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THE HORRORS OF THE HOLOCAUST

Dear Sir,
I thought my Nagral readers were the most evil creatures in Madate Earth. That was before I discovered *Mad Over Moscow* by US Gold. What a tasty little number! The horrors of the nuclear holocaust all in the name of good fun. It's not as if ethics have been sacrificed for graphics and playability. I myself have played it and I think I'll stick to torturing Hobbins if I feel like a bit of fun.

Sueanne Meeber
Middle East

WHAT WILL IT DO FOR PEACE?

Dear Sir,
After reading November's issue of *CSMG*, I was horribly shocked, indeed offended, that you had published your otherwise excellent magazine with such a careless and insulting advertisement as the one on page 133 — *Mad Over Moscow* by US Gold!

I don't doubt that it is, or maybe, an excellent game, but I do not wish to be drawn into another sick episode of this American hang up with the peoples of Russia!

The advertisement, let alone the game, is provocative, insulting and harmful to what any peace-loving person desires for . . . and your acceptance of the advertisement indicates to me that you have no objection to the thought of bombing other peace-seeking Russians in Moscow!

I'm sorry — that sort of wish I can do without . . . and to think that a few years ago I used to think that a war with the Communists was totally

unthinkable and that Western governments were concerned with finding any sort of peaceful solution. Now it seems that war is inevitable . . . and we're preparing for it . . . and preparing our children for it!

BUT DON'T MIND!
Jeff Scovos
Dronfield
Sheffield

THE GRAPHICS ARE GREAT ANYWAY

Dear Sir,
My view on *Mad Over Moscow* is that it is brilliant. The made it if you gave for graphics I thought was too low. Though, I would give it 10. Despite the fact that, as you say, at the beginning it is difficult to learn how to control the plane, once you have mastered it you certainly find it is worthwhile.

I personally think that if a game is too easy you will soon get bored with it. This game gives me a challenge and I will haven't blown up the second robot at the end yet — and that's at level one.

Regarding your comments on the game being questionable and whether you were being hypocritical by criticising that aspect of the game, I think you are being hypocritical about it. I would never have thought of the game being questionable if I hadn't seen your comments on the box.

A brilliant game like this should not be marred by comments about whether it is questionable or not. You really must put a game and really into their own perspective. The packaging describing the game is excellent and this one I think will sell as many, if not more, copies

than *Search-Mad*. The challenge is greater to attract more buyers. Keep it up, Brian Carver!

Andrew Wyles
Graham
Jance

PS May I thank you for the best computer magazine you can buy.

DEVIOUS WAYS WITH DECATHLON

Dear Sir,
I've got some great tips for *Davey Thompson's Decathlon*. On the Long Jump, land just behind the wire. Then watch the main with the tape measure go super-bubbles. My best on the long jump is over 137m. On most throwing events, throw the object at 45° but on the javelin, if you haven't got much speed, throw it at about 60°. On the Pole Vault, land the pole just behind the bar then just after the pole has bent half way up, let go. On the 1500, run up to 1000m with your speed just about in the people then up to full for the last 50m.

Melvin Perryman
Caversham
Sussex

A GAME BY ANY OTHER NAME?

Dear Sir,
Another magazine which I read did a review on the topic of piracy. It didn't mention anything about the mega-pirates. We all know what they are and curse the day we bought them. *Ultimate's Sales*

Wish I was another scenario for *Alio Alio* and *Mailcourse House's Hobbins* is a superb game but at a price too high for most people to reach (without saving). It would have been much better at around £700. The only game which I have seen which is worth the money

is Ray Ryan's *Three Kingdom Valley* (sometimes known as *TKV*). I was astonished at the graphics which I saw on my friend's Electron. I was overjoyed to see the price when it came out for the Spectrum at the right price of £2.95.

The graphics are astounding — it must be the best game at the price since I say better than *Jet Set Willy*? Well it is, it's a man. If you thought the Hobbins was good value, this must be dead good value!

This is why the games are copied. They are priced at such high levels that the only way to get one is to copy it. This is the last of several.

I was thrilled to receive my copy of *Demper Demper in Decathlon*. Tremble. My high score is 32,745. Can anybody beat that?

Thanks for a great magazine!
Celine Widdard
Graham
Sussex

PYJAMARAMA IS FOR THE 64 TOO!

Dear Sir,
In your November issue, you devote a large area for the review of *Pyjaramama* by Micro-Gem. Why do you not mention that it is also available for the

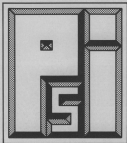
Commodore? Please print this so other Commodore users can delight themselves with the "Oh so excellent" graphics, etc.
Mick Mance
Kings Langley
Herts

PS Please send me a 1-sheet (medium) or is that pushing my luck a bit . . . ? I've got two wires, 17 channels, I live in a shadow in the middle of a motorway . . . the envelope is on BP, so what else can I beg with?

What do you mean I can't have a robot?

BEYOND

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OVERALL 11 • OVERALL 11 • OVERALL 11 • OVERALL 11 • OVERALL 11 • O

COULD IT EVER HAPPEN?



ADVERTS — YOU WIN A FEW

Dear Sir,
Thanks for a great November issue of *CMAG*, not least of all for adverts on a very much cheapened Atan 680. At well under £100, it has to be the very best buy for home computer/games enthusiasts (if it wasn't always).

One problem with the old machine which I never could quite understand, was "antialiasing", or rather how it never really was successful on British PAL system TVs. The machine's highest resolution mode **GRAPHICS II** is only capable of one colour and two luminosities but, with antialiasing, dozens of colours are available. This is a feature used on such games as *Drei*, *A.C. Love*, *Ranger* and *Hard Air* which all perform splendidly on British TVs.

It is not surprising, therefore, that there has been quite a bit recently with the emergence of modified versions of the games from West Germany, with full colour and which ran perfectly on PAL systems. What I want to know is why this hasn't already been done for games designated to British consumers, by the respective computer? Could you, perhaps, enlighten your readers as what exactly antialiasing is, maybe with a list of antialiasing games to look out for?

One last request, I never quite seem to agree fully with your review section on some games. Why not devise a system whereby your readers review games, with a hint and tips section where readers can contribute.

Finally, if Atari also were to have a machine

code routine which they wish to run directly from tape without entering DOS, they can simply rename it **DOS.DYS** and call it up by typing **DOS**.

Tom Coleman
Doncaster
South Yorkshire

ADVERTS — YOU LOSE A FEW...

Dear Sir,
I have taken *CMAG* from the very first issue. Now I know you have to put in the ads in order to cover costs, but I am afraid the December issue was a bit too much.

There are more than a 180 pages of adverts, some in brackets of 16 or 20. I feel topped off. Skip for what few pages those more of interest to me makes me want to cancel my order.

A Reader
Worthing
Sussex

Editor's reply: Sorry if you feel that there are too many adverts. Mr Haynes — but if you look back through our past issues I'm sure you'll see that the editorial/advert split has remained pretty constant. Maybe it's because so many advertisers are copying the way *CMAG*'s pages look that you are noticing them more? And remember that saying about quality not quantity? But what do the rest of you think? Let us know.

WHAT ABOUT TUNNELS & TROLLS?

Dear Sir,
Regarding your article about adventure role-playing games in the November issue of *CMAG*, I thought that you had presented the methods of play used in *EPO* very well. At the end of the

article, though, in the list of the various games, magazines and miniatures — should horror — you had not included my favourite *EPO*, *Tunnels & Trolls* which, in my opinion, despite having played *D&D* which is weird, limited, essentially printed and over advertised, will come out top, mainly because it is ten times more flexible. It has a huge choice of weapons and monsters and needs only three simulated dice — as well as being a lot cheaper.

D&D has been stored since too often. Give *T&T* a chance.

Finally, I must commend you on your excellent book especially *The Warlock of Firetop Mountain* which was illustrated by my ex-art teacher, Sam Nicholson. Graham Freshness
Newhall
Suffolk

REVIEWS FOR THE ATARI? WHERE?

Dear Sir,
Congratulations in August's issue you actually printed four games reviews for the Atari. One of these *Arise* was a game of the month! Do you think they meant to be printed in the same issue or spread over the rest of the year's issues?

In July's issue, there were 26 reviews and — **SURPRISE, SURPRISE!** — none were for the Atari. Is this lack of reviews because you feel you are wasting your time reviewing them? After all, you've only got 800 to choose from. Out of those 26 reviews, eight were for the *CRM 84*. Anyone would think it was better than the Atari!

Also how about another Atari game in the Hall of

Fame? A game like *Deliverer* or any of the other brilliant games out for the Atari?
Clive Hambly
Maiden
Hertford

Editor's reply: Sorry! But you must admit *Commander* and *Spectrum* owners outnumber the Atari owners. Having said that, we will attempt to improve our coverage of Atari games.

MASTERTRONIC — THEY'RE NOT SO BAD

Dear Sir,
I was rather disappointed with the editor's attitude to *Mastertronic*'s games in his reply to Mr A. Collins's letter (May issue). They aren't all that bad.

I own a *CRM 84* and, although I do not own *BMX Racers* which had quite a bad review in that issue, I have access of *Mastertronic*'s existing range of Commodore games and at least six are of excellent quality, especially *Darkforce*, *Heath* and *Spiral*.

Why not submit your reviewers to a month of the games listed above and note the reaction? Richard Conway
Lichfieldshire
Shropshire

PARKER ARE PULLING OUT

Dear Sir,
Is there any truth in the rumour that Parker are to produce a range of cartridges compatible with Intertek? If so, will Star Wars be included amongst them?

David Cottle
Buckingham
Sussex

Editor's reply: Parker have decided to shelve all future video and computer games.



a diamond can also claim his or her share of the Royalty Fund. **■** This grows with every copy sold up to a maximum of £1 million.

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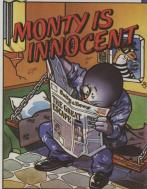
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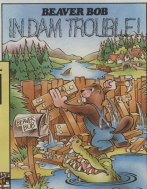
A cry of national outrage! Poor Monty banished for life amongst misdeeds, anoints, the lowest of the low. Fear not, this Mole is innocent, and plans are in hand to rescue your Superhero. Who is the mysterious masked rascal willing to challenge death for his lifelong friend? What are the evil forces working in Scudmore Prison?

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Poor Bob! All he wants is to lead a quiet life and build his dam. But the peace is soon shattered when the local townfolk find their taps running dry. Bob's dam is plainly to blame so as soon as he completes one, the locals blow it up! And that isn't the end of Bob's troubles either, for there are sharks, crocodiles and all manner of underwater hazards for him to negotiate. Help Bob in his never ending struggle to build his dam and avoid the predators that lurk in the deep.

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At the age of 19, Eddie Kidd was jumping over oil barrels on a motor-bike. At 18, he shattered the world record with his astounding leap of 190 feet... clearing 14 double-decker buses. You now machine with optimum control machines will, of course, control and be with him! Jump Challenge will show you your course with the King of Motor-Cycle Bunk!

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COMMODORE 64



BBC B



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GRIDRUNNER ON THE CHEAP

Dear Sir,
Here is a small word of warning for Atari owners on the lookout for cheap software.

I purchased Gridrunner for the Atari on the 19th June. The game was dreadful. After hearing so many good reviews for this game on the Vic-20, C64 & Spectrum machines, I thought the game would be rather special. Now wrong! Not worth a cent.

The graphics were crude, your base being a small square block with a small bar sticking out of the top, the computer was not much better and loading and scoring instructions were non-existent. The game is totally unplayable due to the K-Y appears destroying you every time you take a shot at the gridrunner. As for the slogan "don't pay Atari prices for Atari quality" — this is a load of rubbish, I would rather pay the extra for a decent game.

I have sent the complete package back to Marssoft asking for a refund.

Please publish this letter for the sake of all Atari owners in their quest to find cheap software.

Mark Robinson
Mickleton
W. Midlands

C&VG DOES DOWN WELL DOWN UNDER!

Dear Sir,
I started buying your magazine this year (1984). Actually my first copy of your magazine was the one which contained the Book of Games. I was surprised to find the Book of Games and the magazine at a low price compared to other magazines. I thought the

Book of Games was a good idea and it should be continued. The paper quality of the magazine is extremely good and the colourful pictures were nice.

I would like to see the competition but longer because Australia and many other parts of the world receive their magazines later (here it is one month later). By then the competitors have usually moved and we don't have a chance.

I would like to see less of the advertisements, too, and more of the game reviews etc. Sometimes the listings of the Commodore 64 aren't too clear. I also think the helpful tips are useful.

I am determined not to miss any of the copies of the magazine because I think it is great. Keep up the good work!

Dr W. George
Mickleton
W. Australia

ATIC ATAC MAP TURNS UP TRUMPS!

Dear Sir,
I have got a BBC model B and one of the things I would like to know is how to get user defined graphics with each pixel in a chosen colour. I can do normal graphics but coloured graphics look better. Can you help me?

Also, Adrian Palmer, a Spectrum owner, and myself managed to get through Atic Atac by using your plan. After four goes we managed to get to the other side of the door. As you said "it's surprise waits you". Well, you were right. We thought something brilliant was going to happen. Instead it said "congratulations you have escaped" and the game ends.

In your review of Atic Atac, under the section of

a room which is under the opening screen, it read "A wizard gets into a bit of a bother." When I looked, I noticed it was a Knight.

Anyway keep up the good work and look forward to next month's C&VG.
Dean Cosmable
Elin
Wales

COME ON C&VG — PLAY THE GAME!

Dear Sir,
In April I won a game called Jumping Jack in May I received a postcard saying that you had received the game. Since then I have made about six more games — a bit better.

I have decided to send one of my other games to you but not until I get a reply for Jumping Jack. So please can you tell me if you are going to accept my game or not?

I hope that you keep up the good standard of the magazine.
Richard Freeman
Austingdon
York

Editor's reply: Thanks for your letter, Richard. It gives me a chance to explain just what happens to all the games programs our readers send us.

First we send out a postcard saying it arrived safely. Then we send it off to one of our team of games evaluators who returns it a few weeks later with their comments — whether it's good enough to publish etc.

If we like it, your game goes into our "to-be-published" file. And I'm afraid because of the vast numbers of tapes we receive each week it can take some time before your game reaches the pages of the magazine. But not worried — we make sure that they are looked after while they are here!

SHARP OWNERS BEING SOLD SHORT

Dear Sir,
I own a Sharp M2-200 Drawers as the Queen and everytime I read your magazine you answer all questions from Sharp owners with "We will consider publishing games etc for the Sharp machine when this machine becomes popular with our readers".

All I'd like to say is how can it become popular when you don't do any features or games on it? We Sharp owners are getting a bit fed up with your replies which are just the same as any other magazine's replies. What other way is there to tell you magazine people "WE WANT SHARP GAMES REVIEWED" without writing in every time?

Sharp has fantastic graphics — 256 on keyboard and a further 256 hidden graphics — which have to be done by Poole statements.

Mrs Wendy Nelson
Ayrton
Ayrshire

WHAT'S THE SCORE ON SABRE WULF?

Dear Sir,
I am writing to you to ask if I am the first person to score 100% (yes it can be done) on Sabre Wulf? You have to score over 1,000,000 points and must go through the whole of the maze twice. If I am, could you please . . . please . . . send me one of your fabulous C&VG "The Champ" t-shirts (MS. I scored 1,081,000 points — best that).

Oh, by the way, thanks for a great magazine. Keep it up.

David Lane
West Bridgford
Nottingham

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5TH COLUMN

In their press release, Acornsoft warned of their intentions — we are releasing a new war game, they said. No cheating cheats at Acornsoft, it seems. Need I tell you that the game they were pushing was *Elite*? For the benefit of those few Earthlings who haven't yet heard of it, that's the name of the game, not a description (although it would be an apt enough description too). Acornsoft have already been proved right — *Elite* is a character for a character destined to set a whole new fashion in space-war games. To play it you are entranced, entrained and entranced. The only quality I have in with the name *Elite*, which seems rather pretentious. What's happened to equalitarianism? Perhaps they're thinking of calling the sequel *Slack*.

Like all the very best games, it's almost impossible to put it into a single category. It has elements of the arcade, elements of adventure and elements of strategy, all mundanely interwoven. The graphics, about as stunning, beautiful of all shapes and sizes known towards you out of the void with perfect precision. Although they appear as lines, as wire-frame drawings, about with hidden-line removal, their skeletal nature is quickly forgiven as they twist and turn, roll and weave in smooth and flawless perspective. I think I spent a good twenty minutes just watching the title screen.

But, beyond all the seductive imagery lie deeper things. Although you have your very own spaceship to command, you're a rather small fish in a dauntingly large pond. Tactical action takes place in whatever solar system you happen to be in at the time. To begin the old imagination even more, the galaxy consists of no less than two thousand solar systems. Needless to say, these are infested with planets, many alien and most of all, for any self-respecting strategist, the police. Yes, the GDS would be put to shame by this particular manifestation of law and order.

Of course, you wouldn't want to be a smuggler, would you? At least, not until you realize how profitable it can be. *Elite* is all about profit and loss — either often are. There are two basic routes to wealth — you can trade or you can rap. At each point of call, there is a commodities market where you can buy or sell. Since the price

differs from ship to ship for particular lines of goods, a savvy captain can make a tidy profit. On the other hand, the more trigger-happy you are, the less profit by using their good deals for the galaxy. An alien's a day before the bank manager is on his way.

Strategy, on a grand scale, is never strict, but strategy on a personal level is quite important if you are going to do more than sit back and enjoy the lovely pictures. The way you behave as a startup captain strongly influences the way the other occupants of the galaxy regard you. Choose to indulge by smuggling narcotics and you will quickly find the galactic police on your tail. Conversely, law-abiding citizens can be plagued by pirates. Every moment of the game you are forced to make important decisions: if you are to survive and prosper. Although it's certainly not a game for those who have difficulty facing the RETURN key, it's equally not a game for those who only witness on their video machines to get their cut of filthy lucre. *Elite* is a very subtle game indeed.

THE LONELY DAY

On those of you who are on board warplanes, the name Games Workshop will be as familiar to you as Parley's Kebab. Now Games Workshop have entered the computer software bag with their brand new game, *D-Day*. I know I got my hands on recently and I must admit I was really impressed by both the quality and the quantity.

D-Day, concentrates on platoon-level warfare, with units being individual tanks, guns, troops, landing craft and infantry groups. Four detailed scenarios are provided on the B side of the tape which represent "The Landing", "Beaching Out", "To Arrive" and the "Amber Invasion". The presentation in the package of games is superb. The map is colorful and clear, the order system, which depends on cursor control of your units, is easy to use and the overall information is both concise and informative.

One drawback for some is bound to be the two players role format of the game — I know these are quite a number of strategy tactics who can't find opponents to take the punishment they would dearly love to dish

out and who have to resort to making minicomes of their computer. Instead, for those who can find opponents and who have enough time to spare, *D-Day*'s must be lauded. This is not a quick game to play. In the tradition of legend wargames, half-an-hour per turn (for each player) is not unusual and *D-Day* is no exception.

Just two things strike me as strange about *D-Day*. First, it is mostly in Basic and second, there is no anti-cropping security at all. The Games Workshop manual gives TELL you how to save the entire game — not just the current file but the whole thing! I do hope you've taken full advantage of this but I do have my doubts!

WISDOMS

Operation Whirlwind is an American program for the IBM 94 and has some similarities to Games Workshop's *D-Day*. Only one scenario is provided but once again we are manoeuvring individual tanks, guns and so forth and infantry platoons across a detailed tactical map. Whirlwind, however, has made a real virtue of having the computer as your opponent. As you grab your units with the cursor and start moving them across the terrain, hidden enemy units will suddenly reveal themselves by firing at your advancing forces. You don't have to stop but the closer you get to the enemy positions, the more intense the bombardment becomes. Sometimes your foolhardy war simply loses strength but it is able to continue, sometimes the enemy firepower forces it to halt. If you are willing to sacrifice some units, you can advance rapidly, raising the quantity of enemy fire, but if you want to play safe you have to be content with making your way forward.

Another nice touch is the assault phase, during which your units can engage in hand-to-hand (or barrel-to-barrel) combat with the enemy and your engineers can rebuild broken bridges. So what, I hear you say. Well, suddenly you see all the enemy units that have revealed themselves swooping across the map in reaction to your assaults, in the world of marching leeches. Operation Whirlwind offers all the strategic complexity that you would wish for and some of the realism that sometimes follows in its wake. A good strategy game and great fun.



Anyone here will no doubt have already guessed that *Seldon's Game* takes its theme from that author's Foundation trilogy, a series of books that plots the downfall of the Galactic Empire and the subsequent dark age of interstellar anarchy. The figure of Han Seldon was crucial to the trilogy — the inventor of psychohistory, a sort of super-science sociology which enabled him to mathematically predict the future course of galactic history and thus make plans to safely influence it in the hope of shortening the coming dark age.

Seldon's Game is therefore rather an unusual one. You are not playing against an opponent — instead you feel yourself marched against the forces of history.

The thing I've provided for the Spectrum is just the case of *Seldon's Game*. It enables a phase-by-phase reconstruction of the changes of power and influence in the galaxy. Each star system has five variables associated with it — power, strength, growth, centralization and ruler.

The object of the game is to make one star the ruler of all the other stars in the galaxy. Which star rules which is determined by the calculation of the influence one star has over another. The formula is a little complex, but understanding it is vital if you are going to change history. The influence of star A over star B equals the power of star A divided by the distance factor. The distance factor is the square of the distance between the two stars plus the Galactic Interaction Constant, q . All this really means is that a star's influence diminishes rapidly as distance increases. The galactic interaction constant is there to provide a smoothing effect — a small interaction constant will mean that distance has a dramatic effect and changes in ruler will be more localized. A large interaction constant means that distance is not as crucial and more wide-sweeping changes of power are possible.

The game, as it stands, has one vital element missing — star type. A star's type determines how its growth rate and centralization factor change phase by phase and it is by changing a star's type that you will be able to influence the inter-inventable course

of galactic history. In subsequent *5th Column* star types that you can add to your *Seldon's Game* will be listed. To start with, I recommend a galaxy of 20 stars with an interaction constant of 10. One word of warning before you experiment — doubling the number of stars will cause the

processing time to quadruple! Suggestions as to how *Seldon's Game* should develop will be very welcome. The game is designed to grow and I hope that a lot of that growth will be stimulated by *5th Column* readers. Enjoy your psycho-history!

Star ID	Power	Strength	Growth	Centralization	Ruler	Distance	Influence
1	100	10	10	10	10	100	0.0001
2	50	5	5	5	5	50	0.0004
3	20	2	2	2	2	20	0.0025
4	10	1	1	1	1	10	0.0100
5	5	0.5	0.5	0.5	0.5	5	0.0400
6	2	0.2	0.2	0.2	0.2	2	0.2500
7	1	0.1	0.1	0.1	0.1	1	1.0000
8	0.5	0.05	0.05	0.05	0.05	0.5	4.0000
9	0.2	0.02	0.02	0.02	0.02	0.2	25.0000
10	0.1	0.01	0.01	0.01	0.01	0.1	100.0000
11	0.05	0.005	0.005	0.005	0.005	0.05	400.0000
12	0.02	0.002	0.002	0.002	0.002	0.02	1600.0000
13	0.01	0.001	0.001	0.001	0.001	0.01	6400.0000
14	0.005	0.0005	0.0005	0.0005	0.0005	0.005	25600.0000
15	0.002	0.0002	0.0002	0.0002	0.0002	0.002	102400.0000
16	0.001	0.0001	0.0001	0.0001	0.0001	0.001	409600.0000
17	0.0005	0.00005	0.00005	0.00005	0.00005	0.0005	1638400.0000
18	0.0002	0.00002	0.00002	0.00002	0.00002	0.0002	6553600.0000
19	0.0001	0.00001	0.00001	0.00001	0.00001	0.0001	26214400.0000
20	0.00005	0.000005	0.000005	0.000005	0.000005	0.00005	104857600.0000

G·A·M·E·S N·E·W·S



ACORN ZORK

The Zork Trilogy and some of the other Infocom classics have recently been greeted by a new band of players. Lucky Acorn users who have the second processor can buy these games in CPM format from Xitan in Southampton. Whilst rumours abound as to standard disc versions, nothing has appeared as yet.

FLY SPECTRUM TO FLORIDA

COMPETITION

A special issue of the Kennedy Space Centre and a visit to Disney World are just two of the things that could come your way if you enter the competition being sponsored by Spectrum Group PLC and Commodore Computers.

All you have to do is flip out the special instructions at your local Spectrum shop and fill out the competition entry form, to reach the sponsors no later than December 31st this year. Competition results will be announced at the end of this month.

To enter, you have to list, in order of importance, the following areas: hardware on the new Commodore Plus 1 computer; a full size, full stroke keyboard; a four colour control type of the UK MSX available for Basic programs; 41 kilobytes of 1M1 or 2M1 good high resolution graphics; 32 or more sound generators; if both in machine language monitor.

You then have a fortnight which requires you to answer the following questions in not more than 15 words — "Why do you want to visit Disneyland?" And don't tell them you want to see Tim Minicelli walking round and round in a large plastic cup. Spokesman David Crowther says that if you aren't careful, you might find that Tim has actually won the competition, despite his age.

However, if you do win, you'll get 41,000 spending money and you'll be able to take three friends with you — who, no doubt, will want to spend your money for you.

You'll all stay in style at the Sheraton World Hotel and the Sheraton Kent Ky Hotel and will also get to visit the beautiful Florida Keys.

Your teachers can't stop you going, since you are able to take your holiday during the first two months of 1985.

Spooks up get prizes of 4100 gth spectrum is open to any Spectrum Group appointed dealer store in the UK.

MIDNIGHT AND BEYOND

What happens after Midnight? Doornank's Revenge that's what! At last, Mike Singleton and Beyond Software have released the follow-up to the now classic Spectrum Graphic Adventure The Lords of Midnight.

Doornank's Revenge continues the tale of Merik, son of Lord the Moonrings who, in part, led of the Midnight adventures, has been spirited away from the liberated Land of Midnight by the evil Shazeth the Heartstealer, daughter of Doornank — and tells us nasty!

Doornank introduces a new character to the Midnight set — Tarthal the Fey, a very close friend of the missing Merik. Luxer and Rotsson the wise are still around and — as you explore the realm where this Adventure is set — you discover many other interesting characters who will help or hinder your quest to rescue Merik and destroy Shazeth the Heartstealer.

The game comes with a booklet which sets the scene for the game in a story written by programmer Mike Singleton. As with Midnight you get a keyboard overlay which sets out the commands you can use to move the characters around.

Some new commands have been included this time — like Check Place which gives information about the character's current location and Check Person which gives details of each character's physical and mental condition. Check Battle and Check Army are the two other self explanatory commands. Check Person is a useful command as people change as you play!

There are underground passages, objects to be found and battles to be fought with Urlik, Midnight, there is only one way of winning, so Revenge needs Adventure and Strategy in equal portions.

Mike has managed to enhance the



graphics — so the land of Doornank comes clearly to life as you play — as you can see from the screen dumps on this page.

Watch out for next month's special book of Adventure, free with Computer & Video Games, in which our Adventure-in-Chief, Keith Campbell, will be bringing you a full review of this exciting new game!

And don't forget you can win a copy of the Commodore version of the Lords of Midnight if you enter our great Doornank's Revenge fighting fantasy competition which concludes this issue. Don't miss out!

THE QUILL, NOTHING BUT THE QUILL!

After a little detective work, I have discovered the truth about the BBC Quill! For some time now, Beeb owners have been awaiting the release of the conversion of this marvellous program for their machine. It will not exist. Fear not would-be writers! All is not lost. Two companies, Gilsoft and Code Writer Limited, have come to an agreement. The latter firm will write the program and market it under their name. Adventure Writer should be available in the new year and will cost £29.95 for a BBC disc.

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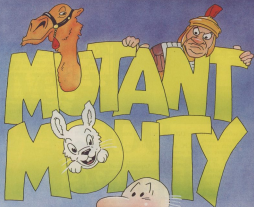
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G·A·M·E·S N·E·W·S

THREE FOR ADVENTURE

THREE new adventures are just about ready for release from Acornsoft of Cambridge. The Seventh Star, Quondam and Acheton are the latest in the ever-growing Acorn saga.

Acheton, the most expensive, just short of £30.00, breaks new ground, as it is disc-only with over 400 locations contained on two 5.25ppies.

A LEGENDARY PACKAGE

The new infusion Great Space Quest (GSQ), released in the Christmas market for Spectrum and C64, is aware, will be distributed solely by Micro Distributors in a deal made with software house Legend.

The £14.95 game's Legend's follow-up to their highly successful *Infinites* which lists on the same release. *Infinites* was distributed by Legend themselves, so, in effect, Micro Distributors is their first distributor.

GSQ will be a complete entertainment package, consisting of a landscape PVC box with artwork notes, a colour poster, cassette and storage box inside.

John Mortimer, marketing manager, described GSQ as being in two sections — the adventure section and the role play.

A great deal of hype and publicity surrounded the game's launch and supporters could be heard for miles around.

GSQ, however, doesn't look as if it's going to make banks with Legend, with the first launch showing a lack of interest in the new industry standard.

Asked if any games were planned for MSX, he said, "None yet." When asked why not, he replied cryptically, "Because I hope I fail, totally."

"The state machines that control the market," he said, "the more work it is for us, catering for them. MSX sales at present do not warrant support from a firm like Legend and there would have to be a million units installed before we'd touch it. It's not our job to invest in the success of a particular machine."

It is warned.

MORE CREATIVE SPARKS

CEFCO was granted a sneak preview of two games for the New Year from Creative Sparks, the *Dangerous* people.

There's a Spectrum game based on Rollerball, that futuristic ball game featured in the sci-fi film of the same name. Apparently the programmer went along to his local ice-rink and made a video of skaters in action — then he went home and digitized the movement to get an accurate representation of the skating movement. And believe us it looks great. The game looks good too.

The Palace for the 64 is a graphic adventure game set in an ice kingdom. It's a combination of real-time action and adventure — with joystick controlled commands featured on several option screens.

Mad Professor, again for the 64, is based on the Frankenstein legend. You play the Mad Prof who is searching for spare parts to make up a monster. He has to make a nice monster however — otherwise the villagers will turn against him, so those spare parts have to come from the right places!

The game features three-dimensional graphics and loads of locations. To my mind this is the pick of the bunch from Creative Sparks for the New Year. Watch out for it!

DESIGNER OF THE MONTH

NAME: Mike Singleton

BORN: Wirral, Cheshire, 1951

GAMES: Lords of Midnight, Doomdark's Revenge, 3-Deep Space, Shadowfax.

Readers of *Computer & Video Games* will know Mike Singleton as the man who created our game but not forgotten play-by-mail game *The Seventh Empire*. Since then Mike has gone on to create THE graphic adventure game for the Spectrum — the much praised *Lords of Midnight*. The sequel to *Midnight*, called *Doomdark's Revenge*, is being up the CEFCO charts even at the time. And Mike is already working on part three of the *Midnight* saga, called *Syn of the Moon*.

When he isn't programming, or writing for computer magazines, or running play-by-mail games, Mike actually enjoys sitting down to play a game! "I enjoy playing games," he says. "Go to my current favourite. I think it's a real classic game that will stand the test of time."

Mike is also a fan of war and strategy games — and writes a regular column for us called *FMV Columns*. Read it this month!



Favourite Food: Steak and chips, Favourite Drink: Lager.

Favourite TV Programme: Dr Who

Favourite Computer Game: *Lords of Midnight*, *Defender*

Pets: Two cats — Kim and Kerry, **Countries Visited:** France, Switzerland, Spain, Morocco, Holland

Favourite Pop Groups: Pink Floyd, Deep Purple, Led Zeppelin.

Amusements: To win a classic game — the computer equivalent of chess — a game that people will still be playing long after I'm dead and gone!

The one thing about computing that makes me want to throw up: Waiting for British equipment to arrive.



G·A·M·E·S N·E·W·S



FRANKIE SAYS PLAY GAMES!

Anyone familiar with Frankie Goes to Hollywood should be familiar with the proliferation of tee shirts — Frankie goes to Hler, Frankie says Relax, Frankie goes to Bourneouth — you name it, they've printed it.

But we've never had Frankie going swimming. Or entering the sea, seen for a paddle. You've guessed it — Frankie and Ocean have got together.

In a joint publishing deal which will produce the first Frankie computer game, Island (the band's record company) and software house Ocean have joined forces to produce a CD-ROM game which will run on the Spectrum and the CDM 64.

While Frankie gets into software, lurking behind this plot is the Zang Tumb Tuam (ZTT) organization, Island's creative producers, who haven't yet christened their new offering. ZTT, Island and Ocean will all have joint copyrights on the program and the band itself will receive royalties from sales (as if they haven't got enough money!).

James Barclay of Island says he feels a second company's marketing strategy doesn't stop at albums and singles which is good news for music fans out there.

Out this spring, the game may be converted for other machines too, so we'll keep you informed. In the meantime, why not tell us what you think of the band's actual music? Is it that good?

Some think they're utterly shocking, while others find the band terribly boring, so feedback would be appreciated. Write and let us know what you think.



I·N·B·R·I·E·F

●BBC and Electron games are being produced with the "Ten pack" from AMM software, at £14.95 each.

Each pack contains Color Street and the old favorites, Check-Up. The BBC pack also contains Mammal Attack and 101 Cities, while the Electron offering has Adventureland (Warcraft's first iteration).

●Warner Communications is also entering the BBC with the three best on video games for £120. If you want the best software, perhaps the price goes up to £120.00, also. The £12.95 introductory program also runs on the Electron, Midge Attack, an arcade game for the CDM 64, and Legend 4 £14.95 Spectrum software, as stated.

●Warner Electronics' the new games list from Microchannel, will give you games priced between £1.99 and £3.99.

●A list of Atari and Atari Computers on the CDM64 and Spectrum, cost £5.99 and £7.95, while Wizard Magazine and Warlord Magazine run on the Spectrum only and are £11.99 and £14.99. £19.99 is also on sale on the Commodore 64.

●The Commodore 64 has been named Home Computer of the Year for the second year running by a panel of news information computer magazines. The UK magazine coming from Practical Computing. Why didn't they vote us?

●Now out under the CDM Software label are eight new games for the CDM 64 — Glass War, Mountain of Holy Mountains, Jumping Castle, Dragon, Captain of Apollo.

●A single of the best one out for £3.99, 33 tracks, priced at £7.95 for the disc.

●Single of "Rocky" is the best one out for £4.99 and £7.95, respectively, and Rocky Rock, Commercial Manager, says he supports them as he considers on the Spectrum and BBC.

●The Commodore 64 has also being awarded to be made by a great example of new software were tested for it recently. He can't let the one question for you, but here are some of them...

●The Warner and Pylon the latter was originally made for the Spectrum and cost for £1.99 and £1.95 from Beyond Software in London. Pylon is an arcade strategy game, while Pylon's version is a puzzle.

●English Software in Gloucester has Rocky's House and Midge Attack, each for £4.95, also Double of Animals at £1.95 while Daring in Warley, also released Army Through Fire, Commodore and PC Four for £1.95 for the Commodore and £2.95 for the other.

●The Animal Fun's been reprinted in English Software, other Commodore should be considered for limited systems are also out, and Alpha Gold 200 is already out for £3.95.

PIRATES AND PARLIAMENT

Anyone who reads who enjoys pirating software should take note of the following — under proposed change in the law scheduled for next month, you could theoretically find it illegal to steal a copy of money.

William Powell, spokesman for Commodore UK for Co., Inc., announced a Private Member's Bill on Computer Software Copyright. This is the result of a campaign started by the Institute Against Software Theft (IASST), founded in July last year to strengthen the copyright law for computer software.

David Hughes, IASST Chairman said: "A Private Member's Bill strengthening the law on software copyright for CD-ROM files remains the most realistic way to fight software theft, which already costs the industry £10 million each year and costs a substantial part of our investment and innovation."

He continued: "We have received numerous support from individual software owners, meetings with Government Ministers and a commitment from William Powell's Bill will ensure backing from Government afterwards."

As a result of this Bill, the whole computer industry has now had confirmed that a solution to the problem of software theft is considerably closer."

Charles Hordley, spokesman for IASST, continued the formalities. The first reading was scheduled for early November, the second on late February and the third in August.

Continuing the Bill as a "very straightforward piece of legislation", he said: "The Bill will not be introduced beyond should the computer software is covered by the 1984 Copyright Act. Secondly, by having it covered under the law, it would have a stronger effect than a copyright law."

So, if the Bill is passed — and it does as though it will be — getting software will be a criminal offence. The first consequence of this is that the person bringing the software wouldn't get any legal cover. The more the computer or hardware could have a case brought, otherwise they could be taken to court.

"The Bill will have a deterrent and major protective qualities will come in," said Hughes.

Continuing, the maximum penalty is £50 or a maximum of £50 for a combination of offences, under the present law, which is being revised, including or possessing pirated software would face a fine up to £2,500 for the offence, or prison term for two months. For making, distributing, or importing such material, there would be unlimited fines or two months imprisonment or both.

Readers, please take note. The Bill refers simply to a list of the end of March. If you have any queries on the Bill, and how it could affect you or your friends, please contact IASST in London on 7-423104.



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With computer-aided illustrations and 200+ step-by-step screen shots, these books are ideal for both new and old users. Available in all good bookshops from November or send through your letterbox by sending to EMAP Books, Buxton Road, Buxton, Derbyshire, Peterborough PE2 0EHW.

COMMODORE 64

BEYOND YOUR WILDEST DREAMS



Nightmare for the C64 is now available from good stockists, IBM dealers, or direct from Aspire Software, PO. Box 478, Slough, RG2 1JA 0400

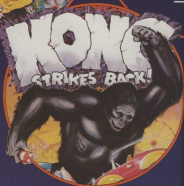
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Ocean Software is available from selected branches of:

WOOLWORTH, WHISMITH,   LASKYS, Rumbelows, COMET, Spectrum Shops and all good software dealers. Trade enquiries welcome.

ALL THE BETTER FOR 40 COLUMNS

There seem to be more QL monitors than QIs at the moment. Three different companies have launched their alternative to using a normal TV with your new Sinclair micro.

If you're using the Quill word processor a lot, then a monitor is essential to read the full 40 columns. And if you're not, you'll still find it a real improvement.

Most existing monitors won't work properly with the QL as they lose the first and last few characters on a line in 40 column mode, as you must have noticed on a TV set. So special QL monitors squeeze the picture a little so that it fits in the screen. This means that using a QL monitor with, say, a BBC micro, you'll get an even more squeezed picture.

Microvision's offering (tel 0174 380011) is a 14 inch model finished in black plastic, designed to match the computer. It comes complete with a cable to connect it to the QL and costs £229. The display is crystal clear and rock steady. The official model recommended by Sinclair is made by Keys. It costs £299 and is known as the Sinclair Vision monitor. With a 12 inch screen, it's slightly smaller than Microvision's but, having used both, I think that the Keys display is not as good. The colours don't seem to be as rich.

From microproducts (tel 01-282 8177) has launched its own 14 inch QL monitor for just £199. Again, it's in black to match the computer and includes a carrying handle and detachable anti-glare screen.



View's long-life monitor for the QL is 14 inch screen for £159 less than the official Keys model.

This is just one of the special QL monitors being launched at the moment.

SPECTRUM PLUS MEETS

Sinclair quietly launched the Spectrum Plus a couple of months ago. For an extra £50 on top of the £129.95 price tag of a 48K Spectrum, you get a better keyboard but not much else. True, it looks very smart, but still isn't in the BBC or Commodore league.

The manual has been rewritten. It's now thinner, but there's lots more colour and examples.

Early versions of the Spectrum Plus were recalled by Sinclair from shops when it was discovered that the keys had the nasty habit of falling off. This has now been rectified, though.

In line with the "old" Spectrum, you get a 6-pack of free software with the machine, worth over £50. But unless it's software which you can find a use for, it won't have much value.

It's worth saying that, on the inside, a Spectrum Plus is the same as a 128K Spectrum so all software and peripherals will be compatible.

SHARP INTERFACE

An interface to link Epson printers to the Sharp 196/100 series computers is now available.

The circuit board plugs inside your printer, which will then think it's a normal Sharp printer.

More details from Mike Harris Associates on 024282 341.



The QL-style keyboard of the new Spectrum Plus. But it's still the same machine underneath.

You get a 6-pack of free software worth over £50, too.

E
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S!

NEW IMPROVED MOALS

No, it's not a new wonder cure for sick pets but a repackaged version of Astrogene's Commodore 64 graphics tablet.

Looking like a small blackboard, the pad connects to the back of the 64 and a special program is loaded into the computer to operate it. Thus, as you write on the tablet with a fingernail or empty pen barrel, the corresponding image appears on the screen.

Other commands allow you to select densities and colors and to draw as thick as thin lines. You can plot circles and 3D shapes automatically. From now on, the pad will also come with Koolwriter, a program to print out a copy of the screen to a dot matrix printer. You'll also get the instant programmer's guide, which tells you how to use the Kool pad as input to your own programs. Total cost of the package is \$79.95 and more details can be had from 0104 69444.

ELECTRON WITH ACCESS

Following the launch of the Plus 1 interface for the Electron, Access has announced the Plus 2. No, it's not a sequel either.

Anyway, you now have a single 1" disc drive plus interface which connects to the computer and stores 300k of data. It costs \$239, and the Plus 1 connects to the back of it, making you to run both interfaces. A Plus 2 is promised soon!

64 OR 6127

ICL, usually known for their large mainframe computers, has launched a mini based on the Spectra QL. Called QPD, or One For Desk, it costs around £1800 and includes a built-in multi standard modem and twin microdrives. The 4 Plus packages are held in ROM so you don't have to load them from cartridge each time you want to use them.

The machine uses a different operating system to the QL, though,

so QL software won't run on the QPD.

Incidentally, Motorola have launched the first serious software for the QL. Their assembler/editor is the most sophisticated I've seen, and worth the £99.95 price tag if you're into serious machine code programming.

Two languages, BASIC and MSP, are also available at the same price. QPD versions will follow.

ANYWAY MOUSE

A mouse is now available for the BBC model B micro.

For £69.95 you get a Shrewery licensed, a ROM and software on disc and cassette. The mouse plugs into the user port and the ROM into any spare sideways ROM socket.

The extra chip adds enough commands to basic to enable you to use the mouse in your own programs by taking the place of the cursor keys. You can also put a pointer on screens and use this as input to your own programs or any which use the cursor keys.

If it's not your idea, you'll love the AME Jet package which is also supplied. This uses a high mode 4 screen and lets you draw to your heart's content. The package is very easy to use, and you can create some stunning effects.

Well worth looking into if you have some spare Christmas cash.

It's all made by Advanced Memory Systems, who are on 0905 69401.

COME MUSIC MAKING

If you want to play like Duran Duran, Commodore have made it easy for you with the Commodore 64 Music Maker. As well as one of the most sophisticated synthesizer programs available for the machine, you also get your very own plastic keyboard which sits on top of the machine and presses the appropriate key on the keyboard. You can even play 5 note chords.

The software plus keyboard and songbook costs just under \$40 and should be available from Commodore dealers.

IT CAN'T BE TRUE

You must have read about the Unicom modem. No? Oh, I'll tell you about it. A company called Unicom reckon that they can produce a modem which works at French speed, 240/720 baud and American full standards, all for \$49 + VAT. There's even demo pictures of it in some magazines.

Be warned, though, there's no finished version of the modem yet, and the software for it is still being written. I'm sure that this wonderful device will appear, but don't hold your breath.

FULLER 740

I wrote last month that Fuller Microsystems had gone into liquidation. Nordic Keyboards has now bought the Fuller name and will continue to market the series Fuller range.

Nordic make it clear that, although it has acquired the Fuller name, it has managed to shake off the delivery problems which Fuller had. Stocks are now available within 3 days.

There's some reasonably good news for anyone having problems with their Fuller F20 keyboard. Send it to Nordic with a cheque for £12.50 and they'll send you a replacement.

More details on 051 548 2220.

BOOST YOUR BEEP WITH ORBITAN

Orbitan Marketing, the company behind the Rat remote control joystick for the Spectrum, has come up with another add-on good.

Mega-sound converts your Spectrum so that sound effects come from the TV speaker and not from the computer itself. So you can control the volume of the sound with the knob on the television. This is the way that the Commodore 64 works, and gives much clearer sound.

Unlike earlier versions by other companies, you don't need to take your Spectrum apart. Just plug into the user port and connect to the TV. More details on this £19.95 device on 05-280 6944.

Fuller's range of Spectrum peripherals, Nordic Keyboards has bought the Fuller name and will continue to supply their products, including the new electronic keyboards. Delivery has been improved - stocks are available within three days.

If you have a broken F20 key-board, Nordic will replace it for £12.50. Details on 051 548 2205.



CROSSWORD

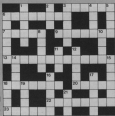
We usually publish a list of our answers (CROSSWORD) and the first three correct answers will win an amazing CD-ROM "The Challenge" - available, but only from a completed crossword to CD-ROM. Contact: Primary Choice, Social Publications Team, London EC1R 3JZ.

Clues - Across

- American soap opera and computer game (3)
- and 5. Games game based on H.G. Wells classic (1, 1, 1, 4)
- Reasons to zero or original value (3)
- Manic Miner's software house (2, 4)
- The original arcade game (2, 5)
- Damaging computer error (2)
- "Mr Adventure" Adara (3)
- All tactic (anag.)(4, 4)
- St. George's micro? (3)

Clues - Down

- Program failure (2)
- Oracle's channel (1,1,1)
- Get rid of program screen (2)



- "Poisoned dwarf" is 2. Across (4)
- Reason a program? (4)
- See 6. Across
- Adventure stories (2)
- More thunder-god (4)
- Insert in game attack (2)
- Units of rate of information transmission (2)
- Two of a kind in cards (4)
- Electricity that doesn't move (2)
- Atlantic or Pacific software house? (2)
- Units of potential difference (2)
- Fractional metal of 28 software house (2)
- Psychic emanation surrounding those with magical power (2)
- Commodore computer (2)

DOOMDARK'S REVENGE

There are 28 copies of Commodore 64 versions of Lords of Midnight up for grabs for readers who have completed the trilogy of Doomdark's Revenge fighting fantasy adventures written by Beyond Software's Clive Bailey and Terry Pratt.

For Spectrum owners, Beyond will substitute one of their Spectrum titles like Doomdark's Revenge or Shadow Fire.

At the end of each Doomdark's Revenge story, we've asked a question connected with the plot.

After part one, we asked which creature that Luthor found was the most precious. After part two, we asked which of Turthel's three apes

runes proved the best ones. After the third part, on page 85 of this issue, we wanted to know which of Morxin's magical possessions proved the most important to the successful conclusion of his quest. The clues are there if you play the adventures properly.

- | | |
|---|---|
| <ul style="list-style-type: none"> Luthor's treasure: Fire Emblem The Green Road The Crystal Ball | <ul style="list-style-type: none"> The bell of Ice The Cup of Dreams Turthel's runes: The Moon The Sun The Falcon |
|---|---|

Fill in the form below and send your answers to: Computer & Video Games, Primary Choice, 38-39 Farringdon Lane, London EC1R 3JZ.

SOLUTION



TARRANT-ULA!

Picture the scene ... Chris Tarrant of Tarrant fame is locked in a gorilla's cage and is, for once, at the receiving end of custard pies and buckets of green gungel!

Last month we asked you to send in your ideas for the whitest game around - it had to feature Chris Tarrant and I think almost everyone managed to feature flying pigs, the Phantom File Finger and for some reason, Terry Hogan!

With 50 prizes of Chris Tarrant's video on the World's Greatest Computer Games up for grabs, the ideas you came up with were often hilarious and many beautifully illustrated.

We especially liked Tarrant-ula from Ross Bryan-Scott, Berks, who featured Chris armed with a French loaf fighting his way through a Manic Miner-type screen to plaster a custard pie over the face of his Director.

Well done Ross - a copy of the video is on the way. Unfortunately our names' list the game to mention the remaining 49 winners, but prizes are being sent out and if you've won, a copy of the game will be landing through your letter box over the next couple of weeks.

DOOMDARK'S REVENGE COMPETITION

My answers are:
Luthor's treasure: _____
Turthel's runes: _____
Morxin's possessions: _____
Name: _____
Address: _____

Computer you own: Commodore 64 Spectrum (tick box)
Please mark the OUTSIDE of your envelope with the make of computer you own.

'PSST!

...ELLO JON GOTTA NEW COMPUTA'

Games Extra

Send me you've got a new Commodore computer what are you going to do with it? We have the answer and it won't cost you a penny.

The January edition of **COMMODORE USER** has a FREE 26 page Games Extra. It contains six super ratings for the best, many written by professional authors for companies like Melbourne House and Midgray Hill. Discover in *Dracula's Nightmare*, discover the North West Passage in *Francis Drake's Adventure* or dodge the avalanche in *Everest*.

We haven't forgotten Vlc owners either. *Bricky*, *Beaglebup* or dodge the traffic with *Rippa*. 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 26 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



COMPETITION



Ghostbusters

We're not afraid of no-ghosts! Are you? We bet you're not. C&VG readers won't be scared by a few paranormal creatures. And to prove it we're offering you the chance to become Ghostbusters!

We've got 50 copies of the new Spectrum game, based on the box-office smash hit movie Ghostbusters to give away — 25 for the Commodore 64 and 25 for the Spectrum.

What we want you to do is write us a short ghost story. It could be your version of a ghostbusting mission undertaken by you and your friends, or it could be a haunting tale of things that go bump in the night — it could even be a true story of your own creepy experiences. We'll print the best story in a future issue of Computer & Video Games — suitably illustrated of course.

Keep your story short — about 200 words please — and make sure we can read your writing. Once you've completed your story, fill in the coupon, attach it to your entry and send it to Computer & Video Games, Ghostbusters Competition, Priority Court, 38-39, Farringdon Lane, London EC1R 3AU. Closing date for the competition is February 10th. Normal C&VG competition rules apply and the editor's decision is final — even where ghosts are concerned!

Don't forget to stick the outside of your envelope with the name of computer you own. — Spectrum or Commodore.

C&VG ACTIVISION
GHOSTBUSTERS COMPETITION

Name _____

Address _____

I own a Commodore 64
a Spectrum (tick box)

SYSTEM 3 FOR LIFE!

Here's the answer to every Commodore owner's wildest dreams. Free games for a lifetime! Yes, our states of System 3 Software, the people who brought you Death Star Interceptor, are offering you lucky persons a lifetime's supply of their games releases in our great C&VG System 3 competition.

And 50 runners-up will get a game of their choice from System 3's three new American imports for the 64 — Moto Cross, Juice and Suicide Strike. Both the winner and runner-up will get System 3 posters too! What more could you ask for!

So what do we want you to do? Design some spacecraft that's what. We want you to sit down and design the ultimate spacecraft — either for the good guys or the badies.

You must sit down and work out the armament, defence systems, engines and operating systems. Draw up a blueprint of your super ship and send it to C&VG's space engineering department.

As we've already mentioned, you can make your ship suitable for a good guy — you know, one of those types who taps around the universe saving planets from evil aliens. Or you can design a craft for an evil alien — one of those types who taps about the universe looking for planets to destroy!

Let your imagination run riot — don't be bothered by little things like aerodynamics or engineering. We want to see the wildest things your minds can conjure up.

When you've drawn up your blueprint, rush it to Computer & Video Games, System 3 Spacecraft Competition, Priority Court, 38-39 Farringdon Lane, London EC1R 3AU. Don't forget to fill in the coupon and attach it to your entry. Normal C&VG competition rules apply and the editor's decision is final. Closing date for the competition is February 10th.

C&VG SYSTEM 3 SOFTWARE
COMPETITION

Name _____

Address _____

Game I want for my 64 (tick box)

Moto Cross
Juice
Suicide Strike



Juice: The running Elder. What is out to try poor old Elder's brains!



Suicide Strike: An important military target must be destroyed at all costs in a suicide strike!



Moto Cross: Race as your own or against computer-controlled bikes.

The Fight Continues... On The Spectrum.

**NOW
AVAILABLE
ON THE
48K
SPECTRUM**



HOW TO ORDER

To purchase *Deathstar Intercept*, simply fill your name and address on a piece of paper, enclosing your cheque for £11, made payable to SYSTEMS SOFTWARE, and post to the address below. Please allow 7-10 days for delivery.

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Please add £1.00 per game overseas.

System 3 Software

South Bank House, Black Prince Road, London SE1
Tel: (01) 867 0873

... Earth is threatened by an Empire Deathstar, can you penetrate its defences, destroy it, before it destroys you?
... *Deathstar Intercept* gives you 32 screens of 3D graphics, super smooth 3D animation, unbelievable sound effects, music, 4 skill levels and a real table-top challenge!

... This game has it all! What are you waiting for? You have to play it on the 48K Spectrum, so hurry and get your hands on *Deathstar Intercept*!

Available now at £11.00

Also available for
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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!

SURVIVOR



AMROG

SURVIVOR Search the haunted rooms of Deadstone Abbey for the ancient treasures left from your game by... However, as you help Angus around the ancient building beware of the evil spirits who will chase Angus wherever he goes. All he has to defend himself is his trusty gun and poisonous bombs. Luckily for Angus there are various objects lying around the Abbey such as ammunition, money bags, and bottles of life giving nectar. There are 1000 various rooms all presented in remarkably clear and colourful graphics with beautifully smooth scrolling screens. Ahead lies a terrifying challenge for Angus and its up to you to help him. Are you the sole survivor?

AMSTRAD 17.95

HOUSE OF ULLER Enter the House of Uller at your own risk, as you may never leave again. However, once inside there is a choice of nine rooms to select. Behind each door is a totally different action packed arcade game, each of which are certain to strain your nerves to the limit. If you manage to get through these nine rooms another two secret rooms (x and y) will appear, but beware the evil powers of the House of Uller.

AMSTRAD 17.95

FLIGHT PATH Flight Path is without doubt the best flight simulator on the C/64 and Amstrad. The many elaborate features include Altimeter, Maps, directional headings, crosswinds, flaps, ground warning lights and reverse thrust to name but a few. Also included are smooth graphics as you take off, cruise over mountains, and land once again.

AMSTRAD 19.95

NO TIME TO DIE As sole survivor of the planet "Cortibus" your quest is one of anger and revenge. The starship you are flying is full of the latest onboard computers and extra powerful weapons. Also included are full 3D graphics, to add unbelievable realism to this fantastic journey through time, space, and beyond.

AMSTRAD 17.95

MOON BODDY You must skillfully manoeuvre your jumping patrol vehicle over dangerous moon craters as well as large boulders and cunningly placed mines. Not only this but avoid the incoming alien spaceship as it hounds you from above.

AMSTRAD 17.95

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COMMODORE C16 AND PLUS 4

LAS VEGAS



MOON BOOGY



FLIGHT PATH



SEXTIME TREE As sole survivor of the planet "Cardilan," your quest is one of anger and revenge. The spaceship you are flying in is full of the latest onboard computers and other powerful weapons. Also included are full 3D graphics, to add unbelievable realism to this terrific journey through time, space, and beyond.

J.S. and K.B. C.19 99.99

SEKAMBLE Earth has been overrun by the Colossus and its up to you to battle through the six levels and testing sectors. Adventures include missions, EPDs and deadly deathfalls. Fly through an armoured city, then an elaborate maze and finally the command base itself.

J.S. and K.B. C.19 99.99

FLIGHT PATH Flight Path is without doubt the best flight simulator on the Commodore Amstrad. The many elaborate features include 3-Dometer, Daps, directional headings, crosswinds, level, ground warning light and reverse thrust to name but a few. Also included are smooth graphics as you take off, cruise over mountains, and land once again.

J.S. and K.B. C.19 99.99

OUT ON A LIMB This is a fantastic and in parts outrageously funny game. Based on the fairy tale of Jack and the Beanstalk, Out On A Limb is full of the most strange and realistic characters you are ever likely to meet. Firstly, climb the stalk and jump onto the clouds, then enter the giant's castle searching for treasures. However, watch out for various obstacles, magical rooms, televisions and potted plants, all of which chase you round the many and elaborate rooms of the castle. Once the treasure is collected the single exit will be opened, and then.....?

J.S. and K.B. C.19 99.99

OUT ON A LIMB



TURBO FAST LOADER

LAS VEGAS Las Vegas brings all the challenges of a deluxe arcade fruit machine direct to your fingertips. Many exciting features include, gamble, casual, collect, odds and number options, with a three row display and instantaneous payout of 500.
J.S. Only C.19 99.99

SEXTIME TREE This is an enthralling arcade adventure in which the evil powers of evil, have captured the aliens of the Sektian in the four hundred chambers of the alyon. Struggle to collect three signs and at the same time try to annihilate everything in your way. How long can you stay alive?

J.S. or K.B. C.19 99.99

PETCH Race Petch around the screen, moving one block at a time, however, beware of the nasty monsters who are constantly chasing Petch as you attempt to collect the bonus characters. Also if you can touch the edge of the maze the monsters will suddenly burst into flames, but look out they'll soon be back!

J.S. or K.B. C.19 99.99

MOON BOOGY You must skillfully manoeuvre your jumping patrol vehicle over dangerous moon craters as well as large boulders and cunningly placed mines. Not only this but, avoid the hovering alien spaceship as it bombards you from above.

J.S. or K.B. C.19 99.99

SEXTIME TREE



SEXTIME TREE



SEKAMBLE



AMIRIG



PSYCHEDELIA

A Light Synthesiser



PSY

DELIA

Flamosoft



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?



1 CYCLONE

MACHINE: Spectrum
SUPPLIER: Varna
PRICE: £6.95

From Costa Paray, the programmer who brought you the chart-topping *Tornado*, Low Level games *Cyclone* — destined to become just as popular — is a already entered OS/2's top ten in the basic category.

Cyclone is pretty simple. You pilot a helicopter on a mercy mission — flying around a group of islands threatened by a deadly storm — a cyclone.

Your job is to enter the danger zone, search the various islands for ingredients, awaiting rescue and pick up five crates packed with essential medical supplies. Then you must get your cargo back to base island and safely. There are low flying aircraft to avoid, too.

The graphics are excellent and the screen display extremely well presented. You get a main view of the action — your helicopter and its surroundings. You can



also switch views, using a "view" key, from north to south.

Instrumentation includes, speed, altitude, fuel, time remaining — plus a wind speed gauge with "danger" indicator which flashes when the cyclone is getting too close for comfort.

Once you've collected all five crates — and some

people, you get bonus points for them — it's back to base to prepare for a new mission.

Cyclone is a simple concept executed with style. It is extremely addictive and fun to play too. Great value!

• Graphics	9
• Sound	9
• Value	9
• Playability	9

2 RALLY DRIVER

MACHINE: Spectrum/
keyboard or joystick
SUPPLIER: Hill MacGlobal
PRICE: £9.95

There are loads of motor-racing simulations around right now — but as far as I know none has come up with a second rally-driving game — well none that is.

Rally Driver from Hill MacGlobal is an effective and realistic simulation of competing in a motor rally.

You have three "stages" of courses to take over. You must successfully complete one to qualify for the next.

The packaging comes complete with an instruction book outlining the rules of rallying and a map showing the roads which comprise



each "stage".

Each "stage" has to be completed within a certain time limit — if you go over that time then you will have to make another attempt at driving over the "stage".

There are several different routes to take in each "stage" — you have to pick the fastest. You must drive your car through several time-controls in the correct order whenever route you take

otherwise you just won't qualify for the next "stage". Each "stage" is larger than the first and more complex — just like the real thing!

The screen display shows your view through the windscreen of the passing scenery — road junctions, trees, houses etc. Instrumentation is fairly simple. There's an old-fashioned speedometer, a clock to show you the time taken on the "stage" and an indicator which shows if the fuel tank is on or not. Pretty basic you'll agree.

In the corner of the dashboard you'll see the steering wheel moving around as you steer.

There are also road reports flashed up at the bottom of the screen when you pass through time controls.

There's a leaderboard display which comes up at the start of each game and between stages to show you your progress in the rally — if you manage to go through the first stage!

Rally Driver is an addictive and challenging game — for those of you who enjoy racing games and fancy one with a difference.

You also have to act as navigator and driver, which adds to the challenge and gives a strategic element to the game.

Graphics are simple, but adequate and the sound isn't bad for the Spectrum. A great game for car freaks.

• Graphics	7
• Sound	7
• Value	7
• Playability	7

3 THE KILLING

MACHINE: Spectrum/
keyboard or joystick
SUPPLIER: Quicksilver
PRICE: £9.95

Johnny Alpha, 21st century bounty hunter and star of 2000 AD, THE SCIENCE FICTION comic, steps out again in Quicksilver's second game

TASK SET!

THE BUG STOPS HERE!

**CAD
CAM**

**CAD
CAM**

WARRIOR

commodore

4

£9.95



based on this comic can't help.

And I'm glad to report that this *Spectrum Dog* game is far better than Quixote's first stab at a Johnny Alpha game. That was *The Death Boulder* for the Commodore 64, which left a lot to be desired.

Spectrum Dog: The Killing, is a different can of worms. You control Johnny in a deadly mission on a strange planet where the Dictators stage a strange contest.

The game is all the most deadly killers from all over the galaxy to compete in an evil Olympics — the winner is the person who comes out alive!

Now Johnny Alpha realizes that a trip to this planet at the time of the games is a good way to wipe out all the top criminals and save himself a great Doumy-cheque into the bargain. This is where you come in.

The "games" take place in a maze-like complex of rooms and corridors. Johnny has to explore the many levels of the complex, discover the alien killers and destroy them.

Sounds simple, but when you come to play the game, things get even difficult — as usual! The alien criminals are crafty and want to ambush an unsuspecting *Spectrum Dog* in the various chambers of the games complex.

The game is a boggle — and it's a good idea to have some paper and a pen to log your movements through the complex otherwise it's easy to get lost. You also have to work out different strategies to wipe out the various nasty alien criminals you come across.

The graphics are good — but the sound leaves a bit to be desired. Even on the Spectrum.

The Johnny Alpha character is well drawn and animated. You can actually recognize him as the 2000 AD character!

He is armed with three electro-bases and his trusty laser gun and gets five lives to complete his quest. The

screen shows you a display of Johnny and the room he is currently in, plus read-outs of lives left, and the number of alien killers still around in the complex.

The Killing falls into the currently trendy arcade adventure style of game. I found it entertaining to play and kept coming back to explore more rooms.

Two annoying things about the game. One is the fact that you keep having to come back to the intro screen before restarting a new game, and all your lives are lost. Although this is nicely drawn and quite entertaining, it becomes a bit irritating after you get really good at the game, you're not going to see it much anymore are you?

Second, the instructions could give you a bit more information. I know it's nice to have a bit of mystery about a game — but personally I would have liked a bit more documentation.

Maybe if you are a 2000 AD reader, you could — as Quixote suggests — dig out some back numbers and read again a *Spectrum Dog* story called *The Killing*. I liked *The Killing* and will be going back to read as soon as I've found those old copies!

● Graphics	6
● Sound	5
● Value	7
● Playability	7



4 BOLDER DASH

MACHINE: Spectrum/
keyboard or joystick
SUPPLIER: Front Runner
PRICE: £7.95

We've already gone into fits of ecstasy about *Boulder Dash* on the 64. Now we're about to do the same for the Spectrum version of this great game from Front Runner, the Stone Warrior people.

The Spectrum version features Rockford in all his glory. It has the 16 *Boulder Dash* caves, packed with boulders, gems and other nasties. Each cave has five difficulty levels making *Boulder Dash* not just one game but about 80!

The object of the game is to help Rockford search through the caves in search of gems. Each cave has a fixed target

of gems for Rockford to find and there's a time limit on his search too.

Once he's collected the required number of gems, Rockford has to find the exit to the next cave — which only appears once he's reached the target number of jewels. Each cave is different and features odd things like amoebas, butterflies, liches and other obstacles.

You have to master the "physics" of the game — discovering just how those rocks roll and fall — to collect the gems. You also have to be good at working out patterns and strategies to be in the right place at the right time.

The programmer has made a brave attempt at converting the sounds of the original music, falling rocks and jewels. The graphics are adequate — but the game is spoiled somewhat by the slow screen scrolling. Rockford can dash off the screen while



the rest of the graphics are trying to catch up!

This is annoying — but doesn't detract from the incredible playability of this game. *Boulder Dash* is terrifically addictive — don't start playing if you've got anything else to do that day. If it's not a number one hit, it's not my joystick! Push out and get it, you won't regret it.

● Graphics	6
● Sound	7
● Value	8
● Playability	10

R·E·V·I·E·W·S

B·J·O·N·E TANK DUEL

MACHINE: Spectrum
SUPPLIER: Bartoszewicz —
 Quicksilver; 3D Tank
 Duel — Realtime
PRICE: £8.95 (Bartoszewicz)
 £5.30 (3D Tank Duel)

Bartoszewicz was originally an Atari arcade game.

You are in charge of a tank and your mission is to destroy the enemy tanks.

Like the original, the graphics on the Spectrum version are made up of straight lines which are used to draw all the tanks and missiles.

Some clever programming means that the objects come towards you in 3D, with the computer performing what's known as a hidden line removal. This means making sure that if one side of a tank is obscured by something, the invisible part is not drawn on screen.

With *Quicksilver's* game, the graphics are all drawn in green on a black screen with the background the same colour. At the top, the score panel is in purple but still on black.

Realtime's version is called *3D Tank Duel* and has different background colours for the land and the sky.



BATTLE DONE

The 3D movement is the key to a good version of *Bartoszewicz* and I found *Realtime's* the superior. Both games have blocks which you can use as shields and moving in and out of them produced some good effects.

Realtime's also has some special features. Pressing the *F* key will stop the screen for a printer which will give you a print of the high score table if you want one.

Control for both games is via keyboard or joystick. You look at the sides of the top of the screen and manoeuvre your tank accordingly. There are four keys used to move the tank — left, for each tank. Each can be moved forwards or backwards so to turn you'd hit double speed you move one back in each direction.

So which one to buy? Honestly, I think that *Realtime's* *3D Tank Duel* just comes out on top and, at £1.45 less than the official *Quicksilver* offering, it's better value.

	3D Tank Duel	Bartle Duel
• Graphics	8	8
• Sound	7	7
• Value	8	7
• Playability	8	8

VOLCANO

MACHINE: Spectrum
SUPPLIER: Computer
 Magic
PRICE: £7.95

Volcano, the new release from Computer Magic, starts off with a good idea. You have to escape from a maze-like city — which has underground and overground levels — before lava from an erupting volcano covers everything with a molten blanket.

Nice idea, shame about the game. It's really a simple maze game — like the ones you play with pencil and paper in *Puzzle* magazines,

but transferred to computer. You move your slender character left and right, all during the "blazes" of the city — collecting diamonds, eating food and avoiding booby-traps — all routes for the best waiting to party you away from the volcano.

You need dynamite to blast your way through obstacles which block your way and you need food to stay alive. You get five at the start of each game — and they disappear at an alarming rate. You really need to make a map of the different locations as you move using a pencil and paper — the small map that accompanies the cassette doesn't really give you any

useful information.

Make a wrong move and you could end up trapped in a dead end without any dynamite to blast your way past the rocks, which have fallen across the path behind you (Game over).

You also sometimes fall into a lavaing. There is no indication of this happening to warn you — just a message which says you've lost a life. That's where your own map would come in handy.

If you are really unlucky, you might fall into the underground passages with graphics like those ancient "3D maze" games you used to play on your ZX81. There appears to be no way out

unless you have a match and can use it to see the old map you apparently have with you.

A nice idea — but the graphics are crude and the game eventually too frustrating to be much fun.

I know that games are supposed to have a bit of mystery surrounding them and that the documentation shouldn't give too much away — but I felt that *Volcano* needed a bit more explanation for the player to make the most of the game.

• Graphics	5
• Sound	5
• Value	4
• Playability	4

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



5 DARK STAR

MACHINE: Spectrum
keyboard or joystick
SUPPLIER: Design Design
PRICE: £7.95

The blurb for Dark Star claims that it is the longest program ever written for the Spectrum. I can well believe it — the game takes around five minutes to load. No super fast loaders here!

It's well worth the wait. Once you delve into the Dark Star galaxy, you'll be hooked.

The scenario is simple. You are in control of the Liar, a heavily armed space ship, on a mission to liberate the Dark Star galaxy from the Evil Lord's tyranny. To succeed, you must wipe out all the Evil Lord's bases on planets within the galaxy.

You fly around planet-hopping and zipping through faster space gates to jump from sector to sector blasting the bases and lighting off attacks from enemy space ships.

You fight in space and across the surface of occupied planets — so you begin the game flying through space. A Tactical Sector Map displays the whereabouts of the enemy bases. You can call up the map at any time. It shows the position of your ship and the military installations — and is a really pretty bit of graphic programming!

The map also has an amazing information readout about the planet you are flying over — with details of atmosphere and comments like "Even wetter than Manchester" or "Hot as H!" Great stuff.

Your job is simply to shoot up the enemy installations and then get off the planet to resume your quest for ultimate liberation.

The real joy of this game is the extensive user definable menu which allows you to change virtually every aspect of the game to suit your needs.

You can change the screen

display, sound effects, set levels and keyboard controls. Talk about user friendly!

The graphics are simple but extremely effective. The 3D star field — with planets and starships whizzing by — is very pretty. I sat and just watched it for ages!

If you get your hands on one, try switching to wide-angle mode and sitting in a dark room. You'll think you are on the bridge of the USS Enterprise. Try pressing the accelerator button at the top. A real visual treat.

Dark Star is the first part of the "Forbidden Planet" trilogy. I'm waiting with interest for part two.

● Graphics	9
● Sound	7
● Value	8
● Playability	9

6 COMBAT LYNX

MACHINE: CSM 64
SUPPLIER: Danel
PRICE: £7.95

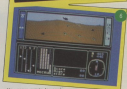
Combat Lynx isn't a tight simulator. But then it isn't a straightforward shoot-'em-up battle game either. It's an interesting combination of the two — action and strategy combined in one slick package.

Combat Lynx is a "real-time" battle game in which you become the pilot of a sophisticated Lynx helicopter.

The blurb on the packaging tells you that the standard helicopters, the people who make like real Lynx some captains, aimed Danel's programming in the development of the game. And I can well believe it!

The controls are very complex — but hell, it's possible to master. You can either use two joysticks or a combination of joystick and keyboard.

The basic idea is for you to defend your bases and intercept enemy attacks — destroying enemy installations and attack forces as you fly.



You score points for each "kill", but perhaps of more interest to the war game fan is the possibility of waging a strategic campaign against the attackers and coming out on top!

The screen display includes a head-up view of your helicopter and the surrounding terrain. Instrumentation, telling you your altitude, speed, fuel and weapon status etc. The display changes when you enter the weapons mode. You see an "infrared" display of the terrain and your gunlight appears. You can also call up a map of the battlefield which shows the position of enemy and friendly troops.

The Lynx is armed with various weapons of destruction and you have to select which to use against the various targets.

At the start of each

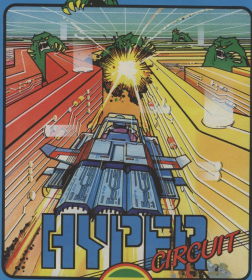
mission, you can either allow the computer to arm your Lynx with a standard set of weapons — or you can choose to arm the helicopter yourself from an extensive menu of equipment. A nice touch this.

Combat Lynx isn't a game that you can plug in and play right off the shelf. You need to take time to read the comprehensive instructions that came with the game — which is also available in the Spectator.

There are four skill levels and a high-score table to all you competitive types. Check out for CSM's special Combat Lynx companion.

● Graphics	8
● Sound	6
● Value	8
● Playability	8

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Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

It takes 30 says the best for *Flyer Fox*, a flight-combat simulation from Tynes, a company new to the pages of C&A.

Well, your Commodore does make a brave attempt to sound like a jetfighter's radio — but ends up sounding like someone trying to speak with a mouthful of rice crispies. But don't let that put you off the game. *Flyer Fox* is a play-able shoot-out style game with nice graphics. Shame about the sound.

The scenario is pretty basic. You are piloting the pilot's seat of a jet fighter according a Jumbo jet airliner through hostile skies. Your job is to defend the airliner against the attacks of enemy fighters.

The screen shows your view of the outside world through the cockpit plus instrumentation which includes a radar screen — to show where the enemy jets are, an artificial horizon — to show your jet's attitude in flight, an altimeter and compass to help you relocate the airliner after a daylight with the enemy.

There's also a readout which tells you the damage status of the airliner plus a fuel gauge. Your fuel gets replenished only if you complete a level by successfully fighting off all the enemy and protecting the airliner from any critical damage.

To shoot down the enemy jets you have to lock your sights onto their retreating tails and blast them. But it's not as easy as it sounds as those enemy jets don't hang around waiting to be blown up. They dodge and weave around the sky making your task pretty challenging.

The "soundtrack" says things like "Break even!" — as the enemy attacks — I think. But I couldn't quite catch the longer messages.

There are several levels of play with the jets coming in groups of greater numbers. You score points for blasting the jets and get a bonus if you



FLYER FOX

MACHINE: C64
SUPPLIER: Tynes
PRICE: £7.95

complete a level quickly with fuel left.

One criticism I have is that you have to wait around a bit too long for the enemy jets to attack. After all, when you've got an airliner to protect you're not going to rush about looking for them are you?

Don't buy this game for the promise of sound synthesis. But if you enjoy a straightforward shoot out you could do worse than *Flyer Fox*.

● Graphics	7
● Sound	6
● Value	7
● Playability	7

Vs

FIGHTER PILOT

MACHINE: C64
 joystick or keyboard
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Fighter Pilot is regarded as a classic for the Spectrum — and is a classic on the Commodore 64.

The Commodore version has all the elements of the original chart-topping game with the added advantages of improved graphics and sound.

The game is based around the USAF F-15 jet fighter — and the screen display shows some of the instrumentation you'd actually find inside one of these hi-tech fighter aircraft.



FIGHTER PILOT



FLYER FOX

The game is quite simply an accurate simulation — within the limitations of the Commodore of course — of what it's like to fly one of these jets, with some combat options thrown in for good measure.

The menu has several options which take you through an essential flight training program. Beginning with landing practice the options then move on to flying training, air-to-air combat training, actual air to air combat — where the enemy fire's real! — and a blind landing sequence. You can also add crosswinds and turbulence to make your life even more difficult and there are skill levels ranging from novice to ace.

Once you are up in the air you can call up a map of the area you are flying over to check out your position or the positions of enemy aircraft if you are in combat mode.

Documentation on the cassette may be good and you'll need to spend time studying it and the game before really getting into action in the combat zone.

Fighter Pilot is definitely not one of those games you can load in and play immediately — unless *Flyer Fox*, the other flight game for the 64 reviewed here.

Graphics are up to standard for the 64, although I would have liked instrument graphics to be bigger and bolder.

And who added the dramatic music which plays while the game loads and continues over the title screen? I think the game could definitely do without that!

Fighter Pilot is a game for flying addicts or simulation fans; who like a game which they can really get their teeth into.

● Graphics	9
● Sound	7
● Value	9
● Playability	9

Reviews continued on page 101.

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


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CLIFF HANGER

AUTHOR - JAMES DRY ORIGINAL MUSIC - BRIAN DOE

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

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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 beavers 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 reached 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 £7.95.

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Ge Daxxon was transporting

an entire ground assault force to Titan, Saturn's largest satellite, as the prelude to a massive invasion of the now-unprotected Earth. Earth's only remaining hope is the RAVEN, an experimental armored craft equipped with anti-grav pods, an missile cloak, and heavy weapons. You must pilot the craft through the seven Warplinks from Arturus to Titan, destroying the warpbeams on the way, in order to clear a path for the return of Earth's forces. A suicide mission? Or Earth's only hope?



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ZORK

Even *ace* Adventurers have games they just can't get enough of. And C&VG's Adventure Wizard, Keith Campbell, is no exception. He has a passion for the giant Zork trilogy. Here Keith takes you on a tour of the Great Underground Empire and reveals why he thinks the Zork trilogy is so fantastic!

Way back in the May 1983 issue of *C&VG*, I devoted a small corner of my column to a review of a game called Zork. The game was little known at that time simply due to the fact that it was, and it still is, available only on disc.

With the advent of cheaper drives and conversions to more machines, all has now changed and Zork is played and enjoyed by many Adventurers.

For those unfamiliar with Zork, it is a very large text Adventure that comes in three parts. It must be played with the disc in the drive, since it is so complex that there is not enough memory in the computer for all of it to be loaded simultaneously.

The Zork programs therefore read text and other data from the disc as and when they need to. In fact, there is so much text that playing Zork is almost like reading a book — but the "happy-over-aster" coding is not so easy to read!

Zork is an adaptation of the original *Ducos Dungeon* available for mainframe and mini-computers. The adaptation is not an exact copy, since in *Ducos* all the locations are contained within one game. Obviously, in the Zorks they are not and the plot changes slightly, too. It was playing *Ducos* on a mainframe that inspired Scott Adams to create Adventures on a microcomputer and, with Zork now running on microcomputers, the cycle is complete!

Zork is produced by Infocom for a wide range of machines: Apple II (2k-16 sector), Atari 400/800 (2k/81k disc), IBM PC (40k), XT Professional, DEC Rainbow, NEC PC-9000 (58k PC98), REC APC (CRM 88, CRM (48k 8" disc version 2.0 and above), and PDP-11 (RT-11, R000 disc or under RT-11 assembler.)

Zork 2 and 3 are also available for TRS-80 Model 1 and Model 3 (2k disc), while Radio Shack have exclusive distribution rights for Zork 1 for those machines. Similarly, Commodore have exclusive distribution for all three Zork Adventures for the Commodore 64.

It is true to say to C&VG 64 owners that, at £11.99 per Zork, compared with about £30 plus for other systems, you get a game whose complexity, excitement and humour far outweighs any other Adventure game you are likely to be able to buy for more than double that cost — it, indeed, there is one.

With disc drives for the Commodore costing little more than the price of the computer itself, then if Adventure games appeal to you, it really is worth considering buying a drive to access this software.

Zork is situated in a huge caverns under a breathtaking canopy of rock, more or less to the west of the Aragain Falls. The Great Underground Empire, now extinct and in a state of decay, is inhabited by fearsome Gnomes who are likely to attack under the cover of darkness.

This is the land where all the Zork adventures are based. They are among my favourite Adventure games of all time — and here I'll attempt to tell you why! Firstly, I will describe The Great Underground Empire — and then give you some useful playing hints gleaned after hours playing this mega-series. Be warned — if you start playing Zork you may never want to stop!

Once ruled by the great Lord Dweeth Flatfoot the Executive, the empire boomed on advanced technology long since decayed and killed its sterility. Examples of some of the awesome engineering here of the Zorks are a magnificent aqueduct and a mighty dam across the Frigid River.

The intrepid explorer can still take a tour of the dam, although



water now flows over the top. Similarly, the aqueduct is worth viewing, though whether its masonry shows through is worth inspecting at those quarters is a matter of much debate!

To praise were the Dwarfs of their achievements that they even built a technology museum. Only three exhibits now remain, but one of them is in surprisingly good shape for its age. Unfortunately, its purpose has long since been forgotten, although many an Adventurer will no doubt discover how to operate it — possibly to his cost.

These technological marvels were enhanced and augmented with the magic of the day. Many advanced products were mastered by Frobom, a company specializing in magically operated devices. Some are still to be found lying around and can even be used by Adventurers clever enough to

Lord Darnit Flathead

The Eccentric.



J. Pierpoint Flathead.

discover how.

Frobom products ranged from large devices, such as a Magic Wall, to the day-to-day consumer goods like Magic Gunk and Gooz Repellent — an invaluable aid in taking light.

Zork had its economy well organized, the local currency being the Zorkmid. A 16,000 Zorkmid piece was a priceless coin, being unusual in shape and bearing the legend "In Frobs we trust". The fiscal system centered around the great Bank of Zork, where the portrait of its law founder, J. Pierpoint Flathead, can still be found hanging above his desk. A somewhat controversial character and endowed with more Zorkmids than were good for him, J.P. wrote an autobiography entitled "I'm Rich and You Aren't — So There!"

Although the bank itself is now defunct and somewhat vandalized, the security system still appears to be operative, as anyone foolish enough to try to remove valuables from the premises will discover. Needless to say, the result was supplied by Frobom.

Exploitation of the man in the street by vested interests doesn't seem to have changed much throughout the ages, as the Adventurer will likely discover that the eccentric Flatheads, dismissed as they were, had a magic wand going. This had the effect of lining their own pockets at the expense of the Bank's customers.

The Zorks had their religion, too, its beliefs now forgotten in the passing of time. However some evidence still remains. For example, their Commandment No. 12900 held a stern warning for those "... who go around saving cats each other 'Hello Sailor!'"

The aristocracy of Zork enjoyed the good life, with well laid out gardens complete with topiary and lawns bordered with roses (some of them perfect). A favorite pastime of the excessively rich and idle was to take tea in the summer house. Such occasions were responsible for the birth of legends, for it is said that more than once a Unicorn had been spotted by an observant Zorker whilst taking tea.

The Great Underground Empire is dead. Or is it? In the shadowy hollows, faint footsteps can sometimes be heard, lurking in a dark corner is a small thief, ready to pounce.

A mysterious Viking boat looms silently up out of the mist on the Flathead Ocean.

A young girl weeps quietly to herself, imprisoned in a cage. Fresh blood drips from a sacrificial altar

Things are stirring down there — will YOU be brave enough to enter the Great Underground Empire?

PLAYING ZORK

To play the game of Zork gives the Adventurer a chance to visit and enjoy all the historic and beautiful places in the Great Underground Empire, should he be so bold. For the G.U.E. is not for the faint-hearted.

Not only Gnomes, but ferocious trolls and fire-breathing dragons now roam the land. Many an adventurer razing from pursuit, may meet a hungry and lost forever in a maze.

An additional hazard is the very weakness of the rock strata in which Zork is situated, being prone to seismic tremors. Even a small explosion could cause a main collapse within the cavern, making whole areas impassable.

To explore the depths of Zork for it is a deep game, you will need all



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parts of the trilogy. Although each is complete in itself, it is more satisfying to play them in sequence. However, the games are not spoiled by playing all three over the same period of time. If you get stuck in one, then you can press on with another in the meantime!

Zork I takes you into the Great Underground Kingdom, should you



A Gnom.

be observed enough to discover its entrance. Treasures must be collected and stored in a large trophy case. However, some points are awarded for solving the puzzles and obtaining the treasures, as well as actually solving them.

In *Zork I* you will, among other things, have to carry out maintenance work at the dam, visit the mine, and go into the Temple where the Gnomes worshipped. Travel the Fright River, cross the Rainbow and enter Hades — if you can!

Zork II, although once part of the game *Dungeons*, is a game that seems to have a different character. I found it slightly more interesting — but certainly no easier! Here you will meet up with the Wizard of Frobozz, who appears unexpectedly in cast one of his spells on you. You may be lucky, for as wizards go he is rather

incompetent.

He will quite often walk away with an embarrassed look on his face and grins pouring out from the sleeves of his cloak, having had no effect.

You will have to do battle with the dragon, answer a riddle, and then solve another puzzle. . . . Well, I will leave you to figure it out for yourself.

The lizard guardian poses a particularly sticky problem, but perhaps the climax and high point of the Adventure begins when you enter the great bank of *Zork* itself.

Zork 3 is entirely different. Here you may well be dashed to death on the rocks below the mighty Flat-head cliffs or meet an untimely end at the sword of a mysterious hooded figure.

In *Zork 3*, you must learn how to become the Dungeon Master and possibly this one holds the greatest fascination of all. Will you discover how to steal the crown's jewels, or find the purpose of the beam of red light? How will you use a very strange key, whose shape is constantly changing?

All parts of the *Zork* trilogy accept

complex sentences as input commands and allow for other expressions such as GET ALL, VERBAGE (to always get the maximum loot), SUMER-BRIEF (the opposite), and SCRIPT (to record play via the printer). The programs are in machine code, but some delays are noticeable when the disk is being accessed.

I played *Zork I* on a TRS-80 Model 3, and all three *Zorks* on a Commodore 64.

One annoying feature I found on the 64 version was that, occasionally, when I died, the computer announced END OF SESSION and locked up, requiring a reload (2-3 minutes from disk). Otherwise, as far as I could tell, both versions were identical in play — the responses were identical, word for word and I assume the same for all versions.

If you like a meaty adventure, then *Zork* will certainly give you more to chew over than practically any other Adventure I can think of. *Zork* will amuse, entertain, baffle and frustrate you for months and months.

THE BOOKS

Zork was written by Mark Stanek and Dave Lanning, who also wrote Infocom's *Enchanter*. However, the original to *Enchanter* was written by Steve Merwin, who has also written these books based on the *Zork* theme.

These are written *Zork I* — *The Forces of Evil*, *Zork 2* — *The Malfeasor Overland*, *Zork 3* — *The Crown of Daden*. They are multiple-choice adventures' stories featuring Bill and Jane who find a glowing sword under a bush. "An ancient sword of which worthiness!" says Bill. Before long there is a blasting flash and . . . you've guessed it!

A sense of action is offered every few or three pages and the reader is directed to the appropriate follow-on page. The stories don't really follow the Adventure games to such, but nevertheless, a few clues might be picked up, such as how to get into the dungeon.

Possibly a useful introduction to adventuring for young children, the books are published by Putnam, priced at £1.25.

Wizard of Frobozz.



PROFESSOR VIDEO'S



GAMES WORKSHOP

Hi there, games fans! This is me, Professor Video, announcing the arrival of a brand new feature in CBVG. My very own hints and tips page! Each month I'll be picking out the best of your game playing tips and printing them on this page. The top tip each month earns the sender a crisp £5 note! So if you can't resist the bubble, send your tips off today to Professor Video's Games Workshop, Computer & Video Games, 20-22 Farringdon Lane, London EC1R 3AU. We kick off this first column with tips on Acornsoft's mega-game *Elite*, currently riding high in the charts.

ELITE

These Elite tips come from G. King from the city at the centre of the universe, Crystalis 6th King is the first CBVG tipster to get the Prof's Oval. He kicks off with a warning about a trap.

- When a trade will net more than 5000 credits, the program grossly miscalculates. While you can carry 100 kg of Plutonium, you won't get the price on resale. Hope for 60 credits on resale and buy only 60 kg.
- While direct assaults on space stations have predictable results, attacking innocuous ships in the safety area can bring the Vipers out too! Even if you manage to wipe out all the Vipers you won't be allowed into the space station. You'll break up when you hit the doors of the docking bay! You should guess this when your docking computers malfunction.
- Some obvious points regarding the display. On the short range chart the "circle" represents your fuel line. Escape pod pressure is denoted by a shift from green and yellow to blue and white.
- If you haven't already guessed, the alien from your "scoop" are Theraps from the alien mother-ship — floating around after the mother-ship dies.
- Justice for all! Pirates and police escape pods if "scooped" are "slaves" but, unlike alien firms, count as normal freight.

TACTICS

- 1) You are a trader first and foremost as a ship with a large cargo bay is the first priority.
- 2) Fuel, liquor, computers and narcotics are THE items to trade. Precious gems and metals are a sideline.
- 3) Find a good trade area to work — and work it for as long as you can stand it!
- 4) 6th King is currently working on galaxy chart four which includes Qutias, Solas, Saandi, Arterdis. All except Saandi are poor agricultural planets. Saandi is a rich trench planet. All are fairly safe planets except maybe Arterdis which is in a state of anarchy.
- 5) To deal only in narcotics is very foolish. Hide it under some fuel or computers. 50 tons of narcotics can be moved about fairly easily. 30 tons never arrive!
- 6) Crimes are soon forgotten and "offender" status is normal. But don't shoot at the police until they shoot at you!

Thanks Mr King! You can add £5 to your credit total.

Elite players are being encouraged to send their scores to Acornsoft and each month a specially convened Order of Elite committee

selects the best player to date, judged not only on points but also on skill factors used and dangers encountered. The monthly winner gets £20 and a silver Order of Elite badge.

Acornsoft are also planning a tournament for the best players to compete against each other. Watch out for details in CBVG's Games News page.

AVALON

Following up the map of *Avalon* which appeared in our December issue, F.E.B. Pearce wrote in with a list of hints to increase your enjoyment of the game.

- You may have found a large key in the Gatehouse level. Use this to open the locked door which leads to the Wayroom. Give the key to the wizard who appears and he will give you a pile of gold coins.
- Take the coins to the room in the caverns of doom where you received the Waystone spell and give them to the wizard you find there. He will give you more coins which you need to get another spell once you reach the Mines of Madness.
- Next to the room with the shimmering mushroom is another room with a bottle in it. This bottle can be opened with the axe which can be found nearby. For you could be in for a surprise if you open the bottle! You can also use the axe to open a chest — but not in the way you think.
- Some doors will not appear until you have solved a particular puzzle has been solved.
- Once Macoc has the missile spell, he can use it to destroy goblins and Guardians. Later you may discover a device that will destroy all your enemies.

UNDERWURLDE

One of Professor Video's most astute students, known only as Des Clappole from Penwithborough, has been hard at work beating Ultimate's *Underwurld* and has passed on a few tips to an amazed Prof.

Des says that there are four weapons — a catapult, a bow, a knife and a burning torch. The saboteur can only carry three at once but — never fear — help is here! Des says to drop the catapult as it has no specific purpose. You'll need the other weapons to deal with specific monsters.

In the *Underwurld*, you often have to use a rope to descend a long way — but never use a rope to go up. Always use a passing ballist. That way, if you get knocked off, you can always grab at the rope as you fall. All the ropes obey the basic laws of physics. A long rope will swing slowly, a short one quickly. You can use this to your advantage. While hanging from a long rope, set it swinging — then in one movement shorten it and let go. If you have timed it right, you will be hurled most of the way across the next screen.

The various diamonds being around not only add to your score when picked up but also add to your percentage and make you invincible until the ocean on the screen ticks down to zero.

The Prof will bring you more from Des in the *Underwurld* next issue!

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4878



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

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

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WHODUNNIT?

Aboard the airship *Zinderneuf*, bound for New York, one of the 18 passengers is murdered. A web of mystery and intrigue must be unraveled and, as you are a famous detective, you must live up to your reputation and do this before the ship docks at its destination. In fact, you have 18 game hours, or 36 minutes real time, to come up with an accusation.

Murder on the *Zinderneuf* is a whodunnit in the classic style, set in 1930. Made not strictly in the *Adventure* format, it is certainly a mind game and has learned its lessons with *Sherlock*.

Sherlock is one character you can't be, although there are eight detectives to choose from. Each has his or her own invariable way of interrogating a suspect and the approach taken will determine the success of your questioning. The success of your questioning, detectives are better characters, so how will you decide who to choose? Miss Agatha Marbles may be smart, sympathetic, helpful or polite, whilst Archie Marlow, the SWISS detective, has a different attribute list. Oh, so you do know about them after all!

The game proper commences by announcing which of the passengers has disappeared. "Daily News has vanished. The honour of the Streets is in your hands!" for example. No prizes for guessing I had chosen to be the stately Marbles!

Next a plan of the workshop is displayed. This is a long vertical plan, only a section of which fits on the screen, and so movement of the figure of your chosen detective is achieved by joystick control. As you approach a boundary, so the plan scrolls up or down accordingly.

Each passenger has a separate cabin and these may be entered and searched for clues. The passengers, of course, are not restricted to their cabins and move around the ship's corridors, visiting the lounge and dining room, and possibly even each other's cabins.

The passenger list is very colourful. For example there's Felicity Koscoe, a sweet young thing of 18 and daughter of Margaret Wandergate, who on board, Felicity, always surrounded by suitors, was educated at boarding school at Brighton —

Bowden, no doubt Her mother, meanwhile, is divorced and twice widowed and a patron of another passenger, Vincent Van Wente, a



slightly effeminate artist. So the list continues, unfolding a complex web of relationships linking them all — better ground for motives indeed!

The choice of whether to ignore or accuse a suspect, or to question them about what subject and in what manner is made from a "pick list" which is highlighted and the joystick moves the highlight. Selection from the list is made by pressing the

button and this I found to be a very effective way of operating the game.

Zinderneuf's different every time it is played. It has a Cluedo-type approach — the victim, the murders and, of course, the motive, vary from game to game. As the game is on-line only, the suspect's replies and various clues are well varied, since each replay reloads data from the database before play can recommence. During play, however, all is in memory and so there are no slow reloading delays.

Coming from the States, the packaging, needless to say, is superb. It includes a comprehensive booklet, giving a complete rundown on the curriculum vitae of the detectives, plus the characteristics of and relationships between the passengers. The game is easier and much more fun when you are familiar with them. The booklet also gives detailed instructions and tips on how to question suspects, how to search for clues and, in particular, how to discover one key clue called the "motive clue".

Murder on the *Zinderneuf*'s is for the Commodore 64 from Electronic Arts.

A PRICE FOR THE SPECTRUM!

Adventurers often gather together to pit their wits against a common enemy — the programmer! However, in *The Prince*, you will find a game in which such a group are mutual enemies.

This is a four-player game with a very original approach. The objective of each player is to see how many times they can claim the title of *Lord Master*. In order to do this, they may act upon the help of a personal *Healer* and *Spy*. A *Healer*, in case you didn't know, is a throwing dagger!

The adventure window takes the form of a sheet of parchment, upon which words are displayed using a medieval character set. The game opens offering each player in turn, a choice of three different characters in each trade. These are displayed graphically and their ability is described in some detail. Quite fancy looking characters some are, too!

Next, each player may spend money on a selection of objects, then play commences. In all it is plain

English, as in a normal *Adventure*, but there are some very unusual commands. You may call upon the services of your *Spy* and *Healer* to do your dirty work. Then, you can steal objects carried by your opponents and do all sorts of other nasty things to hinder your opponents. In addition, in all this, you may confer with any of all your fellow players to devise a strategy. You can swap objects or perhaps gang up to plot the downfall of another!

Each player is given his own pass code, so no player is allowed to watch the others during their turn at the keyboard.

I have only two points to criticise. First, you must have four players for there is no option for loss. Second, the instructions and rules, which are necessarily quite complex, are printed on an unclipped section of the rules. These really warrant a small booklet in which they could be laid out in a more easily referenced form.

The Prince is by 4th Spectrum from Casio Computer Simulations Ltd.



ANOTHER AZTEC!

One could be forgiven for wondering why *Amec Tomb* is so called, certainly in the early stages of the game, for it commences in the dining room of a very ordinary house in an Aztec rain forest. There's nothing like doing a little research before setting out to write an Adventure game, so a Tetral for the first person to write in and tell me what doesn't ring true!

Back to the game! You set off from the dining room and a ladder offers a route up to a loft, whereas like a wooden chest — locked of course!

Naturally, your instructions tell you that there has to be something fairly essential inside and so you set about finding a key. This involves a thorough search of the house and offers a little luck, or the adventurer's tendency to extreme curiosity.

Although the problems at this stage are fairly simple, they are nicely placed so that the player is led back and forth in search of objects still hidden, because they weren't needed at the first pass through.

Amec Tomb has instant graphics that are possible but not special, although they do display instantly. They also react to the game, so that if a drawer is opened, it will be shown as open. This saves the poor adventurer getting confused, as he can decide at a glance whether or not to negotiate a door without first opening it.

Commands are of the two-word variety and most of the necessary words are included in the program's vocabulary. The method of displaying the text response is quite unusual. Without scrolling, your last command is kept on the screen and you start to enter your next one. This is a point all too often overlooked, but an important one. During the player's pause for thinking, it is all too easy for him to forget his previous command, especially if it was a move — quite often he will want to return whence he came.

There is a sometimes-quite-helpful HELP feature and a useful EXAMINE. When used in the right circumstances, EXAMINE nicely reveals hidden things and objects that a more superficial game will not disclose. In fact, without examining

AZTECS EVERYWHERE!

"Games with a little bit more," reads the slogan above the title *Aztec — Hunt for the Sun God*. This is a game whose text input is by single keystroke, directed by using a single strip overlay above the top row of keys on the Spectrum. The commands covered are **TURN** (left and right), **MOVE** (forward, **WONG** ALONG, **LEAVE** BEHIND, **EAT/DRINK**, etc.

Movement is on a 16 by 16 grid from which you can see a widening perspective view in a forward direction. To the right of the view is a pictorial list of objects carried, an updated compass showing north and a sun which slowly sinks, timing you out. Below is a text window which restates your abbreviated commands in full and gives you the relevant replies.

Your objective, as a young Aztec apprentice, is to find the sun which hasn't risen this day over your village.

The Aztecs, since they're into sorcery, might be expected to have use of spells and indeed there are various of these at your disposal. To use them, you must refer to a special chart supplied on a paper contained in the pack.

The game is primarily intended as an introduction into adventure for children.

I found that a great deal of concentration was needed to keep track of my whereabouts on the grid. You are

advised to draw out your own blank grid and plot your way around. I certainly wouldn't have managed without taking this advice, so it is, perhaps, a pity that a pad of printed grids is not supplied.

Once on the move, I found it difficult to relate the pillar which limits movement to the commands described in the instruction booklet — it just didn't have the feel of the village and mountains described. Although the mode of movement and display of graphics is similar to that in *Land of Mystery*, there is nowhere near the feeling of wide open spaces imparted by *Mystery*. Whereas *Mystery* gives the feeling of infinitely variable control, *Aztec* movement is too discrete "staircase." In fact, it plays more like a perspective maze Adventure, such as *Arcan*, but nowhere near as devious.

Nevertheless, it is a well-produced game that should give considerable enjoyment to children, for whom it is primarily intended. The aim is to teach spatial awareness and logical reasoning. I wonder if they need this educative approach? Seems to me that many kids are quite capable of finding their way around and solving the most complex Adventures without any warning!

Aztec—Hunt for the Sun God is for the 48K Spectrum, priced £1.95 and Commodore 64 priced £3.95, from MS MacGibbon.

things carefully, you will not get very far.

All in all, despite the discrepancy, I liked the way the game played.

By contrast, *Amec Tomb Revisted* (Part 2), is a completely different animal. It turbo-charges and first announces its arrival into your Commodore by telling you who is responsible for the "games design and coding". Oh dear! No T-shirt for this one!

The game features a formatted screen containing neat boxes for command, exit, game response and location, inventory and visible objects. There is also a box telling you how much cash you carry, how do you spend cash in a hurry, and, believe it or not — amongst all this, a graphics window! I measured the graphics box and, on a 14 inch TV

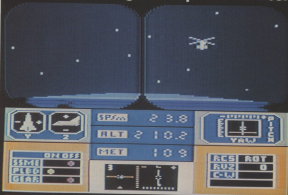
screen, it was all of 4.8 x 9 inch. Freeze that you will infer that any "picture" shown is just a representational blur.

In Part 2, the vocabulary is sparse (no GET, only TAKE, for example) and the last command is wiped clear as quickly as the processor can do it. The locations seem to have no coherent continuity and — worst of all — I innocently took one of the directions listed and was rewarded by the immortal words **POY MAYE WALKED INTO THE TRAP**. Well, I should have been more careful, shouldn't I?

Part 2 is not for me. I doubt if it is for you!

Aztec Tomb Parts 1 and 2 are for the Commodore 64 from Alligata Software, priced £1.95 each on cassette, £11.95 each on disc.

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Dear BH,

Since the release of White Lightning, we have been endeavouring to provide our customers with the best possible support. You may be interested to learn that there are now two official user groups in the UK which offer help, advice and newsletters to all White Lightning users. The addresses are:

Mr T Kelly
The Model Shop (Belair) Ltd
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South West W L User Group
8 Victoria Road,
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Gavin Schwartz also has a micro-drive version of the program. Send a cheque for £20.00 with your name, tape and he'll send you the microdrive, gratis.

WVJ Gurney
Marketing Director
Comet Software

Thanks, WVE. And don't forget that there's a full survey of programming systems like White Lightning in our new 1985 C&FO Yearbook.

Dear BH,

I own a Commodore 64. If I experiment with the peek and poke commands, will it harm the computer in any way?
M Schreff
Boston Grove
Suffolk

No, Mr Schreff. You can't harm your mixer by playing around with basic commands.

The only exception which I know of was in the very early days on PETs, whose pointing to a certain location might actually have made the machine catch fire! Under-

standably, there aren't many of these machines still around.

Dear BH,

Please could you tell me if there is an autorun poke for the Spectrum?

Stanley
50a Cliff Road
Scarborough
North Yorkshire

It's easier than you think! When you save a basic program, you can instruct the computer that the program should autorun when loaded.

To do this, use **SAVE** "program" **LINE 10** to save your program. It will now autorun from line 10 whenever you load it. You can change the 10 to any number you like, so that the program starts at the right place.

If you want to load a program saved this way, use **LOAD** "program" to run, clear the machine and then use **MERGE** instead of **LOAD**.

Dear BH,

I don't know what level. My Commodore has worked out on me. It says that I don't have any more tape but I don't believe it. I reckon that it's found some more. Please help me, before I stop it from the lightswitch. Do you think that I should?

Oops! ... have did that get by that?

Dear BH,

I have had a Commodore 64 for about six months and I have lots of games. I am thinking of getting a disc drive. Is it possible to copy cassette games onto a floppy disc?

P Hill
Dorset
Gwerd
M Wiles

All you have to do is to break into the program after loading it from tape and then **SAVE** it to disc. But obviously, software houses will protect their games to stop you doing this, otherwise you will be depriving them a sale.

Some companies may allow to copy your games on to disc if you need them the original tape. Alternatively, there are some special programs around which will copy just about any professional cassette game onto disc, though

legality of these programs is doubtful.

Dear BH,

Could you please find out if a Microcon 650 kit will be available in the future for the Atari home computer?

George Newman
Worley Close
Walswood

I've spoken to Microcon and they say that there are no plans at present to build an Atari database. This means that there won't be any Atari telesoftware on the system. But there's no reason why you can't log in and read the general news and information as well as all the rest of Frontal. You'll need an Atari 800 interface box plus a modem. Since Shop in London should be able to oblige.

Dear BH,

I have had a Vic 20 for a year and a half now and I am interested in buying a printer. A friend tells me that Sharp can make one which can be used with the Vic with an interface. Do you know how to?

P Glaston
Rutborough
Leam

The Spectrum chain of computer shops is just one of the stockists of the Alphacom 40 printer. This costs 200 and comes complete with an interface which will plug directly into a Vic or a 64.

It's a thermal printer and prints all Commodore graphics just as they appear on the screen. For around 225, you can get other interfaces which just plug into the printer. Versions for BBC, Dragon and Atari are available.

As for print quality, we use one of three printers to produce our Commodore Yearbook.



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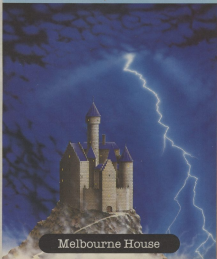
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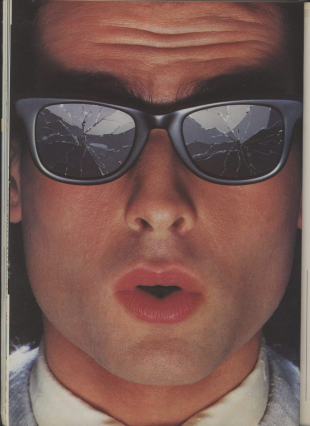


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ARCADE



The industry has been saddened, if not surprised, to learn that one of the great names of pinball, is no more. Mylar has closed its doors, which effectively means the demise of B. Gottlieb & Co.

Pinball has much to thank Gottlieb for. In November 1947, they introduced a machine called Humpty Dumpty which was to change the game of pinball overnight. Quite simply, Gottlieb had invented the Flipper. In 1960, they manufactured the first Add-a-Ball game, suitably named Flipper. In 1971, they gave us 2001, a machine which had taken the humble drop target, invented by Williams, a step further. Gottlieb had put their side by side, thus the Drop Target Bank was born.

All through the sixties, Gottlieb produced fine titles, featuring that jolly cartoon artwork and good innovative games. During the early seventies, it was games with lots of drop targets and flipper skill shots. Sadly, in the late seventies, their troubles began.

Eventually, Coca Cola took over the company and renamed it Mylar. The idea was that the odd pinball would be produced, but using the Gottlieb name, but the big money would be put into the development of laser disc games. Next came the mighty slump in video games.

Next month, I will be looking at Bally's Sky-Master, the last two games from Gottlieb and a King of the Hill comeback from Bally. Also I shall reveal how the amazing Williams Dev-Team have done it again.



ALIEN ROBOTS ON ALL SIDES!

Alien has learnt a lot since the days of Space Invaders and have decided to attack your Base from three different angles. You'll need a fairly steady trigger finger if you want to come out on top with Equites from Sega.

You might groan at the thought of another space shoot-'em-up where your aim is to protect your base from a series of attacking aliens and no one would blame you. However, Equites isn't quite run of the mill — it's fast, smooth scrolling and easy to get into.

You play Equites, one of an elite team of robots used to protect the base in times of war. Alien robots attack from three levels, on the ground, underground and from the air so keep your pilot's license with you at all times. When you're in the air fighting off the murderous forces, it would be well to remember that those aliens on the ground are also shooting upwards. The earth-based aliens take wicked delight in hiding in the shadows of buildings waiting to be ambushed, so be warned.

Robots that have found their way into a maze of underground corridors deep in the bowels of the base carry four types of super weapons. If you can kill these robots and collect these guns, you will be made. They are not just ordinary lasers but ones which enable you to fire bullets that will zigzag, fly round in arcs and de-



stroying about of turning a corner. Armed with this incredible arsenal, Equites should experience no difficulties in converting the robot aliens to melting piles of metal.

Equites is not original by any means but it has some interesting features that make up a very enjoyable game. Watch out for this one.

GAMES WITH A SPORTING CHANCE

The last year has seen many changes in the arcade industry — times have been hard and companies are doing their utmost to tempt people back into the arcades. Consequently, there is a greater variety of games available and the industry has seen some revolutionary changes on the games front.

Lots of most conventional video games have continued to tickle in and arcade operators have bought games which, through monitored test periods, have proved to appeal to a wide spectrum of players.

Over the last six months, regular players of arcades will have noticed a definite change in the type of games available. Less than six months ago, it was all shoot-'em-ups — now there is an ever increasing trend for sports simulations.

The first simulation of



sports was Peng, a bat and ball game which took off in its own small way a number of years ago. It was soon forgotten with the space invaders boom — after all, tapping hundreds of green marbles has got to be more exciting than bouncing a ball off a wall.

Perhaps the first really successful sports simulation was Joust & Field, released by Konami to coincide with the Olympics. This was surely a major contribution to its already instant success. Field Carnival and Hyper Olympics followed soon after — also by Konami and written in the Joust & Field vein where you have to take part in a series of sporting events against a number of people or the computer. Playing with friends tends to generate a competitive atmosphere and the game becomes more exciting than just competing against the computer.

TD Yard Flight, an American Football game from Irem Corporation, also hit the streets at about the same time and became popular amongst those ardent enthusiasts who insist on staying at home on Sunday evenings to watch a bunch of beery amazon types kicking the ball out of each other at the Superbowl. For one or two players, it's great fun and even includes a heavy voice simulation about

ACTION



ing such obscure instructions as "Four, Four, Four, Four, Hunt, Hunt!"

ICE Tornado from Nintendo was launched, really, just after the Wimbledon finale this year, if it had hit the streets a month or so earlier, it would have given more people the chance to enter into the famous tennis championships. As it was — sorry missed out, \$69, it's an unusual game for two players incorporating two screens in 3D.

Blaze Joe!, also from Nintendo, has proved itself very popular and simulates a boxing match in which you have to take an famous star **Blaze Joe**, **Bald Bull** and, eventually, the mighty **Mr. Sandman**. If you're fast enough, The game has been produced in an unusual way in that you view the match through the eyes of a spectator. Your look is composed of linear graphics and you can see your opponent through it quite clearly. At first, the effect is rather confusing but you soon get used to being a partially invisible man. The sound effects are excellent with shouted instructions to throw left or right punches or to go for knock out.

If you've never played ice hockey but have yearned to try — now's your chance. **Big Fighter** from Sega is a new game and was launched at this year's Preview '88

convention. It's a one or two player game against the computer and the object is to score more goals than your opponent within a set time limit. The instructions, translated from Japanese state "When the puck was deprived by the opponent, take it back by body checking" and goes on in a similar unintelligible vein. I had't a clue what they meant, but at least when the game reaches the credits the instructions should be clearer. You should enjoy this one.

Stuff from Nintendo is an unusual game to feature in the arcade and one which, I imagine, will be popular amongst only a dedicated

few. The object is to get round nine holes with a score that is par for the course — or better still, under par.

A game to put the **Habibi** **Gladiators** to shame is **Super Street Ball** from Konami. It's another team game of which the Japanese seem to be so fond, and faithfully simulates all the rules of basket ball so exciting. The rules are hard and fast and even govern free throws when the players line up to watch your skill with the ball.

And finally... the advent of laser disc games last year was supposed to do for the industry what an arcade did for

the arcade. Unfortunately, they couldn't open the tin.

Sales of laser disc games have never taken off in this country probably because of the high costs and the problems of maintenance. It is hoped that the current interest in sports simulations will revive the ailing industry and lure the passers by back

DEFENDER

How to stop the action. To freeze the screen on Defender, you must get all the bunnies underneath you and then put them all on the planet's surface. As long as you keep your fingers off the thrust button, the game stays still. When you press thrust the game starts playing again.

GALAGA

Make all the bugs stop clapping barrels for the entire game.

On the first screen, shoot all the aliens except for the bug on the bottom left side. For the next 5 to 20 minutes, let it fly around while you dodge the barrels. It will then stop shooting. Let it pass by FOUR times and shoot it...

JOUST

Score over 200 million points.

On wave six, pass all the lower right hand ledges. They're structures and hit the knights except one. Let this one both at slightly off-center jump button.

HINTS and TIPS

are get caught by the Lava Troll.

Position yourself on the bottom flying rock or platform. The Tentacles will start coming out. Simply face the direction they come from and they will run into your laser every time.

You can build up over 1000 extra man (only works on old machines).

THE SNEAKY GAP TRICK

On wave one, run around the left side to the back of

lights. If you land on the lower ledge of the two without putting your feet down, you can slide along the ledge and instead of bouncing off the higher one, you fall through the gap.

MR. PAC-MAN

Win 64 free games.

This is for free as well...

You must be able to complete the 137th screen. Beware, this is like no other screen...

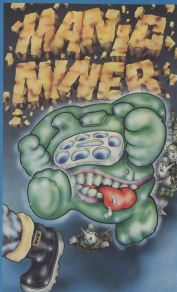
All the characters will be right side up, but the maze will be upside down, but all the dots are in the right places. Once this screen is cleared 75% of the time 85 free games appear. It will also give you a borderless maze of dots.

GENERAL CASTLES

Score 140,000 bonus points.

On wave one, run around

the left side to the back of the structure and hit the knights except one. Let this one both at slightly off-center jump button.



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The album to review can be found in the BBC version.

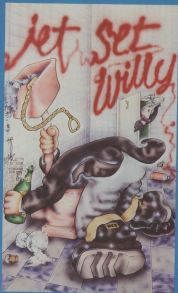


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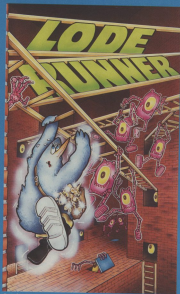
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T HENRY'S HOUSE

MACHINE: CSM 64
SUPPLIER: English Software
PRICE: £8.95

DI'S BABY

MACHINE: CSM 64
SUPPLIER: Bad Taste Software
PRICE: £8.95

Two of the latest platform games for the 64 are loosely based on the Royal Family and Prince Henry.

English Software have launched *Henry's House*, a well written, multi-screen game with superb graphics.

Bad Taste software, on the other hand, have received much national publicity with a game that really lives up to their name.

Called *Di's Baby*, it features Charles & Di and their latest son. There are five screens, involving nappies, coffees, dashes to the hospital, syringes and more.

The graphics are crude, the music abysmal and what comes out of the tortured melodies I just don't like to mention. But it bears a close resemblance to the quality of the game.

Henry's House is superb. There are eight screens, each totally different and with some of the most intricate graphics I've seen on a 64.



The idea is that Little Henry, as far's known, has got out to discover the secrets of the hidden rooms in the Royal household.

He starts in the clothes cupboard and has to find gloves, hats, ties and the like.

Then, after all that dust, it's into the bathroom for a good wash. There's a beautifully-drawn tap on this screen, with drops of water falling into the bath.

At the top of the screen is the plug and, if you pull it, the bath empties, revealing even more objects for Henry to collect.

The kitchen is next, complete with electric tin opener and Kenwood Chef mixer. But watch out for the toast flying from the toaster!

A useful touch by the programmer means that, when you are out of lives, you start your new game at the last screen you finished and not back in the clothes



cupboard. You can go back to the start, though, if you wish.

This is the first of English Software's games to feature a control system known as Ramping Over The Angles/Ladders.

Quite what it means, I haven't a clue. But I imagine that the initials were chosen first and then they thought of the words to fit round them! You'll love *Henry's House*.

Whoever writes *Di's Baby*, though, should be locked up in the Tower for a long time!

	Henry's House	Di's Baby
• Graphics	10	7
• Sound	8	8
• Value	9	4
• Playability	8	8

JINN JINN

MACHINE: CSM 64
SUPPLIER: Movement
PRICE: £8.95

Another narcissistic arcade game where involved, you as the young hero-legend looking for, no, no, doubt, trying to liberate the Golden City from the clutches of the ghostly fiend, whose magical spells protect the city and the palace courtyard.

But for all Jinn's pomp, he can be subdued. You

have your magic carpet which enables you to travel earth-bound or air-bound, but nonetheless, everyone also has the same idea, and the intended result is like an traffic control gone wrong.

This game reminds one of the rush-hour, with people enjoying nothing in front of all sides to break you out. No sooner do you head towards earth than some bright spark gets the same idea and sends you crash landing into a horrible melted-looking trap. From that point of view, the graphics are pretty good and

you are given a rather becoming tribute to wear while on your travels.

There are five cities, and to travel around them, you press the fire button. It gets monotonous, unless you see that kind of thing, if you're lucky, you'll get as far as the courtyard wall and hopefully a window will open to let you in, but watch out — the snakes may just put your ladder away and send you flying.

On top of all this frenzied activity, you must light your torch and set off to find the Magic Jar, the only object

capable of extinguishing the evil fiend. But first, you have to find and free the Wise Man — only he can enlighten the Magic Jar.

Complicated and good fun, if a little expensive, this game is at least original and not guaranteed to bore you to death. The graphics have been carefully done, and if it's a good idea to use a joystick as the action is pretty fast.

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

ALIEN

MACHINE: CSM 64
SUPPLIER: Argus Press
Software
PRICE: £8.98

Based on the now infamous film, this game is a fast disappointment, with appalling graphics, sticky colours and very little action.

You choose from seven different personalities, who all reside in the Nostrano 6 space ship. The idea is to command the crew and stop the Alien reaching earth. Easier said than done, since the characters have a habit of losing themselves in one place and not budging an inch, no matter what you do, while the alien darts around all over the place — usually clockwise, but sometimes anticlockwise depending on where you shove the joystick.

You are supposed to be able to move your characters through the three decks, collecting weapons as you go — the only problem is that if you select "MIDDLE DECK" you are liable to find yourself on "LOWER DECK" instead. Your characters will have a habit of disappearing without trace while your Alien shows distinct signs of hyperactivity and frustration, unable to find a being thing in sight, Poor Alien. You end up feeling more sorry for him than for the characters, especially since his aim is survival and he needs unsuspecting people to jump on.

What is supposed to be vaguely frightening background music sounds more like an old Duke can dancing on a parrot to rock — irritating, to say the least.

Meanwhile, the bottom of the screen is a little more helpful and tells you what mode is like as well as who else is in the vicinity — it also reports on your character's progress.

For some reason the characters in this game are practically immobile, or just plain lethargic — it seems odd that the joystick will exclude the alien but not the character, giving an overall impression that the game would be better called *Cloned*.

The last blow to the occasional writer's intuition that comes up on screen. This is impossible to read, as the characters are so ill-defined and in different fleshing colours, which bleed



JUMP CHALLENGE

MACHINE: CSM 64
SUPPLIER: Mamech
PRICE: £7.95

The Commodore version of the official little kid game follows (with the same game plan as the Spectrum version, reviewed here). But the graphics and sound are superb — capturing the Spectrum game by miles.

Eddie and his machine are drawn and animated perfectly — and the imposed graphics make the game much more playable. The crashing routine is great — with an ambulance siren sound wailing away in the background.

Your computer also flashes up encouraging messages — like "I hope you're hospital food" when you've blown the fuel for the unleasch fire.

The Commodore Eddie Kid Jump Challenge is well worth getting on your list for!

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

JUMP CHALLENGE

MACHINE: Spectrum
Keyboard or joystick
SUPPLIER: Mamech
PRICE: £8.95

If you've ever wondered what it's like to jump over a row of cars on a high-powered motor-cycle then the official little

kid Jump Challenge could be the game for you. Mamech get a lot of help from Eddie while programming the game and they have included a competition to win a black bike, motor and colour. This with the game. All you have to do is jump over more cars than anyone else.

You start your jumping career on a bicycle and to get a bit of practice — leaping over barriers. Once you've cleared the bar file you move

on to the bike proper. You have to judge the distance away from the ramp in order to get up enough speed to clear the cars. Each time you clear the row of cars more are added.

A crucial skill to master is the control of the rider's distance on the bike. To maintain things a bit more difficult there is also a random wind conditions feature. The rider has to allow for the breeze when going for the jump.

That's about all there is to the game. It's simple, but quite addictive if you're a bike fan. The graphics are simple but effective and the bike sound effects pretty good. I particularly like the crashing graphic routine.

Versions of the game are also available for the Commodore and BBC Desktop.

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

into the black screen background, giving the impression of a psychedelic rainbow rather than written information.

If you're in the Lab of the Living Quarters and you remove the grill, your character will disappear altogether and perhaps leave a long call leaping aimlessly around the screen.

Even the Alien gets eased and has to be found from time to time — I eventually located him cowering in the Infirmary.

Argus Press Software say that, in order to succeed with this program, you have to understand people and predict how they will behave. This appears to be a gross exaggeration as the only thing you have to predict is how the joystick is going to react.

The game has less to do with people than anything I could possibly imagine and I wouldn't shed one bit on a game of this sort, let alone the asking price, which is phenomenal for what you

actually get.

Programmer Paul Clancey may have had good intentions but he certainly doesn't do justice to the film, with the gamers' Alien behaving more like Tinacbel in Peter Pan than a monster that gets inside one's digestive system and fights its way out when it feels like it.

• Graphics	8
• Sound	8
• Value	2
• Playability	2

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PSI WARRIOR

MACHINE: CSM 64
keyboard or joystick
SUPPLIER: Beyond

Software
PRICE: £9.95

Hot on the heels of *Pytron* comes *Psi Warrior* — Beyond's latest computer superhero.

It appears that the Earth is threatened by a race of strange Psi creatures. You'll have to read the *Psi Warrior's* story in the 25-page booklet which comes with the game to find out all the details — we just haven't got space here!

In any event, the *Psi Warrior's* job is to go to the Nevada underground site in the Nevada desert where the Psi creatures have their base and destroy the mysterious Source — the centre of their power.

The *Psi Warrior* is armed with a special anti-Psi weapon and a Hover Board to get him around the many levels of the site. He has to get the Psi creatures and their sidekicks, the Psi creatures, and also look out for Pugs — humans transformed by the Psi into mental slaves.

The screen display shows you *Psi Warrior* copping around the site on his Hover Board. He can also move from level to level using his anti-ramps. His board can be damaged — so you have to watch where you are hovering!

It has the capacity to repair itself — but this is limited and you could end up stuck half way down the site with no means of movement if you are not careful.

The fewer you go, the fewer the Psi creatures get — but if you are clever enough, you can gain extra powers on your way down to the Source which will aid your quest — powers like invisibility and levitation. The *Psi Warrior* can also teleport himself out of trouble.

The game concept is extremely complex — as you'd expect from late Dixon and Paul Soley, the people who brought you *Pytron* — and you need to read that 25-page booklet thoroughly before playing the game.

The animation of the *Psi Warrior* and his Hover Board is excellent — and playing the game is strangely very relaxing.

However, hitting the Psi creatures and finding your way down to the Source — which is very difficult — just doesn't seem to be enough. It'd like something more to be happening on screen. The instrumentation is confusing, too. Overall an interesting game but just not exciting enough!

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

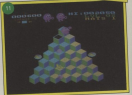
JUNGLE QUEST

MACHINE: CSM 64
joystick or keyboard
SUPPLIER: Solar Software
PRICE: £7.95

Hot another Pitfall-style! I thought as Solar's *Jungle Quest* dropped onto my desk. With a slightly anti-healing I loaded the game up and came away extremely surprised!

Jungle Quest has elements of Pitfall but the game is still pretty original. The basic idea of the game is to help Jungle Jim escape Jane from the cannibals' cooking pot — bringing many jungle dangers along the way. He begins his quest being chased by a lion while unseen slaves throw spears at him. He has to duck and jump the spears while keeping ahead of the roaring lion (a real sound effect!) — who wants to take a bite out of your legs.

Then Jim has to swing over a series of trees with man-eating plants, swim a river full of evil looking crocodiles,



climb a mountain sloping eating nests and then finally take on the cannibal witch-doctor who is putting poor old Jane in the pot for his evening meal!

Jungle Quest is addictive and very playable. The graphics are pretty and the sound is nice too — a great version of *Pitfall* to be like. You learn the *Jungle Quest* movie plays over the intro screen and the flares of Babylon linkes away as you play.

One minor point of criticism, I did find it difficult to spot the spears coming at me in the first of the last screens. A different colour choice would have made all the difference.

Overall, a nice looking game with that extra added mystery ingredient — playability!

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

CRABT

MACHINE: Amstrad
SUPPLIER: Mirosoft
PRICE: £5.95

At last! some decent software for the Amstrad is appearing.

In this different game from Microbyte you have to guide your long-necked friend round the screen, hopping from cube to cube. As he hops on to a block, it changes colour. Change all the blocks on the screen and you move to the next one.

On early levels, it only takes one hop to change the cube but as harder levels you'll need two or three jumps on to a square before it

R·E·V·I·E·W·S



becomes the right colour.

Like the original arcade version of the game, there are various creatures chasing you round the screen and, if you touch one, you'll lose a life.

Colly is a snake while Boris is a Gorilla. If you manage to catch Boris's banana you get double points.

There's a strange-looking hat with a helicopter blade on top. If you get this, you can fire up or down the screen by two lines to 10 to 4-0-0-4-18, the approaching aliens.

The game has a choice of five levels, each with four different screens, so it should keep you amused for some time.

The graphics are good on our colour monitor but, like all Amstrad games, it'll lose a lot on a green screen.

Sound is average, though you can at least turn it down if you want.

Erbert is certainly among the best of the limited range of Amstrad software currently available.

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

MUTANT CAMELS

MACHINE: Atari
SUPPLIER: Linsoft
PRICE: £7.50

In this conversion from an original game for the Commodore 64, you have to save the earth from an invasion of giant camels.

We make no apologies for digging out this game. We haven't had any new Atari software in this office since September. Talk about the machine time forgot! Anyone got any new Atari stuff out there?

Some decidedly unfriendly aliens have perfected their genetic engineering to form a normally friendly camel into a 40-ton high monster.

These beasts are shielded

GRAND PRIX

MACHINE: BBC
SUPPLIER: Software
PRICE: £9.95

This offering almost became the official Amstrad Grand Prix game but, for reasons best known to their selves, Amstrad chose the version programmed by the author of Aviator.

Software Innovation's Grand Prix is yet another racing driving game, although the graphics are better than most.

Your car is drawn in three graphics at the front of the screen, complete with rear counter, speedometer and gear indicators.

Using keyboard or a joystick, accelerator and shift into first gear. You can begin to move forward, giving you a driver's eye view of the road. As you steer left and right, the view of the road changes but your view of the car stays the same.

Straight away I realised that your car takes up the whole width of the road. So to overtake another car, you have to drive with half the car on the grass!

This is no real problem, as the program lets you drive most of the race on the grass, but there are occasional obstacles which will hit you unless you move back to the main road.

As far as scenery goes, there are some mountains on the horizon which move from side to side as you go round bends. Most of the race takes place on straight lengths of road, though, which can get boring if they are too long.

Changing gear involves pressing the fire button on the joystick while pointing the trigger either up or down. Moving left or right will steer you in the relevant direction.

Graphics are good and sound effects are included. A source control is provided by



use of the 7 and 8 keys, which is useful as the sound doesn't come from the TV speaker.

Not the best game I've seen for the BBC, and slightly overpriced unless you're a fan of road race games, save your money.

• Graphics	8
• Sound	8
• Value	8
• Playability	8

POSITION

MACHINE: BBC
SUPPLIER: Harlech
Game

PRICE: £7.95

Computer games are very like films. Every now and then a real classic, or something really special, comes along which shocks critics into raptures of praise.

The film industry has been plagued for years with re-makes and endless sequels to successful movies. Plus Position too, was proclaimed as a classic computer game — one of Atari's shining successes. Sadly, that version for the BBC has about as much punch as 50c of Rocky IV.

When you load the game up on your BBC you are given a frozen view of the racing car and track. Everything

looks fine, just like the Atari version. Unfortunately, when the game starts, any resemblance to the Atari Plus Position disappears utterly.

The game uses four different keys to control the racing car, the space bar is for changing between low and high gear, the A and 8 keys act as the steering wheel and the return key as the brake.

As you steer left and right, the view of the road changes, but instead of the smooth animation and movement I'd expected, the sides of the track begin to break up and the mountain scenery in the background begins to flicker.

The game also appears to be very easy to play, there's no real challenge and passing slower cars at a time, even on corners, is not a difficult task as the cars very rarely try to change lanes.

The graphics are good, but soot for the flickering.

The game comes in the usual high quality packaging you would expect from Atari and includes a manual which allows you to follow the fortunes of your Grand Prix heroes over the season. There is only one small problem — the chart is for last year's season.

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

by neotonians and have in-built lasers as defence.

In control of your tiny fighter plane, you must fire at the beasts, realising that until they go on no longer.

Atari is a side-scrolling game, stretching over ten screens. At the top of the current screen, a small representation of the whole game is shown so that you can work out your position and the distance to the nearest enemy.

The group is gradually marching towards the side of the screen and, if they make it, the planet Earth will have been destroyed and you are branded a failure. But score enough hits and the lasers will be wiped out one by one.

If you've wished that your Atari could have the same games as your friends' 64, then now's the time to start catching up.

● Graphics	9
● Sound	8
● Value	8
● Playability	7

MAZE GOLD

MACHINE: Vic 20/
keyboard or joystick
SUPPLIER: Games
PRICE: £5.95

Maze Gold is a very basic maze game with very basic graphics and game play which is basically very frustrating. You



control a little chap who has to work his way around the many rooms of a Ceres-style maze picking up bags of gold. There are nasties out to get you as you go for gold — which make life even more frustrating as they move in for the kill pretty swiftly.

Control is a very exciting game. There's neither about — even for the poor Vic.

● Graphics	5
● Sound	5
● Value	5
● Playability	4

MAGIC ABOUT

MACHINE: Spectrum 486
SUPPLIER: CRL
PRICE: £4.95

Dougal was in the Enchanted Garden of the Magic Roundabout. As always, he was trying to find some sugar lumps to eat, which someone had scattered over the ground.

"Look", said Dougal. "Someone's left all the sugar around. It's just what I need to keep my strength up while I'm trying to build my house."

Brian arrived. "Hello Dougal", he said. "Hello Brian", said Dougal. "Don't touch me", said Brian. "Or you'll lose a life. That's what happens in these computer games." "Pardon?", said Dougal. "Do you mean that I can't touch anything that moves?" "Get it on!", said Brian.

Mr McHenry shot past on his bike. "Can't touch me either!", he quipped. Emmitrude appeared. "Well, hello dear!", she said. "I hope you're all enjoying the game. Whoever drew me is pretty good with computer graphics."

Dylan arrived. "Hey man, what's all this excitement?" he said. "Can't I get back to sleep?" Dougal appeared. "I don't know why you're so happy", he said to Emmitrude "you may have

been drawn well but I look like a big tooth. And the screen scrolling is awful. Now, if you'll excuse me I've got a house to build. And I'm almost out of sugar."

Florence appeared. "Hello everyone", said Florence. "Hello Florence", said Dougal. "Are you in this game or well?" "Yes", said Florence. "Geez we all are."

"I told CFS that I could have done some better sound effects for this game", said Dylan. "But they wouldn't listen. Now hear what they've done to it. It's awful."

"Bother!", said Dougal, rushing past. "I'm out of sugar and I've used up all my lives. I bet the game will end now."

He heard a springing sound, and looked up. "Time to bed!", said Deedee.

● Graphics	7
● Sound	6
● Value	6
● Playability	7

This issue we introduce a new feature — a rapid round-up of new releases for computers that are NOT Spectrums or Commodore 64s! For those of you with other machines, it might just seem that they are taking over the world — but there are software houses writing games for other machines too.

AMSTRAD	Level 9 Computing Addictive Games Computerised Games Computer Simulations Aiming Software Amsoft	Return to Eden Football Manager Raided Army	Software Projects	Ledgeman Engeebot Cryps Capers Tians Family Quiz The Dale
	Microbyte Software Asik Atargata	War Zone Flight Path 137 Aino Akbars Quads a Jack Round on the Run 10 & 100 Number Painter Blagget	Crystal Koch Software Ltd Blanchard Software	
	Amsoft	Son of Blagget Puff Machine Amazing Hi Soft Pascal 4F	ELECTRON	Microbyte Software Century Software
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ATARI	Ray Hedges Jason Spirax C.E.M.	Space Shuttle Civens Commander Reed	Kuma	Hot Shoe Number Painter Waffle Swamp IQ MUS — IT Superheroes
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for the Commodore 64



MOTOCROSS! Motocross for the Commodore 64. £14.95

SUICIDE STRIKE Suicide Strike for the Commodore 64. £14.95

At the start of the race you step on your helmet, strafe your motorcycle, you have engine speed, you have fuel reserve. Through 11 turns, up the hills, you only need to avoid the pits and the mountains for you can only go in one direction. You can't avoid your car, but you have to do this on the fly.

You don't see it but the car will happen.

You'll also control your motorcycle's performance with the speed. Of course you'll need up to five positions to win.

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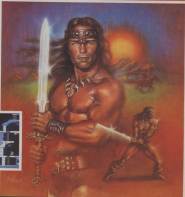
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Doomdark's Revenge

Part 3

PART 3 MORKIN'S QUEST

In this episode of *Doomdark's Revenge* you take the part of Morkin, son of Lazor the Moon-Prince. To play you will need two dice, a pencil and a rubber. You should also take a glance down these simple rules.

BATTLES

If you have to fight with Morkin or his 10 Fey Warriors, this is done by using the dice. Battles are fought through a character's skill rating hits against his opponent's stamina.

So, if your character's stamina is 3 and his opponent's skill is 7, every time his opponent throws 7 or under with the two dice, your stamina goes down by one point. If it reaches zero, you are dead. Stamina is not replaced.

When the Fey warriors go into battle, their stamina is equal to their number. If all 10 are alive they have a stamina of 10. Each drop in stamina means one warrior less.

MAGICAL POSSESSIONS

Morkin has three magical possessions which he carries in his backpack: an axe Dragon Slayer which adds one to his skill in battles, a Ball of Fire which can give off tremendous heat and The Cup of Dreams which will revive a whole platoon of men.

Tarthal rescued Morkin last issue but now he sets off on his own quest across the inhospitable land of Inermark.

This is the last in this series of Fighting Fantasy novellas based on Beyond Software's best-selling *Lords of Midnight and Doomdark's Revenge*.

Can you help Morkin survive the rigours of Inermark...? Turn to *Competition* page 28 to win Commodore 64 versions of *Lords of Midnight*.

THE CHART

The chart below enables you to keep track of the game. Every time a possession is lost it should be crossed off, every time a man is killed, he must be removed. You should also cross off lost stamina points.

BEHIND THE ARCHER

Among your troop of 10 warriors is an exceptional archer known. He may be of great use in the quest and should be kept alive if possible.

SKILL

Morkin starts the game with a skill of 9 and a stamina of 3. His warriors have a combined or individual skill of 9 and a stamina of 10 (one point for each of their number). Skill can be used in all sorts of situations — not just battles.

PLAYER CHART

Morkin
Skill 9 Stamina 1, 2, 3, 4, 5, 6, 7, 8
Weapon: Sword or Dragon Slayer the Axe which adds one to Skill.
Possessions: Axe, Ball of Fire, Cup of Dreams.

The Fey
Innoc: 23,456,789,10
Skill 9

If Tarthal, aided by her magic and a band of gaudily Fey warriors, has rescued the proud Morkin from his imprisonment in the Pit at Alatorra, Morkin learns that his father, Lazor the Moon-Prince of Midnight, is also in the land of Inermark.

Lazor and Northern the Wise are even now making an attempt to try and defeat the mighty Sharrin the Heart-striker, Empress of Inermark. Sharrin is a man who impressed Morkin to tempt Lazor into Inermark, there to trap and defeat the Moon-Prince.

Morkin decides to send Tarthal back to the Forest of Fangrim with most of the Fey troop to rally armies to Lazor's banner.

Now take the part of Morkin as he embarks on his quest with the archer Inners and turns to number 1.

1) Before you rise the great and treacherous peaks and icy passes of the Eshoburth but you have heard tell of an underground passage through caves beneath the mountains which should bring your small party out on the other side. The Pit of Alatorra, where you were held captive, is a small collection of caves out in the side of a deep chasm.

There are passages which lead off from the bottom of the gaping hole, cut by the Deatress and possibly still inhabited by this voracious race. Looking down into the pit, you notice that there are some small, ill-used steps cut away, leading down through almost sheer stretches of wall.

Inners recommends that you use the ropes they brought with them from the Forest of Fangrim to scale down the depths.

• Do you take his advice and use the ropes? Turn to 12.

• Do you decide to risk the steps? Turn to 18.

2) Over the next series of peaks and at last you come to the end of the mountains. Beneath you lies a great pass leading out onto the plains of Cloaraine. On the plains mass two huge armies. From the distance you recognise your father's banner flying proudly on one side with massed ranks of Fey and Barbarians. There are even some Eshoburth contingents pressed in among them.



Morkin

On the other side of the plain lie the serrated ranks of Shaseth's armies with hordes and sparse legions of giants. These too are the Dwarves, ready to fight against their invaders. The two armies seem well-matched.

Suddenly you notice a great commotion and the pass below you fills with a great contingent of giants. Many ride the huge sides of the mountains. They look a powerful and determined force, capable of matching either side already on the battlefield and their banners and shields sport hastily drawn profiles of a woman's head.

•Do you instruct your archers to open fire? Go to 23.

•Wait and see which side of the battlefield they head towards? Go to 14.

•Try to push boulders down on their heads? Go to 43.

•Use the Ball of Fire (if you still have it with you) by heaving it into the snow on the mountainside? Go to 25.

4) Nothing for a long time and then a harsh whispered voice ahead of you breaks the quiet.

•Do you light the torches and rush forward, ready to do battle? Go to 28.

•Throw a lit torch ahead of you and shout after it, asking who it is? Go to 28.

5) The mountain is frozen over and a long jet of water is caught in mid-air. In its basin, you can still see life-giving water below the ice.

•You can use the sword to break through the ice. Go to 31.

•Use the ball. Go to 35.

6) The main passage follows its path northwest and now starts to climb steeply. You travel on for many miles and eventually find the walls of the passage are studded with lit torches. Lesser passages lead off on either side and great stairways lead the main path ever higher. A new chill in the atmosphere suggests an end to your underground sojourn at the end of a day and night's travelling. The party emerges into the light of day down a gateway built high in the mountains and covered in Dwarfish runes.

•Go to 12.

7) You bring forth the cup and there is enough for one sip of its health-giving brew, for each of your party. The cup then magically disappears. But it has done its work — you all attack the mountain with new vigour.

•Go to 48.

8) There is a darkness all around and the men get restless on the ledge. Calling for a lit brand, you lower it on the end of the rope and notice it flashes 80 feet above the rushing torrent.

But, in the light of the flame, you see that an opening has been cut in the rock just before the rope's end and a short swing will carry a man in to it.

•Go to 11.

9) The ridge looks down on a battlefield where two mighty armies are moving into position to do battle. A commotion draws your attention back to a huge host of giant hobnobs surging through the pass below you. The dragon snorts at their bloodred banners, painted with the profile of a

woman and makes to leap off the ridge to renew his day.

•Do you order your men to help the dragon by firing arrows into the giants? Go to 22.

•Tell the dragon to wait and, instead, try to create an avalanche? Go to 46.

10) Holding shields tight against the bitter winds, you begin a slow descent down an icy path into a wide shallow valley. But after only two hours marching, the valley ahead swarms with unshod banners and the ice echoes to hoofbeats as a mighty and well-equipped army approaches. On seeing your men, a small party of riders hurries ahead and confronts you.

Hopefully remembered — there's over 1,000 riders in the army — you allow yourself to be brought before a fierce warrior commander. He sits astride a great black charger and his horse's hair is decorated with the bones of the mighty ice-elf which roam the mountain passes.

Introducing himself as Ikwaneen, lord of the Frozen Empire, he asks who you might be and what quest you pursue.

•Do you tell the truth, admitting nothing? Go to 42.

•Pretend that you are mere adventurers searching out Dwarfish treasure in the mountains? Go to 41.

11) Barely above the water you collect your men and your wife in a damp passage, clipped from the hard rock. The men seem uncertain whether to light their torches in case it draws attention to your presence in the cave. The all-pervading feeling is that unseen eyes, more used to the darkness than yours, watch from the dark recesses. Whispered voices echo nervously around from the Fog.

•Do you light the brands? Turn to 45.

•Do you decide it is safer not to draw attention to yourselves and proceed by running fingertips along the passage walls? Turn to 13.



12) The Fey makes their ropes wet. You drop down to a ledge deep in the pit but the darkness still envelopes before you and the ropes may not be long enough. A scout goes down and claims he can hear rushing water. He suggests that he jump down to the bottom.

•Do you agree and let him try his luck? Go to 24.

•Order him back while you think of something else? Go to 4.

13) After a short while, the passage begins to feel less cramped. The last man steps slightly from the wall and with a yell, stumbles and falls. Then silence. You order the torches lit and to your horror, discover that a chasm has opened beside the path as you progressed. There is no hope for the fallen man and he must be struck from the list.

Spotting ahead you also see two Skulkis blinking and rubbing their eyes in amazement. One holds a sword at you but his aim is well off. The two creatures then turn and race off. You draw your sword and give chase and surprise seven such creatures around the corner.

•Do you order your men to attack? Go to 16.

•Draw the one Dragon Slayer from the pack? Turn to 23.

14) They rush out and side with Shazeth. Too late, you send arrows flying after them.

There is no way now that you can influence matters only sit and wait and hope.

•Go to 24.

15) At his signal, his men fall upon you. With a mighty blow you manage to strike Beestwain down but your men are overwhelmed. The quest is over.

16) Beestwain is swift but Inorn is swifter. His shaft stands proudly in the lord's chest and the mighty figure tumbles onto the ice. With a unanimous roar of rage, his troops fall upon you and your party's quest ends here.

17) Raising the axe above the sleep-

ing creature's long neck, you notice what a shabby state the creature is in. The axe comes sweeping down and bites deep into the creature's neck, the body immediately springs to life, heaving forward as though to crush you. But you leap clear and within seconds the dragon's death-throes are over.

•Go to 5.

18) The steps prove treacherous and the climb down is long. The deeper you get, the more dank they become. The sound of water drifts up from the bottom. A rich green algae coats the steps and you shiver up for the men above you to be careful. But inevitably one man slips and falls. There is just a chance that your footing is good enough to risk trying to catch his cloak as he passes.

But the fall below is still long and the water's distant roar is ominous. Dare you risk your own life and the quest for him?

•You try to catch him. Turn to 21.

•Your man's fall sends you in against the wall and out of danger. Turn to 22.

19) Your men were half prepared and rush into the trap.

The Skulkis have a stamina of 4 and a skill of 4. Take off one man for every stamina point you lose.

•Turn to 6.

20) The lord's stamina is 25 and his skill is 7. The two of you must battle to the death. If you win then go to 28.

If the lord wins, the quest ends here.

21) You can bring down two giant for every man left in your command before they reach the end of the pass. If Inorn is still alive, he will bring down an extra two. The next battle there way through to the plains and side with Shazeth and the battle commences. There is no way you can join in the action but only sit and wait and hope.

•Go to 24.

22) You manage to reach the Dragon which opens one sleepy eye as you make the last two yards. Your sword whistles through the air and rebounds off the creature's horny shell. With a roar it belches both flame and your quest ends as a blackened spot in the snow.

23) The dragon manages to bring down some 20 giants before it succumbs to their huge spears. Each man left alive in your command can bring down two before they reach the end of the pass and Inorn (if he is still alive) will bring down 4.

•Go to 24.

24) He drops into the darkness and there is a splash. Then nothing. If he cried out, the roar of the waters drowned his call. Strike one man from your party.

•Go to 8.

25) The ball of fire disappears into the snow on the mountainside and a great war begins to issue forth, making it hard for the giants to see their way onto the plains. Some 30 are left straggling around in the pass. The rest rush to join Shazeth's sides as the two great armies meet in the middle of the plain. You cannot now influence the battle but must merely hope Luzzor prevails.

•Go to 24.

26) In the light you can see a chamber with seven Skulkis blinking and with weapons drawn, leaning a shout, they disappear, running off into a tunnel which would appear to lead east.

•Go to 6.

27) The energy-sapping climb takes its toll and an over-treacherous stretch, one of your colleagues slips and falls to his death. Those one dice and if it comes up one or two, then it was indeed whose talents you can no longer call on.

Either way you must cross one more man from your command.

•Go to 18.

28) Turning a corner, an arrow whistles past your nose and imbeds itself in one of your colleagues. Before you stand seven Skulkis.

Your command must be reduced by one man.

•Do you reach into your backpack for the great axe Dragon Slayer? Turn to 25.

•Order your men to attack the Skulkis. Turn to 19.

29) A great pink tongue licks out of the dragon's mouth and drops into the Cup of Dreams. Swiftly, his eyes become fully awake. Looking down into the cup, you realize that every bit of goodness has been drained from its bottom and looking up you see a fully refreshed dragon crouching above you. "If you be a lover of the Giants, depart now and be spared." Its voice hisses out at you.

"Is that all the thanks I get". Leaning back on your sword, you stare up into its stony gaze.

"Know you gany one that I have just fought with the great giants, Beestwain, Thorgogal and Utanay among them. I've now they rare their armies to Shazeth's aid in the battle on the Plains of Chormare and I must go back to prevent this. My race has no love of giantish folk and be sure they will grow strong on this victory, for the Barbarian and Fey races have ranged themselves against Shazeth."

Questioning him closely, you discover that Luzzor has arranged his armies on the plains to the west and Shazeth's force is bearing down on him there. A huge force of giants is rushing to join the battle now through these very mountains. He aims to fly now to the top of your ridge and try to



halt the giants' progress onto the battle field.

"Shareth" you mutter, "Would that the were also passing beyond the ridge."

"Her name lies within that mountain," mutters the Dragon, "If you can leap through its mountainside, those long jets of ice are the Ice Shards. They are all that remain of the Ice Emperor's mortar, smugged-out of level by a loyal lordling after she had been turned to frozen water by her daughter."

•Do you try to break the low Shards off with your axe, if you will leave it? Go to 26.

•Use the ball of fire to break through them? Go to 25.

25) The dragon grabs the Ice Shards in his forepaws and swings out off the ridge and over the plain. But as he approaches Shareth's position on the field, he is hit by a spear and falls to his death, dropping the crystals.

•Do you let a fall and hope it will strike Shareth? Go to 28.

•Do you know if he will live to see of the crystal as it drops? Go to 22.

21) As he drops past you, your instincts take over and you grab blindly at his cloak.

Luckily you succeed in getting a good grip and the cloak's catch is strong. Thrown against your skill to see if you succeed in bringing him in. If you can throw it with two dice, he is saved, if you throw a 12 you too fall to your death with him and the quest is over. If he still falls, strike one man from your command list.

•Turn to 11.

22) In your hand three snakes his skill to hit the shards which are falling at a fast rate and at the very limits of his range.

•If he misses Go to 26.

If he scores a hit, the ice shatters and breaks into 1,000 needle-like points. These crowd together as though with a life of their own and with howling impact beat in the air and hit the mountain at Shareth. A 1,000 tiny shards plummet into the Ice Emperor and, passing her white skin, begin to warm their way towards her frozen heart. As she falls, her army stands in dismay.

•Go to 24.

23) The ice glasses in your hand as you draw it from your back pack. Striding forward, you launch into a mighty swing aimed at the Redoubt's band. Thrown against your skill to see if you have managed a hit. If successful, two Redoubt suffer the full consequences of the blow and the rest scatter.

•Turn to 4.

If unsuccessful, you miss with your strike. The axe slams into the rock wall and you must throw one dice to see if it survived the impact. A one or a two and the blade shatters.

•Turn to 13 as your eyes join the fray.

24) You give up the axe and be pro-

cess as good as his word. You are free to go.

•Go to 14.

25) The ball slips quickly through the ice, releasing its life-giving waters which are eagerly consumed by your men. The ball has disappeared.

•Investigate, you move onto 3.

26) The crystal drops and smashes into the ground close to Shareth, causing confusion in the ranks of her army, but leaving her unscathed. Helpless now, you sit on the ridge and await the outcome.

•Go to 24.

27) You drive yourself hard against the wall and barely manage to escape, being knocked off your perch by the falling figure. Throw one dice and if it comes up a 1, fate has decreed that unless the arrow has been lost and you must proceed without him. Either way, strike one man from your command.

•Go to 11.

28) The axe swings in the cold air and smashes into the icy jet which shatters into a trillion tiny shards raining down on you and your companions. Realizing you have

failed, "They lose little enough of it as I have. Go on and fare thee well in thy quest."

•Go to 21.

29) The dragon takes off and plunges into the battle. His swoop seems destined to finish stop of where Shareth commands her legions, but your precaution held on his scales makes it impossible for you to retain your seat on his back and you are sent spiraling off and down to earth. The quest is over.

32) The boulders prove impossible to shift and the giant horse makes his way onto the plain, sliding with Shareth. You cannot influence the battle now but must sit and wait and hope.

•Go to 24.

31) Trundling on, the glacier finally comes to an end and a road leads upwards into the pathway through mountains. Your men have now been travelling continuously for several days and are feeling tired. You urge them to continue.

•Do you decide to offer all a drink from the Cup of Dreams? Go to 7.

•Or exhort them to greater



endurance? Go to 21.

33) Lighting the brands seems to revive everyone's spirits. The passage quickly closes down and you move on in single file. Gradually the rear of water is left behind and the glacier is only broken by your shuffling feet. After what seems like an eternity, you hear a soft clang ahead. You halt the Tay but there seems nothing else to do but go on.

•Do you douse the lights for a sham spell? And wait straining your ears? Go to 14.

•Do you proceed as before but with weapons drawn? Go to 18.

•Do you douse lights and proceed? Go to 22.

40) The Dragon's body appears covered with bruises and cuts. As you approach, it raises one weary eyelid and glares dully at you. This close, it looks past help and also past the point of being a danger, except for a small trickle of smoke, waiting

•Use the sword. Go to 21.

•Use the ball. Go to 25.

41) "Dwarves have more treasure than I could stomach," agrees the

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flow to one open nostril.

"Would death be a blessing to you, creature of the mountains?" you ask solemnly.

"Life would be more welcome," it answers breathlessly, to your surprise.

• If you still have the Cop of Dreams, you could now hold it under the creature's nose. Turn to 29.

• Or you decide the treasure is more badly needed for your own men (or may have already used it) and put him out of his misery. Go to 5.

(1) As your tale unfolds, it is clear the Bretonne knew nothing of Sharek's designs on Midnight, or eight of your father's entry into the north and his raising of an army to do battle with Sharek.

His anger grows and he obviously takes each word to Sharek, his opponent, personally.

Essentially he erases: "No more of this, intruder. Know you that I, Bretonne, had been injured, and left my lady's side three years hence in my lady's care three years hence to discover the Ice Shards and destroy them before enemies succumb them and use them against her." He draws and uses them against her. "Now I will destroy you the same way."

• Draw your sword and agree to take part in combat with him. Go to 22.

• Pull your axe Dragon Slayer to do battle. Go to 50 (if you still have the axe).

• Order Innon to bring him down before he can strike. Go to 18 (if Innon still lives).

(4) Finding a large overhang above the pass, all your men put their weight behind it but it is only when the danger breathes on the snow beneath it that the great shroud gives way and topples down into the mountain pass. It takes tons of snow and rubble down with it and, by the time the last boulder has fallen, an impassable barrier has been laid across the pass. In conclusion, the giant stumbles back (this is worth 500 at the end of the game).

As the two armies close, the dragon seems prepared to fly in and join the battle.

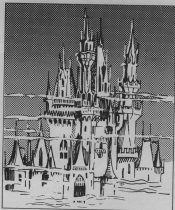
• Do you ask him to wait while yourself and your archers climb on board? Go to 42.

• Or give him the Ice Shards and tell him to drop them on Sharek's head? Go to 30.

(6) Looking down into a valley, you see a great dark shape lying beside a shimmering fountain. Being down into the vale, it quickly becomes clear that the shape is a Dragon which appears asleep and the fountain is frozen. You manage to get quite close without waking the huge creature.

• Do you decide to try and get closer and kill the creature with your sword? Go to 22.

• Decide to kill it with the axe (if you



still have it in one piece?) Go to 17.

• Or decide to leave it where it lies and make past to the fountain? Go to 40.

• Step boldly forward and tap it firmly on the nose? Go to 46.

(5) The axe glances in your hand. At the first clash the dragon's blade shatters beneath its blow. He starts in admiration at the axe. "That axe is magical, is it not?" You nod. "I must have it for my Empress. Give it to me and I will let you go free. Otherwise, I will order my men to attack and take it from you."

• Do you give it up? Go to 24.

• Do you refuse? Go to 13.

(1) The sword gradually does its work on the ice and eventually the waters bubble up and your men thankfully drink the sparkling clear spring water.

• Impressed, you move on to 3.

(2) The passage opens into a chamber and you are suddenly met sprawling by a rope tied across the floor. Some sixth sense sends you rolling out of the way of a sword thrust in the darkness. Only the clasp of the blade on the stone floor bears witness to its existence, when you had lain just a split second before.

A colleague is not so lucky and the sending of his armor is followed by his death-cry. Ordering lights, you see yourself faced by seven armed soldiers.

• Do you reach into your backpack for the axe Dragon Slayer? Turn to 23.

• Order your men to attack the soldiers. Turn to 26.

(3) The ball of fire is brought from your backpack and held against the base of the eye so. Without so much as a glowing ray, it rapidly glows red-hot and the shock of ice drops into the arms of your companions.

Cracking the Ice Shards in your cloak, you follow the dragon up the mountainside to where he has settled on a ledge overlooking a pass.

• Go to 5.

(4) Congratulations on surviving the third part of Deverdark's Revenge. Score a point for every giant which didn't smash the final battle and double it if Sharek was killed.

100 points, Excellent.

50-99 points, Very good.

20-49 points, Fair.

10-19 points, Could do better.

Under 10 points, Don't call us.

Now try the final set of questions based on the trilogy.

FILM

Two lots of science fantasy films have had a field-day lately, with numerous different films flooding the cinemas between autumn and Christmas.

The science fantasy bonanza started on October 5 when *Electric Dreams* came out — and there were more to come. *Conan The Destroyer* quickly followed and, by Christmas, *Ghostbusters*, *Gremlins* and *The Last Starfighter* arrived in British cinemas. The last one out was *Dune* which waited until January 11 before making its appearance.

Some of the films have games, some not. But it was unanimously decided in OAP's office that some, we think, should have.

Electric Dreams was the product of Virgin Films and John Century Fox, the story of a naive underdog in love. Think you know the feeling? You haven't found anything yet — at least you're not wrapped up in mental dating.

Brought by shy young architect, Miles Handley, Selzer the micro develops an interest in Miles's colloquial neighbour, Madeline. It copies the songs she plays on her radio and plays them back to her, making her believe that Miles is really a talented musician who is just too shy to admit it.

Meanwhile, Miles appears to have talent in other directions and soon turns his beautiful neighbour into his girlfriend. However, the micro gets extremely jealous and shows its displeasure by locking Miles into the house when he should be at work, playing rock music full blast when he isn't there and even using its voice synthesiser to insult the neighbours when they complain about the din.

Eden composes love songs for Madeline, at Miles's request, and is heartbroken when she thinks Miles made them up instead. In the end, the poor machine can't bear it any longer and decides to go away, having learned how temperamental love can be.

Filmed at Pinewood and in San Francisco, the \$5 million film is aimed at 15-35 year olds but virtually anyone else can go and see it as its PG (parental guidance) certificate is practically meaningless and does not require an adult to accompany you, no matter how old you are.

The movie was directed by 37-year-



Top left: *The Mephisto*, the ghostly creatures in *Gremlins*

Top right: *The Conan*

Bottom left: *The Ghostbusters* in action!

Bottom right: *Conan*

old Steve Barron, who has two children himself and is responsible for the Michael Jackson *Billie Jean* video as well as various videos for Adam and the Ants. As you may suspect, the music in the film is second to none — a reminder that Virgin is, first and foremost, a music company.

Meanwhile, co-producers Barry Lomax and Larry de Wary, who also coproduced the film *Tom*, watched *Electric Dreams* in the US in September where it did very well.

Dune was slightly more expensive to make at around \$40m and is basically a science fiction film based on Frank Herbert's book, with spaceships and monsters, but not a Star Wars-type film at all.

It centres around the planet Dune, 10,000 years into the future, where a huge battle is being fought. On the depressing side, it is described as "a world of the future that is disturbingly like our own", but on the plus side, the cast features the amazingly good looking Sting, as a cruel and cowardly adversary. That is itself should be enough to sell 50% of the tickets, including my own.

Made by Universal, the film is distributed by United International Pictures (UIP) who are made up of Paramount, Universal, United Artists

and MGM. There are no plans as yet to turn it into a game, and the rating is again PG, with the film being pitched at 15-year-olds. Directed by David Lynch, that academy award nominee for *The Elephant Man*, the film was produced by Raffaella de la Laurentis (see if you can spot that backroads with your eyes closed).

Ms. de la Laurentis also produced *Conan The Destroyer* a sequel to the film *Conan the Barbarian* and based around the Conan comic books. It features well known stars such as the volcanologist Arnold Schwarzenegger as Conan, and singer Grace Jones as Xala, who sinks around looking characteristically feminine.

Filmed on location in the beautiful country of Mexico, as well as in Mexico City, it is again pitched at 15 year olds. The story is about a loveless Conan who wants his girlfriend back (he can't win her that much though, since he is having a fling with someone else).

So meets the treacherous Queen Tazudis who pretends to help win his girlfriend back if Conan goes with her niece Winona (where to find a magical boy that will unlock a vast treasure). Its discovery, however, would have killed her — such as death. From the start, things

FANTASY



Lightning Bolt: **Al Pacino** plays **Orgy** in **The Last Starfighter**.
Lightning Bolt: **James Caan** as **Zuko** in **Cannan: The Destroyer**.

get unbelievably complicated so other than explain, maybe you ought to find out the rest for yourself.

Unfortunately, the film has no computer game for US Gold to have one for the original *Cannan* the barbarian, part of their Famous Famed range of games, which also includes *Dallas Goodward*, *Struce Lee*. The game runs on the CERN4 and Atari and costs \$99.99 on cassette and \$14.99 on disc.

Indiana Jones and the *Last Kingdom*, as is the movie, is also coming out for the CERN4 at \$2.99, to remind you of the film which has been out for almost a year now from Lucas Films.

The *Last Starfighter*, another Christmas goodie, is a TriStar/Lemmer production, directed by Nick Castle and produced jointly by Gary Atelson and Edward G. Donahue. As yet, no game is out for this, but a spokeswoman for the film tells us there may be an Atari deal in the US shortly, which would indicate something happening here too.

Centered around Alex, a video games player who finds himself taken off to the strange planet Bylon to become the last starfighter, the film may not endear itself to 50% of the population, to the female half.

For all its special effects and great graphics, it is a crushing disappointment in that the girl, Maggie, is left to reside her time at the trailer park where she lives with Alex, while he whizzes off round the universe, leaving an amazing trail.

But although Alex gets all the action, you'll be glad to hear that he's not your typical movie hero. He actually comes across as quite an interesting person with a mind of his own, not completely obsessed with impressing his girlfriend. He goes hamsteric, decides he wants to return to earth, and does so — only to take off again, this time with Maggie.

Cannan, from Warner Brothers, gets a thumbs down and several large raspberries for being unnecessarily bloodthirsty and edgier. Its imagery, in particular, is questionable, reminding you more of blank magic films and gaudier than a film for general entertainment.

One of its executive producers is Steven Spielberg, well known for his box office hero *ET*. However, if you loved *ET*, it's highly unlikely you'll like this one, and as that may seem...

It all begins when an invader returns from *Cannan* with an unusual present for his son, Billy. The present concerned is a cute-looking pet, otherwise known as a Mogwai, which the family calls *Cannan*. However, there are stringent rules for looking after the pet, namely keep him away from water and don't let him get wet, keep him out of bright light or it will kill him and, most importantly, never feed him after midnight.

If the Mogwai is fed after this time, creatures will appear that look exactly as best, with reptile-like appearance, red eyes and very large, sharp teeth which they continually stick into terrified human beings.

They also do other charming things such as evaporating disabled old ladies through plate glass windows, digging their claws into other people's mouths and teachers and leaving blood all over the place. When water touches the Mogwai, it results in big, burning blisters that burst, with all the agonising sound-effects that go with it. *Light!*

Although a US rating has been slapped on the film, its content makes most *K-rated* movies look like

parades. In other words, you can get in if you're over 13, but hold onto your stomach and ask yourself if you really want to see a rather sick movie.

Mystery surrounds the question of whether a game exists for *Cannan*. If it does, Atari UK say they haven't heard of it — or the film. However, John Scatch, marketing manager at Atari in Sunnyvale, California, confirmed that *Cannan* already runs on the 3800 video machine over there, and that a computer game based around the film is planned for the American market this spring.

Finally, those of you who prefer straightforward games may have noticed that *CAAsystems*, a Columbia picture, went on general release at the same time as *Cannan*. With its PG certificate, it appeals to a wider audience and provides more light-hearted watching.

There is lots of action and humour as three young parasitologists in New York see a ghost and decide to set up a ghost-catching business.

For the unadventured, parasitology is the study of things that go bump in the night and those three become real experts at seeking them out, making money out of people's fears.

Anyone who fancies copying them could try the game, out from Activision for the CERN4 and Spectrum. It involves tapping screens, using mammalian senses, ghost traps, ghost bait and energy detectors to help you. Your job is to search for, catch and store ghosts, ghouls and the Mammalian Man, with the aid of a New York street map.

Prices are \$19.99 for the CERN4 cassette, £19.99 for the CERN4 disc and £9.99 for the Spectrum cassette. Versions for the BBC and MSX machines will be out at any time soon.

Directed and produced by Joe Eszterhas, *Ghostbusters* was filmed on location in New York and Budapest, California. It's been a great success since it was released in the US last summer.

If you've been to see any of the films mentioned here, we'd like to know what you thought of them, and maybe how you could have done them better. Why not drop us a line and give us your comments? Meanwhile, happy watching!

PLANETOID



NICOLAS THORNE

- 1) Alexander Marco, Jermolov, Warwickshire — 1,243,340
- 2) Neal Wyllie, Welwyn, Herts — 1,178,930
- 3) Daniel Poon, Newark — 983,473
- 4) Paul O'Malley, Boreas, Herts — 644,538
- 5) Richard Thomas, Denham, Bucks — 99,470

ATIC ATAC

- 1) Graham Peters, Billingsley, Essex — 8,477,792
- 2) Gary Waters, Bishopcleeve, Hereford — 1,733,400
- 3) Carl Thomas, New Ferry, Wilt — 975,000
- 4) D J Murphy, Daresbury, Manchester — 933,832

PSYTRON

- 1) Clive Richards, Monkton, Featherbedstone — 247%
- 2) Stewart McIntosh, Bishopcleeve, Gloucester — 227%
- 3) Clive Richards, Monkton, Featherbedstone — 204%

JET PAC

- 1) David Russell, Stanley, Kent — 43,284,900
- 2) Carl Saunders, Weymouth, Devon — 41,333,300
- 3) Stanley Sharma, Redbridge, Essex — 35,544,805
- 4) Simon Caswell, Fenny Stratford, Dyfed — 30,846,973
- 5) Steven Orton, Kingswood, Hants — 20,510,710

HALL OF FAME

Name _____

Address _____

T-shirt size am med lge

I scored _____

Time taken _____

Game _____

Computer _____

Witness's signature _____

OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, our favourite have 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 — Accrocraft's Elite, a very sophisticated trading game and Microw-Gary's Pyjamarama — a sort of Jet Set Wally!

DIAMONDS

Michael O'Malley won a £250 diamond for his 6,987 high score on Diamonds. English footballer's other big game — Jet Set! Jump for the Atari computer and 88 — will now replace Diamonds in Hall of Fame.

JET PAC

Fly Jet Man across the screen collecting the three sections of his space ship.

DONKEY KONG

The king of climbing games. The ape, the serpents, and the barrels are now available on Atari, Vic 20, 64, and TI-99/4a from Atlatlart.

MANIC MINER

The easy 20 screen climbing game that introduced Miner Arty.

JET SET WILLY

What Miner Willy did next. This time there are 80 screens.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system.

ZALAGA

Splendid arcade clone for the BBC.

SABRE WOLF

Similar to Atic Atac but twice as tough and twice as pretty.

PSYTRON

Beyond's first big hit for the Spectrum. The Psytron is a computerised defence system for the planet Betula 3.

ELITE

Accrocraft's sophisticated space trading game. Great graphics and action.

STARBIKE

The Edge promises a gold BBC title to the highest scorer on their new game.

JUMP CHALLENGE

Edie's Kid's brand new computer game which features luses, barrels and bikes. Even Eddie found it difficult!

PYJAMARAMA

Wally steps into a nightmare — and into our PC's Hall of Fame.

PARSEC

- 1) Richard Dwyer, Craykeborough, S. Sussex — 8,000,700
- 2) Nicholas Ham, Hull South Humberside — 5,429,440
- 3) Ian Wilson, Dymchurch, North Wales — 492,800
- 4) Jonathan Pearce, Newport, Hampshire — 333,300
- 5) Keith Joyce-Makers, Chelmsford, Essex — 281,600



NICHOLAS HAM

STARBIKE

- 1) Steven Bourkeledge, Hayes, Middlesex — 149,145
- 2) David Kent, Westoby, Leicestershire — 144,330
- 3) Donald Newton, Greenfield, Beds — 133,880
- 4) Scott Mortimer, Royston, Middlesex — 123,900
- 5) Paul White, Winal, Mansfield — 116,600

MANIC MINER

- 1) Marcus Cornall, Sutton, Hull — 28,448,334
- 2) Anthony Carr, Sunderland, Tyne & Wear — 18,785,880
- 3) P Hytton, Stockley, Northants — 10,344,130
- 4) Edward Southworth, Hyde, Cheshire — 7,249,000
- 5) Ulfar Mathiasen, Cambridge, London — 5,920,180

ELITE

- 1) Jason Wotton, Chapperton, Sussex — Deadly
- 2) Anthony Roger, Portcreevy, South Wales — Dangerous
- 3) James Cameron, Glasgow, Scotland — Dangerous



ANTHONY ROGER

SABRE WOLF

- 1) Clive Hales, Rugby, Staffs — 4,009,383
- 2) Kevin Murray, Alderley — 3,760,130
- 3) James McAlpine, Carlisle, Glasgow — 3,749,800
- 4) Gavin Wood, Dagenham, Essex — 2,753,920
- 5) Paul Maguire, Doncaster — 2,584,800

PYJAMARAMA

- 1) Richard Collins, Letchampton, Sussex — 520%
- 2) Edward Tilling, Wokingham, Beds — 98%
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COMpetition

THE LAST STARFIGHTER

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Be the envy of your friends and try to win one of 50 *Starfighter Survival Kit* which we've teleported down from the planet Epsilon specialty for *Computer & Video Games* readers.

All you have to do is answer three simple questions about the film and a *Survival Kit* could be yours! If you read the last issue's features about the movie then the answers to those questions will be so simple!

Once you've answered them, fill in the coupon and rush it to *Computer & Video Games, Starfighter Competition, Priority Centre, 30-32 Harrington Lane, London EC1R 3AU*. Closing date for entries is February 19th. Normal C&VG competition rules apply and the editor's decision is final.

THE QUESTIONS



2

What is the name of the Starfighter's heavily shielded life support?



1

What is *The Last Starfighter*'s real name in the film?



3

What is the spaceship which the Starfighter uses to fight the mighty *Bo-Dan* battleship called?

COMPUTER & VIDEO GAMES/LAST STARFIGHTER COMPETITION

My answers are:

1. _____

2. _____

3. _____

Name _____

Address _____



KOKO

Which said Will back in time more than a million years to a period when dinosaurs still roamed the Earth.

Initially, the only assistance Ulrich gave Will was to provide him with a set of wings.

Only when all of the fragments had been collected from a particular Time-Zone was Ulrich able to offer further help by creating a glowing Time-Zone which enabled Will to travel to another Time-Zone where more fragments of the Amulet were to be found.

GENERAL TIPS:

Kokoro Will is a big game and will take several hours to complete — even if you are an expert — so the first tip is STAY CALM. Any attempt to make short cuts is sure to lead to trouble and loss of one of Will's precious lives.

Secondly, there are a number of Kill-Colours in the game, and objects of these colours can be harmful to Will so be very careful when manoeuvring around yellow, purple and cyan obstacles, however innocuous they may at first appear.

Thirdly, all moving objects, animal or otherwise, are out to prevent Will from recovering all the fragments of the Amulet. Tweak them at your peril!

SPECIFIC TIPS

Although it's possible to start Koko and Will on either Time-Zones 1, 2 or 3 by depressing the appropriate

key before commencing play, we'll assume that we've started on Time-Zone 1.

Will is easily controlled by just three keys which move him left and right and up. Repeated pressing of the "Up" key can be used to make Will hover and the shifted power key will produce beams to fly into and out of some pretty tight corners.

Time-Zone 1

This is a doobie to the practiced player, but can present enough problems to the beginner to warrant a few lines.

Screen 1: Will starts at the top left of the screen and floats down safely unless told to do otherwise. The fragment of the Amulet here is positioned just over the pterodactyl's nest.

Don't venture into the nest — those nasty flying dinosaurs can frighten a lot of Will!

Screen 2: Shouldn't present a problem, just watch out for those dinosaur's tongues!

Screen 3: Hover over the top of the flying dinosaur and as it flies underneath let Will fall under gravity. You should now be showing three items collected on the screen.

Screens 4: Take Will into the fray of many cave rooms. Mind those stalagmites, they can give Will an awful headache. Collect the fragment and exit this screen by falling under gravity down the

tunnel at the bottom left hand corner.

Screens 5: Fall under gravity down the extreme left-hand side of the screen if you want to help Will avoid losing another precious life.

Screens 6: Of the two entrances to this screen from the left the safest is the upper one.

Also immediately you enter the screen and fly over the dangerously paced stalagmites on the cavern floor. Recover the fragment by entering the tunnel via the horizontal passage.

Screens 7: Can be tackled now or left to later, either way it has to be completed before Ulrich can create the Time-Gate which will allow Will to travel to the next Time-Period. Collecting the fragment is easy, but if you're a little slow getting out of the pool you'll be trapped by the fish. Best thing to do here is flee to the right and wait for the fish to retreat. Feeding the man-eating plant requires some considerable fragments of finger. Try hovering immediately beneath the stalagmite, as the giant begins to fall, fly up and over to the right, this will take you to screen 8.

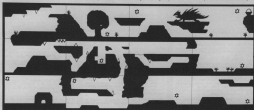
Screens 8: Requires Will to accomplish a tricky little manoeuvre to recover this piece of the Amulet, hovering between the jumping plants is advised.

Screens 9: Can be a tricky one. After flying past the circling birds, Will's best plan of attack here is to fly over

LEGEND has it that several hundred years ago in a province in Northern Europe there existed a great Magician who was known by the people of the time as Ulrich.

Ulrich discovered that there had once existed a legendary Dragon Amulet, the fragments of which had become scattered throughout time. Ulrich wished to recover all the fragments but by the time of his discovery had become too old and infirm to undertake the task by himself.

So Ulrich commanded his athletic protégé Kokoro Will, to recover all of the fragments for him.



Time-Zone 1 (C) 19880880

TONI WILF



Time-Zone 3 AD 1088



Time-Zone 3 AD 1467

the productivity) and fall under gravity down the right side of the screen. On reaching the fragment, a diagonal flightpath should get Wilf safely out of reach of the dragon's very quickly.

Screen 10. Requires Wilf to fly in from the left so that he avoids the pacing wolf. The highly toxic mushrooms on this screen are also not a recommended part of a healthy diet for Wilf.

Screen 11. Is Wilf's next part of call requiring him to release his claws through screens 7 and 8 to reach 11. Screen 12 is reached by entering through screen 10 and screen and should not present any problems to Wilf.

By now, the screen should be showing *Items Collected* — 12! It isn't, Wilf has forgotten to collect one of the fragments from a screen he has visited. When that task is finished is rewarded (and not before!) which creates a Time-Gate to enable Wilf to travel to the next period where more fragments of the Amulet are to be found. The Time-Gate is located on screen 3 and flashes, demonstrating that it's

difficult to a fragment which is similar in appearance.

The simple act of making contact with the Time-Gate enables Wilf to travel through to the next Time-Zone.

From here on, it isn't necessary to describe every screen in detail, so a few general comments about the important screens on each Time-Zone should provide all the help required.

Time-Zone 2

The fragment on screen fourteen is obviously placed behind the water. To reach this, walk through the horizontal passage at the base of the castle to screen fourteen. Note that, with care, Wilf can reach screen nineteen by swimming down through the pool on screen fourteen. Also it's useful to know that screen eighteen can't be reached from screen seventeen because a monk guarding the left entrance to screen eighteen will not let Wilf through. The Time-Gate on this Time-Zone is located on screen seventeen.

Time-Zone 3

The cause of all those phone calls if you thought getting off Time-Zone 3 was impossible, don't worry, you're not alone. Answering the phone to all the people who got stuck at this stage must have occupied us for about half of the month of September! The solution is very simple really. There's a secret passage in screen twenty-five at the top centre of the screen which allows access to screen twenty-four without the need to try squeezing past the "impassable" fence guarding the corridor between screens twenty-four and the adjacent twenty-three. Screen twenty-four seems to have caused a few headaches too. The best way to retrieve the fragment on this screen is to go under the bird protecting the Amulet and, having touched it, turn immediately upward and to the right in order to escape before it returns. Passing the Sabre Tooth Tiger in order to reach screen twenty-five is best achieved by leaping under the nose of the Tiger then, as the cloud

passes overhead, flying up and left at top speed before the cloud comes back. You won't be too surprised to learn that the Time-Gate to Time-Zone 4 is located on the elusive screen twenty-seven.

Time-Zone 4

Time-Zone 4 is another of the larger Time-Zones, with twelve screens set on an old Tall Ship. By this stage, few of the screens should present Wilf with insurmountable problems. There are no screen passages on the ship. However, some of the fragments are not readily accessible and require Wilf to take a detour as in Time-Zone 3 to reach them. Of particular note are the fragments on screen thirty-three and thirty-four which must be reached via screens forty and thirty-six respectively. Screen thirty-six is relatively difficult, although it appears to be accessible both below, any attempt to pass the bird and the water on screen thirty-seven is doomed to failure. The only way into the screen is via screen thirty-five. The Time-Gate to Time-Zone 5 is to be found on screen thirty-five.

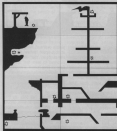


Time
Zone
5 AD
1864

Time
Zone
6 AD
2001



Time
Zone
4 AD
1784



Time Zone 5

By the time Will has reached this stage in the game, few of the obstacles should be a major cause for concern. Passing the control tower on screen forty-one requires just-perfect maneuvering, but is possible with practice. The birds on screen forty-two also appear to present a difficult hurdle, but keen eyes will identify a "safe" area between their flightpaths which

Will should aim for. Once lowering safely in this area, Will simply waits for the appropriate opportunity to "repair" and collect the fragment. Screens forty-six, forty-seven and forty-eight feature a character familiar to all arcade adventure game players, "Mantic Billy" (or, in this case, a sparer assisting Mearkian Billy). You won't be surprised to find that the penultimate Time-Gate is located on the demanding screen forty-three.

Time-Zone 6

The largest Time-Zone of all, and probably the most demanding, Time-Zone 6 has fourteen screens and the most awkwardly located

been playing solidly for 8 hours! The best thing to do when descending to this screen is to fly diagonally down and to the right as you enter screen sixty-one. This way you will just about avoid the shuffle which will otherwise crash at full speed

into the side of an unsuspecting Will. On making contact, the final Time-Gate will transport Will to a screen which reveals why Ulrich sent him to collect all the fragments of the legendary Dragon Amulet. Under no circumstances should you touch any of the keys when guiding Will to the last Time-Gate as this will have the effect of erasing the message and returning Will to the first Time-Zone.

into the side of an unsuspecting Will.

On making contact, the final Time-Gate will transport Will to a screen which reveals why Ulrich sent him to collect all the fragments of the legendary Dragon Amulet. Under no circumstances should you touch any of the keys when guiding Will to the last Time-Gate as this will have the effect of erasing the message and returning Will to the first Time-Zone.

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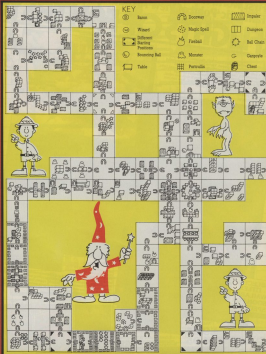
44, Gold Ltd., Unit 2, The Parkway
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You're all the controls for this world war I dogfight game. Both three and four players, both single and dual processors, both with the intricate 100-line graphics system. At the same time, only have to buy one copy for multiple play. One copy only, but multiple play. One copy only, but multiple play. One copy only, but multiple play.



A busy, fast-paced... One of the most... A multi-level...
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KEY

- | | | | | | |
|--|-----------------|--|-------------|--|--------------|
| | Basket | | Boomerang | | Impaler |
| | Wheel | | Magic Spell | | Disappearing |
| | Mystery Machine | | Football | | Ball Chain |
| | Tearing Hat | | Moose | | Geyser |
| | Table | | Parade | | Chair |





KNIGHT LORE

If Knight Lore doesn't inspire highly in CSO's Cyberworld, America has what they call "chess." If you are a board game lover and haven't yet done the game, then rush over to your local computer store and attempt to see it. If you're already got a home PC, you'll find CSO's map of Knight Lore...and it's your chance to see the story. It's not only meant for the map, which is your chance to see the story of the Warlord, but also the map itself. It's a puzzle that has three, Mission and Knight, World and Day. Different because you have to do of

RELATED TIPS

There are a few things you can do to help you in the game. First, you can use the map to see the story. It's not only meant for the map, which is your chance to see the story of the Warlord, but also the map itself. It's a puzzle that has three, Mission and Knight, World and Day. Different because you have to do of

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...and you remember a few days. THE SOURCEBOOK'S CHALLENGE: The story in the mission will only attack

if you enter the river in the guise of the Warlord — so make sure that you are the Subaltern when you enter. The object you need will float past above the ocean. If you have the object then jump up onto the coastline and drop it in. If you have more than one object make sure you drop it in right now — Subaltern as object in any case, but will be needed to enter the river. Will kill you when you see the entrance or

...and you remember a few days. THE SOURCEBOOK'S CHALLENGE: The story in the mission will only attack

...and you remember a few days. THE SOURCEBOOK'S CHALLENGE: The story in the mission will only attack

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UNDERWORLD

The Underworld contains the largest playing area that Ultimate have so far devised — nearly 600 screens. These screens are laid out on a grid 30 deep by 16 wide. Levels 10 and 11 above contain usefully furnished rooms while the remaining levels (12-25) are made up of a complex maze of caverns.

To complete the game, you must locate four weapons, three of which will see off the three guardians of the Underworld. This will give you access to the sets at the top of the maze — the object of the game.

At the start of every game, each weapon except for the catapult will be placed randomly around the maze. The catapult, which is always to be found on the start screen, is of no use against the guardians but can be used to dispatch the various creatures which you will come up against on your travels. Most of the possible sites for the other weapons are marked on the map and these must be used in the following way — the dagger will kill the guardian on level 21, the bow must be used against the guardian on level 18 and, finally, you will need the torch to kill the guardian who resides on level 17.

Contact with guardians, lesser creatures or plants will only prove fatal if you are pushed or jugged off down a chasm. Eagles, who appear after the first guardian has been dealt with, will pick you up and then drop you, often down the nearest chasm. So be careful and keep your digit firmly on the fire button — it auto-repeats.

Jumps made across chasms to ledges or ropes are automatic if the current direction key is kept pressed down. However, on certain screens above

Key to the UNDERWORLD

S Start & Catapult

E Exit

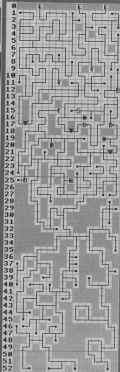
B Bow
D Dagger
T Torch

† Guardians

level 10, this map cause you to lose a life because the computer generated jump will not connect with a ledge. In this case, you will need to calculate the position to jump from yourself. When down in the caverns it is often necessary to cross a deep series. To do this quickly, first leap up and grab the rope. Then, by pressing alternately on the left and right direction keys, try and build up a decent swinging motion. You should now, by pressing the rope-release button at the appropriate moment, be deposited on the opposite side of the chasm.

The blue gems which are to be found scattered around the caverns will not only increase your score but also allow you to survive any fall. This provides a far safer alternative to using the ropes for downward travel. However, care should be taken as the effects of the gems are only temporary. The white statues which appear on some screens are extra lives and should be collected if possible.

The areas below level 10 seem to be devoid of anything necessary to complete the game, unless of course, you know better. At any rate, armed with the above information, you should now be able to escape the Underworld. Good luck!



BUG HUNTER

— WRITE TO: AKE-IT? COMPUTER MAGAZINES
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ON 01-251 6222



CHANGES CHANGES

This is the last Bug Hunter page that I'll be writing from the CB&V office. As from this month, I'm moving to pastures new.

But we can't let Bug Hunter disappear, so I'll still continue to bring you all the best hints, tips and information for your machine as I have been for the last eighteen months.

I won't be in the CB&V office any longer, but you can still contact me. If there's something you'd like to share with Bug Hunter readers, write to the address at the top of this page, or leave me a message on Micronet. My number is 012 760 586.

Alternatively, call my answering machine on 01-251 5433 any time, 24 hours a day.

Naturally, there will still be someone in the office during the day to help you if you have a problem with a listing in the magazine. Call on 01-251 6222 and ask for the CB&V editorial department.

CB&V's own problem page, Ask Bug Hunter, will continue every month from now on. So if your micro's getting you down or there's a program that you just can't get to work, drop me a line. Although our 380,000 regular readers we're bound to find someone to help you.

DECATHLON

Derek Hutchinson from Tyne and Wear writes to say that Daley Thompson's Decathlon for the 64 can be played with the keyboard if you don't have a joystick.

Use the CTRL and Z keys for left and right and the space bar to jump.

MANIC POKES FOR THE 64

For all those who have asked whether there are any pokes for the Commodore version of Manic Miner, the answer is yes.

Here they are, courtesy of Justin Fenwick from Bristol who receives £10 for his efforts.

First, you'll need to wind past the

loader on the tape. The best way to do this is to load the game as normal and, when the first part of the program has loaded, turn the 64 on and off. Now the tape will be in the correct position.

Type LOAD ""1,1 and, when it's finished, enter these pokes.

POKE 16419, the number of the screen you want to start on.

POKE 16424, the number of lives you want.

The screen can be between 0 and 18, while lives can have from 1 to 255 lives.

To start the game, type STX 16384.

ATARI PROBLEMS?

If you're having trouble loading 18k games into your 40k Atari 800, Brian Solley from Co. Antrim suggests removing one of the 18k memory packs from your machine. He says that without this fix he can't load Bruce Lee, Remarving Mk. though, lets the game load perfectly.

MICRONET CONTACTS

The Bug Hunter account on Micronet can also be used to contact Keith Campbell, the magazine's Adventure wizard.

Send a mailbox to 012 308 596 and I'll make sure that it gets to Keith.

Same goes for any other department of CB&V.

INVISIBLE SPECTRA

If, like me, you saw an advert in Spectrum for the CB&V for a computer called Spectra Imports, you were probably rather surprised at their offers. A BBC model B for £319? A Commodore 64 for £99 and a 40k Spectrum for £69? Too good to be true? Think not. It appears that the company doesn't actually exist and a warning has appeared in the press and even on some TV programmes.

If you have already sent money to Spectra, you may find that the police have managed to get back your cheques. If you are still thinking about sending money, don't.

YEARBOOK '85

The CB&V Yearbook is now on sale, with a cover from Dragon's Lair on the cover.

In keeping with tradition, the Page has again taken a fancy to the Texas lining and refused to let the printers see the last part of it.

We have some photographs of the missing portion at the office and, if you send your name and address, we'll get one whizzing off to you.

DALEY BUGS

Simon Stokes from Birmingham tells me of yet another bug in Daley's Decathlon.

If, on the long jump, you jump too early and land close to the right hand side of the take-off line, you will score a jump of around 80 metres!

Also, he asks if anyone has noticed someone in the crowd bearing a striking resemblance to Miss Wily.

ANCIPITAL CHEATING

To cheat on Commodore 64 games which have turbo loaders, you'll need a reset switch fitted to your machine. If you have one, pressing it with a game loaded will reset the game, allowing you to enter the magic pokes.

If you don't, you'll just have to keep practising so that you can cheat the game without any extra lives.

To see what happens when you reach the end of Ancipital, see these pokes in conjunction with a reset switch.

POKE 22344,ST: POKE 22344,ST: STX 92384

Next month, I'll tell you how to be able to walk through walls.

See you next time.

If you uncover a bug during one of these although programming sessions, don't save it till morning. Just call 01-251 5433 and a speedy reply will say "this is a recording, please leave your message after the beep."

BY ROBERT SCHIFFREEN



WOW!

Heyyyy look everybody! The Hairy One has just come back from holiday and he's going to tell you all about his amazing experiences among Peruvian llamas. Jeff Miner, the man who brought you *Revenge of the Mutant Camels*, *Sheep in Space* and *Arctipetal*, has journeyed to the land inhabited by some of his favourite creatures — and C&VG has managed to get hold of Jeff's holiday snaps. We'll be bringing you an exclusive report on his adventures in the Land of the Llama.

Super-supplement

More freebies with the next issue of C&VG! Keith Campbell has been hard at work in his Adventure-lab high atop his mist-shrouded tower somewhere near Brighton to bring you the *Book of Adventure III*. This is the follow-up to last year's highly acclaimed super-supplement — and will include up-to-date news of all the latest and greatest Adventureware, a round-up of all the Scott Adams' classics, plus lots more great reading for Adventurers everywhere. So grab your trusty broadsword and hack a crimson path through those marauding Orcs who will be gathered around your newspaper's front door on February 16th and snatch a copy of C&VG before everyone else does!



If you enjoyed this month's *Book of Games* then you won't want to miss out on our regular games listings for the Spectrum, BBC, Atari and Commodore 64 next issue. We've got some real games for you — so don't miss out!

Joystick Jury

The Joystick Jury resumes after a long recess to bring you their verdicts on a new batch of joysticks for all the popular micros. The jury has put the sticks through a tough series of tests and will be announcing their sentence next issue. Don't miss this courtroom drama!

Future Games

What games will you be playing in five years time — or even in six months time? The future looks pretty sunnyside — and *Computer & Video Games* are to be the first to spring them on you! Next issue we start a short series of features called *Futuregames*. We'll be telling you what the computer game fields will be bringing you in the months and years to come. Some things might sound fantastic, but believe us most of them could happen tomorrow — or are already happening. That's the case here as we bring you the lowdown on a hi-tech sci-fi fantasy game called *Planet Phoenix* which has been causing quite a stir in the USA. C&VG's American correspondent, Marshall M. Rosenberg, joined the *Planet Warriors* to get the inside story....



Star Warriors!

Video games got a look in too next issue when we give away some brand new cartridges for the Atari VCS, thanks to our friends at *Bliss Shop*. Yes, someone is still producing games for the good old VCS! Plus a look at some of the long awaited new releases.

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A 32-page booklet giving hints and tips on how to get the most from your Sinclair computer, including scrolling routines, user-definable graphics, creating new colours, error trapping, explosion effects and much, much more.

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- **OL NEWS** The list of our regular round-ups of all that is happening on the OL front.
- **ADVENTURE PROGRAMMING** John Gilbert starts a six-part complete course in programming artificially intelligent adventure games.
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Join Alice in her journey through Videoland - an enchanted place populated by strange creatures such as bread-and-butterflies and pipe-smoking caterpillars, where little girls change size and flamingos turn into croquet mallets!

Alice in Videoland is a revolutionary new concept in entertainment for the Commodore 64, incorporating some of the finest graphics ever seen on any home computer. Accompanied by a charming musical score, there are four different game scenes involved, and your performance in earlier ones will affect your ability to get through later ones and determine your overall total score.

Scene One - Stunning title page graphics give way to the first game scene as Alice falls into the rabbit's warren. Score points for collecting the objects to be found there - including keys to open doors, bottles to make her smaller, cakes to make her bigger!

Scene Two - Out in the garden the Cheshire cat looks on as Alice meets the pipe-smoking caterpillar. Help her to catch the bread-and-butterflies and the rooking-hornic flies that change into the balls used in the croquet game in the last scene!

Scene Three - Alice is a pawn in the chess game where her opponents are the Jabberwocky and Tweedledum and Tweedledee. Help her across the board by protecting her with your Alice Knight!

Scene Four - The most bizarre croquet game ever! Help Alice hit the balls through the playing-card-soldier hoops before the Queen of Hearts stamps on them!

Alice in Videoland is available for the Commodore 64 on disk - £12.95, and now on cassette - £8.95.

Alice in Videoland features graphics created with the Koala Pad.

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BOOK OF GAMES



CONTENTS



A WORD FROM THE EDITOR

Welcome to the son of the son of the son of The Book of Games!

Once again we've raided our vast vaults of readers' software to bring you a bumper bundle of entertaining and interesting games for all the top home computers.

If you got a micro for Christmas then this Book of Games will provide an invaluable source of games for your new machine. If you've had your micro for some time then these listings might give you a few new ideas for your own games programs!

All the games have been tried and tested by our team of reviewers so bugs should be few and far between — but if you have any problems, don't hesitate to call C&VG's Bug Hunter who will attempt to help solve your problems.

In the meantime, enjoy playing the games — and remember C&VG is always on the lookout for new and original games listings. If you have a game you think we might be interested in then send us a tape, full written details about the game and a listing if you've got a printer. Watch C&VG for our special software form for more details.

GOLD RUSH (SPECTRUM)	3
Have you got the nerve to join the biggest hunt for gold the west has ever seen. Be warned — you will have to be as free with your gun as you are with your shovel.	
HUNCHBACK RESCUE (ELECTRON)	6
Help Quasimodo escape from the guards of the Notre Dame and rescue his sweetheart, the beautiful Esmerelda.	
DIVER (VIC 20)	12
There's a fortune of gold waiting at the bottom of the sea for some daring fortune seeker to discover it. Feeling brave?	
PLANET LANDER (VIC 20)	14
A routine exploration mission has gone badly wrong. Can you take the controls of the ailing space ship and guide her through an asteroid belt to safety on a nearby planet?	
CHOPPER COMMAND (DRAGON)	18
An aeroplane is in serious difficulties over enemy territory. Only your skill as a chopper pilot can save the crew!!	
BRICKIE (SPECTRUM).....	24
Brains as well as brawn are needed in Brickie if you are to succeed in answering all the questions and blasting your way through the prison wall.	
PURPLE TURTLES (BBC)	29
Getting across a fast flowing river is never easy, especially when you discover that the stepping stones are diving turtles.	
WORLD WAR 1 (BBC)	34
The allied forces have been driven back towards the coast by the Germans. They are completely out of food and ammunition and you must fight off the enemy planes and balloon-ships to deliver the vital supplies.	
COSMIC PYRAMID (SPECTRUM)	39
Try your hand at the Martian version of Solitaire. Played all over the galaxy.	
PIPELINE (COMMODORE 64)	42
It's a race against time to connect all the oil fields together to get the crude oil to a waiting tanker ship.	
MUTANT MUSHROOMS (TEXAS)	44
The planet of Veggie has launched a major attack against Earth. Thousands of mushroom men are descending on the planet and it's up to you — yet again — to save the world.	
YAHTZEE (ATARI).....	48
As usual, we managed to slip in a computer version of a board game. This time, Yahtzee experts can pit their wits against their Atari.	

GOLD RUSH

SPECTRUM

You've staked your claim on some land in the north territory. You're sure that you have struck the richest deposit of gold in the last 50 years.

Unluckily for you, Jimmy the Kid has heard rumours that you are sitting on the biggest gold strike in living memory.

He has ridden on horseback all night to reach the entrance to your newly excavated mine. Jimmy will stop at nothing, not even murder, to take the mine away from you.

You have to defend your mine from Jimmy. The terrain is rocky and covered in prickly cacti giving you some chance to dodge the bullets and jump out and surprise Jimmy with a hail of bullets.

The program is fully documented with REM statements and includes instructions for the game.

```
0)RANDOMIZE : DIM bs(2) : DIM
s(2) : FOR g=1 TO 2 : LET s(g)=0
NEXT g : LET s=0 : GO SUB 9900 : GO
SUB 3000
1 REM initialization
2 PRINT #0:"Written by Simon
Johnson 1984": FOR q=1 TO 20 : PR
INT AT q,0 : INK 1 ; " " ; AT q,31 : I
NK 1 ; " " : NEXT q : PRINT AT 0,0 :
INK 1 ; " " ; AT 21,0 : INK 1 ; " "
3
5 LET k=+1 : DIM p(2) : DIM o(2)
: DIM n(2) : DIM m(2)
10 LET p(1)=20 : LET p(2)=1
15 LET m(1)=1 : LET n(1)=0 : LET
m(2)=0 : LET n(2)=-1
20 LET o(1)=1 : LET o(2)=30
21 REM random screen objects
25 FOR v=1 TO 30 : PRINT AT INT
(RND*19)+1,INT (RND*29)+1 : INK
4 ; "4" : NEXT v
26 FOR v=1 TO 3 : PRINT AT INT
(RND*19)+1,INT (RND*29)+1 : INK 3
; "3" : NEXT v
27 FOR v=1 TO 20 : PRINT AT INT
(RND*19)+1,INT (RND*29)+1 : INK
2 ; "5" : NEXT v
65 LET bs(1)="*": LET bs(2)="*"
: PRINT AT p(1),o(1) : INK 5 ; "*"
: AT p(2),o(2) : INK 5 ; "*"
66 PRINT AT 0,0 : INVERSE 1 ; "PL
AYER 1" ; s(1) ; AT 0,20 ; "PLAYER 2"
; s(2)
67 REM mainframe
71 BEEP : 00001,68
92 LET play=1 : LET ink=IN 6348
6 : GO TO 3000
120 IF ink=254 THEN GO TO 5000
121 IF play=1 THEN LET play=2 :
LET ink=IN 49150 : GO TO 3000
122 IF play=2 THEN LET play=1 :
IF ink=254 THEN GO TO 5000
130 IF RND<.2 THEN GO SUB 1000
140 GO TO 71
1000 LET qt=RND : LET h=INT (qt+1
9)+1 : LET g=INT (qt*29)+1
1010 IF RND<.5 THEN GO TO 1500
1020 PRINT AT h,g : "*" : RETURN
1510 PRINT AT h,g : " " : RETURN
20000 PRINT AT 0,0 : " PAPER 0 : INK
7 ; s(1) ; AT 0,29 ; s(2) : RETURN
2999 REM player movement
```



GOLD RUSH

```

3001 PRINT AT p(play),o(play);"
3015 IF ink=239 AND p(play)+1<21
THEN LET k=+1: GO SUB 4500
3020 IF ink=253 AND o(play)+1<31
THEN LET k=+1: GO SUB 4000
: GO SUB 4000
3025 IF ink=251 AND o(play)-1<0
THEN LET k=-1: LET bs(play)="*":
GO SUB 4000
3030 IF ink=247 AND p(play)-1<0
THEN LET k=-1: GO SUB 4500
3031 LET l=p(play): LET i=o(play)
)
3032 IF ATTR (l,i)=62 THEN BEEP
.01,20: LET s(play)=s(play)+1: GO
O SUB 2000: IF s(play)=20 THEN GO
O TO 9500
3033 IF ATTR (l,i)=59 THEN GO SU
B 3500
3034 IF ATTR (l,i)=60 THEN GO SU
B 3500
3035 IF ATTR (l,i)=58 THEN GO TO
5500
3050 PRINT AT p(play),o(play); I
NK 5:bs(play): GO TO 120
3500 LET p(play)=p(play)-m(play)
: LET o(play)=o(play)-n(play): R
ETURN
4010 LET o(play)=o(play)+k: LET
n(play)=k: LET m(play)=0
4020 RETURN
4520 LET p(play)=p(play)+k: LET
n(play)=0: LET m(play)=k
4530 RETURN
4999 REM player shoot movement
5000 LET w=o(play): LET r=p(play)
: LET x=w: LET t=r: LET v=m(pla
y): LET b=n(play): IF b<>0 THEN
GO TO 5700
5020 FOR t=r+v TO r+(v+4) STEP v
5040 GO SUB 5800
5070 PRINT AT t,w;"": BEEP .000
5:30: PRINT AT t,w;"": NEXT t:
GO TO 121
5700 FOR x=w+b TO w+(b+4) STEP b
5720 GO SUB 5800
5750 PRINT AT r,x;"": BEEP .000
5:30: PRINT AT r,x;"": NEXT x:
GO TO 121
5799 REM check if shot hit
something
5800 LET o2=t: LET p2=x: IF ATTR
(o2,p2)=58 THEN GO TO 8100
5810 IF ATTR (o2,p2)=61 THEN PRI
NT AT r,t;"": GO TO 7000
5820 IF ATTR (o2,p2)=59 THEN LET
j2: BEEP .05,10: BEEP .05,15
: PRINT AT o2,p2;"": GO TO 7000
5830 IF SCREENS (o2,p2)<>" THE
N PRINT AT r,t;"": GO TO 130
5840 RETURN
5999 REM work out which player
is dead
7000 LET play=play+1: IF play=3
THEN LET play=1
7001 LET y=p(play): LET s=o(play)
)
7002 IF j=2 THEN GO TO 8500
7009 REM print deterioration of
player

```

```

7010 FOR c=10 TO -10 STEP -1: PR
INT OVER 1,AT y,s;CHR$(64+INT (
RAND*26)): BEEP .05,c: NEXT c: GO
TO 8540
7999 REM movement of indian
8000 FOR g=r+(1-r)+m(play) TO r
STEP -m(play)
8010 PRINT AT g,w;"*": BEEP .1,g
O 8500
: PRINT AT g,w;"*": NEXT g: GO T
O 8500
8100 PRINT AT o2,p2;" "
8101 IF <02<p(play) THEN LET o2=o
2+1
8102 IF o2>p(play) THEN LET o2=o
2-1
8104 IF p2<o(play) THEN LET p2=p
2+1
8105 IF p2=0(play) AND o2=p(play)
) THEN PRINT AT o2,p2: INK 5;"*"
: GO TO 8500
8105 PRINT AT o2,p2;"*": BEEP .1
RAND*5: BEEP .1,0: GO TO 8100
8110 PRINT AT r,z;"z*": BEEP .1,r
: PRINT AT r,z;"z*": NEXT z
8499 REM fight with snake or
indian
8500 LET y=p(play): LET s=o(play)
) FOR c=1 to 10: PRINT AT y,s;b
s(play): BEEP .05,RAND*10: PRINT
OVER 1,AT y,s: INK (RAND*4);"*":
BEEP .05,RAND*10
8510 PRINT OVER 1,AT y,s;"%": BE
EP .05,RAND*10
8520 NEXT c
8521 PRINT AT y,s: INK 5;"*"
8530 IF RAND>.15 THEN GO TO 8600
8535 REM death routine
8540 PRINT AT y,s;"*": GO SUB 98
00
8550 IF play=1 THEN LET a=1: LET
s=2
8560 IF play=2 THEN LET a=2: LET
s=1
8570 GO TO 9500
8600 LET s(play)=s(play)+1: GO S
UB 2000: IF s(play)=20 THEN GO T
O 9600
8610 GO TO 130
8999 REM instructions
9000 CLS : PRINT TAB (10): PAPER
6: INVERSE 1: BRIGHT 1:"GOLD RU
SH": PRINT AT 0,8;"*":AT 0,20;"*
9010 PRINT "Theres GOLD in dem
dare hills and theres two o'yu
after it andthey'll stop at not
hing to kill each other."
9020 PRINT "Dont hit or walk int
o an indian (*or his snake($).
: PRINT "His retaliation may pro
ve fatal."Hitting a beer barrel
($ will cause retaliation by
the indians.YOUR OPPONENT(take
note !!!)
9025 PRINT "If you kill an india
n or his snake you are given
a gold coin."
9035 PRINT "The town will slow
ly increase its population of i
ndians and gold"

```

BY SIMON JOHNSON

SPECTRUM

```

9040 PRINT "The winner is the player who outlives his opponent o
r who collects 20 gold pieces(.)"
9050 PRINT #0;"PRESS ANY KEY TO
CONTINUE": PAUSE 0:CLS
9060 PRINT TAB(10);"GOLD RUSH"
"CONTROLS:..."
9070 PRINT "PLAYER 1""2...RIG
HT""3...LEFT""4...UP""5...DOWN""1:
SHOOT"
9080 PRINT AT 5,18;"PLAYER 2"
9091 PRINT AT 7,18;"L...RIGHT":A
T 8,18;"K...LEFT":AT 9,18;"J...U
P":AT 10,18;"H...DOWN":AT 11,18;
"ENTER...SHOOT"
9090 PRINT AT 21,0;"PRESS ANY KE
Y TO CONTINUE": PAUSE 0:CLS : R
ETURN
9499 REM print on screen who is
the winner
9500 GO SUB 9990:CLS : PRINT TA
B(10);"GOLD RUSH":PRINT "PLAY
ER :s":s:INVERSE 1;"DEAD":
BEEP 1,-30:PRINT INVERSE 1:"
PLAYER :s; INVERSE 0; IS THERE
FORE THE WINNER":BEEP .3,2:BEE
P .3,4
9520 PRINT AT 19,0;"PRESS 'Y' FO
R ANOTHER GAME"
9530 IF INKEYs="y" THEN BORDER 7
: PAPER 7:CLS : GO TO 2
9540 IF INKEYs="n" THEN PRINT US
R 0
9550 PAUSE 1: BORDER 0: BORDER 1
: BORDER 6: BORDER 1: BORDER 5:
BORDER 6: BORDER 1: GO TO 9530
9619 REM print how has collected
20 coins first
9620 GO SUB 9990:CLS : PRINT TA
B(10);"GOLD RUSH":PRINT "INV
ERSE 1:"PLAYER :play; INVERSE 0
" HAS COLLECTED 20 GOLD COINS
SO HE IS THE WINNER"

```

```

9630 FOR r=1 TO 5: BEEP .05,5: B
EEP .05,5: BEEP .05,7: BEEP .05,
7: BEEP .05,9: BEEP .05,9: BEEP
.05,7: BEEP .05: NEXT r
9640 GO TO 9520
9799 REM data for death march
9800 RESTORE 9820: FOR r=1 TO 11
: READ a,s: BEEP .05,0: BEEP a-.
b,s: BEEP .05,0: NEXT r: RETURN
9820 DATA 1,0,.75,0,.25,0,1,0,.5
,3,.5,2,.5,2,.5,0,.5,0,.5,-1,1,0
9899 REM data for graphics
9900 RESTORE 9910: FOR q=USR "a"
TO USR "g"+7
9910 READ e: POKE q,e: NEXT q: R
ETURN
9920 DATA 24,24,59,92,152,36,36,
66,
9930 DATA 24,152,152,249,31,24,2
4,24
9940 DATA 48,56,116,191,116,56,7
2,132
9950 DATA 24,24,220,58,24,36,36,
66,
9960 DATA 60,126,255,255,255,255
6,126,126
9970 DATA 24,24,126,126,24,24,24
24
9990 LET k$="": FOR h=0 TO 21: P
RINT AT h,0: PAPER RND*7;k$: NEX
T h
9991 FOR g=1 TO 11: PRINT AT 11-
g,0: PAPER 7;k$:AT 10+g,0;k$: NE
XT g
9992 RETURN
9999 STOP
1028 DATA 32,120,96,48,24,62,82,
62
9989 REM colour screen clearance
9990 LET k$="": FOR h=0 TO 21: P
RINT AT h,0: PAPER RND*7;k$: NEX
T h
9991 FOR g=1 TO 11: PRINT AT 11-
g,0: PAPER 7;k$:AT 10+g,0;k$: NE
XT g

```



HUNCHBACK RESCUE

```

10 REM*****HUNCHBACK*****
20 REM*****R E S C U E*****
30 REM*****by M. Turner*****
40 REM*****by M. Turner*****
50 HS%=410:s%=0:MODE1
60 AS=CHR$(66)+CHR$(89)+CHR$(
32)+CHR$(77)+CHR$(46)+CHR$(84)+C
HR$(85)+CHR$(82)+CHR$(78)+CHR$(6
9)+CHR$(82)
70 PROC_VARIABLES
80 PROC_CHARACTERS
90 PROC_TITLE
100 PROC_ENVELOPES
110 MODE 5:VDU 23,1,0,0,0,0;
120 VDU19,1,7,0,0,0;:COLOUR1:P
RINT TAB(4,4),"PLEASE WAIT"''TA
B(4)"PLEASE WAIT":FOR I=1 TO 115
0:NEXTI
130 PROC_SCREEN
140 TI%=420:REPEAT:TI%=TI%-12
150 PROC_GUARD:IF J%=0 THEN149
0
160 PROC_MOVE:IFX%=1000 THEN 2
20
170 IF J%=0 THEN 1490
180 IF LE%>1 OR LE%>2 AND X%>1
28 THEN PROC_ARROWL
190 IF J%=0 THEN 1490
200 IF LE%>3 THEN PROC_ARROW_U
P
210 IF J%=0 THEN 1490
220 UNTIL X%=1000
230 LE%=LE%+1
240 IF TI%<1 THEN TI%=0
250 SC%=SC%+TI%:VDU4:COLOUR4:C
OLOUR131:PRINT TAB(7,3);SC%):COL
OUR131:VDU5
260 IF LE%=6 THEN 2350
270 PROC_NEXT_LEVEL
280 PROC_DELG
290 GCOL0,2:MOVE G%,736:VDU202
MOVE H%,736:VDU202:GCOL0,3:MOVE
1120,832:DRAW 1120,735
300 IF LE%>3 THEN GCOL0,2:MOVE
E%,R%:VDU202
310 R%=640:W%=1:J%=1:X%=0:Y%=7
36:G%=64:h%=1152:a%=95
320 IF LE%<2 THEN 410 ELSE VDU
4
330 VDU4:FOR I=110TO14:FOR J=3T
010 STEP4
340 IF I=11 THEN BR%=203 ELSE
BR%=202

```



```

350 COLOUR134:COLOUR1:PRINT TA
B(J,1),CHR$(32);CHR$(BR%),
360 NEXTJ:NEXTI
370 COLOUR4:COLOUR131:PRINT TA
B(18,3);LE%;
380 VDU5:PROC_PRINT
390 IF LE%=5 THEN PROC_LEVEL_5
400 IF LE%>3 THEN PROC_PUAR
410 GOTO 140
420 DEF PROC_CHARACTERS
430 VDU 23,200,255,32,32,32,25
5,4,4,4
440 VDU 23,201,0,0,24,60,126,2
55,255,255
450 VDU 23,202,255,255,255,255
,255,255,255,255
460 VDU 23,203,1,3,7,15,31,63,
127,255
470 VDU 23,204,54,127,127,127,
62,28,8,0
480 VDU 23,205,0,0,28,28,14,14
,6,4
490 VDU 23,206,16,16,16,44,126
,255,0,56
500 VDU 23,207,0,0,0,0,0,0,16,
48
510 VDU 23,208,0,0,0,0,48,16,0
,8
520 VDU 23,209,0,8,8,16,0,0,8,
0
530 VDU 23,210,0,0,12,0,0,0,0,
0
540 VDU 23,211,0,0,0,48,48,56,
125,219
550 VDU 23,212,0,0,0,14,8,0,0,
0

```


BY MARK TURNER

ELECTRON

Hunchback Rescue is the second game Mark Turner has written for the Electron since he bought his computer six months ago. The program was finished during his summer holidays and took him over five weeks to complete.

The aim of Hunchback Rescue is to help Quasimodo break through the defences of Notre Dame, run along the heavily guarded wall of the cathedral and free the beautiful Esmerelda from her prison cell in the tower. No easy job when you have to fight off soldiers, dodge arrows and fire-balls, leap across gaping chasms and swing across crocodile-infested pits.

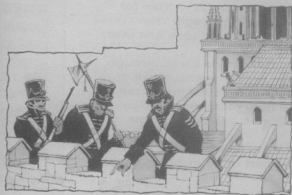
There are five separate screens in which you must beat the obstacle in your way and ring the bell cord to transport the Hunchback to the next level.

The X key moves Quasimodo to the right and the space-bar makes him jump sideways.

560 VDU 23,213,152,64,0,0,0,0,
0,0
570 VDU 23,214,0,24,28,206,251
,179,6,7
580 VDU 23,215,8,28,42,8,8,8,0
,8
590 VDU 23,216,195,231,126,60,
60,126,231,195
600 VDU 23,220,0,0,24,24,24,0,
0,0
610 VDU 23,221,0,0,129,129,129
,255,60,60
620 VDU 23,222,60,60,126,195,2
31,102,102,231
630 VDU 23,223,0,0,0,4,2,255,2
,4
640 VDU 23,224,0,0,0,32,64,255
,64,32
650 VDU 23,225,0,0,0,0,0,0,0,0
660 VDU 23,226,28,28,62,62,99,
193,99,28
670 VDU 23,227,0,0,0,0,0,128,0
,0
690 VDU 23,228,0,0,0,0,0,8,8,0
690 VDU 23,229,0,8,28,28,14,14
,6,4
700 VDU 23,230,16,16,16,44,126
,255,0,56
710 VDU 23,231,0,0,0,0,0,0,16,
48



HUNCHBACK RESCUE



```

720 ENDPROC
730 DEF PROC_SCREEN
740 VDU19,134,0,0,0,0;
750 VDU19,3,0,0,0,0;
760 VDU19,6,0,0,0,0;
770 VDU19,1,0,0,0,0;
790 VDU28,0,30,19,0
790 COLOUR134:CLS:VDU28,0,31,1
9,0:COLOUR129:COLOUR3
800 FOR I=11 TO 30:FOR J=0 TO
19
910 PRINT TAB(J,I);CHR%(200);

820 NEXTJ:NEXTI
830 VDU5
840 MOVE 320,352:GCOL0,0:VDU20
1:MOVE 864,352:VDU201:MOVE 320,3
20:VDU202:MOVE 864,320:VDU202:MO
VE 320,288:VDU202:MOVE 864,288:V
DU202
850 VDU19,134,134,0,0,0;
860 VDU19,3,3,0,0,0;
870 VDU19,2,6,0,0,0;
880 VDU19,1,1,0,0,0;
890 MOVE 1088,864:GCOL0,4:VDU2
25:MOVE 1088,864:VDU226:MOVE 100
0,864:VDU228:MOVE 1152,864:VDU22
7:GCOL0,3:MOVE1120,832:DRAW 1120
,736
900 VDU4:COLOUR4:COLOUR131:PRI
NT TAB(1,3);"SCORE=";SC%:PRINT
TAB(12,5);"LEVEL=";LE%:COLOUR129
:PRINT TAB(3,1);"HIGH SCORE=";HS
%
910 VDU5:PROC_PRINT

```

```

920 GCOL0,2:MOVE 0,a%:VDU220:G
COL0,4:MOVE 0,a%:VDU221:GCOL0,4:
MOVE 0,a%-32:VDU222
930 ENDPROC
940 DEF PROC_VARIABLES
950 R%=640:E%=448:W%=1:P%=0:G%
=64:LE%=1:J%=1:a%=95:SC%=0:XX%=0:
Y%=736:k%=0:h%=1152
960 S%=1
970 ENDPROC
980 DEF PROC_MOVE
990 x=X%:y=Y%
1000 IF INKEY(-67)THEN X%=X%+64
:GOTO 1030
1010 IF INKEY(-99)THEN 1260
1020 ENDPROC
1030 IF X%<0 THEN X%=0
1040 IF X%>1088 THEN 220
1050 GCOL0,2:MOVE x,y:VDU202:MO
VE x,y-32:VDU202
1060 PROC_PRINT
1070 IF LE%=1 THEN ENDPROC
1080 U%=0:PP%=0
1090 FOR R%=192 TO 960 STEP256
1100 IF X%<R% OR X%>R%+64 THEN
PP%=1:U%=0%
1110 NEXT R%
1120 IF PP%=1 THEN 1140
1130 ENDPROC
1140 R%=735:CM=202
1150 FOR Y%=R% TO 639 STEP -64
1160 PROC_PRINT
1170 FOR P%=1 TO 80:NEXT P%
1180 GCOL0,2
1190 IF X%=U%+64 AND Y%=671 THE
N MOVE X%,Y%:GCOL0,2:VDU202:MOVE
X%,Y%:GCOL0,1:VDU203:MOVE X%,Y%
-32:VDU202:GOTO 1220
1200 IF X%=U%+64 AND Y%<=672 TH
EN GCOL0,1
1210 MOVE X%,Y%:VDU202:MOVE X%,
Y%-32:VDU202
1220 SOUND 1,-15,Y%-100,3
1230 NEXT Y%
1240 PROC_PRINT
1250 GOTO 1490
1260 SOUND 1,3,80,5
1270 IF X%<0 THEN X%=0
1280 GCOL0,3:MOVE x,y:VDU202:MO
VE x,y-32:VDU202
1290 Y%=Y%+64:H%=X%:H%=0
1300 FOR X%=H% TO X%+128 STEP 6

```

BY MARK TURNER

ELECTRON

```
1310 IF M%=1 THEN NEXT X%:X%=10  
88:ENDPROC  
1320 IF LEX%=1 OR LEX%>2 THEN PRO  
C_ARROWL
```

```
1330 PROC_PRINT  
1340 IF X%=1088 THEN M%=1:GOTO  
1310  
1350 IF LEX%>3 THEN PROC_ARROW_U  
P
```

```
1360 PROC_GUARD:FOR P%=1TO80:NE  
XTP%  
1370 GCOL0,2:MOVE X%,Y%:VDU202:  
MOVE X%,Y%-32:VDU202
```

```
1380 NEXT X%  
1390 Y%=Y%-64  
1400 IF H%=X% AND Y%=736 THEN J  
%=0:GCOL0,2:MOVE H%,736:VDU202:P  
ROC_PRINT:GCOL0,4:H%=H%+32:MOVE  
H%,736:VDU224
```

```
1410 GOTO 1060  
1420 DEF PROC_PRINT  
1430 GCOL0,4:MOVE X%,Y%:VDU210  
1440 GCOL0,1:MOVE X%,Y%:VDU211  
1450 GCOL0,3:MOVE X%,Y%:VDU212
```

```
1460 GCOL0,1:MOVE X%,Y%-32:VDU2  
13
```

```
1470 GCOL0,4:MOVE X%,Y%-32:VDU2  
14
```

```
1480 ENDPROC  
1490 SOUND 0,-15,-2,10  
1500 SOUND 0,-15,-1,15  
1510 FOR P%=1 TO 1500:NEXT P%  
1520 SOUND 1,1,34,235  
1530 FOR I=1 TO 56  
1540 MOVE 365,800:GCOL0,RND(4):
```

```
PRINT"YOUR DEAD",  
1550 NEXT I  
1560 SOUND 0,0,0,0
```

```
1570 MOVE 365,800:GCOL0,2:FOR I  
=1 TO 9:VDU 202:NEXTI
```

```
1580 IF LEX%>3 THEN GCOL0,2:MOVE  
EX,R%:VDU202  
1590 MOVE 0,800:GCOL0,4:PRINT"!  
##PRESS#SPACE#FOR####ANOTHER#  
GO####"
```

```
1600 PROC_DELG  
1610 VDU4:COLOUR129:COLOUR3:FOR  
I=1 TO 15  
1620 FOR J=0 TO 19:PRINT TAB(J,  
I),CHR$(200):NEXTJ:NEXTI  
1630 #FX21,0
```



```
1640 VDU5:IF Y%=736 THEN MOVE X  
%,Y%:GCOL 0,2:VDU202:MOVE X%,Y%-  
32:VDU202
```

```
1650 GCOL0,2:MOVE H%,736:VDU202  
:MOVE H%-32,736:VDU202:MOVE H%-6  
4,736:VDU202
```

```
1660 GCOL0,2:MOVE G%,736:VDU202  
1670 MOVE 1088,896:GCOL0,4:VDU2
```

```
25:MOVE 1088,864:VDU226:MOVE 108  
8,864:VDU228:MOVE 1152,864:VDU22  
7
```

```
1680 GCOL0,2:MOVE1216,736:VDU20  
2:MOVE1216,704:VDU202
```

```
1690 VDU4  
1700 IF SC%>HS%THEN HS%=SC%  
1710 PROC_VARIABLES
```

```
1720 COLOUR4:COLOUR131:PRINT TA  
B(1,3);"SCORE=# ";:PRINT TAB(1  
2,3);"LEVEL=#";LEX:COLOUR129:TRIN  
T TAB(3,1);"HIGH SCORE=#";HS%  
1730 VDU5
```

```
1740 KEY#=#GET#  
1750 #FX21,0  
1760 GCOL0,2:MOVE G%,736:VDU202  
1770 MOVE 0,800:GCOL0,2:FOR I=1  
TO 40:VDU202:NEXTI  
1780 GCOL0,3:MOVE1120,832:DRAW  
1120,735
```

HUNCHBACK RESCUE

```

1790 PROC_PRINT
1800 GOTO 140
1810 DEF PROC_ENVELOPES
1820 ENVELOPE 1,2,-56,5,77,45,-
99,-2,126,0,0,-126,126,126
1830 ENVELOPE 2,1,-17,-15,-17,2
40,240,240,126,0,0,-126,126,126
1840 ENVELOPE 3,1,10,25,10,5,5,
5,126,0,0,-126,126,126
1850 ENDPROC
1860 DEF PROC_NEXT_LEVEL
1870 FOR S%=1 TO 4:FOR i=90 TO
90 STEP-1:SOUND1,-15,1,1:NEXT i:
FOR D%=1 TO 1000:NEXT D%:NEXT S%

```

```

1880 FOR i=1 TO 800:NEXT i
1890 SOUND 1,2,20,80
1900 FOR i=1 TO 45
1910 MOVE 365,800:GCOL0,RND(4):
PRINT"NEXT LEVEL"
1920 NEXT i
1930 IF TI%<1 THEN TI%=0
1940 SOUND 0,0,0,0
1950 MOVE 365,800:GCOL0,2:FOR i
i=1 TO 10:VDU202:NEXT
1960 MOVE X%,Y%:GCOL 0,2:VDU202
:MOVE X%,Y%-32:VDU202
1970 ENDPROC
1980 DEF PROC_GUARD
1990 IF a%=735 THEN PROC_ARROWR
:ENDPROC

```

```

2000 M=RND(2):IF M=1 ENDPROC
2010 GCOL0,1
2020 MOVE 0,a%:VDU202:GCOL0,3:M
OVE 0,a%:VDU200
2030 GCOL0,1:MOVE 0,a%-32:VDU20
2:GCOL0,3:MOVE 0,a%-32:VDU200
2040 a%=a%+64
2050 GCOL0,2:MOVE 0,a%:VDU220
2060 GCOL0,4:MOVE 0,a%:VDU221
2070 GCOL0,4:MOVE 0,a%-32:VDU22
2

```

```

2080 ENDPROC
2090 DEF PROC_ARROWR
2100 IF G%:64 THEN 2140
2110 GCOL0,2:MOVE 0,a%:VDU202:M
OVE 0,a%-32:VDU202
2120 GCOL0,3:MOVE 0,a%:VDU220:G
COL0,4:MOVE 0,a%:VDU221:GCOL0,4:
MOVE 0,a%-32:VDU222
2130 IF X%=0 AND a%=735 THEN J%
=0:ENDPROC

```

```

2140 GCOL0,2:MOVE G%,736:VDU202
2150 G%=G%+64
2160 IF G%=1099 THEN G%=64
2170 GCOL0,4:MOVE G%,736:VDU223

```

```

2180 IF G%=X% AND Y%=736 THEN J
%=0:GCOL0,2:MOVE G%,736:VDU202:P
ROC_PRINT GCOL0,4:G%=G%-32:MOVE
G%,736:VDU223
2190 ENDPROC

```

```

2200 DEF PROC_DELG
2210 IF a%=735 THEN GCOL0,2:MOV
E 0,a%:VDU202:MOVE 0,a%-32:VDU20
2:ENDPROC

```

```

2220 GCOL0,1:MOVE 0,a%:VDU202:G
COL0,3:MOVE 0,a%:VDU200:GCOL0,1:
MOVE 0,a%-32:VDU202:GCOL0,3:MOVE
0,a%-32:VDU200
2230 ENDPROC

```

```

2240 DEF PROC_ARROWL
2250 IF H%=X% AND Y%=736 THEN J
%=0:GCOL0,2:MOVE H%,736:VDU202:P
ROC_PRINT GCOL0,4:H%=H%+16:MOVE
H%,736:VDU224:ENDPROC

```

```

2260 GCOL0,2:MOVE H%,736:VDU202
:GCOL0,4:H%=H%-64
2270 IF H%<64 THEN H%=1152
2280 MOVE H%,736:VDU224

```

```

2290 IF H%=X% AND Y%=736 THEN J
%=0:GCOL0,2:MOVE H%,736:VDU202:P
ROC_PRINT GCOL0,4:H%=H%+32:MOVE
H%,736:VDU224
2300 ENDPROC

```

```

2310 DEF PROC_LEVEL_5
2320 MOVE 1216,736:GCOL0,4:VDU2
05:MOVE 1216,704:GCOL0,1:VDU206:
MOVE 1216,736:GCOL0,1:VDU207:MOV
E 1216,736:GCOL0,3:VDU208:MOVE 1
216,704:VDU209

```

```

2330 MOVE 1099,964:VDU202:MOVE 115
2,864:VDU202:MOVE1120,932:DRAW 1
120,720
2340 ENDPROC

```

```

2350 GCOL0,1:MOVE 1144,765:VDU2
04

```



BY MARK TURNER

ELECTRON

```

2360 GCOL0,2:MOVE X%,Y%:VDU202:
MOVE X%,Y%-32:VDU202:Y%=736:PROC
_PRINT
2370 FOR P%=9 TO 1 STEP-1:PROC_
SOX(P%):NEXT
2380 FOR P%=1 TO 7:PROC_SOX(1):N
EXT:COLOUR134
2390 VDU4:FOR I=1 TO 80:PRINT T
AB(3,7)"-----":PRINT T
AB(3,7)"CONGRATULATIONS":NEXT I:F
ORU=1TO800:NEXTU:PRINT TAB(3,7)"
":VDU5

```

```

2400 #FX21,0
2410 GOTO 1570
2420 DEF PROC_PUAR
2430 D%=RND(3)
2440 IF D%=1 THEN E%=448
2450 IF D%=2 THEN E%=704
2460 IF D%=3 THEN E%=960
2470 GCOL0,3:MOVE E%,608:VDU220
:GCOL0,4:MOVE E%,608:VDU221:GCOL
0,4:MOVE E%,576:VDU222
2480 ENDPROC
2490 DEF PROC_ARROW_UP
2500 GCOL0,2:MOVE E%,R%:VDU202
2510 R%=R%+32:IF R%=832 THEN R%
=640
2520 GCOL0,4:MOVE E%,R%:VDU215

```

```

2530 IF E%=X% AND R%+32=Y% OR E
%=X% AND R%=Y% THEN J%=0:GCOL0,2
:MOVE E%,R%:VDU202:PROC_PRINT:GC
OL0,4:R%=R%-16:MOVE E%,R%:VDU215
:GOTO 1490
2540 ENDPROC
2550 DEF PROC_TITLE
2560 VDU 19,2,11;0;0;0,:VDU 23,
1,0;0;0;0;
2570 COLOUR 1:PRINT TAB(14,1);"
presenting"
2580 W%=4
2590 FOR I%=1 TO 179
2600 READ V%
2610 SOUND 1,-15,V%+15,1
2620 IF V%=-1 THEN W%=W%+1:GOTO
2650
2630 COLOUR 129:COLOUR 2
2640 PRINT TAB(V%,W%);CHR$(216)
;
2650 NEXT I%
2660 COLOUR 3:PRINT TAB(14,18);
R#;

```



```

2670 FOR I=1 TO 600:NEXT I
2680 PROC_SOX(10)
2690 FOR I=1 TO 900:NEXT I
2700 COLOUR128:COLOUR 3
2710 PRINT TAB(8,24);"Do you wa
nt sound (Y/N)?"
2720 VDU 19,2,7;0;0;0;0;
2730 B$=GET$
2740 IF B$="Y" THEN 2780
2750 IF B$("<"N" THEN 2730
2760 #FX 210,1
2770 ENDPROC
2780 #FX 210,0
2790 ENDPROC
2800 DEF PROC_SOX(P%):SOUND 1,-1
5,94,P%:SOUND 1,-15,103,P%:SOUND
1,-15,85,P%:SOUND 1,-15,46,P%:S
OUND 1,-15,72,P%+P%/5:ENDPROC
2810 DATA 1,4,6,8,10,13,15,16,1
7,19,21,23,24,27,28,29,31,32,33,
35,37,-1,1,4,6,8,10,11,13,15,19,
21,23,25,27,29,31,35,37,-1
2820 DATA 1,4,6,8,10,12,13,15,1
9,20,21,23,24,27,28,29,31,35,36,
-1,1,2,3,4,6,8,10,13,15,19,21,23
,25,27,29,31,35,36,-1
2830 DATA 1,4,6,7,8,10,13,15,16
,17,19,21,23,24,25,27,29,31,32,3
3,35,37,-1,1,4,35,38,-1,1,4,8,9,
10,12,13,14,16,17,18,20,21,22,24
,26,28,29,30,35,38,-1
2840 DATA 8,10,12,16,20,24,26,2
8,-1,8,9,12,13,14,16,17,18,20,24
,26,28,29,30,-1,8,10,12,18,20,24
,26,28,-1,8,10,12,13,14,16,17,18
,20,21,22,24,25,26,28,29,30

```

DIVER



```
CLR: DIM OCT(4), TRE(8)
V=36878: S0=36876: S=7688: P1=38841: C=384
8: K=197: OCT(8)=8183
9: OCT(1)=8187: OCT(2)=8112: OCT(3)=8117: CC
=38823: CC(1)=38827: CC(2)=38832: CC(3)=
337
GOSUB 1800
TIS="000000"
FOR I=0 TO 3
  IF PEEK(OCT(I))=37 THEN X=-22: GOT O63
  IF OCT(I)=P THEN X=288
  POKE OCT(I), 32
  J=INT(4*RND(1)+1)
  IF J=1 THEN X=22
  IF J=2 THEN X=-22
  IF J=3 THEN X=-1
  IF J=4 THEN X=1
  OCT(I)=OCT(I)+X: OCT(I)=OCT(I)+X
  IF PEEK(OCT(I))=37 THEN X=-22: GOT O68
  IF OCT(I)>8141 THEN X=-22: GOT O68
  IF OCT(I)<8054 THEN X=22: GOT O68
  IF OCT(I)=P THEN X=288
  POKE OCT(I), 36: POKE CC(I), 8: B#=RIGHT$(T
#2) PRINT "00000000", B#: IF VAL(B#)=48 T
NEXT
  IF PEEK(K)=64 THEN X=288
  IF PEEK(K)=13 THEN X=-22
  IF PEEK(K)=37 THEN X=22
```

```
408 IF PEEK(K)=21 THEN X=-1
409 IF PEEK(K)=22 THEN X=1
410 POKE P, 32: P=P+Q: P1=P1+Q
411 IF PEEK(P)=32 THEN I=8
412 IF P<7768 THEN P=P+22: P1=P1+22
413 IF P>8141 THEN P=P-22: P1=P1-22
414 IF PEEK(P)=37 THEN X=338
415 IF P=7769 THEN X=358
416 POKE P, 35: POKE P1, 6
417 GOT O28
418 PRINT "000000" SC
419 GOT O28
420 POKE V, 15: FOR I=255 TO 128 STEP -1: POKES0=
NEXT
421 FORT=4T0388: NEXT: POKES0=2, 8
422 FORT=8185T07688 STEP -1: POKET, 32: NEXT
423 PRINT "0000 YOU WERE STRANGLD BY T
HE OCTOPUS!"
424 PRINT "0000 BUT YOU SCORED" SC "0000" POIN
425
426 PRINT "0000 ANOTHER GAME?"
427 GET A$: IF A$<>"Y" AND A$<>"N" THEN X=288
428 IF A$="Y" THEN RUN
429 PRINT "0000 YOU NEED SWIMMING LESSO
430 END
431 POKE V, 15: FOR I=255 TO 128 STEP -1: POKES0=
NEXT: FORT=4T0388: NEXT: POKES0=1, 8
432 FORT=7688T08185: POKET, 32: NEXT
433 PRINT "0000 JUUGH....."
434 PRINT "0000 YOU SUFFOCATED!"
```

BY FERGAL McGIRL

MC20

Diving for gold can be a dangerous business when you are faced with man-eating sharks, poisonous jelly fish and, worst of all, a giant octopus.

You have to step into a wet suit and breathing apparatus and go in search of a fortune of gold lying on the sea bed.

Remember, you'll have to tackle those fishy characters on your way up to your speed boat, as well as on the way down — so, be warned.

VARIABLES

Oct (x) — Octopus' location

X — Next position

P — Player's position

Q — Player's next location

SC — Score

BS — Oxygen

U — Volume

SO — Speaker

```

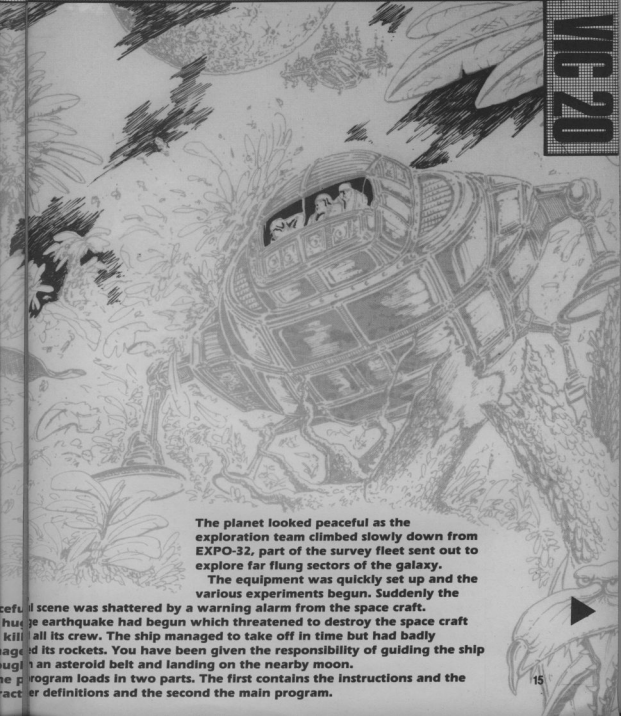
320 G0T0248
330 POKEP,35:POKEV,16:POKEV,10:POKES0,25
340 FORI=15T08STEP-.3:POKEV,1:NEXT SC=SC+5
340 POKES0,8:G0T0155
350 POKE7769,42
360 FORI=36874T036876:POKE1,255:F0RT=15T
08STEP-.2:POKEV,T:NEXTT:POKE1,8:NEXTI
    
```

```

370 SC=SC+100:R=R+1:IFR<8THENS
380 POKEV+1,9:PRINT"### CONGRATULATION
390 PRINT"### YOU PASSED ALL 9
400 PRINT"### YOU ARE NOW A
410 PRINT"### DIVER."
420 QUALIFY AGAIN?"
430 GETAS:IFAS<0"Y"ANDAS<0"N"THEN420
440 IFAS="N"THENPRINT"PREPARE TO DUNK!"
450 IFAS="Y"THENPRINT"PRACTICE IN YOUR
460 END
470 POKEV+3,155:POKEV+1,24+R:POKEV-9,25
480 PRINT"###":FORI=1T0110:PRINT"▲,":NE
490 FORI=36862T038905:POKEI,5:NEXT
500 J=INT(3*8ND(1)+1)
510 IFJ=1THENR=35
520 IFJ=2THENR=35
530 IFJ=3THENR=40
540 POKEI,R:NEXT
550 FORI=8164T08185:POKEI,44:NEXT
560 A(T)=INT(17*8ND(1)+1)
570 POKEM,T:NEXTT
580 FORI=15T0348STEP-.1:POKEV+3,1:F0RT=1
T010:NEXTT,1
590 D=7788:D1=38508 L=0
600 FORI=1T020
610 POKEV,7:POKES0+1,208:POKED,41:POKED
L,6:POKED+1,42:POKED1+1,5
620 FORI=1T068:NEXT:POKES0+1,8:POKED,44
630 POKED1,3:POKED+1,44
640 POKED+1,3:D=D-1:D1=D-1:F0RT=1T068
650 NEXTT,2:POKED,41:POKED1,8:POKED+1,42:PO
KED1+1,6
660 GETAS:IFAS<0"D"THEN1160
670 POKE7769,43:F0RT=38511T038841STEP22
680 POKEI,6:NEXT
690 POKEV,5:A1=255:F0RP=7754T08899STEP2
700 POKEP,35:POKES0+1,A1:F0RT=1T038:NEXT
710 POKES0+1,8:POKEP,32:F0RT=1T038:NEXT
720 A1=A1-9:NEXTP
730 PRINT"### SCORE "SC
740 PRINT"### OXYGEN:"
750 POKEP,35:RETURN
READY.
    
```


BY DAVID MASON

VIC 20



The planet looked peaceful as the exploration team climbed slowly down from EXPO-32, part of the survey fleet sent out to explore far flung sectors of the galaxy.

The equipment was quickly set up and the various experiments begun. Suddenly the

entire scene was shattered by a warning alarm from the space craft. A huge earthquake had begun which threatened to destroy the space craft and kill all its crew. The ship managed to take off in time but had badly damaged its rockets. You have been given the responsibility of guiding the ship through an asteroid belt and landing on the nearby moon.

The program loads in two parts. The first contains the instructions and the character definitions and the second the main program.

PLANET LANDER

PART 2

```

2 CLR:ZA=0:PRINTCHR$(8)
3 POKE36869,242:POKE36879,169
4 PRINT"YOUR SHIP CAN GO UP AND SID
WAYS THROUGH THE STARS OR THE GAME WOU
LD BE":
5 PRINT"IMPOSSIBLE." :PRINT"KILL LEVE
L" (18-90)"
6 POKE198,0:INPUTSL
7 IFSL(180RSL)90THENGOTO4
9 LV=3
10 POKE36879,8:PRINT"LV"
11 RP=7500:R1=0:R2=1:R3=2
13 F=500:POKE36869,255:C=38720
35 POKE36878,15
40 FORS=1TOSL
41 RN=7500+INT(RND(1)*338)+66
42 IFPEEK(RN)C32THEN+1
43 POKERN,42
44 NEXTS
45 H=INT(RND(1)*100)
46 FORP=128TOSL:POKEP,C+H-NEX
V=C+INT(RND(1)*100)
48 POKEP,998+V,4
49 POKEP,998+V+1
50 POKEP,998+V+2
51 FOR=8TOSL:POKEP,C+7-NEX
52 PRINT"PLANET FUEL"
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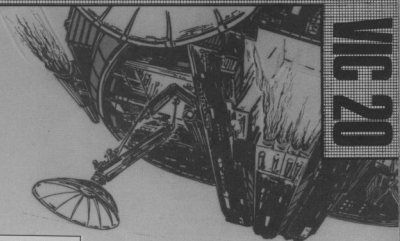
1200 R1
1201 R2
1202 R3
1203 POKEP+22,32
1204 POKEP,R1:POKEP+22,R2:POKEP+C,1:P
OKERP+22+C,1
1206 IFPEEK(RP+44)=6THENGOSUB3888
1207 IFRP=8897THENPRINT"CRASH!!CRAS
H!!CRASH!"
1208 IFRP=8897THENPRINT"YOU CLEARED"
1209 PRINT"PLANETS":GOTO4858
1210 RETURN
1211 REM
1212 POKEP,32:POKEP+22,32:POKEP+C,1:P
OKERP+22+C,1
1214 RP=RP+1
1215 POKEP,32:POKEP+22,32:POKEP+C,1:P
OKERP+22+C,1
1217 IFPEEK(RP+44)=6THENGOSUB3888
1218 IFRP=8119THENPRINT"CRASH!!CRAS
H!!CRASH!"
1219 IFRP=8119THENPRINT"YOU CLEARED"
1220 PRINT"PLANETS":GOTO4868
1221 RETURN
1222 POKEP,R1:POKEP+22,R3
1223 POKEP,32:POKEP+22,32
1224 POKEP,36877,288
1225 FAF=15
1226 RP=RP+22
1227 POKEP,R1:POKEP+22,R3
1228 POKEP,36877,0:RETURN
1229 PRINT"YOU RAN OUT OF FUEL"
1230 PRINT"YOU CLEARED":ZA:"PLANETS"
1231 GOTO4858
1232 PRINT"WELL DONE!!"
1233 ZA=ZA+1:PRINT"PLANETS":ZA
1234 FORTU=RPTORP-4165:STEP=22:POKEP,R1:P
OKERP+22,R3:POKE36877,INT(RND(1)*129)+10
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```



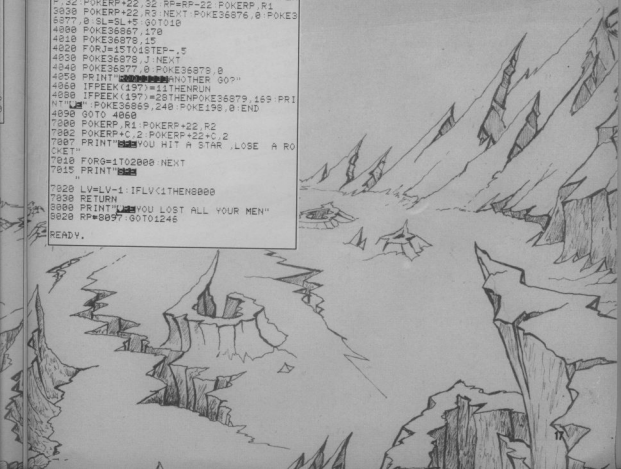
BY DAVID MASON

VIC 20



```
3020 POKE36877,200:FORA=1T050:NEXT POKER
P,32:POKERP+22,32:RP=RP-22:POKERP,R1
3030 POKERP+22,R3:NEXT:POKE36876,0:POKE3
6877,0:SL=SL+5:GOTO10
4000 POKE36867,170
4010 POKE36878,15
4020 FORJ=15T01STEP-.5
4030 POKE36878,J:NEXT
4040 POKE36877,0:POKE36878,0
4050 PRINT"DO YOU WANT ANOTHER GO?"
4060 IFPEEK(197)=11THENRUN
4080 IFPEEK(197)=23THENPOKE36879,169:PRI
NT"LOSE":POKE36869,240:POKE198,0:END
4090 GOTO 4060
7000 POKERP,R1:POKERP+22,R2
7002 POKERP+C,2:POKERP+22+C,2
7007 PRINT"DO YOU HIT A STAR,LOSE A RO
CKET"
7010 FORG=1T02000:NEXT
7015 PRINT"LOSE"
7020 LV=LV-1:IFLV<1THENS000
7030 RETURN
8000 PRINT"DO YOU LOST ALL YOUR MEN"
8020 RP=8097:GOTO1245
```

READY.



CHOPPER COMMAND


Dragon owners might feel a little left out compared with Spectrum and 64 owners, especially when you consider the mountains of software available for both machines.

Ian Collinson has come to the rescue with a great version of a helicopter game which rocketed to the top of the American software charts last year.

An aeroplane carrying troops to the battle front has exploded in mid-air near your chopper. The troops didn't have enough time to grab their parachutes and are free-falling to the ground — and certain death.

Using your turbo-charged helicopter, you must pluck the falling men from the air. The helicopter, however, is very heavy on fuel and you will have to return to the refuelling pad several times during your mission. Each progressive level increases in difficulty as the aeroplane explodes at lower altitudes.

The helicopter is controlled using a joystick.



```
100 'CHOPPER COMMAND
110 'FOR THE DRAGON 32
120 'BY IAN COLLINSON (1984)
130 CLS:INPUT"DOES YOUR DRAGON WORK
140 AT DOUBLE SPEED":I#
140 IF LEFT<I#>="Y"THEN POKE 65495
150 ELSE POKE 65494,0
150 CLEAR 2000
160 HS=0
170 CLS:PRINT"
-----"
180 PRINT
190 PRINT"
200 PRINT:PRINT" (C) I.COLLINSON"
32" FOR THE DRAGON
210 GOSUB 1090
220 GOSUB 1000
```

BY IAN COLLINSON

DRAGON

```
230 GOSUB 1620
240 SC=0:LI=3:LV=1:MS=1:NF=10
250 GOTO 2160
260 PMODE 4,1:PCLS:SCREEN 1,1
270 X=100:Y=70
280 MC=0:MF=0
290 TREE="R1E1U11H1L1M2U2R1L2U1E1U1L
1U1E1U1E1U1E1R2F1D1E1U1E1R2F2R2D1U1R1F
1D1G2
R1D1F1G1D2L1D2U1L2D1G1R1G1D10F2L9;BR6
BU13;L2U1;BR2BU1;U1R1;BR2BU1;U2R1;BL4;
D2H2;
BU2;L2U1G2;BD3;R2F2L1;G1;BU11BR3;R2G2
FIR1"
300 DRAW"BM30,165;"+"TREE#
310 DRAW"BM55,170;"+"TREE#
320 DRAW"BM205,171;"+"TREE#
330 CIRCLE(230,175),20,,2
340 LINE(0,0)-(256,192),PSET,B
```

```
350 LINE(0,160)-(32,160),PSET
360 LINE(39,160)-(57,160),PSET
370 LINE(64,160)-(82,160),PSET
380 LINE(214,160)-(232,160),PSET
390 DRAW"BM94,160;G10R55H10"
400 FOR S=1 TO 100:PSET(RND(256),RND
50)+22):NEXTS
410 DRAW"BM10,10;U4R2L2U3R3;BR2;D7R4
U7;BR2;R3L3D3R2L2D4R3;BR2;R3L3U7"
420 DRAW"BM215,16;D4R2BU4BR2D4U4BR2D2
F2E2U2BR2R2L2U2R1L1D2R2BU4BR3R2L2G1F1
R2FIG1 L2"
430 FU=190
440 PC=1
450 DI=3
460 LINE(30,4)-(189,9),PSET,BF
470 DRAW"BM88,12;F2H2G2E2D4"
480 GOTO 570
490 IF LI=1 THEN550
500 X1=200
510 ON PC GOSUB2100,2120,2140
520 IF LI=2 THEN550
530 X1=227
540 ON PC GOSUB 2100,2120,2140
550 PC=PC+1:IFPC=4THENPC=1
560 RETURN
570 IF MF=1THEN600 ELSE 580
590 IF RND(256)X2 THEN MF=1
590 MX=RND(220)+12:MY=35
600 IF DI=1 THEN PUT(X-3,Y-2)-(X+20,Y
+14),OR,PSET
610 IF DI=2 THEN PUT(X,Y-2)-(X+23,Y+1
4),CL,PSET
620 IF DI=3 THEN PUT(X,Y-2)-(X+23,Y+1
4),CM,PSET
630 IFY>125THENLINE(90,160)-(130,160)
,PSET
640 IF MF<1 THEN 710
650 ON PM GOSUB 1410,1450,1430,1450
660 MY=MY+MS
670 IF MY>147 THEN MF=0:GOTO1470
680 PM=PM+1:IFPM=5THENPM=1
```

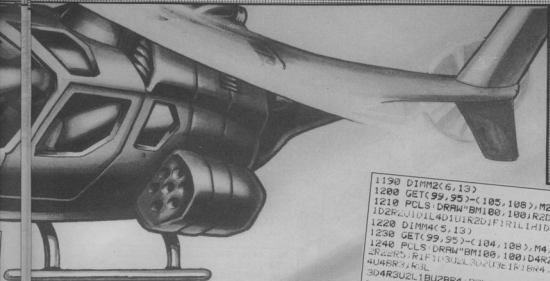
CHOPPER COMMAND

```
690 IFX>MX-20RNDX<MX+6RNDY<MY+13RNDY>  
MY-10THENMF=0:LINE<MX,MY>-<MX+5,MY+11  
>,PRES  
ET,BF:SC=SC+10:PLAY"T25504V31GFGDED":  
FU=FU+10:MC=MC+1  
700 IF MC>=5 THEN LV=LV+1:MS=MS+1:  
GOTO 2240  
710 PSET<RND<256>,RND<70>+22>  
720 GOSUB 920  
730 P=PEEK<65280>:IFP=1260RP=254THEN  
SP=0:LINE<X-3,Y-2>-<X+25,Y+15>:  
PRESET,BF:FU=  
FU-1ELSESP=3  
740 J=JOYSTK<0>:J1=JOYSTK<1>  
750 IFJ>60THENX=X+SP:DI=1  
760 IFJ<3THENX=X-SP:DI=2  
770 IFJ>3ANDJ<60THENDI=3  
780 IFJ1>60THENY=Y+SP  
790 IFJ1<3THENY=Y-SP  
800 IFY<125THENB70  
810 IFX<95ANDJ1>60THENY=Y-SP  
820 IFX<95ANDJ1<3THENX=X+SP  
830 IFX>105ANDJ1>60THENY=Y-SP  
840 IFX>105ANDJ1<3THENX=X-SP  
850 LINE<90,160>-<130,160>,PSET  
860 DRAW"BM94,160:G10R55H10"  
870 IFY<25THENY=25  
880 IFX<5THENX=5  
890 IFX>227THENX=227  
900 IFY>155THENY=155:FU=FU+8:SOUNDFU  
,1  
910 GOTO 990  
920 IFFU>190THENFU=190  
930 FU=FU-.75  
940 LINE<FU,3>-<200,10>,PRESET,BF:  
LINE<FU-1,4>-<20,9>,PSET,BF  
950 IF FUK<31THENI270
```

```
960 IF FUK<90 THEN SOUND150,1:PUT<140  
,3>-<178,11>,DR,PSET  
970 GOSUB 490  
980 RETURN  
990 GOTO 570  
1000 PMODE 4,1:PCLS  
1010 DRAW"BM100,100:R12L6D6U4L4G1D2L  
1R14U2G1D1L1L4U1L1R1U1H1D1L2G1R1F1D  
2R2L6U2D?  
L2"  
1020 DIM CL<23,15>  
1030 GET<97,96>-<120,111>,CL,G  
1040 PCLS  
1050 DRAW"BM101,100:L12R6D6U4R4F102R  
1L14U2F1D1R1R4U1R:L1U1E1D1R2F1L1G1D  
2L2R6U2D2  
R2"  
1060 DIM CR<23,16>  
1070 GET<82,96>-<105,112>,CR,G
```

BY IAN COLLINSON

DRAGON



```
1080 PCLS'DRAW"BM100,100;F2E2G2D1R2L
4R2D2R1D2L2U2R2"
1090 DIMM(5,13)
1100 GET(99,95)-(104,108),M,G
1110 PCLS'DRAW"BM100,100;R13L7D2R2F1
D2G2D1R1L1U2L2D2L1R1U2L1U1R4L2U1D1L
3U2E1R3"
1120 DIM CM(23,17)
1130 GET(95,96)-(118,113),CM,G
1140 PCLS'DRAW"BM100,100;R2D2L2U2D2R
1D2R2L4R2D1F2H2G2"
1150 DIMM(5,13)
1160 GET(99,95)-(104,108),M1,G
1170 PCLS'DRAW"BM99,105;R6L3U1R1D2L2
U2"
1180 PRESET(102,105)
```

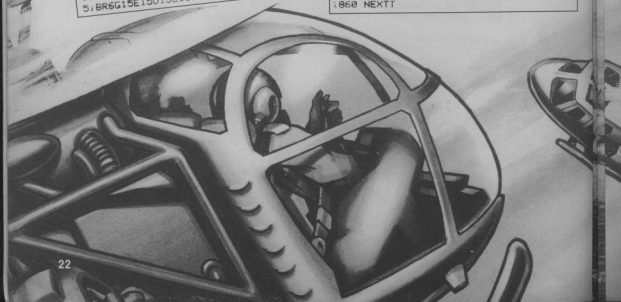
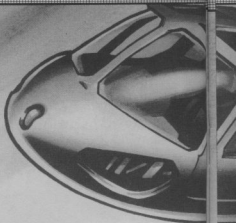


```
1190 DIMM(6,13)
1200 GET(99,95)-(105,108),M2,G
1210 PCLS'DRAW"BM100,100;R2D2L2U2D2R
1D2R2U1D1L4D1U1R2D1F1R1L1H1D2"
1220 DIMM(4,13)
1230 GET(99,95)-(104,108),M4,G
1240 PCLS'DRAW"BM100,100;D4R2E1U2H1L
2R2E5;R1F1D3U2L3U2U3E1R1B4;D4U4F
4U4BR3;R3L
3D4R3U2L1BU2BR4;R3L3U2R2L2D2R3BU4BR3;
D4U4R3D2L3R1F2"1250 DIM DR(35,8) GET
(99,99)
-(137,107),DR,G
1260 RETURN
1270 PUT(X-3,Y-2)-(X+20,Y+14),CR,PSET
1280 SOUND200-Y,1
1290 Y=Y+2
1300 PUT(X,Y-2)-(X+23,Y+14),CM,PSET
1310 SOUND200-Y,1
1320 PUT(X,Y-2)-(X+23,Y+14),CL,PSET
1330 SOUND200-Y,1
1340 Y=Y+2
1350 IF<150 THEN 1270
1360 PUT(X,Y)-(X+20,Y+11),CR,PSET;
FORT=31 TO 10;STEP=2;PLAY Y+STRAK T;A;
T1=55/03;DE
HD"NEXTT;FORT=1 TO 500 NEXTT
1370 PLAY"01V3174L2GPI180GPA0L4;P100L
3GL4B-HAUGF+G"
1380 LI=LI-1
1390 IF LI=0 THEN GOTO 1490
1400 GOTO 250
1410 PUT(MX,MY)-(MX+5,MY+13),M,PSET
1420 RETURN
1430 PUT(MX,MY)-(MX+5,MY+13),M1,PSET
1440 RETURN
1450 PUT(MX,MY)-(MX+6,MY+13),M2,PSET
1460 RETURN
1470 PUT(MX,MY)-(MX+8,MY+15),M,PSET
1480 FORT=31 TO 10;STEP=2;PLAY"V"+STR(K
T)+";T255;03;DEAD"NEXTT;GOTO 1370
1490 FOR T=1 TO 1000;NEXTT
1500 CLS;A$="GAME OVER"
```

CHOPPER COMMAND

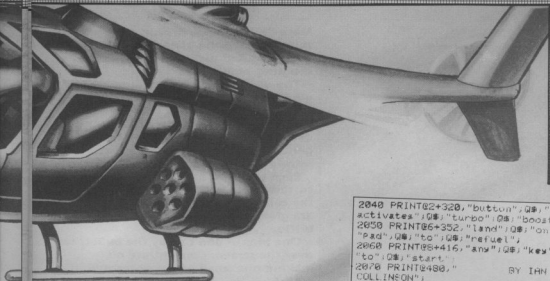
```
1510 FOR T=1 TO 9:PRINT@105+T,MID@KA
@,T,1):SOUND100-(T*10),1 FOR DL=1
TO 200:NE
XT DL:T
1520 PRINT@200,"YOU SCORED";SC;
1530 IF SC>HS THEN HS=SC:GOTO 1540
ELSE GOTO 1560
1540 PRINT@320,"WELL DONE, YOU'VE
HIGH SCORE!"
BEATEN TODAY'S
1550 GOTO 1570
1560 PRINT@320,"TODAY'S HIGH SCORE
IS";HS
1570 PRINT@365,"DO YOU WANT ANOTHER
GOT (Y/N)"
1580 I@=INKEY@:IF I@="Y" THEN GOTO 240EL
SE I@="N" THEN GOTO 1600
1590 GOTO 1580
1600 CL@:PRINT"BYE.. THANKS FOR
PLAYING!";POKE65494,0:END
1610 FORT=1 TO 2000:NEXTT:GOTO 220
1620 M@DE 4,1:PCLS
1630 DRAW"BM55,20/L15E15R15;BR6,G15E
7R15G7E15;"
1640 DRAW"BR6;R15G15L15E15R15;BR6;
G15E@R15E7L15R15;"
1650 DRAW"BR6;G15E@R15E7L15R15;BR6;
G15R15L15E@R15E7R15;"
1660 DRAW"BR6;G15E15R15G7L15R7@B;"
1670 DRAW"BM55,30;G15R15L15E15R15;
BR6;R15G15L15E15R15;"
1680 FOR T=1 TO 2
1690 DRAW"BR6;G15E15R7G7E7R7G15E15;"
1700 NEXTT
1710 DRAW"BR6;G15E15R15G7L15R15G6E1
5;BR6G15E15D15E15;"
```

```
1720 DRAW"BR6;R15G15L15R@E15;"
1730 SCREEN 1,1
1740 FOR T=215 TO 20 STEP-2
1750 PUT(T,70)-(T+23,85),CL,PSET
1760 NEXTT:PUT(20,70)-(43,85),CM,
PSET
1770 FORT=1T05:FORTN=230 TO T*9+180
STEP-2
1780 PUT(TN,70)-(TN+5,83),M4,PSET
1790 PLAY"TS002C"
1800 LINE(TN,70)-(TN+6,83),PRESET,BF
1810 PUT(TN,70)-(TN+5,83),M1,PSET
1820 PLAY"TS001C"
1830 LINE(TN,70)-(TN+7,83),PRESET,BF
1840 NEXT TN
1850 PUT(TN,70)-(TN+5,83),M1,PSET
1860 NEXTT
```



BY IAN COLLINSON

DRAGON



```
1870 PLAY"TA03V31L4L1"+FORT=1T02
PLAY"L4B-AB-AB-AL2GL4AGAGGL4.FL6AL
4GF6FGL4.EL
36L4FEFEGL2AL1AL2AL4CDDCDL2CL4CDD
CDDL2CL4CDDFGFDCDL1DL2.L4C"+NEXTT
PLAY"L1DL2.
L4CDDFL2DDDL2.D"
1880 FOR T=1 TO 2000:NEXTT:RETURN
1890 PRINT:PRINT"INSTRUCTIONS
?(Y/N)"
1900 IF=INKEY#
1910 IFI#="Y"THEN1940
1920 IFI#="N"THENRETURN
1930 GOTO1900
1940 CLS:Q#="CHR$(128)
1950 FORT=0T031:POKE1024+T,143:POKE
50+T,143:NEXTT
1960 FORT=0T0480STEP32:POKE1024+T,1
43:POKE1055+T,143:NEXT
1970 PRINT"CHOPPER COMMAND"
1980 PRINT010+64,"instructions";
1990 PRINT03+128,"the";Q#:"object"
;Q#:"of";Q#:"the";Q#:"game";Q#:"is";
2000 PRINT04+160,"to";Q#:"catch";Q#
;"the";Q#:"five";Q#:"crew";Q#;
2010 PRINT03+192,"of";Q#:"a";Q#;"
falling";Q#:"plane";Q#:"in";Q#:"your";
2020 PRINT01+224,"helicopter";
2030 PRINT02+288,"right";Q#;"
Joystick";Q#;"moves";Q#;"chopper";
```

```
2040 PRINT02+320,"button";Q#;"
activates";Q#:"turbo";Q#:"boost";
2050 PRINT06+352,"land";Q#:"on";Q#;
"pad";Q#:"to";Q#:"refuel";
2060 PRINT08+416,"any";Q#:"key";Q#;
"to";Q#:"start";
2070 PRINT0480,"" BY IAN
COLLINSON";
2080 IFINKEY#=""THEN2080
2090 RETURN
2100 PUT(X1,1)-(X1+23,14).CR:PSET
2110 RETURN
2120 PUT(X1,1)-(X1+23,14).CL:PSET
2130 RETURN
2140 PUT(X1,1)-(X1+23,14).CM:PSET
2150 RETURN
2160 CLS:PRINT"SCORE=";SC;"LIVES=";LI
2170 PRINT:PRINT:PRINT:PRINT"HIGH
SCORE=";HS
2180 PRINT0236,"LEVEL=";LV
2190 PRINT0324,"PRESS ENTER TO
CONTINUE"
2200 INPUTZX#
2210 IF MS=6THENMS=1:NF=NF-1:SC=SC
+500
2220 IF NF<=2THEN NF=10:MS=1:SC=SC+
1000
2230 GOTO 260
2240 BONUS=(LV-1)*X100:SC=SC+BONUS
2250 CLS:PRINT0128,"HELL DONE-YOU
HAVE FINISHED LEVEL";LV-1
2260 PRINT0234,"BONUS=";BONUS;
2270 TUNES="02L4GG:L2GDL46BL2BGL4GB
3L2DDL4C02R1HL4AB03L2C002L4BRL2BGL
46BL2B0L4
F#ALIG";
2280 Z#="TUNES+TUNES:PLAY;16+Z#
2290 GOTO 2160
2300 "CHOPPER COMMAND
2310 "BY IAN COLLINSON
2320 "ALL REMS CAN BE LEFT OUT
```

BRICKIE

1 POKE 23658,8: GO SUB 9000:
REM

STARTING GRAPHICS

```

PLOT 20,100: DRAW 0,70
PLOT 20,170: DRAW 20,0
DRAW 20,-35: DRAW 20,0
DRAW 20,-35: DRAW 20,135
DRAW 20,100: DRAW -20,0
PLOT 205,100: DRAW 0,70
DRAW 205,0: DRAW 0,-35,-2.6
DRAW 20,0
PLOT 21,135: DRAW 17,-35
PLOT 110,100: DRAW 0,-35
DRAW 20,135: DRAW 34,35,0,PI
DRAW 20,-34: DRAW 34,35,0,PI
PLOT 105,100: DRAW 0,70
DRAW 205,170: DRAW -35,-35
DRAW 205,10: DRAW 15,-40
DRAW 205,40
DRAW 205,130: DRAW 0,-30
PRINT AT 11,10: PAPER 1:"BY
MARK CHILDS"
31 FOR F=0 TO 255: PLOT F,175:
NEXT F
FOR F=175 TO 70 STEP -1: PL
OT F,175: NEXT F
FOR F=255 TO 0 STEP -1: PLO
T F,175: NEXT F
FOR F=70 TO 175: PLOT 0,F:
NEXT F
40 GO SUB 9300
50 PAPER 0: CLS
60 REM

```

INSTRUCTIONS

```

70 PRINT AT 0,0: PAPER 1:"
I N 3 T R U C O N S
80 PRINT AT 2,0: "IN THIS GAME
YOU HAVE TO TRY TO BREAK THROUGH
THE WALL AND GO THROUGH THAT
HOLE TO SAFETY. BUT BEFORE
YOU CAN SHOOT A BRICK OUT OF
THE WALL YOU HAVE TO ANSWER A Q
UESTION CORRECTLY. IF YOU ANS
ER THAT QUESTION CORRECTLY YOU
CAN SHOOT A BRICK OUT OF THE WA
LL, BUT IF YOU GET THE QUESTION
WRONG YOU GET ANOTHER ROW O
F BRICKS ADDED TO THE BOTTOM O
F THE WALL.
90 PRINT AT 14,0: " BEFORE TYP
ING IN ANSWER MAKE SURE THE COM
PUTER IS IN CAPS. LOOK, ANY MI
95 SPELLINGS WILL BE COUNTED A
S WRONG!!
91 PRINT "PRESS P TO FIRE BU
LLET."
100 PRINT AT 20,0: PAPER 1:" PL
EASE PRESS ANY KEY TO PLAY
110 PAUSE 0
160 REM

```

PRINTING WALL

```

170 CLS: FOR F=0 TO 10: PRINT
AT F,0: INK 2:"BABABABABABABAB
BABABABABABABA": NEXT F
180 FOR F=0 TO 10 STEP 2: PRINT
AT F,0: INK 2:"BABABABABABAB
BABABABABABABA": NEXT F

```

Mark Childs' game, Brickie, tests your skill at answering general knowledge questions and spelling as well as your shooting ability.

The game begins by building a gigantic wall which you must shoot your way through. But before you get your first shot, you must answer one of over 200 questions ranging from gardening through to spelling and astrology.

Each time you answer a question correctly and with perfect spelling, if the computer accepts the answer, you are given one blast at the wall of bricks.

One hint — don't spray the bullets all over the screen. Concentrate on making one small pathway through the wall.

Full instructions are included in the listing.

```

185 FOR F=11 TO 20: PAPER AT F,
0: INK 5: BRIGHT 0:"
190 PRINT AT 19,0: INK 1:"
NEXT F
195 REM

```

ASKING QUESTION

```

200 LET Z=INT (RND+140)+1001: A
B=STORE Z: READ A$,B$
205 BRIGHT 0
210 PRINT AT 20,0: INK 7;A$
220 IF LET N=N+1
230 INPUT C$
235 REM

```

CHECKING ANSWER

```

230 PRINT AT 20,0:"
";AT 21,0:"
240 IF C$=B$ THEN GO TO 500
245 REM

```

MEANS ANSWER

```

250 PRINT AT 20,0:"WRONG!! THE
WORD WAS "; PAPER 1;B$
260 FOR F=1 TO 500: NEXT F
265 IF B=0 THEN PRINT AT A,0: I
NK 2:"BABABABABABABABABABABA
BABABA"
270 IF B=1 THEN PRINT AT A,0: I
NK 2:"ABABABABABABABABABABA
BABABA"
280 IF B=0 THEN GO TO 300
290 GO TO 340
300 LET B=1
310 LET A=A+1

```

BY MARK CHILDS

SPECIUM

```

0300 IF A=18 THEN GO TO 9100
0330 GO TO 200
0400 LET B=0: LET A=A+1
0500 IF A=18 THEN GO TO 9100
0600 GO TO 200
0700 REM
    
```

CORRECT ANSWER

```

0805 LET C=C+1
0910 PRINT AT 18,0: PAPER 1: INK
    
```

CORRECT

```

5300 FOR F=1 TO 20: NEXT F
5330 FOR F=18 TO 21: PRINT AT F,
0: INK 5: " " : NEXT F
    
```

```

5400 FOR F=9 TO 0 STEP -1: PRINT
AT 20,15:F: BEEP .1,20: NEXT F
0550 PRINT AT 20,15: " " : NEXT F
0555 REM
    
```

MOVING OF SPACECRAFT

```

0560 FOR F=0 TO 31
0570 PRINT AT 20,F: INK 6: "C"
0585 PRINT AT 20,F-1: " " :
0590 IF INKEYS="P" THEN GO TO 61
0
0605 BEEP .1,20
0610 NEXT F
0615 PRINT AT 20,31: " "
0620 GO TO 560
0625 REM
    
```

FIRING OF BULLET

```

0610 FOR G=18 TO 1 STEP -1
0615 PRINT AT G,F: INK 1: "D"
0620 PRINT AT G-1,F: INK 5: " "
0630 IF G=1 THEN GO TO 8000
0635 IF ATTR (G-1,F)=5 THEN GO T
0
0640
0637 GO TO 660
0640 NEXT G
0660 BEEP .1,20: BEEP .2,40: PRI
NT AT G-1,F: INK 5: " "
0662 PRINT AT G,F: INK 5: " "
0665 FOR F=1 TO 200: NEXT F
0670 GO TO 190
1000 REM
    
```

QUESTIONS & ANSWERS

```

1001 DATA "GIVE OUT A STEADY LIG
HT... (SH)" "SHINE"
1002 DATA "WASTE MATERIAL.....
..... (RU)" "RUBBISH"
1003 DATA "UNUSUAL OR NOT FAMILI
AR.... (ST)" "STRANGE"
1004 DATA "ROOM WHERE FOOD IS PR
EPARED. (KI)" "KITCHEN"
1005 DATA "WHERE SICK PEOPLE ARE
CARED FOR..... (HO)" "HOSPITAL"
1006 DATA "LONG WOODEN SEAT OR T
ABLE... (BE)" "BENCH"
    
```

```

1007 DATA "NOT ABLE TO HEAR....
..... (DE)" "DEAF"
1008 DATA "TO FIND OUT.....
..... (DI)" "DISCOVER"
1009 DATA "A GROUP OF SINGERS..
..... (CH)" "CHOIR"
1010 DATA "TWO-WHEELED VEHICLE..
..... (BI)" "BICYCLE"
1011 DATA "TO DO WITH TEETH....
..... (DE)" "DENTAL"
1012 DATA "PIG'S MEAT IN THIN SL
ICES... (BA)" "BACON"
1013 DATA "HUGE OR VERY LARGE...
..... (EN)" "ENORMOUS"
1014 DATA "COMING AT THE END....
..... (FI)" "FINAL"
1015 DATA "VERY DEEP SORROW....
..... (GR)" "GRIEF"
1016 DATA "HEAVENLY BODY MOVING
ROUND SUN... (PL)" "PLANET"
1017 DATA "TO KEEP AWAY FROM SOM
ETHING. (AV)" "AVOID"
1018 DATA "BABY OR YOUNG CHILD..
..... (IN)" "INFANT"
1019 DATA "LIFE LIKE.....
..... (RE)" "REALISTIC"
1020 DATA "HEAVINESS.....
..... (WE)" "WEIGHT"
1021 DATA "TEN HUNDRED.....
..... (TH)" "THOUSAND"
1022 DATA "A HORRIBLY UGLY CREAT
URE... (HO)" "MONSTER"
1023 DATA "KNIVES FORKS AND SPOO
NS... (CU)" "CUTLERY"
1024 DATA "FEELING IN NEED OF FO
OD... (HU)" "HUNGRY"
1025 DATA "IN THE CENTRE.....
..... (CE)" "CENTRAL"
1026 DATA "A DOCTOR WHO PERFORMS
OPERATIONS... (SU)" "SURGEON"
1027 DATA "A POISONOUS FUNGUS...
..... (TO)" "TOADSTOOL"
1028 DATA "A PLANT GROWN FOR FOO
D... (VE)" "VEGETABLE"
1029 DATA "SET OF PIPES WHICH GI
VE OUT HEAT... (RA)" "RADIATOR"
    
```

BRICKIE

1030 DATA "A WOODEN TUB.....
(BA) "BARREL"
 1031 DATA "A PERSON WHO HAS NO C
 OURAGE..(CO) " "COUARD"
 1032 DATA "A BUILDING WHERE PLAY
 S ARE ACTED... (TH) " "THEATRE"
 1033 DATA "TO GO UP.....
(AS) " "ASCEND"
 1034 DATA "AN AMOUNT.....
(QU) " "QUANTITY"
 1035 DATA "THE LARGEST KIND OF A
 PE.....(GO) " "GORILL"
 1036 DATA "IN THE SHAPE OF A CIR
 CLE... (CI) " "CIRCULAR"
 1037 DATA "A PRICKLY PLANT WITH
 FLESHY LEAVES....(CA) " "CACT
 US"
 1038 DATA "AN OUTDOOR COOKED MEA
 L.....(BA) " "BARBECUE"
 1039 DATA "FROM ANOTHER COUNTRY..
(FO) " "FOREIGN"
 1040 DATA "A GRAVEYARD.....
(CE) " "CEMETERY"
 1041 DATA "A HANGING CLOTH WITH
 WOVEN DESIGN...(TA) " "TAPES
 TRY"
 1042 DATA "A DRUG THAT EASES HEA
 DACHES..(AS) " "ASPIRIN"
 1043 DATA "A BIRD'S FEATHERS....
(PL) " "PLUMAGE"
 1044 DATA "WHERE THE SEA AND SKY
 MEET... (HO) " "HORIZON"
 1045 DATA "AMOUNT OF SLOPE.....
(GR) " "GRADIENT"
 1046 DATA "A SALE WHERE PEOPLE B
 ID FOR ITEMS....(AU) " "AUCT
 ION"
 1047 DATA "TO HONOUR AND ADORE..
(WO) " "WORSHIP"
 1048 DATA "A YELLOW TROPICAL SON
 GBIRD..(CA) " "CANARY"
 1049 DATA "A LARGE EARTHENWARE J
 UG.....(PI) " "PITCHER"
 1050 DATA "TO SURPRISE OR AMAZE..
(AS) " "ASTONISH"
 1051 DATA "TO DO WITH THE NIGHT..
(NO) " "NOCTURNAL"
 1052 DATA "A CURVED WOODEN THROW
 ING WEAPON... (BO) " "BOOMERANG"
 1053 DATA "MISERABLE OR UNHAPPY..
(UR) " "WRETCHED"
 1054 DATA "TO ANSWER OR REPLY...
(RE) " "RESPOND"
 1055 DATA "A TYPE OF CHALKY ROCK
(LI) " "LIMESTONE"
 1056 DATA "AN EXTREMELY CLEVER P
 ERSON... (GE) " "GENIUS"
 1057 DATA "NOT PRESENT.....
(AB) " "ABSENT"
 1058 DATA "TO HONOUR OR LOOK UP
 TO SOMEONE... (RE) " "RESPECT"
 1059 DATA "A ROAD BORDERED BY TR
 EES....(AV) " "AVENUE"
 1060 DATA "MONEY PAID TO A RETIR
 ED PERSON... (PE) " "PENSION"
 1061 DATA "THE OUTSIDE OF A BUIL
 DING... (EX) " "EXTERIOR"

1062 DATA "COLOURED PAPER THROWN
 AT WEDDINGS....(CO) " "CO
 NFETTI"
 1063 DATA "TO BECOME GRADUALLY U
 ORSE... (DE) " "DETERIORATE"
 1064 DATA "FULLY GROWN.....
(MA) " "MATURE"
 1065 DATA "A PERSON WHO LOVES HI
 S COUNTRY.....(PA) " "PATRIOT"
 1066 DATA "TO DECEIVE OR PUZZLE
 SOMEONE.....(BA) " "BAFFLE"
 1067 DATA "A NEWSPAPER REPORTER..
(JO) " "JOURNALIST"
 1068 DATA "TO STRENGTHEN.....
(RE) " "REINFORCE"
 1069 DATA "EVERYONE AGREEING....
(UN) " "UNANIMOUS"
 1070 DATA "TO MEET.....
(EN) " "ENCOUNTER"
 1071 DATA "LOUD ENOUGH TO BE HEA
 RD.....(AU) " "AUDIBLE"
 1072 DATA "A SELF-SERVICE RESTAU
 RANT... (CA) " "CAFETERIA"
 1073 DATA "TO DO WITH SOLDIERS O
 R WARFARE.....(MI) " "MILITARY"
 1074 DATA "A MIXTURE OF AIR AND
 LIQUID..(VA) " "VAPOUR"
 1075 DATA "A GREAT CRIME OR OFFE
 NCE....(OU) " "OUTRAGE"
 1076 DATA "A SET RULE OR METHOD..
(FO) " "FORMULA"
 1077 DATA "TO FIND OUT BY REASON
 ING... (DE) " "DEDUCE"
 1078 DATA "KILLING OF ANIMALS OR
 PEOPLE... (SL) " "SLAUGHTER"
 1079 DATA "VERY POLITE.....
(GE) " "GENTEEL"
 1080 DATA "THE HOTTEST PART OF TH
 E EARTH... (CO) " "CORE"
 1081 DATA "PURE SPIRIT.....
(AL) " "ALCOHOL"
 1082 DATA "WHITE METAL.....
(AL) " "ALUMINIUM"
 1083 DATA "A ROOM UNDER THE ROOF
(AT) " "ATTIC"
 1084 DATA "OUT OF A HUNDRED.....
(PE) " "PERCENT"
 1085 DATA "AN UNHARRIED MAN.....
(BA) " "BACHELOR"
 1086 DATA "THE NINENEETH PLANET..
(PL) " "PLUTO"
 1087 DATA "A SYSTEM OF PRINTING
 USED BY THEBLIND....(BR) " "BRAIL
 LE"
 1088 DATA "A SMALL STREAM.....
(BR) " "BROOK"
 1089 DATA "A SOURCE OF INFORMATI
 ON... (BO) " "BOOK"
 1090 DATA "A TYPE OF INSECT.....
(BE) " "BEETLE"
 1091 DATA "A DAIRY PRODUCE.....
(BU) " "BUTTER"
 1092 DATA "A HOUSE ON WHEELS...
(CA) " "CARAVAN"
 1093 DATA "TYPE OF FRENCH MONEY..
(FR) " "FRANC"
 1094 DATA "AN UNDERGROUND STORER
 OOM... (CE) " "CELLAR"
 1095 DATA "A POPULAR CHURCH.....
(CH) " "CHAPEL"

BY MARK CHILDS

SPECIUM

1096 DATA "A VAST COUNTRY IN E.A
SIA... (CH) " "CHINA"
1097 DATA "A PLACE WHERE MOVING
PICTURES ARE SCREENED... (CI) "
"CINEMA"
1098 DATA "DISTANCE AROUND AN OB
JECT... (CI) " "CIRCUMFERENCE"
1099 DATA "A HIGH ROCK FACE....
... (CL) " "CLIFF"
1100 DATA "A SHARP THROWING OBJE
CT... (JA) " "JAVELIN"
1101 DATA "TO REMOVE WATER.....
... (DE) " "DEHYDRATE"
1102 DATA "TO DESTROY.....
... (DE) " "DEMOLISH"
1103 DATA "TO GO DOWN.....
... (DE) " "DESCEND"
1104 DATA "A LARGE WASTE AREA...
... (DE) " "DESERT"
1105 DATA "TO INVENT.....
... (DE) " "DEVISE"
1106 DATA "A LABELED PICTURE...
... (DI) " "DIAGRAM"
1107 DATA "A VERY HARD SUBSTANCE
... (DI) " "DIAMOND"
1108 DATA "A DAILY RECORD OF EVE
NTS... (DI) " "DIARY"
1109 DATA "LACKING IN HONESTY...
... (DI) " "DISHONEST"
1110 DATA "A CLEAR LIQUID.....
... (HA) " "WATER"
1111 DATA "CONSISTING OF TWO...
... (DU) " "DUAL"
1112 DATA "REPETITION OF SOUND...
... (EC) " "ECHO"
1113 DATA "TO MAKE LARGER.....
... (EN) " "ENLARGE"
1114 DATA "TO TAKE OUT.....
... (EX) " "EXTRACT"
1115 DATA "A STORY WHICH ISN'T T
RUE... (FI) " "FICTION"
1116 DATA "A THIN LEAF OF METAL.
... (FO) " "FOIL"
1117 DATA "FRENCH FOR WAITER....
... (GA) " "GARCON"
1118 DATA "PIECE OF LAND AROUND
A HOUSE... (GA) " "GARDEN"
1119 DATA "A EUROPEAN LANGUAGE..
... (GE) " "GERMAN"
1120 DATA "STUDY OF THE WORLD...
... (GE) " "GEOGRAPHY"
1121 DATA "WEB-FOOTED BIRD.....
... (GO) " "GOOSE"
1122 DATA "THE SURFACE OF THE EA
RTH... (CO) " "CORE"
1123 DATA "BRITISH GAME-BIRD...
... (GR) " "GROUSE"
1124 DATA "THE SOUND OF A PIG...
... (GR) " "GRUNT"
1125 DATA "ONE OF THE CHANNEL IS
LANDS... (GU) " "GUERNSEY"
1126 DATA "A TYPE OF FISH.....
... (HA) " "HADDOCK"
1127 DATA "A SHED FOR AIRCRAFT..
... (HA) " "HANGER"
1128 DATA "A MOVEABLE JOINT.....
... (HI) " "HINGE"
1129 DATA "THE STUDY OF PAST EVE
NTS... (HI) " "HISTORY"
1130 DATA "FLUID COLLECTED FROM
FLOWERS BY BEES.... (HO) " "HONEY"

1131 DATA "A KIND OF INN.....
... (HO) " "HOTEL"
1132 DATA "A MARRIED MAN.....
... (HU) " "HUSBAND"
1133 DATA "INCAPABLE OF BEING MO
VED... (IM) " "IMMOVEABLE"
1134 DATA "TO BRING IN FROM ABRD
RD... (IM) " "IMPORT"
1135 DATA "TO MAKE BETTER.....
... (IM) " "IMPROVE"
1136 DATA "A PRECIOUS STONE....
... (JE) " "JEWEL"
1137 DATA "A HOUSE OR SHELTER FO
R DOGS. (KE) " "KENNEL"
1138 DATA "TO STRIKE OR HIT WITH
THE FOOT... (KI) " "KICK"
1139 DATA "A CUTTING INSTRUMENT.
... (KN) " "KNIFE"
1140 DATA "THE YOUNG OF A SHEEP.
... (LA) " "LAMB"
1141 DATA "THICK FABRIC FLOOR CO
VERING. (CA) " "CARPET"
9000 REM

RECAPED

8010 PRINT AT 1,F," "
8015 PRINT AT 0,F," "
8020 FOR G=19 TO 0 STEP -1
8030 PRINT AT G,F; INK 6;"C"
8040 PRINT AT G+1,F;" "
8045 BEEP 1,20
8050 NEXT G
8053 PRINT AT 0,F," "
8055 FOR F=1 TO 100: NEXT F
8060 GO TO 9200
9000 REM

9005 RANDOMIZE
9010 INK 7: PAPER 0: BRIGHT 1: B
ORDER 0: CLS
9020 POKE 23609,30
9030 LET N=0: LET C=0: LET A=11:
LET B=0

PURPLE TURTLES

BBC

David Dobby's game, Purple Turtles, is a version of a well known Commodore 64 game which sold very well last year and matches up very well to the original program in playability and purpose.

The aim is to get across a large river without falling in and drowning. The only way across is to use the turtles swimming in the river as stepping stones.

Unfortunately for you, the turtles are quite fond of diving underwater, especially when you happen to land on them! And the only warning they give is by changing the colour of their shell from purple to green.

Purple Turtles is a very simple game to play but it soon changes into a real test of co-ordination and strategy.

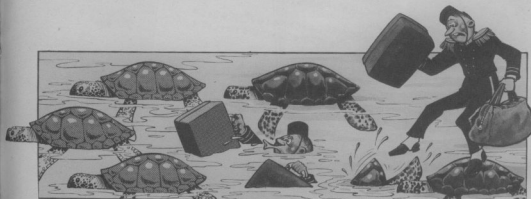
Full instructions are included in the listing.

```

10MODE2:VDU23,8202;0;0;0;
20PROCCHARS:PROCVAR:PROCTITLE
30PROCSCREEN
40REPEAT
50PROCGAME
60UNTILKILL%=1
70PROCSPLASH:IFLIFE%=0THEN90
80GOTO30
90PROCANOTHER
100IFZ#="Y"SC%=0:LIFE%=3:GOTO30
0
110END
120DEFPROCCHARS
130VDU23,200,60,60,60,60,60,60
,126,255
140VDU23,201,60,60,60,60,60,60
,60,60
150VDU23,202,0,126,66,0,0,0,0
0
160VDU23,203,0,0,60,60,24,0,0
0
    
```

```

170VDU23,204,0,1,7,15,31,63,12
7,127
180VDU23,205,7,255,255,255,255
,255,255,255
190VDU23,206,128,192,240,252,2
52,254,255,255
200VDU23,207,127,255,255,255,2
55,255,255,127
210VDU23,208,255,255,255,255,2
55,255,255,255
220VDU23,209,255,254,255,255,2
55,255,254,254
230VDU23,210,63,15,15,7,7,3,1,
0
240VDU23,211,255,255,255,255,2
55,255,255,126
250VDU23,212,252,248,252,252,2
40,128,0,0
260VDU23,213,0,0,0,0,192,240
,252
270VDU23,214,128,224,240,252,2
55,255,255,255
280VDU23,215,240,240,240,248,2
    
```



PURPLE TURTLES

```
32,254,255,255
290VDU23,216,0,128,128,192,192
,192,224,224
300VDU23,217,0,0,1,1,3,3,7,7
310VDU23,218,15,15,31,31,63,12
7,127,255
320VDU23,219,1,7,15,63,255,255
,255,255
330VDU23,220,0,0,0,0,0,3,31,12
7
340VDU23,221,0,0,0,0,0,255,255
,255
350VDU23,222,195,195,0,0,0,0,0
,0
360VDU23,223,60,60,126,126,102
,102,0,0
370VDU23,224,0,0,0,0,0,102,2
31
380VDU23,225,24,60,255,126,60,
102,195,0
390VDU23,226,0,0,128,68,40,66,
68,60
400ENDPROC
410DEFPROCVAR
420SC%=0:HI%=0:KILL%=0:LIFE%=3
430A#=STRING$(20,CHR$(3+CHR$(2
02+CHR$(8+CHR$(18+CHR$(0+CHR$(5+CHR$(
203+CHR$(8+CHR$(18+CHR$(0+CHR$(4+CHR
$(221
450C#=CHR$(18+CHR$(0+CHR$(4+CHR$(2
22+CHR$(8+CHR$(18+CHR$(0+CHR$(1+CHR$(
223+CHR$(8+CHR$(18+CHR$(0+CHR$(2+CHR
$(224
460MAN#=I$#+CHR$(10+CHR$(8+C#
470SPA#=CHR$(32+CHR$(10+CHR$(0+CH
R$(32
480ENDPROC
```


BY DAVID DOBBY

BBC

```
490DEFFROCScreen
500CARRY:=0
510CLS:COLOUR2:FORX=17TO24:PRI
NTTAB(X,X)AS,:NEXTX
520COLOUR6:FORX=2TO16:PRINTAB
(X,17)CHR#208,:PRINTTAB(X,18)CHR
#209,:NEXTX
530FORX=2TO16
540PRINTTAB(X,19)CHR#208:
550PRINTTAB(X,20)CHR#208:
560NEXTX
570FORX=STO14
580PRINTTAB(X,21)CHR#208:
590NEXTX
600COLOUR134
610COLOUR2
620RESTORE900
630FORI=213TO220
640READ ROW,COL
650PRINTTAB(COL,ROW)CHR#I
660NEXTI
670COLOUR3:COLOUR128
680PRINTTAB(17,16)CHR#208
690FORX=15TO14STEP-1
700PRINTTAB(17,X)CHR#201
710NEXTX
720PRINTTAB(1,16)CHR#200
730FORX=15TO14STEP-1
740PRINTTAB(1,X)CHR#201
750NEXTX
760COLOUR5
770COLOUR134
780FORX=2TO17STEP2
790PRINTTAB(X,17)CHR#225
800NEXTX
810COLOUR128
820COLOUR2
830FORI=284TO212
840READ ROW,COL
850PRINTTAB(COL,ROW)CHR#I
860PRINTTAB(COL+16,ROW)CHR#I
870NEXTI
880GCOLOR3:VDI5:MOVE1220,522:P
RINTCHR#202:VDI4
890COLOUR1:PRINTTAB(19,16):CHR
#208
```

```
900DATA 21,4,21,3,20,2,19,2,19
,16,20,16,21,15,21,14
910DATA 11,0,11,1,11,2,12,0,12
,1,12,2,13,0,13,1,13,2
920COLOUR5:PRINTTAB(3,2)"PURPL
E TURTLES"
930PRINTTAB(0,26)"SCORE=":SC%
940ENDPROC
950DEFFROCSINST
960CLS:COLOUR2
970PRINT"AS THE HUMBLE PORTER
""YOU HAVE BEEN CHOSEN""TO CAR
RY PARCELS""ACROSS THE RIVER."
980COLOUR1:PRINT""LUCKILY THE
RIVER""IS FULL OF TURTLES""
PROVIDING THE ONLY""MEANS OF C
ROSSING."
990COLOUR5:PRINT""YOU MUST JU
MP FROM""ONE TO ANOTHER.""BU
T MAKE SURE THE""TURTLES ARE S
TILL""THERE!!"
1000COLOURS:PRINT"" PRESS AN
Y KEY";
1010B#:=GET#
1020ENDPROC
1030DEFFROCPROTITLE
1040COLOUR1
1050PRINTTAB(3,3)"PURPLE TURTLE
S"
```

PURPLE TURTLES

```
1060PROC MUSIC
1070COLOUR2
1080PRINTTAB(3,15)"INSTRUCTIONS
?"
1090K#=GET#
1100IF K#="Y" PROCINST
1110ENDPROC
1120DEFPROCCAME
1130J%=0:K%=0:Y%=15:VDU#:MOVEX%
#64,1023-(Y%#32):PRINTMAN#:VDU4
1140GO=0
1150REPEAT
1160IFGO=0PROCCCOL
1170GO=GO+1
1180KILL%=0
1190PROC CHECK
1200COLOUR3:PRINTTAB(1,14);CHR#
201;TAB(1,15);CHR#201;TAB(17,14)
;CHR#201;TAB(17,15);CHR#201:COLO
URS
1210IFKILL%=1THEN1430
1220IFJ%=1THEN1360
1230IFX%=0ANDCARRY%=1PROCCRS
1240IFX%=0ORX%=18PROCCRO
1250#FX15
1260H%#0:IFINKEY(-98)H%=-1
1270IFINKEY(-99)ANDKX%=20RX%=18
H%=-2
1280IFINKEY(-67)H%=1
1290IFINKEY(-67)ANDKX%=0ORX%=16
H%=2
1300IFINKEY(-74)PROCJUMP
1310X%=X#+HX
1320IFX%<0X%=0:H%=0
```

```
1330IFX%>18X%=18:H%=0
1340IFGO=26PROCCDIVE:GO=0
1350PRINTTAB(X%+H%,Y%#SPA#:VDU#
MOVEX%#64,1023-(Y%#32):PRINTMAN
#:VDU4:GOTO1160
1360K%=K#+1
1370PROC CHECK
1380IF KILL%=1THEN1430
1390IFJ%=0THEN1310
1400IF K%=2 N%=-N%
1410K%=X%+M%:Y%=Y%+N%:PRINTTAB(X
%-M%,Y%-N%#SPA#:VDU#:MOVEX%#64,
1023-(Y%#32):PRINTMAN#:VDU4:IFK%
=2J%=0
1420GOTO1220
1430UNTIL X%>18 OR KILL%=1
1440ENDPROC
1450DEFPROC JUMP
1460IFH%=2ANDX%=0H%=-1
1470IFH%=-2ANDX%=18H%=-1
1480J%=1:M%=H%:H%=0:N%=-1:K%=0
1490IFX%<2ANDINKEY(-98)J%=0
1500IFX%>16ANDINKEY(-67)J%=0
1510ENDPROC
1520DEFPROC MUSIC
1530RESTORE1500
1540FORX=1TO8
1550READ N,D
1560SOUND1,-15,N,D
1570NEXTX
1580DATA 69,7,53,4,81,7,69,4,97
,7,81,4,69,7,53,4
1590FORG=0TO2500:NEXTG
1600ENDPROC
1610DEFPROC CHECK
1620IFX%<0ANDJ%=1 J%=0:PRINTTAB
(X%,Y%#SPA#:H%=1:Y%=15:ENDPROC
1630IFX%>19ANDJ%=1 J%=0:X%=19:P
RINTTAB(X%,Y%#SPA#:Y%=15:ENDPROC
1640VDU#
1650PO1%=POINT(X%#64,1014-(Y%+
2)#32))
1660IFPO1%=6KILL%=1
1670VDU4
1680ENDPROC
1690DEFPROC SPLASH
```

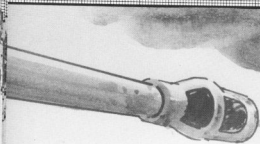
BY DAVID DOBBY

BBC

```
1700COLOUR6
1710PRINTTAB(X%,Y%)SPA#
1720PRINTTAB(X%,16)CHR#226
1730SOUND0,-15,53,10
1740FOR0=1TO5000:NEXT0
1750LIFE%=LIFE%-1
1760ENDPROC
1770DEFPROCANOTHER
1780CLS:COLOUR1:PRINTTAB(3,3)"P
URPLE TURTLES"
1790COLOUR2:PRINTTAB(0,9)"YOUR
SCORE = ";SC%
1800COLOUR3
1810IFSC%>HI% HI%=SC%
1820PRINTTAB(0,12)"HIGH SCORE =
";HI%
1830COLOUR5:PRINTTAB(0,20)"ANOT
HER GAME (Y/N)?"
1840REPEAT Z#=GET#:UNTILZ#="Y"O
RZ#="N"
1850ENDPROC
1860DEFPROCRCO
1870IFX%=0CARRY%=0:GCOL0,3:VDU5
:MOVE1220,522:PRINTCHR#202:VDU4:
COLOUR1:PRINTTAB(19,16);CHR#202:
PRINTTAB(0,28);SPO(15)
1880IFX%=18CARRY%=1:PRINTTAB(19
,15)SPA#:PRINTTAB(0,28)"CARRYING
BAG"
1890COLOUR5
1900ENDPROC
1910DEFPROCCRS
1920SC%=SC%+50:PRINTTAB(6,26);S
C%
1930CRS%=CRS%+1:PRINTTAB(10,28)
;CRS%
1940ENDPROC
1950DEFPROCDDIVE
1960D1%=POINT((2#R1%)*64,1014-(
(Y%+2)*32))
1970D2%=POINT((2#R2%)*64,1014-(
(Y%+2)*32))
1980IFD1%=2 Y1%=17:Y2%=18
1990IFD1%=6 Y1%=18:Y2%=17
2000COLOUR6:PRINTTAB(2#R1%,Y1%)
;CHR#208:COLOUR134:COLOUR5:PRINT
TAB(2#R1%,Y2%);CHR#225
2010IFD2%=2 Y1%=17:Y2%=18
2020IFD2%=6 Y1%=18:Y2%=17
```

```
2030COLOUR6:PRINTTAB(2#R2%,Y1%)
;CHR#208:COLOUR134:COLOUR5:PRINT
TAB(2#R2%,Y2%);CHR#225
2040COLOUR128
2050ENDPROC
2060DEFPROCRCOL
2070R1%=RND(8):R2%=RND(8)
2080IFR1%=R2% THEN2070
2090D1%=POINT((2#R1%)*64,1014-(
(Y%+2)*32))
2100D2%=POINT((2#R2%)*64,1014-(
(Y%+2)*32))
2110IFD1%=5 COLOUR2:COLOUR134:P
RINTTAB(2#R1%,17);CHR#225
2120IFD2%=5 COLOUR2:COLOUR134:P
RINTTAB(2#R2%,17);CHR#225
2130COLOUR129
2140ENDPROC
```

WORLD WAR 1



The Allied forces have been driven backwards to the French coast. Cold and hungry, the army is in desperate need of food, fuel and fresh ammunitions.

As the captain of a Royal Navy gunship, you must escort a convoy of freighter ships bringing supplies to the stricken troops.

Biplanes, balloons and Zeppelins fly above you raining bullets and fire bombs down on your ship.

Armed with only a single artillery gun, you must beat off the attackers and save the waiting army.

```
5 *KEY10 OLD:IM RUN:IM
10MODE1:VDU23;8202;0;0;:VDU
19,0,4,0,0,0:HI%=300
```

```
15 ENVELOPE1,131,0,0,0,0,0,0,
126,-3,0,0,126,0:PROCIN
```

```
20VDU23,224,255,0,31,63,63,30
,76,63,23,225,128,0,197,254,133,
0,128,0,23,226,1,0,163,127,162,0
,1,0,23,227,255,16,248,252,252,1
20,50,252,23,236,72,1,148,1,19,1
34,16,66,23,237,65,0,34,144,192,
137,32,130,23,228,0,1,7,31,63,12
7,255,255
```

```
30VDU23,229,63,255,255,255,25
5,255,255,255,23,230,128,240,252
,254,255,255,255,255,23,231,0,12
,62,127,255,254,252,248,23,232,2
55,127,63,31,7,1,0,0,23,233,255,
255,255,255,255,255,63,63,23,234
,255,255,255,254,252,240,128,0
```

```
40 VDU23,235,252,254,255,127,
62,12,0,0,23,238,0,1,7,15,31,63,
127,127,23,239,0,128,224,240,248
,252,254,254,23,240,127,255,255,
255,127,127,127,63,23,241,254,25
5,255,255,254,254,252,23,242
,31,15,7,1,0,0,1,1
```

```
50VDU23,243,248,248,240,224,128,0
,0,128,128,23,244,0,48,124,254,2
55,127,63,31,23,245,1,15,63,127,
255,255,255,255,23,246,252,255,2
55,255,255,255,255,255,23,247,0,
128,224,248,252,254,255,255,23,2
48,63,127,255,254,124,48,0,0
```

```
60VDU23,249,255,255,255,127,6
3,15,1,0,23,250,255,255,255,255,
255,255,252,252,23,251,255,254,2
52,248,224,128,0,0,23,252,24,60,
126,126,126,126,60,24,23,253,0,0
,128,255,127,63,31,15,23,254,126
,126,255,255,255,255,255,255
```

```
65VDU23,255,0,0,1,255,254,252
,248,248
```

```
70 A#=CHR$(224)+CHR$(225):B#=
CHR$(226)+CHR$(227):C#=CHR$(236)
+CHR$(237):D#=CHR$(228)+CHR$(229
)+CHR$(230)+CHR$(231):E#=CHR$(23
2)+CHR$(233)+CHR$(234)+CHR$(235)
:F#=CHR$(238)+CHR$(239):G#=CHR$(
240)+CHR$(241):H#=CHR$(242)+CHR$(
243)
```

```
75 I#=CHR$(244)+CHR$(245)+CHR
$(246)+CHR$(247):J#=CHR$(248)+CH
R$(249)+CHR$(250)+CHR$(251):K#=C
HR$(252):L#=CHR$(253)+CHR$(254)+
CHR$(255)
```

```
80CLG:L1%=3:9C%=0
```

```
90Z%=0:R1%=0:R2%=0:R3%=0:R4%=
0:R5%=0:R6%=0:R1%=1:C1%=1:E1%=1:
X1%=1:U1%=1:S1%=1:G1%=1:G2%=10:B
1%=1:D1%=1:F1%=1:Y1%=1:V1%=1:T1%
=1
```

```
100G%=10:A%=RND(25)+1:B%=21:C%
=RND(34)+1:D%=4:E%=RND(34)+1:F%
=11:X%=RND(34)+1:Y%=23:U%=RND(34)
+1:V%=7:S%=15:T%=16
```

BY ADAM MASTROMARINO

BRB



```
110REPEAT
115MOVE0,95:DRAW1280,95
120COLOUR1:PRINTTAB(2,1);"LIVE
S=";L1%:COLOUR3:PRINTTAB(13,1);"
SCORE=";S%:COLOUR2:PRINTTAB(26,
1);"HI-SCORE=";HI%
130PROCUNM:PROCZLM:PROCRM:PR
OCBILM:PROCBIRM:PROCBLM:PROCBRM:
PROCA:PROCB
140IF INKEY(-1)ANDZ%=0AND G%>1
THENG1%=G%:G2%=27:Z%=1:SOUND3,-1
5,7,1
150IFRND(5)=3AND R1%=0ANDD%=4T
HEN C1%=C%:D1%=D%:R1%=1
160IFRND(5)=3AND R2%=0ANDV%=7T
HEN U1%=U%:V1%=V%:R2%=1
170IFRND(5)=3AND R3%=0ANDF%=11
THEN E1%=E%:F1%=F%:R3%=1
180IFRND(5)=3AND R4%=0ANDT%=16
THEN S1%=S%:T1%=T%:R4%=1
190IFRND(5)=3AND R5%=0ANDY%=23
THEN X1%=X%:Y1%=Y%:R5%=1
```

```
200IFRND(5)=3AND R6%=0ANDB%=21
THEN A1%=A%:B1%=B%:R6%=1
210IFZ%=1THENPROCFIRE
220COLOUR1
230IFR1%=1THENPRINTTAB(C1%,D1%
);;" ":D1%=D1%+1:PRINTTAB(C1%,D1%
);K$
240IFR2%=1THENPRINTTAB(U1%,V1%
);;" ":V1%=V1%+2:PRINTTAB(U1%,V1%
);K$
250IFR3%=1THENPRINTTAB(E1%,F1%
);;" ":F1%=F1%+2:PRINTTAB(E1%,F1%
);K$
260IFR4%=1THENPRINTTAB(S1%,T1%
);;" ":T1%=T1%+1:PRINTTAB(S1%,T1%
);K$
270IFR5%=1THENPRINTTAB(X1%,Y1%
);;" ":Y1%=Y1%+2:PRINTTAB(X1%,Y1%
);K$
280IFR6%=1THENPRINTTAB(A1%,B1%
);;" ":B1%=B1%+1:PRINTTAB(A1%,B1%
);K$
```

WORLD WAR 1

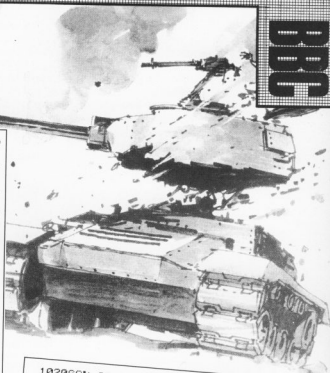


```
290IFG2%=2THENZ%=0:PRINTTAB(G1
%+2,G2%);" "
300IFD1%=29THEN R1%=0:PRINTTAB
(C1%,D1%);" "
310IFV1%=29THEN R2%=0:PRINTTAB
(U1%,V1%);" "
320IFF1%=29THEN R3%=0:PRINTTAB
(E1%,F1%);" "
330IFT1%=29THEN R4%=0:PRINTTAB
(S1%,T1%);" "
340IFY1%=29THEN R5%=0:PRINTTAB
(X1%,Y1%);" "
350IFB1%=29THEN R6%=0:PRINTTAB
(A1%,B1%);" "
360UNTIL0
370DEFPROCUNM
380PRINTTAB(G%,28);" ";L#;" "
390IFG%=34THEN PRINTTAB(G%,28)
;" ";G%=1
400IFG%=0THENPRINTTAB(G%,28);"
";G%=34
410IFINKEY(-98)THENG%=G%-1
415IFINKEY(-67)THENG%=G%+1
420ENDPROC
430DEFPROCZLM
440COLOUR1:PRINTTAB(C%,D%);D#;
;" ";TAB(C%,D%+1);E#;" ";C%=C%-1
450IFC%=0THEN PRINTTAB(C%,D%);
;" ";TAB(C%,D%+1);" ";C%=
36
460 COLOUR3:ENDPROC
470DEFPROCZRM
480VDU19,3,2,0,0,0
490PRINTTAB(U%,V%);" ";I#;TAB
(U%,V%+1);" ";J#;U%=U%+1
500IFU%=36THEN PRINTTAB(U%,V%)
;" ";TAB(U%,V%+1);" ";U%
=0
510 COLOUR2:ENDPROC
520DEFPROCILM
```

```
530COLOUR3:PRINT TAB(C%,B%);A#
;" ";A%=A%-1
540IFA%=1THEN PRINTTAB(C%,B%);
;" ";A%=36
550COLOUR2:ENDPROC
560DEFPROCIRM
570PRINT TAB(C%,V%);" ";B#;X%=
X%+1;IF X%=36 THEN PRINTTAB(X%,Y
%);" ";X%=0
580ENDPROC
590DEFPROCBLM
600PRINT TAB(C%,F%);F#;" ";TAB
(C%,F%+1);G#;" ";TAB(C%,F%+2);H#
;" ";E%=E%-1
610IFE%=0THENPRINTTAB(E%,F%);"
";TAB(E%,F%+1);" ";TAB(E%
,F%+2);" ";E%=36
620ENDPROC
630DEFPROCIRM
640COLOUR1:PRINTTAB(S%,T%);" "
;F#;TAB(S%,T%+1);" ";G#;TAB(S%,T
%+2);" ";H#;S%=S%+1
650IFS%=36THENPRINTTAB(S%,T%);
" ";TAB(S%,T%+1);" ";TAB(S
%,T%+2);" ";S%=0
660 COLOUR3:ENDPROC
670DEFPROCFIRE
680COLOUR3:PRINTTAB(G1%+2,G2%)
;" ";G2%=G2%-1
690PRINTTAB(G1%+2,G2%);K#:COLO
UR2
700ENDPROC
710DEFPROCB
720IF A1%>G% AND A1%<G%+4 AND
B1%=27 ANDR6%=1 THEN GOTO 930
730IF C1%>G% AND C1%<G%+4 AND
D1%=27 AND R1%=1 THEN GOTO930
740IF E1%>G% AND E1%<G%+4 AND
F1%=27 AND R3%=1 THEN GOTO930
750IF X1%>G% AND X1%<G%+4 AND
Y1%=27 AND R5%=1 THEN GOTO930
760IF U1%>G% AND U1%<G%+4 AND
V1%=27 AND R2%=1 THEN GOTO930
770IF S1%>G% AND S1%<G%+4 AND
T1%=27 AND R4%=1 THEN GOTO930
780ENDPROC
790DEFPROCA
795COLOUR2
800IF G1%>C%-2ANDG1%<C%+4ANDG2%
=5 THEN PROCHITZL
810IF G1%>C%-2ANDG1%<C%+4ANDG2%
=4 THEN PROCHITZL
```

BY ADAM MASTROMARINO

BBC



```

800IF G1%*E%-2 AND G1%*E%+2AND
G2%=-11THEN PROCHITBL
900IF G1%*E%-2 AND G1%*E%+2AND
G2%=-12THEN PROCHITBL
0400IF G1%*E%-2 AND G1%*E%+2AND
G2%=-13THEN PROCHITBL
850IF G1%*A%-2 AND G1%*A%+2AND
G2%=-21THEN PROCHITBL
860IF G1%+2>X%-2 AND G1%+2<X%+
3RANDG2%=-23THEN PROCHITBIR
870 IF G1%+2>S%-2 AND G1%+2<S%
+3RANDG2%=-16THEN PROCHITBR
900IF G1%+2>S%-2 AND G1%+2<S%+
3RANDG2%=-17THEN PROCHITBR
990IF G1%+2>S%-2 AND G1%+2<S%+
3RANDG2%=-18THEN PROCHITBR
900IFG1%+2>U%-2ANDG1%+2<U%+4AN
DG2%=-7 THEN PROCHITR
910IFG1%+2>U%-2ANDG1%+2<U%+4AN
DG2%=-8 THEN PROCHITR
920ENDPROC
930SOUND0,1,6,100:PRINT TAB(G%
-1,28);C%;C%;C%;TAB(G%,27);"
";TAB(G%-1,26);"
"
940LI%=LI%-1
950FORF=1TO200:NEXT:PRINT TAB
G%-1,28);" " :FORT=1TO3000:
NEXTT:IFLI%=0THENGOTO1260
955CLG:GOTO90
960DEFFPROCHITZL
970SC%=SC%+50:PRINT TAB(C%,D%)
;" ";C%;C%;" ";TAB(C%,D%+1);" ";
C%;C%;" ":SOUND0,-15,4,2
980FORF=1TO100:NEXTF
990PRINT TAB(C%,D%);" " ;TA
B(C%,D%+1);" " :C%=36:G2%=3
1000ENDPROC
1010DEFFPROCHITBL

```

```

1020SC%=SC%+20:PRINTTAB(E%,F%);
" ";C%;" ";TAB(E%,F%+1);" ";C%;"
";TAB(E%,F%+2);" ";C%;" ":SOUND
0,-15,4,2
1030FORF=1TO100:NEXTF
1040PRINT TAB(E%,F%);" " ;TA
B(E%,F%+1);" " ;TAB(E%,F%+2);
" " :E%=36:G2%=3
1050ENDPROC
1060DEFFPROCHITBIL
1070SC%=SC%+10:PRINTTAB(A%,B%);
" ";C%;SOUND0,-15,4,2
1080FORF=1TO100:NEXTF
1090PRINTTAB(A%,B%);" " :A%=-
36:G2%=3
1100ENDPROC
1110DEFFPROCHITBIR
1120SC%=SC%+5:PRINTTAB(X%,Y%);"
";C%;SOUND0,-15,4,2
1130FORF=1TO100:NEXTF
1140PRINTTAB(X%,Y%);" " :X%=1
:G2%=3
1150ENDPROC
1160DEFFPROCHITBR

```

WORLD WAR 1

```
1170SC%=SC%+15:PRINTTAB(S%,TX%);
" ";C#;TAB(S%,TX+1);" ";C#;TAB(S
%,TX+2);" ";C#.SOUND0,-15,4,2
1180FORF=1TO100:NEXTF
1190PRINTTAB(S%,TX%);" ";TAB
S%,TX+1);" ";TAB(S%,TX+2);"
":G2%=3:S%=1
1200ENDPROC
1210DEFFPROCITZR
1220SC%=SC%+25:PRINTTAB(U%,V%);
C#;C#;" ";TAB(U%,V%+1);C#;C#;" "
:SOUND0,-15,4,2
1230FORF=1TO100:NEXTF
1240PRINTTAB(U%,V%);" ";TAB
U%,V%+1);" ":G2%=3:U%=1,
1250ENDPROC
1260CLS:PRINTTAB(12,6);"G A M E
O V E R"
1270PRINTTAB(12,7);"-----"
"
1280COLOUR1:PRINT TAB(11,12);"Y
OUR SCORE WAS ";SC%:COLOUR2
1290IF SC%>HI%THEN PRINTTAB(8,1
5);"THAT IS A NEW HIGH SCORE":HI
%=SC%
1300COLOUR3:PRINTTAB(5,20);"PRE
SS SPACE BAR TO PLAY AGAIN."
```

```
1310PRINTTAB(5,21);"-----"
"
1315 RESTORE:FORF=1TO11:READD,P
:SOUND1,-15,P,D:SOUND1,0,0,1:NEX
T
1317 DATA12,5,0,5,4,5,12,5,8,17
,4,13,8,13,4,5,8,5,4,1,12,5
1320IFINKEY<-99>THENGOTO000 ELSE
GOTO1320
1330DEFFPROCIN
1340 COLOUR1:PRINTTAB(14,2);"HO
LDWAR 1"
1350PRINTTAB(14,3);"-----"
:COLOUR3
1360PRINTTAB(8,6);" In this gam
e you are a ship at the bottom
of the screen being shot at by
enemy fire. There are biplanes,
hot air balloons and airships,
hooting and you must blow them
up before they blow you up."
1365 PRINTTAB(9,12);"The higher
up the enemy is the more point
s you get."
1370COLOUR1:PRINTTAB(8,16);"USE
THE FOLLOWING KEYS":COLOUR2:PRI
NTTAB(16,20);"Z=LEFT";TAB(16,22)
;"X=RIGHT";TAB(14,24);"SHIFT=FIR
E":COLOUR1
1380PRINTTAB(7,29);"PRESS SPACE
BAR TO START"
1390PRINTTAB(7,30);"-----"
"
1400IFINKEY<-99>THEN ENDPROC EL
SE GOTO 1510
1510 IF INKEY<-99>THEN ENDPROC
ELSE GOTO 1510
```



PIPELINE

```

4 DIM T(41), D(41), R(20), R1(20)
5 POKES=2000 : S=155 : POKES=2000 : D=1 : R1=0
6 FOR T=49:95 : S=T:049:21 : R1=R1+10 : G=0
7 S=S+4 : FOR T=1:20 : R1=R1+12 : S=S*2 : READ A : POKET A : NEXT
8 A : NEXT : PRINT CHR$(8)
9 FOR T=1:041 : READ T : T=NEXT
10 FOR T=1:041 : READ D : T=NEXT
11 FOR T=1:010 : READ D : T=NEXT
12 FOR T=1:010 : READ D : T=NEXT
13 FOR T=1:034 : READ D : T=NEXT
14 FOR T=1:034 : READ R : T=NEXT
15 S=S+4:272 : FOR L=0:024 : POKESD=L : G : NEXT : G
16 G=0:050
17 RK=12 : OL=7 : CO=54272 : A=1923 : A1=66 : D=-4
18 I=INT(40*RN D(1)) : INT(17*RN D(1))+5 : *40
19 I=I+4 : IF PEEK(I) < 32 THEN S=
20 POKEL I : 71 : POKEL I+CO : 9 : NEXT
21 FOR S=1:100 :
22 I=INT(40*RN D(1)) : INT(17*RN D(1))+5 : *40
23 I=I+4 : IF PEEK(I) < 32 THEN S=
24 POKEL I : 71 : POKEL I+CO : 9 : NEXT
25 PRINT TAB(5):SCORE : S : TAB(24):" [01: TAB(22)"
26 IF LEN(LI : TAB(31):HSTAB(37):"TOP",
27 PRINT S : I]
28
29 PRINT
30 PRINT
31 PRINT
32 PRINT SP# :
33 PRINT
34 PRINT SP# :
35 PRINT SP# : "LINE T: S: SPO(31):LEVEL
36 (S) :
37 IF PEEK(A+D)=71 THEN POKEL D : 32
38 FOR T=1:0 : RP=POKEL A1 : POKEL A+CO : 0 : IF PEE
39 K(A+D) < 32 THEN 255
40 GET A : IF A#C="" THEN 200
41 A=A+D : FOR S=1:0 : SK=NEXT : NEXT : POKESD+1,
42 POKESD+4, 17
43 T=S : LEFT$(T$, LEN(T$)-1) : IF LEN(T$)=0 TH
44 EN 200
45 PRINT SP# : "TIME T# S# S"
46 POKESD+4, 16 : GOT 0100
47 IF A#"A" AND D=1 THEN POKEL 68 : A1=66 : D=-
48 48 : GOT 0240
49 IF A#"A" AND D=-1 THEN POKEL 67 : A1=66 : D=
49 68 : GOT 0240
50 IF A#"Z" AND D=1 THEN POKEL 70 : A1=66 : D=4
51 68 : GOT 0240
52 IF A#"Z" AND D=-1 THEN POKEL 69 : A1=66 : D=
52 48 : GOT 0240
53 IF A#"A" AND D=40 THEN POKEL 70 : A1=65 : D
53 =1 : GOT 0240
54 IF A#"A" AND D=40 THEN POKEL 68 : A1=65 : D=
54 -1 : GOT 0240
55 IF A#"A" AND D=-40 THEN POKEL 69 : A1=65 : D
55 =1 : GOT 0240

```

```

56 IF A#"A" AND D=40 THEN POKEL 67 : A1=65 : D=
56 GOT 0240
57 IF PEEK(A+D)=32 THEN 120
58 IF PEEK(A+D)=72 THEN D=01-1 : GOT 0300
59 IF PEEK(A+D)=71 THEN 400
60 IF PEEK(A+D)=73 AND D=-40 THEN 350
61 GOT 400
62 IF 0 THEN D=0
63 POKESD+1, INT(40*RN D(1))+40 : POKESD+4,
64 POKESD+2 : 255
65 SC=SC+(OL-(01-2))+2 : PRINT "SCORE : SC,
66 15" :
67 FOR H=1:025 : NEXT
68 POKESD+4, 0 : GOT 0120
69 IF 0 THEN H=400
70 SC=SC+(10*LV) * LEN(T$) : PRINT "LV :
71 ***** BONUS : LV*10 * LEN(T$)
72 POKESD+5, 0 : POKESD+6, 240 : POKESD+24, 15
73 FOR T=1:034 : POKESD, E(T) AND 255 : POKESD+
74 T / 256
75 POKESD+4, 17 : FOR D=1:0 : T*10 : NEXT
76 POKESD+4, 16 : NEXT
77 OL=OL+4 : 01=OL-(2*LV) : RK=RK+4 : SK=SK-1
78 A=1923 : A1=66 : LV=LV-1 : RP=RP+2 : GOT 050
79 FOR H=1:0200 : NEXT
80 A=1923 : A1=66 : 01=OL-(LV*2)
81 POKESD+5, 0 : POKESD+5, 248 : POKESD+24, 15
82 FOR T=1:010 : POKESD, 0(T) AND 255 : POKESD+
83 1-0(T) / 256
84 POKESD+4, 17 : FOR D=1:0 : T*10 : NEXT
85 POKESD+4, 16 : NEXT : I=D :
86 IFLI=0 THEN POKEL 199, 0 : GOT 0500
87 GOT 0500
88 IF 0 THEN HSTENHS=30
89 PRINT I :
90 PRINT "
91 | +
92 PRINT " | | | | | | | | | |
93 PRINT " | * * | | * * | * * | | | |
94 PRINT " | | | | | | | | * * * * * * * |
95 | +
96 PRINT " | * * | | * * | * * | | | |
97 PRINT " | | | | | | | | * * * * * * * |
98 PRINT " | * * * * * * * * * * * * * * * |
99
100 PRINT " PROGRAMME AND GRAPHICS BY H
101 BIT ZALA"
102 PRINT " MUSIC BY MARK SPERRY"
103
104 PRINT TAB(10) "HIGHEST SCORE ... "HS
105 PRINT TAB(11) "LAST SCORE ... "SC
106 PRINT " THE IDEA OF THIS GAME IS T
107 O CONTROL"
108 PRINT " THE PIPE-LINE SO THAT IT SUC
109 S THE"

```

BY HASIT ZALA

COMMODORE 64

The aim of Pipeline is to guide a pipe laying machine across the barren waste of Texas in search of oil wells.

You must link up with enough oil wells — at least five — before it's worth your while joining up with a tanker ship. As usual in the oil business, you are working to a very tight deadline and you'll have to be fast if you want your oil to be on the next shipment to the refinery.

Hazards threaten your venture at every turn. And you will have to be careful not to drive your pipe-laying machine into the side of a mountain.

The game does not use joysticks. Full instructions are included in the listing.

```

K40 PRINT " OIL AND AVOIDS THE ROCK
45 PRINT " AFTER COLLECTING THE REQUIRE
AMOUNT
50 PRINT " OF OIL YOU MUST PROCEED IN M
55 PRINT " CONNECTION TO THE OIL TANKER
60 PRINT " CONTROLS:"
70 PRINT " A-UP Z-DOWN I-LEFT J
80 PRINT " PRESS A KEY TO STA
T
900 POKESD+5,0 POKESD+5,240 POKESD+24,15
POKESD+3,1:WV=17
910 POKESD+12,57 POKESD+13,0 POKESD+10,5
FOR T=1 TO 4: POKESD,T(T) AND 255: POKESD+
T(T)/256,(GET$(I$A$(0))) THEN 40
920 POKESD+7,T(T) AND 255: POKESD+8,T(T)/25
5
930 POKESD+4,17 POKESD+11,33 :FORD=1 TO D(T
+6
NEXT
940 POKESD+4,16: POKESD+11,32:NEXT:GOTO 59
950
960 PRINT SP#;"TIME:" T# "
970 FOR H=1 TO 1500 NEXT GOTO 400
980 DATA 169,0,133,163,169,40,133,164,16
0,133,165,169,200,133,166,173
990 DATA 14,220,41,204,141,14,220,165,1
020 DATA 41,201,133,146,255,200,177,16
145,163,192,255,200,247,166,164
1000 DATA 32,134,164,164,166,200,132,166
1010 52,200,201,165,1,9,4,133
1020 DATA 1,173,14,240,9,1,141,14,14,14
1030 200,41,240,165,20,1,141,14,200,255
1040 DATA 129,112,112,112,112,112,112,112
1050 DATA 1,255,4,254,254,4,254,4,254,4,254
1060 DATA 60,60,60,60,60,60,60,1,0,60
1070 DATA 60,61,60,60,60,60,60,1,0,60
1080 DATA 60,100,124,124,124,100,112,120,60
1090 DATA 1,14,30,62,52,52,100,112,120,60
1100 DATA 8,100,112,60,95,120,52,61,0,60
1110 DATA 8,14,60,95,120,190,150,70,100,60
1120 DATA 16,16,16,16,190,190,124,50,60
1130 DATA 255,255,255,255,255,255,255,255
1140 DATA 255,255,255,255,255,255,255,255
1150 DATA 255,255,255,255,255,255,255,255
1160 DATA 255,255,255,255,255,255,255,255
1170 DATA 255,255,255,255,255,255,255,255
1180 DATA 255,255,255,255,255,255,255,255
1190 DATA 255,255,255,255,255,255,255,255
1200 DATA 255,255,255,255,255,255,255,255
1210 DATA 255,255,255,255,255,255,255,255
1220 DATA 255,255,255,255,255,255,255,255
1230 DATA 255,255,255,255,255,255,255,255
1240 DATA 255,255,255,255,255,255,255,255
1250 DATA 255,255,255,255,255,255,255,255
1260 DATA 255,255,255,255,255,255,255,255
1270 DATA 255,255,255,255,255,255,255,255
1280 DATA 255,255,255,255,255,255,255,255
1290 DATA 255,255,255,255,255,255,255,255
1300 DATA 255,255,255,255,255,255,255,255
1310 DATA 255,255,255,255,255,255,255,255
1320 DATA 255,255,255,255,255,255,255,255
1330 DATA 255,255,255,255,255,255,255,255
1340 DATA 255,255,255,255,255,255,255,255
1350 DATA 255,255,255,255,255,255,255,255
1360 DATA 255,255,255,255,255,255,255,255
1370 DATA 255,255,255,255,255,255,255,255
1380 DATA 255,255,255,255,255,255,255,255
1390 DATA 255,255,255,255,255,255,255,255
1400 DATA 255,255,255,255,255,255,255,255
1410 DATA 255,255,255,255,255,255,255,255
1420 DATA 255,255,255,255,255,255,255,255
1430 DATA 255,255,255,255,255,255,255,255
1440 DATA 255,255,255,255,255,255,255,255
1450 DATA 255,255,255,255,255,255,255,255
1460 DATA 255,255,255,255,255,255,255,255
1470 DATA 255,255,255,255,255,255,255,255
1480 DATA 255,255,255,255,255,255,255,255
1490 DATA 255,255,255,255,255,255,255,255
1500 DATA 255,255,255,255,255,255,255,255

```

```

DATA 0,96,420,360,120,420,96,64,420,164
DATA 3600,3600,0,2700,0,420,96,420,1
DATA 4000,3600,0,2700,0,400,0,400,0,420,1
DATA 5407,4291,4000,0,0,0,0,4291,4000,0
DATA 4000,4000,4000,4000,4017,4000,4000,4000
DATA 3600,4291,5407,4291,3600,2700
DATA 3204,3217,3600,4291,4000,4291
DATA 3600,4291,5407,4291,3600
DATA 40,40,40,40,40,40,40,40,40,40,40
DATA 16,16,16,16,16,16,16,16,16,16,16
DATA 16,16,16,16,16,16,16,16,16,16,16
DATA 80
DATA 4317,4,4007,4,7017,3600,3600,2064
DATA 2703,4,2064,4,7017,3600,3600,2064
DATA 20,20,20,20,20,20,20,20,20,20,20
DATA 372,10,4291,4,4291,4,7017,3600,4291
DATA 5702,4291,4291,7217,7217,7647
DATA 5702,7647,4291,4291,7647,7647,7647
DATA 4308,7647,4291,4291,7647,7647,7647
DATA 180,14,1145,10,101,4291,7647,9304,9304
DATA 0,0,0,0,0,0,0,0,0,0,0
DATA 10,10,10,10,10,10,10,10,10,10,10
DATA 10,10,45,10,10,10,10,10,10,10,10
DATA 10,10,10,10,10,10,10,10,10,10,10

```

READY.

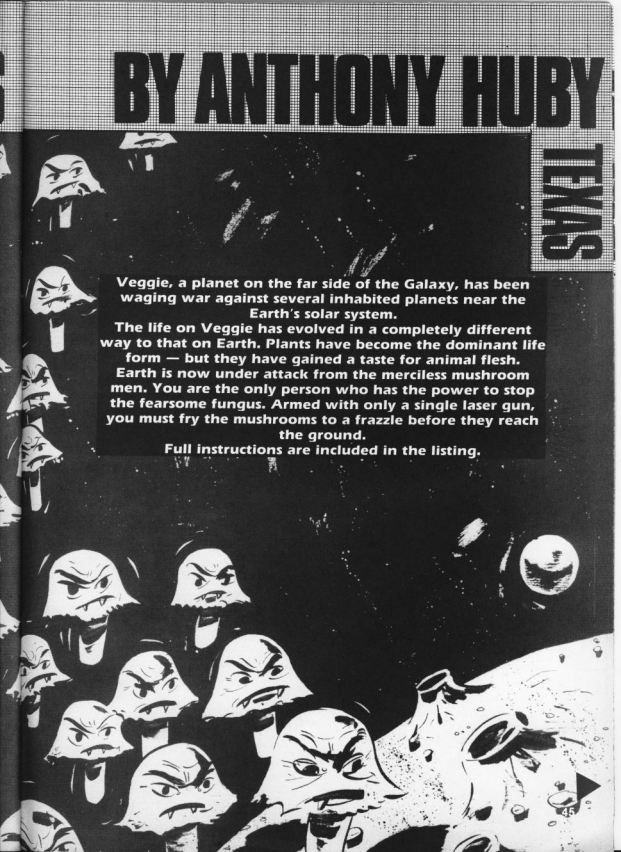
MUTANT MUSHROOMS

```
100 RANDOMIZE
110 CALL CLEAR
120 PRINT "INSTRUCTIONS":
130 INPUT "ENTER Y/N ";G$
140 IF G$="N" THEN 290
150 IF G$="Y" THEN 100
160 CALL CLEAR
170 PRINT " THE REVENGE OF THE MUTANT":
180 PRINT "*****MUSHROOMS*****":
190 PRINT "USE THE "R" KEY FOR RIGHT":
200 PRINT "USE THE "F" KEY TO FIRE":
210 CALL KEY(O,K,S)
220 IF S=0 THEN 210
230 CALL CLEAR
240 PRINT "AS EACH WAVE COMES THEY GET":
250 PRINT "EXTRA LIFE AFTER WAVE":
260 PRINT "PRESS ANY KEY TO CONTINUE":
270 CALL KEY(O,K,S)
280 IF S=0 THEN 270
290 CALL CLEAR
300 REM DEFINE CHARS 96 - 101 M.ROOM - 104/105 GUN - 120/121 EXPLOSION - 42/M!
```

```
BSILE - 128 LIFE
310 FOR XX=96 TO 101
320 CALL CHAR(XX,"3C7EFF9918181818")
330 NEXT XX
340 CALL CHAR(96,"")
350 CALL CHAR(104,"18181899999FFF")
360 CALL CHAR(105,"00000008181FFF")
370 CALL CHAR(120,"8124421818422481")
380 CALL CHAR(121,"9900249999240099")
390 CALL CHAR(42,"001010101038")
400 CALL CHAR(128,"00000008082A2A2E")
410 REM DEFINE COLORS
420 CALL COLOR(9,16,1)
430 CALL COLOR(10,10,1)
440 CALL COLOR(12,16,1)
450 CALL COLOR(13,2,5)
460 CALL COLOR(2,11,1)
470 CALL SCREEN(2)
480 FOR I=3 TO 8
490 CALL COLOR(I,16,5)
500 NEXT I
510 REM SET VARIABLES
520 LIFE=3
530 RESTORE 580
540 FOR S=1 TO 6
550 M(S)=S+95
560 ROW(S)=0
570 READ F
580 DATA 4,9,14,19,24,29
590 COL(S)=F
```

BY ANTHONY HUBY

TEXAS



Veggie, a planet on the far side of the Galaxy, has been waging war against several inhabited planets near the Earth's solar system.

The life on Veggie has evolved in a completely different way to that on Earth. Plants have become the dominant life form — but they have gained a taste for animal flesh.

Earth is now under attack from the merciless mushroom men. You are the only person who has the power to stop the fearsome fungus. Armed with only a single laser gun, you must fry the mushrooms to a frazzle before they reach the ground.

Full instructions are included in the listing.

MUTANT MUSHROOMS

```
600 NEXT B
610 SCORE=0
620 LEVEL=1
630 REM SC=SCORE
640 SC=0
650 GR=23
660 GC=17
670 REM PRINT SCFLEN
680 CALL CLEAR
690 FOR I=1 TO 6
700 ROW(I)=ROW(I)+LEVEL
710 CALL HCHAR(ROW(I),COL(I),M(I))
720 NEXT I
730 CALL HCHAR(24,1,95,32)
740 CALL HCHAR(GR,GC,104)
750 T$="SCORE_="&STR$(SC)&"_"
760 TR=24
770 TC=8
780 GOSUB 2440
790 T$="WAVE_="&STR$(LEVEL)&"_"
800 TR=24
810 TC=23
820 GOSUB 2440
830 IF LIFE=10 THEN 850
840 CALL HCHAR(24,3,128,LIFE-1)
850 REM THE GAME
860 RR=INT(RND*6)+1
870 RL=RR
880 IF M(RL)=32 THEN 940
890 CALL HCHAR(ROW(RL),COL(RL),32)
900 ROW(RL)=ROW(RL)+1
910 IF ROW(RL)=23 THEN 1940
920 CALL SOUND(-10,111,0,112,0)
930 CALL HCHAR(ROW(RL),COL(RL),M(RL))
940 GOSUB 960
950 GOTO 860
960 CALL KEY(O,K,S)
980 IF (K=90)+(K=46) THEN 1010
990 IF K=70 THEN 1090
1000 RETURN
1010 CALL HCHAR(GR,GC,32)
1020 GC=GC+(1*(K=ASC("2")))-(1*(K=ASC("1")))
1030 IF GC>32 THEN 1040 ELSE 1050
1040 GC=32
1050 IF GC<2 THEN 1060 ELSE 1070
1060 GC=2
1070 CALL HCHAR(GR,GC,104)
1080 GOTO 1000
1090 REM FIRE GUN
1100 SS=7
1110 CALL SOUND(-600,-7,1)
1120 FOR I=GR-1 TO 1 STEP -1
1130 CALL GCHAR(I,GC,HIT)
1140 IF (HIT=96)+(HIT=97)+(HIT=98)+
(HIT=99)+(HIT=100)+(HIT=101) THEN 1210
1150 CALL VCHAR(I,GC,42)
1160 CALL VCHAR(I,GC,32)
1170 CALL SOUND(-900,4000,SS)
1180 SS=SS+1
```

```
1190 NEXT I
1200 GOTO 1000
1210 REM HIT
1220 FOR B=1 TO 5
1230 CALL SOUND(-1000,-7,8*4)
1240 CALL HCHAR(I,GC,121)
1250 CALL HCHAR(I,GC,120)
1260 FOR DEL=1 TO 50
1270 NEXT DEL
1280 NEXT B
1281 CALL SOUND(-100,-7,20)
1290 SC=SC+10*LEVEL
1300 T$="SCORE_="&STR$(SC)&"_"
1310 TR=24
1320 TC=8
1330 GOSUB 2440
1340 FOR N=1 TO 6
1350 IF M(N)=HIT THEN 1380
1360 NEXT N
1370 GOTO 1400
1380 M(N)=32
1390 GOTO 1400
1400 CALL HCHAR(I,GC,32)
1410 SPLAT=SPLAT+1
1420 IF SPLAT=6 THEN 1440
1430 GOTO 1000
1440 LEVEL=LEVEL+1
1450 CALL SCREEN(5)
1460 SCORE=SCORE+SPLAT
1470 SPLAT=0
1480 FOR I=1 TO 5
1490 CALL SOUND(100,110*1,1,150*1,1-1)
1500 FOR LP=1 TO 50
1510 NEXT LP
1520 NEXT I
1530 FOR I=1 TO 24
1540 PRINT
1550 NEXT I
1560 CALL SCREEN(5)
1570 PRINT "END_OF_LEVEL_";LEVEL-1::
1580 IF LEVEL>10 THEN 1770
1590 PRINT "NOW_FOR_LEVEL_";LEVEL
1600 FOR I=1 TO 400
1610 NEXT I
1620 IF LEVEL=6 THEN 1630 ELSE 1700
1630 LIFE=LIFE+1
1640 PRINT ::::::::::::::::::::::::::::
1650 FOR I=1 TO 10
1660 PRINT TAB(I+2);"EXTRA LIFE":
1670 NEXT I
1680 FOR I=1 TO 300
1690 NEXT I
1700 CALL CLEAR
1710 CALL SCREEN(2)
1720 FOR I=1 TO 6
1730 M(I)=+95
1740 ROW(I)=0
1750 NEXT I
1760 GOTO 650
1770 FOR I=110 TO 220 STEP 20
```


BY ANTHONY HUBY

TEXAS

```
1780 CALL SOUND(100,1,5,I+10+(10*1),5);
1790 NEXT I
1800 CALL SCREEN(5)
1810 FOR I=1 TO 24
1820 PRINT
1830 NEXT I
1840 IF LEVEL=1 THEN 1850 ELSE 1870
1850 PRINT "WHAT_A_WALLY!";"LOST_ON_LEVEL_1";
1860 GOTO 1880
1870 PRINT "YOU SUCCESSFULLY COMPLETED.";
LEVEL="1" LEVELS="
1880 IF LEVEL>B THEN 1890 ELSE 1900
1890 PRINT "A_FAT_ON_THE_BACK_FOR_YOU_"
1900 PRINT ::
1910 PRINT :: "SCORE_" ; SC ; " HITS_" ; SCORE
1920 PRINT :: "CLEAR_AND_RUN_TO_PLAY_AGAIN"
1930 GOTO 1930
1940 CALL HCHAR(ROW(RL),COL(RL),M(RL))
1950 SCORE=SCORE+SPLAT
1960 LIFE=LIFE-1
1970 FOR I=1 TO 200
1980 NEXT I
1990 IF COL(RL)>GC THEN 2060
2000 FOR I=COL(RL)+1 TO GC-1
2010 CALL HCHAR(23,I,126)
2020 CALL SOUND(-30,-5,5)
2030 CALL HCHAR(23,1,32)
2040 NEXT I
2050 GOTO 2110
2060 FOR I=COL(RL)-1 TO GC+1 STEP -1
2070 CALL HCHAR(23,I,126)
2080 CALL SOUND(-30,-5,5)
2090 CALL HCHAR(23,1,32)
2100 NEXT I
2110 CALL SOUND(-900,-7,0)
2120 CALL COLOR(10,14,1)
2130 FOR I=1 TO 100
2140 NEXT I
2150 CALL HCHAR(GR,GC,105)
2160 FOR I=1 TO 300
2170 NEXT I
2180 CALL COLOR(10,10,1)
2190 IF LIFE=0 THEN 2350 ELSE 2200
```

```
2191 CALL SCREEN(5)
2200 FOR I=1 TO 25
2210 PRINT
2220 NEXT I
2230 PRINT TAB(12);"OOPS !";
TAB(9);"ONE LIFE GONE !";
2240 FOR I=1 TO 300
2250 NEXT I
2260 FOR I=1 TO 25
2270 PRINT
2280 NEXT I
2290 CALL SCREEN(2)
2300 FOR I=1 TO 6
2310 M(I)=I+95
2320 ROW(I)=0
2330 NEXT I
2340 SPLAT=0
2350 GOTO 850
2360 CALL SCREEN(12)
2370 TR=15
2380 TC=11
2390 TS="GAME_OVER"
2400 GOSUB 2440
2410 FOR I=1 TO 100
2420 NEXT I
2430 GOTO 1770
2440 REM PRINT AT ROUTINE
2450 FOR TEXT=1 TO LEN(TS)
2460 CALL HCHAR(TR,TC+TEXT-1,
ASC(STR$(TS,TEXT,1)))
2470 NEXT TEXT
2480 RETURN
```

YAHTZEE



```

10 OPEN #1,4,0,"K":DIM AS(7),BS(5),C(5),A1(16),B1(16),C1(16),D1(16)
11 FOR W=1 TO 16:A1(W)=0:B1(W)=0:C1(W)=0:D1(W)=0:NEXT W:GO=1
15 GOSUB 25000
35 GOSUB 9500
60 DATA 0,3,1,5,2,7,3,9,4,11,5,10,6,8,7,5,8,3,9,1,10,4,11,6,12,8,13,10,14,7,15,4
16,2,17,0,18,2,19,4,20,5,21,7,22
65 DATA 9,23,11
70 POSITION 1,5:?"HOW MANY WILL PLAY UP TO 4 PLAYERS":PF=1:GET #1,K:IF KP=PF-4
8:IF RFD: THEN 30
75 POSITION 1,9:?"
80 POSITION 5,11:?"player ";CHR$(PF+144)
85 POSITION 5,12:?"round ";GO
200 R=5:Y=-8:GOSUB 10000:GOSUB 11000
210 GOSUB 13000:GOSUB 14000
220 D=1:V=-8
230 FOR DICE=1 TO 6:IF DICE>5 THEN 270
240 IF BS(DICE,DICE)="K" THEN V=V+8:NEXT DICE
250 IF BS(DICE,DICE)="C" THEN GOSUB 15000
280 NEXT DICE
270 GOSUB 16000
300 GOSUB 12000:GOSUB 13000:GOSUB 14000
310 D=1:V=-8
320 FOR DICE=1 TO 6:IF DICE>5 THEN 360
330 IF BS(DICE,DICE)="K" THEN V=V+8:NEXT DICE
340 IF BS(DICE,DICE)="C" THEN GOSUB 15000
350 NEXT DICE
360 GOSUB 17000:GOSUB 16000
400 FOR T=1 TO 600:NEXT T:GOSUB 7500:GOSUB 24000
440 POSITION 1,20:?"THE DICE READ "C(1):"."C(2):"."C(3):"."C(4):"."C(5):"
":( PLAYER ";CHR$(176+PF)):?"
441 POSITION 0,21:?" INPUT WHERE YOU WANT YOUR SCORE TO GO"
442 POSITION 0,22:?" TO ENTER A BLANK PRESS "SPACE BAR"
450 GET #1,K:IF K=32 THEN SCORE=-1:GOTO 4500
455 IF K<65 OR K>77 THEN 450
468 IF K>70 THEN V=K-62:GOTO 470
469 V=K-64
470 IF PF=1 THEN X=20:GOTO 3000
475 IF PF=2 THEN X=25:GOTO 3100
480 IF PF=3 THEN X=30:GOTO 3200
485 IF PF=4 THEN X=35:GOTO 3300
490 IF GO=13 AND PF=KP THEN FOR T=1 TO 750:NEXT T:GOTO 26000
492 POSITION 0,20:?"
494 POSITION 0,21:?"
495 POSITION 0,22:?" PRESS ANY KEY TO CONTINUE ":GET #1,K
504 S1=0:S2=0:S3=0:S4=0:S5=0:DS=0
505 PF=PF+1
510 IF PF>KP THEN PF=1:GO=GO+1:IF GO>13 THEN 26000
520 GOSUB 9500:GOTO 80
3000 GOSUB 20000:IF A1(Y)<>0 THEN 4600
3010 IF Y<7 THEN GOTO 3050
3020 GOSUB 22000+Y-1:A1(Y)=SCORE:A1(16)=A1(16)+A1(Y)
3030 GOSUB 24000:GOTO 490
3050 GOSUB 22000+Y+1:A1(Y)=SCORE:A1(7)=A1(7)+A1(Y):IF A1(7)>63 THEN A1(8)=A1(8)+
35:A1(16)=A1(16)+35
3060 A1(8)=A1(8)+A1(Y):A1(16)=A1(16)+A1(Y):GOTO 3030
3100 GOSUB 20000:IF B1(Y)<>0 THEN 4600
3110 IF Y<7 THEN GOTO 3150
3120 GOSUB 22000+Y-1:B1(Y)=SCORE:B1(16)=B1(16)+B1(Y)
3130 GOSUB 24000:GOTO 490
3150 GOSUB 22000+Y+1:B1(Y)=SCORE:B1(7)=B1(7)+B1(Y):IF B1(7)>63 THEN B1(8)=B1(8)+
35:B1(16)=B1(16)+35
3160 B1(8)=B1(8)+B1(Y):B1(16)=B1(16)+B1(Y):GOTO 3130
3200 GOSUB 20000:IF C1(Y)<>0 THEN 4600
3210 IF Y<7 THEN GOTO 3250
3220 GOSUB 22000+Y-1:C1(Y)=SCORE:C1(16)=C1(16)+C1(Y)
    
```

BY DAVID BAINES

ATARI

Computer & Video Games has a long record of publishing high-quality versions of famous board games — notably Master-Mind, chess and a particularly good computer version of Monopoly in last February's Book of Games.

So we couldn't really let this year's mega-issue go without a board game.

We consider David Baines' Yahtzee to be one of the best board game conversions we've yet seen and we think it's quite a good way to end this month's Book of Games.

```

3230 GOSUB 24000:GOTO 490
3250 GOSUB 22000+Y-1:C1(Y)=SCORE:C1(7)=C1(7)+C1(Y):IF C1(7)>63 THEN C1(8)=C1(8)+
35:C1(16)=C1(16)+25
3260 C1(8)=C1(8)+C1(Y):C1(16)=C1(16)+C1(Y):GOTO 3230
3300 GOSUB 20000:IF D1(Y)<>0 THEN 4600
3310 IF Y<7 THEN GOTO 3350
3320 GOSUB 22000+Y-1:D1(Y)=SCORE:D1(16)=D1(16)+D1(Y)
3330 GOSUB 24000:GOTO 490
3350 GOSUB 22000+Y+1:D1(Y)=SCORE:D1(7)=D1(7)+D1(Y):IF D1(7)>63 THEN D1(8)=D1(8)+
35:D1(16)=D1(16)+35
3360 D1(8)=D1(8)+D1(Y):D1(16)=D1(16)+D1(Y):GOTO 3330
4500 POSITION 1,22:?" WHERE DO YOU WANT TO PUT A BLANK "IGET #1,K
4510 IF K>70 THEN Y=K-62:GOTO 4530
4520 Y=K-64
4530 IF PP=1 THEN 4600
4535 IF PP=2 THEN 4650
4540 IF PP=3 THEN 4700
4545 IF PP=4 THEN 4750
4600 IF A1(Y)<>0 THEN 4800
4610 A1(Y)=1
4620 GOTO 4900
4650 IF B1(Y)<>0 THEN 4800
4660 B1(Y)=1
4670 GOTO 4900
4700 IF C1(Y)<>0 THEN 4800
4710 C1(Y)=1
4720 GOTO 4900
4750 IF D1(Y)<>0 THEN 4800
4760 D1(Y)=1
4770 GOTO 4900
4800 POSITION 0,22:?" THIS SPACE IS ALREADY TAKEN "IFOR T=1 TO 200:INEXT
T:IGOTO 442 "PRESS ANY KEY TO CONTINUE "IGET #1,K
4900 POSITION 0,22:?"
4910 GOTO 504
5000 REM DICE DATA
5010 DATA . . . . .
5020 DATA . . . . .
5030 DATA . . . . .
5040 DATA . . . . .
5050 DATA . . . . .
5060 DATA . . . . .
7500 GRAPHICS 0:POKE 710,179:POKE 752,1
7510 POSITION 1,01:?" |PL.1 PL.2 PL.3 PL.4 "

```



YAHTZEE



```

7520 POSITION 1,2:7 " One's .....A."
7530 POSITION 1,3:7 " Two's .....B."
7540 POSITION 1,4:7 " Three's .....C."
7550 POSITION 1,5:7 " Four's .....D."
7560 POSITION 1,6:7 " Five's .....E."
7570 POSITION 1,7:7 " Six's .....F."
7580 POSITION 1,8:7 " TOTALS .....G."
7590 POSITION 1,9:7 " TOTAL THIS SEC."
7600 POSITION 0,10:7 "
7610 POSITION 1,11:7 " 3 OF A KIND...G."
7620 POSITION 1,12:7 " 4 OF A KIND...H."
7630 POSITION 1,13:7 " FULL HOUSE...I."
7640 POSITION 1,14:7 " LOW STRAIGHT...J."
7650 POSITION 1,15:7 " HIGH STRAIGHT...K."
7660 POSITION 1,16:7 " YAHTZEE.....L."
7670 POSITION 1,17:7 " CHANCE.....M."
7680 POSITION 1,18:7 " GRAND TOTAL...N."
7690 POSITION 1,19:7 "
";OOSB 24000:RETURN

9500 GRAPHICS 0:POKE 752,1:POKE 708,84:POKE 709,190:POKE 710,248:POKE 711,110:PO
KE 712,248
9510 L=PEEK(741)+256*PEEK(742)
9520 RESTORE 9540
9530 FOR Q=1 TO 14:READ P:POKE L+P+6,6:NEXT Q
9540 DATA 1,2,10,11,12,13,14,15,16,17,18,19,20,21
9550 FOR Q=22 TO 25:POKE L+Q+7,7:NEXT Q:RETURN
10000 POSITION 1,1:7 " first throw " :RETURN
1000 FOR DICE=1 TO 8:V=M+8
11020 I=INT(RND(O)*6)+1:C(DICE)=I
11030 RESTORE 5000+(I*10)
11040 FOR X=2 TO 8:READ AS:POSITION Y,X:7 AS:NEXT X
11050 FOR S=200 TO 0 STEP -20:FOR J=1 TO 2:NEXT J: SOUND 0,S,10,12:FOR J=1 TO 2:N
EXT J: SOUND 0,0,0,0:NEXT S
11060 NEXT DICE:RETURN
12000 POSITION 1,1:7 " second throw " :RETURN
13000 POSITION 2,12:7 " to change a dice PRESS "C" "
13010 POSITION 2,13:7 " to keep a dice PRESS "K" "
13020 POSITION 3,15:7 " YOU MUST PRESS C OR K FOR EACH DICE"
13050 RETURN
14000 X=1:Y=10
14010 FOR S=1 TO 5:FOR Q=1 TO 2:FOR K=1 TO 10:POSITION X,Y:7 "O":NEXT K:FOR K=1
TO 10:POSITION X,Y:7 "I":NEXT K
14020 POKE 764,255:NEXT G
14030 GET #1,K:IF K<375 AND K<=7 THEN 14030
14040 POSITION X,Y:7 CHR$(K/158R)-CHR$(K/158R)+K+4:NEXT R:RETURN
15000 V=M+8:FOR S=200 TO 200 STEP 50:FOR K=1 TO 2:NEXT K: SOUND 0,S,10,12:FOR K=1 T
O 2:NEXT K: SOUND 0,0,0,0:NEXT S
15010 FOR Y=2 TO 8:FOR X=V TO V+6:POSITION X,Y:7 " ":NEXT X:NEXT Y
15020 I=INT(RND(O)*6)+1:C(DICE)=I
15030 RESTORE 5000+(I*10)
15040 FOR S=200 TO 0 STEP -20:FOR K=1 TO 2:NEXT K: SOUND 0,S,10,12:FOR K=1 TO 2:N
EXT K: SOUND 0,0,0,0:NEXT S
15050 FOR Y=2 TO 8:READ AS:POSITION V,Y:7 AS:NEXT Y
15060 RETURN
16000 POSITION 2,12:7 "
16010 POSITION 2,13:7 "
16020 POSITION 3,15:7 "
16030 POSITION 1,10:7 "
15050 RETURN
17000 POSITION 1,1:7 " final throw " :RETURN
20000 FOR D=1 TO 5
20010 IF C(D)=1 THEN S1=G+1
20020 IF C(D)=2 THEN S2=G+1

```

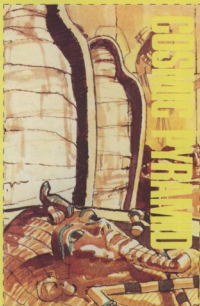
BY DAVID BAINES

ALARI

```
20030 IF C(D)=3 THEN S3=S3+1
20040 IF C(D)=4 THEN S4=S4+1
20050 IF C(D)=5 THEN S5=S5+1
20060 IF C(D)=6 THEN S6=S6+1
20065 NEXT D:RETURN
22002 SCORE=1*S1:RETURN
22003 SCORE=2*S2:RETURN
22004 SCORE=3*S3:RETURN
22005 SCORE=4*S4:RETURN
22006 SCORE=5*S5:RETURN
22007 SCORE=6*S6:RETURN
22008 SCORE=C(1)+C(2)+C(3)+C(4)+C(5):RETURN
22009 SCORE=C(1)+C(2)+C(3)+C(4)+C(5):RETURN
22010 SCORE=S5:RETURN
22011 SCORE=30:RETURN
22012 SCORE=40:RETURN
22013 SCORE=50:RETURN
22014 SCORE=C(1)+C(2)+C(3)+C(4)+C(5):RETURN
24000 FOR Y=2 TO 9:X=20:POSITION X,Y:7 AI(Y-1):IF AI(Y-1)=-1 THEN POSITION X,Y:7
"..."
24002 NEXT Y
24005 FOR Y=11 TO 17:POSITION X,Y:7 AI(Y-2):IF AI(Y-2)=-1 THEN POSITION X,Y:7 "..."
24007 NEXT Y
24010 FOR Y=2 TO 9:X=25:POSITION X,Y:7 BI(Y-1):IF BI(Y-1)=-1 THEN POSITION 25,Y:7
"..."
24012 NEXT Y
24015 FOR Y=11 TO 17:POSITION X,Y:7 BI(Y-2):IF BI(Y-2)=-1 THEN POSITION 25,Y:7 "..."
24017 NEXT Y
24020 FOR Y=2 TO 9:X=30:POSITION X,Y:7 CI(Y-1):IF CI(Y-1)=-1 THEN POSITION 30,Y:7
"..."
24022 NEXT Y
24025 FOR Y=11 TO 17:POSITION X,Y:7 CI(Y-2):IF CI(Y-2)=-1 THEN POSITION 30,Y:7 "..."
24027 NEXT Y
24030 FOR Y=2 TO 9:X=35:POSITION X,Y:7 DI(Y-1):IF DI(Y-1)=-1 THEN POSITION 35,Y:7
"..."
24032 NEXT Y
24035 FOR Y=11 TO 17:POSITION X,Y:7 DI(Y-2):IF DI(Y-2)=-1 THEN POSITION 35,Y:7 "..."
24037 NEXT Y
24040 Y=19:X=20:POSITION X,Y:7 AI(16):POSITION X=5,Y:7 BI(16):POSITION X=10,Y:7
CI(16):POSITION X=15,Y:7 DI(16)
24050 RETURN
25000 GRAPHICS 17:POKE 709,250:POKE 709,8:POKE 710,12:POKE 711,26:POKE 712,50
25005 FOR S=230 TO 0 STEP -10:SOUND 0,8,10,10:READ Y,X
25010 POSITION X,Y:7 #6:"Yahzee"
25015 FOR R=1 TO 20:NEXT K:NEXT S
25020 SOUND 0,0,0,0:SOUND 1,0,0,0:RETURN
26000 GRAPHICS 18:POKE 712,228
26010 POSITION 1,3:7 #6:"PLAYER 1 SCORE "I:AI(16)
26020 POSITION 1,5:7 #6:"PLAYER 2 SCORE "I:BI(16)
26030 POSITION 1,7:7 #6:"PLAYER 3 SCORE "I:CI(16)
26040 POSITION 1,9:7 #6:"PLAYER 4 SCORE "I:DI(16)
26050 IF AI(16)BI(16) AND AI(16)CI(16) AND AI(16)DI(16) THEN 26100
26060 IF BI(16)AI(16) AND BI(16)CI(16) AND BI(16)DI(16) THEN 26110
26070 IF CI(16)AI(16) AND CI(16)BI(16) AND CI(16)DI(16) THEN 26120
26080 POSITION 2,1:7 #6:"player 4 wins "I:GOTO 26080
26100 POSITION 2,1:7 #6:"player 1 wins "I:GOTO 26100
26110 POSITION 2,1:7 #6:"player 2 wins "I:GOTO 26110
26120 POSITION 2,1:7 #6:"player 3 wins "I:GOTO 26120
```



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