

JANUARY 1985

95p

Dress

ISSN 4-70

COMPUTER & VIDEO GAMES

WIN:
Jet Boot Jack's
latest adventure!

**Doomdark's
Revenge
Competition**

WIN:
SPY & SPY
GAMES

LISTINGS FOR SPECTRUM, COMMODORE, VIC 20 AND MORE . . .

**ADVENTURE
EXTRA INSIDE!**



MATCH DAY

Match Day is no ordinary soccer game. Blistering 3-D action. Total animation and automatic camera scan are just some of the intricate techniques which make Match Day the league leader of soccer games. Now follow the 'Action'.



Now follow the 'Action'.

Your striker traps the ball from a perfectly placed corner-kick, takes on the defender and dribbles neatly round him making space to



chip in a teasing cross-ball to his advancing team mate in the



six-yard box. There is no time to control the ball, your player must commit himself to a trap shot on goal...

his powerful half-volley rattles the cross-bar, the ball returns, floating menacingly above the penalty



area and your star striker helps this half-chance



to head the ball decisively into the back of the net... GOALS!



Match Day is as compelling as soccer itself. You will marvel at the depth of play and ball control offered only in MATCH DAY... Shoot to win!

SPECTRUM 48k

7.95

ocean

SPECTRUM 48k

7.95

Ocean House - 4 Central Square - Manchester - M2 3NS - Telephone 061 832 6633 - Telex 667977

Ocean Software is available from selected branches of: WHOLESALE, H. H. SMITH, J. J. LASKY, Rumboldson, COMPTON.

Spectrum Shops and all good software dealers. Trade enquiries welcome.

No man's land

ORGANIZING

OTHER TITLES FOR \$299.95 (SPECIAL RATE) AVAILABLE BY REQUEST



0200 CATEGORIC Categorize. This command of a master engaged in battle against flying planes and submarines. Use the radar and sensor systems to detect and destroy the enemy before you are sunk. \$ 7.99



0201 STYL (Canada). Destroy the castles of the Dark One which guard the three keys. Strategic system rules. Use the cast of the devil and his minions to complete evil. \$ 9.99



0202 DINO (Italy). A mission manager in doing your programming in searching code, position of terminal routines, and breakpoints, step through programs. \$ 9.99



0203 OPTIMUM (Canada). Manage up to 4 different accounts, keep track of expenditures and compare with your monthly or yearly budget. Just what you need to keep the household accounts under control. \$ 9.99



0204 FIVE PLANE (Canada). Present the plane from attacking the fuel depot and avoid enemy fire by gaining into higher spots. An absolutely challenging combat game in 100% machine code. \$ 9.99



0205 TYRAN (Canada). Do you find your way through the labyrinth and 6-level Gates Tyrans from top downward? Rock-like obstacles plus with text and graphics. \$ 9.99



0206 THE BILGICAL TO-WER (Canada). The Bilgical Tower has 99 floors, each one filled with traps. Your mission is to reach the top tower. \$ 9.99



0207 MULTIFILER (Canada). A powerful program for creating files. Choose your own criteria adapted to your requirements. Rapid edit and search feature. It enables code and possibility of searching over 32000 characters. Extremely simple to use. \$ 19.99



0208 PANIC (Canada). Gain the maximum points by eating traps. 4 levels. \$ 9.99



0209 THE WALK AND THE TROUBLE (Canada). A game for 2-8 year olds to learn the colors of eyes, hair, up-down and counting. The fun and the trouble starts to rise. Who will win? The forest difficulty is adjustable to the child's ability. \$ 9.99

OTHER ORGANIZING TITLES

- 0209 ADDRESS BOOK \$ 9.99
- 0210 BANK ACCOUNT \$ 9.99
- 0211 BANK PLUS \$ 9.99
- 0212 COMPASS ASSISTED SEARCH \$ 9.99
- 0213 DISK SLAYER \$ 9.99
- 0214 DISK SLAYER \$ 9.99
- 0215 COMPASS SUPPORT \$ 9.99
- 0216 IN WORDS \$ 19.99
- 0217 FINANCIAL CALCULATOR \$ 9.99
- 0218 SHOPPING \$ 9.99
- 0219 LEARNING PORTS \$ 9.99
- 0220 LIBRARY SERIALS \$ 9.99
- 0221 LIBRARY \$ 9.99
- 0222 INTERSOFT \$ 9.99

REPARABLE CONTACT

CentreSoft 

OR ASK YOUR DISTRIBUTOR TO CONTACT US

DISTRIBUTION AND FREQUENT REQUESTS CONTACT:

JANET FELTON, 2000-100 MAPLE LAKE RD BOX 808 ST JACQUES STAM PLAIN, MISSISSAUGA ONT. L4W 5G1

MAIL ORDER

FOR CUSTOMER TO HIGH TECH ENTER 1 & 2 CUSTOM DEVELOPMENTS WATER LAKE BUSINESS CENTRE

PRICES INCLUDE POSTAGE AND PACKING FOR IN-COUNTRY OVERSEAS AND AIR

APP	TITLE	QTY	TOTAL PRICE

PLEASE USE ENGLISH OR GREAT BRITAIN DATE (DD/MM/YY)

IMPORTANT: All deposits in bank payable in 30 DAYS LATE AND HIGH TECH

NAME: _____
ADDRESS: _____
POSTCODE: _____



GETTING TO GRIPS WITH THE BUGS

Dear Sir,
That fantastic game called *Dive Bomb* in Acorn's issue was excellent apart from a few bugs. But I think I managed to sort out something about it. The bugs were in lines 120, 190.

In line 120, to make things easier, write: 750 IF X=32 THEN 800. This means you can now use the space bar to drop the bombs. And in line 190 it should read: 1000 X=C and not X=G as was printed.

If you add the following line, the sound will work: 1448 SOUND=1480.
Roy Robinson
Camberley
Kent

RETURN TO SENDER? ADDRESS UNKNOWN!

Dear Sir,
I recently purchased two games from a company calling themselves Euro Byte. The games were titled *Chain Reaction* and *Games Designer*. The company name unaddressed, most likely because the software which they produce is such crap that it probably embarrasses them to admit to ever knowing about it. I purchased the games at a stand at a radio show.

Needless to say, I couldn't return them because the stand at which I bought them also came unaddressed. The price label on the front of the cassette said £2.95 but the man selling them said they were at a reduced price of £1.00.

I would like to warn everybody of my experience. The *Games Designer* was just a spine designer and a very poor quality one at that and

Chain Reaction was like a very bad example of a magazine program. The controls hardly even worked an entire of them. So I would like to warn everyone — don't buy Euro Byte Software at any price.

Mark Wylie
Abernethy
Scotland

SCROLLING ALONG ON THE BEEB

Dear Sir,
Could you please help me to solve a problem of mine? How is it possible to scroll the screen in mode 3 on my BBC B from a given length on the horizontal axis going right to left? Oh, yes could you tell me the easiest way to disable the control/break effect?

Darren Vignay
Whitburn
Newcastle upon Tyne
Editor's reply: Buy the book *Screening* called *Creative Graphics*. Look in the YDU + "FX" commands section of your user manual for the break/disable command.

A SADE GROUPE WRITES IN!

Dear Sir,
Lord, who is interested in the *Thompson Twins*? I just want to see SADD!
Thomas W Casler
Darmstadt
W Germany

Editor's reply: Don't we all Thomas! Anyone else with a favourite computer related pop group/rate they'd like to see?

MORE ANTICS WITH ANT ATTACK

Dear Sir,
In response to Christopher Foster (COMF) Sept, I can score 48,877 on *Ant Attack*

and also agree with him about how easy *Ant Attack* is. I can literally glide through the city and know its buildings and positions in the city off by heart.

Another tip for advancement, although a bit useless. There is a network of passages inside the squares that seem to serve no purpose in life. These passages can be accessed by standing on the grid, who in turn, must be standing on an ant. The entrance is the square hole in the wall round the back, opposite the crypt.

Another fact — the crash on *Fac-Man* that gives half a maze and a full character set happens after the 20th screen due to the fact that *Fac-Man* has only an 8-bit GPU.

Andrew Miles
Stirling
Scotland

INTRODUCING — TOP OF THE SHOPS!

Dear Sir,
Last time the heading was *Top of the Flops*, but a balance should always be maintained so I would like to express my sincere thanks to *Academics*, of *Reading*, for their prompt service, since in my opinion it does positively put them top of my Top of the Shops list.

After posting an assigned cheque (yep, I'm getting helpful in my old age), *Academics*' superb staff not only returned the cheque for signature, but since it was delivered to them a second time they then despatched the goods so promptly that they were handed to me, by our postman, within ten days of the original posting. Best this must rate as a record for customer relations!

E. Le Marquand
Channel Islands

GO TO WORK ON THAT EGG!

Dear Sir,
Upon hearing that *Scott Adams'* *Adventure* was to become available for the Spectrum, I waited ardently for them to arrive on the shelves of our local stores. Having played *Scott's* games before on various friends' computers, I was very eager to play some on my own micro.

However, after shelling out the sum total of my old-fashioned gold, I must say I was not impressed with Scott's latest effort, *The Hawk*.

Although graphics are fair, I must say in all honesty I've seen much better. The graphics "off" stretch fails to work either on its own or in combo with any others.

The game is badly mapped. Going south from the field sometimes puts you in a room with an egg and a jewel. At this point you are allowed one turn before the egg blows up. If you see the Hawk when this happens, you are dead. If you see the Hawk, the egg blows up taking the jewel with it. Also there is no apparent means of escape and poison can get into the room and kills you. Believe it or not, you must type quit to start again if you are dead.

Also, the game doesn't always recognise words which have been used before. On one occasion I had to type in "take it" five times before it was recognised.

When comparing it to games such as *Presented by Dean, Duck Town*, *Strange Island*, *Pendoo Castle* etc, it just does not rate.

My final comment is that if I had known then what I know now, nobody



would have been able to pay me enough to take the bulk of this bundle!
D C Hodgson

Peter
London

Keith Campbell replies: You seem to be describing two separate problems, Mr Hodgson. If the graphics GTF switch fails to work and your correctly typed commands are intermittently unrecognized, then it would appear that you have a faulty tape and you should return the original to the supplier, asking for a replacement.

But it is no good complaining about the egg blowing up (whether or not you are Mark).

An Adventure game is a series of puzzles and the whole point of playing an Adventure is to solve it! This is obviously one that you must bend your mind to a little harder — perhaps around breakfast time you might see things a little more clearly!

SETTING THE RECORD STRAIGHT

Dear Sir,

I write concerning a programme being published in the July edition of CSMG entitled "In Avar" for the Atari.

The program was wrongly credited in your magazine, as it was written by me.

I have already written on this subject and made three telephone calls to your office, but to date no correction has been printed.

Michael Beep
Berkhamstead

South Foscote: Editor's reply: Sorry Michael, but Atari seems everywhere liked your game!

FIDDLING WITH FORMATS

Dear Sir,

After reading Tony Deban's letter (CSMG June), one of my friends gave us a difficult *Japanese Adventure* program. In this game, when you reach 500 points, you get a bonus card. He then saved it using Tony's special format. However, when another friend played the game, he easily got 500 points, only to be prompted by an error report, irreparable because of the run-only format.

If this has happened to anyone else, you might be interested to know about my format. The program automatically runs, but you can break/system reset into the program to modify it or cancel any errors. Here's how:

When using type: SAVE "C:filename" and press return. Continue normally. When loading, type: RIN "C:filename" and press return. Continue normally. N.B. Will not work on a disc drive.

Earl Fishag
Sector Farm
Northampton

PIRACY KILLS SOFTWARE — 1

Dear Sir,

I was reading the micro ads in your June edition. While reading these ads, I saw an ad saying it was illegal to duplicate or sell copyrighted software. Well, if this is true, my friend and I would like to inform you we have over \$4,000 worth of illegal software which I am pleased to say the quite good of.

The reason for pirating these games is the fact that games are too dear these days. Therefore we wait for someone to buy a game

and then copy it for ourselves. Also this, we sell more copies to other kids for cheaper prices and the kids that buy the games get a good deal.

So your ads are completely wrong as it is legal to sell and copy any software available to us. All you kids over there with CBM file reader up and start your own pirate club like ours as you save a hell of a lot of money.

Andy McTaggart
New South Wales
Australia

Editor's reply: I'm not sure about the price of games in Australia, Andy, but what I do know is that piracy kills software companies. How would you feel if you'd spent over a year programming a game, paying for duplication, cassette, advertising and packaging only to find you couldn't even break even because people were ripping off your game? By ripping off your game, you could be getting out of business the people who bring you the games. One day you could wake up to find all the independent software houses out of business and no games left.

PIRACY KILLS SOFTWARE — 2

Dear Sir,

I am writing in response to the article in your June edition on software piracy. I have noticed that in the April edition of *Four Computer's* backup copies for the Spectrum was printed in its latest section. Surely if software piracy is to be stopped, a tighter measure should be taken to stop things like this happening.

James Gedwith
Wigan
Lancs.

STUCK UP A BEANSTALK!

Dear Sir,

I have recently bought Jack and the Beanstalk from Thor for my Spectrum. After much frustration, anger and disturbing I eventually completed the first screen. The problem is that I can find no way of climbing the beanstalk on screen 2 and so I am stuck on this level. Not forever I hope!

Jonathan Russell
Torrington
Wicks

Editor's reply: Well, can anyone help Jonathan with the giant?

FREE GAMES — FREE FOR ALL?

Dear Sir,

I am writing in protest of your system giving away free games. This is indeed a good idea, but I feel its implementation leaves a lot to be desired. In particular I would like to point out that this system of giving away free games to the first x number of entries is biased.

I for one live in the North West of England. Therefore, my chance to reach a competition do not have the same chance of winning as, say, an entry from London. A recent example is that of your Star Wars competition. Gerry San Barry

Editor's reply: Thank you for your comments, Gerry, but we stopped this system of giving out free prizes several months ago. All our competitions are open for one month to everyone. At the end of the month, the entries are jumbled up and the winners picked at random.



PRESENT A NUMBER 1

SMASH HIT!

PRESS RELEASE

Mutant Monty

This puzzle proves to be positively perplexing and perpetually pleasing to posers, presenting persistently provoking problems; providing profuse pleasure and producing a palliative or placid panacea to people possessing a propensity for persistence, patience, perspicacity and painstaking propensities.

A pleasurable pantomime with Monty participating in a penetrable panoply of puzzles, parading particularly pleasurable patterns panning paramilitary paraphernalia, performing pulsating perilous peptic projectiles in perfunctory profusion.



A palpitating parable packaging a peculiar parody with piercing passion not paralleled in any perimeter. Karl Jeffery has painstakingly produced this pandemonium of pleasurable phenomena price £6.95, priced purposely for GBM 64 and Spectrum 48K.

A plethora of 40 polemic screens, pneumatic prismatic power, periphrasis - the perfect performance.

Phew!

Phone

(0401) 43553

01 - 995 - 2151

arctic computing ltd.

Head Office: Main Street, Brandesburton, Driffield YO25 8RL

London Office: 263 Acton Lane, Chiswick, London W4

AIRWOLF

SURPRISE RELEASE!



Airwolf

Springfield Haver is a former helicopter pilot and the only man in the world to land fully by the lesson book helicopter Airwolf. You are Springfield Haver!

Fall Guy

20th Century Fox Super Stand Alone Color features the first stunt packed computer movie.

Dukes of Hazard

It's the 4th of July and Bo and Luke Duke are planning their yearly annual party. Duane Gogg knows about the Duke boys plans and has some friends and company out to put a stop to their party.

Kokoroai War

An arcade adventure worthy of comparison with Jet Set Willy.

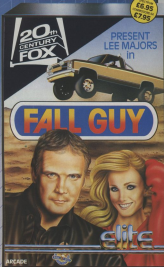
ARCADÉ
£6.95
£7.95

ARCADÉ
£6.95
£7.95



£8.95
£7.95

Coming to your Micro early 1988



20th CENTURY FOX

PRESENT
LEE MAJORS
in

FALL GUY

elite

ARCADÉ

Every single EUTE product carries the unique EUTE Holographic Speaker. Make sure your copy does. It's your guarantee of quality.



£8.95
£6.95

AVAILABLE IN NOVEMBER

AVAILABLE NOW

Mail Order: Just send a cheque P.O. payable to EUTE or quote credit card no.

48K Spectrum and Commodore 64

LEGEND OF THE KNUCKER HOLE



Once upon a time, long ago — or could it be happening right now in a different dimension, who knows? Anyway stop thinking your timepieces, the only thing that really matters is that a dragon is terrorizing a once peaceful kingdom and the ruler of the kingdom has done the traditionally accepted thing and offered this daughter's hand in marriage to the person who can rid his kingdom of the dragon who hides out in a place called the Knucker Hole — a mysterious cavern.

News has reached our hi-tech hero Jer Boot Jack, the man with those super Jet Boots, and he has decided to take up the challenge.

Jack has approached his kindly local neighbourhood wizard who has agreed to give him a hand if he can retrieve the Six Balls of the Holy Tower hidden in the Knucker Hole.

In return, the wizard will supply Jack with some special Dragon Points and a brand new pair of Jet Boots to help him in his quest.

Now, this is where YOU come in! English Software has given us 50 copies of this latest arcade adventure game featuring Jer Boot Jack. You could soon be the envy of your friends if you enter our exclusive Legend of the Knucker Hole competition.

All you have to do is answer the three simple questions below, fill in the coupon and mail it to Computer & Video Games, Legend Competition, Priority Centre, 30-32 Farringdon Lane, London EC1R 3AU. Normal C&VG competition rules apply and the editor's decision is final.

English Software's new game is based on a real legend. The Knucker Hole actually exists in a place called Lyminster in Sussex. The legend has it that a dragon lived in the hole and ripped out from time to time to ravage the countryside. The King of Sussex offered the hand of his daughter in marriage to the man who could kill the dragon. A wandering knight came along, took up the challenge and killed the beast. He married the King's daughter, settled down in Lyminster and his grave-stone can be found inside the local church. The word Knucker is an English version of the Icelandic word nýkur which means water-horse or dragon. So now you know!



THE QUESTIONS

- 1 There's a very famous ball in America called the Liberty Bell — but it's something very wrong with it. What?
- 2 What is the name of the early dragon hunter in The Hobbit?
- 3 People who enjoy ball games are called a Pelicanus? Is this Aristotle's Companion?

THE GAME

If you remember Jer Boot Jack's first game, from English Software, written first for the Acorn but now going down a storm on the Commodore 64, BBC and Electron too, then you'll know that you can expect plenty of action in the sequel, *The Legend of the Knucker Hole*.

It's a big game with multiple-screen play. There are both horizontal and vertical maze-like screens or "zones" full of traps, hazards, dead ends, elevators — and we mean't forget the Kangaroo!

Legend of the Knucker Hole has so many features that we could spend a page describing them — but it's much more fun discovering them for yourself.

The player can also decide which "zones" of the game he or she wishes to play — but this is recommended only when you've really got into the game! You can even extend the Kangaroo Layers into a 16-screen game within a game should you so wish.

There's a high score table too and a really nice "reward sequence" if you manage to finish off the Dragon and rescue all the Balls.

Commodore 64 owners won't want to miss out on this game or our exclusive competition!

COMPUTER SOFTWARE KNUCKER HOLE COMPETITION

My answers are:

1 _____

2 _____

3 _____

Name _____

Address _____

..... STOP PRESS THIS FABULOUS NEW GAME IS NOW FEATURED IN
THIS MONTH'S COMPUTER & VIDEO GAMERS HALL OF FAME



THE OFFICIAL
Eddie Kidd

JUMP CHALLENGE



If you've ever wondered how it feels to be Eddie Kidd... staying danger and gravity, soaring on a motor bike over a string of cars... here's your chance to find out! The fabulous new game - Jump Challenge - has been produced for you by Martech, with a lot of help from Eddie himself!

At the age of 10, Eddie Kidd was jumped over 40 cars on a Go-Kart. At 14, he shattered the world record with his astounding leap of 150 feet - clearing 14 double-decker buses. Can you match his skill, courage, control and ice-cool nerve? Jump Challenge will show you as you compete with the King of Motor Cycle Stunts!

Just like Eddie, you'll start by trying to clear forests on a bicycle... gradually working up to clearing Eddie's daring leaps which have killed millions around the world!

- 100% machine code
- separate control circles and ride for increased realism
- dangerous handbrake for added difficulty
- scoring system - for excellent jumps
 - joystick or keyboard option
- PLUS! You can enter the Official International Jump-Challenge Competition!

Details on requests form!

Available from leading software retailers OR direct to you for the best price £6.95 (RRP) (Saves £1.00) or £7.95 (Commodore 64, BBC B, Electron) including full user manual. Please make cheque or postal order payable to Martech Communications Ltd allow 7 days for delivery.



martech

Martech is the registered trade mark of Software Communications Limited, Martech House, Bay Terrace, Penryn Bay, San Roque SW24 8RT

TRADE ENQUIRIES WELCOME. PHONE: (0072) 768456. FAX: (0)1845 0364 Brighton



48K SPECTRUM · COMMODORE 64 · BBC 'B' · ELECTRON

BOILERHOUSE

Explosive Action!

Feel your temperature rise as you battle to control the overheating boilers. Your challenge is to fight and defeat the machinery, but the pressure can become intolerable.

Boilerhouse is an all machine code game with keyboard or joystick options.

©8 85 Inc. VAT
88K Spectrum

No. 1944 Runner, a CPT Distribution,
579 Wilshire Avenue, London W1 7TU

Fill in the _____ Title of distributor

Name _____

Address _____

Post code _____

Telephone _____

I enclose a cheque/PO made payable to
CPT Distribution for £ _____ (good please)

or credit my bank/visa
card as appropriate

I would like to hear more of more CPT Distribution

please tick yes

Please allow 7 days for delivery

COPYRIGHT

Runner
Meet the Challenge

G·A·M·E·S N·E·W·S



JET SET!

"So what's a game so old as Jet Set flying in the hot-off-the-press and re-released 40th-anniversary copy of *Jet Set*? I hear you ask."

In case you've forgotten, Jet Set was the game which launched Ultimate on its way to stardom. Being the computer's first release for the Spectrum a couple of short years ago, so why mention it again?

Well, take another look at the photo. Are you quite sure that it is *Spectrum Adventure*, someone's written the game for the Commodore 64.

It's almost exactly the same as the Spectrum version, though Jetset has a little better colour. The planes are still there and, although they have more colour than on the Spectrum, they do move a little more jerkily.

The idea is to build your space roster and explore the different planets. Then, collect enough fuel to fill the ship and take off for your next mission. So where did we get *Jet Set*? And who made it? Well that would be silly, wouldn't it.



One of the screens from Jet Set

FIGHTER PILOT

Digital Integration's best selling and highly acclaimed Spectrum flight simulation program has now been converted for the Commodore 64 computer.

All the features that made *Fighter Pilot* such a chart success have been included plus exhilarating new sound effects for even greater realism.

With real cockpit view and highly realistic 3D air-to-air combat, *Fighter* has become a benchmark for flight simulations on the Spectrum.

The game is available from Digital Integration in mid-November and will cost £9.95 and \$14.95 on disc.

TAKE OFF WITH THE 64!

DOWN THOSE MEAN STREETS

KUMA

Time to style. Kuma have been quick off the mark with their latest releases for MSX and Amstrad machines, all at competitive prices around the £5.95 mark.

Of their 30-odd MSX programs, 15 are games. The latest are *Star Aranger* (already available for the Sharp 700 and Amstrad), *Stop the Express*, *Nips and Nines Jets*.

The latter involves the basics of trying to get to work, and the kind of character you encounter on the way, including a glass sniffer, a Tory politician, a Liberal candidate and a social worker.

Other MSX games include *Driller Tsuka*, *Money Land*, *Five Forces*, *Evil and the Flowers*, *Dog Fighter*, *Hyper Nips*, *Coon in the Castle*, and *Collage* — a card game. There is also a non-violent simulation game called *Road Fast*. "To make people think, instead of just shooting," says Day. For chess fans, *Superchess* is available for £5.95.

The company will wait and see how distribution goes for MSX disk drives before pressing these games onto disk, and even if it goes well, Kuma won't do this before the New Year.

UNDERWEAR OR SOFTWARE?

Instead of seeing piles of jumpers or mountains of bricks the next time your mother drags you round Marks and Spencers on a big pre-Christmas shopping expedition you may well catch a glimpse of M&S's new range of computer games.

All the games have been written for the 48K Spectrum. The three titles are *Start to Program*, *Games Pack* and *Games Maker*.

Start to Program, as the name suggests, is an introduction to the art of computer programming. The program gives a step by step course explaining each separate concept. Keyword and programming techniques needed to make full use of the Spectrum's potential.

The *Games Maker* is a sophisticated game which allows you to design your own games software without having any prior knowledge of machine code or even Basic programming.

The last package, *The Games Pack*, is the usual collection of old hat games that last up regularly in this type of collection.

The games will only be available from a few "test stores" for the time being but in the New Year M&S are hoping to extend their software to other stores around the country.

Meanwhile, they have released five games for the Amstrad, namely *Fruity Fruits* and *Star Aranger* both at £6.95, *Gold Fast* and *Galaxy*, both at £5.95 and *Game of Snakes* at £7.95.

Fruity Fruits is an unfortunate creature who is trying to pickle his fruit in peace, but keeps being attacked in the supposed privacy of his own garden by strawberry monsters and attacker plants.

In addition, Kuma has released a

simulation game for the Commodore 64 called *Stock Market* based on the London Stock Exchange. It's available now for £5.95.

Lastly, Amstrad owners may be glad of a book to help them along. "*The Amstrad Explorer*" by John Bragg is published by Kuma at £7.95 and covers animation, graphics, music, use of assembly code, character sets and sample programs.



G·A·M·E·S N·E·W·S



THREAT TO THE PRICE WAR?

The present price war raging in the big price end of the software market may be forced on its head by a new price retail alliance.

Widened Games, a newly formed Coventry software house, are in production to set prices for the Spectrum and Commodore 64, but for retail only. The range includes *Star and Climb* for the Commodore and *Castle Quest*, *Wing Vector* and *Star Wars* for the 48K Spectrum. The games have been acquired by Widened Games from PSL.

The program will be available from most software dealers and retail mail order shops. Retail charges haven't been fixed but should work out to be around 10p a copy.

A spokesman for Widened Games said: "We are hoping that these games will provide a clear-cut in the low price software market". He added: "The problem for operators will still be to provide a rethink in budget price sales."

Widened Games are hoping that other software houses will participate in the retail scheme in the New Year. For further details contact Widened Games at 0203 641041.

Thiller, Mastertron's best selling game, is the centre of a storm surrounding the backing music used in the program.

Backlist, a company set up to protect music publishers and their copyrights, used to force Mastertron to withdraw the game because the backing music bore a remarkable resemblance to Michael Jackson's best selling single 'Thriller'.

Backlist issued a statement to the computer press which said that Mastertron had withdrawn Thiller.

Mastertron's newly elected chairman, Frank Newman, said: "It has been brought to my attention that the computer records produced in this program are similar to the music copyrighted by Sander Music called 'Thriller'. Therefore we have agreed to negotiate a royalty in respect of this, and to use different music in future production runs."

WATCH OUT FOR THE CADCAM WARRIOR

Amateur owners will have six more games to choose from thanks to Tasknet, the software company based in the depths of Burlington, Yorkshire.

The games include *Super Pipeline*, *Winter Master*, and *Alchemist*, the latter being quite essential if you're into rogues. You may recognise these titles as having been available on the Commodore 64 before now — they did so well that Tasknet decided Amateur owners should get a chance to play them too. The games all sell for £6.99.

However, Commodore 64 owners haven't been forgotten. CADCAM Winter came out in time for Christmas, an unusual and complicated game based around a Commodore Aided Design (CAD) application. This one is more expensive at £9.99 for the tape version or £12.99 for the disk but promises not to bore you to death.

The instructions come in French and German as well as English, so those of you struggling up on your languages may find this useful.

Tasknet are best known for their Commodore 64 games. Their eighth for this machine is *Super Pipeline II*, due for release this month.

DESIGNER OF THE MONTH

NAME: Derek Brewster

BORN: Durham, 1958

GAMES: Jasper, Code Name MAT, Kentilla and Pac-Man



Derek Brewster's programming career started on a computer that's a million miles away from his present machine — the Spectrum.

He first encountered a computer while studying geophysics at University. The first game he ever played was called *The Colossal Adventure* which ran on the University's huge mainframe computer.

During his three years at college he wrote an adventure game of his own on the machine, which he admin wasn't worth attempting to finish. However, Derek bought a Spectrum as soon as it was released and began writing in machine code.

"When I asked him how long it took him to learn machine he replied that it took him only one day, but he added: "Machine code is very easy to learn, but you never stop learning".

Derek has worked for several companies during the past few years, including Oxtedvale, but is happily settled at Microsong. And with a string of hit games behind him he looks set for even more success in the future.

Favourite Food: Pizza.
Favourite Dish: Beef.

Favourite TV Programme: I'm not sure. I don't watch much television, but I suppose it must be *Star Trek*.

Favourite Computer Game: *Code of Muzungu* from Beyond Software.

Place: A town of tropical fish.

Countries Visited: France, Monaco, Yugoslavia, Denmark and Greece. Paris is easily my favourite city.

The thing about computing that makes me want to throw up: All the hype that has preceded the launch of the Japanese 8088 computers.

How wanted to know all about your favourite programmer? Then why not let us know which programmer you'd like to see profiled in this spot? profiled in this spot?



AVALON'S NEW LORE LORD!

Well, we shouldn't have opened our big mouths so soon should we? In our review of *Avalon* we said that it would take ages for someone to solve it. We were wrong — who said not for the first time? The person who defeated *Avalon* is Chris Roane from Venice on the Isle of Wight.

The people behind the myth of Marco the wizard and his quest, *Besson Consultants*, have organized a presentation for Chris at their Abingdon HQ — and we'll be bringing you more news of the new Supreme Lore Lord next issue. In the meantime the rest of you have some catching up to do!

PHONE THE MICRO-LINE

The country's first phone-in computer information service has been set up in Bradford to provide a weekly update on all the news that has happened in the micro computer world.

Computer owners who dial Bradford 722622 will hear a three minute recorded message detailing all the latest news on new hardware, software and all developments in the industry.

The contents will initially be about what's new in the computer world, new concepts and news items as well as the nitty gritty of hardware and software.

The contents of the message are to be updated at least twice weekly.

The message is stored at the rapidly expanding home computer market and is supplied by "Information Unlimited".

CONAN THE DESTROYER

Conan the Barbarian, the fearsome warrior recently brought to life in the film *Conan the Destroyer*, is to be the central character of a new American adventure game.

Conan was created in a series of books written by Robert E. Howard and has featured in hundreds of other books, comics and two full length feature films. So it's no surprise that Datacsoft have bought the rights to use the character in a forthcoming game.

The game is a multi-screen graphical adventure, similar to *Bruce Lee*, in which you must guide Conan through ancient castle chambers slaying vicious glowing flame monsters, fierce dragons and a whole army of demonic creatures. The player must use the power and swiftness of a sword to defend himself against the horrors if Conan is to succeed in his quest for wealth and glory.

Following along the film to computer game theme, US Gold are also importing an arcade game called *Indiana Jones and the Lost Kingdom* written in the States by Mindscape Software.

The game contains six screens of enthralling action based on the two films, *Raiders of the Lost Ark* and *Indiana Jones*.

The game comes with the least of instructions and hints. You are given the loading instructions



and a brief introduction to your character and a description of the objective of your mission.

Geoff Brown of Centross said of the game, "The graphics are incredible. *Indiana Jones* is one of the best American titles".

US Gold are also launching a whole new range of software in the New Year called *All American Adventures*. The company have decided to concentrate less on arcade style games and try to import some of US's most popular and challenging adventures.

The company who will be spearheading this assault on British adventures is Infocom. Already famous in this country for games like the *Zork* Trilogy, *Indiana and Stranded*, their new series of games, includes *The Mach-Maker's Guide to the Galaxy*. All the games will be repackaged and priced at around the £10 mark.

Due to the high complexity and length of some of the programs, many of the games will only be available to Commodore owners on floppy disc.



HERE TO STAY

LAST FILE

TEXAS INSTRUMENTS TI-99/4A

1 THE SOFTWARE IS HERE

PARCO ELECTRICS have more software for the TI-99/4A than anyone else in Europe. Watch out for new titles from the USA, as well as our own range of quality cassettes.

SOLID STATE SOFTWARE TEXAS INSTRUMENTS

Extended Basic	69.95
Memory	99.95
Personal Record Keeping	29.95
Home Budget Management	67.95
Antivirus Probe	29.00
Bank Registry	19.95
Biographies	27.95
Calendar	14.95
Calculator 2	14.95
M.A.S.H.	14.95
Moon Man	14.95
Montenoble	14.95
Parsons	17.50
Return to Paradise	99.95
Snoppy	14.95
Star Trek	14.95

ATARIISOFT for TI-99/4A

Diamond King	28.00
Jungle Hunt	18.00
Moore Patrol	28.00
Mr. Pacman	18.00
Pepper Pottingale	17.50
Pole Position	24.95
Protector II	18.00

+ many more modules in stock.

CASSETTE SOFTWARE PARCO Software

Flag On	5.95
Twinkle Twinkle	9.75
Space Mail	7.95
Space Trek	5.95
Superman	7.95

1 Extended Cass. / PARCO PACK OF FOUR IN LIBRARY CASE ... £19.95

VIRGIN Games

Politepunk	4.95
Fun-Pac	4.95
Fun-Pac 2	4.95
Fun-Pac 3	4.95

ALL FOUR ABOVE IN LIBRARY CASE ... £19.95

COLLINS Educational

Cassette A&O Manual in each	5.95
Master Pack 1	5.95
Master Pack 2	5.95
Master Master Pack 1	5.95
Master Master Pack 2	5.95

ALL FOUR ABOVE + FREE BASIC TAPES CASSETTE ... £19.95

+ many more tapes in stock.

THE HARDWARE AND MORE

- 4-Player King
- 4-Player
- 4-Player 2
- 4-Player 3 (Pack 1)
- 4-Player 4
- 4-Player 5 (Pack 2)
- 4-Player 6 (Pack 3)
- 4-Player 7

ONLY 75.00 EACH !!!



2 THE HARDWARE IS HERE

PARCO ELECTRICS can sell either second-hand or brand-new computers, but also an exciting range of add-ons.

TI-99/4A COMPUTER	499.00
Expansion Unit	99.00
TI-99/40 Expansion Cass.	199.00
TI-99/40 Expansion Cass.	199.00
TI-99/40 Expansion Cass.	199.00
TI-99/40 Expansion Cass.	199.00
TI-99/40 Expansion Cass.	199.00
TI-99/40 Expansion Cass.	199.00
TI-99/40 Expansion Cass.	199.00

... more hardware in stock.

3 THE SUPPORT IS HERE

As well as offering a wide range of useful software, PARCO ELECTRICS also provides an excellent service for computer users in general. If you can't solve your problem, you may prefer to know what you!

BOOKS	1.95
Parco's Guide	1.95
Parco's Guide	1.95
Parco's Guide	1.95
Parco's Guide	1.95

... more publications.

4 THE FUTURE IS HERE

The TI-99/4A is a well established computer system. But PARCO ELECTRICS offers many original features. You can use it for anything you want, and there is always more for your growth.



AMAZING VALUE AT 99.95



For a free price list and further information send a s.a.e. to:
**4 DORSET PLACE, NEW STREET, HONITON
 DEVON EX14 8QS. TELEPHONE (0404) 44425**
 Access orders taken by telephone.
 All prices are inclusive VAT and p.p.p.





R·E·V·I·E·W·S



1 GHOSTBUSTERS

MACHINE: IBM PC
SUPPLIER: Activision
PRICE: \$19.99 (less)
\$19.99 (less)

BUG HUNTER
WARNING

Reading this review may seriously affect your enjoyment of the first Ghostbusters on the PC. Closely follows the plot of the film which has just been released in this country.

The game was written by David Crane, the brains behind *Rain* and *Demolition*, two of Activision's best hits.

And I guarantee that Ghostbusters the game will be as popular as the film. It's the best I've ever played on a micro. The graphics are superb and the sound, well, the sound is better than anything you've ever heard from a micro. Everyone knows that the PC has a built-in synthesiser chip, but Activision seems to have mastered its use better than anyone else.

As a Ghostbuster, your task is to rid the city of its paranormal occurrences and to keep the psychokinetic energy as low as possible, ensuring that the ghosts won't return.

As the game starts, the Ghostbusters' logo appears on screen and the computer plays the three-line, All the way through! And just to make it easier for you to sing along, the words appear on the screen and a bouncing cat guides you through them. Then, when it's time to shout "GHOSTBUSTERS", just press the space bar and the PC does it for you. The quality of the speech is very good, even though it works without a speech synthesiser.

Now you have to try setting up a ghostbusting business. The bank will loan you \$10,000 with which you can buy your car, ghost traps, manholeflow ball and everything else that the modern ghostbuster can't live without.



At the screen, the Manhattan Map (left), the Power Station (left), a ghost disappearing into the car. The right screen shows the car and manhole flow ghost traps (right) floating in your water main.

The more you pay for your car, the faster it will move and the more equipment it can carry.

Once you're all set, you move to a plan of the city. This shows the temple of Osh and the other buildings. If one flashes red, it's haunted and your services are required. Move the cursor to the building, press the button and you're off. The screen changes to a road race type layout, with a view of the road and your car.

When you reach the scene, you have to lay your trap and activate the negative ionizer backpack, remembering, of course, not to cross the

streams.

If you manage to trap the ghost, you get paid and the money is added to your balance. If you don't, you lose a life.

Occasionally, on the city map, a Manhattan Alert warning will sound and a large Mr Stay Puff man will appear. If you fail to trap him with your ghost ball, then the damage he does by trampling on buildings will be deducted from your balance.

Your final aim is to get enough money to be given an account. Then, you won't need to borrow from the bank at the start of a game. You just fall in your account

number and the game will recognise you. And this will work on any copy of the game, so if you go round to a friend's house you can use your bank account number.

This game is terrific. I saw the film at a preview last month and the game brings it all back to me. You may be confused by everything going on in the game if you haven't seen the film. So my advice is see the film and buy the game. You won't regret it.

Graphics	9
Sound	10
Value	9
Playability	9

R·E·V·I·E·W·S

The new Spectrum Plus is fully compatible with all 486 Spectrum Software. All Spectrum games reviewed in CBVG will run on the Spectrum Plus.

CLIFF HANGER

MACHINE: CBM 64
SUPPLIER: New Generation
PRICE: £7.95

It's Christmas and the silly season is with us again. The latest release from those masters of computer graphics is set on various mountain passes.

In front of you the road snakes away into the distance, where lurks a deadly laund. Sometimes you'll be able to see the coming towards you but when there's a twist in the road, you'll have to look out his position from the sound of his footsteps and the creak of his revolver.

You are perched on a cliff and are equipped with various contraptions to catch El Bandido unaware as he rounds the corner. The Faraday screen is all about magnets. Pick it up and it will attract a large devil on the opposite cliff, falling to the ground below. Getting your own back is all about boomerangs. When the bandit rounds the corner, throw the boomerang at him. If you're lucky, it'll hit him. If not, it does a superb spin and returns to your hand.

Like many games at the moment, there are parodied versions of other classics in here as well. *Chuzzle Brown* has you throwing bombs at the enemy while *Blouder Dash* involves rolling large rocks down the cliff.

If you manage to hit the sharp shooter, your character does a cute little dance on the screen. If you don't, he'll either scratch his head or knock himself into the ground by hitting his head with a mallet.

The music is some of the best I've heard on the 64 — very Italian-like with lots of twiddly bits.

The game works with joystick or keyboard. My only complaint is that there's not much for the player to do except position himself on the cliff and press the button.

But there are lots of screens and this will certainly live up your Christmas party. As I don't do someone's remembered to buy you a 64, that is.

- Graphics 5
- Sound 5
- Value 5
- Playability 5



are moved on to the next sector to look for another Grol. Problem is that if, after getting the last one, you are at the wrong side of the planet, you have to fight your way back again across the galaxy before you can take off.

That's the general idea of the game which took the same time to puzzle out. The instructions are written in the form of a memo from the Commander to you and there's a lot to remember.

Once the game has loaded, you can select the controls. You can use a Keyboard, Joystick or Probe interface or the keyboard.

The first thing I noticed was

STARDIRE

MACHINE: Spectrum 486
SUPPLIER: The Edge
PRICE: £9.95

An Ordo, in case you didn't know, is a bouncing yellow blob which knows what it's doing and where it's going.

It's also pretty fed up, as some mean lads called the Merchs has just blown its planet to smithereens.

Luckily, though, they just happened to have these escape pods at hand and some Ordo managed to get away.

An escape pod seats five and, for reasons known only to the Ordo, they sent one escape pod to each of a galaxy of planets.

Your task is to fix these planets, returning the Ordo to their teleports which they have set up.

Each time you do this, you

the similarity to Jet Pac. Sound effects are similar and so is the way on the planets, even the aliens move in the same way. The difference is that the screen scrolls sideways as opposed to being set on a single screen.

It's colourful and fast, but if you've already taught Jet Pac, you may be disappointed.

- Graphics 5
- Sound 5
- Value 5
- Playability 7

FOOTBALL MANAGER

MACHINE: Amstrad
SUPPLIER: Addictive
Game
PRICE: £7.95

Subbing Scooby Robinson should have no problems with this game's level 1. But on level 7 it'll probably defeat even the great man himself.

Originally in test-only form on a 288i, the Spectrum version had the added attraction of 3D graphics used for the match highlights. These are still here in the Amstrad version, and better than before.

First, though, you have to pick your team. Then, once you've chosen which side you wish to lead to victory, you can examine your team list. You will start with 11 players, although some may not be deemed fit by the computer to be able to play the next match. This means that you'll have to open the old purse and buy someone. Don't bet too high or you'll waste your money.

Once you have a team, you can play a match. Sometimes you'll simply be given the final score, while on others you will get full graphical highlights with real characters kicking the ball into the net.

After each game, you have the opportunity to revise your team list. You can also ask for a report card for yourself which gives you your current



position in the league, the financial situation of the club and a 'managerial rating' of your performance so far.

If the manager's getting scarce and you need some players, the bank manager will usually oblige, but it's never a good idea to be in debt. You can examine the league table whenever you wish and see how your team stands. Adding for the player list will show each player's name, whether he is fit to play and his current skill and energy ratings.

You can change your level of skill for the game as any

R·E·V·I·E·W·S



time and, to add a personal touch, you can change the names of the players as well.

There's a save game facility included, so you don't have to fit a season's work into an afternoon.

This game probably won't convert you into a football freak, but if you are one already then you'll like it.

■ Graphics	8
■ Sound	7
■ Value	8
■ Playability	8

5 PITFALL

MACHINE: IBM 64
SUPPLIER: Activision
PRICE: £9.99

The Commodore version of *Pitfall* 1 was identical to the Atari 100 game. Activision seems to have realised its mistake now and *Pitfall 2* is far superior to the Atari sequel.

The graphics are much better. Harry now has arms and legs that actually move and the water in the lakes ripples like the real thing.



Sound is better, too. Although the Atari had good sound effects, those of the Commodore are much better and it's good to see that Activision has used them.

Pitfall 2 is set in the legendary lost caverns of Machu Picchu in Peru. As *Pitfall* Harry, you have to explore them and face the dangers within. There are hidden lakes, scorpions, deadly electric eels and lots of things to kill you.

Unlike most graphics adventure games, you have no limit on your number of lives or the time you are

allowed to complete the game.

Throughout the caverns are scattered red crosses. Whenever you lose a life, you will be transported back to the last red cross you managed to reach and your score will also diminish.

Your ultimate aim is to score 100,000 points which you can only do by collecting all the objects and not being caught at all.

As well as 24 gold bars, you have to find a diamond, Rhonda, Guiltclaw the rat and also the stone age rat. The rat, says the instructions, has to be subdued from behind. How you do this, I'm not sure.

The game only works with a joystick which controls movement and jumping.

Pitfall 2 is, certainly better than number one. The game is harder, the graphics are better and there's more to do.

■ Graphics	9
■ Sound	8
■ Value	8
■ Playability	8

The aliens scroll in a straight sideways line which means that, if you stay still and keep firing, it's easy to avoid being hit.

Occasionally, the wall alien will fire back but your chance of survival is still greater than in most games.

Oh, Sarsapar's certainly managed to pack a lot into an unexpanded 51c and it's a great game.

There are nine different attack waves, and a bonus dice screen after each. If you hit the bouncing balls 12 times then you get more points.

The game uses full user-defined graphics characters and the sound effects are no worse than any other 51c game.

If you're a dode-basher at heart then this is a good way to spend some of that Christmas money.

■ Graphics	9
■ Sound	8
■ Value	8
■ Playability	8

7 MR EE

MACHINE: BBC
SUPPLIER: Micro Power
PRICE: £9.95

Now this is what I call a game with added Umph.

An Umph, at least according to Micro Power, is a creature which chases a wizard while he's trying to tunnel through the earth collecting clones.

You control the wizard with either the keyboard or a joystick, while trying not to lose a life by being caught by an Umph.

The wizard has a crystal ball which seems to have an in-built forcing ability. He can throw it at an Umph and, whether or not it hits, he will return to the wizard's hand to be used again.

As well as the Umphs on the screen, there are also some apples. Popping under one of these will boost it and it will fall until hitting some

more earth. If it hits an Umph or lands on the way, then it's certain to messy and extra points for you.

During the game, Umphs emerge from their base at the centre of the screen. When they have all trooped out, the base turns into a lump of food which the wizard should collect, adding to his score. Apple-eating, meanwhile, then emerges which can still be killed by the crystal ball.

Killing all the Umphs or eating all the apples means that you move to the next screen which is a little harder. There are ten screens in all.

As well as moving and firing, you can also pause the game or turn the sound on and off. Pressing escape will end the game and you can start again.

Mr EE is a fast, colourful game with good graphics and sound. If you're an arcade addict then you'll like this.

■ Graphics	8
■ Sound	8
■ Value	8
■ Playability	8

BUZZ OFF

MACHINE: MSX 32s
SUPPLIER: Exotic

Software
PRICE: £7.95

If this represents the level of MSX software then I don't think the Japanese standard is going to take off.

You are in control of one Bertie, the humble bee, who likes eating fruit. You have to guide him round the Enchanted Orchard where he can eat the food which appears.

Each time he eats something, though, a section of a spider's web appears. Dumping into it will lose poor Bertie a life, and a huge spider will descend and eat him away.

You have to avoid the sides of the screen, too. The game is controlled with either the cursor keys or a joystick, and passing over a fruit will let Bertie eat it.

6 DODO LAIR

MACHINE: Vic 3.5k
SUPPLIER: Software Projects
PRICE: £9.95

If you thought that you were in for a cute game about exotic birds then you've mistaken.

This is a sideways scrolling shoot-up, with your cannon on the right of the screen and the contacts coming in from the left.

You can't move your laser further into the centre of the screen, only up and down.





R·E·V·I·E·W·S



Graphics Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged.

If Bertie can eat enough, he can get to the spider's private lair where he can eat the magical garden fruit.

There are ten levels to the game, with a choice of 9 options at the start. Selecting 1 to 9 will let you play at the chosen level, while selecting 0 will play the "real" game by starting you at level 1 and progressing up a level each time you clear a screen.

The graphics are dull; Bertie's wings flap but otherwise there's not much movement.

An irritating title tune plays all through the game, and will probably get on your nerves.

There's nothing special about *Buzz Off*, and certainly it's not up to the standard we were shown when the MSX machines were launched late last year.

■ Graphics	7
■ Sound	7
■ Value	6
■ Playability	6

JASPER

MACHINE: Spectrum 486
SUPPLIER: Micromega
PRICE: £8.95

The craze for this year certainly seems to be graphical adventure games.

This latest from Micromega is better than most, and also a lot harder.

You are controlling a cute character called Jasper who can move left to right and jump. The easiest way to remember the rules is that anything which moved will kill you.

As Jasper moves off the side of a screen, he will reappear on another. You don't have to collect all the objects on a screen at once, but you can come back to them later if you want.

Before you even start to play the game, the first thing you'll notice is that there aren't any blue and yellow flashing border stripes, while



the game loads. This is a feature of Micromega's turbo loader and it works well. It also gives you a chance to wipe the title screen without being frightened at the same time.

The graphics are gorgeous. Bertie's legs flap from trees and rather large bees flap their wings as they fly. A robot hops around on some of the screens and his back legs move in and out just like the real thing. There are also legends after you which move very realistically.

The instructions which come with the game are deliberately brief. The idea is that you find things out for yourself, just like in a real Adventure Game. Some of the objects which are lying around should be collected and will help you on later screens. Others won't.

A tune plays in the background during the game, though you can turn this off.

All in all, a good, non-violent game. Unless, of course, a colossal fall off the tree and squashes the bunny!

■ Graphics	9
■ Sound	8
■ Value	9
■ Playability	9

FELIX

MACHINE: BBC
SUPPLIER: Program Power
PRICE: £8.95

If you always thought that you could beat any computer game then you probably haven't tried this one. It's hard, and I mean hard.

Wheels are those funny creatures which shoot

through tubes in children's TV programmes, while the sound effects department provides terrible squeaks.

In this game, the tubes and pipes are on the screen and our yellow furry friends are still there. But computer games need violence, so *Space Power* gives you a never ending supply of pesticides to spray into the face of the oncoming beast!

As well as insects and tubes, there are lots of conveyor belts and ball bearings. If you manage to reach the level, you'll be able to reverse the belt and bring a barrel towards you ready to spray it to death. If you get run over by a ball bearing, you lose a life.

There are oxygen cylinders scattered around, too, which will help to keep you alive, as will the emergency panic button. This makes you immune to wheels!

A good game from Program Power. It's hard but good. Sound effects are included, although you can turn them off if the neighbours are trying to get to sleep while you're still trying to beat a wheel.

■ Graphics	8
■ Sound	8
■ Value	7
■ Playability	7

BATTLECARS

MACHINE: Spectrum 486
SUPPLIER: Games Workshop
PRICE: £17.95

It seems that all those BBC documentaries have finally paid off. The year is 2000 and road accidents are now a thing of the past.

Bliss is a game for the population, as they have nothing to amuse themselves with any more. The world is such a safe place and they miss all the blood and road rage that have been replaced with Russian tracks.

But, luckily, someone has

Mirage

SOFTWARE &
DISTRIBUTION



8 Rossini Street
Seasforth
Liverpool
L21 4NS
Tel 051-620 9713

PROGRAMMERS

WE ARE LOOKING FOR TOP QUALITY PROGRAMMES TO MARKET IN THE UK AND ABROAD. THE PROGRAMMES MUST BE OF TOP QUALITY AND IN MACHINE CODE WITH GOOD GRAPHICS AND SOUNDS AND ORIGINAL CONCEPT. WE ARE LOOKING FOR PROGRAMMERS TO CARRY OUT WORK ON NEW MACHINES SUCH AS THE C.B.M/16 AMSTRAD AND M.S.X. WE CAN SUPPLY THESE MACHINES TO CARRY OUT WORK FOR MIRAGE. WE ARE ALSO OFFERING £500 PRIZE FOR THE BEST PROGRAMME RECEIVED BY THE END OF FEBRUARY 1985 WHICH WE WILL DECIDE TO MARKET. WE OFFER AN OUT RIGHT PAYMENT OR 10% PLUS PAYMENT OR 20% ROYALTIES. FOR MORE INFORMATION CONTACT THE SOFTWARE MANAGER HE WILL BE GLAD TO LISTEN TO ANY QUESTIONS YOU MAY HAVE.

SOFTWARE HOUSES

WE ARE LOOKING FOR TOP SELLING PROGRAMMES TO DISTRIBUTE TO OUR WIDE RANGE OF OUTLETS THROUGHOUT THE UK AND GIVE YOU A VERY FAST SERVICE TO HELP WITH YOUR SALES AND TO MAKE THE MOST OF YOUR PRODUCTS. SEND A SAMPLE COPY OF YOUR PRODUCTS WITH RATES AND TERMS FOR A FAST ASSESSMENT. FOR MORE INFORMATION CONTACT THE SALES MANAGER HE WILL BE GLAD TO HELP AND ASSIST YOU.

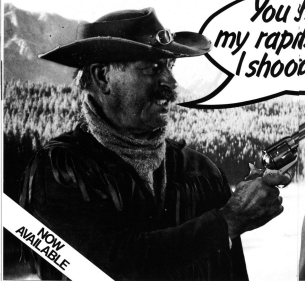
DEALERS AND DISTRIBUTERS

DEALERS WE HAVE THE BEST SELLERS FROM THE BEST PRODUCERS; WE ALSO OFFER VERY GOOD RATES AND TERMS TO HELP YOU AND US TO ACHIEVE THE BEST SALES AND SERVICE. FOR MORE INFORMATION CONTACT THE SALES MANAGER.

DISTRIBUTERS HAVE YOU GOT THE MIRAGE RANGE ON YOUR SHELVES. IF NOT THEN CONTACT THE SALES OFFICE FOR SAMPLES AND RATES.

SALES MANAGER
T.C. SAPHIER

SOFTWARE MANAGER
C.A. SAPHIER



NOW
AVAILABLE

CLIFF HANGER

AUTHOR - JAMES DAT ORIGINAL MUSIC - BRIAN DOE

Thrill to the cartoon style action of Cliff Hanger, a really original Wild West game. As Cliff the hero, you've got to stop the bandits shooting up the canyon. But with its own brand of wacky cartoon action fun, things simply aren't as they seem in Cliff Hanger. For a start, the boulder you throw at the ol' bandits may just come bouncing back at you.

Cliff Hanger incorporates all the elements that have made New Generation games best sellers for the Spectrum 64, such as original ideas, superb graphics and hilarious happenings - but now it's available first for the Commodore 64.

Featuring 33 separate screens, three levels of difficulty, one or two players scoring, Hall of fame and joystick compatibility or user defined keys, Cliff Hanger is set to be THE Commodore games playing sensation. Available from any good software store for just £7.95.

shoota
bids, then
ota you!

NOW
AVAILABLE

Shoot the Rapids

AUTHOR - PAUL BLINN

Ever wondered what it would be like to face the fierce white water in a top class canoeist slalom run? Well wonder no more because you can enjoy the fast action thrill of competitive canoeing from the comfort of your own armchair with *Shoot the Rapids*.

It's a game that involves real skill because you must move your joystick to simulate paddling action. You must get through the gates of the slalom course in the fastest time possible, while avoiding the river bank and rocks. There are also extra hazards like rogue speed boats and interfering bowmen to worry about.

This multi level game features increasingly difficult river courses with superb graphics and smooth scrolling along the river. Qualifying times have to be realised to move onto the next course.

With Hall of Fame, one or two player scoring and joystick compatibility, *Shoot the Rapids* is probably the best sports action simulation game devised to date. Available from any good software store for just £3.95.

Now
Generation
Software

NEW GENERATION SOFTWARE
PO BOX 10000
WILSON, NJ 07093



New Generation products are sold according to
the terms of trade and conditions of sale.



REWRITE THE HIGH SCORE TABLES

With the Gunshot, you'll have all your enemies covering in corners. 8-directional action and an all-in-one moulded stem allows accurate ambidexterity and strength to survive those all-right sessions. Dual fire buttons for fading fingers (and a rapid fire version when they're really coming thick and fast). And, if you break it (and we know you'll try) our 12 month guarantee will prove invaluable. The Gunshot plugs directly in to practically all popular home computers (ask about Vulcan interfaces for the BBC, Spectrum, Electron, C16, Plus 4). Only \$8.95.

See the range of Vulcan joysticks and interfaces

at your local stockist...
we'll see you on the
high score tables.



VULCAN
ELECTRONICS LTD
Joystick GENIUS

200 BRENT STREET, HENDON, LONDON W4 1RH. 01 200 8 800

Value: Is the game really worth all those pennies? How long will it's attraction last? Is it worth going without Computer & Video Games for a month because your parents won't give you any extra pocket money — or could you write a better listing?



find some old 20th century cars so they go in search of an old road to race there on. It doesn't take long for the sport to become a success, especially when a famous driver is actually killed. They're a salvage lot a hundred years from now, you know.

Eventually becomes a sport. The computer version is either for one or two players. You can play against a friend or the computer. The cars are fairly complex machines with 12 keys used to control each car. Luckily you get a keyboard overlay to help you remember which buttons to press to fire which parts of your mobile arsenal.

On the other side of the tape to the main game is a program called Designer. With this, you can design your own battleships and the artillery which this will carry.

The screen shows two windows at the top. One is used to show the position of each car. You see the car itself and the immediate surroundings. At the bottom of the screen is a diagram of the cars and their artillery, and also a map of the whole track.

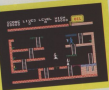
This is certainly a long way from *Choppern'Gag* and not really as good. The idea is pretty silly, but then so are quite a few computer games at the moment. Animation of the cars is very slow and the track moves a whole character at a time across the screen. Most of the game is written in Spectrum Basic which just isn't fast enough.

There's a lot to playing this game and you'll certainly have to study the 16-page manual for some time. Personally, I don't think it's worth it. It's one thing to have a good idea for a game, but another one to actually write the program.

And one out of two isn't good enough.

• Graphics	5
• Sound	5
• Value	5
• Playability	5

10



• Graphics	5
• Sound	5
• Value	5
• Playability	5

11 STAR AVENGER

MACHINE: Amstrad
SUPPLIER: Euxia
PRICE: £8.95

Every software collection needs at least one scramble game and this is a very playable version of the old classic.

There are nine different scenarios to fly through, each one harder than the one before. At the start of a mission you can choose which path you wish to fly, so that you don't spend ages mastering the first few levels in order to reach the harder ones.

You can select from five different skill levels which will keep even a hardened keyboard-fighter happy well in 1985.

The game doesn't seem to be a patch, though. There are no instructions on the cassette tray, and the demo sequence made no mention of it.

Leaving the keyboard alone will take you through an impressive title display, showing what happens when you reach the end of a scenario.

Use of colour and graphics is excellent, with some stunning real-time-killed characters.

If you only have a green screen then you're missing out on some of the fun, but the game is still worth playing.

Sound effects are fairly tame for a space game like this, though. Cuts and explosions are replaced by a happy tone tune.

Control via the keyboard is always difficult and this is the only drawback to a good, if fairly unoriginal game.

• Graphics	9
• Sound	7
• Value	8
• Playability	8

10

TURMOIL

MACHINE: Spectrum
SUPPLIER: Bug Bite
PRICE: £8.95

As platform games go for the Spectrum, *Bug Bite* started it all with *Manc* before.

Turmoil continues the craze which the company started and it's just as good.

You're a mechanic and once you've collected an oil can from the side of the screen, you have to take it to the top of the screen and to the car from the leaky tank.

Then, later you can oil it and pour it into the car, which gradually takes shape.

It takes more than the luxury to make a full car, though. When it's done, you move to a harder screen.

Like *Manc* before, you have to complete one screen before you can move on to

the next. If you take all your lives, you start again from screen one.

There is a training mode, though, which lets you practise the harder screens but you don't score any points this way.

The screens are beautifully animated, with concrete belts and trampolines to help you escape from the Axids. Well, what do you expect with all that oil used? They're after that oil and, if you run into one, you lose a life.

You can defend yourself by dragging some oil around the screen which will kill anything it touches. But this means that you'll need even more oil to be the tank to fill so the car.

Graphics are as good as any similar game on the Spectrum and sound effects are all that. But it does play a reasonable version of *Star* Up and Fight from *Caesars*.

R·E·V·I·E·W·S



Sound: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room? The C&M review team don't judge games with their ears plugged up, we can tell you!

12 MICROGO

MACHINE: BBC
SUPPLIER: Edge Computers
PRICE: £3.95

If you always thought that Scrabble was the only decent board game for a micro, then you shall have seen this one.

Go is simple to learn but can take years to master. The board is a grid of eight by eight squares made up of nine lines in each direction.

There are two players and they take turns to place a black or white counter, or stone, on a place where two lines cross. That area is then marked out as that player's territory. At the end of the game, the player with the most territory will win.

To capture a player's stone you have to surround it. To surround a single stone will take four of the opponent's stones unless the piece is on the edge of the board, in which case you'll only need two.

Microgo is very well written. The computer's response time is around three seconds on the Beos but a little slower on the Spectrum. Graphics are good and the low sound effects are just right. And so too the code, either.

If you still have a headache from all that Christmas just write down with this for the afternoon — it's a lot less tiring.

● Graphics	8
● Sound	8
● Value	8
● Playability	8

13 SCRABBLE

MACHINE: BBC
SUPPLIER: Leisure Genius
PRICE: £13.95

Scrabble must be the best word in the long-running BBC vs. Spectrum debate.

Scrabble on the Spectrum was licensed from Leisure Genius and written by Peter. Now,



Leisure Genius has brought out the game for the BBC.

With only 32k compared to the Spectrum's 48, you'd assume that the game wouldn't be quite as good. In fact, there's no comparison.

The list of words which the computer knows has been reduced from 11,000 to 8,000, although you can still challenge the computer if it doesn't recognise one of your words.

The game is for one to four players and the idea is to form words from the letters you are given. The words need to be placed on the board in crossword fashion, so that it links to another word already there.

You can select which, if any, of the four players will be played by the computer. If any are, they will be given one of four skill levels. If you don't really feel like playing a game, set up a match with the computer playing all the parts. Then, just sit back and watch the machine play itself.

Apart from the limitations, the game plays as well as any other version. If it's a game of Scrabble you want and you don't want what the screen looks like then you'll enjoy this. But screen layout is so bad, obviously to conserve memory, that it becomes tedious to stare at it for any length of time.



● Graphics	7
● Sound	7
● Value	8
● Playability	8

14 KENSINGTON

MACHINE: BBC
SUPPLIER: Leisure Genius
PRICE: £13.95

This game is based on the board game and not, I'm assured, on the Kensington Killer sand-wicher which our handy sandwich man brings around to the office every morning.

Kensington is a strategy board game from the people who brought you Scrabble and Cluedo.

The board consists of seven interesting hexagons of which three are white, two blue and two red. One player is blue, the other red, and you must place your counters so as to occupy either a white hexagon of one of your own colour.

There are two parts to a game. In part one, players alternately place one of their 15 stones on one of the intersecting lines which make up the playing area. When this is done, you can move your stones along the lines of the board.

You can either play against another person and use the

computer as a Genie, or play against the computer on your own. The machine has three skill levels.

If you like board games but can never find a willing opponent then this is certainly odd for your collection.

● Graphics	8
● Sound	7
● Value	7
● Playability	8

15 CLUEDO

MACHINE: BBC
SUPPLIER: Leisure Genius
PRICE: £12.95

The murder was committed by Miss Scarlet in the Dining Room with the Gardenstick.

Sound familiar? Well, it ought to — it's Cluedo, one of the most popular who-dunnit board games ever, and now Leisure Genius has brought it out on the BBC.

Playing the game on the BBC takes you right back to Christmas holidays when, so sick of re-runs of films, seen hundreds of times before, you would switch off the TV and out would come the board games. At least playing with the BBC you can commandeer the TV as well!

The plot plays like something out of an Agatha Christie novel. Mr Black has been murdered — there are six of you staying in his house. One of you is the murderer and it's up to the players to sniff him out.

Depicted on the screen is an exact representation of the board game complete with Col. Mustard, Professor Plum, the rope, the kitchen, the ballroom and these gory instruments of murder — the rope and dagger.

A great game which, I should imagine, will provide hours of fun this Christmas. A word of warning though — don't cheat — the computer doesn't like it!

● Graphics	8
● Sound	8
● Value	8
● Playability	8



R·E·V·I·E·W·S

16

KNIGHT LORE

MACHINE: Spectrum 40x
SUPPLIER: Ultimate
PRICE: £9.95

The adventures of Sabreman are finally drawing to a close with the release of Knight Lore.

After the encounter with the Sabre Wolf, our hero has now reached Knight Lore castle. His aim is to seek the Wizard, who can rid him of a spell which turns Sabre Man into a Merewulf during

this hideous spell upon your soul. To lose its hold must be your goal.

Beware, the traps here have legs.

The children tells what must go on. To break the curse and make the spell.

To save yourself and make you safe.

Like real adventure games, you can use the objects lying around. If you can't reach something that's too high, move a table so that you can stand on it.

You may even have to carry objects from one room

to another to put them to best use.

Control is via the keyboard or joystick. You can choose between Hornstone and Mantle 2.

At the bottom of the screen, a moon and sun move alternately across a sky to signify night and day. By day you take the character of Sabreman. But, at the moon rises in the sky, you become a Merewulf!

I did find it annoying having to wait while my character changed personality twice each day, but that's what you get for having a wizard putting a spell on you.

You have a time limit of 40 days to find the wizard, though each day lasts just a few minutes in 'real life'.

I've never seen graphics as good as this on any more game. No wonder it's taken so long to appear. Like many other software companies, Ultimate claims that their game takes the Spectrum to its limits.

Play Knight Lore and you'll believe them.

Graphics	10
Sound	8
Value	8
Playability	8



the hours of moonlight.

This game really is what I call a graphical adventure. You have to guide Sabreman through the hundreds of rooms in the castle, avoiding the obstacles and collecting any treasures.

What makes it special is that it's all in 3D, just like Amiga 4Share but better. Each screen is a mini adventure in itself and will take some time to solve.

As with Sabreman's other adventures, your clue comes in the form of a poem printed on the cassette tape.

Knight's Lore is called 'The Mad Tunes' and says: 'The Wizard's older now than all. His help you seek within his wall. For long days your quest may last. Locate the potion, make a last

17

UNDERWURDE

MACHINE: Spectrum 40x
SUPPLIER: Ultimate
PRICE: £9.95

Like all of Ultimate's games, this one took a long time coming but turns out to be well worth the wait.

Underwurde is a multi-screen adventure, along the same lines as Sabre Mutt and features the further exploits of Sabreman.

The Underwurde must be the largest thing ever printed into a Spectrum. According to Ultimate, there are around six HUNDRED screens.

At the top of each screen is shown your score and how deep you are into the Underwurde. Your aim is to reach the surface by climbing through all the levels.

The complaint about Sabre Mutt is that most of the screens are the same. The flowers are pretty but there are too many of them. You can't say the same for Underwurde. Each screen is different and the objects are ones as good as any previous offering from Ultimate.

So how do you get out from the Underwurde and what will be there to greet you when you make it? The only clues come from a rhyme on

17



the cassette tape which sets you little about the game. Like all good adventures, you'll have to find out the rest for yourself.

Your direction controls are up, down, left and right which can be controlled by a joystick or the keyboard but only give about five others, and all of Ultimate's others, is that the keyboard control is difficult. For some reason, they always seem to choose difficult combinations of keys.

The fire button will let you use the weapons which you are currently carrying. Your weapons will defend you from the nasties which, although they won't kill you, will knock you from where you happen to be standing.

My favourite screen so far is a mossy surface on level 20, with pulsating bubbles floating up to the surface. You can ride a bubble upwards, but it's not easy.

The cassette is turbo loaded and only takes a couple of minutes to load which should also cut down on piracy if you have drive problems. But as the tape's guaranteed for three years, you should be all right.

Sony? Oh, my verdu! Buy it, of course!

Graphics	10
Sound	9
Value	8
Playability	8

'ERE, ARFUR,
WOTS' ALL THIS
ABOUT US BEING
IN A NEW
COMPUTER GAME?



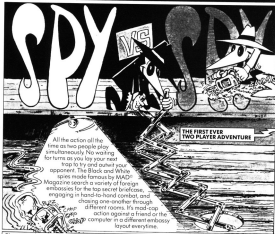
Wait for it . . . 'dk' will tip us off
the moment it's ready


THAMES
TELEVISION

dk'tronics
the games name

BEYOND

CHALLENGING SOFTWARE



All the action of the time as two people play simultaneously. No waiting for turns as you lay your next trap to try and outwit your opponent. The Black and White spies made famous by MAD® Magazine search a variety of foreign embassies for the top secret briefcase, engaging in hand-to-hand combat, and chasing one-another through different rooms. It's mad-cap action against a friend or the computer in a different embassy layout everytime.

THE FIRST EVER
TWO PLAYER ADVENTURE

Please send me **SPY vs SPY**

for my Commodore 64 (\$29.95)

Cassette

QTY

Commodore 64 (\$11.95)

Disk

TOTAL

I enclose Postal Order / Check payable to **Beyond**, or charge my credit card

ORDER NOW!
0858 34547
NOV 1989
01-637 2899

Card Number _____
Please fill details necessary

Name _____

Address _____

Postcode _____
Please send me details
of the **Beyond Club**

©1989 by the SPY vs SPY developers created by Andrew Franks and
published by B.C. Publications and distributed by Beyond. GameSoft from FireBall Software is a
BEYOND Computer House, Fenner Road, Stockport, Cheshire SK11 9JL



One of my greatest pleasures as a child was in getting mail. I used to spend hours clipping box-top coupons in the expectation of receiving thrilling items like soccer rings, fancy money and comics.

So here I am, all grown up, sorting through my mail — when my eyes light upon a small manila envelope. I sever the wonder of what's inside. I tear it open to find... a rubber dagger!

There's nothing else in the envelope. A tag is attached to the blade and says "John and Dagger". The words sound familiar. I give up and turn back to the more mundane world of letters and bills.

Next week, Monday morning, another manila envelope. It doesn't feel like a dagger though. Well of course not — what's terrible is a pair of dark glasses and a false beard. An enclosed card announces the mystery. It's an invitation to meet Antonio Prohías, the artist/writer of *MAD Magazine's* Spy vs. Spy, at a reception honoring his and Warner's release of the complete game of the same name.

The exception is in the lobby of Warner Communications' New York office at Rockefeller Center. I arrive as inconspicuously as I can, in my leather coat, dark glasses and false beard. No one pays any attention to me. They must think I'm one of the staff from *MAD Magazine*. I spy my quarry over in a corner, sitting. There are the two principals responsible, Antonio Prohías and Fernando Herrera.

Antonio Prohías narrowly escaped the wrath of Fidel Castro because of the anti-Fidel political cartoons he had been drawing for the Cuban press. He came to America and began the writing of his two "Spys" for *MAD Magazine* over 15 years ago. The result — a worldwide readership.

Fernando Herrera started *1st Star Software* in 1980. Herrera was born in Bogotá and studied architecture at the National University of Colombia. He came to the United States in 1980 to pursue graduate work, married and "settled down". For over ten years he sold household goods, and then worked on the design of life for skyscrapers.

A hamacious effort was struck when Atari released its personal computer in 1978. Warner's son Steve had been born with catanox which made vision nearly impossible. Herrera was appalled at the lack of software available for young children, with sight disabilities and decided to design his own. The result was *My First Alphabet* which won the first "Star" programming competition sponsored by Atari.

Herrera decided that the next step was to make a big splash in the new industry. His next program was *Atari Chess*... There is *Wo Znachet* a space shoot-'em-up



We want to welcome a new feature to *CVS* in the shape of *Marchal N. Rosenthal's* letter *Two American Marched* will be bringing you more of the American games scene plus a general view of what's new in the USA. We look at this issue with a look at the company behind *Warner's* new release *Spy Vs Spy* based on the characters in *MAD Magazine*.

featuring extraordinary graphics coupled with animated intermediate screens. *Atari Chess* has been a big seller for the Atari company, winning many awards including the recent 1984 science fiction fantasy game of the year award from *Electronic Games* magazine.

1st Star recently became affiliated to Warner Software, the new subsidiary of Warner Publishing Inc. As *MAD Magazine* is also under the Warner umbrella, the mingling of the two budding "spys" and proven programming talent was inevitable. Such games as *Boulder Dash* and *Pip and Flap* have shown *1st Star's* ability in rendering and animating cartoon images for computer gaming.

I stood closer and hid behind a large colour monitor running the game. I snaked out a hand and triggered with a joystick.

The program, designed by Mike Nadel, offers lush colours and interactive features as you take your "Spy" through a multitude of rooms in a foreign embassy. You are searching for a hidden briefcase containing a secret document to take back with you to your own government. To escape, you must also find a passport, keys and plenty of money for the trip.

In the style of the comic-strip, you must also avoid being stopped by the other "Spy". Whether you play against the computer or another player, both "Spys" are constantly visible through a split screen.

Snaky-traps can be set for the other "Spy" and at times, hard to hand combat occurs. Lots of noise and animated graphics, but no "hard" violence. A lot of the emphasis is on strategy and planning. Maybe so, but I found a great deal of

satisfaction in using my joystick controlled *Black Spy* to whip the *beepers* out of the White one.

I returned the joystick and walked over to Herrera. He offered no resistance to my asking him a few questions, maybe because I showed him my "dagger" invitation.

"We've had great responses in England — our games have been up on the lists for many weeks," he said. "Young people there are different to those in the U.S. — they catch little details which we overlook and appreciate them more. I feel that the British are more into strategy than an action-oriented Americans. It's a different taste, but a good program will do just as well there as anywhere else. Entertainment is universal."

Asked about how *Spy vs. Spy* would do overseas, he commented that he had excellent expectations due to its inherent mix of strategy and confrontation.

Herrera mentioned that he now supervised programmers in his company as well as writing his own games. He wanted on the concept for *Spy vs. Spy*, as well as *I Love My Alphabet*. But programming is still his first love. "My newest program," he says, "will be coming out in late January of 1985. I've no name for it yet, but I refer to it as *Genie* as it unleashes the spirit of the computer to do your bidding. I hope to finally reach that before line of justifying the fact of having a computer at home."

As he left I reflected on the reasons for *1st Star's* success.

The ingenuity and willingness to have fun is very much a part of the personality of Fernando Herrera and of his company. This is why *1st Star* will continue to thrive.

LETTER FROM AMERICA

LETTER FROM AMERICA

SPY VS SPY

COMPETITION

Solve this *Spy Vs Spy* caper and win Beyond's new game, based on the characters in *MAD* magazine, plus £1 OFF your next Beyond game.



What happened in the final missing frame of this *Profius* cartoon?

1. White Spy lurks within the safe and strikes Black Spy with a hammer.
2. A giant spring pops out of the safe and propels Black Spy across the room to land on the nails.
3. White Spy lurks within the safe and pokes Black Spy in the eye with a boxing glove.
4. A magnet hidden inside the safe attracts the nails across the room to impale Black Spy.
5. When the safe opens, Black Spy is buried under a torrent of hammers.
6. An anonymous nail shoots out of the safe through Black Spy's head.

Created by American cartoonist, the secret agents dressed in black and white first appeared in *MAD* 123 magazine in 1980. Their antics, as they battle to outmanoeuvre each other, have been enjoyed by millions in paperback and will issue 1207.

Now Beyond has launched *Spy Vs Spy* as an animated cartoon adventure on the Commodore 64. It's an interactive game which can be played in real time on a split screen display. Both players (human and computer or two human users) and fight simultaneously — they don't have to wait their turn. They take the part of White Spy and Black Spy, the cunning and misanthropic secret agents. Each has the same objective — to discover a set of secret plans hidden in a foreign embassy — a mission which must be accomplished at any cost.

Hidden in the bowels of the game, in the split race against time, they can plant a variety of deadly weapons to hinder their opponent. When a spy falls victim to one of the many giant springs, trigger guns or electrified doorways, he gets zapped in the cartoon style (only to return unscathed later via a randomly coded far too neat) friend. The successful spy escapes from the embassy and flies away to the next adventure. *Spy Vs Spy* will be published in the USA during 1985.

Beyond will send a copy of *Spy Vs Spy*, the computer game, and a year's subscription to the UK edition of *MAD* magazine to the first ten correct answers

to the competition. And there is a prize for everyone else too: all entrants will receive a special £1 OFF BEYOND GAMES FOLDER with the next edition of the *Secret Newsletter* which is free for all in December.

To enter the competition, simply tick the six possible solutions, choose one and send it on a postcard together with your name and address to: *Commodore & Video Games, P.O. Box 1, Watlington Lane, London EC1 3AU.* The first 10 correct answers received by 15th January will be awarded the prize. All entrants will then receive the special Beyond £1 off voucher.

MAD magazine published under licence by Time International Publications, 44, 46 Street, London EC1. MAD magazine costs 75p per year. The cartoon is reproduced from MAD magazine.



TASK SET!



THE BUG STOPS HERE!

**CAD
CAM**

**CAD
CAM
WARRIOR**

commodore



£9.95

To date, Atari's most astonishing game is Pole Position... If you are only going to buy one game, then this is the one you should get.

COMPUTER & VIDEO GAMES.

...Pole Position gives a very strong sense of speed as you hurtle round the track. The super-realism of the three-dimensional effect adds a lot to the game. It is a great graphics demo.

PRACTICAL COMPUTING.

Brilliant!

WHICH MICRO? AND SOFTWARE REVIEW

...a terrific version of the arcade motor racing game...graphics are superb...sound, too is very good as brakes screech and engines rev-up.

PERSONAL COMPUTER GAMES.

Exciting, exhilarating, excellent, Pole Position takes the lead as the best Atari race game around.

PERSONAL COMPUTER NEWS.

What can we say?



We're overwhelmed. Though we should just add that with AtariSoft, you can now play Pole Position® on the Commodore 64, BBC and Spectrum computers, as well as on all Atari® **POLE POSITION** systems. And you'll also find available other games such as Galaxian®, **from ATARI-SOFT™** Robotron®, Moon Patrol® and Ms. Pacman.

the only choice

Kuma

AMSTRAD CPC464

software



Holdfast



Zen of Stratos



Star Avengers



Galaxia



Music Composer



Logo



Database



ZEN Assembler



EASIVAT



Home Budget

An outstanding selection from Kuma's rapidly expanding range of Entertainment and Application Software for the Amstrad CPC464 Micro-computer.

Book:

- **The Amstrad CPC 464 Explored**
This superb book is designed to let every CPC464 user, at whatever level, get the most from his computer. After an introductory section on the special Basic features, the book looks in depth at the excellent sound and graphic facilities including ● Animation ● Windows ● Character sets ● Multitasking ● 2 Voice Tones ● MC routines for Basic ● Use of Zen ● Use of OS ● Sample programs

Available from your nearest Amstrad CPC464 Stockist.

Kuma Computers Ltd., 12 Haversham Park,
Riverside Road, Pangbourne, Berks RG5 1JH

Please send full catalogue on Amstrad CPC464 products.

Name _____

Address _____

Phone _____

Trade Enquiries Please 0257-4335

WATERSKI



NEW
FOR
CBM 64
1985
1986

SPLASH OUT ON A NEW GAME

Send for full colour product brochures (including a coupon)
Alligato Software Ltd., 1 Orange Street, London W1 3AF



Hope you're not seasick or afraid of the water. Feel your knees bend as you roll the corners, your stomach churn as you jump the ramp and the terror of hitting the obstacles and inshore. The fully controllable speeds and superb 3D effects guarantee really absorbing hours on the ocean waves.

£7.95

ARCADE



When people started queuing up to play Space Invaders, pinball was at its lowest ebb. It was stuck in another era — one of relays and staggered units. The pinball manufacturers were slow to react, possibly waiting for the video bubble to burst. When it didn't, they suddenly scrambled to make more processor controlled games. Unfortunately, the games themselves weren't any different and pinball still wasn't making much impression on the nighty video market.

What was needed was innovation. Williams found it and they produced a string of classic games: Flash the first with background sound, Go for the first to talk, Fire Power the first electronic football and Black Knight the first with a two bar playfield. Pinball blossomed. These games had rekindled the interest of established players and won over many new ones. All was rose in the garden. Then, around '82, the unthinkable happened. The arcade video bubble did burst.

This time the manufacturers were swift to react, almost overnight. Pinball went back to basics. So this is the state of the art and there are many youngsters who think that they have just discovered pinball. There is good and bad in this situation. On the good side, pinball machines are cheaper to produce and lots of kids are having lots of fun which has to be good for the game. On the bad side, old addicts like me are finding that the game is not quite so challenging, however, as pinball and its new found devotees move on, perhaps we will come back to Black Knight type games. Either way the steel ball lives on.

Every year, early in November, there is a large arcade show held in London.

It is a trade show only, where all the latest games are put on display to tempt arcade owners into parting with their hard-earned coppers.

Computer & Video Gamer was lucky enough to go to the show to bring you news on new releases and to advise you what to look out for in your local arcades. We have had a look at a few games this month and will be covering others over the next few issues.

FLY BY NIGHT! FUTURE SPY

Future Spy, a game that looks amazingly like Zaxxon, has just hit the streets.

It's a modern shoot-'em-up using the familiar story of a fighter plane flying over enemy tanks blowing up their navy, rocket bases and atomic dumps.

The graphics are excellent and your fighter jet leaves a clear shadow as it zooms over enemy terrain. Living up your shadow on targets allows you to bomb or torpedo the enemy accurately — hopefully before they can send heat-seeking missiles after you.

You always know when the enemy have locked their radar onto you and dodging the rockets can be a pretty hairy business.

Once you've used your torpedoes and bombs to destroy the enemy and, most important, their flagging, your plane will fly through a thunder cloud which results in a "time slip" to a different dimension of space.

As in Zaxxon, this is a god-send opportunity to gain as many bonus points as possible.

It's a long path to victory and you'll have to fly sores by day and by night to get the better of the enemy. The night scenes are clearly done as the player gets the impression of flying through the dark and seeing the targets through an infra red filter.

In fact, as you fly over the targets, a spotlight shines on them allowing you to line up the shadow of your jet so you can see more clearly what's happening.



Although this is not an original idea, it's successful in that it's very exciting to play. Zaxxon is such a popular game that you can't go far wrong in using it as the basis for another game.

HIGH SCHOOL PRANKS

MIKIE

If you've just escaped from school for the holidays, the last thing you'll want to do is play a game which takes you straight back into the classrooms.

Kosari chose to avoid what can only be called a woad game, as the Preview '85 exhibition in London recently.

Mikie is the name of the game and also of its hero. The action takes place in the form rooms of an American school in what must be one of the most bizarre games around.

Mikie is the type of guy whose world centres on the female race and probably thinks himself a bit of a gigolo into the bargain! He

has obviously never heard of work and spends his days in a female dominated classroom sending love letters, knocking girls off their chairs and generally creating a nuisance.

In fact, the story is a little

more complex — Mikie's great love is the cheer leader and he uses the other girls as go-betweens. Needless to say, he is not all a bad of roses. Half the mooks in the school would like to catch him and give him a good



ACTION

THE DON TO THE RESCUE!

DON QUIXOTE

Version 88, one of London's largest arcade shows, was held at the end of October. A whole new batch of games was on show many of which we will be taking a look at over the next few months.

Affecting on the look and fun and interesting games, I was drawn to Super Don Qui-Xte from Universal. It is a laser disc game played in the Dragon's Lair style.

Presumably the story line is based on Cervantes' famous novel of Don Quixote and his faithful companion, Sancho Panza.

In the arcade version, Don Qui-Xte's love Isabella has been captured and imprisoned in a castle many leagues away.

Don Qui-Xte sets out to rescue her but keeps running into trouble. His adventures are long and varied but he's nothing if not determined and makes it to the castle in the end.

The story also deals with the age old subject of good against evil. The evil this time

is washing. Poor Mike has to take to his heels and run.

As you get better at the game, you graduate from the classroom to the locker room, to the barroom and finally the gym. The gym is a sight for sore eyes — half the girls are in a state of undress and are peering in their leotards waiting for Mike to make an appearance.

Mike is a game of colourful graphics and not much else. A certain element of skill is needed to collect and deliver the heart-shaped messages and it is exciting from the parents' point of view, but it's not a game to sat the stream running. Give the a shoot 'em-up any day.

The Japanese must have a very odd idea of what American boys study at school — O levels in lower-level writing or English is chatting up women perhaps

is in the form of a demon who, looking down on the world from a great height, becomes determined to throw everything in Don Qui-Xte's path to prevent her rescuing Isabella from her plight. Time after time our hero manages to wriggle out of trouble by the skin of his teeth.

The graphics, as in Dragon's Lair, are cartoon animated. The movements of all the characters are very smooth and beautifully depicted.

The movements of the game are directional only, as in similar laser disc games. The story unfolds in front of you and a sign appears telling the player when Don

Qui-Xte has to make a move — whether it is a change of direction or to use his sword.

These signs are unobtrusive and rather subtly drawn. A large arrow appears pointing in the direction the Don has to move and a large gold disc flashes next to his hand when he needs to use his sword.

In Don Qui-Xte, the arrows and discs give you the advantage of knowing when to make your move and may make the game more popular in that respect. Time will tell. However, the game isn't



quite that simple. If you don't act on the sign immediately, you will lose a life. Still, it doesn't take long to learn the moves and when to expect them.

I don't think Don Qui-Xte is as much fun as Dragon's Lair but it is a lot less frustrating and should be a real catch in the arcades.

If you know of any hints and tips or snippets of information on your favourite game, write into Arcade Action and we'll print them if they haven't been published already.

Snivel

How to get 255,000!

Play two planets. Use all of player one's lives. Then shoot player two full of all 20 Comets. Of the last life of player two, fly directly at the Sunstar and drop every bomb. While the Sunstar is chasing you up, the bombs harm it and wipe out the Sunstar. Roughly 50% of the time you will get awarded 255,000.

Stargate

2000 point "Droids" bonus. No cheat etc.

Shoot everything but one ladder on a wave. Follow the ladder and he picks up a handgun. Shoot the ladder with the handgun number-ninth. Let the handgun fall and position your ship on the planet's surface and die. It's below the handgun. The handgun will touch you and the surface at the same time. The screen flashes and you are 2000 points richer.

Tempest

This is the top to high scores on Tempest . . .

HINTS AND TIPS

As the Bull's been at it again and, from learned study of arcade games, has come up with a few more hints and tips to those yearning to get those extra 1000 points or an extra life. Read on.

First you must complete the old level that gives you 100,000 bonus points. Then get your score to any of the left over scores as one of the left over combinations listed below by shooting yellow. After worth one point per hit. After you have the combination you want, kill yourself by walking into enemies and wait for your desired effect to happen. They are:

- 00 = Freeze screen
- 01 = Gives scores to book-keeping totals
- 04 = Allows play during attack mode
- 08 = 40 free credits
- 11 = 40 free credits
- 12 = 40 free credits

14 = Credits issued without actual credits.

16 = Credits issued without actual credits

18 = 40 free credits

19 = 40 free credits

18 = 40 free credits

41 = Last two digits of score switch

42 = Score increases quickly

46 = Allows following game to start at green level

50 = Player scores by himself

51 = Player moves by himself

60 = Objects drift down

65 = Objects drift right

67 = Objects jump

68 = Objects drift up

70 = Objects drift up

All the tricks will work if you use the one to play the attack mode (05). If you pause at any of the desired points, it will take place instantly. Also two additional ones work from this. They are:

45 = Generates a random coloured level with the wrong enemies for that level (eg. a dark blue level with football tankard!)

48 = 255 extra merit! Apparently Ajay made a modification kit for Pacman to stop those bugs. It is also very uncommon and is not evident on any Tempest that I have played.

YOU MARVELLED AT BEACH-HEAD...
 NOW ACCESS PRESENT THEIR LATEST MASTERPIECE:
RAID OVER MOSCOW

Commodore 64



The most breathtaking
 3-D graphics yet seen on
 the Commodore 64!

Gripping arcade action

Multiple scrolling
 screens

The Soviets launch a nuclear strike against major cities of the United States and Canada. With our own nuclear arsenal dismantled, in accordance with the Salt IV Arms Agreement, the Soviets believe their treachery will lead to total world domination. Our only hope is our space station equipped with atomic bombs, which can be unleashed in Soviet airspace.

As squadron leader, you must lead your commandos on a virtual suicide mission, knock out the Soviet launch sites, and then proceed into the city of Moscow. Armed with only the weapons you can carry, you must seek and destroy the Soviet defence centre to stop the attack! Top multi-screen action!



Available on CASSETTE \$9.95 DISK \$12.95



U.S. Gold is stocked by all leading computer stores including BOOTS WH SMITH JOHN HENKES WILKINS HOOLWORTH

Dealers! For information on how to become a U.S. Gold Stockist write to CentreSoft, Unit 18, The Parkway Industrial Centre, Henagey Street, Birmingham B7 4LX. Telephone: 021-258 3020. Telex: 337266.

LAZY JONES

A new games concept for the CBM 64

Play LAZY JONES and become the laziest and most skilled pinbiker in the Hotel business. Your hotel has 18 rooms most of which have their own Computer game. You must play LAZY JONES, playing each game, but avoid being caught by the brake manager.

Each game in the hotel is displayed on a split screen and is when first TERMINAL Software game to incorporate its own text reader - Readbook - RRP £7.95



YOU CAN NOW BE LAZY ON THE SPECTRUM TOO!



SCOOT



WILD WATERS



SEARDUST



BY RED BALLOONS

Terminal Software Games are available from -

International

- Alpine - New Zealand
- Konkall - Austria
- Osloff - Australia
- Softbyte - Finland
- S.F.I.D. - France
- Toit - Sweden

Retail

- Boots
- Deans
- Makro
- John Mannings
- Selfridges and all other leading retail outlets.

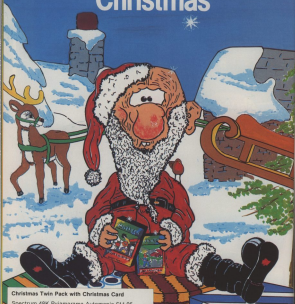
Distributors

- Bolton
- Continuum
- ESD Electronics
- G.R.I.
- Granite House
- Lightning

- ITV
- Micro Dealer
- R & R Computer Games
- Solomon & Pines
- Tiger Trade
- Tony



Wally
A Merry
Christmas



Christmas Twin Pack with Christmas Card

Spectrum 48K Pyjamasama Automania £11.95

Commodore 64 Pyjamasama Automania £12.95

Amstrad GPC 464 Pyjamasama Master Chess £12.95

MIKRO-GEN

44 The Broadway, Bracknell, Berks. 3444 427217

TORNADO LOW LEVEL



COMMODORE 64

7.90

ocean

COMMODORE 64

7.90

Ocean House - 6 Central Street - Manchester - M2 5NS - Telephone 061 832 6633 - Telex 669977

Ocean Software is available from selected branches of: **BOOKSPOUTS**, **191 DUNDAS STREET**, **LIBERTY**, **RAMBOLKOWS** and Spectrum Shops, Spectrum Shops and all good software dealers. Trade enquiries welcome.

DANGER MOUSE

BRITAIN'S NUMBER ONE CARTOON CHARACTER
ON COMPUTER GAMES FROM CREATIVE SPARKS

DANGER MOUSE

IN DOUBLE TROUBLE

The evil Baron Siles Greenback has built an android Danger Mouse which must be destroyed and there is not a moment to lose.

Guide Danger Mouse and Penfold through the deep jungle to the lair of the Baron and then halt the landing sequence before it's too late.

Can you help Danger Mouse save the world?

Fast loading cassette (C-64 version).

WIN

A Balls Reunited helpline trip to meet Cosgrove Hall the creators of Danger Mouse. Both pack contain full details.

DANGER MOUSE

IN THE BLACK ROBEE COASTERS

This adventure program is no piece of cake! As Danger Mouse, the World's Greatest Secret Agent, you will need all your wits about you to track down the Russian PI-beam operation... and will develop a range of useful skills as you go.

- for early subscribers of any age
- no typing skills required
- lots of superb graphics

"The graphics...are stunning on the Spectrum and even better on the C-64"

Computer and Mouse Magazine, 1985

TWO GREAT NEW GAMES FOR THE C-64 AND SPECTRUM 48K

CREATIVE SPARKS

Available from all good computer software stores.

Orders (tick as required)

- | | |
|---|-------|
| <input type="checkbox"/> UNREMOVABLE TROUBLE (C64/C64) (S&P) (TRM) | £5.95 |
| <input type="checkbox"/> UNREMOVABLE TROUBLE (S64/S64) (S&P) | £7.95 |
| <input type="checkbox"/> DANGER MOUSE IN THE BLACK ROBEES (C64/S64) (S&P) (TRM) | £5.95 |
| <input type="checkbox"/> DANGER MOUSE IN THE BLACK ROBEES (S64/S64) (S&P) (S&P) | £7.95 |
| <input type="checkbox"/> My local dealer's address | |
| <input type="checkbox"/> Your full list of games | |

Games at £8.95/£7.95 each

1 single floppy

Mail to send

Method of payment
By cheque or PO to credit money payable to: **Wells**

or Bank card no. By Access

Barclaycard

Signature: _____

Signature

Order last rates: £10.95p/line

Post office orders: 10.95p

Post office orders: 10.95p

Creative Sparks,
Department 663,
2181 Parkborough Road,
Parkborough, West Sussex, GU14 7JF
Telephone: (01243) 828261

Name: _____

Address: _____

TURBO CHARGE YOUR SPECTRUM



Outperforms any Spectrum interface

The unique Turbo interface from Ram gives you all these features – and more – in one unit

- ◆ A variety of interfaces including Ram cartridge, two floppy Diskops for standard cassettes, PLUS full expansion of rear
- ◆ Compatible with Kempston Protek and Interface 2 protocols
- ◆ Works with latest Quickshot I rapid fire cassettes and trackballs
- ◆ Choice of Ram cartridge, tape cassette or Minidrive software
- ◆ Works with virtually all cassettes compatible software
- ◆ Instant program loading with cartridge software
- ◆ Built-in power safety device – uniquely Ram Turbo
- ◆ Full one year guarantee
- ◆ Immediate availability – orders will be despatched within 24 hours upon receipt of postal orders or credit card details (Prepaid – seven days)

So don't wait around. It's available from Boots, Mercaes, Greens, Spectrum

Grasp home computer centres and all good computer shops everywhere

Or simply complete the coupon below and send it to us today
Ram Electronics (Flex) Ltd Dept. C.V.C., 106 Fleet Road, Fleet,

Hampshire GU12 8PA.

Or call our credit card hotline on 02534 25252.

Please send me

_____ Spectrum Turbo Interface(s) at £22.95

+ £1.00 p.p. (postage unless £1.00 or more)

_____ Quickshot I cassette(s) at £9.95

(only when purchased with Turbo – normally £11.95 + £1.00 p.p.)

Limited time offer: postal order or cheque by Access/Visa for £

Expiry Date _____



<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Name _____

Address _____

Postcode _____

Telephone _____

© 1987 Ram Electronics (Flex) Ltd. All rights reserved. Price subject to availability.



24 Hour
despatch by
credit card and
postal orders

Trade and export enquiries welcome.

GAME OF
THE
MONTH



RUNS ON A BBC MODEL B

BY CARL ROBERTSHAW

SUPER SHARKS

Super Sharks was written on a BBC model B, although it should run on the expanded model A and Electron, with changes to the sound and Mode 7 commands.

Super Sharks has been written in two parts. The first sets up the user-defined graphics and prints the game's instructions. It then loads the second part which contains the main body of the program.

During the game you control a battery of three bases which you must use to shoot the sharks that are swimming beneath the ships, threatening to surface and gouge a hole in their hulls.

Shooting the sharks is made more difficult by ocean currents which can easily change the direction of the missile, sending it directly into one of the ships.

If you wish, you can make the game more difficult by substituting the number ten in line 100 for a five.

PART 1

```
10 REM (C) G.Robertshaw, April
11 1994.
20 REM SUPER SHARKS V.1:BBC
30 MODEL:YOU23,0,1,0,0,0,19,1
40 PROCBLOT304,000,"SUPER",3
50 PROCBLOT248,000,"SHARKS",3,7,F
60 BLOTL3144,424,STRINGSK7,"=" 7,2
70
80 COLOUR:PRINTSK0,10;"By
G.Robertshaw 1994."
```

```
90 PRINTSK12,207;"Press any
key." :$FK15,1
70 END=RND(0)-1:IF Rnd=1 GOTO
70
90 YOU23,0,END:0:;10=INKEY02
0:;IF 10="" THEN 70
90 YOU23,0,7;0:;$FK15,1
100 COLOUR:100:CLS:COLOUR0
110 PROCInat
120 PROCCHARS
130 COLOUR:100:CLS:COLOUR0
140 PRINT:PRINT"PRESS PLAY ON
YOUR TAPE RECORDER."
150 PRINT
160 STATE
170 CHARIN=""
180 END
190 DEFPROCCHARS
200 AH=STRING$(0," ")
210 RESTORE200:FORH=141 TO 100
:READA,A,B,C,D,E,F,G,H/YOU23,M,
N,O,P,Q,R,S,T,U/V,W,X,Y,Z
220 YOU23,120,0,0,0,0,96,240,2
40,255
230 DATA"=RHL",0,0,0,255,100
,40,60,60,"BOM",21,31,15,7,3,1,0
,0,"F-CASIN",1,3,3,100,201,247,2
50,255,"HULL",255,255,255,255,25
5,255,255,60
240 DATA"ROOF",0,0,0,7,0,102,2
31,255,"H-CASIN",204,140,12,255,
255,255,255,255,"CRASH 0+",100,1
00,120,224,120,120,240,255,"H-C
HIN",40,40,255,255,255,255,255,2
55
```

AMMO#:

```

250 DATA"LIGHT",0,0,0,0,0,96,0
24,224,"LB-CRASH",240,240,240,24
7,240,240,255,255,"B-RAIL",0,0,0
255,85,85,255,255,"STEER",254,0
52,252,248,248,224,192,120

```

```

260 DATA"TOP",0,0,16,16,66,124
,214,254,"L-SIDE",7,31,63,63,63,
63,63,63,"BLOCK",6FF,6FF,6FF,6FF
,6FF,6FF,6FF,6FF,"R-SIDE",132,24
0,240,240,240,240,240,240
270 DATA"MISSLE",32,32,48,24,4
8,96,48,16,"HEED",0,2,34,18,18,0
6,30,20,"B-HEED",20,24,56,104,10
8,70,220,220

```

```

280 B%=CHR$(145)+CHR$(147)+CH
R$(149)+CHR$(151)+STRING$(3,CHR$(
0))+CHR$(141)+CHR$(143)+CHR$(145
)+CHR$(149)+CHR$(151)+CHR$(153)+
CHR$(15)+STRING$(6,CHR$(0))+CHR$(
142)+CHR$(144)+STRING$(3,CHR$(1
55))+CHR$(152)

```

```

290 B%=CHR$(153)+CHR$(16)+CHR
$(0)+CHR$(0)+CHR$(154)+CHR$(155)
+CHR$(156)+B%=CHR$(157)+B%=CHR
$(158)+CHR$(16)+CHR$(9)+CHR$(159
)

```

```

300 ENDPROC
310 DEFPROCGL0T(H,V,W,0)
320 VDU23,175,200,200,240,240,
200,200,0,0
330 COLDUK1
340 FOR H=1 TO LEN(W)
350 VDU4
360 PRINTTAB(0,31);MID$(W,H,1)

```

```

370 FORF=J2 TO 0 STEP=4
380 FORF#0 TO 32 STEP 2
390 IF POINT(F,6)=1 VDU5:COLOU
,C:MOVCH#F#4,V#0#6:PRINTCHR$(220
):COLOU,0:PL0T6,F,F
400 NEXT F:NEXT E
410 H#H+120:IF H#1270 H#0:V#V
-120
420 NEXT H
430 VDU4
440 ENDPROC
450 DEFPROCInet

```

```

460 PRINTTAB(12,23);"SUPER SH
908!";TAB(12);STRING$(16,"")
470 COLDUK1

```

```

480 PRINTTAB(2,4);"You control
an undersea station, with 3 big
six size bases for protection. Your
station is in constant need o
f supplies,which arrive in ships
,Unfortunately for you, your evil
enemy has found out how your
supplies arrive";

```

```

490 PRINT", and has unleashed
deadly,mechanical sharks, whose
only six size life is to wipe you
out. Your only defense is to f
ight back with the missiles,
using keys 1 to 3 to FIRE bases
1to 3 respectively.";TAB(2);"Pae
t to make it ";

```

```

500 PRINT"some difficult water
currents upset your fire and c
an lead tothe destruction of you
r supply ships.";TAB(2);"You loo
se a life when you run out of a
munition and can't get enough su
plies,when a shark dives to you
r station, or";
510 PRINT" when you sink all
your ships.";TAB(13,26);"GOOD LU
CK!";COLOUR0:PRINTTAB(12,23);"PR
ESS ANY KEY.";PF(15,1)

```

```

520 G=GET
530 ENDPROC

```

PART II

```

10 ENVELOPE1,0,1,0,0,1,0,0,12
7,-0,-1,-0,120,0
20 ENVELOPE2,0,-1,0,0,50,0,0,
120,-1,0,-1,120,50
30 MODE7:HI=3465:S#0:SH=1
40 PROC#MODE1(VDU23);S202;0,0
):PROC#C
50 COLOUR=129:COLOUR0:IF S#1
PRINTTAB(H,V);SH;TAB(H-1,V+2);"
",TAB(H-1,V);" ",TAB(H-1,V+1);"
" ELSE PRINTTAB(H,V);SH;TAB(H

```

HOT FROM

SEGA®

THE ARCADE WINNERS

released
NOW

TAPPER

SIDE-SPLITTING, BODA-SLINGING
LAUNDS AND SPILLS!

THE OFFICIAL HOME EDITION OF
BALLY MIDWAY'S ARCADE HIT

Billy-kicking Soda Machine Fun, including:
• 300+ unique, coin-slotted, shimmering
graphics, 40+ spins, 100+ points and 100+
enemies

• Play a fast spinning Soda Bowl! Score
Bonus! Automatic coin-packet system
graphics! Ability to keep your cash as hot
leader, crisy! Customers Billy will be
for another solid one.

U.S. Gold is stocked by

WILLIAMS WILCOX
WINDHAMPTON, WINDHAMPTON

Rumbalows
and Spectrum Shops



Exclusive manufacturers for
SEGA and Spectrum

4
CORINGOORE
CASSETTE
9.95
DEK
12.95

SPECTRUM
CASSETTE
7.95

For release schedule and trade details contact
Coxs Ltd, (UK) Ltd, The Parkway Industrial Centre, Hennessy Road, Birmingham B11 4LY, Telephone: 01-259 2600, Telex: 327280.

Solar SOFTWARE



ACTUAL SCREEN SHOTS TAKEN FROM CBM 64



You'll get to see a beautiful sea for yourself the night before the wedding in search of Jane one day but she'll gone for her life. The wedding were preparing but with water bubbling hot. If you don't rescue Jane in time she'll end up in the sea.

Solar SOFTWARE MONKEY MAGIC



CBM 64

Solar SOFTWARE

JUNGLE QUEST



CBM 64



ACTUAL SCREEN SHOTS TAKEN FROM CBM 64



Score in an eye for a beautiful sea and for MONKEY MAGIC of your local shop the name of the single prints under the sun. To play the game, guide monkey round and have some fun.

100% Machine Code, 32000 text lines, joystick and keyboard, 16bit screen, 8000 scrolling characters. Available name of your local computer shop. Retail price includes VAT and plus. Trade enquiries to Granada City.

Other price available	£1.95	MINIMUM PRICE	£1.95
CBM 64	£1.95	AA17 CBM	£1.95
VERSION FOR THE PEGASUS	£1.95	AA17 CBM	£1.95
BLACK BOX	£1.95	AA17 CBM	£1.95

SOLAR SOFTWARE LTD.
17 WEST HAVES, EAST LANSIA BLVD
STOURBRIDGE, W. MIDS. B96 4JF

QUALITY CONTROL FROM CREATIVE SPARKS ON C64

For those
who demand
excellence



JAVA JIM
 Quite simply the most fun 30 seconds
 of computer software there can be
 for a pocket calculator.
 You don't have to avoid the danger
 of falling lava being continually
 shifted and drawn on. Jim from the
 small village continues in this highly
 original and logical fun game.
 4 full graphics action screens,
 20 levels of play
 with score feature,
 Fast loading cassette.



**COUNTDOWN
TO MELTDOWN**
 An amazing graphic
 action adventure game which
 puts you in charge of a team of
 outcasts trying to reach the core
 of a nuclear reactor before it
 explodes.
 This game has over 3000 screens to
 be negotiated and every single
 one of them is in 3D!
 Probably the most exciting
 game yet developed for
 the C-64.
 Fast loading cassette.



BIRD MOTHER
 This is a delightfully original
 game which uses nature as the
 setting for a highly competitive
 and challenging game. Guide
 the Bird Mother as she battles
 her nest and raises her young.
 Finally protecting them from a
 greater hawk.
 Fast loading cassette.
 The stunning graphics and music
 in Bird Mother are not to be missed.



WING COMMANDER
 This is a highly sophisticated
 flight combat simulator which
 puts you in the pilot's seat.
 Highly advanced machine code
 programming has ensured you
 feel every stomach lurching dive
 and roll.
 With 17 separate controls to be
 monitored and several ground
 targets to be deflected from the
 attacking enemy domains, this
 game will stretch your skills to
 their limits.
 Fast loading cassette.



CREATIVE SPARKS

Available from all good computer software stocks.

Send me (tick as required)

- Java Jim (C64) £5.99
- Countdown to Meltdown (C64) £7.99
- Bird Mother (C64) £7.99
- Wing Commander (C64) £7.99

My total amount enclosed
 for my list of games

Game/s at £7.99 each £ . . .

+ single UK P. & S. £ . . .

Total enclosed £ . . .

Method of payment

By Cheque or P.O. (no cash made payable
 to CBCL)

Order card no. _____

Sign below:

Credit card sales, UK buyers only.
 Response within 21 days.

By Access

Bankgiro

Creative Sparks,
 Department No. 1,
 104 Parkborough Road,
 Lymington, Hampshire, SO41 7HT
 Telephone: 0203 21 518-304

Agency _____

Address _____

GIFT FROM THE GODS



GIFT FROM THE GODS

"The Power of Destiny"

- Number 1 Blockbuster from the "MEGA TEAM"
- Spectacular arcade - adventure played in a multitude of ways and at many different levels.
- Watch the Secrets of the Labyrinth unfold as our Hero, ORESTES, tests his skill against the power of GOD and MAN.
 - Stunning animated graphics take you beyond time ... into the "FIFTH DIMENSION".
- "INTELLIGENT" controls allow ORESTES to perform an astonishing repertoire of feats from the command of joystick or keyboard.
- Discover the key to "AGAMEMNON'S" puzzle, through the power of intrigue and illusion!



WINGO is a game using the skills of an experienced pilot to fly a plane through a series of obstacles. Price: £19.95. Available 12/85



WARP is a computer space adventure game. The main character, Tom Trip, is stuck on a planet. He has to solve puzzles and collect items to escape. Price: £19.95. Available 12/85



ULTADON is a game where you control a character who can fly through a series of levels. Price: £19.95. Available 12/85

MERRY XMAS

SANTA



MERRY XMAS SANTA
 You can fill your Christmas with our Santa software presents. Includes five levels. Includes snow machine, sleigh controls, sleigh, and what happens to Santa when he's pushed out. Santa doesn't get any - but he knows what happens. Price: £19.95. Available 12/85. BBC - £1.95

AVAILABLE FOR
**48K SPECTRUM
 BBC & ELECTRON**



Mail Order:
 Send cheque or P.O.
 payable to: ICONS or
 order form (credit card too)

ICON

SOFTWARE

65 HIGH STREET, GOSPORTS, TINE & WEAR, NE3 4AA
 TEL: (081) 284006

Selected titles available from: John Menzies, Co-op, Harrods, Widdings, Granada and most good computer shops.

Dealers contact: Centrosoft, Express, Tiger, Drake, B&K.

```

4,V+2), " ", TRKX(H+4,V), " ", TRK(H+
4,V+1), " "
60 IF F=0 ID=IDEXYK5) IF ROC
<10>>49 AND ROC<10><52 PROCSE
70 SPC15,1
80 IF F=1 PROCF
90 PROCUF
100 IF BK<10-HR) RHO=RD<100)
>50 SOURCE,3,1,2:V=V+1:COLOURSIF
PRINTTRK H,V-1>:SHE
110 IF V=20 LX=LX+1:V=10:BN=0
SOURCE,-15,6,10:FORN=OTD10:YDU19
,3,RNK 7>:0:FORZ=OTD10:HEXIZ:HE
XIN:COLOURS:PRINTTRK H,V-1>:SHE:
YDU19,3,7,0:PROCF
120 IF LX=0 MODET:PROCA:MODEL:
YDU23,0202:0,0,0:PROCC
130 IF RO=0 SR=SR+1:PROCR1:1
F SPC8 HR=HR+1
140 IF RO=0 AND SR=0 SR=SR+1
150 IF RO=0 AND SR=0 RO=20 SR=0
+1000 ELSE IF RO=0 AND SR=0 RO=0
0:SR=0200
160 IF RO=0 PROCC:RO=15
170 H=H+50
180 IF H=24 AND SO=1 PROCR2 EL
SE IF H<2 AND SN=2 PROCR1
190 GOTO50
200 END
210 DEFPROC2
220 RESTORE 300:FORH=125 TO 14
0 READR,S,C,D,E,G,G,H:YDU23,H,A,
S,C,D,E,G,G,H:HEXTH
230 DN=1:H=0:DN=DN+1:DN=2
240 SH=CHRK 131>+CHRK 134>+CH
RK 136>+CHRK 138>+CHRK 10>+STRIN
GK 4, CHRK 0>)+CHRK 129>+CHRK 130
>+CHRK 132>+CHRK 135>+CHRK 137>
+CHRK 139>+CHRK 10>+STRINGK 4, CHR
K 0>)+CHRK 133>+ " "CHRK 140>
250 ENDPROC
260 DATA 3,20,63,23,19,3,0,31
,255,255,255,255,251,253,6,0,4,1
2,30,62,62,127,255,255,255,255,0
55,255,239,239,240,240,120,56,24
0,0,0,0,0,0,0,0,0,0,240,255,2
55,255,255,255,255,252,0
270 DATA 0,0,0,0,0,0,2,125,25

```

```

3,255,255,255,255,7,2,
0,0,0,0,1,2,2,6,4,4,140,
252,252,252,12,12,
4,6,2,1,0,0,0,0
280 DEFPROC1
290 RESTORE 300:
FORH=125 TO 14
0 READR,S,C,D,E,G,G,H:YDU23,H,A,
S,C,D,E,G,G,H:HEXTH
300 DN=1:H=0:DN=DN+1:DN=1
310 SH=CHRK 130>+CHRK 136>+CH
RK 134>+CHRK 131>+CHRK 10>+STRIN
GK 4, CHRK 0>)+CHRK 135>+CHRK 137
>+CHRK 135>+CHRK 132>+CHRK 130>+
CHRK 129>+CHRK 10>+STRINGK 6, CHR
K 0>)+CHRK 140>+ " "CHRK 133>
320 ENDPROC
330 DATA 192,120,252,232,240,
192,0,240,255,250,255,255,220,19
1,96,0,32,40,120,124,124,254,255
,255,255,255,255,255,247,247,10
340 DATA 1,30,20,24,10,0,0,0,0
,0,0,0,0,0,31,255,255,255,255,
255,255,63,0,0,0,0,0,0,0,64,22
4,255,255,255,255,255,224,0,1
350 DATA 0,0,0,120,64,64,96,3
2,32,40,62,63,63,40,32,96,64,
120,0,0,0,0
360 DEFPROC3
370 LX=0:HR=1:SR=0:DN=0:V=10:R
O=1:RO=30:RO=0
380 ST=TRK 140>+CHRK 147>+CH
RK 149>+CHRK 10>+STRINGK 0, CHRK
0>)+CHRK 141>+CHRK 143>+CHRK 145
>+CHRK 149>+CHRK 150>+CHRK 151>+
CHRK 10>+STRINGK 6, CHRK 0>)+CHRK
142>+CHRK 144>+STRINGK 3, CHRK 1
55>)+CHRK 152>
390 SR=CHRK 153>+CHRK 10>+CHRK
K 0>+CHRK 0>+CHRK 154>+CHRK 155>
+CHRK 156>+CHRK 150>+CHRK 10
>+CHRK 0>+CHRK 159>
400 PROC1
410 ENDPROC
420 DEFPROC5
430 GLS:YDU19,0,4,0:19,2,6,0,1
0,1,2,0,

```

```
448 COLOUR120:CLS:COLOUR0:PRN
TTAK 0,0):STRINGK 40,CHRK 128>>:
(FOR N#0 TO 29:PRINTSTRINGK 40,C
HRK 128>>:NEXTH
```

```
450 PROC P
```

```
460 COLOUR120:COLOUR1
470 PRINTTRK 0,20):STRINGK 4,C
HRK 128>>:TRK 0,20):STRINGK 4,CH
HRK 128>>:TRK 7,20):STRINGK 12,CH
HRK 128>>:TRK 7,20):STRINGK 12,CH
HRK 128>>:TRK 22,20):STRINGK 12,C
HRK 128>>:TRK 22,20):STRINGK 12,
CHRK 128>>:TRK 27,20):STRINGK 0,
CHRK 128>>:
```

```
480 PRINTTRK 27,20):STRINGK 0,
CHRK 128>>:
490 PROC
```

```
500 COLOUR:COLOUR131:GOLOS 0:
FORM 1 TO 3:PRINTTRK 1,H):STRNG
K 20," "):NEXTH
```

```
510 MOVE30,995:DRAW1251,995:DR
AW1251,995:DRAW30,995:DRAW30,995
:PRINTTRK 1,1):"SCORE:":TRK 1,2)
:"THE SCORE:":TRK 16,1):"SHARKS 1
ST":TRK 29,1):"SCREEN:":TRK 29,
3):"LIVES:":
```

```
520 ENDPROC
```

```
530 DEFPROC
```

```
540 COLOUR120:COLOUR:PRINTTRK
(5,20):BSM:TRK 20,20):BSM:TRK 25
,20):BSM:COLOUR131:COLOUR:PRN
TTAK 0,30):" ARROW:":STRINGK AR
,CHRK 127>>:" "
```

```
550 GOLOS 0:VDU# MOVE160,00:PR
INT"" :MOVE34,00:PRINT"" :MOVE
44,00:PRINT"" :MOVE110,00:PRINT
"" :MOVE1120,00:PRINT"" :MOVE110
0,00:PRINT"" :VDU#
```

```
560 ENDPROC
```

```
570 DEFPROC
```

```
580 GOLOS 1:VDU#
```

```
590 IF N#1 MOVE640,016:PRINT#
TB ELSE IF N#2 MOVE670,016:PRN
TBT# :MOVE330,016:PRINT#TB ELSE I
F N#3 MOVE 640,016:PRINT#TB# :MOV
6290,016:PRINT#TB# :MOVE200,016:PR
INT#TB
```

```
600 IF N#4 MOVE700,016:PRINT#
TB :MOVE1000,016:PRINT#TB# :MOVE220
,016:PRINT#TB# :MOVE470,016:PRINT#
TB
```

```
610 IF N#5 MOVE640,016:PRINT#
# :MOVE160,016:PRINT#TB# :MOVE100,0
16:PRINT#TB# :MOVE600,016:PRINT#TB#
:MOVE1100,016:PRINT#TB#
```

```
620 VDU# ENDPROC
```

```
630 DEFPROC
```

```
640 COLOUR120:IF N#27 PRINTTB
BPS-1,N#+1):" "
650 IF N#28=INT(N#-2) THEN VDU
23,157,0,24,40,24,12,24,16,16,EL
25,VDU23,157,32,32,40,24,40,26,4
0,15
```

```
660 COLOUR120:COLOUR1:PRINTTB
(P,N):CHRK 127):
```

```
670 IF N#0 COLOUR:COLOUR130
:PRINTTRK P,N):CHRK 128):P#0:
ENDPROC
```

```
680 IF N#4 PROC P
```

```
690 IF N#0 AND POINTP#00+15
<31-N#00+32)=1 PROC P
```

```
700 P#-P#AND (N#0)-1:IF P#00
```

```
P#00 ELSE IF B#1 P#01
```

```
710 CHRK 100):IF 0000 AND 100
```

#1 OR N#-1) THEN N#0

```
720 IF 005 AND N#0 N#-1
```

```
730 IF 1000 AND 0104) AND N#-
0 N#-1
```

```
740 ENDPROC
```

```
750 DEFPROC
```

```
760 IF N#-1 AND N#3 L#0L#-1
```

```
770 IF N#-1 P#0-P#0AND#3
```

```
780 COLOUR:COLOUR131:PRINTTB
(0,30):STRINGK AR,CHRK 127):
```

```
790 IF N#0 N#-5:PROC P#0
```

'PSSST!

'...ELLO JON GOTTA NEW COMPUTA'

Games Extra

So now you've got a new Commodore computer what are you going to do with it? We have the answer and it even costs you a penny.

The January edition of **COMMODORE USER** has a **FREE 36 page Games Extra**. It contains six superb ratings for the 48, multi-written by professional authors for companies like Melbourne House and Melbourne P&L. Shiver in *Dracula's Nightmare*, discover the North-West Passage in *Francis Drake's Adventure* or dodge the avalanche in *Everest*.

We haven't forgotten VIC owners either. *Binky*, *Beaglebug* or *dodge the traffic with Hoppy*. All are published complete with our 'Easy-Enter' technique exclusively developed for **COMMODORE USER**.

Look out for the January issue of **COMMODORE USER**
AT YOUR NEWSAGENT FROM THE 22ND OF DECEMBER

The Complete Commodore Software Guide

Not content with one free gift, our February edition contains a **36 page Complete Commodore Software Guide**. We list over a thousand programs, with prices. Whatever the software package you are after for your Commodore—from *Jet Set Willy* to word processors—**The Complete Commodore Software Guide** is the place to start.

On sale Jan 26th 1985.

COMMODORE
USER



```

800 ENDPROC
810 DEFPROC ch
820 IF SW=1 AND (PN)OH AND P<
*(H+5) THEN PROCD
830 IF SW=2 AND (PN)=(H-2) AND
P<=(H-2) THEN PROCD
840 ENDPROC
850 DEFPROC
860 PROCY
870 PRINTTRK(0,1);CHRK(100);CH
RK(157);CHRK(100);CHRK(141);
    ISUPER SHARKS!";TRK(0,23);CH
RK(130);CHRK(157);CHRK(130);CHR
K(141);
    ISUPER SHARKS!";
880 PRINT"CHRK(141);CHRK(129);
"SCORE=";S;TRK(20);CHRK(141);CHR
K(129);"SCREEN=";SR;CHRK(141);C
HRK(129);"SCORE=";S;TRK(20);CHR
K(141);CHRK(129);"SCREEN=";SR
890 PRINT"CHRK(141);CHRK(131);
"HIGH SCORE=";HI;CHRK(141);CHR
K(131);"HIGH SCORE=";HI
900 IF SW=1 PRINT"CHRK(130);"C
ONGRATULATIONS, YOU HAVE THE HIGH
SCORE=";HI=8
910 PRINTTRK(0,12);CHRK(134);"
CONTROLS:- Keys 1 to 3 FIRE base
a 1 to ";CHRK(134);"2" respective
ly.";TRK(10,22);CHRK(130);CHRK(
30);"PRESS ANY KEY";RFX10,1
920 G=GET:G=0;SR=1:ENDPROC
930 DEFPROCSE
940 RW=0-1:IF RW=-1 PROCN:EN
DPROC
950 SOUND(1,3,150,10
960 P=1:R0=RW*(3)-2:R0=27
970 COLOUR(1);PRINTTRK(R0,30
);" "
980 IF R=1: P=0 ELSE IF R=
"2" P=20 ELSE P=30
990 ENDPROC
1000 DEFPROCUP
1010 COLOUR(20;COLOUR(

```

```

1020 PRINTTRK(7,1);S;TRK(10,2);
H1;TRK(21,2);R0;" " ;TRK(30,1);SR
;TRK(35,3);L3
1030 ENDPROC
1040 DEFPROC4
1050 IF RW<100>>50 SOUND(1,4,
1:ENDPROC
1060 SOUND(1,5,2
1070 RW=RW-1:IF RW=0 L3=L3-1:PR
OCN0
1080 COLOUR(20;FORN=0 TO 0:PRIN
TRK(0,H);STRINGK(40," " );HEATH
:COLOUR:PRINTTRK(0,0);STRINGK(4
0;CHRK(120);:COLOUR2:COLOUR(20;
PRINTTRK(0,0);STRINGK(40," " );
1090 PROCN P=0:ENDPROC
1100 DEFPROC5
1110 SOUND(0,0,0:SOUND(-10,7,
10
1120 R0=R0-1
1130 V0=V0,2,1,0;FORN=0TO100:IN
EXTN:V0=V0,2,6,0;
1140 COLOUR:PRINTTRK(H,V);SHA
TK(P,R0);CHRK(157);:COLOUR2
1150 V=0:PROC1
1160 S=0+100-(R0*2)-(30-R0)+(SR
R0)+(CHR20);P=0:R0=0:ENDPROC
1170 DEFPROC6IT
1180 RESTORE(100;FORN=1TO11:REN
DR,0:IF P=99 C=0 ELSE C=10
1190 SOUND(1,C,A,8:SOUND(1,0,0,0;
HEAT:ENDPROC
1200 DATR07,15,27,5,101,5,101,5
,25,5,27,5,101,10,27,2,09,5,01,5
,77,10

```

Now on 48K Spectrum



The ultimate underground adventure

Superb scroll routine, described by experts as one of the best pieces of Spectrum programming ever! Sixteen mystical caves, 5 levels of maze, joystick or keyboard options.

One of the toughest tests of strategy and reflexes ever! Scaring 'Rockford' is the incorrigible burrowing bug in his restless quest for gleaming jewels.

U.S. Reviews

... Boulder Dash should be leading contender for anybody's action-game-of-the-year award! **Burt Kochberg GAMES Magazine**

... a magical mix of challenge, charm and originality ... easily one of the best computer games of the year!

Michael Blancher Chicago Tribune-Syndicate

This game will be mentioned in my will ... what silicon is and integrated circuits were always meant to be ... subtle brilliance and uncaring magic ... in a class by itself! ... **Craig Holyoak Desktop News**

'First Star has done a first-rate job on BOULDER DASH ... the graphics are dazzling ...

The Video Game Update

'BOULDER DASH takes the cake ... the overall quality is excellent' ... **John Skogg K-Power Magazine**

This one's hot for Xmas!



U.S. No. 1 Smash Hit

To: First Runner, a turn distribution
620 Western Avenue, London W2 1TU
Type £7.95 including VAT

Send me _____ copies

Name _____

Address _____

Post code _____

Telephone _____

I enclose a cheque (PO made payable to

First Runner) for £ _____

£0.00 free

or debit my Access/Amex

debit is authorised

I would like to hear news of more First Runner

releases: Yes

No Please allow 21 days for delivery

Seeing is

See the pack – see the screen – see the game.
See the difference the moment you pick up one
of the games from Firebird's new Silver Range.

The difference is that our packs show the high
quality you'll see on the screen when you play,
so you know exactly what you're buying.

Here's a sneak look at three of the NEW games:



ZULU

Wyatt Hunter has travelled through time to the centre of an ancient tribal maze, seeking a priceless collection of 100 Zulu masks. Armed with a powerful force field and forewarned of the magic and dangers involved, can our intrepid hero survive???



MR. FREEZE

Mr Freeze is faced with a real challenge. Armed with a flame thrower he has to determine a route through the fridge and de-ice each of its six compartments. This involves jumping over ice-cubes and gaps between the shelves, and avoiding flying food, lasers and guardian robots. You'll need all your cunning, timing and skill to prevent Mr Freeze from being turned into ice. **B-H-H-H!**



GOLD DIGGER

Oh sport, welcome to down under. Time was when those pesky miners weren't chasin' us around and things were a sight easier. Droppin' rocks on 'em will slow 'em down some!

Look out for these games in the FIREBIRD silver range at selected high street stores.

SPECTRUM THE WILD BLANCH BOOBY MR FREEZE TITANIUM FORCE WIND RAINERS MENACE EXCLUS BLUESKY RIA CASH COWBOYS BYTES BITTEN
COMMODORE MR BOOBY MR FREEZE EXCLUS HAZARD ZULU GOLD THE GHOST
MSX DR SHARK BITE MICKY THE SPACY

MSX MICRO B AND STONE GOLD DIGGER AOD (RIPS) DUCK EXTRA THE HACKER

believing

The same high standard applies to all twenty games in the range and all are available at the remarkably low price of

£2.50



Firebird

SOFTWARE



The new range from British Telecom.

You'd better believe it!!!

FIREFIRD SOFTWARE, WELLINGTON HOUSE, UPPER ST MARTIN'S LANE, LONDON WC2H 9DL, TEL: 01-379-6765-6608
Firebird and the Firebird logo are trademarks of British Telecommunications plc.



Your Christmas Day Program Guide

Acornsoft announce tidings of great joy for both BBC Micro and Electron owners: right brand new programs for Christmas.

Each one makes an ideal stocking filler.

They're all available at your local Acornsoft stockist. For the address or to order by credit card simply ring 0933 79300.

Or you can send off for our catalogue by writing to Acornsoft, c/o Vector Marketing, London Road, Wellingborough, Northants NN8 2RL.

Alternatively, however, you could always take a chance and drop a line to Father Christmas.

ACORN SOFT
Software for the BBC Micro and Electron

9.00 Firebug

A fast moving arcade-type game in which you are a fireman, trying to rescue some oil drums and take them to the safety of a water tank. Your opponent is the firebug who runs around lighting fires which move slowly towards the drums and fire extinguishers, destroying them if contact is made.

10.00 Maze

A gripping graphics game where you enter a top secret installation with the aim of stealing secrets from a rival company. The security system, however, has many levels each consisting of a maze of corridors patrolled by armed robot guards. Complete with full colour 3-D graphics, sound effects and a high score table.

12.00 Elite

A superb 3-dimensional graphics game that's light years ahead of any other. You are a space trader who roams the universe, making your living from buying and selling cargo in your Cobra space craft. On your travels, you will encounter aggressors who are eager to put an end to your dealings. Be warned, only the fittest will survive.

1.00 Crazy Tracer

A crazy adventure in which you guide a paint roller round the edge of a maze of rectangles, while avoiding the monsters which are trying to stop you by crushing the roller. Beware - as the game progresses, so the number of monsters chasing you will increase.

3.00 Go

'Go' is a board game for two players which originated in China 3000 years ago and is now more popular than Chess in the Far East. It requires strategic insight, intuition and a strong, calculating mind. If you wish, you can also challenge the computer at differing degrees of difficulty. A vevly good game indeed.

4.00 Watch Your Weight

At last, a weight-loss program designed especially for you. With it, your computer becomes an expert wholly conversant with and sympathetic to your needs, and will help you choose an appropriate and individual weight-loss plan. The program also includes a calorie counter and a series of apposite menu suggestions to help stimulate your imagination when you just can't think what to eat.

5.00 The Complete Cocktail Maker

With everything from a Black Russian to a Betsy Ross, this program contains data sufficient to concoct a staggering 320 different cocktails.

6.00 Paul Daniels' Magic Show

Stun and amaze your friends with your astounding feats of magic. This program contains ten tricks to be performed by or with your BBC Micro/Electron. Hurry though - it's bound to disappear fast.

```

1 REM "4-6-67"
2 V=14278:W=100:G=1004
3
4 GOTO 100
5
6 GOTO 100
7
8 GOTO 100
9
10 GOTO 100
11
12 GOTO 100
13
14 GOTO 100
15
16 GOTO 100
17
18 GOTO 100
19
20 GOTO 100
21
22 GOTO 100
23
24 GOTO 100
25
26 GOTO 100
27
28 GOTO 100
29
30 GOTO 100
31
32 GOTO 100
33
34 GOTO 100
35
36 GOTO 100
37
38 GOTO 100
39
40 GOTO 100
41
42 GOTO 100
43
44 GOTO 100
45
46 GOTO 100
47
48 GOTO 100
49
50 GOTO 100
51
52 GOTO 100
53
54 GOTO 100
55
56 GOTO 100
57
58 GOTO 100
59
60 GOTO 100
61
62 GOTO 100
63
64 GOTO 100
65
66 GOTO 100
67
68 GOTO 100
69
70 GOTO 100
71
72 GOTO 100
73
74 GOTO 100
75
76 GOTO 100
77
78 GOTO 100
79
80 GOTO 100
81
82 GOTO 100
83
84 GOTO 100
85
86 GOTO 100
87
88 GOTO 100
89
90 GOTO 100
91
92 GOTO 100
93
94 GOTO 100
95
96 GOTO 100
97
98 GOTO 100
99
100 GOTO 100

```

```

100 NEXT I
101 END
102 GOTO 100
103 GOTO 100
104 GOTO 100
105 GOTO 100
106 GOTO 100
107 GOTO 100
108 GOTO 100
109 GOTO 100
110 GOTO 100
111 GOTO 100
112 GOTO 100
113 GOTO 100
114 GOTO 100
115 GOTO 100
116 GOTO 100
117 GOTO 100
118 GOTO 100
119 GOTO 100
120 GOTO 100
121 GOTO 100
122 GOTO 100
123 GOTO 100
124 GOTO 100
125 GOTO 100
126 GOTO 100
127 GOTO 100
128 GOTO 100
129 GOTO 100
130 GOTO 100
131 GOTO 100
132 GOTO 100
133 GOTO 100
134 GOTO 100
135 GOTO 100
136 GOTO 100
137 GOTO 100
138 GOTO 100
139 GOTO 100
140 GOTO 100
141 GOTO 100
142 GOTO 100
143 GOTO 100
144 GOTO 100
145 GOTO 100
146 GOTO 100
147 GOTO 100
148 GOTO 100
149 GOTO 100
150 GOTO 100
151 GOTO 100
152 GOTO 100
153 GOTO 100
154 GOTO 100
155 GOTO 100
156 GOTO 100
157 GOTO 100
158 GOTO 100
159 GOTO 100
160 GOTO 100
161 GOTO 100
162 GOTO 100
163 GOTO 100
164 GOTO 100
165 GOTO 100
166 GOTO 100
167 GOTO 100
168 GOTO 100
169 GOTO 100
170 GOTO 100
171 GOTO 100
172 GOTO 100
173 GOTO 100
174 GOTO 100
175 GOTO 100
176 GOTO 100
177 GOTO 100
178 GOTO 100
179 GOTO 100
180 GOTO 100
181 GOTO 100
182 GOTO 100
183 GOTO 100
184 GOTO 100
185 GOTO 100
186 GOTO 100
187 GOTO 100
188 GOTO 100
189 GOTO 100
190 GOTO 100
191 GOTO 100
192 GOTO 100
193 GOTO 100
194 GOTO 100
195 GOTO 100
196 GOTO 100
197 GOTO 100
198 GOTO 100
199 GOTO 100
200 GOTO 100

```



64 SYNTH

The Commodore 64 has been praised many times for its graphics, ease of use and cheap price. But one of its more remarkable features, the sound generator, has received very little press.

Fortunately, Matthew Harding has written a synthesizer program for C64 which exploits the 64's sound capabilities to their full end, we think, stands up well against most professional music packages.

Some of the features that are contained in the synthesizer include up to three separate notes playing simultaneously, a five octave range and the ability to define your own "envelopes" to produce sound like a guitar or a piano and create complex drum beats.

Getting to grips with 64-Synth will take some time, but do persevere — it'll be worth it.

Do remember to tune in your TV set properly and turn the volume up.

RUNS ON A COMMODORE 64

BY MATTHEW HARDING

```
225 INPUT "64-SYNTH: UNLOAD?";S=INPUT$(20);
230 GOSUB 1000:IF S="Y" THEN PRINT "":GOTO 300
235 INPUT "TUNE: ";T=INPUT$(20)
240 GOTO 225:THEPRINT "":GOTO 200
245 INPUT "TUNE: L: ";L=INPUT$(20)
250 GOTO 225:THEPRINT "":GOTO 200
255 INPUT "TUNE: C: ";C=INPUT$(20)
260 GOTO 225:THEPRINT "":GOTO 400
265 INPUT "NAME: ";N=INPUT$(20):GOSUB 1000
270 GOTO 225:THEPRINT "":GOTO 400
275 GOTO 200
280 GOTO 200
285 FOR I=1 TO 10
290 IF I=1 THEN T=400
295 FOR J=1 TO 10
300 POKEV+J*4,A:J:POKEV+J*4,B:J:GOTO 310
305 NEXT J
310 NEXT I
315 GOTO 200
320 FOR I=1 TO 10
325 POKEV+I*4,A:1:POKEV+I*4,B:2
330 NEXT I
335 GOTO 200
340 FOR I=1 TO 10
345 POKEV+I*4,A:1:POKEV+I*4,B:1:GOTO 350
350 NEXT I
355 GOTO 200
360 FOR I=1 TO 10
365 POKEV+I*4,A:1:POKEV+I*4,B:2
370 NEXT I
375 GOTO 200
380 FOR I=1 TO 10
385 POKEV+I*4,A:1:POKEV+I*4,B:1
390 NEXT I
395 GOTO 200
400 POKEV+1,F:1
405 POKEV+1,F:2
410 NEXT I:GOTO 200
```



```

505 POKE 53288,0:POKE 53291,0:POKE 53272
510 PRINT"***** 64-VOCALDISEN
*****"
515 PRINT"***** %I, VARSIN
*****"
520 PRINT"PLAY USING THE KEYS [0] [1] [2] [3]
[4] [5] [6] [7]"
521 PRINT" [8] [9] [A] [B] [C] [D] [E] [F]
[G] [H] [I] [J] [K] [L] [M] [N] [O] [P]
[Q] [R] [S] [T] [U] [V] [W] [X] [Y] [Z]"
522 PRINT" [0] [1] [2] [3] [4] [5] [6] [7]
[8] [9] [A] [B] [C] [D] [E] [F] [G] [H]
[I] [J] [K] [L] [M] [N] [O] [P] [Q] [R]
[S] [T] [U] [V] [W] [X] [Y] [Z]"
523 PRINT" [0] [1] [2] [3] [4] [5] [6] [7]
[8] [9] [A] [B] [C] [D] [E] [F] [G] [H]
[I] [J] [K] [L] [M] [N] [O] [P] [Q] [R]
[S] [T] [U] [V] [W] [X] [Y] [Z]"
524 PRINT" [0] [1] [2] [3] [4] [5] [6] [7]
[8] [9] [A] [B] [C] [D] [E] [F] [G] [H]
[I] [J] [K] [L] [M] [N] [O] [P] [Q] [R]
[S] [T] [U] [V] [W] [X] [Y] [Z]"
525 PRINT" [0] [1] [2] [3] [4] [5] [6] [7]
[8] [9] [A] [B] [C] [D] [E] [F] [G] [H]
[I] [J] [K] [L] [M] [N] [O] [P] [Q] [R]
[S] [T] [U] [V] [W] [X] [Y] [Z]"
526 PRINT" [0] [1] [2] [3] [4] [5] [6] [7]
[8] [9] [A] [B] [C] [D] [E] [F] [G] [H]
[I] [J] [K] [L] [M] [N] [O] [P] [Q] [R]
[S] [T] [U] [V] [W] [X] [Y] [Z]"
527 PRINT" [0] [1] [2] [3] [4] [5] [6] [7]
[8] [9] [A] [B] [C] [D] [E] [F] [G] [H]
[I] [J] [K] [L] [M] [N] [O] [P] [Q] [R]
[S] [T] [U] [V] [W] [X] [Y] [Z]"
528 PRINT" [0] [1] [2] [3] [4] [5] [6] [7]
[8] [9] [A] [B] [C] [D] [E] [F] [G] [H]
[I] [J] [K] [L] [M] [N] [O] [P] [Q] [R]
[S] [T] [U] [V] [W] [X] [Y] [Z]"
529 PRINT" [0] [1] [2] [3] [4] [5] [6] [7]
[8] [9] [A] [B] [C] [D] [E] [F] [G] [H]
[I] [J] [K] [L] [M] [N] [O] [P] [Q] [R]
[S] [T] [U] [V] [W] [X] [Y] [Z]"
530 DATA 13293.2463,0.14764,8777.8,3288.
7082
531 DATA 14272.2858,0.17557,9226,1.4343,
2993
532 DATA 0.3891,0.0,0.0,0.0,0.0,0.0,0.0,0.0
533 DATA 0.0,0.0,0.0,0.0,0.0,0.0
534 DATA 0.8779,0.0
535 FOR I=0 TO 2
536 READ M11,AD11,SR11,PH11,PL11,MR
537 MR11,SR111
538 NEXT I
539 DATA 1.182,1.98,0.0,0.0,0.0,0.0,0.0
540 DATA 2.78,1.85,0.0,0.0,0.0,0.0,0.0
541 DATA 4.0,0.0,0.0,0.0,0.0,0.0
542 DATA 0.0,0.0,0.0,0.0,0.0,0.0
543 DATA 0.0,0.0,0.0,0.0,0.0,0.0
544 DATA 0.0,0.0,0.0,0.0,0.0,0.0
545 DATA 0.0,0.0,0.0,0.0,0.0,0.0
546 DATA 0.0,0.0,0.0,0.0,0.0,0.0
547 DATA 0.0,0.0,0.0,0.0,0.0,0.0
548 DATA 0.0,0.0,0.0,0.0,0.0,0.0
549 DATA 0.0,0.0,0.0,0.0,0.0,0.0
550 POKE 53288,0:POKE 53291,0:POKE 53272,0
551 PRINT"THIS IS 64-VOCAL"
552 PRINT"PLAY USING THE KEYSBOARD SHOW
N ON THE SCREEN COMING UP NOW."
553 PRINT"DO NOT REMEMBER THESE THINGS:"
554 PRINT"[0] PRESS [0] TO CLEAR."
555 PRINT"[1] PRESS [1] TO ALTER VOICE
0."
556 PRINT"[2] PRESS [2] FOR SLEASING AND
TICAL"
557 PRINT"[3] PRESS [3] TO ALTER SLEASING
RATE."
558 PRINT"[4] PRESS [4] TO GO UP AN OCTAV
E."
559 PRINT"[5] PRESS [5] TO GO DOWN AN OCT
AVE."
560 PRINT"[6] PRESS [6] TO CANCEL ALL VOI
CES."
561 PRINT"[7] PRESS [7] TO SWITCH ON/OFF
VOICES."
562 IF 2=1 THEN GOTO RETURN
563 GOSUB 535070
564 PRINT"VOICES ARE ALTERED ON A BIPH
ASIS. YOU"
565 PRINT"PRESSING 1 TURNS ON VOICE 1.
566 PRINT"PRESSING 2 TURNS ON VOICE 2.

```

```

567 PRINT"PRESSING 3 TURNS ON VOICES 3
, 4."
568 PRINT"PRESSING 4 TURNS ON VOICE 5."
569 PRINT"PRESSING 5 TURNS ON VOICES 6
, 7."
570 PRINT"PRESSING 6 TURNS ON VOICES 8
, 9."
571 PRINT"PRESSING 7 TURNS ON VOICES 1,
2, 3."
572 PRINT"PRESSING 7 TURNS ON VOICES 1,
2, 3."
573 GOSUB 535070
574 PRINT"THE BEST EFFECTS ARE OBTAINED
WHEN YOU ALTER THE BIPHASIZATION."
575 PRINT"AND SYNCHRONIZATION FOR EACH
VOICE."
576 PRINT"WHEN ALTERING THESE, JUST EN
TER 0 OR 1 TO TURN THESE FEATURES OFF."
577 PRINT"ON TOP OF EACH VOICE."
578 PRINT"THE BEST IS UP TO YOU!"
579 PRINT"PRESS SPACE WHEN READY."
580 SETON IPOK=0:PRINT#2 "*****"
581 RETURN

```



Aerial arcade action from Synsoft

BOMBS AWAY!



For the multi-level excitement from different ways you can play, Synsoft's most famous titles are still the most popular. Like the classic laser beam and target shooting game, *Star Wars* is a classic arcade game — and makes you feel like you're in the game. *Star Wars* is a classic arcade game — and makes you feel like you're in the game. *Star Wars* is a classic arcade game — and makes you feel like you're in the game.



SELECTED TITLES AVAILABLE SOON FOR SPECTRUM

ALL GAMES
CASSETTE £9.95
DISK £14.95

U.S. Cover of Line 65 The Palace
 Special Edition with 3-page Strategy
 and 2000+ Starting Positions Book

You're in the cockpit for this classic and exciting game. *Blue Max* is a classic and exciting game. *Blue Max* is a classic and exciting game. *Blue Max* is a classic and exciting game.

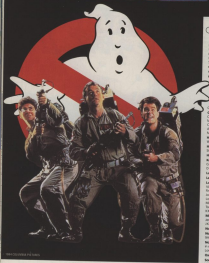


synsoft

A line of...
 A line of...
 A line of...

GHOSTBUSTERS™ THE COMPUTER GAME.

BY DAVID CRANE



Lightning
Available from
Lightning Coasters

Bellevue Wilson Cores, 25, 28 Gordon Street, Reading
10000 The Hive, 21 High Street, Macclesfield

Billingham Coasters, July, 171 Swan Walk, Shopping
Building Central Milton Keynes

Carlisle 25, 25 St Peter's Street, Carlisle in Peter
Carron

Chesham Pymond Street, 25 Cam Street, Chesham
Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

Chesham 25, 25 Cam Street, Chesham

© 1984 Activision Inc. All Rights Reserved.

Yes, Ghostbusters is a computer game, too.
The game play follows the film with incredible accuracy. Even down to the
chart-topping music score.
Your task is to rid the world - and in particular New York City - of a cata-
clysmic plague of ectoplasmic nasties.
Designed by USA's David "Pitfall II and Decathlon" Crane and running on
Commodore 64 cassette and disk and Spectrum. Coming soon on other systems.

ACTIVISION
Your computer was made for us.

A Tony Crowther/Quicksilva Production

BLACK THUNDER

*Coming to your
screen soon!*

COMMODORE 64

Cassette £7.95 Disk £12.95



Available exclusively from

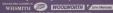
QUICKSILVA

in association with The Wizard Development Company Ltd.



Quicksilva Mail Order, P.O. Box 6, Wimborne, Dorset BA21 7PE

Telephone (0202) 891744.





Herbie Briggs has just destroyed the myth that all floppy discs are created equal.

They seem equal. Until you look at the seams.

That's where equality ends.

Most companies seal their discs with a spot here, a spot there. Leaving most of each seam not sealed at all.

Sooner or later, the seams might do what comes naturally: they bulge. Warp. Pucker. Open up.

Pens, pencils, fingernails—even a four-year-old's, like Herbie—can catch and snag in those wide open spaces.

That's sloppy. And dangerous. Because if you put a sloppy floppy into your disc drive, it can jam your drive. Ruin your drive head. Lose your data.

So much for their seams. Ours are different.

THE SLOPPY FLOPPY:

Sealed with a spot here, a spot there. Leaving unsealed seams everywhere.



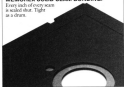
Memorex uses a process we developed, called Solid-Seam Bonding.

Solid-Seam Bonding seals shut every inch of every seam of every Memorex floppy disc. Tight as a drum. That makes the Memorex

floppy stiffer. Stronger. And your data safer. To resist bulging, warping, puckering, or opening up.

MEMOREX SOLID-SEAM BONDING:

Every inch of every seam is sealed shut. Tight as a drum.



To resist all the things that can jam your drive, ruin your drive head, or lose your data.

Which proves that a Memorex floppy disc isn't equal to all the others. It's better.

Solid-Seam Bonding is just one example of the extra care that goes into every Memorex floppy disc. Be it 8 $\frac{1}{4}$ " or the new 3 $\frac{1}{2}$ ". Extra care that lets us guarantee every Memorex disc to be 100% error-free.

The next time you're buying a floppy disc—or a few hundred of them—just remember this:

It's always better to be safe than sloppy.

For more information on the full line of Memorex quality computer media products, including computer tape, call Memorex U.K. Ltd., 96-104 Church Street, Staines, Middlesex. Tel: 0784 51-888



Your Data. When it matters, make it Memorex.[®]

MEMOREX



There are several things to note when typing Post Mania into your Spectrum.

First, the machine code routine at address 80000 which scrolls one line of the display to move right or left. This is used in the program to move the conveyor belts. Because of this routine, the game should be saved before it is run as an error in the data lines (8040, 8050) could cause the program to crash.

Second, the graphics in Post Mania are not done in the standard way — instead the characters are in redifind and the computer is then told to use the alternative set by putting the system variable `CHARSET` at address 82807-82808. This means that all the characters in the print lines in the listing should be typed in normally.

Line 8 should be ignored in the listing as the computer will not accept it. It is there for copyright reasons and is not necessary to run the game.

```

01 DEF FN A(X)=INT(ABS(X)/100)
02 DEF FN B(X)=INT(ABS(X)/10)
03 DEF FN C(X)=INT(ABS(X))
04 DEF FN D(X)=ABS(X)
05 DEF FN E(X)=X
06 DEF FN F(X)=X
07 DEF FN G(X)=X
08 DEF FN H(X)=X
09 DEF FN I(X)=X
10 DEF FN J(X)=X
11 DEF FN K(X)=X
12 DEF FN L(X)=X
13 DEF FN M(X)=X
14 DEF FN N(X)=X
15 DEF FN O(X)=X
16 DEF FN P(X)=X
17 DEF FN Q(X)=X
18 DEF FN R(X)=X
19 DEF FN S(X)=X
20 DEF FN T(X)=X
21 DEF FN U(X)=X
22 DEF FN V(X)=X
23 DEF FN W(X)=X
24 DEF FN X(X)=X
25 DEF FN Y(X)=X
26 DEF FN Z(X)=X
27 DEF FN AA(X)=X
28 DEF FN AB(X)=X
29 DEF FN AC(X)=X
30 DEF FN AD(X)=X
31 DEF FN AE(X)=X
32 DEF FN AF(X)=X
33 DEF FN AG(X)=X
34 DEF FN AH(X)=X
35 DEF FN AI(X)=X
36 DEF FN AJ(X)=X
37 DEF FN AK(X)=X
38 DEF FN AL(X)=X
39 DEF FN AM(X)=X
40 DEF FN AN(X)=X
41 DEF FN AO(X)=X
42 DEF FN AP(X)=X
43 DEF FN AQ(X)=X
44 DEF FN AR(X)=X
45 DEF FN AS(X)=X
46 DEF FN AT(X)=X
47 DEF FN AU(X)=X
48 DEF FN AV(X)=X
49 DEF FN AW(X)=X
50 DEF FN AX(X)=X
51 DEF FN AY(X)=X
52 DEF FN AZ(X)=X
53 DEF FN BA(X)=X
54 DEF FN BB(X)=X
55 DEF FN BC(X)=X
56 DEF FN BD(X)=X
57 DEF FN BE(X)=X
58 DEF FN BF(X)=X
59 DEF FN BG(X)=X
60 DEF FN BH(X)=X
61 DEF FN BI(X)=X
62 DEF FN BJ(X)=X
63 DEF FN BK(X)=X
64 DEF FN BL(X)=X
65 DEF FN BM(X)=X
66 DEF FN BN(X)=X
67 DEF FN BO(X)=X
68 DEF FN BP(X)=X
69 DEF FN BQ(X)=X
70 DEF FN BR(X)=X
71 DEF FN BS(X)=X
72 DEF FN BT(X)=X
73 DEF FN BU(X)=X
74 DEF FN BV(X)=X
75 DEF FN BW(X)=X
76 DEF FN BX(X)=X
77 DEF FN BY(X)=X
78 DEF FN BZ(X)=X
79 DEF FN CA(X)=X
80 DEF FN CB(X)=X
81 DEF FN CC(X)=X
82 DEF FN CD(X)=X
83 DEF FN CE(X)=X
84 DEF FN CF(X)=X
85 DEF FN CG(X)=X
86 DEF FN CH(X)=X
87 DEF FN CI(X)=X
88 DEF FN CJ(X)=X
89 DEF FN CK(X)=X
90 DEF FN CL(X)=X
91 DEF FN CM(X)=X
92 DEF FN CN(X)=X
93 DEF FN CO(X)=X
94 DEF FN CP(X)=X
95 DEF FN CQ(X)=X
96 DEF FN CR(X)=X
97 DEF FN CS(X)=X
98 DEF FN CT(X)=X
99 DEF FN CU(X)=X
100 DEF FN CV(X)=X
101 DEF FN CW(X)=X
102 DEF FN CX(X)=X
103 DEF FN CY(X)=X
104 DEF FN CZ(X)=X
105 DEF FN DA(X)=X
106 DEF FN DB(X)=X
107 DEF FN DC(X)=X
108 DEF FN DD(X)=X
109 DEF FN DE(X)=X
110 DEF FN DF(X)=X
111 DEF FN DG(X)=X
112 DEF FN DH(X)=X
113 DEF FN DI(X)=X
114 DEF FN DJ(X)=X
115 DEF FN DK(X)=X
116 DEF FN DL(X)=X
117 DEF FN DM(X)=X
118 DEF FN DN(X)=X
119 DEF FN DO(X)=X
120 DEF FN DP(X)=X
121 DEF FN DQ(X)=X
122 DEF FN DR(X)=X
123 DEF FN DS(X)=X
124 DEF FN DT(X)=X
125 DEF FN DU(X)=X
126 DEF FN DV(X)=X
127 DEF FN DW(X)=X
128 DEF FN DX(X)=X
129 DEF FN DY(X)=X
130 DEF FN DZ(X)=X
131 DEF FN EA(X)=X
132 DEF FN EB(X)=X
133 DEF FN EC(X)=X
134 DEF FN ED(X)=X
135 DEF FN EE(X)=X
136 DEF FN EF(X)=X
137 DEF FN EG(X)=X
138 DEF FN EH(X)=X
139 DEF FN EI(X)=X
140 DEF FN EJ(X)=X
141 DEF FN EK(X)=X
142 DEF FN EL(X)=X
143 DEF FN EM(X)=X
144 DEF FN EN(X)=X
145 DEF FN EO(X)=X
146 DEF FN EP(X)=X
147 DEF FN EQ(X)=X
148 DEF FN ER(X)=X
149 DEF FN ES(X)=X
150 DEF FN ET(X)=X
151 DEF FN EU(X)=X
152 DEF FN EV(X)=X
153 DEF FN EW(X)=X
154 DEF FN EX(X)=X
155 DEF FN EY(X)=X
156 DEF FN EZ(X)=X
157 DEF FN FA(X)=X
158 DEF FN FB(X)=X
159 DEF FN FC(X)=X
160 DEF FN FD(X)=X
161 DEF FN FE(X)=X
162 DEF FN FF(X)=X
163 DEF FN FG(X)=X
164 DEF FN FH(X)=X
165 DEF FN FI(X)=X
166 DEF FN FJ(X)=X
167 DEF FN FK(X)=X
168 DEF FN FL(X)=X
169 DEF FN FM(X)=X
170 DEF FN FN(X)=X
171 DEF FN FO(X)=X
172 DEF FN FP(X)=X
173 DEF FN FQ(X)=X
174 DEF FN FR(X)=X
175 DEF FN FS(X)=X
176 DEF FN FT(X)=X
177 DEF FN FU(X)=X
178 DEF FN FV(X)=X
179 DEF FN FW(X)=X
180 DEF FN FX(X)=X
181 DEF FN FY(X)=X
182 DEF FN FZ(X)=X
183 DEF FN GA(X)=X
184 DEF FN GB(X)=X
185 DEF FN GC(X)=X
186 DEF FN GD(X)=X
187 DEF FN GE(X)=X
188 DEF FN GF(X)=X
189 DEF FN GG(X)=X
190 DEF FN GH(X)=X
191 DEF FN GI(X)=X
192 DEF FN GJ(X)=X
193 DEF FN GK(X)=X
194 DEF FN GL(X)=X
195 DEF FN GM(X)=X
196 DEF FN GN(X)=X
197 DEF FN GO(X)=X
198 DEF FN GP(X)=X
199 DEF FN GQ(X)=X
200 DEF FN GR(X)=X
201 DEF FN GS(X)=X
202 DEF FN GT(X)=X
203 DEF FN GU(X)=X
204 DEF FN GV(X)=X
205 DEF FN GW(X)=X
206 DEF FN GX(X)=X
207 DEF FN GY(X)=X
208 DEF FN GZ(X)=X
209 DEF FN HA(X)=X
210 DEF FN HB(X)=X
211 DEF FN HC(X)=X
212 DEF FN HD(X)=X
213 DEF FN HE(X)=X
214 DEF FN HF(X)=X
215 DEF FN HG(X)=X
216 DEF FN HH(X)=X
217 DEF FN HI(X)=X
218 DEF FN HJ(X)=X
219 DEF FN HK(X)=X
220 DEF FN HL(X)=X
221 DEF FN HM(X)=X
222 DEF FN HN(X)=X
223 DEF FN HO(X)=X
224 DEF FN HP(X)=X
225 DEF FN HQ(X)=X
226 DEF FN HR(X)=X
227 DEF FN HS(X)=X
228 DEF FN HT(X)=X
229 DEF FN HU(X)=X
230 DEF FN HV(X)=X
231 DEF FN HW(X)=X
232 DEF FN HX(X)=X
233 DEF FN HY(X)=X
234 DEF FN HZ(X)=X
235 DEF FN IA(X)=X
236 DEF FN IB(X)=X
237 DEF FN IC(X)=X
238 DEF FN ID(X)=X
239 DEF FN IE(X)=X
240 DEF FN IF(X)=X
241 DEF FN IG(X)=X
242 DEF FN IH(X)=X
243 DEF FN II(X)=X
244 DEF FN IJ(X)=X
245 DEF FN IK(X)=X
246 DEF FN IL(X)=X
247 DEF FN IM(X)=X
248 DEF FN IN(X)=X
249 DEF FN IO(X)=X
250 DEF FN IP(X)=X
251 DEF FN IQ(X)=X
252 DEF FN IR(X)=X
253 DEF FN IS(X)=X
254 DEF FN IT(X)=X
255 DEF FN IU(X)=X
256 DEF FN IV(X)=X
257 DEF FN IW(X)=X
258 DEF FN IX(X)=X
259 DEF FN IY(X)=X
260 DEF FN IZ(X)=X
261 DEF FN JA(X)=X
262 DEF FN JB(X)=X
263 DEF FN JC(X)=X
264 DEF FN JD(X)=X
265 DEF FN JE(X)=X
266 DEF FN JF(X)=X
267 DEF FN JG(X)=X
268 DEF FN JH(X)=X
269 DEF FN JI(X)=X
270 DEF FN JJ(X)=X
271 DEF FN JK(X)=X
272 DEF FN JL(X)=X
273 DEF FN JM(X)=X
274 DEF FN JN(X)=X
275 DEF FN JO(X)=X
276 DEF FN JP(X)=X
277 DEF FN JQ(X)=X
278 DEF FN JR(X)=X
279 DEF FN JS(X)=X
280 DEF FN JT(X)=X
281 DEF FN JU(X)=X
282 DEF FN JV(X)=X
283 DEF FN JW(X)=X
284 DEF FN JX(X)=X
285 DEF FN JY(X)=X
286 DEF FN JZ(X)=X
287 DEF FN KA(X)=X
288 DEF FN KB(X)=X
289 DEF FN KC(X)=X
290 DEF FN KD(X)=X
291 DEF FN KE(X)=X
292 DEF FN KF(X)=X
293 DEF FN KG(X)=X
294 DEF FN KH(X)=X
295 DEF FN KI(X)=X
296 DEF FN KJ(X)=X
297 DEF FN KK(X)=X
298 DEF FN KL(X)=X
299 DEF FN KM(X)=X
300 DEF FN KN(X)=X
301 DEF FN KO(X)=X
302 DEF FN KP(X)=X
303 DEF FN KQ(X)=X
304 DEF FN KR(X)=X
305 DEF FN KS(X)=X
306 DEF FN KT(X)=X
307 DEF FN KU(X)=X
308 DEF FN KV(X)=X
309 DEF FN KW(X)=X
310 DEF FN KX(X)=X
311 DEF FN KY(X)=X
312 DEF FN KZ(X)=X
313 DEF FN LA(X)=X
314 DEF FN LB(X)=X
315 DEF FN LC(X)=X
316 DEF FN LD(X)=X
317 DEF FN LE(X)=X
318 DEF FN LF(X)=X
319 DEF FN LG(X)=X
320 DEF FN LH(X)=X
321 DEF FN LI(X)=X
322 DEF FN LJ(X)=X
323 DEF FN LK(X)=X
324 DEF FN LL(X)=X
325 DEF FN LM(X)=X
326 DEF FN LN(X)=X
327 DEF FN LO(X)=X
328 DEF FN LP(X)=X
329 DEF FN LQ(X)=X
330 DEF FN LR(X)=X
331 DEF FN LS(X)=X
332 DEF FN LT(X)=X
333 DEF FN LU(X)=X
334 DEF FN LV(X)=X
335 DEF FN LW(X)=X
336 DEF FN LX(X)=X
337 DEF FN LY(X)=X
338 DEF FN LZ(X)=X
339 DEF FN MA(X)=X
340 DEF FN MB(X)=X
341 DEF FN MC(X)=X
342 DEF FN MD(X)=X
343 DEF FN ME(X)=X
344 DEF FN MF(X)=X
345 DEF FN MG(X)=X
346 DEF FN MH(X)=X
347 DEF FN MI(X)=X
348 DEF FN MJ(X)=X
349 DEF FN MK(X)=X
350 DEF FN ML(X)=X
351 DEF FN MM(X)=X
352 DEF FN MN(X)=X
353 DEF FN MO(X)=X
354 DEF FN MP(X)=X
355 DEF FN MQ(X)=X
356 DEF FN MR(X)=X
357 DEF FN MS(X)=X
358 DEF FN MT(X)=X
359 DEF FN MU(X)=X
360 DEF FN MV(X)=X
361 DEF FN MW(X)=X
362 DEF FN MX(X)=X
363 DEF FN MY(X)=X
364 DEF FN MZ(X)=X
365 DEF FN NA(X)=X
366 DEF FN NB(X)=X
367 DEF FN NC(X)=X
368 DEF FN ND(X)=X
369 DEF FN NE(X)=X
370 DEF FN NF(X)=X
371 DEF FN NG(X)=X
372 DEF FN NH(X)=X
373 DEF FN NI(X)=X
374 DEF FN NJ(X)=X
375 DEF FN NK(X)=X
376 DEF FN NL(X)=X
377 DEF FN NM(X)=X
378 DEF FN NN(X)=X
379 DEF FN NO(X)=X
380 DEF FN NP(X)=X
381 DEF FN NQ(X)=X
382 DEF FN NR(X)=X
383 DEF FN NS(X)=X
384 DEF FN NT(X)=X
385 DEF FN NU(X)=X
386 DEF FN NV(X)=X
387 DEF FN NW(X)=X
388 DEF FN NX(X)=X
389 DEF FN NY(X)=X
390 DEF FN NZ(X)=X
391 DEF FN OA(X)=X
392 DEF FN OB(X)=X
393 DEF FN OC(X)=X
394 DEF FN OD(X)=X
395 DEF FN OE(X)=X
396 DEF FN OF(X)=X
397 DEF FN OG(X)=X
398 DEF FN OH(X)=X
399 DEF FN OI(X)=X
400 DEF FN OJ(X)=X
401 DEF FN OK(X)=X
402 DEF FN OL(X)=X
403 DEF FN OM(X)=X
404 DEF FN ON(X)=X
405 DEF FN OO(X)=X
406 DEF FN OP(X)=X
407 DEF FN OQ(X)=X
408 DEF FN OR(X)=X
409 DEF FN OS(X)=X
410 DEF FN OT(X)=X
411 DEF FN OU(X)=X
412 DEF FN OV(X)=X
413 DEF FN OW(X)=X
414 DEF FN OX(X)=X
415 DEF FN OY(X)=X
416 DEF FN OZ(X)=X
417 DEF FN PA(X)=X
418 DEF FN PB(X)=X
419 DEF FN PC(X)=X
420 DEF FN PD(X)=X
421 DEF FN PE(X)=X
422 DEF FN PF(X)=X
423 DEF FN PG(X)=X
424 DEF FN PH(X)=X
425 DEF FN PI(X)=X
426 DEF FN PJ(X)=X
427 DEF FN PK(X)=X
428 DEF FN PL(X)=X
429 DEF FN PM(X)=X
430 DEF FN PN(X)=X
431 DEF FN PO(X)=X
432 DEF FN PP(X)=X
433 DEF FN PQ(X)=X
434 DEF FN PR(X)=X
435 DEF FN PS(X)=X
436 DEF FN PT(X)=X
437 DEF FN PU(X)=X
438 DEF FN PV(X)=X
439 DEF FN PW(X)=X
440 DEF FN PX(X)=X
441 DEF FN PY(X)=X
442 DEF FN PZ(X)=X
443 DEF FN QA(X)=X
444 DEF FN QB(X)=X
445 DEF FN QC(X)=X
446 DEF FN QD(X)=X
447 DEF FN QE(X)=X
448 DEF FN QF(X)=X
449 DEF FN QG(X)=X
450 DEF FN QH(X)=X
451 DEF FN QI(X)=X
452 DEF FN QJ(X)=X
453 DEF FN QK(X)=X
454 DEF FN QL(X)=X
455 DEF FN QM(X)=X
456 DEF FN QN(X)=X
457 DEF FN QO(X)=X
458 DEF FN QP(X)=X
459 DEF FN QQ(X)=X
460 DEF FN QR(X)=X
461 DEF FN QS(X)=X
462 DEF FN QT(X)=X
463 DEF FN QU(X)=X
464 DEF FN QV(X)=X
465 DEF FN QW(X)=X
466 DEF FN QX(X)=X
467 DEF FN QY(X)=X
468 DEF FN QZ(X)=X
469 DEF FN RA(X)=X
470 DEF FN RB(X)=X
471 DEF FN RC(X)=X
472 DEF FN RD(X)=X
473 DEF FN RE(X)=X
474 DEF FN RF(X)=X
475 DEF FN RG(X)=X
476 DEF FN RH(X)=X
477 DEF FN RI(X)=X
478 DEF FN RJ(X)=X
479 DEF FN RK(X)=X
480 DEF FN RL(X)=X
481 DEF FN RM(X)=X
482 DEF FN RN(X)=X
483 DEF FN RO(X)=X
484 DEF FN RP(X)=X
485 DEF FN RQ(X)=X
486 DEF FN RR(X)=X
487 DEF FN RS(X)=X
488 DEF FN RT(X)=X
489 DEF FN RU(X)=X
490 DEF FN RV(X)=X
491 DEF FN RW(X)=X
492 DEF FN RX(X)=X
493 DEF FN RY(X)=X
494 DEF FN RZ(X)=X
495 DEF FN SA(X)=X
496 DEF FN SB(X)=X
497 DEF FN SC(X)=X
498 DEF FN SD(X)=X
499 DEF FN SE(X)=X
500 DEF FN SF(X)=X
501 DEF FN SG(X)=X
502 DEF FN SH(X)=X
503 DEF FN SI(X)=X
504 DEF FN SJ(X)=X
505 DEF FN SK(X)=X
506 DEF FN SL(X)=X
507 DEF FN SM(X)=X
508 DEF FN SN(X)=X
509 DEF FN SO(X)=X
510 DEF FN SP(X)=X
511 DEF FN SQ(X)=X
512 DEF FN SR(X)=X
513 DEF FN SS(X)=X
514 DEF FN ST(X)=X
515 DEF FN SU(X)=X
516 DEF FN SV(X)=X
517 DEF FN SW(X)=X
518 DEF FN SX(X)=X
519 DEF FN SY(X)=X
520 DEF FN SZ(X)=X
521 DEF FN TA(X)=X
522 DEF FN TB(X)=X
523 DEF FN TC(X)=X
524 DEF FN TD(X)=X
525 DEF FN TE(X)=X
526 DEF FN TF(X)=X
527 DEF FN TG(X)=X
528 DEF FN TH(X)=X
529 DEF FN TI(X)=X
530 DEF FN TJ(X)=X
531 DEF FN TK(X)=X
532 DEF FN TL(X)=X
533 DEF FN TM(X)=X
534 DEF FN TN(X)=X
535 DEF FN TO(X)=X
536 DEF FN TP(X)=X
537 DEF FN TQ(X)=X
538 DEF FN TR(X)=X
539 DEF FN TS(X)=X
540 DEF FN TT(X)=X
541 DEF FN TU(X)=X
542 DEF FN TV(X)=X
543 DEF FN TW(X)=X
544 DEF FN TX(X)=X
545 DEF FN TY(X)=X
546 DEF FN TZ(X)=X
547 DEF FN UA(X)=X
548 DEF FN UB(X)=X
549 DEF FN UC(X)=X
550 DEF FN UD(X)=X
551 DEF FN UE(X)=X
552 DEF FN UF(X)=X
553 DEF FN UG(X)=X
554 DEF FN UH(X)=X
555 DEF FN UI(X)=X
556 DEF FN UJ(X)=X
557 DEF FN UK(X)=X
558 DEF FN UL(X)=X
559 DEF FN UM(X)=X
560 DEF FN UN(X)=X
561 DEF FN UO(X)=X
562 DEF FN UP(X)=X
563 DEF FN UQ(X)=X
564 DEF FN UR(X)=X
565 DEF FN US(X)=X
566 DEF FN UT(X)=X
567 DEF FN UY(X)=X
568 DEF FN UZ(X)=X
569 DEF FN VA(X)=X
570 DEF FN VB(X)=X
571 DEF FN VC(X)=X
572 DEF FN VD(X)=X
573 DEF FN VE(X)=X
574 DEF FN VF(X)=X
575 DEF FN VG(X)=X
576 DEF FN VH(X)=X
577 DEF FN VI(X)=X
578 DEF FN VJ(X)=X
579 DEF FN VK(X)=X
580 DEF FN VL(X)=X
581 DEF FN VM(X)=X
582 DEF FN VN(X)=X
583 DEF FN VO(X)=X
584 DEF FN VP(X)=X
585 DEF FN VQ(X)=X
586 DEF FN VR(X)=X
587 DEF FN VS(X)=X
588 DEF FN VT(X)=X
589 DEF FN VU(X)=X
590 DEF FN VV(X)=X
591 DEF FN VW(X)=X
592 DEF FN VX(X)=X
593 DEF FN VY(X)=X
594 DEF FN VZ(X)=X
595 DEF FN WA(X)=X
596 DEF FN WB(X)=X
597 DEF FN WC(X)=X
598 DEF FN WD(X)=X
599 DEF FN WE(X)=X
600 DEF FN WF(X)=X
601 DEF FN WG(X)=X
602 DEF FN WH(X)=X
603 DEF FN WI(X)=X
604 DEF FN WJ(X)=X
605 DEF FN WK(X)=X
606 DEF FN WL(X)=X
607 DEF FN WM(X)=X
608 DEF FN WN(X)=X
609 DEF FN WO(X)=X
610 DEF FN WP(X)=X
611 DEF FN WQ(X)=X
612 DEF FN WR(X)=X
613 DEF FN WS(X)=X
614 DEF FN WT(X)=X
615 DEF FN WU(X)=X
616 DEF FN WV(X)=X
617 DEF FN WW(X)=X
618 DEF FN WX(X)=X
619 DEF FN WY(X)=X
620 DEF FN WZ(X)=X
621 DEF FN XA(X)=X
622 DEF FN XB(X)=X
623 DEF FN XC(X)=X
624 DEF FN XD(X)=X
625 DEF FN XE(X)=X
626 DEF FN XF(X)=X
627 DEF FN XG(X)=X
628 DEF FN XH(X)=X
629 DEF FN XI(X)=X
630 DEF FN XJ(X)=X
631 DEF FN XK(X)=X
632 DEF FN XL(X)=X
633 DEF FN XM(X)=X
634 DEF FN XN(X)=X
635 DEF FN XO(X)=X
636 DEF FN XP(X)=X
637 DEF FN XQ(X)=X
638 DEF FN XR(X)=X
639 DEF FN XS(X)=X
640 DEF FN XT(X)=X
641 DEF FN XU(X)=X
642 DEF FN XV(X)=X
643 DEF FN XW(X)=X
644 DEF FN XX(X)=X
645 DEF FN XY(X)=X
646 DEF FN XZ(X)=X
647 DEF FN YA(X)=X
648 DEF FN YB(X)=X
649 DEF FN YC(X)=X
650 DEF FN YD(X)=X
651 DEF FN YE(X)=X
652 DEF FN YF(X)=X
653 DEF FN YG(X)=X
654 DEF FN YH(X)=X
655 DEF FN YI(X)=X
656 DEF FN YJ(X)=X
657 DEF FN YK(X)=X
658 DEF FN YL(X)=X
659 DEF FN YM(X)=X
660 DEF FN YN(X)=X
661 DEF FN YO(X)=X
662 DEF FN YP(X)=X
663 DEF FN YQ(X)=X
664 DEF FN YR(X)=X
665 DEF FN YS(X)=X
666 DEF FN YT(X)=X
667 DEF FN YU(X)=X
668 DEF FN YV(X)=X
669 DEF FN YW(X)=X
670 DEF FN YX(X)=X
671 DEF FN YZ(X)=X
672 DEF FN ZA(X)=X
673 DEF FN ZB(X)=X
674 DEF FN ZC(X)=X
675 DEF FN ZD(X)=X
676 DEF FN ZE(X)=X
677 DEF FN ZF(X)=X
678 DEF FN ZG(X)=X
679 DEF FN ZH(X)=X
680 DEF FN ZI(X)=X
681 DEF FN ZJ(X)=X
682 DEF FN ZK(X)=X
683 DEF FN ZL(X)=X
684 DEF FN ZM(X)=X
685 DEF FN ZN(X)=X
686 DEF FN ZO(X)=X
687 DEF FN ZP(X)=X
688 DEF FN ZQ(X)=X
689 DEF FN ZR(X)=X
690 DEF FN ZS(X)=X
691 DEF FN ZT(X)=X
692 DEF FN ZU(X)=X
693 DEF FN ZV(X)=X
694 DEF FN ZW(X)=X
695 DEF FN ZX(X)=X
696 DEF FN ZY(X)=X
697 DEF FN ZZ(X)=X

```



Commodore 64, available Now



POSITIVELY PRIME EVIL...



Steer our hero **TROGG** the cuddly caveman, through 96 reversible levels of dangers — Occasional hails of descending daggers, heat-seeking balloons and the evil **BUNYIP** will cause you deathly problems; But don't worry — your trusty yo-yo and off-screen action(!) will win you points and keep you going.



SCRUBBLY guardians, **HOOTER**, **POGLET** and others will give you a hard time, and the better you are, the nastier and more unexpected the surprises in store.



96 LEVELS



FRANK!



CASSETTE £8-95
DISK £10-95

**AMSTRAD
COMING
SOON**



FRANK 641 Grand Master Challenge:

Send us your name, address, hi-score and code, and we will enter you in our prize draw for the top score in '84 - details on request



Mail Order or Dealer Enquiries...
State Soft Limited





Llamasoft

ORIGINAL SOFTWARE DESIGN

Attack & Revenge
of the Mutant Camels

ANCIPITAL

SHEEP IN
SPACE

MAMA
LLAMA

IT'S RORY!

AVAILABLE FROM W.H. SMITHS, BOOTS, WOOLWORTHS AND MOST COMPUTER RETAILERS OR FROM
LLAMASOFT 49 MOUNT PLEASANT, TADLEY, HANTS (TEL. 07358 4478) SEE FOR CATALOGUE & NEWSLETTER

"SIGNATURE OF THE BEAST"



Write to:
Melbourne House Publishers
20 White Trading Estate
Singles, Essex SS21 6JG

Correspondence to:
John and Helen
Coble Post
Essex SS21 6JG

All Melbourne House cassette orders
are a conditionally guaranteed
quantity purchase.

Trade enquiries welcome.

Please send me your free catalogue.
Please send me:

SPECTRUM SOFTWARE

<input type="checkbox"/>	Spectrum Sir Lancelot 256-65K	£14.95
<input type="checkbox"/>	Spectrum Star Trek 65K	£14.95
<input type="checkbox"/>	Spectrum Homestead 65K	£9.95
<input type="checkbox"/>	Spectrum Space Wars 65K	£9.95
<input type="checkbox"/>	Spectrum Magic 65K	£9.95
<input type="checkbox"/>	Spectrum Revolution 48K	£9.95
<input type="checkbox"/>	Spectrum The Robots 65K	£14.95
<input type="checkbox"/>	Spectrum K.O.S. 48K	£14.95
<input type="checkbox"/>	Spectrum Space Adventure 65K	£9.95
<input type="checkbox"/>	Spectrum Melrose House 65K	£9.95
<input type="checkbox"/>	Amstrad 1024k 48K	£14.95

DOWNLOADS ON SOFTWARE

<input type="checkbox"/>	Download 64 Space of Stars	£17.95
<input type="checkbox"/>	Download 64 Star Trek	£14.95
<input type="checkbox"/>	Download 64 Homestead	£17.95
<input type="checkbox"/>	Download 64 The Robots	£14.95
<input type="checkbox"/>	Download 64 Sir Lancelot	£17.95
<input type="checkbox"/>	Download 64 Space Adventure	£17.95
<input type="checkbox"/>	Download 64 Magic House	£17.95
<input type="checkbox"/>	Download 64 Melrose House	£17.95
<input type="checkbox"/>	Download 64 K.O.S.	£17.95
<input type="checkbox"/>	Download 64 Revolution	£17.95

Name and Mr/Ms/Ms/Ms

Address

Include a CD please

Yes No

Please attach a recent receipt

Signature

Telephone

Name

Address

Postcode

Please contact us on
0206 252525
or 0206 252525



ORDER



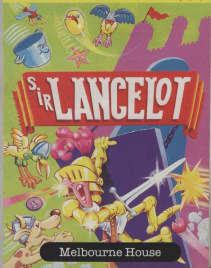
At last, a game all Spectrum owners can enjoy — 24 exciting screens that will prove challenging, infuriating and, even worse, really addictive!

Sir Lancelot must storm the castle, unharmed by such dangers as birds, bouncing balls, dogs, stars (and even cooking pots with legs!!!).

Your task is to collect the various precious objects scattered throughout the castle — a task that sounds easier than it is.

Great animation and high resolution make this the game to beat.

- Arcade/strategy
- 24 screens
- Up to 7 aliens per screen
- Moving stairways
- Suitable for all ages
- 100% machine code
- For any Spectrum



Melbourne House

THE WAITING IS OVER!

The long awaited follow-up to FOOTBALL MANAGER
by KEVIN TOMS is now available



Available NOW for **SPECTRUM 48K** Price **£6.95**

SOFTWARE STAR is the NEW game from Kevin Toms, who designed the Software Classic - FOOTBALL MANAGER. SOFTWARE STAR allows you to try your hand at running a successful software company. You have to cope with staff problems,

game launches, advertising, financial problems and more while trying to produce chart topping successful games. One other thing, SOFTWARE STAR has that gripping Addictive quality that all Kevin's games have!



NOW AVAILABLE FOR YOUR COMPUTER!

FOOTBALL MANAGER

by KEVIN TOMS

"Absorbing and realistic - Highly recommended" - Sunday Times, February 1984
"Completely fantastic - I want it!" - Charlie Nicholas, Arsenal, 19th April 1984



- Some outstanding features of the game
- Transfer market • Promotion and relegation
- F.A. Cup matches & league problems • Full league tables
- Youth Development • Full sized goalkeepers for each team
- All team statistics on one file • Managerial rating
- 1000 teams • 2000 game files • Personal management
- The ultimate footballer



FOOTBALL MANAGER	
is available for the following computers:-	
AMSTRAD CPC 464	£7.95
COMMODORE 64	£7.95
SPECTRUM 48K	£6.95
Electron	£7.95
BBC Model B	£7.95
CPIC 486 & ATAC8	£7.95
Dragon	£6.95
DSI 104	£5.95
VIC 20 - 604	£5.95
(book for MSX)	

Available from **WINDMILL** and **ADDICTIVE** (licensed stores)

In case of difficulty buy by mail order
Send Cheques/PO's to:-

ADDICTIVE GAMES

75 Richmond Hill, Richmond, Surrey TW9 1DF

TRIONIC

Your Local Home Computer Centre

Best Shop in Town for Software, Books, Maps, Peripherals and Accessories.

We sell and support: Amstrad, Atari, BBC, Commodore C16, C64, C64 Plus 4, Electron Spectrum 486, Sony Hi Bi (MSX).

We are one of the Largest Stockists of Games, Business and Educational Software and Utilities for all Popular Home Computers.

Amstrad CPC464 Colour Monitor	£249
Amstrad CPC464 Colour Monitor	£259
Commodore C16 Starter Pack	£129
Commodore 64	£199
Commodore 64 Trionix Pack	£249
Commodore 64 Business Pack	£329
BBC Model B Micro	£399
Agem Electron	£199
Spectrum 486	£129
Sony Hi Bi MSX Computer	£299

We also stock a large range of Printers, Monitors and Disk Drives to suit all applications.

OPEN 10am-8pm Mon-Sat, Tel: 01 861 0036

TRIONIC LIMITED

144 Station Road, Harrow, Middlesex

HIRE SPECTRUM SOFTWARE

OVER 200 different tapes for hire including: **ARCADIA, ADVENTURE, BUSINESS, EDUCATIONAL, etc.** - each at only **Compl. FREE 75 tape catalogue FREE** membership, with hints, tips and our top tape chart.

OVER 5000 tapes in stock, with up to 50 copies of each title for fast service. All tapes sent by 1st Class post.

LOWEST PRICES - hire up to 31 days at a time, from 50p each for two weeks hire (plus 50p and VAT) European members welcome.

Tapes for sale at DISCOUNT prices. Tapes from £1.99 to £9.99 (cash) - 50p off sale for further details, or complete the coupon and **JOIN TODAY** - you're walking in time!

SAVE £3.00!

For a limited period, we are offering **HALF-PRICE** membership to readers of this magazine. Join now. **LIFE** membership is only £3.00 (normally £6.00).

SWOP SHOP

A new service from NCLL, **SWOP** your unwanted tapes with tapes from other members for a small handling charge of only 50p (plus 50p and VAT).

NATIONAL SOFTWARE LIBRARY

201 Maypole Road, Oatley, Surrey SM5 5LT

For details of our membership for £2.00 for 12 months. Please send my membership card to me, within 30 days I'm not delighted with your service you'll refund my membership fee.

Name

Address

0176 100

IF YOU WANT TO
ADVERTISE IN
COMPUTER AND
VIDEO GAMES
RING 01-251 6222

PENTATHLON



TI-99/4A
Ext. Basic

Now the Olympic rings in the gaming world! Full of special features, it's more than just a game. It's a challenge. It's a test of skill and strategy. It's a game that will keep you coming back for more.

INTRIGUE SOFTWARE

Chesham Rd, Tring, Bucks, HP8 4JL

1200 copies
50 copies
1000 copies
1000 copies
1000 copies
1000 copies
1000 copies
1000 copies
1000 copies
1000 copies

The Swordmaster Stirs



```

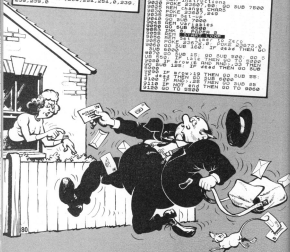
0100 DATA "4".0.127.73.73.127.73
0200 DATA "5".0.0.0.0.42.02.42.
0300 DATA "6".0.124.02.02.02.02.
0400 DATA "7".0.0.0.127.02.02.02
0500 DATA "8".0.127.02.02.02.02.
0600 DATA "9".0.0.0.02.34.04.04.
0700 DATA "A".000.0.000.110.000.
0800 DATA "B".004.0.000.117.000.
0900 DATA "C".24.24.24.00.100.0.
1000 DATA "D".04.24.24.24.24.24.
1100 DATA "E".24.24.24.24.24.24.
1200 DATA "F".00.40.10.104.100.0
1300 DATA "7".00.00.10.104.100.0
1400 DATA "8".00.00.10.40.00.00.
1500 DATA "9".00.00.10.40.70.00.
1600 DATA "A".0.004.100.000.140.
1700 DATA "B".0.000.74.70.74.74.
1800 DATA "C".0.004.170.174.000.
1900 DATA "D".0.000.000.140.000.
2000 DATA "E".004.004.004.0.000.

```

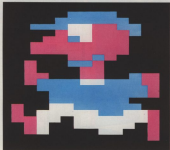
```

0200 DATA "B".0.04.100.07.00.07.
0300 DATA "C".0.000.100.000.100.
0400 DATA "D".127.100.100.170.10
0500 DATA "E".0.100.100.000.000.
0600 DATA "F".0.0.0.000.000.0.0.
0700 DATA "G".0.0.0.004.004.0.0.
0800 DATA "H".0.14.0.000.0.0.14.
0900 DATA "I".0.000.170.100.100.
1000 DATA "J".0.000.100.000.100.
1100 DATA "K".0.000.00.00.00.00.
1200 DATA "L".0.174.000.000.100.
1300 DATA "M".0.000.100.100.100.
1400 DATA "N".000.140.100.000.14
1500 DATA "O".1.3.7.10.34.00.00.
1600 DATA "P".0.0.3.0.10.10.00.0
1700 DATA "Q".004.004.004.0.000.
1800 DATA "R".000.000.000.000.000
1900 DATA "S".000.000.000.000.000
2000 DATA "T".000.000.000.000.000
2100 DATA "U".000.000.000.000.000
2200 DATA "V".000.000.000.000.000
2300 DATA "W".000.000.000.000.000
2400 DATA "X".000.000.000.000.000
2500 DATA "Y".000.000.000.000.000
2600 DATA "Z".000.000.000.000.000
2700 DATA "A".000.000.000.000.000
2800 DATA "B".000.000.000.000.000
2900 DATA "C".000.000.000.000.000
3000 DATA "D".000.000.000.000.000
3100 DATA "E".000.000.000.000.000
3200 DATA "F".000.000.000.000.000
3300 DATA "G".000.000.000.000.000
3400 DATA "H".000.000.000.000.000
3500 DATA "I".000.000.000.000.000
3600 DATA "J".000.000.000.000.000
3700 DATA "K".000.000.000.000.000
3800 DATA "L".000.000.000.000.000
3900 DATA "M".000.000.000.000.000
4000 DATA "N".000.000.000.000.000
4100 DATA "O".000.000.000.000.000
4200 DATA "P".000.000.000.000.000
4300 DATA "Q".000.000.000.000.000
4400 DATA "R".000.000.000.000.000
4500 DATA "S".000.000.000.000.000
4600 DATA "T".000.000.000.000.000
4700 DATA "U".000.000.000.000.000
4800 DATA "V".000.000.000.000.000
4900 DATA "W".000.000.000.000.000
5000 DATA "X".000.000.000.000.000
5100 DATA "Y".000.000.000.000.000
5200 DATA "Z".000.000.000.000.000
5300 DATA "A".000.000.000.000.000
5400 DATA "B".000.000.000.000.000
5500 DATA "C".000.000.000.000.000
5600 DATA "D".000.000.000.000.000
5700 DATA "E".000.000.000.000.000
5800 DATA "F".000.000.000.000.000
5900 DATA "G".000.000.000.000.000
6000 DATA "H".000.000.000.000.000
6100 DATA "I".000.000.000.000.000
6200 DATA "J".000.000.000.000.000
6300 DATA "K".000.000.000.000.000
6400 DATA "L".000.000.000.000.000
6500 DATA "M".000.000.000.000.000
6600 DATA "N".000.000.000.000.000
6700 DATA "O".000.000.000.000.000
6800 DATA "P".000.000.000.000.000
6900 DATA "Q".000.000.000.000.000
7000 DATA "R".000.000.000.000.000
7100 DATA "S".000.000.000.000.000
7200 DATA "T".000.000.000.000.000
7300 DATA "U".000.000.000.000.000
7400 DATA "V".000.000.000.000.000
7500 DATA "W".000.000.000.000.000
7600 DATA "X".000.000.000.000.000
7700 DATA "Y".000.000.000.000.000
7800 DATA "Z".000.000.000.000.000
7900 DATA "A".000.000.000.000.000
8000 DATA "B".000.000.000.000.000
8100 DATA "C".000.000.000.000.000
8200 DATA "D".000.000.000.000.000
8300 DATA "E".000.000.000.000.000
8400 DATA "F".000.000.000.000.000
8500 DATA "G".000.000.000.000.000
8600 DATA "H".000.000.000.000.000
8700 DATA "I".000.000.000.000.000
8800 DATA "J".000.000.000.000.000
8900 DATA "K".000.000.000.000.000
9000 DATA "L".000.000.000.000.000
9100 DATA "M".000.000.000.000.000
9200 DATA "N".000.000.000.000.000
9300 DATA "O".000.000.000.000.000
9400 DATA "P".000.000.000.000.000
9500 DATA "Q".000.000.000.000.000
9600 DATA "R".000.000.000.000.000
9700 DATA "S".000.000.000.000.000
9800 DATA "T".000.000.000.000.000
9900 DATA "U".000.000.000.000.000

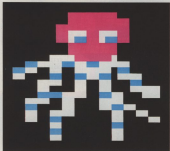
```



Make new friends,



and enemies.



Like Dr. Frankenstein, you can now create your very own monsters and aliens. As well as friends and heroes to defeat them.

You can also invent your own games. As simple or as complex as you care to make them. The only real limit is your imagination.

GAME'S CREATOR

For the C64, the Games Creator comes with a step-by-step manual and three ready-to-use games. Each demonstrates some of the program's features: animations, shapes, movement, speed, cycling backgrounds, scoring, music, sound effects and many more.

And you don't have to know any program language to work it! There's only one thing better than playing games. And that's inventing them. £12.95



GO SPRITE!

A versatile, easy-to-use sprite designer and editor which makes full use of the facilities of the Commodore 64. Go-Sprite gives you:

- simple animation of 32 sprites, with 256 frames
- ease of use with icon-driven commands
- easy handling of multi-coloured sprites
- overlays of up to seven layers

User-friendly Go-Sprite can be operated almost entirely by mouse actions. Lightpen and keyboard control options also included. Screeny loading program £9.95



MIRRORSOFT

SOFTWARE FOR ALL THE FAMILY

Available from Mirrors, 18-21 Smith, Spectrum and all good software stores. Write for a free catalogue to: Mirrorsoft, Woburn Circus, London, WC1P 1BQ.

DAILY
Mirror

COMPUTER
& VIDEO
GAMES

TOP 30

SOFTWARE



THIS WEEK'S
LAST WEEK'S
LAST WEEK'S
ON CHART

TITLE Publisher

1 BALLY THOMPSON'S DECAATHLON OCEAN

2 BALLY THOMPSON'S DECAATHLON OCEAN

3 ELITE ACCURSION 1 BSC

4 COMBAT TRENDS SPECTRUM

5 CHALLENGE MASTERING COMMODORE 64

6 ENGLISH WITH US TODAY 1 SPECTRUM

7 SELECT GAMES AND COMPUTER RECORDS COMMODORE 64

8 PJAMADRAMA MIKROD GEN

9 MONKEY WHEELS GREEN & STRAWBERRY SPECTRUM

10 SEARCH AND RECOVER 1.01 BSC

11 SMOKE RINGS MASTERING SPECTRUM

12 THE NEW CLASSICS SPECTRUM

Computer

SPECTRUM

COMMODORE 64

BSC

SPECTRUM

COMMODORE 64

SPECTRUM

COMMODORE 64

SPECTRUM

SPECTRUM

SPECTRUM

COMMODORE 64

SPECTRUM

SPECTRUM

(Also Available on)

SPECTRUM

COMMODORE 64

ELECTRONIC

ATARI

DRAGON

MSX

OTHER

TOOTHONIEN



9	11	1	PLANNING	MISSION				SPECTRUM	•	
9	11	8	MONTHLY	COMB	CLIPPING			SPECTRUM	•	
10	12	12	REAR-HEAD	ACCESSIBLE	GOOD			COMMODORE 64	•	
10	22	2	BACK	HEAD	MASTERING			SPECTRUM	•	
12	22	3	THE	MEG	GALETTE			SPECTRUM	•	
15	16	4	EXTENSION	WARP	TRIT			SPECTRUM	•	
18	7	2	ART	SET	WELLY	SOFTWARE	PROJECTS	COMMODORE 64	•	
18	16	6	MONTHLY	WORLD	CRIMINAL	CRIMINALS		COMMODORE 64	•	
18	-	1	PERKS	OF	WELLY	SOFTWARE	PROJECTS	VIC 20	•	
18	-	1	EVING	WREST	JUMP	CHALLENGE	BARATCH	SPECTRUM	•	
18	-	1	BACKPACKER'S	GUIDE	TO	THE	UNDISCOVERED	WORLD	•	
18	-	1	EMERIT	LORE	IN	ITALY		SPECTRUM	•	
20	16	2	RECALIBRATION	ACTIVATION				COMMODORE 64	•	
20	18	2	0.1	IN	ONLINE	THROUGH	ONLINE	SPECTRUM	•	
22	4	4	REAR-HEAD	ACCESSIBLE	GOOD			SPECTRUM	•	
22	-	1	SECRET	EXPRESS	DESIGN	IN	ITALY	COMMODORE 64	•	
24-	8	2	AMERICAN	FOOTBALL	WIDE	GAMES		SPECTRUM	•	
26	22	2	APALACH	WAGON	COCKTAIL	MATS		SPECTRUM	•	
27	-	1	ROCK	CUBE	GOOD			COMMODORE 64	•	
28	-	1	0.1	IN	ONLINE	THROUGH	ONLINE	SHARP	•	
28	-	1	0.1	IN	ONLINE	THROUGH	ONLINE	SPECTRUM	•	
28	22	10	FEEL	THE	TRIT	ARCHIVES		SPECTRUM	•	
28-	-	1	STEVE	DAVIS	SWIMMER	ON	WINGS	SPECTRUM	•	
28-	-	1	MAGIC	NUMBER	8	BIT	SOFTWARE	PROJECTS	SPECTRUM	•

• 100 •



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

Plus the complete 'Top 30' in Computer & Video Games at your newsagent on the 14th of every month.

Information compiled by M.C.P. Market Research Ltd.

© Daily Mirror & Computer Publications 1988



SWAG

NEW!

FOR THE

COMMODORE 64

The SWAG-man's on the job to burgle the millionaire's mansion. It's full of beautiful, valuable SWAG ready for nicking! Unfortunately, he's gate-crashed a fancy dress party and the guests are in pursuit. Help him through the seemingly never ending maze of rooms to collect the SWAG and find the WAY OUT!

£8.95
Cassette
£10.95
Disk

Award winning, 100% real-time code
smoothing and high resolution
graphics, multiple sound effects, the
truly addictive concept

the **ULTIMATE** arcade adventure

MICROMANIA

SWAG is available now! On high speed loading
Cassette or Disk from all good software outlets or direct
from:

MICROMANIA, 14 LOWER HILL ROAD, EPSOM, SURREY. P & P FREE. DEALERS PHONE: 03727 20152

The ultimate development from

The New Protocol 4 interface for the ZX Spectrum brings you game control customising in a way that no other interface can. It accepts all commercially standard joysticks and is compatible with ALL Spectrum software. Operates like fixed option interfaces or can be fully hardware programmed. Infinite flexibility is achieved by the unique "CustomCard" System. CustomCards are easily programmed to suit all types of games. Protocol 4 comes with 4 pre-programmed cards allowing operation with Kempston, AGF-Protek, Sinclair joystick 1 and 2 options as well as 4 programmable CustomCards and 10 Quick Reference Programming Cards. Simply clip in programmed card for immediate customised control.



**New Protocol 4
Only £29.95
+ £1.00 p & p**

Other exciting features include:

- ★ Automatic 8 direction control
- ★ Dumbest conflict-free with other peripherals
- ★ Reset Button to clear memory between games
- ★ Fully guaranteed for 18 months
- ★ No power-down programming loss
- ★ Keyboard remains fully operative
- ★ Complete with full instructions

Also from the AGF Hardware range:

- ★ **Programmable Interface** — Over popular fully hardware programmed joystick interface for ZX81 or Spectrum ... £24.95 + £1.00 p & p.

★ **Interface II** — The best low-cost introduction to joystick control for ZX81 or Spectrum ... £9.95 + £0.50 p & p.

★ **NEW! RomBlox** — Adds ROM cartridge software facility to Spectrum programmable joystick interface owners ... £9.95 + £0.50 p & p.

★ **Quickshot Joystick** — Excellent value game controller ... £7.95 + £0.50 p & p.

★ **Quickshot II** — Trigger action firing button and unique Auto-Fire ... £10.50 + £0.50 p & p.

★ **Extra "CustomCards"** (5 per pack) ... £3.95 inc p & p.

★ **Extra "Quick Reference Programming Cards"** (10 per pack) ... £0.95 inc p & p.



Please send me

I enclose cheque for

debit my Access/Bonday/Diners Card

Account No Signature

Name

Address

Specify computer ZX81
Spectrum

Send to: AGF Hardware
25 New Gough Place
Bognor Regis
West Sussex
Tel: 0243 623037



Hill

MacGibbon

King Arthur's Quest

Games to stretch the mind



It's about time
 when they might be doing time. I
 know. Would you mind bringing
 it? I think of it in the words

Aztec

Games to stretch the mind
 Many for the sun god



So I'll mark, going
 to bring the sun of
 it and we will
 together?"

48K SPECTRUM £7.95

COMMODORE 64 £9.95

After Midnight – two adventure games that herald a new dawn

A new concept – all graphics, 3D, and 360° scrolling

Sports simulations that leave the rest standing

Rally Driver

Games to stretch the mind



Cassette & map/chart £9.95
 48K SPECTRUM COMMODORE 64

Yacht Race

Games to stretch the mind



Black Street has rounded bay 1

COMING SOON
 World Cup Football
 Training for Gold

Hill MacGibbon Ltd, 93 Fleet Street, London EC4Y 1DH

Telephone
 01-363-6462



Adventure Extra

Keith Campbell & Co. proudly present another exciting episode of Adventure Extra to chase away those post-Christmas blues – and help you out of those Adventure doldrums.

100

This issue they've decided to introduce their own rating system for the games reviewed to help you with the agonising decision of which to try. Turn the page to find out exactly why The Mass of the Sun from Underland, Crystal Frog from Kivian and Return of the Ring from Dragon got full marks!

102

Those of you who are in need of a chat turn to this page.

Plus all the up-to-date adventures news revealed! Adventurers in despair – calm down! The Pelopon is on this page!

104

HAVE AN ADVENTURE THIS CHRISTMAS WITH LEVEL 9

The appearance of a new program from Level 9 is a first-day for an exciting advent. Gault and, in my opinion, a signal for the cat to hide under the bed for the duration against the inevitable moment when it goes leaping through the flat - a wild tale in the eyes, but a true one about the making of the sequel to *Starblaster* in fact, the cat may be in fact, and I'm sure.

You don't need to have played *Starblaster* to get into the sequel as even there is a little disclaimer story with the tape which in my Commodore ad version it is also on the Spectrum, Amstrad and BBC. It is better looked in terms with you, agent Kim Kimberly having been framed for sabotaging the Christmas fireworks, in a twisted metaphor on the point side. For the moment your mission is to survive the misplaced distribution of your own people. But life gets very much more complicated than that. Having those people has nothing to do with you, you either figure you are out of trouble on this or the other. One main difference between

this and former Level 9 efforts is that the Spectrum and C64 versions have versions of every high quality and can be searched on if required. The scope of the vocabulary appears unmatched by this advent.

Even experienced adventures will probably get it in a few times by the amazing engines of the keyboard, before discovering how to use better. But once that hurdle is passed the real adventures begin, and it's a lot from the radioactive forest caused by the engine itself, you progressed through a variety of forest in through some high quality versions.

When I got to that point yet, and so to support that will have had a chapter meaning the rest when provided, but I can't find out what I'm having what could be a little different with some other things that I should carry on with. I'm not sure if you can find out what I'm having what could be a little different with some other things that I should carry on with. I'm not sure if you can find out what I'm having what could be a little different with some other things that I should carry on with.



Level 9 Computing



Level 9 Computing



Level 9 Computing



Level 9 Computing



Level 9 Computing



Level 9 Computing

MEMORANDUMS

If your local dealer doesn't stock Level 9 adventures yet, use the coupon to buy them from us, or write to contact: Commodore Microcenter UK, 100 High Street, London EC2A 4DF.

<input type="checkbox"/> I would like to purchase the following titles from Level 9 Computing:	<input type="checkbox"/> <i>Return to Eden</i>	<input type="checkbox"/> <i>Renegade</i>	<input type="checkbox"/> <i>Levels of Fear</i>	<input type="checkbox"/> <i>Confession Adventure</i>	<input type="checkbox"/> <i>Adventures Under</i>	<input type="checkbox"/> <i>The Dark Project</i>
<input type="checkbox"/> I would like to purchase the following titles from Level 9 Computing:	<input type="checkbox"/> <i>Return to Eden</i>	<input type="checkbox"/> <i>Renegade</i>	<input type="checkbox"/> <i>Levels of Fear</i>	<input type="checkbox"/> <i>Confession Adventure</i>	<input type="checkbox"/> <i>Adventures Under</i>	<input type="checkbox"/> <i>The Dark Project</i>
<input type="checkbox"/> I would like to purchase the following titles from Level 9 Computing:	<input type="checkbox"/> <i>Return to Eden</i>	<input type="checkbox"/> <i>Renegade</i>	<input type="checkbox"/> <i>Levels of Fear</i>	<input type="checkbox"/> <i>Confession Adventure</i>	<input type="checkbox"/> <i>Adventures Under</i>	<input type="checkbox"/> <i>The Dark Project</i>

I enclose a cheque/PO for £8.95 per cassette or £11.95 per disc.
 My name: _____
 My address: _____
 My email is: _____
 Some of those listed below with all listed titles, send coupon to:
LEVEL 9 COMPUTING
 Dept. 6, 131 Woodhouse Lane
 High Wycombe, Bucks. HP12 3SQ

AMSTRAD BBC CBM64 SPECTRUM MEMOTECH NASCOM ATARI

MASK OF THE SUN

The Mask of the Sun is a disc-based Adventure from Broderbund Software, in which you take the role of Mac Steele, a seasoned archaeologist and treasure hunter. On hearing of the theft of your latest discovery by your naive-reverend colleague, Francisco Salazar, you go about seeking it out. During a small fracas, you acquire an amulet found by Salazar on one of his earlier digs. I know — two wrongs and all that — but it does make you feel much better!

After a bit of leg-work back at the University, you discover that the amulet may hold the secret of the whereabouts of that most sought-after of legendary artifacts — The Mask of The Sun.

Then disaster strikes — poetic justice, perhaps! While you are trying to unlock the secrets of the amulet, it releases a strange gas. A few days later you wake up to find yourself in a hospital bed. The doctors tell you that your body is undergoing a rapid degeneration. They have no real cure, but have managed to halt temporarily the degeneration process. Listening to the doctors, you realize that you have but one chance left to cure — to find the Mask which is believed to hold the secret of the cure.

Leaving so time, you visit your friend, Professor de Ponce at the University of Mexico, who tells you of several Aztec ruins that may be possible resting places for the Mask. With little else to go on, you board a plane for Mexico, hoping that he is right and that time is on your side.

The strong plot is not the end of the story, for the graphics and animation used in this Adventure are something else! The travel sequences are good examples of this. Should you climb into a motor vehicle to drive to a new location, instead of just displaying a picture of your destination on screen, you are treated to five or more screens showing you the view as you move. Pretty good, I thought. In fact, playing this adventure in a bit like taking part in an Indiana Jones movie.

With such good plot and graphics, one would expect the game to have a limited number of locations, but this is not so. Just how big the game is I'm not sure, but I lost count of the number of places I visited when I switched to the fourth disk! Yes, I mean that — this one comes on four disks!

So map-drawing is a must when playing, especially as exits in tunnels and passages change in appearance in the same way as they would in real life.

There are two other features about Mask of The Sun that enhance the game. As well as the usual type of text input, there are occasional whis-

REVIEWS



OUR RATING

This month, due to popular request, Simon, Paul and Keith have included a Personal Rating for each game they have reviewed.

These are not intended to be definitive judgements, but refer more to their personal feelings about the overall enjoyment they get from the game. The enjoyment gained from a particular Adventure is a very subjective thing. Just as a film or book that one person thinks is great, another finds no interest in, so it is with Adventure games.

So if you find, for example, that you always like a game Keith rates, then a low rating from him would be an indication that it might be a good game for you!

the speed of your fingers over the keyboard will decide whether you live or die. Second, there are the odd hangups. Most Adventures, I know, have odd hangups — but not like these! I'm not going to spoil the game for you by hinting at what they are, but I will tell you that even the most skilled adventurer could find himself totally misled without even realising it!

The Mask of The Sun has set a standard that I think will be difficult to equal, let alone better. However, being an adventure, I should leave better than to say that I look forward to seeing more from Broderbund Software.

The Mask of The Sun is available for Atari 600/800/XL and Commodore 64 for those of you who care to venture

forth and grapple with it. Good Luck!
Personal rating: 15.

Paul Coppins

SPHINX ADVENTURE

Nowadays there are many versions of the original 'Conan' Conan adventure and Sphinx is Acornsoft's contribution to the collection.

Your goal is to find and collect all the treasure and take it to the Sphinx. On your way, you will encounter a bearded pirate, an evil wizard and a rather annoying little jester intent on bothering you everywhere. The way in the Sphinx is full of problems, but all of these can be solved with a bit of logical thinking.

The first thing to strike me, when I started playing, was the time the game takes to reply. Even though faster than most Acornsoft Adventures, it will have a way to go before it can compete with the Level 5 standard. The main reason, of course, is that Sphinx is written mostly in Basic.

One major griumble I had was that there is no save-game routine. This means that you have to play the game in one go which could run into hours — a large proportion of this being taken up with the response delay. I dread to think what it would be like on the Electron which is a much slower animal than the BBC!

The game starts off at the top of a mountain, with a road leading north to a building housing the traditional keep and tower. Surrounding the road is the dreaded forest with unkillable trees. Here are the days of black metal rock — in this Adventure the Sorcerer's wand makes a comeback! As well as bridging the gaps, the wand has other purposes and so does the food. The bear (which is sometimes too friendly) will refuse the food, but a certain reptile is quite willing to sample it! Needless to say, it doesn't get it, but it wouldn't say no to a bit of human flesh!

Next, we venture into the land of Oz and the Fairy King will take us back to the Sorcerer's lair. Deposit the treasure in the safe if you know the magic word and then pay (hint) the troll a visit!

After crossing the bridge, prepare to encounter those ghastly nasties known through the colour maze and lava passages, or cross the glaciers and get lost in the labyrinth. To get past the elephant, you need the mouse. To get the mouse, you need the cheese. And so on ...

Altogether, Sphinx is not a bad Adventure. But let's hope Acornsoft think to bring out a machine code version, with a save-game option.

Sphinx is from Acornsoft for the BBC B and costs £2.95 for tape and £11.95 for disk.

Chris Hill

ADVENTURE

STAINLESS STEEL RAT

Before you attempt to play *Stainless Steel Rat* (Saves The World), you should read the book. I say that with-out hesitation for, although being fairly well-read in science fiction, I had not sampled the works of Harry Harrison. My first attempt at the game drew a mere all round, so much so that I felt there had to be more here or otherwise why the game?

So I read the book which I thoroughly enjoyed — it is amongst the most readable of science fiction and I found I could not put it down until finished. I then set down to have another crack at the game, being now familiar with the world of Jim di Gint.

This time I was much more in sympathy with the game — but I'm afraid I still ended up with the water, despite continual perseverance.



The opening sequences nicely simulate the dramatic opening of the story — you must act quickly or all is lost! In fact, I would say that almost certainly you will have to restart after a very short while when you first start to play.

The problems then begin to appear. Your pace is held back by the method of text display at the location descriptions. This unfolds letter by letter at a pre-estimated reading speed, followed by timed messages (if any) before the prompt appears. The time delay for any command that doesn't change the location is a pain. In particular, if for inventory causes a load time which then has to be displayed, when just a quick glance at a list is all that is needed.

In *Rat* which can go wrong for the *Adventure* many a time, this is a tedious business indeed. It's not the graphics that slow down the action — they are good and instantaneous.

The other problem is that, although now familiar with the book and with my objective in mind, I can go plenty of places but not where I want! I discovered early on that it's no good trying to make a two-dimensional map — another method is needed to map time. My inability to move around at will all boiled down to inadequate knowledge of time-helic operators. I can't operate one, at least, not very efficiently.

Stainless Steel Rat is for the Commodore 64 from Mosaic Publishing and programmed by Shards. It is priced at \$9.95.

Personal Rating: 5.

Keith Campbell

CRYSTAL FROG

It's lucky that good titles don't necessarily mean good games, and bad titles, bad games. If they did, then this game would have rated as terrible!

The *Crystal Frog* is a Quilled game, in which the object is to find "the fabulously valuable crystal frog and return it home".

The text locations in *Frog* are so long and verbose that I had me imagining I was playing an intercom game! Most descriptions take about three-quarters of the screen and the prose is so utterly unbelievable that once or twice I thought that I could actually smell an apple in the yard — an excellent example of what is actually possible using the Quill.

Some of the objects are rather strange. A spoon, for most and apple seem to be in the right period of time, but what is a gas mask doing here? As I have so far only completed 20% of the game, you will have to bear with me, but I hope to find out soon!

Of all the locations I visited, the three most infuriating are a bar with salt in which, for the life of me, I can't take a curve with a bear which is driving me insane; and, to top it all, there is a restaurant in the local curio who keeps telling me! The only thing that keeps me going is the knowledge that there is another 20% to play and hoping by the first 20% this should be good! I can't wait to delve into the rest of it!

REVIEWS



The game has a very large vocabulary and contains most of the words that I wanted to use. The response speed is very good, but that, of course, is the main advantage of using the Quill. As is usual with *Adventure* games these days, the HELP command is most unhelpful and I would like to see the publishers offer hint sheets. If they decide to do so, perhaps they could send me one?

Crystal Frog is from Kenan UK Ltd, and available for the MS Spectrum and Commodore 64. If you have trouble finding it, then send off to Kenan at 29 Clarendon Road, Hove, Hull. If any game deserves to be a best seller, then this one does!

Personal Rating: 5

Simon Marsh

FRENCH ON THE RUN

Silversoft has recently released a game that it claims combines language tuition and an *Adventure* format. It does not quite manage it!

The gist of the plot is that you are a British wartime pilot shot down over occupied France. You have enough credentials to pass as a Frenchman and the only thing that can possibly let you down is your knowledge of France and use of French.

So far, so good. You have to make your escape and there are a number of different routes that you can take. The narrative is unfolded letter by letter across the screen, a rather unnecessary piece of dramatisation that slows the whole thing down. Each piece of narrative ends with the player having to provide an answer in French, usually to a question posed in French.

Yes, it's a multiple choice game. For example, when you encounter a Nazi patrol and the interpreter asks you how you got to the area, you answer: [tu] pri:
 1. un viell autobus.
 2. un autobus viell.
 3. une autobus viell.
 4. une viell autobus.

You are clearly being tested, rather than playing an *Adventure* by typing in plain language commands in French. The program tests vocabulary, grammar and knowledge of France, but I am not qualified to comment on its educational value, so I won't. I do feel qualified to comment on its quality as an *Adventure* and without hesitation I would say zero. That is not to dismiss it as a program, though, for I found it quite fun, especially when I got one question right.

French on the Run is from Silversoft, for the BBC B on disc, priced \$9.95.

Personal Rating (as an *Adventure*): 0.

Keith Campbell

THE KET TRILOGY



THE COMPLETE ADVENTURE CLASSIC

SINCLAIR
SPECTRUM 48K

AVAILABLE FROM
LARGER BRANCHES OF

John Maxwell

AND ALL OTHER GOOD
SOFTWARE OUTLETS

**PRESENTATION GIFT PACK
SPECIAL PRICE £12.95**

INCENTIVE SOFTWARE LIMITED
54 LONDON STREET, READING RG1 4SD

CREDIT CARD ORDERS
TELEPHONE (0734) 691678

Retailers contact: Microdealer UK,
Tiger, Lightening, Microcent,
Laser, Drake, R & Rand Tuning.



THE PROGRAM THAT S-T-R-E-T-C-H-E-S YOUR IMAGINATION

This is no ordinary adventure. It can change your
whole way of looking at the world.

Starring the Sandman, the Cheddar Cat and a cast of
thousands (well, OK, about a dozen really). The
Sandman Cometh comes in two 48k parts on one
cassette.

And the first player to answer the hidden question
correctly wins a weekend for two in Peru!

"Richly entertaining with attractive original graphics
that display very quickly"
Computer and Video Games.

The Sandman Cometh is available from most good
software stores.

STAR DREAMS, 17 BARN CLOSE, SEAFORD,
E. SUSSEX BN25 3PW (44p. free).

£10.95

He can rest no longer



RETURN OF THE RING

The Dragon is dead. Long live the Dragon!

At almost the same time as *Dragon Den* has disappeared from the scene, the quality of new *Dragon Adventures* has suddenly risen like a phoenix from the ashes. Scott Adams is releasing his series for the machine and one of the original producers of *Dragon* software, Watersoft, has come back with a vengeance after a year's absence, with a game fighting to be recognized as one of the classics of all time — *Return of the Ring*.

This game is the sequel to *King of Darkness* and, for once, a sequel has proved to be better than the original.

What is the objective? "Guardian of Sheela is defeated. The border of the wild ages is at bay. Now, Kingbeard, wielder of the four rings, must face the greatest challenge — to return the Ring of Darkness to its creator in Ringworld."

As in *King of Darkness*, this game starts off in *Dungeons and Dragons* style, with character creation. There is a slight difference here, with a new attribute called Regeneration. You have 50 points to distribute amongst the attribute fields and each field must have at least ten. A small hint now — make the Regenerations about 18 if you want to get anywhere in this game!

Having designed your character, you must load the main game in from the tape. I called my character Pink Fairy and he was a Dwarf Technician with 18 points per field. So, please notice, the game started and I was suddenly thrown into the world of Sheela.

Once out of the regeneration room, I found myself in a 3D maze complex. Hearing around, I found various things, including monsters who could be either friendly or, more to be expected, very unfriendly. Amongst all this were to be found portals to different worlds. By using one of these, you can be transported into almost another *Adventure*, but because of memory limitations some worlds have to be loaded in from tape.

The one world that you MUST visit and I urge you to visit first is the Brill village — but watch your progress as the locals are a bunch of thieves! The village is drawn in lines, as are most locations. In one of the buildings is King Cobair who gives you a mission to obtain the *Smiless* (ask: *Smell ?*)

The game is full of these little tasks (ask: *do 1234* — didn't seem like it at the time!) Once the tasks have all been completed and the Ring of Time constructed, you are transported to Ringworld. Ringworld is a non-only *Adventure* and the two must be loaded in from the tape. If my

REVIEWS



calculations are correct, you have over 90h of game for £10.

The interactive characters are very useful to you, for you cannot solve the game without their help. As in the *Robbit*, however, some of their movements seem a bit random. Luckily as it may seem for a Pink Fairy, the Princess Landra is my favourite. She certainly seems to be the most useful character but, had I played the game in a different way, then maybe someone else would have been more important to me.

If you enjoy your sleep, then don't buy *Return of the Ring*! If you are an insomniac, like me, then buy it and rejoice in the thought that you are playing the best ever game for the Dragon.

Return of the Ring is for the Dragon from Watersoft, priced £10.

Personal Rating: 10.

Simon Marsh

DOUBLE PACKAGE

There is one thing that you can be sure of when you pick up an *Adventure* for the BBC micro — it hasn't been written using the Quill. Whilst that does not necessarily guarantee its quality, it does mean that a great

deal more thought has had to be put into it and the authors hit the extra effort worthwhile. Here is a double package, with two games, one on each side of the cassette.

Echoy Tower is a fairly standard text *Adventure* and, whilst it has some annoying qualities, it has a reasonable plot and is quite playable. The rest comes in various colours and the response is fast.

Your mission is to kill a dragon, but, before achieving that, quite a number of other problems must be solved in order to find out how.

The setting, initially, is a beach and exploration will lead you to swamp, forest and mountains — hopefully to collect the help of giants and avoid the corn. Is there a use for a ripe banana? How do you get the keys from the mink? These are probably the first two problems to focus your mind on.

The annoying features about the game are a rather ignorant CH? when you try to examine something and a few sudden death actions. The sudden death would not be so bad if it wasn't necessary to reload the disc section from tape to restart. However, this is only a short load, taking about half a minute including re-winding the tape.

Canada's Cottage is written in a completely different style from its tape-mate. Again, it is text-only, but this time rather more neatly formatted and in white only. The response is so fast that it seems to appear before *RETURN* is fully depressed!

This is a treasure gathering *Adventure* which always appeals to me, perhaps because one can usually watch the score increasing up as the treasures are being snatched away! The locations are imaginatively described and in places somewhat reminiscent of *Sork*, although never as verbose.

Moving away from the opening scene, a path down a canyon leads to a fountain, the source of a river and further on the entrance to the cave, where the gatekeeper demands a toll to pass. He will somewhat casually leave behind a lamp for you if you pay your dues — though what good that does is questionable!

Yet another game without the word *ERAMINE* but this time the computer will politely but rather firmly announce that "I don't accept the word *ERAMINE*. By my reckoning, the BBC micro must have a higher percentage of *Adventure* games with no *ERAMINE* command than any other!

Overall, the *Echoy Tower/Canada's Cottage* cassette offers a couple of entertaining and more to ease *Adventures* and represents a good buy. From *Alipata Software* for the BBC B, priced £1.95.

Personal Rating: 7.

Keith Campbell

RETURN TO EDEN

Well, I'm glad I'm not really Kim Kimberley! After all that trouble saving the Snowball from certain doom, what thanks does it get? I say "it" because Kim is a bit of a unique type, designed, presumably, so that everybody can identify with her. Could be that very few will — know what I mean?

But I digress. After all that trouble saving the Snowball, overcoming wildnats, nightingales and the rest, the colonists aboard repay her by finding her guilty of murder! So there she is, an Eden, having escaped in a spaceship and no means of protecting herself against the wrath of the ungrateful colonial Snowball will take its revenge, by blasting its engines towards the "b-type" Eia.

That, of course, is your first problem. Then you must save the planet Eden from the robots who have made it habitable and are now doing their own thing!

This is the first Level 3 game under their own label that has graphics. I wish it wasn't, for on the Spectrum version that I played, they did nothing to enhance the game. They certainly didn't reach the standard of the graphics in *Robo the Wimp*, although they are just as fast in displaying.

I was soon typing "waaa" — the command that turns these off. I wasn't altogether impressed with the text either — not the content, but the appearance. Level 3 has created their own character set in the image of those computer-readable characters you see at the bottom of screens. I found them rather painful to read.

So it was with relief that I turned to the Commodore version. In this, the graphics are quicker to display, more attractive and have a "wide screen" look in contrast with the Spectrum's "square screen" pictures. In addition, the text hadn't been missed around and was far more readable!

Once out of danger from the Snowball, your journey takes you through the countryside, with alien flora and fauna, to save Eden from its robots who have gone slightly bananas. From that, you will probably guess that I haven't yet got very far into the game — you are right! But would you have wanted to wait another couple of months to read about the game??

Return from Eden is littered with new trendy words from Level 3's imaginative but self-explanatory 87's vocabulary, such as Tridulists, the (auto?) console you find yourself wearing. There are also a number of random messages that tend to get a bit tedious at times, such as "a helicopter quaship clatters overhead". Predictably, perhaps, I would have



preferred its graphics and more variety of text, as even the Commodore graphics do little to enhance the game.

For some reason, nearly everyone has gone off the idea of releasing text-only Adventures any more. This is a pity in the case of Level 3, for they built their excellent reputation on text Adventures. So it seems very good that their designers must suffer to accommodate the sales-obsessed casual buyer who is to be lured by pretty pictures.

Nevertheless, Return to Eden is of a high standard and well, I think, runs out to have the same depth as its forerunner, Snowball.

Return to Eden is available for a wide range of machines and is published by Level 3 Computing at 18 St. Personal Rating: 4.

Keith Campbell

OPERATION SAFRAS

I played the Dragon version of Operation Safra which follows the successful *Persegrew's Diary*. In fact, Safra is not a sequel — quite the reverse, since it describes events before the Diary.



Persegrew has been described as one of the best Adventures ever for the Dragon and Keith even rated it as the best Adventure covered in last January's Adventure supplement *Personally*. I have always disagreed with that assessment and therefore viewed Safra with some doubts when it arrived.

Operation Safra follows a similar format to the Diary, having three parts. Each part has a connection with the other parts, but it is very slight.

The first part is about Persegrew, giving his height, weight and so on. There follows a few scenes, one of which is set in a lift which is lifting up with water.

To stop yourself from being



drawn, you must press the right button to open the door. The remaining puzzles in the first section are rather similar.

Next follows the Adventure game. Here, you have to find five agents with the help of an agent locator. The locator shows which agent is nearest to you and how many hours you have in which to find him. If you fail he will end up rather dead!

The Adventure is written in Basic, so are the other parts of Safra, and I found it very slow and boring! In fact, it could read as incoherent to sleep!

The third and final part is a collection of challenges to test you. In the first of these, our hero has to get past an axe-wielding giant. This seems to be rather out of place in the modern-day Adventure, but then this is a very disciplined Adventure!

The only thing I liked about this game was the sound effects, but sound alone is not sufficient to make up for the shortcomings. My own feeling is that this so-called Adventure is best left to those with IQ of about 10!

Operation Safra is for the Dragon 32 and Sandy Colour Computer from Shanda Software, priced £7.99. The Persegrew Chronicles, a 2-tape pack containing the best of Persegrew's Diary and Operation Safra is available for the Commodore 64 and Spectrum for £9.99.

Personal Rating: 4.

Simon Marsh

The Unsurpassable Experience.

SYNISOFT

The Official

SEGA

Now you can play one of the most challenging arcade games on your home computer. ZAXXON's incredible 3-D graphics, diagonally scrolling screen and surround sound.

reproduced in great detail. Everything you love about the arcade game is here - and much more. ZAXXON is now more difficult than ever before! So hang onto your joystick and keep firing. Then practice. You may eventually encounter the deadly ZAXXON turret.

48K Spectrum: £7.95
C64 Cassette: \$9.95
C64 Disk: \$14.95



U.S. GOLD
10000 N. DEER CREEK ROAD
DENVER, CO 80231
TELEPHONE: (303) 750-7000
FAX: (303) 750-7000

SPECTRUM 48K

Commodore 64

Presenting the
Commanders of

electron

B.B.C. MICRO

JET-POWER JACK



Imprisoned by the evil warlord Nagrob the Terrible, Jack the intergalactic hitchhiker must collect fuel pods from the other side of the garage to refill the waiting starships. With a fast diminishing oxygen supply, an erratic Terbagak, and a band of nasty Space Googlies to contend with, Jack certainly has problems!

COMMODORE and ELECTRON CASSETTE PRICE £6.95
BBC cassette price £7.95
BBC and Commodore disk price £9.95



COMMODORE 64 VERSION



ELECTRON VERSION

**MICRO
POWER**

MICRO POWER LTD. (INCORPORATED IN GREAT
BRITAIN) 1985. 2000 ST. PAUL
ROAD, WIMBORNE, DORSET, ENGLAND.
TELEPHONE: 01845 81000. FAX: 01845 81001.
INTERNET: WE PAY YOU, BROTHER!

PHONE NOW
FOR OUR FREE
COLOUR
CATALOGUE



Our new
software

makes the
most of yours.



By any standards, the Activision Designer's Pencil is a unique piece of software. With it, you can design, draw, plan.

You can draw the world and everything that's in it.

And then set it to music.

You can produce complex designs in no less than sixteen different colours.

You can write and develop your own programs, without having to understand Basic.

You can do all this with a joystick.

But then you've only scratched the surface.


As you use the Pencil, it will reveal the full potential of your computer, in the most entertaining way possible.

£11.99 might be a lot to pay for a pencil.

But not this one.

When you've done zapping the world, rebuild it with the Designer's Pencil.

Its scope is as broad as your own mind.

 **ACTIVISION**

Your computer was made for us.

£11.99 Commodore 64, £9.99 Sinclair Spectrum. Available soon for all popular systems.

FROM SELECTED BRANCHES OF BOOTS, JOHN MENZIES, AND GOOD COMPUTER SOFTWARE STORES EVERYWHERE.

ATARI

ATARI

400/600/800/800XL

IT'S CHRISTMAS TIME THE SEASON OF GOODWILL

Why not compliment the greatest home computer on the market by obtaining membership with

MIDLAND GAMES LIBRARY

The greatest, biggest, and best Atari library on the market.

An ideal Christmas present for old and new Atari owners.

M.G.L.L., the company who over 2 years ago, first conceived the idea of a software library.

Now boasting over 800 titles on disc, cassette, and PDM (games, business, educational and utilities).

Offer purchasing popular programmes in multiples of 5 or 10 to give all our members a fair chance.

Always adding approximately 40 new programmes monthly.

Over 10000 very satisfied members, many as far away as Ireland, Sweden, West Germany, Holland, Denmark and Eire.

A fast, efficient and friendly service. Requests are attended to immediately - virtually assuring you a 24-hour span of service.

Regular newsletters and programme updates, plus other inter-club activities.

DON'T DELAY - WRITE TO DAY

**Midland Games Library
48 Read Way, Bishops Cleeve,
Cheltenham, Glos.**

Tel: 0242-67-4960 (9.30am-4.30pm)

All our programmes are original, with full documentation. What better Christmas gift could there be for the Atari owner.

**3
NEW**

CBM 64 GAMES

from
bubble bus



**FEBUARY ISSUE
ON SALE
16th JANUARY
INCLUDES
BOOK OF GAMES.**

**ADVERTISEMENT
NOTICE**

An advertisement appeared in last months issue on page 108, under the name of Spectra Imports. We feel it unadvisable for readers to commit large sums of money until they are sure that they will receive the goods.



**Adventure
INTERNATIONAL**

45 Newington Green, Harington, LONDON N19 2TE
Telephone: 021-259 5501



GET A LAUGH — FIND A JOKE!

You may remember a short while ago I asked you to send in your favorite joke lines from Adventure games. John Werts of New Malden suggests (staying in the named in *Pyramid of Doom* and, in the same game, trying to smother the leeches leaves. In *Dungeon Adventure*, says Chris, take the octopus into the dark room!

Meanwhile, Mark Critchwood from Rebury in Suffolk recommends that you dig the grave with the pocket shovel in *Woolsey Castle*. If you want a good laugh.

Going to the other extreme, Geoff Phillips nominates two games for the award of silliest Adventure — *The Hobbit* and *Pemeta*, any other offers?

A COUPLE OF BOOKS

The educational potential of Adventure games is a subject on which I have touched before. Now a book, *Learning With Adventure Programs* (Melbourne House), has been written especially for teachers. It sets out how an Adventure game, not written with education in mind, can be used in the classroom to help develop many different skills.

The author, Rosetta Maland, Principal Teacher of English at Leishold Academy, Abingdon, takes three games, *The Hobbit*, *Woolsey Castle* and *Shogun*, and describes how she devised work units for them, under the general headings of reading, writing, talking and listening. Map-making, note-taking and the development of creative writing skills are among the many topics covered in the work units, as well as research projects into the customs of Norse gods, the future of mankind, etc. For each game covered, a detailed work unit is provided. The theme of an Adventure game as the focus for a learning scheme for children of all ages comes over as a very exciting and interesting approach to study.

There is also a chapter on the *Quill*, in which senior pupils had the task of planning their own Adventure games. In this is where they're all coming from, is it?

ADVENTURE CHAT

The arcade fans are being overruled! Leo Collier of Slaves confesses to being a voracious arcade player, but decided to sample the newer side of computer games by buying an Adventure — *Mystery Fun House*. He solved it in six nights flat and somewhat grudgingly admits to actually enjoying it. But he was disappointed that the game didn't meet the recommendations made! He asked me to suggest something different, so he intends to buy more Adventures. So beware, arcade players! Try an Adventure at your peril — you may get hooked on something more powerful than a joystick!

Readers often write to complain at missing a problem, or even completing a game, mere moments after peeping their desperate plea for help in the letter box. It somehow seems that the act of giving in releases the mind! One such is a certain Paul

Shewton-pot McEon, that desperate with no family or Civilization Street, who was struggling against *Pyramid of Doom*. How dare he! Bill, for good measure, he says, "Keep up the good word and push the Ed for an extra page and a rise!" I won't be greedy, Paul. I'll just settle for the real!

Quite a number of Commodore 64 players of Twin Kingdom Walkley have written to chastise me for my comments about getting graphics in the game. I played the game on a BBC micro and think by what I said, it gave them one version of a game is available. I try to make a point of mentioning which I played for the review. Unfortunately, on this occasion, the line was cut off so that the review would fit the paper. Imagine my confusion of TV graphics. Commodore owners — from what I've heard, they are a good improvement on those in the BBC version.

This is a book that can be well recommended to teachers in search of innovative uses for their school's computers.

There are now many books around on the subject of how to write Adventure games, but one of the best I have come across is *How To Write Adventure Games for the BBC model B and Electron*, by Peter Ellworth (Penguin Books, £3.95).

Since the author has been responsible for such successful Adventures as *Philosopher's Quest*, *Countdown to Doom* and the others in the Ellworth series, his credentials are impeccable.

After a brief introduction about how each game was written, the reader is introduced to a pseudo-Adventure to illustrate the basic ideas. Next, the reader graduates to the development of a simple Adventure game and finally goes on to an advanced game which is constructed using a fully explained database generator program.

Whilst reading the book, I discovered why all Peter's games have been restricted to compass points plus UP and DOWN. It's all a matter of space saving, but in my opinion, it does limit the game somewhat.

You will need a fairly good knowledge of BBC Basic to follow the

Adventure-writing trail outlined here, but it is suggested that a lot can be learned as you go along. You WILL need a BBC or Electron machine for the book to be useful to you, as the programming techniques explained are very specific to BBC Basic.

If you have such a machine and are looking for a book explaining in some depth a technique for Adventure programming, then I can recommend this as logical and easy-to-follow reading.

SCROLLING 3-D!

In reviewing Adventure games I have mentioned, and now, to start clear of joystick. Usually a joystick requirement for an Adventure means that it is a so-called arcade adventure — whatever that term may mean! In such a game, the joystick moves the player over a map, or a track of the button fires a missile, or affects the picking up of an object. Without text input, a game is not defined as an Adventure in my dictionary!

A merging of text commands and joystick control has appeared in two recent releases for the Commodore 64. Imagine a graphic adventure in which the picture is far too wide to fit on the screen and thus superimposes a picture of your puppet on it. To reverse the undisplayed areas of the picture, the joystick moves your



paper across the scenery, by scrolling the background to left or right and animating the puppet so it appears to be walking. There is a bit more to it than that, for the graphics here parallel, which means that objects in the foreground appear to move faster than those in the far distance, creating the illusion of 3D.

If you stop joysticking, then you can type in arbitrary text commands and get a text/graphic response.

You might expect that this technique makes for a more realistic graphic Adventure. In practice, the reverse is true, because the Adventure map becomes so convoluted as to seem completely artificial.

At the best of your left/right joystick travel, your puppet moves with a seemingly invisible force and a message tells you that he can't go in that direction — despite being in completely open territory! Movement other than left/right is by typed command, resetting the puppet to jump to a completely different location. Thus, instead of an integrated Adventure map, you have a series of layered boards, and the whole thing has a most unrealistic feel to it.

In *The Sain* film, your puppet is the last white-bearded man left in an Arabian village, following a raid by the Saracen. His task is to go to the Saracen's bedroom and recover the gold. The puppet is in full Arab garb and, judging by his silly walk, I think at least at least have been knocked about a bit by the raiders! His speed of movement is adjustable by hitting a key in the range 1 to 9 and I soon discovered that this parameter also affects the speed at which the computer will accept text input. I eventually decided that it was the only playable option — a pity therefore that the default level is 1.

When I took my Arab out for a stroll in the desert, a message told me that there was a pistol present, even though it was not visible. I typed GET PISTOL and he suddenly took it into his hand to set off at an alarming pace towards the invisible barrier to the far left. There, I knew, lurked a band of thieves, but I was up the creek without a paddle, as it were, for the joystick would not respond.

This is a beginner's level Adventure, with music all the way. If you can't stand the incessant drone of

Arabian music, there is always the volume control on your TV as a last resort! The *Sain* with the game describes it as a totally new Adventure experience, a claim that I found to be true, but it is not one that I would wish to repeat.

However, I did. For African *Sain* is similar in format to *The Sain* film, also for the Commodore 64 and also from Australia. *Sain* is rather dense compared with *The Sain* for any text entered that is not understood simply gets wiped clean — end of output! This leaves the player completely in the dark as to what, if anything, is happening. Other instructions cause the computer to deny the existence of objects when they are plainly visible and reported as being present.

You are an explorer who can't take any objects for you have a bad back. Once this problem is solved, there is a rather tedious sequence that involves searching your explorer

ruins there and back, via the invisible barrier, to solve the next one. The joystick locations are east/west, but the exits north/south (which must be typed in) are up at the far end. Given the mind a rest, I suppose, but I found it all rather tedious.

The claim by the publishers "makes the *Sain* look like a dwarf" is laughable, unless it is only referring to the bug. For there is a beauty in this one! After reaching a wicker end, my puppet was relocated (and by the reader with an enlarged lower half — he must have got swollen legs from all that running about! His miniature top half sat on his large hips and, as he changed from front to profile view through the joystick, he produced some comic half-of-mirrors effect!

The Sain film is for the Commodore 64 from Melbourne House, priced \$9.95, and African *Sain* is for the Commodore 64 from Simulations/Interscan, priced \$9.95.

KEN'S EYE!

I have never really thought much of the *Artic* Adventure series, especially the first two, which tend to have very tortuous verb/noun combinations, like SWITCH SWITCH BRANCH, POINT SCENE and PUT BRANCH.

There is no doubt, however, that *A-D* have proved very popular, perhaps because they were among the first Adventures available for the massively popular Spectrum. It has always struck me as strange that *E*, which is probably the best, seems to have proved the least popular. This could be explained by the far greater competition that it has had to face.

Wry back in the March 1982 issue, I reviewed *A-D* and said I thought they got progressively better. *Artic Golden Apple* comes — *The Eye of Sain* and this continues the trend. The scenario is written by regular *CRUC* reader Ken Gosling who has been writing to *Helpline* since the year 800! (1979)

Not only is *Ken's* plot excellent, *Sain* performs well both in program and execution and in the implementation of the plot. It has a split screen, instantaneous display, its own character set (not the more than 100 characters across the screen *AND* no bugs or spelling/typing errors that I

have yet detected)

I was about to describe *Sain* as a real Adventure until I typed LOOK AROUND, when — lo and behold — I got a puzzle! There's one for every location, but they last of these miserably, waiting to be solved!

It took me quite a while to escape the first location and even longer to escape it safely. The latter was because I hadn't used my eyes and the experience alerted my sense as I continued to play.

The setting is Arabia, a desert land, where as the night warbler *Tart* you must escape with the emerald *Sain*. You start off shackled to a pole in a prison but with an *HELP* command worth mentioning. Once on your way, you may well sweat up with a nasty named (shades of *Pyramid of Doom*) and must survive the desert heat and various other hazards.

Well done, *Artic* — you've produced a first class Adventure at last. Well done, *Ken*, for the plot and don't let success stop you writing to the *Helpline*! Well done, Simon Wadsworth, for some excellent programming!

Eye of the Sain is from *Artic Computing* for 499 Spectrum and Commodore 64, priced \$9.95. I played the Spectrum version.

DON'T LET THE GREMLINS GET THE BETTER OF YOU. WRITE TO...

ADVENTURE HELPLINE



BRAIN-TEASERS!

Jessica Coral is one of the ever-growing band of adventurers who write to the Helpline from foreign parts. Jessica has written from Milan to ask about *Commander's Quest*. Whenever she plays the game, she always ends up on the beach in the caverns, and quite often dies there. Wanted — a noble knight to rescue her from her plight in there a way to use the boat!

Every now and again someone pushes up our current hi-score for *Lords of Kavosa*. Can anyone beat 1858 Karma points, scored by J. E. Lord of Namabombon?

Gateway to Kazoo is puzzling Ian Abbott of Dunstable. How can he get past the mountains, or find the flying carpet?

David Yates of Preston is still Philosophising. Where is the pile of doggy hair, and the portrait, he asks?

R. Smith of Luton has come to an absolute impasse in *Black Crystal*. He can't find any map references, nor defeat Dr. Death in *Super Spy*.

COUNT YOUR BLESSINGS!

E. C. Ashberry seems to have done everything he can kill *Count Dracula* — and is on the verge of giving up! Where's what he needs in desperation: Oh Scott Adams what have you done?

I've seen the Count but now he's gone.
I ate the pills and read the zone.
I've studied the map and got sore down.

Sp the pole and cut the claw,
It's driving me barmy, no more, no more!

I've pebbled some slabs and pebbled a lock,
I've pebbled my brains, but now dawn's a block.

The Count has won and so has Scott.
The screen is black — it's just a dot.

As I sit here disconsolately and mope,
A letter to Keith's my only hope.
I need some help from Adventure Scotland.

To explain just how to open coffins.
No more adventures — I know what's wrong.
It's out with the mystic and back to Egypt!

Help is at hand, ECI Read on:
Oh E C Ashberry, Mr. Sir,
My dearest super you know
What you suggest in *Adventurer's* all —
Oh throw those mysticks in the bin!

And run to Helpline (quite down)
For verse and worse to kill that frowny!

HELP WRITING!

Stefan Falinski writes to say "you gave me a PC clue on your (artistic) postcard, so I am sending in return a map of the ME passages, to help out other adventurers." Here's what they look like, the location number is in brackets and the adjacent numbers are the destinations when going N S E W etc.

1(1) ←	1(2) ↓	4(1) →	1(3) ↑
2(1) ←	2(2) ↓	4(2) →	2(3) ↑
3(1) ←	3(2) ↓	4(3) →	3(3) ↑

* — to and from *Possibility Circus*.
Don't go north from 8, 9 or 7 if there's a Danger sign. Worth visiting it for a treasure!

As I promised last month, I shall be sending a *CRNO* tee-shirt to the sender of the most helpful tip and the writer of the most interesting all-round letter, each month! This month's awards go to James Douglas of Twickenham, for his tips and pointers of *Castle of Sikkim*, and to Kim Hareton of Maghball near Liverpool, for his letters about his enjoyment in playing *Adventure* games. Don't despair, all you others! Many of the letters I receive each month are of an extremely

high standard — so keep writing, it could be your turn next!

Many thanks to Alf Baldwin of Tuffley in Gloucester, a keen adventurer who writes in now and again with the odd tip and occasional plea. He has been in hospital on and off and his *Spectra* has sadly remained locked away for a long time now. But Alf took time out to write in with some useful tips and the complete solutions to a number of games! That's the spirit, Alf.

Get well soon — the Helpline needs you!

TIPS A-PLenty

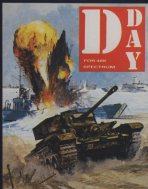
Credits this month to Jeffrey Ford of St. Helena, Jonathan Day of Stockport, Philip Mould of Walsden, David Yates of Preston, James Douglas of Twickenham, Paul Waddingham of Stannum, James Downey of Walthamstow, Alf Baldwin of Tuffley and, of course, the Helpline team!

For use of any
text or other material in this publication, the
copyright holder's permission is required.
All rights reserved. No part of this publication
may be reproduced, stored in a retrieval system,
or transmitted in any form or by any means
electronic, mechanical, photocopying, recording,
or by any information storage or retrieval system,
without the prior written permission of the
publisher, Keith Giffbell Computer & Video Games.
First published in 1985. All rights reserved.
Published by Keith Giffbell Computer & Video Games,
100, 102, 104, 106, 108, 110, 112, 114, 116, 118, 120, 122,
124, 126, 128, 130, 132, 134, 136, 138, 140, 142, 144,
146, 148, 150, 152, 154, 156, 158, 160, 162, 164, 166,
168, 170, 172, 174, 176, 178, 180, 182, 184, 186,
188, 190, 192, 194, 196, 198, 200, 202, 204, 206,
208, 210, 212, 214, 216, 218, 220, 222, 224, 226,
228, 230, 232, 234, 236, 238, 240, 242, 244, 246,
248, 250, 252, 254, 256, 258, 260, 262, 264, 266,
268, 270, 272, 274, 276, 278, 280, 282, 284, 286,
288, 290, 292, 294, 296, 298, 300, 302, 304, 306,
308, 310, 312, 314, 316, 318, 320, 322, 324, 326,
328, 330, 332, 334, 336, 338, 340, 342, 344, 346,
348, 350, 352, 354, 356, 358, 360, 362, 364, 366,
368, 370, 372, 374, 376, 378, 380, 382, 384, 386,
388, 390, 392, 394, 396, 398, 400, 402, 404, 406,
408, 410, 412, 414, 416, 418, 420, 422, 424, 426,
428, 430, 432, 434, 436, 438, 440, 442, 444, 446,
448, 450, 452, 454, 456, 458, 460, 462, 464, 466,
468, 470, 472, 474, 476, 478, 480, 482, 484, 486,
488, 490, 492, 494, 496, 498, 500, 502, 504, 506,
508, 510, 512, 514, 516, 518, 520, 522, 524, 526,
528, 530, 532, 534, 536, 538, 540, 542, 544, 546,
548, 550, 552, 554, 556, 558, 560, 562, 564, 566,
568, 570, 572, 574, 576, 578, 580, 582, 584, 586,
588, 590, 592, 594, 596, 598, 600, 602, 604, 606,
608, 610, 612, 614, 616, 618, 620, 622, 624, 626,
628, 630, 632, 634, 636, 638, 640, 642, 644, 646,
648, 650, 652, 654, 656, 658, 660, 662, 664, 666,
668, 670, 672, 674, 676, 678, 680, 682, 684, 686,
688, 690, 692, 694, 696, 698, 700, 702, 704, 706,
708, 710, 712, 714, 716, 718, 720, 722, 724, 726,
728, 730, 732, 734, 736, 738, 740, 742, 744, 746,
748, 750, 752, 754, 756, 758, 760, 762, 764, 766,
768, 770, 772, 774, 776, 778, 780, 782, 784, 786,
788, 790, 792, 794, 796, 798, 800, 802, 804, 806,
808, 810, 812, 814, 816, 818, 820, 822, 824, 826,
828, 830, 832, 834, 836, 838, 840, 842, 844, 846,
848, 850, 852, 854, 856, 858, 860, 862, 864, 866,
868, 870, 872, 874, 876, 878, 880, 882, 884, 886,
888, 890, 892, 894, 896, 898, 900, 902, 904, 906,
908, 910, 912, 914, 916, 918, 920, 922, 924, 926,
928, 930, 932, 934, 936, 938, 940, 942, 944, 946,
948, 950, 952, 954, 956, 958, 960, 962, 964, 966,
968, 970, 972, 974, 976, 978, 980, 982, 984, 986,
988, 990, 992, 994, 996, 998, 1000.

KEITH GIFFBELL COMPUTER & VIDEO GAMES PRIORITY CT. 50-52 FARRINGTON LANE LONDON E6R 5AU

The New Force in Software

THE GAME OF DEADLY DRIVING
BATTLECARS
FOR 48K SPECTRUM



D-DAY
FOR 48K
SPECTRUM

Tower of Despair
FOR 48K SPECTRUM



GAMES WORKSHOP

GAMES WORKSHOP is the UK's largest fantasy and adventure games company, with five years' experience behind it. Now we're using our expertise to create the best in computer games, and the first three are **BATTLECARS**, **D-DAY** and **TOWER OF DESPAIR** - each with over 100 of programming!

BATTLECARS is the deadly sport of the future - use your battlesuit with your chosen weapons, and select your battleground, a grueling speed event in a town centre labyrinth. **BATTLECARS** is a one or two player game of skill, nerve and cunning.

D-DAY is a superb graphic programme based on the Normandy landings of 1944. Two players take the Allied and German sides, battling through four separate scenarios. **D-DAY** offers an exciting tactical challenge to players' mind of simple arcade action.

In **TOWER OF DESPAIR**, Games Workshop has used its ten years of experience in role-playing games to create an outstanding adventure. It includes two entire 48K programmes, and a guide containing a history, map, and illustrated clues.

FOR 48K SPECTRUM AND SHORTLY FOR THE COMMODORE 64
£7.95 EACH FROM ALL GOOD SHOPS OR DIRECT FROM
MAIL ORDER DEPARTMENT GAMES WORKSHOP LTD.
27 - 29 SUNBEAM ROAD, LONDON NW15.

THE KEY TO THE



me
the c
If you
techn
learn
anima
subjects

How n
Well believe

CAN FOR C



THE FUTURE . . .

is in your hands when you join the National Computer Club.

The first truly nationwide network for computer fanatics from Aberdeen to Plymouth Sound is offering this amazing

starter pack consisting of FIVE great games (see right), a giant poster, your personalised membership card and "Infinite K", a magazine, when you enrol.

Want to develop programming techniques, look into holograms, or about computer graphics and more, we will be covering these and many more in the months to come.

As a major sponsor of The Times Network for schools, you know we will be keeping you up to date on the very latest developments. What does all this cost you ask? Not the total package . . .

WANT TO BE YOURS
FOR ONLY

£5



Please email me at the National Computer Club. I enclose my cheque/postal order for £5.00 inc. post

and packing made payable to National Computer Club, PO Box 73, Holborn, London EC1N 2HU.

Name _____
Address _____
Postcode _____
Date of birth _____
Make of personal computer _____
Name of school/college _____

(Please note: games are only compatible with Sinclair, Commodore and BBC)

to fill in the coupon, and send with your remittance. Allow 20 days for delivery. © National Computer Club 1984

BACKPACKERS

GUIDE TO THE UNIVERSE PART 1

Not just a game...

...more a way of life



48K Spectrum

£7.50

Software by **fantasy**

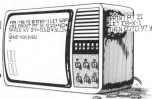
ENOUGH TO BLOW ANYONE'S FUSE.

Every month, SINGLAIN PROGRAMS features extensive listings for the Sinclair Spectrum and Z8801, as well as graphics instructions, letters, game of the month, and even a special section for beginners. See you in a month's time!

If it's games you want,
you'll find plenty in
Sinclair Programs

Available from your
newsagents...only 35p

*Sinclair
Programs*



AT LAST... A MAGAZINE GEARED ESPECIALLY FOR THE QL USER. SURPRISINGLY ITS CALLED QL USER.



For the latest information on every QL hardware and software release, turn to QL USER. Every month we review the latest games, educational and business packages, together with program listings, book reviews and your readers' letters. Plus, of course, hints and tips on how to get the most from your QL. If you're a QL user, choose the magazine written exclusively for your machine — QL USER.
Available from all good newsagents.

NEW MICRO GUIDE PART 2

JUGGLING WITH THE JARGON

- Sound** Sound effects during games can only be as good as the machine is capable of producing.
- Some micros have more than one voice which means that you can make more than one sound at the same time. This is just like the difference between a trumpet and a piano. The number of different notes which can be made is often measured in octaves. One octave is eight notes.
- Text Resolution** Resolution means splitting something into its separate parts. Text resolution is how many letters of numbers you can get on one line on the screen.
- Some micros have different screen modes which means that you can have a choice of 80, 40, 80 or 80 characters per line.
- The higher the resolution, the more characters and the smaller they are which makes them harder to read unless you have a good monitor or an exceptional TV. But most processing programs will read at least 80 characters to give a realistic display.
- Graphics Resolution** You hear a lot about bits at the moment. This is often for high resolution graphics and refers to the number of bits per inch which you can have individual control.
- On some micros the graphics resolution is 672 x 472 which means that there is a total of 314,544 bits on the screen which go to make up the display.
- The higher the resolution, the better the graphics you can produce. But the machine needs somewhere to store all these bits so that it knows which are set to black and which are set to white. This will take up various amounts of the micro's memory.
- Memory** Your computer needs somewhere to store your programs as you type them.
- You've probably noticed that, if you turn off the computer, the program you were typing in will have disappeared when you turn the machine back on.
- This is because your program is held in RAM. This stands for Random Access Memory and it's where all the programs and its variables are stored.
- Each time you add a new line to the program, you are changing the contents of the RAM so it needs to be able to cope with the constant changing.
- When you turn on a micro, you get a message on the screen and you are now ready to program in Basic. But surely that message can't be held in RAM otherwise it would be lost each time you turn off the machine? And how does the computer know how to run the Basic language for you to write your programs?
- There's already another type of memory which stays the same even if you turn off your computer. This is called ROM and stands for Read Only Memory. This means that you can read it but what's inside but you can't write to it (after all, the contents are fixed into a chip when the computer is built and they cannot be altered).
- Expansion** Expanding your micro means adding disk drives, printers, modems, extra memory and the like. Some computers will have sockets which you can plug a disk drive or printer straight into. Some will need expansion interfaces to connect the computer so that it can cope with the new device.
- Basic** This is the language in which most home micros are programmed.
- You'll get a manual with your machine which explains a little about the features of that particular version of Basic.
- You can also program in machine code which, although harder to write, will produce programs with a more professional appearance.

All that Christmas money still burning a hole in your pocket? Has that micro that you were promised still not arrived?

This month, we present part two of our guide to the best new micros of 1984. Last time we mentioned the QL, Amstrad, MSX and Enterprise. Now, here's everything you need to know about Commodore's two new machines.

And, in case you missed it, we've reprinted our guide on how to interpret those technical descriptions from the brochure.

COMMODORE II

Commodore launched the II at the same time as the Plus 4.

Learning their lessons from the way that the Vic was sold during the last few months of its life, Commodore is selling the II as a starter pack which is aimed at someone buying their first micro.

For £129.99 you get the computer, a Commodore wrapped cassette recorder, an introduction to programming in Basic and four free programs. Good value for money if ever I saw it.

And you wonder why they've stopped making the Vic?

The II has, not surprisingly, 16K of RAM. From the outside, it looks like a II4 or a Vic, as it uses the same case. The inside is different, though. It uses a new version of Commodore Basic with over 70 commands. Like the Plus 4, there's a choice of 161 colours and standard text display is 25 lines of 80 characters.

Output connectors include connections for a standard monitor. Also, there's a link for 20 joystick, ROM cartridges and a cassette interface is also included. A serial port is provided, but note that Commodore's idea of a serial port doesn't mean that it's a normal RS232. So don't think that a modem will plug straight in.

Sound is provided, with two voices. A connector on the back of the machine allows you to take out the second and play it through your hi fi.



The Commodore II, aimed at first time buyers.

There's a choice of nine volume levels.

A useful thought by Commodore's designers provided a "help" key. If you get as stuck on a Basic line when you're programming, a touch of the help key will tell you where you're going wrong.

Included in the starter kit are four programs. One is called the **Roll Morris Pattern Builder** and is a facilitating block approach to art.

The idea is that you guide a cursor over a selection of predefined graphic shapes. Then, use the same method to choose a colour and its shade and just position it on the screen wherever you want. You can have a paint option, which lets you draw lines using any of those shapes.

There's very little connection with **Roll Harris** in this program. In fact, it was written by Paul Jay who has written a few games for **GS/PC** in his time.

Also included in the package deal is **Shatter Chess** which will teach you to play the game even if you can't tell a Knight from a Bishop.

Puzzle is an arcade game based on **Punch & Judy**. You have to guide the Polliwog across a stage to rescue Judy while avoiding such things as vipers, pits and cobra tomatoes.

Last of the free gifts is **XSA** which is a 160-screen shoot up.

COMMODORE PLUS 4

Launched as a direct competitor to the QL, the Commodore Plus 4 is one of the newest micros.

For £296.99 you get a machine with 96k of RAM. 4k of this is used by the machine, though, so the largest Basic program that it can hold is 92k, which should be more than enough.

There are four built-in programs which are stored in ROM and are called at the touch of a button. These handle word processing, graphs, data filing and a spreadsheet. The four programs are held together in a 32k ROM which means that, at an average of just 8k each, they are nowhere near as powerful as their QL counterparts.

One excellent feature, though, is that you can split the screen into two windows and run two of the built-in programs at the same time on different parts of the screen!

All four programs can exchange data between them, so since you have entered the figures on your spreadsheet, for example, you can load them into the graph drawing program.

Screen display is 23 lines of 40 characters which just isn't enough for a word processor.

The text scrolls across the screen as you write it and, if you use the cursor keys, you can see everything you've written. But this is tedious if

you need to refer to previous paragraphs in a letter or essay, for example.

Unlike the QL, the keyboard of the Plus 4 is quite good. Cursor control is by a cluster of four arrow-shaped keys which point in the appropriate direction.

Text resolution is 40 characters and 25 lines, the same as the Commodore 64. There's a choice of 16 colours which can be in any of eight levels of brightness. Add a "black" colour to this list and you have 121 different shades or colours to choose from. And they can all be on screen at once. I saw this demonstrated at the launch of the micro and it looked like

a colour chart from a paint brochure.

The Plus 4 has two joystick sockets which will take Commodore's new "advanced" controllers. There's also a connector there for ROM software cartridges.

There's a user port for connecting extra peripherals like, I suspect, a CompaNet modem and a serial port for Commodore's newer version of the extremely slow 194k disc drive.

A cassette interface is included. The micro has two sound voices and, in addition to running software specially written for it, the Plus 4 will also run any software written for Commodore's other new baby, the Commodore 11.



The Commodore Plus 4, a direct competitor to the QL?

SO WHAT SHALL I BUY?

This is the hardest question of all.

The first thing you must ask yourself if you're after a micro is whether you're sure you want one. If you do, decide how much you want to pay. It's not worth spending a fortune for one of the best machines available if you're new to computing.

Best start with something cheap like a Spectrum or even a second hand ZX81. If you decide that computing's not for you, then you've not wasted too much money and you can write it off as experience.

Next, decide what you're going to use the computer for. If you just want a games machine, try to find one which has lots of games available for it. If you'd rather program it yourself, find a computer which there are lots of books about. And call the company to check if there's a programmer's technical guide. There should be one for the QL shortly which will cost around £25.

If your friend has an MSX micro, you may also consider buying one. You can then lend each other games and peripherals.

If you don't have a spare TV to use with your computer then get something like the Amstrad which comes with its own monitor.

So you see, every micro has its own good and bad points. Think very carefully and look through all the micro magazines first. Then you're bound to make the right choice.

JOYSTICK

5000 3 MICROSWITCH JOYSTICKS
WITH ARCADE ACTION

For:

COMMODORE
ATARI
AMSTRAD
MEMOTECH
BBC (to order)

THE ARCADE

PRICE
incl VAT £18.95



COMPETITION-PRO

PRICE
incl VAT £16.95

ARCADE PROFESSIONAL

PRICE
incl VAT £28.95



FOR JOYSTICKS:
SPECTRUM
TRIS/AA
COLIBO
BBC
ELECTRON
COMMODORE
ATARI



Point to us in your local computer store, or write to:

Tel: 0283 682541
Telex: 927381 IMAG G

CONTACT US OR NEAREST COMPUTER STORE

MILES BETTER SOFTWARE

221 CANNOCK ROAD, CHADSMOOR
CANNOCK, STAFFS WS11 2DD
TEL: (06435) 3677

U.S. GOLD SOFTWARE

	£5	1000	47000
ARCHON	5.00	5.00	11.00
ARCHON 2	5.00	5.00	11.00
ARCHON 3	5.00	5.00	11.00
ARCHON 4	5.00	5.00	11.00
ARCHON 5	5.00	5.00	11.00
ARCHON 6	5.00	5.00	11.00
ARCHON 7	5.00	5.00	11.00
ARCHON 8	5.00	5.00	11.00
ARCHON 9	5.00	5.00	11.00
ARCHON 10	5.00	5.00	11.00
ARCHON 11	5.00	5.00	11.00
ARCHON 12	5.00	5.00	11.00
ARCHON 13	5.00	5.00	11.00
ARCHON 14	5.00	5.00	11.00
ARCHON 15	5.00	5.00	11.00
ARCHON 16	5.00	5.00	11.00
ARCHON 17	5.00	5.00	11.00
ARCHON 18	5.00	5.00	11.00
ARCHON 19	5.00	5.00	11.00
ARCHON 20	5.00	5.00	11.00
ARCHON 21	5.00	5.00	11.00
ARCHON 22	5.00	5.00	11.00
ARCHON 23	5.00	5.00	11.00
ARCHON 24	5.00	5.00	11.00
ARCHON 25	5.00	5.00	11.00
ARCHON 26	5.00	5.00	11.00
ARCHON 27	5.00	5.00	11.00
ARCHON 28	5.00	5.00	11.00
ARCHON 29	5.00	5.00	11.00
ARCHON 30	5.00	5.00	11.00
ARCHON 31	5.00	5.00	11.00
ARCHON 32	5.00	5.00	11.00
ARCHON 33	5.00	5.00	11.00
ARCHON 34	5.00	5.00	11.00
ARCHON 35	5.00	5.00	11.00
ARCHON 36	5.00	5.00	11.00
ARCHON 37	5.00	5.00	11.00
ARCHON 38	5.00	5.00	11.00
ARCHON 39	5.00	5.00	11.00
ARCHON 40	5.00	5.00	11.00
ARCHON 41	5.00	5.00	11.00
ARCHON 42	5.00	5.00	11.00
ARCHON 43	5.00	5.00	11.00
ARCHON 44	5.00	5.00	11.00
ARCHON 45	5.00	5.00	11.00
ARCHON 46	5.00	5.00	11.00
ARCHON 47	5.00	5.00	11.00
ARCHON 48	5.00	5.00	11.00
ARCHON 49	5.00	5.00	11.00
ARCHON 50	5.00	5.00	11.00
ARCHON 51	5.00	5.00	11.00
ARCHON 52	5.00	5.00	11.00
ARCHON 53	5.00	5.00	11.00
ARCHON 54	5.00	5.00	11.00
ARCHON 55	5.00	5.00	11.00
ARCHON 56	5.00	5.00	11.00
ARCHON 57	5.00	5.00	11.00
ARCHON 58	5.00	5.00	11.00
ARCHON 59	5.00	5.00	11.00
ARCHON 60	5.00	5.00	11.00
ARCHON 61	5.00	5.00	11.00
ARCHON 62	5.00	5.00	11.00
ARCHON 63	5.00	5.00	11.00
ARCHON 64	5.00	5.00	11.00
ARCHON 65	5.00	5.00	11.00
ARCHON 66	5.00	5.00	11.00
ARCHON 67	5.00	5.00	11.00
ARCHON 68	5.00	5.00	11.00
ARCHON 69	5.00	5.00	11.00
ARCHON 70	5.00	5.00	11.00
ARCHON 71	5.00	5.00	11.00
ARCHON 72	5.00	5.00	11.00
ARCHON 73	5.00	5.00	11.00
ARCHON 74	5.00	5.00	11.00
ARCHON 75	5.00	5.00	11.00
ARCHON 76	5.00	5.00	11.00
ARCHON 77	5.00	5.00	11.00
ARCHON 78	5.00	5.00	11.00
ARCHON 79	5.00	5.00	11.00
ARCHON 80	5.00	5.00	11.00
ARCHON 81	5.00	5.00	11.00
ARCHON 82	5.00	5.00	11.00
ARCHON 83	5.00	5.00	11.00
ARCHON 84	5.00	5.00	11.00
ARCHON 85	5.00	5.00	11.00
ARCHON 86	5.00	5.00	11.00
ARCHON 87	5.00	5.00	11.00
ARCHON 88	5.00	5.00	11.00
ARCHON 89	5.00	5.00	11.00
ARCHON 90	5.00	5.00	11.00
ARCHON 91	5.00	5.00	11.00
ARCHON 92	5.00	5.00	11.00
ARCHON 93	5.00	5.00	11.00
ARCHON 94	5.00	5.00	11.00
ARCHON 95	5.00	5.00	11.00
ARCHON 96	5.00	5.00	11.00
ARCHON 97	5.00	5.00	11.00
ARCHON 98	5.00	5.00	11.00
ARCHON 99	5.00	5.00	11.00
ARCHON 100	5.00	5.00	11.00

1 Available for the Amstrad

Please advise for software availability and
minimum requirements for the Amstrad
and for the various other... Amstrad



ROLLABALL £9.95

A challenging game of skill, relying on quick wits and steady nerves. Can you keep the ROLLABALL in motion?

All you have to do is slide a piece of track in its path to divert it, trouble is the tracks always disappear when the ROLLABALL moves over them. A very addictive one player game.

THE ROYAL QUEST £9.95

Can you discover the stages of your quest and then complete it? A classic text only adventure, with dozens of problems to keep you perplexed for hours! Features include save-game facility and very large vocabulary.

THE MOORS CHALLENGE £9.95

An ancient game of strategy and cunning. 'Capture' all your opponents' castles to win. Play against your Amstrad CPC 484 or any of five built levels, from simple to advanced or play against a friend, you can even make the computer play against itself.

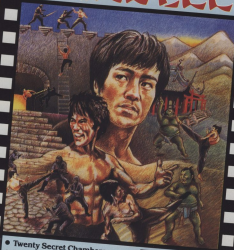
Send cheque/PO's payable to ...

TIMESLIP
SOFTWARE

STONYSBURGH WORKSHOP
THE OLD PRIMARY SCHOOL
STONYSBURGH, WEST LOTHIAN EH47 5AP

Your chance to relive the deadly skills and awesome power of

THE LEGENDARY BRUCE LEE



- Twenty Secret Chambers.
- Dazzling Graphics and Animation
- Unique Multiple Player Options.

Spectrum 48K Disk and Cassette £7.95
Commodore Disk £14.95 Cassette £9.95
Atari Disk and Cassette £14.95



U.S. GOLD

All American Software

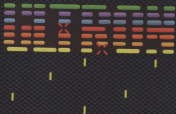
THE ULTIMATE IN AMERICAN SOFTWARE FOR
1984 BY U.S. GOLD.

U.S. Gold is selected by all leading computer stores.
Creating the atmosphere to buy to become a U.S. Gold retailer
write to: Customer List, Unit 10, The Parkway Industrial Centre,
Hemage Street, Huddersfield HD 4JZ. Telephone: 021-359 5522.
Overseas enquiries welcome.



SIM

The greatest collected graphic adventure yet, with over
70 screens to discover and conquer.
For the BBC and ELECTRON.



Play with **Final**
The best shoot 'em up, best written for the BBC.

VIPER



C.S.M. (Consolidated Software Marketing)

Suite 40, Strand House, Great West Road, Brentford Middlesex, TW8 9ER. Tel. 01-890 4191

PROJECT FUTURE



NEW ONLY

£6.⁹⁵

48K SPECTRUM

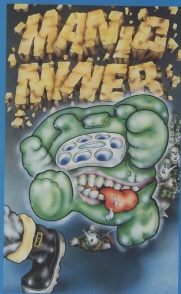
PROJECT FUTURE - Your mission to teleport aboard, and activate the Self Destruct System, of the dreaded Star Ship **FUTURE**.

The **SS FUTURE** is a huge labyrinth of a Star Ship, covering 256 screens of the most amazing high resolution graphics ever seen on the Spectrum.

THE **ULTIMATE** ARCADE ADVENTURE
MICROMANIA

AVAILABLE NOW FROM ALL GOOD SOFTWARE OUTLETS OR DIRECT
PRICED £5.95 RMC P & P FROM
MICROMANIA, 14 LOWER HILL RD., EPSOM, SURREY KT10 6LT





MANIA MINER is available on Spectrum, Amstrad, BBC, Dragon, CDM 64, Oric/Amos, MSX.



There's still, while progress they down
 South on way to make upon an accident,
 long the game understand, the British
 explosion on, for their existence of a last
 vibration for respect to our own, which
 most common one being deep into the
 Earth's core to supply the material raw
 materials for the industrial industry, after
 centuries of peace and prosperity, the
 vibration was first used for war, and
 spread into a long dark age, introducing
 a last industry and machine, today,
 however, thought for full the mine exists in
 deep sea being, and through scientific means
 they had finally as a result of a long
 time cycle of volcanic activity and other
 and their fully means that for now the
 opportunity to make his fortune by finding
 the underground mines, for once to come to
 the end of century you need control all the
 floating keys to the ocean while avoiding
 mind the Blue Fisherman Pirates and Spiders
 and other evil sort of it, think, think
 today, when you have all the keys, you can
 make the power which it will come
 for banking, the game ends
 when you have been left in
 future levels three times.

The above screens are from the
 MSX version.



SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Allerton Road, Woolton,
 Liverpool L25 7SF. Telephone: 051-420 9393 (4 lines), Telex: 627520.



When Willy, intrepid explorer and adventurer of the sea (well, his boat's circling the barrels of his last mission, the cruise to Scotland), he has a pack, a 2000 kg mountain, an Italian bookkeeper and a French cook, and hundreds of more found friends who really know how to enjoy themselves at a party. The famous Paris, Paris, however, takes a more than normal all his wealth, and finally all in a particularly handsome French who puts her hand down. When the best of the boats disappears above the deck in this Paris, Paris, all Willy can think about is eating and in his last position. But there's one! He does have his room, and all the discarded glasses and bottles have been found nearby. Can you help Willy out of his dilemma? The master explored his mansion properly yet all in a large price and he has been up here and there and never any change things going on in the harbor restaurant the house. If you wonder what the last master was doing in the laboratory the night for disappearance, you should manage O.K., though you will probably find some books have been on the coast and I would like to show the coast and see the boat if I can see. Good luck, and don't worry, all you can hope in this game is sleep.



JET SET WILLY is available on Spectrum, Amstrad, CBM, MSX.

Send a large stamped addressed envelope for more detailed information on our new releases, plus a free large poster.

All sales enquiries to:
Coda Studios
(Sales and Marketing)

For Mail Order only:
Software Projects, P.O. Box 12, L28 7AF

Selected HiRes available from:
John Menzies, HVE, Leeds, Manchester,
Spectrum and other large department
stores and all good major software
retailers.

Please send me a copy of _____ Please tick where applicable

NAME: SPECTRUM £5.95 AMSTRAD £9.95
 BBC ENIGMA CBM 64 ORACLE £9.95 MSX £6.95
JET SET WILLY SPECTRUM £5.95 AMSTRAD £9.95
 CBM £7.95 MSX £7.95
 I enclose cheque/PO for _____

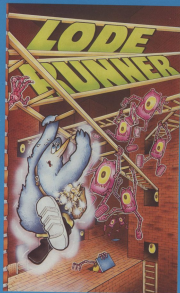
(Please add £1.00 for orders outside UK)

Access Card No. _____ 

Name _____

Address _____

For Mail Order only:
Software Projects, P.O. Box 12, L28 7AF



You are a highly trained Galactic Construction Corp. in enemy territory. Power-hungry leaders of the repressive Bumpoff Empire have seized a fortune in gold from the peaceful mining people, and you have just discovered their secret underground treasury. Your goal? To recover every last ounce of thumping booty. You'll be running, jumping and climbing furiously, making perplexing paths and drilling passages in through those floors and barriers using your Laser Drill pod. How'll you do more than level level and good looks to get through this massive mine. You'll need quick wits and tactical DRILL YOUR OWN TUNNELS!

Lode Runner is more than a test of your agility. It's a game generator that lets you design your own puzzles and scenes. You can move, add and take away countless levels, floors, trap doors, crevasses, gold chests and thumping monies. It's easy and there's no end to the variations, challenges and fun.

Available on the 48K Spectrum

© Broderbund™ 1988.

Licensed to Software Projects, Produced by Software Projects.



SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Alberton Road, Woolton, Liverpool L25 75P
 Telex: 627920 Telephone: 051-428 9303 (4 lines).



Can they save Celia? Can they cross the bridge? How many Tibes can they get? In this exciting and hilarious quest, you'll control Celia and her team as they search for Tibes in the Peruvian jungle. The only way they can get across the river is by using the primitive tools they have. These primitive tools are your friend and enemy as you search for Tibes. You'll be in there a while, so it's best to be smart. In this game, there's a lot of things you'll need to do to get Tibes. It's not like Tibes is just a simple game. It's a real challenge. You'll need to be smart and use your tools to get Tibes. You'll need to be smart and use your tools to get Tibes.

You'll need to build up your skills in order to get Tibes. You'll need to be smart and use your tools to get Tibes. You'll need to be smart and use your tools to get Tibes. You'll need to be smart and use your tools to get Tibes. You'll need to be smart and use your tools to get Tibes.

But again, there's a lot of things you'll need to do to get Tibes. You'll need to be smart and use your tools to get Tibes. You'll need to be smart and use your tools to get Tibes. You'll need to be smart and use your tools to get Tibes. You'll need to be smart and use your tools to get Tibes.

If you're a fan of the game, you'll want to get the book. The book is a great way to get more information about the game. The book is a great way to get more information about the game. The book is a great way to get more information about the game.

Send a large stamped addressed envelope for more detailed information on our new releases, plus a free large poster.

All sales enquiries to:
Celia Stubbs
Sales and Marketing

For Mail Order only:
Software Projects, F.O. Box 13, L25 7AF


Selected titles available from:
John Marsden, HPS, Books, Moorworth,
Spectrum and other large department
stores and all good major software
retailers.



Available on the Commodore 64

© Sydney 1988. Licensed from Sierra-on-line™. Licensed to Software Projects. Produced by Software Projects.

Please send me a copy of
BC'S QUEST FOR TIBES \$9.95 Please tick
LOADSHEET \$9.95 where applicable

I enclose cheque/PO for _____
(Please add \$1.00 for orders outside UK) 

Access Card No. _____

Name _____

Address _____

For Mail Order only:
Software Projects, F.O. Box 13, L25 7AF

NOT FOR PEOPLE WITH HIGH BLOOD PRESSURE!

Watch out for them—these four new games could be dangerous to your health. And, as they're from A'n'F, they're second to none, calling for a level of skill that's bound to set the adrenalin racing.



SPECTRUM 48k CYLON ATTACK—Now with better than ever isometric perspective graphics (3D). £5.75

BBC 32k SNARL-UP—Sheer bumper to bumper frustration and only five chances to hit the fast lane. £6.90

COMMODORE 64 GUMSHOE—One bleepin' obstacle after another stops you reaching a girl who needs you—desperately. £7.90

SPECTRUM 48k ALPHA-BETH—The brain teaser that makes it doubly difficult for you to give the right answer. £5.75



A'n'F Software, Unit 5, Canal Side Industrial Estate,
Woodbine Street East, Rochdale, Lancs OL11 5LJ.
Telephone 0706 549111

MICROPOWERMICROPOWERMICROPOWERMICROPOWER

SUPERBLY ILLUSTRATED BY
Commodore

electron

B.B.C. MICRO

FRENZY



COMMODORE 64 VERSION

Deadly sub-atomic particles have escaped from the high security research lab. Trap the darting Leptons as they zip around the room. Speed is essential as the heat-seeking Chasers are forever on your trail.

COMMODORE and ELECTRON CASSETTE PRICE £6.95
 B&N cassette price £7.95
 BBC and Commodore disk price £9.95

PHONE NOW
 FOR OUR FREE
 COLOUR
 CATALOGUE

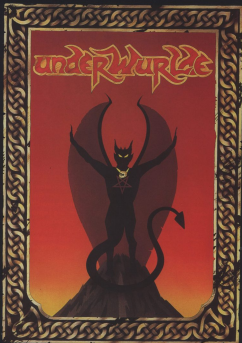


MICRO
 POWER

MICRO POWER LTD. INTERNATIONAL HOUSE
 NORTH STREET, WIDNES, LANC.
 WA9 0NU. TEL: 0924 4888
 FULLY STOCKED IN ALL BRANCHES
 PLEASE WRITE FOR CATALOGUE AND
 PRICE LIST. CASH ORDERS AND
 OUTSIDE THE UK BY POST PLEASE

MICROPOWERMICROPOWERMICROPOWERMICROPOWER

48K SINCLAIR ZX SPECTRUM



"UNDERWURDE" recommended retail price £9.95 inc VAT
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS
and all good software retail outlets. Also available from
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU
(P&P included) Tel: 0530 411485

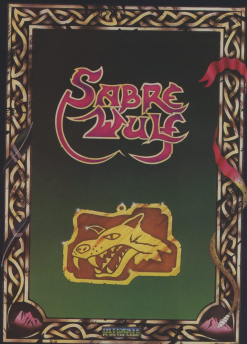
48K SINCLAIR ZX SPECTRUM



"KNIGHT LORE" recommended retail price £9.95 inc VAT
Available from W.H. SMITHS, BOOTS, J. MENZIES, BOOKBOOTHIS
and all good software retail outlets. Also available from

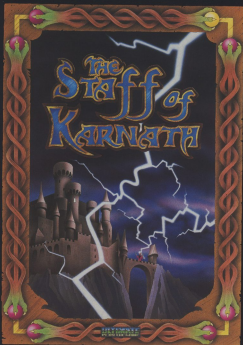
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU
(P&P included) Tel: 0530 411485

BBC MODEL B 1·2 OS



"SABRE WULF" recommended retail price 49.95 inc VAT
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS
and all good software retail outlets. Also available from
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU
(P&H included) Tel: 0530 411485

COMMODORE 64 (Joystick Compatible)



"THE STAFF OF KARNATH" recommended retail price £9.95 inc VAT

Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS

and all good software retail outlets. Also available from

ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU

(VAT included) Tel 0530 411485



TORNADO LOW LEVEL

A couple of weeks ago, we sent our resident games expert, Professor Video, off on a little holiday. He thought he was going somewhere really exotic when he arrived at CAVO's own private airstrip at a secret location somewhere on the South Coast. He started having a few misgivings when we showed him the aircraft we wanted him to use, a high-powered Tornado swing-wing jet. His misgivings were more afraid than he was going to be the pilot! Anyway we finally convinced him down enough to get him very nicely to bring you some tips on a game that's been riding high in the CBPA/Quality Moonshots throughout the year, Tornado Low Level. See map maker Aonghas de Bava has whipped up his pencils to bring you a special TLL map — invaluable when you sit down to play the game. He also gave us Post, a free tip on citizenship too. So strap yourself in and prepare for take off!

speeding across the countryside.

The best thing to do before attempting to clear any level is to practice take-off and landing. Essential when you come to think about it!

Incidentally, landing is easier if you approach the runway from the east. After approaching from the west, a few bars the way and prevents a nice gradual descent. If you come in from this direction, you may have to attempt a rapid descent after clearing the trees. There's only a short distance to play with after the trees is out of the way. This is why so many TLL pilots have ended up explaining why their multi-million pound aircraft is a smoking wreck on the runway!

Once you've mastered take-off and landing procedures, you'll be well prepared to start a proper game. The map displayed at the start of each game can only be viewed while you jet is on the runway — and that's where the CAVO TLL map comes in handy. More details about that elsewhere.

Your jet is also inflated on the ground — so you'll need to land after each sortie to get tanked-up again!

The Tornado is a swing-wing jet and one of the fascinating features of TLL is being able to control the wings. Sweep them back for

supersonic flight, forward for

normal speeds. Flying at supersonic speeds obviously drains your fuel supply rapidly.

Landing and take off MUST be made at normal speed. You can also destroy bases by flying over them at normal speed.

To destroy a base — first locate your target! Then begin slowly circling above it at normal speed and altitude. After your position and the shadow of your Tornado falls over the centre of the target.

Next slowly descend holding your circling pattern around the base. When you are low enough, your sweep over the base will destroy it. The lower you are, the higher the score.

Keep circling while you gain altitude again and then

set off in search of your next objective. Go fly back to the runway to replenish your fuel and check out the map.

Once you have destroyed all the bases on one level, you must land to be automatically transported to the next.

As you progress through the levels, the game gets progressively more difficult. Difficulty levels are judged by the number of bases in the area as you are operating in a small area and have to watch out for cliffs.

Bridges and electricity wires should be avoided at all costs if you are attempting a high score. But they are great fun to fly under!

**THE CAVO EXCLUSIVE
TORNADO LOW LEVEL
RINGS MAP TO HELP
YOU FIND THOSE
TARGETS!**



One last tip. Don't leave your landings for fuel too late. Like if you do — don't! Because if you run out during a descent toward the runway, if you centre the jet over the runway as it begins to come down, it may just touch down before you are in danger of overshooting your home base.

With the aid of Aonghas' TLL map you should now all be ready to take off into the wide blue yonder. Happy landings!

This brilliant game is the work of Teasa Rowan, the author of all Vortex Software's games. He is currently working on TLL 2 — we can't wait to see it. Meanwhile here are a few hints and tips which should help you turn your wings.

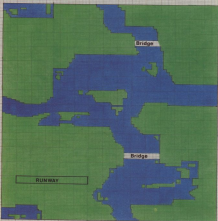
The basic idea is fairly simple. You must get your Tornado airborne, search for targets and destroy them. Nothing to it, you say. Think again!

You must fly directly over the base to destroy it with your sonic boom. You also have to keep an eye out for obstacles like trees and power lines, watch your fuel supply and complete the mission within a time limit.

The screen shows essential instrumentation, like the fuel gauge, an altimeter — which also tells you how far you are BELOW sea level — an indicator which shows you have many bases you have destroyed, plus the time clock.

The top right hand corner of the screen is reserved for a miniature map which profiles all you move and shows the target bases as bright white dots. Below this are your status indicators.

The remainder of the screen is taken up with a bird's eye view of your jet



TTL COUNTERS

We've provided you with some counters to help you make the most of your CASP TTL map. All you have to do is cut out the strip from this page, paste it on a bit of thin card and cut around the counters with a sharp pair of scissors. If you don't want to cut up your magazines, you could always use coins or plastic counters. Then, at the start of each game, take a look at the map displayed on the screen and, using your counters, mark the positions of all the bases on the CASP map. Now you have a ready-made radar display of the game area and you don't have to land to view it again. Great eh? Once you've hit a target, simply remove the counter from the map.



The Activision Eight.



Pitfall II turns fall to discover the prehistoric Pit Diamond from the lost steams. But there is a small matter of poisonous frogs, Alligators, Scorpions, vampire bats, Electric fish. Need we go on?

Running on Commodore 64, IBM, and Spectrum.



With the Design a New World you can share the world—and everything that's in it. Write your own melodies. Learn the traditional dances of your own language. Or a topic as broad as your own mind.

Running on Commodore 64 and Spectrum.



Number one in the charts. And set to stay. There Decathlon sets for total competitiveness. Speed. Strength. Stamina. The will to win.

Running on Commodore 64.



Heroes are trapped deep underground. Threatened by molten lava, poisonous bats, snakes, spiders. Rescued in the person of Rodrick Hero's Heroic Emergency Rescue Operation—can help.

Running on Commodore 64, Spectrum, and IBM.



Man's ultimate journey. You can make it. In fairly detail, from lift-off through an outer space wilderness, to landing. A genuine test of your inner strength.

Available soon on Commodore 64 and Spectrum.



Minion the magnificent man is set for yet another middle night in charge of the toy factory. But something's not quite so merry. Find out why.

Running on Commodore 64, Spectrum, and IBM.



And you thought it was just a movie. But Ghostbusters is a computer game, too. Following the film with incredible accuracy. Even down to the chattering music score.

Running on Commodore 64 and Spectrum.



Has your Star Wars Star Wars. Your mission is to fly across the wasteland, narrowly outmaneuvered, destroying everything the enemy puts at you. But beware... your fuel tanks are nearly dry.

Running on Commodore 64, Spectrum, and IBM.

Eight very different titles with one thing in common. The Activision touch of gold.

For more details contact Activision (UK) Ltd, 15 Harley House, Marylebone Road, London, W1P.

ACTIVISION
Your computer was made for us.

Multiple Combat Scenarios
Full Aerobatics
3D Graphics

F-15 STRIKE EAGLE

MicroPruse Software



F-15 Strike Eagle features and supports 3-D graphics. F-15 manoeuvres with computer assisted targeting including Fighter Heads Up Display, airborne refuelling, air to air missiles, surface to air missile defence, ground target bombing, full aerobatics, and multiple combat scenarios.

DISK CASSETTE **£14.95**



WORLD FLIGHT: Take off with the new family flight simulator which runs on 12 systems. Full cockpit instrumentation, dual DPs, U.S. F1 different airports, and real life challenges from weather and mechanical malfunctions. **DISK CASSETTE £24.95**

MY FIRST AGE: Start London during the Blitz in your first 'Operation'. Outstanding use of all the strategic F10 resources. F14 extensive combat scenarios. **DISK CASSETTE £24.95**

NATO COMMANDER: Defend Europe in an unprecedented time span situation. Full handling battle map, instantaneously armoured, including advanced industrial and weapons. **DISK CASSETTE £24.95**

U.S. Gold is stocked by all leading computer stores including:



John Mannors

WHSMITH WILDINGS WOODWORTH

U.S. Gold Limited, Unit 10, The Parkway Industrial Centre, Henegge Street, Birmingham B7 4JY

Telephone: 021-359 3000. Telex: 331268.

BEYOND

CHALLENGING SOFTWARE

The PCs may be weaving their invisible tentacles around you even now.

They have manipulated man for tens of thousands of years.

Only now have we discovered it...

Only now are we perceived as a threat...


Only now are we in danger...

and our only defence is...

A character you can really control, reacting realistically to every twist of the mystic, as he jinks and leaps in and out of his 3D background.

WARRIOR

	Quantity
Please send me Pol'Warrior (Commodore 64 £9.95)	
from the authors of Pol'Piran (Commodore 64 £7.95)	
Order Hotline 0800 34567. Respires 01-837 3899.	Total Price £
I enclose a Postal Order/Cheque payable to Beyond , or charge my credit card	
Card Number	
Access Yes (Delete as necessary)	
Name	
Address	
	Post Code
Signed	Please rub me into the Beyond Club <input type="checkbox"/>



Beyond Competition House, Porchester Road, Market Harborough,
Leicestershire LE16 9JL

Melbourne House

Adventure

G A M E S

SHERLOCK. Be the world's greatest sleuth—in the most advanced and challenging adventure game ever. For the first time in an adventure game—you can talk with intelligent characters, ask them questions and argue with their conclusions. Study the clues, question the suspects, make the deductions—and watch your web against the most deviously criminals in history.

THE WOODS! Just 1-2-3. Tolkien's Middle Earth is the most amazing adventure yet devised. A game by which future games will be judged! review, *computer* "Superior to any other adventure game." *youcrazee* "Pure Excellence." *youcrazee* "Worth an Experience than a program." *youcrazee* *youcrazee*

WARRIORS. Humpstead is an adventure game for would-be social climbers. It is a quest, but not for gold. You aim to reach the pinnacle of social status. At the start of the game, you are a nobody whose aim is to become somebody. Spies, cheat, steal and defraud. You know it makes sense.

THE SEA KING. A totally new adventure experience. The graphics in this game are amazing. Wherever you travel on this swirling screen you can see your immediate surroundings in full colour. review, *computer* "Clean use of some excellent music." *review, computer* "Will have you blowing your at 1 a.m. as you little mind sluggers to recover the treasure." *computer* *computer*



Melbourne House Adventure Games

<input type="checkbox"/> Sherlock Sherlock (MS-DOS)	£ 29.95
<input type="checkbox"/> Sherlock Sherlock (Macintosh)	£ 29.95
<input type="checkbox"/> Sherlock The Hidden Clues	£ 29.95
<input type="checkbox"/> Sherlock The Hidden Clues II	£ 29.95
<input type="checkbox"/> Sherlock The Hidden Clues III	£ 29.95
<input type="checkbox"/> Sherlock The Hidden Clues IV	£ 29.95
<input type="checkbox"/> Sherlock The Hidden Clues V	£ 29.95

WARRIORS! War (MS-DOS)

WARRIORS! War (Macintosh)

THE SEA KING (MS-DOS)

THE SEA KING (Macintosh)

I enclose my cheque/money order for £

Please debit by Access Card No.

Expire Date

Signature

Name

Address

Postcode

Melbourne House quality offers you unbeatable guaranteed quality products. If you're not 100% satisfied with your purchase, we'll refund your money. No questions asked. We'll make sure you're 100% satisfied. **FREE** delivery on all orders. **FREE** delivery on all orders. **FREE** delivery on all orders.

£
 £
 Total

All prices include VAT where appropriate. Please add 50p for post and packing. Trade enquiries welcome.



...SO I SAID—NO NEED FOR THAT, DIRTY.
JUST BUY ME A COPY OF COMPUTER II.



WARRIORS.
THE UNDEAD GAMES YEARBOOK



Available at
your newsagent now!
Only £2.65

Doomdark's Revenge

Part 2

THE RULES

In this episode of *Doomdark's Revenge*, you take the part of Tarithal the Dreamer. To play you will need one six-sided die, a pencil and an eraser. You should also familiarize yourself with these simple rules:

BATTLES

Icemark is a savage land. If you are obliged to fight, roll the die against the SKILL factor of Tarithal or her opponent. If the number rolled is equal to or less than the SKILL factor, the attack is successful. The character's weapon (in Tarithal's case a dagger) causes damage to be deducted from an opponent's

STAMINA. If the number rolled is greater than the character's SKILL, the attack fails. When a character's STAMINA falls to zero they die.

FOOD

During the adventure Tarithal will need to consume food or risk losing STAMINA. Tarithal begins the adventure with no food. However, you will note three boxes in which to "store" food. When some is offered simply tick the required number of boxes. You will be told when to eat food.

SPELLS

Tarithal carries with her three wooden rune symbols, each casts one spell. During the adventure you may decide that Tarithal casts one of these spells. Simply choose a spell and strike it off the Character Chart. Each spell may only be cast once.

MOON: When cast this spell deepens and multiplies shadows, confounding enemies.

SUN: When cast this spell intensifies whatever light is available blinding enemies.

FALCON: When cast this spell enables Tarithal to command the aid of wild beasts.

SCORING

To score this adventure give yourself 10 points for every point of STAMINA remaining to Tarithal when she reaches Alazome. Then deduct 10 points for every spell consumed during the adventure. What did



The Kingdom of Icemark

In December's issue you may have led Luxar the Moonprince across Midnight to the legates. Now it's time to lead Tarithal, Morkin's friend through the savage land of Icemark to the pit of Alazome where Morkin lies captive.

At the end of part three, we will ask you three questions relating to the *Doomdark* quest. The first question was at the end of part one in December's issue. The second is featured here. Keep both answers till the third issue.

THE STORY SO FAR . . .

Shareth the Heartstealer, *Doomdark's* evil daughter, has kidnapped Morkin by foul sorcery. Her objective is to lure Luxar the Moonprince into her domain, the savage Icemark. Luxar and one thousand warriors of the Free have travelled across Midnight to a rendezvous with Northan the Wise. Tarithal the Dreamer, Morkin's friend, has tracked Morkin alone into Icemark. This episode opens with Tarithal somewhere within the great forest of the Kingdom of Icemark's Fey. You must guide her safely through the Icemark on a quest to discover Morkin's prison.

Tarried score!	
35+	Amazing
30-35	Excellent
25-30	Average
20-25	Could do better
15-20	Just alive!

CHARACTER CHART

Initiated the Dreamer
Skill: 4 Stamina: 6

Weapon: Eagle's Claw, the dagger, will cause 1 point of damage to an opponent's STAMINA.

SPELLS

Moon, Sun, Falcon.

POSSIBILITIES

1
2
3

FOOD [] [] [] []

TO BEGIN

Turn to section, one and follow instructions.

1) Tarried, stands in a glade of trees before dawn. Her eyes are closed and she breathes gently in the soft night air. She works at the Fey skill of divination, listening, tasting, smelling, watching the shimmering web of fate. Frozen pine needles, split by the headlong rush of a river like the glade. The hard-packed snow is marked with the bare mark of a horse's hooves. Old north wind whippers its tale through the trees and Tarried knows that Morikin has gone North. She falls from her trance unobserved, strikes one point from her Stamina. Now you are Tarried. Guide her to Morikin across the cold wastes of the landmark. Turn to 2.

2) You leave the glade and move off into the trees. You hide in the shadow of a tree and peer ahead. No further sounds disturb the night, but you smell the rosin scent of a camp fire. You are cold and hungry.

• Will you approach the campfire? Turn to 11.

• Will you skirt the camp and head on alone through the wilderness? Turn to 15.

• Will you believe the big fellow? Turn to 18.

• Will you cast magic at him? Choose a spell then strike it from your Character Chart and turn to 30.

• Or will you don the cloak of invisibility? Turn to 13.

3) The tower stands in the midst of a barren world, yet the land about its base flourishes as if in the midst of summer. A strange mirrored contraption spins atop the tower. Somehow this machine focuses and intensifies the weak power of the mark's sun.

• Will you enter the tower and seek out its inhabitants? Turn to 19.

• Or will you spend the night in one of the outbuildings? Turn to 32.

4) A loose pentangle lies on the

ground where the wolf stood. You pick the artifact up and examine it. A mirror glints in the crevice and the face of a beautiful but cruel looking woman materializes there. "Best for our daughter of Dreams" She says. "We shall meet again at Alamosa." Then the glass shatters.

Content that you will not be troubled again during the night you fall into a deep slumber. Turn to 26.

5) Not far from the ancient tower you see, in the distance, the craggy peaks of mountains. You discover a cavern but before you enter you hear voices from within.

• Will you enter? Turn to 32.

• Will you cast a spell into the cave? Choose your spell then strike it from your Character Chart. New turn to 5.

• Will you test the cloak of invisibility? Turn to 33.

6) The wolf walks purposefully towards you. Its jaw hangs slack and its spine droops upon the ground. Unnatural eyes burn red, then the wolf pounces. Roll against your Skill if you succeed turn to 18. If you fail turn to 28.

7) If you cast Falcon or Moon your magic fails for this is a sorcerous beast. You must fight with your dagger. Turn to 5.

8) If you cast Sun the sacred tree trunk of the Fey brings burnt breath with magic fire. The wolf yelps and then dissolves into thin air. Turn to 4.

9) If you cast the spells Moon or Falcon they have no effect here. Instead you find yourself sinking into a snare and realize you have become spellbound. Turn to 33.

10) If you cast Sun the fire which burns within flares up. Two figures—an old man and a dwarf dressed in black, cower and cover their eyes. You run away into the night and seek shelter elsewhere. The night is long and cold. Unless you have food you will lose another point of Stamina. Turn to 30.

11) You strike your dagger Eagle's Claw in between the wizard's ancient ribs. "Die vile one!" you hiss. The corpse crashes forward into the fire and the dwarf leaps to his feet screaming, "I told you this place was the lair of evil spirits." Then he disappears into the night.

You spend the night untroubled in the cave and eat some of the dwarf's food. You recover 1 point of Stamina. Turn to 30.

12) On the second day of your journey through the mountains you encounter a hill giant. He stands as tall as the tower of the wise and his grin reveals rows of sharpened teeth.

"A daughter of the Fey. Giants like Fey. I take you through Iron Hills. I Thangon."

13) Carelessly, you slip through the undergrowth and see a man tending his horse. He is dressed in the bulky skin of a snow-ox, a horse helmet

rests jauntily on his head and a great axe swings from his waist. You are encountered on Iron Barbarian. Turn to 30.

14) Large turns slowly round and eyes you up and down. "A Fey treading the cold forest before dawn. What do you quest for? Come, you shall share my breakfast and tell me of this forest's secrets."

Together the two of you sit round the campfire. You tell him of your quest and he tells you that he hunts the legendary Targa bear, a giant fireless bear said to haunt the forest. The bear rebukes you. Add 1 point of Stamina.

• Will you ask Large if he has seen Morikin? Turn to 31.

• Or ask him for general news of this land? Turn to 34.

15) You don the cloak and warily circle the giant's war bulk. He bends over the spot where you disappeared and prods at the ground with an uprooted tree trunk. You struggle on through the mountains. Turn to 29.

Tarried



FEATURES

4 "SOUND" VOICES

+

MAX 256 COLOURS
ON SCREEN AT ONE TIME

+

DIAGNOSTIC "SELF TEST"

+

CASSETTE "SOUND TRACK"
CAPABILITIES

+

64K RAM

+

+

PROGRAMMABLE
JOY STICK PORTS

+

+

SPRITES

+

+

CARTRIDGE SLOT

+

+

MONITOR SOCKET

+

+

+

BUILT-IN "BASIC"

+

+

+

+

COMMUNICATIONS
CAPABILITIES

+

+

+

+

REAL KEYBOARD

+

+

+

+

SINCLAIR
SPECTRUM PLUS

ACORN
ELECTRON

COMMODORE
64

ATARI
800XL



AT £129, LOOK HOW THE ATARI 800XL COCKS A SNOOK AT THE COMPETITION.

AT LAST, SERIOUS HOME COMPUTERS ARE UP AGAINST SERIOUS COMPETITION. THE ATARI 800XL OFFERS EVERYTHING COMPETITORS IN OUR PRICE RANGE OFFER, AND AS YOU CAN SEE ON THE LEFT, A GREAT DEAL MORE. PLUS SOFTWARE PRICES THAT START AT LESS THAN £10.

 **ATARI 800XL**

FOR FURTHER DETAILS CONTACT YOUR NEAREST ATARI DEALER: BOSTON, CAMBRIDGE, CO-OP, CURRY'S, DUNN, GERRARD, LASKY, LEVIN'S, LITTONWOOD, MAHAR, RUMBLEWELL, TALKIN' SHOP, SPECTRUM, WALLACE'S, WIGGALLS AND ALL OTHER COMPUTER STORES.

AN APPOINTMENT NOT TO BE MISSED EVERY MONTH!

1984

Number
16

16

MacUser *Dear* magazine hits the streets in the 1980s of every month packed with enough material to keep both you and your friends talking fully occupied until the same time next month.

MacUser *Dear* magazine is devoted entirely to the latest IBM, MS-DOS, and Spectrum. Everything you need to know about the latest peripherals and software releases, as well as letters, book reviews, program listings and competitions. Plus special sections for beginners, business and education. We even have a special telephone "hotline" for those problems that just won't quit.

So remember **MacUser** *Dear* is the 80's top-selling computer magazine.

Available from your computer store. Only \$6.95

sinclair
user



THE TRASH
COME

top of

talks

FR

IN  YOU WON'T FIND 
OR . BUT YOU WILL
DISCOVER HOW TO
PREVENT  CONTROL
YOUR  OR TALK TO
THE  WITH
YOUR .

Name _____
Address _____
City _____ State _____ Zip _____

Phone (include area code) _____

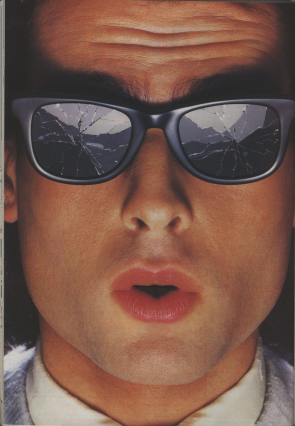
Send me _____ copies of _____

for _____ \$_____ per copy. Please allow 4-6 weeks for delivery.

Please allow 4-6 weeks for shipping. Shipping and handling charges extra.

Please allow 4-6 weeks for shipping. Shipping and handling charges extra.

PERFORMANCES &
COMPUTING



You should see what he's just seen.

Micronet 800.

Stretching the mind of your micro to beyond its limits.

Micro evolution continues with its unique communications, information and software systems. Set on our mainframe nationwide.

Includes 30,000 pages and access to "Print" with its full range of services.

A tremendous Communications section that networks you to thousands of other members across the country. Send and receive electronic messages and graphics at a touch of a button.

And thank the Chatline service, Shop and Teleshopping.

Check with daily updates on the very latest computer news.

Micronet also has its own huge text data base.

And a choice of up-to-the-minute software to download absolutely free.

For only £13 a quarter and just a local telephone call whenever you want to connect up (that's only 22p per half hour at cheap rates) you could be part of Micronet.

The only accessory you need is a Modem.

A small price to pay to join the other visionaries on this exciting new system.



Fill in the coupon for more details and send to Micronet 800, Durrant House, 8 Herby Hill, London EC1R 3HJ.

But be warned, Micronet 800's features are almost limitless and constantly updating. So maybe you'd be better to call in at Laskys, John Lewis, main Booth or your local Micronet 800 Action Station.

To test your eyes on all the amazing things it can do.

To: 1000 24 HOURS, Durrant House, 8 Herby Hill, London EC1R 3HJ. Telephone: 08 278 3811.
Please send me the full facts about Micronet 800.

Name: _____

Make/Model of Micro: _____

Address: _____

Telephone: _____

© 1985 Micronet 800. All rights reserved. Micronet 800 is a registered trademark of Durrant House.

10 The spell Falcon enables you to establish a mind link with the bear. You will then be aware their paws and carry the wizard and dwarf. Instantly the cave is filled with evil dring black bodies. "What sorcery is this?" Cries the wizard. "Come Bolbog we shall find skelter elsewhere." Turn to 10.

11) With caution you press on through the forest.

12) You dodge the wolf and stab at its back as it passes. The creature yelps with pain then turns to face you. The Wolf has a Stamina of 2 and a Skill of 1. Its teeth and claws will cause you 1 point of damage if they catch you. Now you must fight to the death. You have first blow.

- If you are slain you become a tasty morsel for the wolf.
- If you survive turn to 4.

13) When the mass rises you explore the ledge. It is constructed from 12 great tree trunks arranged in a circle and each are carved with Fey runes. You settle down for the night certain that you dwell within a place sacred to your people. Yet your

sleep is troubled by a strange sense of doom. Turn to 23.

14) The giant leans an enormous, grubby and calloused hand. "Come little Fey, ride on Thangrum's shoulder."

All day long the giant strides through the Iron Hills. He is an amiable fellow but smells quite appalling.

An night falls Thangrum deposits you before an ancient herge. Then he bids you well and strides back to the mountains. You are tired but have lost no Stamina today. Turn to 17.

15) You enter the tower and climb a stone staircase to a lofty chamber. An old man sits painting at a window, he rises and presents to you a table piled high with food. "These are the fruits of summer, no doubt unknown to you. Eat your fill and stuff your pouch — you will need sustenance on your journey. I am Albedius of Khare. I saw Korhara in a dream. He told me of your quest and bids me say that Morkan languishes in the pit of Alanzoro. That place lies beyond the Iron Hills to the north."

Your meal finished, the old man leads you to a comfortable lodging. "Sleep well," he says "Rise with the sun and march north. Take with you this cloak — it will keep you warm and confers upon its wearer the boon of invisibility. Use it carefully, the charm works but once."

You sleep well and awake refreshed. You have recovered 1 point of Stamina and have food sufficient to recover 2 more points should you need it. (Add the three bases on your Character Chart). Move to 5.

16) Boldly you step out into the clearing. The barbarian's back wobbly stiffens but he carries on setting his home. Without turning he says: "Who disturbs the labour of Zorpo the Wanderer? If you seek food you are welcome. If you plan mischief step no further, for I will cleave your head from your shoulders ere your feet fall. Speak stranger!"

• Will you draw your dagger Eagle's Claw under your cloak, in case this barbarian attacks you? Turn to 27.

• Or will you tell him that you come in peace? Turn to 12.

17) On the second day of your journey through the mountains you travel with your companions Bama and Bolbog. At mid-day you encounter a hill giant. As soon as he spots your party he grows with rage and hoists up a massive boulder. Then he hurls the missile towards you. Bama casts some magic and both he and Bolbog disappear. You are obliged to dodge the boulder. Roll against your Skill. If you fail your quest ends abruptly. If you succeed the boulder misses.

A broad gale breaks across the



Learn the Musings

giant's face revealing rows of sharpened teeth. "Wizard had fellow. No friend to Fey or giant. You come with me. I am Thangrum."

• Will you believe him? Turn to 16.

• Will you cast a spell. Make a choice and delete it from your Character then turn to 33.

• Or do you don the cloak of invisibility? Turn to 12.

18) You covered yourself behind a boulder and watch the cavern's opening yaw. It must be very cold for soon you find your legs turning numb. Then your appetite becomes heavy and you fall into a stupor. As you lose consciousness you realize you have been rendered spellbound. Turn to 33.

19) Suddenly the will might air is split by the howl of a wolf. You gather your possessions and crouch in the shadow of one of the magic stumps. Then you spy a giant wolf stealthily approaching the far side of the herge. It stops beyond the tree trunks and peers at you. A rasping female voice speaks out of its jaws:

"Daughter of Dreams I see you cowering there. Come out of the shadow and I will eat you." Then the creature leaps into the herge.

• Will you fight the wolf with your dagger? Turn to 6.

• Will you cast a spell? Make your choice, strike it from your Character and turn to 1.

• Will you don the cloak of invisibility? Turn to 14.

20) You don the invisible cloak but the wolf merely chuckles. "Such pussy magic will not help thee, prepare to die."

• You must fight the wolf with your dagger. Turn to 6.

• Or cast a spell. Make your choice, strike it from your Character Chart

Takehane the Giant



then turn to 7.

25) You don the cloak of invisibility and cautiously cross the cave. Two figures are seated around a fire. One is an old man dressed in robes embroidered with magical symbols. The other is an evil looking dwarf dressed in black.

The old man speaks first: "Gone my dear Boling we will reach the pit of Alzorne. There Marlin, son of Loner, lies in chains. I shall work my foolish magic on the Ice Empress' behalf and you dear comrade will lead your dark folk to the land thereabouts and swallow up Loner's army."

You appear to have stumbled upon an evil council of war. Will you stay the evil wizard? Turn to 6.

• Or cast the spell Falcor upon the many bats who hang from the cave's ceiling? Turn to 14.

26) As dawn you are shaken awake by a rough hand. You gaze up into the face of a weary Fey warrior. "I am Teward of Ironbrow, why do you trespass upon the sacred hangar?"

You introduce yourself and explain

that you seek Morkin Teward's realm. "Morlin lies in the dungeons beneath Alzorne. We have searched the place for Lord Loner who rides this way with an army of the Free and the Fog."

You ask Teward to help you release Morlin before Loner arrives, for you fear that he would be slain on a battle tamed in Loner's favour. "Impossible!" replies Teward. "I have but twenty warriors and Alzorne is protected by the Ice Empress' magic."

From your pouch you produce the three Fey names: Moon, Sun and Falcor. Teward studies them in his hands and says: "A good omen. Their power may be replenished by the incantations carved upon the magic trunk, but which spell will aid us best? The Moon, symbol of the Fey. The Sun which we so seldom see? Or Falcor lord of power?"

Which do you think? How you choose and save it for the final statement of the adventure.

You pled along the tracks of Morkin's horse over northwards. To the east the sun stains the dark sky red. The north wind howls into your face and brings the first lowering flakes of snow. Blizzard! All day long you struggle through the snow. By midnight you are exhausted and have lost 3 points of Stamina.

The blizzard ends as suddenly as it began and among the frozen land you spy a lone tower. The building reminds you of one of the mysterious structures built by the wise of Midnight. Turn to 3.

27) You slide your dagger from its sheath and adopt a fighting stance. Without warning, the barbarian grows. "So be it. Prepare to die."

Then he springs into a crouched and leaps over the campfire. He comes to rest opposite you, testing the weight of his battleaxe in his right hand. You must fight Zorpo to the death. He has a skill of 3 and a stamina of 10. His axe will cause you 2 points of damage if it strikes you. Now roll against your SKILL, then against Zorpo's.

The first character to roll under their skill, loses first.

• If you survive this battle turn to 5.

• If you are defeated, Zorpo will leave your frozen body to the ice vultures.

28) You are unable to

dodge the visit which knocks you to the ground and

sweeps you. Deduct 2 points of Stamina. You must now fight the visit to the death. The creature has a Stamina of 3 and a Skill of 3. Its jaws and claws will cause you 1 point of damage.

• If you are slain you become the wolf's next meal.

• If you survive turn to 4.

29) All day long you struggle through the mountains. As night falls you emerge onto the edge of a plain and sight an ancient hangar. Turn to 17.

30) If you can see Sun or Falcor you merely succeed in engaging the giant who flings a great boulder at you. This boulder will kill you unless you can dodge it. Roll against your Skill. If you succeed escape to 28. If you fail your quest ends abruptly.

If you rest moon, shadows multiply confining the giant. You evade him and struggle on through the mountains. Turn to 20.

31) Lango thrusts his dentured helmet even farther back on his head and mutters at the stubble on his chin. "We I've seen no lone rider in these parts, but I have seen his tracks. A lone horse, somewhat lame, passed through the forest some days ago. I have also seen a group of the Ice Empress' guards following these tracks."

• Will you now ask Lango for general news of Ironbrow? Turn to 24.

• Or thank him for his hospitality and press on along the lone rider's tracks? Turn to 18.

32) The speed a comfortable night sleeping on a bed of hay. Then in the early morning, shortly before dawn, you steal away from the mysterious tower. You are refreshed by your warm sleep but you have only discovered a few apples to eat. Reverse 1 point of Stamina. You are low north, although the blizzard has erased the tracks of the lone rider. Turn to 8.

33) You awake inside the cave. An old man leans over you and says: "I am sorry to have enchanted you, but we must take precautions in these wild and desolate lands. Come and share a meal by our fire. I am Barzal the Magelover, a wizard of some repute and this is my companion, Boling." You turn and see the evil visage of a dwarf dressed in black.

As you eat you tell Barzal of your mission. Instantly he beckons his aid. Turn to 21.

34) "News of the land? Pah! There is no good news." Zorpo spits into the fire then turns to you and explains: "In my travels I have seen few others: a shifty merchant and a renegade dwarf and a company of strange riders going north. Those riders were not from these lands, they wore metal not fur and bore the banner of a moon and star." Turn to 15.

To be continued next month

Marlin



The first QL adventures from TALENT!

The Last Kingdoms of ZKOL

Explore the ancient dwelling place of the Quaves—where the Wizard guards the last precious secret.

A classic and complex text adventure with hundreds of locations and a huge vocabulary. Set in real-time with traps, tests, puzzles and mazes—and a special role-pad feature to aid you.

"The quality of the game is superb!"
Word Adventure

PRICE
£19.95

— plus postage and packing



WEST

You are on the track of a notorious gang of bank robbers who have gone to ground near an abandoned mining town deep in Indian territory. Your task—shoot and outgun the robbers, collect as much loot as possible and piece together clues on how to escape.

A demanding and exciting text adventure for the experienced games-player, using over 200 words and as many phrases. There are over 100 locations to search—most of them easy to find. Events happen in real time outside your control—Indians charge, rifle-waves sither past and robbers appear and shoot at you. How long can you survive?

PRICE
£19.95

— plus postage and packing
postmarked, and insured



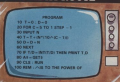
TALENT

COMPUTER SYSTEMS

CURRAN BUILDING, 101 ST JAMES'S ROAD, GLASGOW G4 0NS
24 HOUR CREDIT CARD HOT-LINE 041-552 2128



HOLIDAY ROUTE



GOLD RUN II



FOOTBALL FIXTURES



PRNIT OWT!

Write or type out the program on a piece of paper. Then use the calculator to check the results. If you get the wrong answer, check the program again. If you get the right answer, you can print out the results.

If you want to be adventurous, you can try to write a program that will print out the results of a word search.

PRNIT OWT!

Output is getting a bit more complicated. In order of the day, however, the Georgia Computer Co. tries its hand at programming. Their latest screen is a typically messy up mess of what they would like to have printed — something very well known and simple.

So, can you work out what was going on and tell us which letter or letters should be placed in the empty, middle square?

GOLD RUN

In this little calculator, a simplified program is used. There should be something to suit all printing uses and skill levels.

The idea is simple to make a run from left to right, moving from message to adjacent messages, noting the sign you land on each time. The trip must only take in five calls, so straight up or down is out of order, as is going backwards.

For instance, you might start from

the 3 and move to the 0 then 1 then 2 and then 4 — which leaves the number 1049. Your simple letter for 10 points is to mix into a different path for a 20, so that you have some different five digit numbers that can be formed in your mind — that's it!

Your Message Board for 20 points when you have each number, add up the digits to give a total sum — in the number above, the total sum is 1+0+1+4+9=21. Now divide the number by its digital sum: 1049/21.

What you are asked to find is a number which is evenly divisible by its digital sum, for instance, 12345 is divisible by its sum, 15.

You can try some paths out more quickly if you pop your little very basic program into your machine (adapted if necessary) and let your



GOLD RUN I



BLANKETY BLANK

never get the best results by doing the talking and providing INPUT for each member each time you make it.

Top Score Of 50 Points: Is yours? If you can write a short program which set us up in the middle position for 30 points and rest there, we'll bring the safe real solutions I will find a way for it.

How many points will you get for it?

FOOTBALL FIXTURES

About ten-to-fifteen on a Saturday afternoon is not the time to have a lot of and in the midprinter at TV house. Especially on the day when Arnold only needs one more score draw to have the vital three points which will guarantee a dividend. Oddly enough, the missing score can be worked out from the break fact which has made all the other results an obvious "E". Can you give Arnold the missing score and tell him if he has cause to celebrate?

Answers on page 114

HOLIDAY ROUTE

The Atlas Travel Co. have devised this ingenious TV advert to promote their summer tours of South London Sevens. They even offered a plastic mac and a pair of wipers as an incentive to be the lucky few customers.

The problem is they haven't yet found a route for their guide to take sightsees through the temple of pipes and tubes and which will use the three main attractions in reverse order (1,2,3), before reaching the Batham Tea Room at journey's end.

Can you find a way to arrange their meandering boat, given the fact that the path must only take the visitor down any pipe once — for the simple reason that nobody would go down the same pipe ever again?



BLANKETY BLANK

You may have noticed that contestants who win their way through to the Head To Head suffer the severe disadvantage of having to match their brain to that of some celebrity. And as these famous names have shown throughout the previous 30 minutes, they have about as much grey matter as would fill a small egg-cup — and that only if they pooled their resources.

Here you have the advantage that you need only rely on your own mental powers when choosing the answer to our blank clues. Also, the length of each word is shown on the screen. Your problem is that each clue could well be properly linked to several words, so to narrow the range down a lot let us tell you that the first letter of each answer, taken in order, will spell two words — and those words are the name of a very popular and frequent TV series.

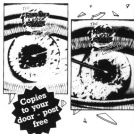
Can you fill in the blanks?



Britain's two most popular personal computers, the Commodore 64 and Spectrum are covered from basic to semi-expert in **Which Micro Magazine's Handbooks**.

Author Pete Gerrard, a regular columnist for **Which Micro**, has put together an accurate and practical guide to both computers, at £4.99 per book.

Many programs are included and both 300-page books are spiral bound for easy use and are available in all good bookshops from October 26th or direct through your letterbox by filling in the coupon below.



Computer and Video Games, Britain's most popular computer games monthly, bring you two exciting new books for the Spectrum and Commodore 64.

Each 100-page book contains up to 30 **brand new games** checked and prepared by **Computer and Video Game's** regular contributors.

At £4.99 - the best value on the market at all good bookshops from October 26th, or direct through your letterbox by filling in the coupon below.

Please send me, post free copies of the

Which Micro Commodore 64 Handbook

Which Micro Spectrum Handbook

I enclose remittance of £..... at £4.99 per book, made payable to EMAP Books.

Name

Address

Send this coupon to:
EMAP Books, Southfield House, Otton Centre,
Peterborough, PE2 0JW.

Please send me, post free copies of the

Computer & Video Games Commodore Collection

Computer & Video Games Spectrum Collection

I enclose remittance of £..... at £4.99 per book, made payable to EMAP Books.

Name

Address

Send this coupon to:
EMAP Books, Southfield House, Otton Centre,
Peterborough, PE2 0JW.

COMpetition

SPOT THE EAR'OLE!

So now you want to struggle us right? Well you will if you spotted the Easter on the front cover referring to the competition to win Strangers Adventure games, read the feature and found that there was absolutely no reference to a competition anywhere.

As our friend Neil, the old hippy, would say "Oh Noooooo!"

Picking ourselves up from the floor, we've managed to find the competition and now you really can win

copies of the new Strangers Adventure game for the IBM Spectrum.

Somewhere in this issue we've hidden an Ear - the title of the new Strangers LP is *Agna! Doom, geddit!* and a Rat. All you have to do is tell us the page where you found the Ear and the Rat. Easy eh? The first 25 correct entries out of the C&FG memory list will win a Strangers Adventure. Closing date for the competition is January 16th and normal C&FG rules apply.

C&FG/STRANGERS COMPETITION

I found the Ear on page.....

I found the Rat on page.....

Name.....

Address.....

SEPTEMBER RESULT

A strip cartoon with no apparent explanation was printed in the Puzzling pages of September's issue.

We asked you to think up an imaginative storyline to go with the cartoon - with software going to the winner.

The story that had the whole team shouting was from Paul Warner who lives in Herts. A selection of games for your Electron is on the way.

Sarah and her mother were going to buy a pet for Sarah's Dad's birthday. They went to the pet shop and after a while they bought a rabbit. Little did they know that the rabbit was in fact a rare Albino. *Albino Expanding Rabbit.*

Sarah puts the rabbit in a box and carries it around while her Mum finishes her shopping. Just as they finish, Sarah feels the box getting heavier and the box starts to split.

The rabbit had started expanding. Luckily they were outside their local corner shop, so Sarah and her Mum went inside and put the rabbit in a larger box.

Meanwhile, there is a fact, known to only a few, that the rare Albino *Albino Expanding Rabbit* is rather partial to a bit of cardboard. Now this rabbit was known for its goodness, so it didn't waste time in favouring the box. By this time Sarah and her Mum were getting worried about the rabbit. So they went to the nearest corner shop which was a repairman's.

They found a box which was much larger to put the rabbit in. The rabbit then started nibbling at the box again so Sarah and her Mum ran home.

After all, who wants a rare Albino *Albino Expanding Rabbit* in a copy cardboard box?

PART II SYSTEM 15000 COMPETITION



Get the answers right and you could soon be the proud owner of an *Amnephone Modem*. We've got five to give away. Thanks to our friends at *Chisp Communications*, the people behind *System 15000*. What one? Then get cracking!

THE QUESTIONS

1. What is a modem?
2. What type of game is *System 15000*?
3. What is the telephone number for *Seater Travel*?
4. Who owns *Basisk*?
5. What is the account access code at *Midsummer Bank*?

In the November issue of C&FG, we had 26 copies of *Chisp Communications' System 15000*, 10 for the Spectrum and 10 for the Commodore 64, to give away to the readers who could answer those simple questions plus what they would do with their own modem.

Below are the lucky winners: Gordon Shannon, Ayrshire; Matthew Ellingley, Chesterfield; Philip Joseph, London; Martin Turk, Ormskote; Marc Kowalowyk, Plymouth; John McCulloch, Cheshire; Andrew Close, Norfolk; Mike Close, Hull; Richard Lead, Leeds; Marcus Clarke, Cardiff; M Holyoak, Harrogate; Adam Davies, Dyled; Steven Hall, Chappoy; David Wood, Haldon; David White, Bedford; Alan Aron, Chichester; Henry, Ebbw Vale; Alan Turner, Whetstone; Craig Smith, York & Warr; Ian Miller, Newcastle; Stephen McLaren, Nottingham.

So, you won a *System 15000* in last issue's competition. Did you? Well now you've qualified for the next part of our great *System 15000* competition. All you have to do is play the game - by doing that, you'll be able to answer the questions below.

**SYSTEM 15000
MODEM COMPETITION**

My answers are:

1. _____

2. _____

3. _____

4. _____

5. _____

Name.....

Address.....

EXPANDING ALBINOS

WHITEHOUSE—RETAIL LOW LOW PRICES

	AMIB	AMIB	AMIB
2000 Series Super 2.0000			24.00
American Keyboard 1.0000	1.00		7.50
Big Screen 100 Inch 1.1995			99.95
Big Screen 120 Inch 1.3995	1.00		109.95
Big Screen 140 Inch 1.5995			129.95
Big Screen 160 Inch 1.7995			149.95
Big Screen 180 Inch 1.9995	1.00		169.95
Big Screen 200 Inch 2.1995			189.95
Big Screen 220 Inch 2.3995			209.95
Big Screen 240 Inch 2.5995			229.95
Big Screen 260 Inch 2.7995			249.95
Big Screen 280 Inch 2.9995			269.95
Big Screen 300 Inch 3.1995			289.95
Big Screen 320 Inch 3.3995			309.95
Big Screen 340 Inch 3.5995			329.95
Big Screen 360 Inch 3.7995			349.95
Big Screen 380 Inch 3.9995			369.95
Big Screen 400 Inch 4.1995			389.95
Big Screen 420 Inch 4.3995			409.95
Big Screen 440 Inch 4.5995			429.95
Big Screen 460 Inch 4.7995			449.95
Big Screen 480 Inch 4.9995			469.95
Big Screen 500 Inch 5.1995			489.95
Big Screen 520 Inch 5.3995			509.95
Big Screen 540 Inch 5.5995			529.95
Big Screen 560 Inch 5.7995			549.95
Big Screen 580 Inch 5.9995			569.95
Big Screen 600 Inch 6.1995			589.95
Big Screen 620 Inch 6.3995			609.95
Big Screen 640 Inch 6.5995			629.95
Big Screen 660 Inch 6.7995			649.95
Big Screen 680 Inch 6.9995			669.95
Big Screen 700 Inch 7.1995			689.95
Big Screen 720 Inch 7.3995			709.95
Big Screen 740 Inch 7.5995			729.95
Big Screen 760 Inch 7.7995			749.95
Big Screen 780 Inch 7.9995			769.95
Big Screen 800 Inch 8.1995			789.95
Big Screen 820 Inch 8.3995			809.95
Big Screen 840 Inch 8.5995			829.95
Big Screen 860 Inch 8.7995			849.95
Big Screen 880 Inch 8.9995			869.95
Big Screen 900 Inch 9.1995			889.95
Big Screen 920 Inch 9.3995			909.95
Big Screen 940 Inch 9.5995			929.95
Big Screen 960 Inch 9.7995			949.95
Big Screen 980 Inch 9.9995			969.95
Big Screen 1000 Inch 10.1995			989.95
Big Screen 1020 Inch 10.3995			1009.95
Big Screen 1040 Inch 10.5995			1029.95
Big Screen 1060 Inch 10.7995			1049.95
Big Screen 1080 Inch 10.9995			1069.95
Big Screen 1100 Inch 11.1995			1089.95
Big Screen 1120 Inch 11.3995			1109.95
Big Screen 1140 Inch 11.5995			1129.95
Big Screen 1160 Inch 11.7995			1149.95
Big Screen 1180 Inch 11.9995			1169.95
Big Screen 1200 Inch 12.1995			1189.95
Big Screen 1220 Inch 12.3995			1209.95
Big Screen 1240 Inch 12.5995			1229.95
Big Screen 1260 Inch 12.7995			1249.95
Big Screen 1280 Inch 12.9995			1269.95
Big Screen 1300 Inch 13.1995			1289.95
Big Screen 1320 Inch 13.3995			1309.95
Big Screen 1340 Inch 13.5995			1329.95
Big Screen 1360 Inch 13.7995			1349.95
Big Screen 1380 Inch 13.9995			1369.95
Big Screen 1400 Inch 14.1995			1389.95
Big Screen 1420 Inch 14.3995			1409.95
Big Screen 1440 Inch 14.5995			1429.95
Big Screen 1460 Inch 14.7995			1449.95
Big Screen 1480 Inch 14.9995			1469.95
Big Screen 1500 Inch 15.1995			1489.95
Big Screen 1520 Inch 15.3995			1509.95
Big Screen 1540 Inch 15.5995			1529.95
Big Screen 1560 Inch 15.7995			1549.95
Big Screen 1580 Inch 15.9995			1569.95
Big Screen 1600 Inch 16.1995			1589.95
Big Screen 1620 Inch 16.3995			1609.95
Big Screen 1640 Inch 16.5995			1629.95
Big Screen 1660 Inch 16.7995			1649.95
Big Screen 1680 Inch 16.9995			1669.95
Big Screen 1700 Inch 17.1995			1689.95
Big Screen 1720 Inch 17.3995			1709.95
Big Screen 1740 Inch 17.5995			1729.95
Big Screen 1760 Inch 17.7995			1749.95
Big Screen 1780 Inch 17.9995			1769.95
Big Screen 1800 Inch 18.1995			1789.95
Big Screen 1820 Inch 18.3995			1809.95
Big Screen 1840 Inch 18.5995			1829.95
Big Screen 1860 Inch 18.7995			1849.95
Big Screen 1880 Inch 18.9995			1869.95
Big Screen 1900 Inch 19.1995			1889.95
Big Screen 1920 Inch 19.3995			1909.95
Big Screen 1940 Inch 19.5995			1929.95
Big Screen 1960 Inch 19.7995			1949.95
Big Screen 1980 Inch 19.9995			1969.95
Big Screen 2000 Inch 20.1995			1989.95
Big Screen 2020 Inch 20.3995			2009.95
Big Screen 2040 Inch 20.5995			2029.95
Big Screen 2060 Inch 20.7995			2049.95
Big Screen 2080 Inch 20.9995			2069.95
Big Screen 2100 Inch 21.1995			2089.95
Big Screen 2120 Inch 21.3995			2109.95
Big Screen 2140 Inch 21.5995			2129.95
Big Screen 2160 Inch 21.7995			2149.95
Big Screen 2180 Inch 21.9995			2169.95
Big Screen 2200 Inch 22.1995			2189.95
Big Screen 2220 Inch 22.3995			2209.95
Big Screen 2240 Inch 22.5995			2229.95
Big Screen 2260 Inch 22.7995			2249.95
Big Screen 2280 Inch 22.9995			2269.95
Big Screen 2300 Inch 23.1995			2289.95
Big Screen 2320 Inch 23.3995			2309.95
Big Screen 2340 Inch 23.5995			2329.95
Big Screen 2360 Inch 23.7995			2349.95
Big Screen 2380 Inch 23.9995			2369.95
Big Screen 2400 Inch 24.1995			2389.95
Big Screen 2420 Inch 24.3995			2409.95
Big Screen 2440 Inch 24.5995			2429.95
Big Screen 2460 Inch 24.7995			2449.95
Big Screen 2480 Inch 24.9995			2469.95
Big Screen 2500 Inch 25.1995			2489.95
Big Screen 2520 Inch 25.3995			2509.95
Big Screen 2540 Inch 25.5995			2529.95
Big Screen 2560 Inch 25.7995			2549.95
Big Screen 2580 Inch 25.9995			2569.95
Big Screen 2600 Inch 26.1995			2589.95
Big Screen 2620 Inch 26.3995			2609.95
Big Screen 2640 Inch 26.5995			2629.95
Big Screen 2660 Inch 26.7995			2649.95
Big Screen 2680 Inch 26.9995			2669.95
Big Screen 2700 Inch 27.1995			2689.95
Big Screen 2720 Inch 27.3995			2709.95
Big Screen 2740 Inch 27.5995			2729.95
Big Screen 2760 Inch 27.7995			2749.95
Big Screen 2780 Inch 27.9995			2769.95
Big Screen 2800 Inch 28.1995			2789.95
Big Screen 2820 Inch 28.3995			2809.95
Big Screen 2840 Inch 28.5995			2829.95
Big Screen 2860 Inch 28.7995			2849.95
Big Screen 2880 Inch 28.9995			2869.95
Big Screen 2900 Inch 29.1995			2889.95
Big Screen 2920 Inch 29.3995			2909.95
Big Screen 2940 Inch 29.5995			2929.95
Big Screen 2960 Inch 29.7995			2949.95
Big Screen 2980 Inch 29.9995			2969.95
Big Screen 3000 Inch 30.1995			2989.95
Big Screen 3020 Inch 30.3995			3009.95
Big Screen 3040 Inch 30.5995			3029.95
Big Screen 3060 Inch 30.7995			3049.95
Big Screen 3080 Inch 30.9995			3069.95
Big Screen 3100 Inch 31.1995			3089.95
Big Screen 3120 Inch 31.3995			3109.95
Big Screen 3140 Inch 31.5995			3129.95
Big Screen 3160 Inch 31.7995			3149.95
Big Screen 3180 Inch 31.9995			3169.95
Big Screen 3200 Inch 32.1995			3189.95
Big Screen 3220 Inch 32.3995			3209.95
Big Screen 3240 Inch 32.5995			3229.95
Big Screen 3260 Inch 32.7995			3249.95
Big Screen 3280 Inch 32.9995			3269.95
Big Screen 3300 Inch 33.1995			3289.95
Big Screen 3320 Inch 33.3995			3309.95
Big Screen 3340 Inch 33.5995			3329.95
Big Screen 3360 Inch 33.7995			3349.95
Big Screen 3380 Inch 33.9995			3369.95
Big Screen 3400 Inch 34.1995			3389.95
Big Screen 3420 Inch 34.3995			3409.95
Big Screen 3440 Inch 34.5995			3429.95
Big Screen 3460 Inch 34.7995			3449.95
Big Screen 3480 Inch 34.9995			3469.95
Big Screen 3500 Inch 35.1995			3489.95
Big Screen 3520 Inch 35.3995			3509.95
Big Screen 3540 Inch 35.5995			3529.95
Big Screen 3560 Inch 35.7995			3549.95
Big Screen 3580 Inch 35.9995			3569.95
Big Screen 3600 Inch 36.1995			3589.95
Big Screen 3620 Inch 36.3995			3609.95
Big Screen 3640 Inch 36.5995			3629.95
Big Screen 3660 Inch 36.7995			3649.95
Big Screen 3680 Inch 36.9995			3669.95
Big Screen 3700 Inch 37.1995			3689.95
Big Screen 3720 Inch 37.3995			3709.95
Big Screen 3740 Inch 37.5995			3729.95
Big Screen 3760 Inch 37.7995			3749.95
Big Screen 3780 Inch 37.9995			3769.95
Big Screen 3800 Inch 38.1995			3789.95
Big Screen 3820 Inch 38.3995			3809.95
Big Screen 3840 Inch 38.5995			3829.95
Big Screen 3860 Inch 38.7995			3849.95
Big Screen 3880 Inch 38.9995			3869.95
Big Screen 3900 Inch 39.1995			3889.95
Big Screen 3920 Inch 39.3995			3909.95
Big Screen 3940 Inch 39.5995			3929.95
Big Screen 3960 Inch 39.7995			3949.95
Big Screen 3980 Inch 39.9995			3969.95
Big Screen 4000 Inch 40.1995			3989.95
Big Screen 4020 Inch 40.3995			4009.95
Big Screen 4040 Inch 40.5995			4029.95
Big Screen 4060 Inch 40.7995			4049.95
Big Screen 4080 Inch 40.9995			4069.95
Big Screen 4100 Inch 41.1995			4089.95
Big Screen 4120 Inch 41.3995			4109.95
Big Screen 4140 Inch 41.5995			4129.95
Big Screen 4160 Inch 41.7995			4149.95
Big Screen 4180 Inch 41.9995			4169.95
Big Screen 4200 Inch 42.1995			4189.95
Big Screen 4220 Inch 42.3995			4209.95
Big Screen 4240 Inch 42.5995			4229.95
Big Screen 4260 Inch 42.7995			4249.95
Big Screen 4280 Inch 42.9995			4269.95
Big Screen 4300 Inch 43.1995			4289.95
Big Screen 4320 Inch 43.3995			4309.95
Big Screen 4340 Inch 43.5995			4329.95
Big Screen 4360 Inch 43.7995			4349.95
Big Screen 4380 Inch 43.9995			4369.95
Big Screen 4400 Inch 44.1995			4389.95
Big Screen 4420 Inch 44.3995			4409.95
Big Screen 4440 Inch 44.5995			4429.95
Big Screen 4460 Inch 44.7995			4449.95
Big Screen 4480 Inch 44.9995			4469.95
Big Screen 4500 Inch 45.1995			4489.95
Big Screen 4520 Inch 45.3995			4509.95
Big Screen 4540 Inch 45.5995			4529.95
Big Screen 4560 Inch 45.7995			4549.95
Big Screen 4580 Inch 45.9995			4569.95
Big Screen 4600 Inch 46.1995			4589.95
Big Screen 4620 Inch 46.3995			4609.95
Big Screen 4640 Inch 46.5995			4629.95
Big Screen 4660 Inch 46.7995			4649.95
Big Screen 4680 Inch 46.9995			4669.95
Big Screen 4700 Inch 47.1995			4689.95
Big Screen 4720 Inch 47.3995			4709.95
Big Screen 4740 Inch 47.5995			4729.95
Big Screen 4760 Inch 47.7995			4749.95
Big Screen 4780 Inch 47.9995			4769.95
Big Screen 4800 Inch 48.1995			4789.95

COMPETITION

THOMPSON TWINS



Here it is! Or rather here she is, THE winner of our fabulous Spectrum Thompson Twins Adventure game featured on *Starline* which came with our October issue.

The winner, who found the secret of the Doctor's palace is... Alison Wignall of Oxford, West Midlands!

Alison will be going to one of the Thompson Twins' British concert dates and will get to meet the band

backstage afterwards. Well done, Alison! You will be hearing from us soon.

Meanwhile our thanks go to the hundreds of C&VG readers who entered the Spectrum Thompson Twins Adventure contest. Don't despair, you could still be one of our ten runners-up.

Now it's owing up time. Commodore 64 owners need on. We experienced considerable problems producing the best-scored for your computer. It has taken much longer than we expected — but I'm sure you'll understand that we didn't want to send you a sub-standard disc.

You haven't missed out on the chance of seeing the Thompson Twins in action either. Commodore owners now have their own similar prize to go for. That's why we haven't told you what the solution to the TT's Adventure is already. Clever, eh?

So the competition will stay open for Commodore owners only until the end of December. Plenty of time to solve the Adventure and get your answer in to us at C&VG.

HERCULES

In our November issue, we ran a competition to win a new game from Interleaf called Hercules. Little did we realise what we were letting ourselves in for! The response was tremendous, but finally we managed to wade through the mails and come up with 50 winners who will each be receiving one of these games to use as their own Commodore 64. Each winner will be notified in due course. So be watching for the postman — he might be coming to your door!

MITSUBISHI MSX

Just to prove Computer & Video Games reaches parts of the world where other computer magazines don't, the winner of our fabulous Mitsubishi MSX competition, comes from the Middle East! Yes, Sameer K. Shah, from Abu Dhabi in the United Arab Emirates will shortly be getting his hands on a brand new Mitsubishi MSX or MSX computer with two joy sticks. Well done, Sameer!

C&VG'S GOLDEN JOYSTICK AWARDS 1984

Use this form to nominate your favourite games, software houses or programmers. No nominations will be accepted unless they come on this form. Send it to Computer & Video Games, Golden Joystick Awards, Priory Court, 30-32 Farringdon Lane, London EC1R 3JF.

Game of the Year

First choice:

Second choice:

Software House of the Year

First choice:

Second choice:

Best Original Game

First choice:

Second choice:

Best Adventure Game

First choice:

Second choice:

Best Strategy Game

First choice:

Second choice:

Best Arcade-style Game

First choice:

Second choice:

Programmer of the Year

ATIC ATAC

- 1) Graham Peters, Gillingham, Essex — 5,629,794
- 2) Gary Vint, Bishopcleeve, Hereford — 1,794,681
- 3) Carl Thomas, New Ferry, Wirral — 793,802
- 4) B J Marvey, Donwale, Wexford — 749,833

PLANETOID



RICHARD THORNE

- 1) Alexander Maron, Jeonson, Newcastle — 2,965,990
- 2) Noel Wyllie, Welwyn, Herts — 1,618,900
- 3) Daniel Poon, Newport — 789,473
- 4) Paul O'Malley, Sarsay, Wexm — 684,558
- 5) Richard Thorne, Gosham, Berks — 99,499

PYJAMARAMA

- 1) David Patten, B Ives, Cambridge — 19,346
- 2) David Mitchell, Woking, Surrey — 7,093
- 3) Gareth Williams, Locomator, Herefordshire — 6,499
- 4) G. Minshall, Carlisle — 4,193
- 5) Michael Harris, Westborough Mans, Aveon — 4,023

JET PAC

- 1) Andrew Horvath-Jones, Rhyl, Gwyn — 28,933,839
- 2) M. Legge, Co. Down, Northern Ireland — 26,929,999
- 3) P. Bullen, Bentley, Lancs — 26,683,689
- 4) Gavin Wilby, Milton Keynes, Bucks — 16,843,193
- 5) Mike Budge, Tintagel, Cornwall — 16,343,702



M. LEGGE

HALL OF FAME

Name

Address

T-shirt size sm med lge

I scored

Time taken

Game

Computer

Witness's signature

OUR HALL OF FAME GAMES

Since we introduced our Hall of Fame with some new games, your feedback has been flooding in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's *Starbike*—the space game with a difference from *The Edge*—Acornsoft's *Elite*, a very sophisticated trading game and Microsoft's *Pyjamarama*—a sort of Jet Set Willy!

DIAMONDS

Michael O'Mahony won a £350 diamond for his 1,997 high score on *Diamonds* English Software's other big game — *Jet Set Willy* for the Atari computers and 64 — will now replace *Diamonds* in Hall of Fame.

JET PAC

Fly jet men around the screen collecting the three sections of his space ship.

DONKEY KONG

The king of climbing games. The ape, the cannon, and the blonde are now available on Atari, the 65, 64, and 11-series from AtariSoft.

MANIC MINER

The very 28-screen climbing game that introduced Miner Willy.

JET SET WILLY

What Miner Willy did next. This time there are 68 screens.

THE PYRAMID

The Pyramid has Fantasy's unique High score verification system.

ZALAGA

Splendid arcade clone for the BBC.

SABRE WULF

Similar to *4 in 1* but twice as tough and three as pretty.

PSYTRON

Beyond the big hit for the Spectrum. The *Psytron* is a computerised defence system for the planet *Psytron 5*.

ELITE

Acornsoft's sophisticated space trading game. Great graphics and action.

STARBIKE

The *Edge* premier a gold 8800 take to the highest score on their new game.

JUMP CHALLENGE

Edible Kid's brand new computer game which features buses, barrels and bikes. Been little found it difficult!

PYJAMARAMA

Willy slips into a nightmare — and into CAZ's Hall of Fame.

ELITE

- 1) Gordon Hickey, Ripgate, Surrey — 456,736
- 2) C Teas, Wood, Essex — 419,903
- 3) Michael Aubrey, West Drayton, Midd — 311,967
- 4) Farid Howkader, Redbridge, Essex — 310,796
- 5) G Bridgeman, Chilwell, Nottingham — 18,456

MANIC MINER

- 1) Paul Ratvey, Gosport, Perth — 32,950,299
- 2) Graham Farning, Potting, Brighton — 9,123,137
- 3) Matthew Hawkins, Holmstown, West Mid — 8,779,937
- 4) Paul Knowles, Bishop Stortford — 7,188,234
- 5) Philip Sherlock, Crews, Cheshire — 4,779,811

PARSEC

- 1) Richard Brewer, Colnborough, E. Sussex — 8,530,798
- 2) Nicholas Hart, H.J., North Humberdale — 3,428,486
- 3) Ian Wilson, Graymole, North Wales — 893,800
- 4) Jonathan Preece, Newport, Shropshire — 323,280
- 5) Rafiq Jayawakera, Chislewood, Essex — 281,280



NICHOLAS HART

PSYTRON

- 1) Clive Mohanki, Warton, Pembrokeshire — 2947
- 2) Stuart Mohanki, Bishopcleeve, Gwent — 2487
- 3) Clive Mohanki, Warton, Pembrokeshire — 2297

STAR BIKE

- 1) Paul Davenport, Hull — 19,846
- 2) Steve Broaden, Bath — 17,439
- 3) Peter Beaves, London — 13,834
- 4) John Cooper, Manchester — 9,288
- 5) Michael Mason, Nottingham — 5,330

SABRE WULF

- 1) Nicholas Hill, Bonperris-Forests, Carmarthen — 18,744,549
- 2) Kevin Murray, Aberdeen, Scotland — 1,926,370
- 3) Colin Morris, Forewater, Cardiff — 1,795,860
- 4) Mitchell Whitlock, Burnley, Lancs — 1,620,888
- 5) A. Whitehead, Gillingham, Glos — 1,484,845

HALL OF FAME

REWRITE HISTORY THIS WEEKEND!

Allaction strategy games from SSI

-the world's #1 war game company

It's fast here in your classroom to see how you stack up as a general in a real battle! The pages of history come to life through our brilliant and addictive titles: *Conquerors*, *Shogun*, *Samurai*, *Legend* and *The Barbarians* battle in *Conquest* and *Barbarians*. And with a clear thinking strategy, its essential to command perhaps the toughest world here had a different story to write!

It's hard to pretend here of the best strategy games by Strategic Simulations Incorporated.

LEGIONS OF THE GREAT captures the great forces of Rome and the Roman Empire in the classic North African campaign of 431.

WORLD WAR BARRAGE captures the "Big" (see the 1944 and 1945) and captures the great forces attempt to invade Hitler's Great Wall.

TIGER IN THE SNOW recreates the legendary Battle of the Ridge in a January 1944 the Russian Division of the Red Army try to cut supplies in a desperate attempt to halt Eisenhower's advancing Allied lines.

Who will be the victor and who the vanquished?

Are you here the victor?

And if you're looking to strategy with a little action then **COMBAT LEADER** will not let you wait, both of thought and action in the region of battle challenges!

SSI
Spectrum versions available soon!



£14.95
disk & cassette

THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD
U.S. Gold is available by all leading computer stores including:
BOOTH'S WIMBORNE JOHN MENZIES WILDINGS WOOLWORTH

SSI
For information on how to become a U.S. Gold Dealer write to: SSI, Dept. 8, The Academy Industrial Centre, Ringway Road, Birmingham B14 4RT. Telephone: 01 219 3931.

SSI

STRATEGIC SIMULATIONS INC.

U.S. GOLD
All Spectrum software

FOR SALE: Spectrum software, 25 programs for sale. Titles including Chess, Breakout, Rescue, Space, and all for \$4. Also Atari cartridges at a great reduction. Prices from £10 to £20. Tel: 0424 20 020.

SHARP 6000: 400 from with 677000, 67AL, 6700, includes user data manager, also software purchased. Various other titles, mainly Adventure, Chess, and many more. £100 on. Tel: 0424 2004 999/992/4.

SPECTRUM BIRD SALES: 400, 6700 software titles, Kempton Intelligence. Only one day with lowest retail prices. Tel: 0750 1560. Phone 042-600 between 9-5 pm.

SPECTRUM SOFTWARE: (see last) on Pipemasters, Actionaid, South Park, Booky Mole, Chess Adventure £150, Terminator, Storm Troop, Mountain, Shocking 6700, Spectrum 6700 £2. Tel: 0206 22661 after 5 pm and sat 10 am.

STAR 600: 400 computer, program recorder, printers, software and many games, including Pole Position, Grand and Dots. Includes 1000 software and more. £150. Tel: 01 787 2742.

TECHNOISE: 8 simulation for the 486 Spectrum. Great value, includes 100 titles of top games from Technoise to Spectrum 100 on. Also Personal Manager, 6700, 6700 and 6700. 100 titles on 8 Spectrum, Star, Spectrum, Spectrum.

TELEVISION SOFTWARE: for sale, 6700, 6700, 20-Ton, Golden Parsonage, Galactic Empire, jet for 6700, Latin Empire, 6700, etc. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 2 Spectrum 6700 software — will accept for Spectrum 6700 software. Tel: 01 787 2742. Tel: 01 787 2742. Tel: 01 787 2742. Tel: 01 787 2742.

VIDEO COMPUTER: titles, games, software, books, etc. on 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

VIDEO GAMES: for sale, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

VIDEO INSTRUMENTS: 170000 software, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANT TO SELL: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

SPECTRUM 486: Spectrum 486 software, 25 programs for sale. Titles including Chess, Breakout, Rescue, Space, and all for \$4. Also Atari cartridges at a great reduction. Prices from £10 to £20. Tel: 0424 20 020.

SHARP 6000: 400 from with 677000, 67AL, 6700, includes user data manager, also software purchased. Various other titles, mainly Adventure, Chess, and many more. £100 on. Tel: 0424 2004 999/992/4.

SPECTRUM BIRD SALES: 400, 6700 software titles, Kempton Intelligence. Only one day with lowest retail prices. Tel: 0750 1560. Phone 042-600 between 9-5 pm.

SPECTRUM SOFTWARE: (see last) on Pipemasters, Actionaid, South Park, Booky Mole, Chess Adventure £150, Terminator, Storm Troop, Mountain, Shocking 6700, Spectrum 6700 £2. Tel: 0206 22661 after 5 pm and sat 10 am.

STAR 600: 400 computer, program recorder, printers, software and many games, including Pole Position, Grand and Dots. Includes 1000 software and more. £150. Tel: 01 787 2742.

TECHNOISE: 8 simulation for the 486 Spectrum. Great value, includes 100 titles of top games from Technoise to Spectrum 100 on. Also Personal Manager, 6700, 6700 and 6700. 100 titles on 8 Spectrum, Star, Spectrum, Spectrum.

TELEVISION SOFTWARE: for sale, 6700, 6700, 20-Ton, Golden Parsonage, Galactic Empire, jet for 6700, Latin Empire, 6700, etc. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 2 Spectrum 6700 software — will accept for Spectrum 6700 software. Tel: 01 787 2742. Tel: 01 787 2742. Tel: 01 787 2742. Tel: 01 787 2742.

VIDEO COMPUTER: titles, games, software, books, etc. on 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

VIDEO GAMES: for sale, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

VIDEO INSTRUMENTS: 170000 software, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANT TO SELL: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

WANTED: 6700, 6700, 6700, 6700, 6700. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020. Tel: 0424 20 020.

BUG HUNTER

—WRITE TO ME AT COMPUTER MEDICINES
PRIORITY MAIL, 30-32 FERRISMAN LANE
LONDON E4 6JL OR PHONE ME
ON 01-251 6222.



BEEP FOR THE 64

Keyboard beep routines seem to be very popular with everyone. These routines make your micro beep each time you press a key, which saves you having to stare at the screen while you type in a program.

This month, A D MacMaster from the West Midlands gives us the first routine to do the job on a Commodore 64. Load the program and run it. It will then erase itself (so make sure you save it before you run it) and the machine will beep when you press any key.

```
40 DATA 120,100,010,141,000,000,100
50 DATA 150,141,021,000,000,000,100
60 DATA 075,141,004,011,104,000,100
70 DATA 007,000,000,000,000,100,100
80 DATA 007,100,000,000,100,000,100
90 DATA 004,011,141,000,010,141,000
100 DATA 010,100,010,141,000,010,141
110 DATA 000,010,141,000,141,000,010
120 DATA 100,010,141,000,010,100,010
130 DATA 141,004,011,007,000,104,000
140 DATA 100,000,130,075,000,104
150 FOR I=0 TO 10: GOTO 160: NEXT I
160 GOTO 170: GOTO 160: GOTO 170
170 PRINT "BEEP BEEP"
180 GOTO 160: GOTO 170: GOTO 160
```

ANOTHER TWO COMPILERS

Yes, it's time once again for our monthly section of *Blue Thunder*. You'll remember from last month's episode that *Blue Thunder*, a game for the Spectrum by Richard Wilson software, was written with a compiler and a copy of the compiler was hidden on some early copies of the game.

Well, I've heard of another two games which were written with compilers and, because of the way a compiler works, it has to be on the cassette along with the final program.

The games in question are *Frank N Stein* by PSL and *War of the Worlds* by CBL.

Frank N Stein uses Morder 2, also by PSL and one of the best known compilers. Type CLEAR 20000 to load the main code for the program. Type SAVE "COMPILER" CODE 0000.0000 and you should have a compiler on tape. To load a CLEAR 0000 and LOAD "" CODE.

War of the Worlds also uses a

compiler but I'm not sure which one. Wind your tape to the start of the 10th program block (WOW MD) and CLEAR 0000. Then FORK 0010, PEEK0010-01000 "" CODE.

These mine your basic program and RAND 100 00000 to compiler it. RAND 100 00000 will run the compiled program.

THE MISSING LINES

Comic Digger and Robo-I must have been very popular games, judging by the amount of phone calls we received about these two listings from November's issue.

Unfortunately, we missed the end of each program. We've managed to recover the offending lines from the printers, and all should be revealed next month.

However, if you can't wait, send me your name and address and I'll post a copy off to you. Don't forget to say which one you want.

MISPRINTS

The Amstrad CPC 464 walkie-talkie from a couple of issues ago lost a word on the word category. The machine has, as you'd probably guessed, the same sound chip as the BBC micro. If you read the walkie-talkie and wondered where the words had gone, all should now be clear.

And while we're at it, the headline on last month's Bug Hunter page was supposed to say "a definite red flag". Seems like I was trying to fit too many words into too small a space.

WRONG MACHINE

Apologies to all Commodore 64 owners who had typing in *Boxer* from December's issue. Owing to an error on our part, the game is actually for the Vic and not the 64. And while we're at it, apologies to all those Vic readers who think they now have a free *Boxer* game. It's actually called *Sherry*!

Sorry about that, but don't be too disappointed. Wait until you see all those Commodore listings in our free book of games next month!

MUSIC FROM ICELAND

Erl Thordodsen writes all the way from Iceland with a routine to make explosive sound effects on a beep. IF ENVELOPE 1, 10, -4.0,0.00,0.0,0.0,0.0 20 SOUND 11,1,1.00: SOUND 10,10,1 00

THAT'S CHEATING

Having trouble with Ocean's *Decathlon* for the Spectrum? Wanna know how to get past the high jump? Easy, just go under it!

Set the bar to something over 2.00 metres. Keep your finger on the button and jump under the bar. You'll still qualify.

Thanks to Michael Henderson for this one.

DA BUG IN MUGSY

A Bug seems to be alive and well and living in my copy of Melbourne House's *Mugsy* for the Spectrum.

When a contract is put out on you, enter a negative amount. Then, when you lose the money, the negative amount will be removed from your total. This means that it will actually be added!

MSX BUG

Our Major Tom listing for the MSX machines in November's issue suffered a missing comma in line 400. The line should read:
400 DATA "CORUM-30", "0000"

You can write to Bug Hunter at Priority Mail, 30-32 Ferris Lane, London E4 6JL or call during the day on 01-251 6222. If you uncover a bug during one of these all-night programming sessions, don't have a full morning. Just call 01-251 5633 and a friendly voice will say "this is a recording, please leave your message after the beep." Well, you don't expect me to work all night, do you?

How else would you handle all that extra Christmas mail?



Save £90 on this Superb Quen Data
DWP 1120 Daisywheel Printer.
Available on Direct Purchase Mail
Order at the incredible price of

£249 inc VAT

- 28 CPM/Max/Prior Speed
- Bi-directional Logic Scaling
- QEME Protocol, QEME Ribbons
- QEME Daisywheels, Carriage
- Interface (Optional ES231-C)
- Supports all wordstar features
- Optional Tractor/Sheet Feeder
- One year parts and labour guarantee

For full specifications see opposite

SPECIAL CHRISTMAS OFFER

Receive complete coupon to receive catalogue,
including your identification card and card for
MicroSoft Deal B.O., Telephone Mail, Fax,
Telephone Mail, Newbury, Beds.

Please send me: Quen Data
DWP 1120 Daisy Wheel Printer at
£249.00 including VAT plus £8.00
Secular Delivery

Name Address Daytime Tel. No.

Order by phone please  
including your identification card and card for

Total price including post & packing
Please allow 10 working days for delivery. £

Please remember to attachally appropriate post & packing charges. Allow 10 days for delivery. C + 0200 00



Please note: While MicroSoft endeavours to maintain stocks of all items, availability is primarily dependent on items and is limited subject to availability from manufacturers. Special prices often only apply to final order quantities.

BOOK OF GAMES

Will you please welcome back the amazing C&VG Book of Games! Next month we bring you the son of the son of the son of the Book of Games, the latest in a long line of great add-ons to your favourite games magazine. These supplements are legendary among games fans everywhere, so you'll have to be quick off the mark to grab a copy of C&VG off the shelves before they all disappear. The Book of Games will have 48 pages crammed full of top games listings for all the top mikes — Spectrum, Commodore, BBC, Atari, Texas and more. We've culled our software files to bring you the pick of our readers' games. Demand will be high so place an order now.

COLUMN

Mike Singleton's Fifth Column, C&VG's regular feature of strategy and war-games, begins a new play-by-mail game, called *Zeissler's Game* — that's if Mike has finished promulgating *Doomdark's Revenge* in time! Whatever happens, war-games and strategy has can't afford to miss Mike's authoritative opinions of the scene in 58. Columns next issue.

PROFESSOR'S TIPS TAKE £5!

Since Professor Video began work on his games tutorials, many of his by-standers have been flooding the C&VG office with hints and tips for our Prof to add to his notes. Next issue sees the start of the

Prof's very own readers' games tips page. YOU could win your self a crisp five pound note if your suggestions for beating your favourite games are chosen as the Prof's Top Tip. In fact you may already qualify for the Prof's Silver — check out the February issue of C&VG for details!



GHOSTBUSTERS

Ghostbusters, the movie about a bunch of ghost-busters, could become the most successful film of the decade. The game of the film, reviewed this issue, could become the best selling computer game of the year. In any event TOS could win a copy of the brand new *Ghostbusters* game if you hunt your local newspaper and spot a copy of *Computer & Video Games* out of his hands. We've got 50 copies of the game — 25 for the Commodore-64, 25 for the Spectrum — up for grabs in February. Don't miss out!

DOOMDARK PART III

Will Sheron the Heartstealer get her just reward for kidnapping poor old Markie? Will the forces of good defeat the forces of evil? Will we ever see what the prize is for solving our *Fighting Fantasy* epic role-playing game based on the soon to be released sequel to the *Lords of Midnight* — *Doomdark's Revenge*? Find out in February.

COMPETITION RESULTS

KONAMI MSX

Hundreds of you rushed off to enter the Konami MSX competition and we've just managed to finish opening your entries in time for this issue! We asked you to pick our four Konami games from a list of 16 arcade classics. You could have chosen *Time Pilot*, *Super Cobra*, *Myer Sports*, *Pooyan*, *Track & Field* or *Just For Feet*. 36 first prize winners will get a Konami games cartridge for their MSX machine and 56 runners-up will get a giant Myer Sports colour poster for their bedroom walls. I'm sure there's not enough space to list all your names — but well done anyway and watch your letterbox for an interesting package!

Among all the MSX hardware and software we were giving away last issue, we also had some bookies. Ten copies of Tom Sato's definitive book on MSX, published by Melbourne House, were an offer if you could answer two simple questions. The ten people who got it all right were: Michael Jackson, Southport, Merseyside; Mark Chamberlain, Portsmouth; Steve Paul, Swinson, BPPG 95; David Walker, Co. Meath, Ireland; Paul Seaton, Harrogate, N. York; H. Kain, Leeds; Shari Bray, St Albans; Mark; Neil Fulker, Highbridge, Somerset; Tim Marshall, Hartley Wintney, Hampshire; Stephen Marsden, Redcar, Cleveland.

MSX BOOKS

PUZZLING RESULTS

Winkley Blank
Ben, Car, Ragner, Egg, Energy, Humber, Taming, Engine, Stamp, Torque. Which spells SCREEN TEXT.

Football Fixtures
Arnold should get the dates in — the score was Man Utd 2 Everton 1. Each team scored the number of letters in its printed name divided by 1, ignoring the remainder. If you missed it, read the text and note the whopping clue about score draws!

Cold War
1. Fifty different coats.
2. The only two numbers which work are 17956 and 35236.


Print out
The missing letters are TV. Each square has a number from 1 to 9 printed as a word — but the vowels are missed out!

GUZZLER

INTERCEPTOR
SOFTWARE

ONLY
£7.00
ON CASSETTE
£9.00
ON DISK

WRITTEN BY JASON DENHAM
PRODUCED BY RICHARD PAUL JONES

SUITABLE FOR THE
commodore 

INTERCEPTOR
MICRO

LONDON HOUSE, THE GREEN, TADLEY, HAMPSHIRE
TELEPHONE: (07358) 71146, 3711

AVAILABLE NOW
FROM
ALL GOOD COMPUTER
RETAILERS

**TO ADVERTISE IN
C&VG
MICROADS
TEL: 01-251 6222**

C&VG, MICROSELL COUPON

ONLY

£1.00

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30

PLEASE PRINT IN BLOCK CAPITALS ONLY ONE INSERTION PER COUPON

Minimum number of words is 15, maximum 40 (continue on a separate sheet where necessary)

FFRM, number of words for ALL members
i.e. 15 words per advertisement to appear in two months - 25 words if paid
0001: **MicroSell (Print)** **MicroSell (Video)**
£1.00 £0.50 per month
£0.50 per additional sold word

Send me cheque/P.O. for £ make payable to Computer & Video Games.

Name

Address

POST TO: AD. DEPT. C&VG, 28-32 FARRINGTON LANE, LONDON EC1A 3AU

TERMS AND CONDITIONS

1. Trade advertisers will appear in the MicroAds section, private advertisers in the Microsell Section.
2. All free Microsell ads are subject to space availability.
3. The Publishers reserve the right to refuse an advertisement.

ADVERTISEMENT INDEX

A & F Software	100
Acornsoft	54, 57
Advision	68, 100, 128
ADDLINE Games	100
Adventure International	79, 80, 81
A & P	89
Aligate	117
ARS	117
Asah	103, 104
Asward	103, 104
Autogames	97, 100

Beyond	30, 120
Public Bus	121

Computer & Video Games Books	48
Commodore User	95
Consolidated Software Marketing	114
Creative Sparks	44, 50

DK Topics	28
-----------	----

Electronics & Computing	128
File	8
Europa	112

Fantasy	108
Frontier Software	58, 68
Front Runner	12, 37

Games Workshop	105
GeoCity	8

Hill MacGibbon	60
----------------	----

Icon	82
Iconline	90
Imagic	4
Interceptor	61
Intrigue	79

Kuma	36
------	----

Level 9	83
Litmanoff	74

Martech	71
Magware	89
McBoone House	78, 121
Melkon	58, 60
Microgames	88
Microplans	81, 118
Microplan 800	140, 142
Microplan	86, 121
Microstyle	168, 169
Midland Games Library	181
Misses Walker Software	112
Strap	21
Miscrosoft	81

National Computer Club	108, 109
Nature Software Library	79
New Generation Software	22, 23

Osari	110, 111, 112
-------	---------------

Panic	10
-------	----

QL User	109
Quikline	87

Ram Electronics	45
Romix	102
Smucker Programs	108
Smucker User	128
Software Projects	118-119
Solar	49
Star Dreams	95
Starsoft	72

Talent	140
Tanaka	33
Tennant	81
Tenstar	172
Trojan	78

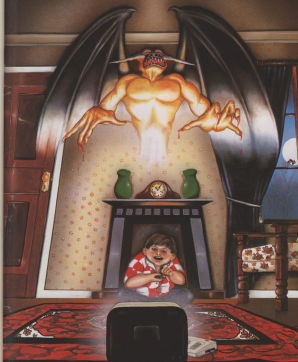
Ultimate	123, 125
US Data	42, 48, 58, 66, 143, 126, 152

Vulcan Electronics	24
--------------------	----

Wish Upon Books	140
-----------------	-----

Yearbook	100, 110
----------	----------

Zoochart	8
----------	---



THE NEXT GAME COULD BE YOUR LAST



Watch out for the new Romik games available now from all good stockists, or by mail order from PO Box 474, Slough.

KoalaPad™ Touch Tablet

JUST PICTURE IT!



JUST PICTURE IT - BEING ABLE TO DRAW YOUR OWN HIGH RESOLUTION GRAPHIC DESIGNS ON YOUR COMPUTER SCREEN WITHOUT HAVING TO WRITE A PROGRAM ...!

Well, now you can - with the amazing Koala Pad from Audiogenic!

The Koala Pad touch tablet provides the direct link between you and your screen! It plugs into your Commodore 64 and lets you paint directly onto the screen with a selection of brush sizes and a choice of 16 colours and 16 shades from your software palette.

But that's just the beginning - because every Koala Pad package includes the incredible Koala Painter software which makes it child's play to ...

- Fill outlines with a colour!
- Draw straight lines!
- Make frames!
- Draw circles!
- Put reflections from a point!
- Move objects around!
- Copy images!
- Create mirror images!
- Zoom in on an area!
- Swap images between two pictures!
- Save your pictures to disk or tape!

The program is controlled entirely from the tablet by moving a cursor arrow around to the different menu options. An optional Programmer's Guide is also available to tell you how to incorporate Koala Pad pictures into your own programs.

Now you don't have to be an experienced programmer to produce real high resolution graphics on your computer - the Koala Pad from Audiogenic makes it as easy as a pencil and paper. Just price it!

Available with Cassette or Disk software for the Commodore 64
From all good computer shops - or direct from Audiogenic - just fill in the coupon!

Please send me (GTY) Koala Pad Disk/Cassette! I enclose cheque/P.O. for

Commodore 64 Disk or Cassette £79.95!

THE KOALA PAD IS A PRODUCT OF

 **Koala**
Technologies Corporation

Price subject
to change
without notice

Please change to my Address (Audiogenic) (optional) according to:

Order complete

on completion

Signature

Mr/Ms/Ms/Ms

Address

Exclusive distribution in U.K. and Eire by

Audiogenic LTD

P.O. BOX 88, READING, BERKS.