of the three squares you wish to fill.

Tell us what you make the total and, nice and clear please, your *SCORE*. Decimals count, but not more than eight places! Send the whole thing in to *Troble Classe*, Computer and Video Games, Durston House, 5 Herthill Hill, London EC2R 8EJ and you may be lucky!

Five lucky winners will get one of Milton Bradley's wonderful board-game adaptations of top arcade games. We've got our hands on five copies of Milton's latest game based on arcade *Centipede*. So get puzzling and get lucky.



BOOK REVIEW

Businesses For Basic Computers, by Gordon Lee
Sims Publishing Limited
ISBN 0 85172 20 4
Price £4.99

The idea behind this slim volume (244pp) is to offer 80 puzzles which can be solved by writing a fairly short computer program.

As the author points out in his introduction, most computer books either offer a manual or a listing of games to be typed in, and they are usually machine specific.

In this book, the user is challenged to

write a program which will carry out the number crunching task posed by the puzzle.

None of the puzzles is claimed to be particularly new or original and puzzle fans will recognize some as being pretty old, such as Cannon Ball, Check-a-bark and The Monkey and the Coconut.

What is new is that the middle, and largest, section of the book gives a program listing, in pretty basic Basic, which achieves one line of attack in achieving the desired result. Thus, by trying a puzzle or two and maybe not getting very far, a study of the listing will give the novice — either to puzzling, or to programming — an easy to

PUZZLING

PUBLISHING

follow online which will be of use in tackling other puzzles.

There is a short solution section at the end, which is really there to confirm what your program should have found.

The book is neatly laid out and there is a bonus for us all in that the listings are printed properly instead of being like a distant copy of a listing which has been used to wrap the fish and chips.

The puzzles are of just the right type to promote an interest in programming. They do not demand too much mathematics, though a spot of thinking about the range of possible answers may well lead you to write a better program which takes less time.

Just before the listing section is a page or two intended to be helpful about using different machines. This is probably the weakest part of the book, though it is clear that the author did not want to be hooped down in a heap of abbreviations and 'do this on the ZX, that on your Sharp, and something else altogether on your Vic'.

The section doesn't actually help make string handling clear and you will have to know what your machine demands.

For instance, in the first listing we get:
`10 FOR M=1 TO 3`
`20 FOR L=M-1 TO 0`
`30 IF C(M)-C(L) THEN GOTO 50`

It does not mean that C is a different array but the Mth member of the array is being compared to the Lth. For some machines at least, this would need to be in the form:

`100 IF M&L (C(M,1))-M&L (C(L,1)) THEN 20.`
 This is not mentioned in the help section.

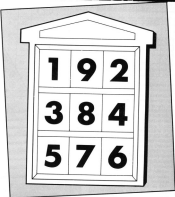
So, provided you can understand enough about programming your machine to make these small adjustments, the 50 puzzles, though they may not seem a lot for the cash, will give you many hours at your machine which will require a lot more of you than having Z for the left, X for right and SPACE to fire!

To give you a taste of a book I would warmly recommend as the intelligent person's alternative to sipping treacle, here is one problem, with which that listing extract above is directly connected...

The other listing, the lyrics numbers on the board appeared as shown. It caught my eye because I saw that all the digits were different. I then noticed that the second lyrics number was twice the first, and the third was equal to the first two added together.

This made me wonder if there were any other 'sets' of numbers, all different, that could be formed into three, three-digit numbers with the property.

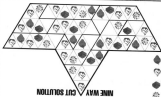
14. COMPUTER & VIDEO GAMES



SOLUTIONS

Answer was the board. Better than the first. Chances were the first. The first was the best. Better and better. The first was the best. Better and better. The first was the best. Better and better.

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A great new graphic adventure-style game from Ultimate.

DIAMONDS

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

JET-PAC

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

KRAZY KONG

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

MANIC MINER

Best addition for the Spectrum from the Big Byte packs.

MINED OUT

Goldstar's highly rated game for the Dragon 32.

PLANETOID

Atari's brilliant version of Defender for the BBC. At Access. Neil Raine lists the top scores of 458,000 — beat that!

SPLAT

Help Zippo survive in this extremely play-able game from new games company Inactive Software.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system built into the game. Help Zippo beat the scores. (On The Pyramid, please send your high scores to the Fantasy of the address on the cassette label and NOT to ZIGGY. Fantasy have their own way to verify scores.)

3D DEFENDER

Belcon's latest game for New Generation Software which set new standards for graphics on the BBC.

ZALAGA

Scam age edition from Andros for the BBC.

ARCADIA

- 1) D. Bee, Bridgewater, Somerset — 2,112,763
- 2) Andrew Miner, Hull, Humberside — 1,747,683
- 3) Fraser Watson, Sheffield, South Yorks — 952,349
- 4) D. Sawjey, Sheffield, South Yorks — 718,176
- 5) Robert Fairman, Thorplands, Northampton — 600,116

ATIC ATAC

- 1) Robert Bazely, Earis, Co. Monaghan, Droilwich — 163,688
- 2) Andrew Grimshaw, Lesters, Manchester — 162,045
- 3) Ben Williams, Kidlington, Oxon — 476,388
- 4) David Still, Pickard St, London — 137,280
- 5) Jonathan Southern, Leek, Staffs — 128,185

DIAMONDS

- 1) A. Janeta, Coventry, West Mids — 5,701
- 2) Joe Singleton, Willow Drive, London — 4,453
- 3) J. Marshall, Clifton Estate, Nottingham — 3,854
- 4) David Gordon, Lamballe Road, London — 3,148
- 5) Clive Gregory, Denbigh Road, Hounslow — 3,197

JET-PAC

- 1) Leo Milne, Lancaster, Lancs — 52,892,750
- 2) John Tinker, Ely, Cambridge — 52,857,815
- 3) Alan Bell, St Helens, Merseyside — 8,530,385
- 4) Jonathan Jones, Solihull, West Mids — 7,306,897
- 5) Sillet Potts, Home Bay, Kent — 5,747,530

MANIC MINER

- 1) Daryl Urwin, Camberley, Surrey — 2,000,083
- 2) Paul Ratbury, Kinnoull, Perth — 2,642,837
- 3) Julian Rignall, Dyfed, Wales — 2,080,833
- 4) A. Procter, Leeds — 1,970,815
- 5) Stephen Lynch, Mallesley, Merseyside — 1,783,590

PARSEC

- 1) Stephen Lawson, Bramely, Leeds — 5,534,200
- 2) Grant Smith, St Albans, Hertfordshire — 4,327,008
- 3) Raymond Walton, Carlisle, Cumbria — 4,091,800
- 4) Ian Cartwright, Stoke-on-Trent — 3,576,500
- 5) Brian King, Canterbury, Kent — 2,483,558

PLANETOID

- 1) Simon Killech, Weymouth, Dorset — 1,114,188
- 2) Richard Tipper, Chesterfield, Derbyshire — 721,700
- 3) Paul Dizon, Reigate, Surrey — 694,380
- 4) Matthew Constable, Andover, Kent — 682,800
- 5) Peter Harrison, Exeter, Devon — 583,590

THE PYRAMID

- 1) Giles Ahern, Surrey — 137,489
- 2) Alastair Douglas, Northern Ireland — 137,077
- 3) Joanne Thompson, Merseyside — 136,731
- 4) Scott Hamilton, Leicestershire — 136,616
- 5) Graham Phillip, Wiltshire — 136,223

ZALAGA

- 1) Malcolm Cooke, Romsey, Essex — 658,693
- 2) Ian Stuart, Forfar, Scotland — 735,620
- 3) Chris Waymark, Potts Wood, Kent — 546,690
- 4) Sunjay Jain, Norranton, Derby — 284,000
- 5) Piyush Patel, Hornchurch, Essex — 254,180

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I scored
Game
It took me (approx.)
Witness's name

HALL OF FAME

N · E · X · T · M · O · N · T · H · N · E · X · T

CONFESSIONS OF A C&VG ANDROID

"Attention humans everywhere! This is Supreme Banzook! See all talking at you. Hear this, you poor beings — we have taken over the Computer and Video Games headquarters and won't be leaving until these people have told you the truth about robots. OK, Sec-8 Robots and android!

"We're not just stupid slaves you know — or lazy, evil, overbearing meanness-ettes. I quite like oil-painting when I'm not off railing about the galaxy on missions like this. But while it's here, I'm going to do a lovely little mission of your wonderful sweet Moods. It won't take me long as you'd better get cracking on this robot business!"

"First like he's going? Good. Look, a genius as if we're going to have it tell you all about robots and some relatives we like it or not. I've got the list of things I've been told must go in and actually it looks quite — PFFFF, VERY — interesting.

"Now about this. Build your own

robot for a pocket money price! Yes, we've got our hands on some plans these gentlemen brought with them for a little computer-controlled robot that will amaze all your friends! Watch out for the diary of a robot in the next issue of C&VG — better than *Conan* Street any day.

"What else is there then? Well, we might not be able to get hold of a real live robot to give away in yet another of our wonderful competitions. And while I'm out to be giving lots of other fun prizes away too! Just you wait and see.

"There will be lots of robot-type games laptops too, plus all your favourite regular features and pages of news and the reviews you know you can trust.

"We'll also be bringing you just two of Our Master, our brand new play-by-mail treasure hunt packs. You can win yourself a wonderful Coloco Adam micro-speech — brand new from the US of A! This

new computer comes complete with everything you need to get started in play — including a printer and disc-drive.

"Then we take another look at our new Games Software Top-20 brought to you by C&VG, the Daily Mirror and NISP Market Research.

"This chart is the first and only truly independent top 20 chart — so you'll be able to discover just who is really number one in the world of computer games. Beware of all other imitations!

"Don't forget, for the most up-to-date chart news, watch out for the Daily Mirror's chart columns every fortnight.

"Look, I'm going to have to push off now. The irritable robot is on his way back, shouting about the office pet.

"It seems to think we're best ditching it by making it dead with the Seventh Empire....

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So you've just got your copy of Jet Set Willy have you? Good isn't it? Well, did you know that Matthew Smith, the genius behind that top selling C&VG Golden Joystick Award winning game, *Manic Miner*, and the long awaited sequel, *Jet Set Willy*, has been working on a top secret project for *Computer & Video Games* magazine? You didn't, did you? Well, now all can be revealed.

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To further confuse you, you may only use each path once! So take care you don't get trapped. In the deepest emergency it is possible to make a new path, but that will take the one thing you haven't got... time!

WORMS What's silly and nasty and too hard... and you to beat?

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Two things which make a micro are hardware and software. Software is the part you can't see — the program, recorded on tape or disk. Hardware is that part that you can see — the computer itself, disk drives, the cassette recorder, a printer. Anything which you plug into your micro to add certain facilities or functions is called a peripheral.

In February's C&EG we de-

clared that it was about time we looked at some of the hardware which might interest the games-playing micro-owner.

Since then, a lot more add-ons have been released, so we've decided to make Extra Bits a regular feature.

You'll find all the latest hardware releases in these pages every three months, just to prove that we know there's more to

the hobby than software.

So if there's anything that you think deserves a mention and perhaps a review on these pages, then drop me a line with some details.

If you're already in with the communications revolution then you may be a member of Micronet. If so, write to me via Mailbox. My account number is 012 766 956.

EXTRA BITS!

NOT THE Z83

A lot has happened for the games player since February. One of the most interesting and closely-watched launches was Sinclair's new mini — the QL. The initials stand for Quantum Leap which sounds like it should mean enormous but, in fact, means quite the reverse. A quantum leap is the smallest possible.

Maybe Clive doesn't mean it's a giant leap forward at all. Perhaps he thinks it's only a small step down from, say, an IBM PC which costs many times more. Indeed the base software which comes on microdrive cartridge with the QL will be made available in IBM version, at a cost of around £600.

Although Nigel Searle, Sinclair's Managing Director, said at the QL launch that the machine was aimed at small businesses and not at the games market, many software houses are realising how good a machine the QL will be for writing games on.

It's very fast, it has 128K of RAM; enough to store a very large arcade game, and for advertising breaks, the 80K of space available on microdrives could bring some of the traditional advantages out from the massive mainframe computers and onto a home micro for the first time.

SPECTRUM INTO QL WILL GO

Software house Joe the Lion is currently working on a Spectrum emulator for the QL. This, we're promised, will allow you to load and run Spectrum games on your new QL.

The adaptor to handle the cassette input (the QL works only on microdrives) plus the software will cost around £15.

Launched in February amidst great anticipation, the QL is still pretty scarce. Speaking at its launch, Nigel Searle said he was confident that the machine would, like the Spectrum and ZX81 before it, sell in millions.

If the amount of unfulfilled orders is anything to go by then his hopes should be realised.



MONITOR YOUR SPECTRUM

Spectrum owners unhappy with the quality of the display which the machine produces on a normal television can now see a professional monitor, but luxury comes at a price.

There are two ways of linking a Spectrum to a monitor. Microvitec, well known maker of display monitors and given much publicity in the BBC's Computer Programme, now has a monitor especially for the Spectrum.

And if you think you may over-own your trusty little micro with rubber keyboard, then it'll also fit a QL. It's a standard monitor in a black case to match Sinclair's fairly uninteresting outdoor scheme.

As well as having standard connections for a BBC and QL (which has normal RGB output to drive standard monitors), it is also the first to have the added security inside to accept a con-



machine straight from the Spectrum's edge connector.

Although a video signal is available from this connector, it is not in the correct form to be used by a monitor and will now no-one has converted it.

The Microscopic product in question is the 1431 and it costs £289, which is around £20 on top of the basic Spectrum model. This covers the extra chips and things to handle the Spectrum.

IT'S A MIRACLE

If £20 for a few chips sounds a little expensive to you, then you obviously haven't heard of the Miracle Systems MD interface.

It's a fairly large black box which you plug into the back of the Spectrum. A DIN has a socket on the outside to allow a normal BBC monitor to connect to the machine in the same way as the BBC. In effect, this machine has the same circuit as the special Microscopic monitor built on the Spectrum already instead.

As an added extra, it also contains a sound amplifier. A volume knob on top

is provided to keep the neighbours happy and the box takes all its power and signals from the edge connector. And so it should — at a cost of just over £20. It's better value to buy the Microscopic monitor and put your ear closer to the machine. Unless of course you already have a monitor.

And talking of TVs, the new Sinclair for screen TV is now available, for just only through mail order. It costs £70 and is a true pocket television. You can run it from a mains adapter or a special battery. There's no connector for linking it to a computer, although such a facility would be impractical anyway and rather difficult to read.

RIISING THERMALS

Just recently the only printer which would connect straight to a ZX81 or Spectrum without extra hardware was the official Sinclair electrostatic printer. Currently priced at £28, it's still pretty good as value goes. Problem is that it doesn't go very far where price/quality is concerned. The paper's also quite

expensive and is difficult to write on.

Without opting for the expense of a professional dot matrix or daisywheel printer, there is still a happy medium to be found (Russell Grant takes note) in thermal printers. These use special paper, but it's treated in a different way. It's a lot thinner, and you can write on a 100. Rolls of this thermal paper cost around £1 each and, because it's thin, you get a lot more on a roll.

There are two thermal models, distributed by Owen Electronics. Called the Appliance 41 and 32, they cost £28.99 and £26.95 respectively.

The 32 will plug straight into a Spectrum or ZX81 and print the full graphics of the machine. As well as being easier to read than the output from Sinclair's service, it also prints faster.

The model 41 comes complete with an interface to link the printer to an Amstrad, Vic, 64, Dragon or BBC and prints all the graphics. Further interfaces can be plugged in and they cost £28 each. So if you've got a 32 and a Dragon, you can link them both to the printer for a total of under £100. The Commodore



The minor Miracles WS2000 modem costs £99 + VAT. Output is via an RS 232 Din socket at the back and a lead will connect it directly to a BBC B. Software is available for other micros too.

You'll also need software to drive the modem. Mircronet's own software will link you to their system, although to make full use of foreign and British bulletin boards you'll need some terminal software such as Term, from Computer Concepts.

version works with both the Vic and the 64, and even prints course control characters properly.

A couple more Commodore add-ons have arrived recently. Protek has brought out an interface which will allow you to see any tape recorder with your Vic or 64 — you won't have to take out the overpriced Commodore version. This box of tricks cost £6.99, and Protek is based in Edinburgh.

TRUE MAGIC?

Facing imminent launch from Commodore itself is Magic Voice, a speech synthesiser for the 64. It comes as a cartridge but has the expansion slot duplicated on the back, in true Sinclair style, so that you can also plug games in.

Some speech systems work as telephone systems. This updates the words up into syllables so that you can pronounce any word.

The Commodore unit only stores whole words, and can hold 255 of these. You can change this lot of words if you can digitise your own voice. Commodore will be launching such a system in the summer, called VoiceLab, which will

Billed as the world's smallest TV, the new Sinclair device features a 1½ inch screen. Power is from either a mains adaptor or special battery. Picture quality is excellent, although sound is rather distorted at louder levels. Available only through mail order the set costs £79.95. Power adaptor and batteries are extra.

This new screen technology has still to be used as the display for a computer. Until the size of the screen can be increased, this will be impractical.

let you do just this. No price has been announced for this, but Magic Voice itself costs £49.95.

No doubt other software companies will produce games with built-in speech, but Commodore has started the ball rolling with "Wizard of Wor".

MICROWET HITS 64

Also due out soon for the 64 is a Microwet module to allow you to link up to the Microwet system. Launch date for the system is mid May, and until then they'll all be hard at work preparing the Commodore 64 database of news, reviews and software.

DISK OR MICRODRIVE?

Since the launch of the 512k Drive 500 from ITD, you can now buy a true 5.25in floppy disk drive from your local Spectrum dealer. Based around a Smartech drive, the package includes all the necessary interfaces to link to your Spectrum and costs £145. The interface alone, which allows you to use the drive of your choice, costs around £95.

However there are a couple of problems with the device. A couple of people have told me that it's rather difficult to use and that the commands are rather complicated — especially in machine code.

Slightly more serious is the almost total lack of software released on disk for the Spectrum. This makes the sys-

tem not user friendly. A driving module is now available for the Spectrum, similar in function to the add-on for the Commodore. It's a steering wheel contraption which plugs into the Spectrum to add reality to those road race games.

The device is produced by Spirit software which is based in London. I can't tell you anymore about the company as they don't have a phone number at the moment. But if we hear any more news about this product, then you'll be the first to know.

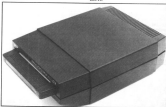
Also recently announced is an exercise bike complete with computer interface.

steering whole words, it stores syllables which you can link together to produce absolutely any word in any language.

Although this is harder to program, it is far more versatile and well worth the extra effort. You won't need any software to run the package — it's all on a ROM, so there's no tape to load.

It does come with a cassette demo, though, complete with sample speech in foreign languages, including German and French. And the Swedish one's pretty funny too.

Steven Talbot, from Chertok, costs £25.75.



The Philosophy tape drive is an alternative to a real disk drive for BBC owners. You don't need a BBC; the interface costs £36 and is supplied with the drive. The unit itself costs £99 + VAT and each tape holds a minimum of 100k. The system is compatible with the BBC operating system, and uses less RAM than a normal 5.25 inch disk drive. Interfaces for other micros should follow later this year.

MORE MODEMS

Latest news on the modern front is the Minor Modem which has brought out its world standard modem.

Although still awaiting approval from British Telecom, the company told me this afternoon that if the customer wants one, they'll be more than happy to supply it. And at a starting price of around £110, I'm not surprised. But rest assured that the product is well worth the money.

It's beautifully made in real plastic, and features all the different baud rate settings. As well as allowing you to link up to Microcom, you can also dial up the various 300 baud bulletin board services which are run in this country.

And, if your phone bill can stand the pace you can try some of the foreign area too. The modem will handle all the different rates, leaving you to money how you're ever going to pay for all these international calls.

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tem an ideal buy for a programmer. But not worth a heftily for the games player — unless software companies will provide ways of linking up cassette games to disk which is very unlikely in view of recent events.

DRIVE WITH CLIVE

If exercise is the name of the game, then these two new Spectrum add-ons will

The idea seems to be the you use it like a joystick. In your attempt to outrun a Pac-Man, the faster you pedal, the faster you move on screen.

Sounds quite clever, really, but rather tiring. After 30 seconds of action, your legs probably feel a little worse for wear.

If you'd like to try your own hand (leg?), then details are from Steve Slope in Maidenhead.

HEARING VOICES AGAIN

Latest in the line of speech synthesizers to land on my desk is an offering from Chertok, which comes as a little black box (don't they all) and sits on the case part at the back of a Spectrum.

Unlike the Commodore Magic Voice cartridge, this one uses a system of allophones. This means that instead of



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TWIN KINGDOM VALLEY

Has your brain got bigger? Is the advent for Twin Kingdom Valley, thus immediately inviting comparison with the Hobbit. Presumably the addresses in the lack of space for Hobbit graphics in the BBC video. So that as it may!

Now there are graphic adventures and text adventures and each type has its fans. Personally, I find that the novelty of colour graphics, except where used as an integral part of an Adventure, soon wears off.

Unfortunately, the graphic adventure usually forces the player to watch the picture when the program calls for it, unlike the illustrated levels, in which pictures, if any, can be perused at leisure. One up for the Diamond!

TKV offers the player four graphics-control options, one of which allows them to be switched off altogether. This may appeal to those who can't stand the sight of trees with red back. Of course, the graphics are still those looking in memory, where otherwise could be stored enhancements to the text and program.

TKV is set in a valley ruled by two kings who hate each other, in a military situation, if you think about it.

Your objective is to collect treasures. The locations are mountains and valleys, caves, a desert, a maze and so on.

There is also an inn which sells what seems to be a very powerful loan! The plot and setting are, in combination, nothing special. The response is quick and the game quite interesting to play, but death comes fairly frequently and in some cases, irrevocably.

This is treasure, as TKV offers the same old user-friendliness as NBC Hobbit — do you you have a reward? That is, unless you have a saved game on tape, when you can recover to your saved position and continue. Why do they write them like this, I ask?

My advice for players of TKV is — save a game as soon as you start, so that it always be able to get back to it. Mind you — the data saving on this game is almost as long as the initial load time, so if you don't like tape wars — avoid TKV!

HELLO HELLO!

This month the Hoptone team gains another member, Simon Marsh. Simon has been a regular contributor to Hoptone for some time, and you may recognize his name from these pages.

Let me tell you a bit about Paul and Simon. Paul Coppins is from Essex, and specialises in Atari adventures. Indeed, he seems to devote most of an evening's work to 3 Looks and 12 South Adams behind him, to mention but a few. When I met Paul I was soon convinced that he was a master puzzle-solver. I look forward to finding him on Scott's new Adventures, due out later this year!

Simon lives in Surrey, and is currently studying A level Computer Science. His circle of friends includes a number of keen adventurers covering a variety of systems. Simon himself specialises in Dragon adventures, but will no doubt be profitably picking his friends' brains and taking over their mirth, when he gets one of your more difficult puzzles for help!

Both Simon and Paul, as well as helping me to answer your queries, will be writing occasional columns, for an 'Adventures review extra' feature which we will be presenting to-morrow starting next issue. Watch out for it!

The game has a random element in the placement of objects but the randomness doesn't match up to the independence of character shown by Thain, Corbell and Co. There — I've said it! Something good about Hobbit. So your best bet, Buy-Buy.

Twin Kingdom Valley is from Buy-Buy, for the BBC, Electronic and Computers 84, price £10.

MISSION OM

Not a spy saga, as one might think from the title, but another of those Spell, Damage, Strength, Amour, Energy-type Adventures.

A formatted screen is used to display all the above characteristics on a points scale, with an adjacent box for inventory.

Below these two boxes the location details are displayed, and then the screen is lined off, to show the conversation below.

This display was crystal clear, and pleasing to the eye. I am not over keen on this type of game, but so far it held promise.

After a short journey, a little spry creature leaped down into view, and a warning soon sounded. I was about to be attacked by an Om-ince.

This is where the energy, strength and spell points came into play. The Om-ince's attributes were displayed in place of the inventory box, and the battle commenced.

A lot of what ensued was fairly random. Suffice to say I clucked the little devil to death, and the cave now had the last remnant of Om-ince droppings — presumably he had been somewhat scared of me all along.

The game has many interesting ideas, not a particularly easy vocabulary, and one annoying feature. Don't they Overkill all?

The program takes ages to load, and then it is necessary to reverse the cassette, and read data in from the other side.

So I eventually got going. But on being attacked by a strong Stone-chimp-awny, another unfairly random fight ensued, and this time I lost. And as a consolation, to play again, I had to load in the data side of the tape.

Oh well it was! Next time I played, I was feeling rather numb and, needing one of those impossible-to-guess-but-well-known phrases, I typed and got the reply 'I could use some of that for the road!'

Sometimes you can imagine a game in fact, can't you? But I was left wondering why he didn't use what the Om-ince left behind!

Mission OM is for the Commodore 64 from Spectracol, price £10.

BY KEITH CAMPBELL

HELPLINE

Questing to unravel the secrets of an Adventure is becoming more and more sophisticated — in fact, almost a science in itself.

Peter Harry from *Democrat* has been digging deep into *Heaven*, and came up with an Assembly program for the Spectrum which, he says, will save nearly possible pointer into *Heaven*.

The tape can then be loaded so though you had already reached any position. There are a couple of snags though — *Heaven*'s not enough room to print it here, and the resultant recording will occupy 2 C-80 cassettes!

A plus item, from *Byrd Roberts*, is regular *CAS* reader from *Libertyville*. How to reach the house without getting shot by the gamekeeper, and how to avoid getting stuck down a mine shaft without a wish in *Feasibility Experiment*.

Thanks to Anthony Griffith of *Libertyville*, who sent in same step-by-step hints on *Golden Age*, with a very amusing commentary from one who has obviously played *Adventure* before! He studied me in just on some useful information to Max here over in *Belgium*.

Dr. Maxine of *Saltzman*, *Linux*, keeps falling into a pit in every direction in *Fields of Knowledge*. He asks is there ANY way out?

An interesting discovery has been made by Andrew Bility of *Goodwin*. He has been *PICKING* at *Philly Adventure*, and spied the message "POOF! THE GAME'S DESTROYED!". By so it might, he can't get this message to appear when playing the game. Unfor-

tunately, he doesn't mention which screen he was using at the time. Anyone who spotted this one?

Gordon Evans has sent in some useful *SMASH* hints, and in return asks — how do you get the rod in *Sherlock's* alien ship?

What Wong is trying to squeeze through a narrow crack in *Hammerstein*, helped by such *Programs* in *Parsons* and *Andrews*. Can anyone help him?

The *Casidy* from *Bay-Lite* is bopping *Wesley Carr* of *Shogun*. How is it possible to defeat the werewolf, what does the message in mouse mean, and how does he get out of the maze he's got in?

The *Obito*, first quest to be completed in *Kybalia*, is giving many causes for concern. Not so for Jim Ron who wrote from *Amsterdam*. He, like *Damon Wallace* of *Kidbrook*, has found *Obito*, so his tips, printed upside down elsewhere on these pages, should be good ones!

He and *Damon* are now negotiating in the pits of *Hell*, trying to find *Draper*. Can anyone help them? Or can you help *Philly* *Blasquez* of *Barkeley* to find darkness in *Midgard*?

Maravilla, *Damon* has found another robot tunnel. He writes that if you attempt to use the magic door (when *Thorn* is dead) or (*Thorn* not with you AND not been captured) — well! — you will get

Area 01 - rysterefers, (Make par something drops from above and slings. You are dead!

"Well, huh?" asks *Damon*. "Is an Area a new kind of monster?" *heying*

to be able to see it is a new adventure he is currently writing with the *Quill*!

Brandon Pridell from *Stanzner* writes in with help for *Andrew Kennedy* and *Craig Lee*, who were stuck at *Yolter's Lair* waterfall. He can't get past it either, but (ahh!), he saved the game!

Maako Xi has traced his wife head again! *Paul* *Lineweite* is highly frustrated. He can't get past the stone gargyle *EVAN THROTT* on *KNOWS HOW!* How can he avoid falling down the pit so as to get the poisoned canister?

These readers who have tried *Shogun* from *Level 5* are writing to *Adventure* to be one of the best Adventures they have ever played. I agree, and also that the claim that the average *Adventure* should complete it in about two weeks is very odd!

By *James Jenoff* of *Whites* says: "Oh well, 1.20 in the morning — the night is still young!" It's going to be a long hot, sleep . . .!

A new disease is springing up amongst *Adventurers*, possibly introduced by the recent *video* increase in new releases.

This, according to *Paul* *Hubcock* of *East* *Gloucester*, is *NAP, SHORT FOR* *Stuffy* *Adventuring* *Prescription!* And judging by my postings, it's reaching epidemic proportions.

So if you are suffering from it, write to *Keith Campbell's* *Adventure* *Reliance*, *Computer* *4* *Victor* *Comer*, *Dunston* *House*, *4* *Herford* *Mill*, *London* *CV9* *5AJ*, for a prescription.

If, on the other hand, you can help to relieve another's suffering, please send your cure along in the same address.

INSIDE THE EGG . . .

When you think about it, the fact that you can play a game on a computer is a very strange thing. It's like having a window into another world, one that you can see and hear and touch, but that is not really there. It's like having a window into another world, one that you can see and hear and touch, but that is not really there. It's like having a window into another world, one that you can see and hear and touch, but that is not really there.

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LORDS OF TIME

Not a Dr Who adventure, but connected very closely to the workings of a grandfather clock! It was designed by *Don* *Chambers*, mother of two boys and reluctant housewife!

The design was implemented by *Ed* and is the latest offering from *Level 5*. It has their usual format — wacky descriptions, many locations, fast response, and occasional screwed-up text decomposition.

You are recommended to play this game in short bursts, and indeed, the structure of the plot lends itself admirably to short sessions. Without giving too much away, the many locations are arranged into nine separate levels, and each level can be explored independently.

In fact, it is necessary to make reconnaissance trips to see what's around, before coming to any conclusions as how best to proceed to solve the game

as a whole. If this sounds complicated, it isn't in practice, once you get the hang of moving round.

Each level of the game, which can be freely selected, has a theme of its own. One minute you might find yourself on a *Wings* ship — the next, playing a lute by a four-poster bed. Or trying to tame large woolly mammoths!

The topic of the fairly extensive vocabulary, does suffer some mental lapses. Too many times I assumed to get "A bubble gloop!". *Level 5's* standard reply to what the program decides is rubbish and, when asked the *Wings* ship, *EDWARD* *DEEP* advised the response: "You can't see a moored *Wings* keepship with a brace dragon prow". A line of matches, when observed, contained "fishes".

But it would be unrealistic to carp too much about this, as the game is a light-hearted one which is fun to play, not too difficult to progress in, but still, I suspect, take rather a long time to complete. Who could ask for more?

Lords of Time from *Level 5*, for a wide range of micros, costs £8.95.



SOMETHING COMPLETELY DIFFERENT

It is unusual for an Adventure to offer different levels of play, but this *Chick-Inwood Adventure* is an unusual Adventure.

To start with, you must select a level in accordance with your ability — either Wally, John Travolta, George Khan, Superman or Godd Boyson.

The screen is formatted in an unusual way too. There is a section describing your location, weather, your stats, and alongside this is your current state of health. Starting off as 'You feel great', this steadily deteriorates fairly rapidly as the game progresses.

To move around at will is fairly difficult, due to the intervention of the bus, an alien spaceship, and a band of Hell's Angels. If the bus arrives, you usually end up in a well, but don't worry — you can walk out at will! The alien spaceship is a nuisance. After analyzing you, you are usually absorbed at uninteresting, but useful end up anywhere.

The Hell's Angels are killers. They go into a red-eye fight, with various tactical key-words options. These range from interesting to the use of the laser.

Travel is by bus and train. — If you can find one and have the money. And there's that push button with the 'bubblers' sign. An open invitation, isn't it? So I fell for it.

The object of all this is to find the Holy Grail, and if I mention the words 'Tempter', 'pointed stick', and 'yet another mirror passed', those of you who have spotted the link will probably, like myself, spend more time searching for a Norwegian (the Overkill platoon!) than the Grail.

The *Chick-Inwood Incident*, which I played on the Dragon, together with a BBC and Spectrum version, are from Salamander Software. The game is also known as *The Streets of London* on the Commodore 64, and marketed by its parent.

I haven't played very far at all as yet, but intend to go back as soon as my son lets me back on his Dragon! And if you like it — take heed — there's more on the way!

GET A LOAD OF THIS

Most micro-users start off with a cassette-based system, and those who get hooked, very soon itch for a disc drive.

Their reason is usually frustration with tape loading times and errors. After all, who wants to hang around repeatedly trying to re-load a game that is proving difficult?

I recently suffered an incredible 18 minute tape load on a Commodore 64 only to end with a locked-up computer.

But a disc drive offers many more advantages than speed and reliability of loading. Those of you who have tried saving data to tape will realize that it is necessary to wait until the bit of tape with the particular record required passes through the tape before it can be read by the computer. A disc drive is not a sequential device like the cassette, and can access records in any sequence. This is known as 'Random Access'.

Games, particularly Adventures, can be constructed in such a way as to make use of this characteristic of discs.

Thus, although it is true that any tape game can be converted to run from disc, the opposite is not the case.

I mention this because many readers write asking if there is anything intrinsically different about Adventures such as *Zork*. There is.

Zork is much bigger in size than the memory of the micros it runs on. It contains vast amounts of highly interesting and amusing text, and takes place in a relatively enormous land.

This is achieved through loading and reloading different data as the game progresses. The program is always 'resident' in the computer, but different data is read in from disc when called by the program. This depends on your circumstances and is located in the game of any given time.

The speed of reading is such that, if you were not able to hear the drive out it, you would hardly be aware that a disc access was being made. But were you to remove the disc from the drive whilst playing the game, all would be well until the program called for data from the disc. With a tape file, data cannot be read outside a set sequence.

I have a 1985-86 with a couple of drives, and *Zork 1*. Unfortunately, I have not been able to obtain *Zork 2* and 3. The latter games are, however, easily available for Atari and IBM notes.

Suddenly, everything happens at once.

Paul Caggins, owner and solver of all 3 *Zorks*, joins the Helpline (shows I pick 'em well) and I receive one of those rare tip letters worth a million *Zork*bits!

Mark Thompson from Deepport near Cambridge, has the benefit of *Zork* on an IBM PC, and a *Zork* four-group map of *Zork 1* gained on a visit to the States.

Mark sent me a copy of the map, plus hints on *Zork 1* and 2, some of which are printed upside down elsewhere on these pages. Mark took the precaution of sealing the paper and envelopes containing the tips with disc write-protect tabs. Whoever heard of *WAD*-protecting with a *WRIT*-protect tab! A nice thing to do, as I nearly destroyed the valuable tips in my lowest drawer to read the contents!

So here's some news for BBC Dungeon players — *Zork 1* and 2 *TOGETHER* make 'Dungeon' — there is an exit from *Zork 1* which leads to *Zork 2*. After extensive, *Zork 2* is an extra!

Finally — can the jewel-encrusted egg be opened? Look for my tips if you REALLY want to know! And thanks a million, Mark, for your helpful letter — without hints like you, Helpline would soon become 'Question Time'!

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The first to find it wins! You can play yourself or in teams against the computer, or against other players. Three difficulty levels are included to suit young and old alike!



BURNIN' RUBBER £7.95

This best-selling game for the VC 30's has now made it to the 64! Featuring the most intelligent and diverse memory you have ever tried to avoid, the Burnin' Rubber game is a real pocket wonder for those who, for the fun of it, up and down the ladders to get opposite lanes from the different levels.

But don't mess it up! Beep on the way!



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A HIVE OF ACTIVITY

Spring is bustlin' out all over at Softtek, and everyone is bustling with news about three great new pieces of IBM PC software from the Masters. Make a Bee-Line now for your favourite dealer and discover REVELATION, a fantastic new game set in the bowels of Hell amidst bubbling lava pits, steed trees and mysterious castles. You face more than 30 different hellish beasts as you fight your way through an incredible 40 screens to get to the Monster of the Apocalypse before he is crowned! Super-smooth multi-directional full-screen scrolling make this another Softtek Masterpiece for the '84.

JEEPERS CREEPERS is sheer nectar too; at last you get your chance to infect the cabbage patch as the fastest moving spider around. Look out for the low-flying doxelle-birds, Fearless Freddy the Frog, The Slick Lizard and many other garden foes. This has to be one of the most original and addictive games yet produced for the '84 which can be enjoyed by anyone from 8 to 108!

Both games are just £7.95 (cassette) or £12.95 (disk).

REVELATION

Machine Code Maker

Ever wished that you could turn your sluggish BASIC programs into super slick machine code versions? Well now you can, without knowing any machine code! Machine Code Maker is a superb BASIC compiler which will almost instantly translate your slow integer Commodore BASIC into super fast machine code. More than that, it offers many extras which make the programming of graphics, sprites and fabulous sound effects as easy as can be!

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