

# COMPUTER +VIDEO GAMES

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**COMMANDO**  
ARCADE MACHINE!



**FREE INSIDE: BOOK OF ADVENTURE**  
**OLYMPIC STAR TRACK TEST SPORTS GAMES**  
**WIN A METEOR PINBALL/WIN OUR TREASURE TROVE!**  
**WIN F.A.B. THUNDERBIRDS GAMES/HIGHWAY ENCOUNTER MAPPED**







THE SMASH HIT NO. 1 ARCADE GAME!

# COMMANDO

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IN THE ACTION PACKED COMBAT  
SCENE FROM THE BATTLE  
AGAINST OVER 1000 ENEMIES,  
ALL THE ACTION AND TENSION OF  
THE WORLD'S NUMBER ONE ARCADE  
GAME.



Available for  
Spectrum  
Commodore  
64

Amstrad/  
Schneider  
and BBC.

# elite



# CONT

## FEATURES

- 37 HOTSHOTS
- 40 CHARTS
- 46 IDEAS CENTRAL
- 51 COMMANDO COMPETITION
- 54 PINBALL PRIZE
- 58 HIGHWAY ENCOUNTER MAP
- 64 BUGHUNTERS CARTOON
- 85 THUNDERBIRDS ARE GO!
- 93 DEAR BUGHUNTERS
- 98 GOONIES COMPETITION
- 103 POP STARS' COMPUTERS
- 109 BOFFIN COMPETITION
- 111 INTERACTIVE GAMES
- 117 GAMES COMPILATIONS
- 120 SPORTS REVIEWS
- 129 PSI WARRIOR
- 134 CHRISTMAS MOVIE ROUND-UP
- 141 MAILBAG

## NEWS + REVIEWS

- 8 NEWS
  - We have a preview of Activision's forthcoming *Little People* game and also exclusive pictures of Activision's great new game *Wild West*. Don't miss it.
- 14 REVIEWS
  - CBS have come up trumps with *Wax*! *Carl* — the game of a life! — profits will be massive this Christmas.
- 88 ARCADE ACTION
  - Chris Edgington, Steve Crompton's Arcade Top, has been hit on the head of Alex's new mago-game — *Demolite*. The dazzling screen shots will have your eyes popping out.

## GAMES BOOK

- 68 MAD MUNCHER/BBC
  - Pick up an appetite with this great game.
- 71 NECROMANCER'S REALM/CBM64
  - Take on the role of an evil wizard — it's spellbinding!
- 74 DRIP DROP/Spectrum 32K
  - Keeping dry in *Drip Drop* will be harder than you think.
- 80 TRUCKIE/Vic 20
  - Six wheel mayhem for driving nuts.



ADRIAN MOLE/ADVENTURE BOOK



BEYOND THUNDERDOME/P134

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# EVENTS

## THIS ISSUE

■ We've had some great prizes to give away to the growing number of C+VG readers in the past — but this time we give completely FREE on the competition floor.

Thanks to Elite we've got a genuine **COMMERCIAL** grade machine to give it away to the first prize winner in our great C+VG Cheerleaders Competition.

And that's not all. **PSX**, the people who brought you the hottest computer pinball game around for the Spectrum and Amstrad have come up with a **FREE** pinball machine for the winner of our Design a Pinball competition.

So, if you want to turn your home into an arcade, you won't want to miss these two terrific competitions. Thanks tons of software up for grabs too.

**Games** is going to be one of the big names this Christmas and you could win tickets to go and see it — plus a Games measure from **Microsoft** and **MSI**. **Gold**.

Once you've ripped the latest sport to get at the entry coupon you can settle back to read **Keith Temple's Book of Adventure 1988** inside this winter pinball issue. There's reviews, a big helping of the Adventure Helpfile, features and, you guessed it, another competition. You could win a Galileo personal stereo from **Bond** of the Rings.

Arco's Action fits you with a game that's going to take the arcade by storm. Called **Genetic** it's like nothing you've ever seen before.



**MASK NEWS/8**



**GAMES BOOK '87**



**EDITOR**  
The Honorary  
DEPUTY EDITOR

Paul Douglas  
EDITORIAL ASSISTANT  
Andy Miller  
SUB-EDITOR  
Gemma In-Joe  
DESIGNER

Chris Kennedy  
CORRESPONDENT  
CONTRIBUTORS

Steve Ball  
Vic Buckley  
ADVERTISING MANAGER  
Mark Campbell  
Paul Koppala  
Simon Munn  
Jim Sargent

AMERICAN CORRESPONDENT  
Brenda de Bevoise  
ARCHIVE

Chris Hopley  
SOFTWARE CONTRIBUTOR  
New Subjects  
PUBLISHER

Simon White  
ADVERTISING & MARKETING  
MANAGER

Chris Hopley  
DEPUTY ADVERTISING MANAGER  
Bernard English  
ADVERTISING EXECUTIVE

Mike Sore  
PRODUCTION ASSISTANT  
Suzanne Steele  
PUBLISHER

Mike Sore  
and the Big Central  
C+VG Team

EDITORIAL AND CORRESPONDENT  
OFFICES

Henry Street, 20-22 Northgate Lane  
London E1 6AN and  
Tel: 01-251 6333



**MIKRO-PLUS/REVIEWS/P14**

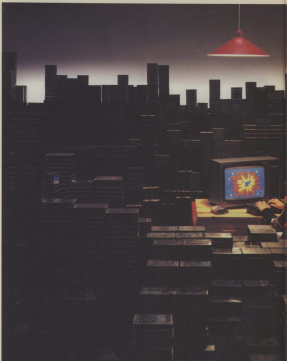


**THUNDERBIRDS COMPETITION  
P85**



**PINBALL COMPETITION/P54**





Trying to play all the games you can get for the Sinclair  
(About 5,000 times.)



lar Spectrum could kill you.

How would you like to be blasted out of the sky by anti-aircraft guns?

Or perhaps you'd prefer to be vapourised by a Thargoid starship.

Or eaten for breakfast by mutant rats.

Well, you have all this and more to look forward to, if you get a Sinclair Spectrum +.

Because there are more games available for the Spectrum + than any other home computer.

(About 5,000 the last time we counted.)

Not all of which lead to such sticky ends, we might add.

You may, for instance, rather battle it out on the chess board with a Russian grand master. Or cross swords with Nick Faldo on the golf course.

You won't just have the pick of the current titles either.

You'll get first shot at the new ones too. Because most of them become available for the Spectrum + before anything else.

And because there are so many other Spectrum owners there are more books and magazines and clubs to join.

So if you get a Spectrum +, you may well end up in a Grand Prix pile-up.

And your chances of being killed by Gremlins are very high.

But you'll never die of boredom.



# NEWS

There are a couple of screen shots from an exciting new totally interactive graphic adventure "mud" soon to be released by **AtariSoft**. Called **Wild West** it comes from the Hungarian Andromeda software team. It features screen capture "copy" techniques and much more. If you want to become a gut-busting Hole Rider, watch out for this one in your local computer store. Its extremely playable — believe us, full review next month — plus it's special features on the software itself coming to you from behind the iron curtain. Don't miss C+VG next month.



After loading, the player is asked to select between racing on one of the great tracks that come with the program, or designing a new one.

If you decide to construct your own track, you are presented with a larger grid (2x wider) on the right-hand side of the screen, which scrolls over the whole area that can be built up. The left-hand third of the screen contains a vertically-scrolling menu which holds all the track pieces that can be used to construct your circuit.

Actually constructing a circuit couldn't be easier. You simply move the cursor with the joystick to the track menu. Moving up or down causes the state to scroll in the appropriate direction until you find the piece you are looking for. Pressing fire picks up the chosen track and you can now move it to the construction window ready for placing.

When you find the right piece, simply press the fire again and the track is placed on the map.

**Post tracks** let you restore the track you are building on a small scale, 2D view at any time.

**Electric Dreams** are also restoring Automatic Interactive **Brain In Hand** program. Best features a proper music soundtrack for a type which you play in sync with the game. **Electric Dreams** are re-imaging and repairing the 64 version of this game. It will cost \$29.95 — and if you miss it at that price, you're absolutely crazy.

**British Telecom** have proved to be real slick in the 800s with their mega-interactive adventures. Technical problems are delaying the launch of the first nationwide **MultiUser Dungeons** game. The good news for existing subscribers is that they will be guaranteed free credit for the first period whenever it takes place.

The Great Wild & Challenge

featuring C+VG's own champion adventure battling against fellow **Madness** will now take place in the Spring. Watch this space for more details.

**RAI's** launch manager, Mike Anderson, said: "There hasn't been a program of this size or complexity before. The problems we're experiencing are just last minute bugs."



This is **L of the Mad**, the latest game from **Scandy "Aer Attack" Williams**. **Mad** features the most advanced 3D graphics yet seen in the Spectrum. It should be our next on the new **Electric Dreams** label. The game is all about re-constructing a long lost mega-city — search for a full review next issue. Meanwhile just doodle over these pics...



Disturbing facts about little people actually **LIVING** inside your computers have been announced by C+VG's investigative reporter **DAVID BISHOP**. Why has the truth been covered up for so long? Who are these creatures? What do they want? And why do the net so much? In this **EXCLUSIVE** report, C+VG uncovers the mystery of the Little Computer People...  
**Here David Bishop tells how the I.C.P.s were discovered in — where else — the good old USA...**

#### BATFORD: MAY 19th 1984

David Crane (who would go on to write such legends as **Pitfall** and **Ghostbusters**) was thinking about computer systems. A niggling glitch was bugging him. Perfect code was going in but mumble-jumble was coming out.

#### BATFORD: JUNE 7th 1984

Bob Gold, an ardent student with moderate computer experience was off his tummy 24hr he packed into his computer some straight code out of a 3-

#### BATFORD: JUNE 19th 1984

Gold discovered that the continued glitching he was encountering was caused by something or someone inside his computer playing havoc with his code.

#### BATFORD: JUNE 26th 1984

James Whitewood II Associates, the well known electronic design engineers, brought in to investigate the unexplained anomalies in Gold's computer. **BATFORD: NOVEMBER 1st 1984**

After months of research suspicions began to grow. The frequency of glitches was increasing as if someone was trying to tell them to go away! The research team could almost communicate with the perpetrators by setting up glitch trap scenarios creating situations that invited tampering, they were never disappointed!

#### BATFORD: DECEMBER 15th 1984

Gold and Whitewood come to the conclusion that whatever or whoever was in there probably knew all about them because



# BEEN SLEEPING IN MY COMPUTER..?

anything entered into a computer has to pass through the user. This led to a "friendship treaty" Maybe they like us, if so, we have to create a comfortable environment to lure them out, enticed! Well, who further speculated that the computer dwellers would probably know of, and want, all the modern amenities of a modern home.

**DATELINE: JANUARY 1985**  
Back in Mountain View, California, David Crane sets up the Activision Research Group (ARG) to investigate strange forces inside computers.

**DATELINE: JANUARY 1986**  
Crane fears of Death's work and they decide to join forces. Help begins to descend to find the right environment in which the computer dwellers could feel at home. They begin working night and day on everything from furnishings to plumbing to electrical necessities for the "home" they were creating.

**DATELINE: JUNE 1986**  
At last, after months of trial and error, the house on a disk is finally ready to be loaded into the Apple. At first nothing happened. Then after agonizing minutes the diskstart ring started.

It is very odd that a computer game can be called completely original. Yes, many are closer with original themes or game play elements... but they miss all the graphics and sound effects and, like us, most games are alike.

It is, therefore, a moment to remember when you actually load up a program that is totally unlike anything you have ever seen before. Activision's *Little Computer People* is such a program.

Imagine this guy, only one-inch tall, living in your computer, going about his daily life without a care in the world. Apparently according to Activision, most computers are inhabited by little Computer People (L.C.P.s) and each one is different.

With their "House-on-a-Disk" you will be able to enter the L.C.P. into the house displayed on the screen.

What his name is or what the personality of your L.C.P. will be can only be guessed at until he moves in, and you don't even know when that will be because some L.C.P.s are more timid than others.

What makes this program so special is not just that it is a refreshingly original idea, but the painstaking attention to detail in graphics, sound effects,



and design. Combine this with the fact that every L.C.P. will be different in some regard — usually a fan in computer software — and Activision has a sure-fire winner on their hands. It may just prove an interesting-to-future game design on *Atari 5200* or *Pearson* has been.

#### What you get

In what promises to be an elegantly produced package you will get one IBM 5.25 floppy (the version very likely to follow) containing one "house-on-a-disk". A full-color 14 page glossy magazine is also included which explains how L.C.P.s have a voice and pay taxes," while the Penguin says "Welcome into our tiny apartment."

The instruction manual tells you all you need to know about looking after your L.C.P. and how to communicate with, feed, give presents to and watch the head of your newly adopted friend. Last-but-not-least "Welcome to a Disk!" for the new release.

Having entered my name (as only you have to do this) and the date and time, I waited eagerly for the IBM controller to cease whirring. Finally a beautifully designed but unorthodox house appeared. Three or four minutes passed with nothing happening, but then, just as I was about to try re-loading, the diskstart ring!

Moments later the door opened and an unsure looking face peeped through. The face was followed by a body as my L.C.P. took his first few tentative

steps in his new home.

During the next few minutes or so the latter addition to my inventory set about exploring every nook and cranny of the house, opening a cupboard door, a drawer there, and so on, investigating the secret. Then, suddenly, he left.

"Maybe he doesn't like the place," I thought. But a few minutes later he was back, looking from eye to eye, curving a large grey whisker, his foot peep through his door!

My L.C.P. went straight up to his new bathroom and unrolled before going down to the kitchen for a snack and a drink of water from the cooler. Soon afterwards he went upstairs, set down at his typewriter and wrote me a letter explaining how nice he thought the house was and shouldn't he really be paying rent? He signed it Drew.

The typewriter is a good example of the meticulous attention to detail mentioned earlier. Drew sat being me, merely typing away. At the same time the top of the screen showed a Drew's eye view of paper and typewriter carriage which move across the paper in perfect synchronization with the actual typewriter he was using. Even the sound effects of the keys hitting the paper and the "end of line" bell sounded real. Other features abound, such as Drew's hands moving in perfect time with the words typed on his piece, or the feeling of the slip, if you give Drew a tin of dogfood, he'll go

into the bowl to see if it needs filling.

If it is empty he'll put half the tin in the bowl and the rest in the fridge. It, however, there is already some in the bowl then Drew will put the compressed tin in the cupboard until it is needed.

With such a new concept, needed so beautifully, many people could find themselves forming long and meaningful relationships with their L.C.P.s in short. Activision have a real winner on their hands with this one!

#### THE HOUSE ON A DISK

Created by Crane and Wild now conveniently available for the little Computer People (L.C.P.) in our new Commodore 64.

#### RECEPTION ROOM

Complete with TV, stereo and well-lit night zone. All L.C.P.s are musically inclined but some are more gifted than others. L.C.P.s often relax in front of the bar or practice their latest Taijutsu moves to the newest disco sounds on their stereo.

#### CLOSET

What if L.C.P.s get up to in the closet is one of the mysteries we've unraveled by researchers. Recent data shows closet popularity is definitely on the increase!

#### TYPEWRITER

For those more literary L.C.P.s this is a must and provides their main means of communication with humans. In some other parts of working out, L.C.P.s have

C+VG PREVIEW

Continued on page 71 ▶



# ARCADE

## HALL OF FAME

### BLUE MAX

\* Entered UK Charts  
20nd February 1985  
Weeks in Charts - 12

'Blue Max is certainly  
a great game'  
Crash

### RAD!!

\* Entered UK Charts  
4th April 1985  
Weeks in Charts - 22

'Mesmerising, addictive  
and fun to play'  
Crash Smash

### FLAK

\* Entered UK Charts  
28th October 1984  
Weeks in Charts - 8

'Will you survive the  
Flak'  
Your Computer

### ROGGO Comics Inspired

\* Entered UK Charts  
1st July 1985  
Weeks in Charts - 8

'Animation is great, if  
you want a good  
punch up - Roggo is  
the game for you'  
Computer & Video  
Games

### HUNCHBACK II

\* Entered UK Charts  
19th December 1984  
Weeks in Charts - 18

'80% Very playable  
and addictive. Long  
life in terms of appeal'  
Crash Smash

A CHARTBUSTING COMPILATION FOR SPECTRUM PACKED FULL OF PUNCH



£9.95

U.S. Gold Limited, Unit 10, The Arcade Centre, 100, The Parade, Bournemouth, Dorset, BH1 1AA, UK. Telephone: 01202 300100/1

TAPE £9.95

lover to type perfectly in English!

**PHONE CABINET**

L.C.F.s like to keep things as tidy as possible. Bunches of cords, banks of sockets, hanging paper — they're all frowns.

**BEDROOM**

Early experiments with water beds proved disastrous to computer circuitry so traditional firm-mattressed beds have been provided to alleviate common book problems caused by unrigid living conditions.

**BATHROOM**

Being bathless little creatures L.C.F.s always wash their hands after going to the loo and their teeth after meals so a basin and cabinet are essential. L.C.F.s love to take long showers although there have been reported

complaints about lack of hot water.

**HAIR DRESSING**

Even L.C.F.s have to get up in the morning!

**REPAIRS**

The drawers are full of changes of clothes for the laptop assistance L.C.F. Pajamas are also kept here.

**TOILET**

L.C.F.s, like anybody else, have to perform certain bodily functions. Fortunately Cross and Gold were thoughtful enough to put the silver-lined closed doors L.C.F.s value their privacy too, you know? They also never forget to pull the chain.

**KITCHEN**

For many L.C.F.s this is the most important room in the house and

comes with ample storage space, a cooler, water fountain, fridge, toaster etc. The dog's bowl is on the floor.

**SHIRT**

Of course L.C.F.s have their own computer, the question is are there any smaller L.C.F.s living inside these? L.C.F.s keep their book collections here too.

**LIVING ROOM**

One of the most spacious rooms in the house, complete with pondium, long fire, reading lamp and phone. All L.C.F.s spend a lot of time on the phone — to whom nobody knows.

**FRONT DOOR**

This is where L.C.F.s keep their wallets to read the few when it's cold. Presents, such as records, books and food for both dogs and L.C.F.s, can be left here.

◆ Here we print for the first time anywhere extracts from the diary of a little computer person. The tiny book was found lying beside C+WG's trusty C64 one morning. Could the L.C.F.s be trying to tell us something?

THE SECRET DIARY OF OBER — A650 1½

Wed, 27th September

1:27pm

Spent an amazing afternoon tinkering with a program my human was trying to run. He looked most upset. I must try and find out what this ritual of trying to pull their own hair out is all about. Very strange.

Thurs, 28th September

10:10am

(Overheard) something new in my computer. Am debating whether to investigate.

10:10am

My curiosity has got the better of me. Am going to take a look if anything should happen to me. I know of my world, about books to my cousin Bert.

10:10 am

I would appear that the human has been obtaining for some time has been on a fence to live in. It may be a trap!

10:20 am

This is great, all the mod cons I ever dreamed of seem to be here. Stereo, phone, TV, shower, gas cooker, the works. I've even got my own computer. I've decided these conditions to the wind and rain to, better known, maybe my human wants to observe me!

10:20 pm

Just finished moving off my things in. This place is really warm. The dog seems happy enough too. But remember how

long it took me to format computer main bin.

10:30 pm

Had my first meal in my new house...feeling very happy.

10:30 pm

Put the dog.

10:30 pm

Can things get any better? There's a game upstairs and I just love it. It's a breeze after that 500 chip.

10:30 pm

My humans called David that just been talking to me. Can you believe it?

1:40 pm

The phone didn't stop ringing this afternoon. My typical, get a new house and suddenly everyone wants to know you. From time to time various humans gathered round their side of the monitor screen to see what I was up to. Honestly don't they know the meaning of the word privacy tell, I decided to humour them.

1:40 pm

It's getting a little chilly so I've getting to light a fire. I see some legs outside the front door so my way in.

1:40 pm

Just finished a great month on TV about these guys going around exterminating ghosts. I think I'll try and learn to play the theme music on my piano its quite a catchy tune. Time for bed.

Fri, 29th September

11:47 am

Can you believe it! Just as I was on my way to bed David asked me to play a game with him. I mean...in the middle of the night! Well, life does have its little compensations. I was still off from playing poker, he really hasn't got the fastest idea.

11:48 am

Got up to go to the little person room and, while getting a glass of water, noticed that David hadn't left us any more

food. I'm a little concerned but its sure half remember before the morning.

1:40 am

Major wall, tell me food. This is serious. Decided to write my human a letter.

1:50 pm

Did some activities in the bedroom. Mostly I substitute for an egg sunny side up, but at least I got my mind off food for a little while. I had a little snack. This is getting serious.

1:50 pm

Still no reply to my letter. Decided to write another one. Maybe I'll try to attract his attention by asking him to play a game or helping on the screen. Note about run out. Things are getting a little desperate.

1:50 pm

Feeling ill. Am even having green. Am going to bed. Maybe this will increase my sympathy rating.

1:50 pm

At last! They remembered me!

1:50 pm

Had stop up need to celebrate!

1:50 pm

Am super than sat down to read the newspaper. Read an interesting article about little people living in computers. Have you only just realised? Maybe humans could simulate my life story!

1:57 pm

Wrote a letter to Robert.

There (2nd October)

1:50 am

A letter arrived from a magazine called Computer and Video Games this morning. Apparently Robert wasn't interested but passed my letter on to those guys who want to publish parts of my diary. Great! This could be the break I've been waiting for.

◆ **Reviews of Soft Aid II** were promising. But Rod Couzens, the man who recommended the original project says that there still is no **Soft Aid** (completion for the South and America) coming soon. There's also a new competition on the way to raise funds for the current (soft-ware) competition on the way. It will be called **OFF the Hook**.

◆ **The Secret Diary of Adrian Mole** from Atlantic handles the new Commodore 64 Christmas Competition pack, which sells for 99p.

The competition comprises The Commodore 64, 1000 Bitesize, Muck Muck, Designer's Parcel from Activision, The Secret Diary of Adrian Mole and a copy of the best-selling book, "The Growing Pains of Adrian Mole".

In addition to the Christmas Competition, Commodore is also launching two other value-added packs: a peripheral package for the Commodore 64 and a 64 complete with disk drive and software.

The peripheral pack, which will be available while stocks last, comprises a 1541 disk drive and dot matrix printer for those first time users who want a complete system immediately.

Commodore is packaging together for Christmas a Commodore 64 1541 disk drive and two top games, for 99p/99.

Both programs in the pack have produced by US Gold and available only with Super Disc cards.

◆ **Keyboard and soft-soled** entries are the idea of the month.

They challenge the cat's right and, although they can never tame him, it's easy if to their own advantage to produce one of the most exciting and exhilarating sports around.

Now the challenge. Frustration and enjoyment of trying to ride the waves on a board has been reported in a new computer game, **Soft Champ**, by the Irish software house New Concepts. And to launch and test reaction to the Spectrum game, New Concepts organized a computer surfing championship to coincide with the European Surfing Championships held in County Down, Ireland in October.

New Concepts states **Soft Champ** is the ultimate sports simulation, as near to the real thing as possible. The game is also revolutionary in that it



NEW RELEASES

# Bond... Basildon Bond



## "THE ADVENTURES OF BOND... BASILDON BOND"

Starring  
RUSS ABBOT

Featuring  
COOPERMAN, BLUNDERHOMAN, BOND

Under strict and confidential orders from F, who has been re-named B, to confuse the KGB, Bond has been assigned to rescue Russ who is being held captive by a rival comedy act, in the dungeons of the television studio.

Traps, puzzles, jokes, fight sequences and famous characters are combined to produce a funny and slightly hilarious arcade adventure.

Featuring Russ Abbotts New Single  
"LET'S GO TO THE DISCO"

Available for the Commodore 64

Seen available for the Spectrum & Amstrad

**NEW**  
£9.99 cassette  
£13.99 disk

## The Devils Crown

The most amazing arcade adventure to be released for the Amstrad is NOW available for the Spectrum.

Amstrad Action Review - A.A. Raw

Graphics 94%    Sound 73%    Grab Factor 85%  
Staying Power 89%    AA Rating 87%

Amstrad £9.99 Cassette, £13.99 Disk  
Spectrum 48K £8.99



Screen shots from Amstrad version.



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SOFTWARE**


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Laskys and all good software retailers



*The Commodore 128.  
When you look at the facts  
they do seem to weigh rather  
heavily in our favour.*

*When you add it up, the Commodore 128 is really three computers in one. It can run 64K, 128K, and CP/M software. Giving it the largest range of computer software in the world. Making it as efficient in business as it is entertaining at home. That's why Commodore has become the world leader in microcomputers. And why on balance, the Commodore 128 has no equal.*

## KEY

### GRAPHICS

Are they really mind-blowing 3D technological visions like the adverts tell you... or does it look like someone has simply overlaid on the screen with a magic marker?

### SOUND

Does the game sound like a classic Super 8P played at full speed? Or does the noise from your micro knock you half way across the room? The C+VG review team don't play games with their ears bludgeoned up you know!

### VALUE

Is the game really worth all those pennies? Will the shelves feel a bit warm going without C+VG for a month? Because your pennies won't come up with the extra pocket money? Or could you do a better game?

### PLAYABILITY

Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep the minute the intro screen appears?

**BLITZ GAME**

### BLITZ GAME

C+VG's way of telling you that the game must not be missed!

## TAU CETI

• Machine Spectrum • Supplier CRL • Price £19.95

"My friends are like, 'the screen is out, I've fixed my feet inside and there are three humans on my tail... I mean to find a major centre (MST) there's one — and the attack is opening. But will the God Corp. Scientist make it before those humans sign up!'"

Just where is the galaxy from you lookin' from? On the God Corp's screen, the toughest, toughest planet in the known universe. And you're standing where you are (C+VG confidently credits you as the) oh-so-scientific number one! Big words — but just look at what's in store for you if you're lucky enough to get your hands on a copy!

Take this, and a dash of impossible Mission, and some 3D Tank Fleet to add some spice and you've got the recipe for a real blockbuster. And we haven't even mentioned the super fast scrolling, neat graphics and totally addictive game play.

But before this review starts going hotly over the top, let's take a look at what the game is all about. Basically it goes like this. A player has discovered the intergalactic secret world of Tau Ceti and the tough planet centers have been forced to evacuate the planet, leaving behind the automated robots which defend them during.

An evil alien intent to find a cure for the mutant plague invasive robots smashed into the planet, and something went horribly wrong with the automated systems — all the robots and defence systems are unable to destroy anything and everything they detect to venture into the area of Tau Ceti.

The systems are controlled from a massive fusion reactor in the planet's capital — Earth's.

Someone has to get in there and shut down the reactor using hidden cooling rods and stop the rogue robots — but someone in your Alpha cell, the scientists have discovered a cure for the planet rats and the Corp want to start making some cash out of the planet, again.

So it's into your Skimmer and down to the planet where all the adventures and danger you've ever dreamed of is waiting.

Fortunately, the Skimmer is heavily armed with a beam sight laser, tanking missiles, eight and missile missiles, eight straight flame, jets, jet jets right, plus missiles and a four way life style scanner to avoid those nasty alien agents.

You're also got an onboard computer to help you work out just what is going on down on Tau Ceti.

On loading you see a view of the skimmer's instrument panel. The screen is divided into three areas. The large window on the left is your viewfinder, below that is a long blue bar. This is your contact with the Skimmer's computer console. At the top of the screen are five information windows. At the top is a compass and read some clock along with a message showing the direction of the view selected, the size you are in and the ship's flight status. Below that is the scanner which gives you a view of you surroundings, animated that three more smaller windows. The first gives the plot's scan



ARE THESE KEYS IN YOUR HAND? I THINK YOU SHOULD LAUNCH IT!



HELP  
FIND



| ITEM     | WEIGHT   | VALUE    | WEIGHT   | WEIGHT   |
|----------|----------|----------|----------|----------|
| 00000000 | 00000000 | 00000000 | 00000000 | 00000000 |
| 00000000 | 00000000 | 00000000 | 00000000 | 00000000 |
| 00000000 | 00000000 | 00000000 | 00000000 | 00000000 |
| 00000000 | 00000000 | 00000000 | 00000000 | 00000000 |

## WIZARDRY

• Machine IBM PC • Price £29.95

Watch out Ultimate Hero (and) The Edge Wizardry puts on a real challenge to the dungeons and dragons type role-play adventures pioneered by the Ultimate Hero.

You play the part of Devin, an apprentice wizard, on a quest within the walls of the Castle of Wizardry. One of the tasks and you could become the youngest wizard in the land.

You start the game in a "floating" 3D corridor. Floating at the graphics for the walls, corridors and many of the objects are only black background. Below the graphics are many windows including an inventory, a character's status and a message window for player communications.

The game is played using a combination of keyboard and joystick. The stick is used for movement and firing spells, using your second hand the keyboard sets up objects from your

STARTS HERE





## 3D GRAND PRIX

- ◆ Machine: Amstrad
- ◆ Supplier: Amstrad
- ◆ Price: £3.95

Just what the Amstrad needed. A really nice formula one racing game! 3D Grand Prix has great graphics, fast scrolling — but **LOUD!**

The music can sound like someone is playing a distorted organ in the cockpit — and this really lets an otherwise excellent game down. We suggest that you fill the room and make your own music, vintage music as you like.

OK, moving on. Let's take a look at the rest of the game. When you get in a driver's eye view of the cockpit and the race starts ahead in regular old *Amstrad* style. When you start racing, you notice the race mechanics programmer's Mike D'Amico and Dave Merrett have included.

Like the real life mirrors which show other cars looming up behind you. Like the frame mirrors which actually turn as you lean around the banks. Like the steering wheel which also turns. Like the many signs you can get yourself into going around the banks too fast! The "car" slides away from you most realistically.

You complete an eight grand prix circuit for a season — scoring points as you go. You must finish in the top three of each race to qualify for the next. Races include Silverstone, Donington and Thruxton — apart from on the inter! There doesn't appear to be any relation between the real circuits and the computerized ones.

Game action is fun — just taking care not to problem until you realize that you must push to the inside of the corners and tap a right line when attempting to get past the competitor cars.

*3D Grand Prix* — with a bit more fine tuning — could be a great Amstrad game. But the ruff sound, Nah!

- ◆ Graphics: 8
- ◆ Sound: 6
- ◆ Value: 7
- ◆ Playability: 8

and the customer's comprehension of mistakes and flaws. The second shows speed, altitude, energy, fuel remaining, base temperature and height.

The third displays four automatic direction finders — the upper one locked onto the city and the lower into your tentacles.

The software operates in five modes. Night mode and ground mode. In Night mode control of the program is via simple keys or a joystick.

In ground mode you can sit in direct communication with the alien's computer via the computer window. You see the message "TYPE HELP OR SOME OTHER COMMAND" in the computer window.

Type HELP and the commands you can use are listed. Commands are MAP MODE, LUNAR, ESCAPE, TEXTURE and

The MAP command enables you to see where you are — and where you can travel to. Each city is connected by a series of "jump pads" which enable you to take your Blaster from city to city. The map shows you these routes. While in this mode you can zoom in and out of the planet to get an overall view or to check out a specific city. Missing a name over the name of the city and hitting the list button enables you to get a readout on the city's status. You can save any computer to FILED into a specific city and tell you all about it if you wish.

The ESCAPE commands is a bit like the "pocket computer" part of impossible missions. You need to find all the tools to be able to knock out the Command reactor.

There are several types of flying machines in each city — the toughest are the Hunters — there are three types of these and each one has two to the average Blaster pilot. There are also automated factories which take jet shots at you.

Should you take a lot of stock from the various attacks you can zoom into one of the maps and equipment comes for most missiles and a 3,000 mile service through orbits which you can approach.

Some of these orbits are station and hold no weapon supplies. Other are military bases. You'll soon know how to tell the difference!

This game has some really nice features. By landing without shooting down and you bump along the ground. Round a globe inside at a relaxing thruster and you'll see it explode on the horizon — just like in *Space Shuttle* when the orbit is coming away and huge clouds a storm which lets him just as you think he's escaped out of the frame!

It's even got its own built in manual for you to write files and instructions on an open log. You will find this option up by simply typing in FILED on your computer.

You'll soon get the hang of using the map, computer and controls — and navigating hazards, buildings and obstacles. SOFT approach as always has fun. You'll find out what happens should you try it...

If you only buy one game a year — then get *3D Grand Prix* — you're so loved the another 12 months!

- ◆ Graphics: 8
- ◆ Sound: 8
- ◆ Value: 8
- ◆ Playability: 10

missions and makes them easy to win. You also have to use the Commanders key to open doors — it's not a fully scrolling game you see!

There are lots of puzzles and problems to be solved — but fortunately The Edge have included a few hints to get you started in the nice little booklet which comes with the game. You'll never become one of the millions as you march through the castle — like the flying robots and bomb heads who guard various rooms.

You'll have to learn when to take a spell of when to fight with your magic sword, when to open a door or when to leave a wall alone. But you'll never score points — use them wisely if you must find yourself in big trouble.

Probably is the closest thing we've seen to a real time animated Dungeons and Dragons style game — with most of the elements of the original role playing D&D included.

The graphics are — dare I say it — better than the Ultimate 64 games so far. The sound — a different tune for almost every topic — is great.

And the game is absorbing and addictive. Could this be the start of something big from The Edge?



- ◆ Graphics: 8
- ◆ Sound: 8
- ◆ Value: 8
- ◆ Playability: 10



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## GUY IN THE HAT

- Machine: BBC
- Supplier: Blue Moon
- Price: £2.50

This game reminded me of Blue Moon's Banana Man, which was a similar version of the same idea.

You are the Guy in the Hat, and you start off by eating biscuits and dodging Biscuit Monsters. When you hit a biscuit, the hexagon it was in changes colour. Biscuits can't enter these hexagons, and if you do you disappear.

It's those difficult to play than Banana Man, which is an improvement, and the enemies are much more fun — and harder to avoid. You can also fight back by dropping your hat

and changing a hexagon to white — do it when a Biscuit is in the hexagon and you lose five per cent of points.

There are more controls than usual for this type of game — in addition to up, left, down, left, up, right and down right, you can also move left and right, to space or sleep your hat and 'level-up' by pressing return.

Blue Moon seems to acknowledge the limitations of the title behind the game. Like Banana Man, a second game 'Biscuit Man 2' is promised on the back of the cassette.

- Graphics: 3
- Sound: 5
- Value: 5
- Playability: 7

## DARTS

- Machine: BBC
- Supplier: Blue Moon
- Price: £2.50

Well, it might not be what the British would expect, but this is an interesting and useful game you'll keep returning to.

Needless to say, there is no displaying skill involved. Beyond the obvious hand and eye coordination you need for most computer games.

There are three games you can play — 801, Round the Board and Cricket. 801 is the classic ball game for any number of players, with each player starting on any score up to 100. The other interesting handwringing competition.

Each player gets three darts in turn and you finish on a double.

Round the Board offers three skill levels, simple three round, Double Round, and Triple. Double would take you all night. Each player has three darts in turn and you walk round the board from one dot to four.

Cricket is quite exciting. One player starts with six runs, and the other starts on any score up to the high number, while the other has only one of the outer ball and the bull.

When the bowler hits the bull, that counts as ten 'runs'. The other ball counts as one run.

When the bowler has got all six balls, the first player's score counts as his or her 'strike'. The other ball then comes and the highest scoring ball wins. Round-the-board game.

When the game starts, the bowler is first down on the screen and, considering the fact that a bowler is obviously at a disadvantage, it's not bad.

In all three games, darts are thrown in the same way — the way usually that can be controlled, namely to move left, right, up and down, and when it's moving over the part of the board you want to hit, you must choose the right moment to press the return key to throw the dart.

Not at all easy when you're trying to hit a double or a bull. Could help you and your mate get into hot hours.

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



## WIZARD

- Machine: C64
- Supplier: Amsoft
- Price: £2.00

It's a good time for C64 platform fans. What isn't funny on the floor and home edition — a US import from Progressive Publishers.

The plot of the game is simple — to guide Wilfred the wizard through forty furnished scenes in search of treasure and magic.

The game follows the classic platform style — but with a few new twists. Like the screen when entering gradually goes invisible to you, or screens when the stairs suddenly disappear.

Some screens allow you to use certain spells to help you in your quest. You can become invisible to kill deadly enemies who prevent you reaching certain treasures, or blast them with fireballs or other weapons if you can't handle them or you make the wrong move and start plummeting toward certain death.

The game has four difficulty levels, or game options ranging

from beginner to mastery — which you choose whenever you start each game level.

You can change the speed of the game. Amsoft consider your own screens to roll up later. All this and all to six players competing for the ultimate place on the hi score table.

Wizard is a fast moving game with neat sound — and it's family friendly.

It's obviously easy to get started — but you'll soon learn that there is much more to the game than you first suggest. The screens are designed in a way that will keep you guessing. For instance collect jewels or treasures and lots of other things start happening. Wizard is an extremely well programmed, well presented game — don't be put off by those who tell you it's just another platform game. It isn't — it's something else!

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

## SOUTHERN BELLE

- Machine: Amstrad
- Supplier: Heaven Consultants
- Price: £7.95

Heaven Consultants will certainly be at the right track when Southern Belle was released on the Spectrum under this title.

Southern Belle is not just an old simulation but an attempt to recreate the journey of a 1930 King Arthur Class 4-6-0 steam locomotive's journey from Western Station to Brighton.

Not only must you monitor the

steam engine's controls — water and steam gauges,

regulator, brakes etc — but also make sure you never run out.

The graphics are very effective, right down to the engine's face.

Southern Belle is a fairly complex game to get to grips with, but if you're a steam train freak you'll love it.

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



# LORD OF THE RINGS

## GAME ONE

AT LAST! The eagerly awaited sequel to the fabulous classic "The Hobbit" is now available. "The Hobbit", classed as the ultimate adventure game of all time, was just a taste of what you can expect in LORD OF THE RINGS.

Astonishing vocabulary, graphics and music locations that you could imagine possible!

LORD OF THE RINGS Game 1 is available on C64, BBC, Spectrum and Amstrad at £19.95. This stunning package includes two cassettes, large booklet and a copy of "The Lord of the Rings" Part 1.

M E L F O U R N E H O U S E



- Machine: Amstrad
- Supplier: Amstrad
- Price: £12.95

When SlAPSHOT was first reviewed in C+VG back in May for the Commodore 64, we complained that you had to hunt around people to play it. Well, wasn't there a game about a computer operator that was and still is a great opportunity to play a game that the editor takes off it because of this.

Well, yes there (there for Amstrad). The Amstrad version of SlAPSHOT has a nice, fast and player option.

SlAPSHOT is a great representation of the rough, tough and dangerous world of an industry. The idea of course is to score goals.

Each game is divided into three periods of three minutes each. The push can be passed from player to player in various directions.

Just as in real hockey you can bodycheck your opponent, but if the tackle is too rough, you may be penalised.

SlAPSHOT's great fun and simplicity of a game in demand within games collections.

- Graphics: 7
- Sound: 7
- Value: 8
- Playability: 8

## IMPOSSIBLE MISSION

BLITZ GAME

- Machine: Spectrum
- Supplier: U.S. Gold
- Price: £12.95

They said it couldn't be done — but U.S. Gold have achieved the impossible and converted the name of the 'New Wave' the Spectrum CD, to the amazing speech synthesis on the 64 version of Impossible Mission is amazing — but everything else is there, including the awesome adventures of the original.

In many you've been hiding under a stone for the last 12 months, we'll tell you just what you've got in store once you lay hands on a copy of this game.

The evil Dr. A. Bombardier has been tampering with the world's security codes — and you're to launch a deadly nuclear missile which will destroy the earth.

Your job is to penetrate Dr. A's underground HQ, break his security codes — and get into the control centre before he launches the missiles. You have just six hours to break.

Using a read and tape, you have left bits of the control room password scattered about the 32 rooms of his stronghold — hidden in his furniture. You must search the rooms to find the bits and then use your pocket

calculator to piece together the password. You'll have to deal with Dr. A's security guards who inhabit each room. And find your way around the baffling maze of rooms and lifts.

The rooms are constructed to feel even the least logical game — packed with puzzles and platforms connected by lifts. In each room there is a computer terminal which you can use to disable the doors or raise the lifts — but only if you have discovered the right passwords during your search for the key to Dr. A's control room.

Dr. A's robots behave in



## WILLIAM WOBBLER

- Machine: DM 64
- Supplier: Wizard
- Price: £19.95 (case) £16.95 (case in video box) £14.95 (disk).

Conclusion for the C+VG reviews department when Tony Crockett's new game arrived. Is it an adventure? Is it an arcade game? It depends on who you

ask. We asked Terence Campbell — IC's daughter — to tell us what she thought. Because she played adventures and arcade games. Surely she'll know.

"It was the title that first intrigued me. It sounded likely to be a quality especially as it was not such and because it is

an arcade adventure which saves all that typing. And, if you crack it, you could win £1,000!"

The theme music plays throughout and, together with the excellent display, put me in a good frame of mind right from the start. The same was catchy, and the not get on my nerves as much as it might have done, because, quite frankly, I had it this. Ed is trying to whistle it now.

It is the type of fun you feel proud to have playing when you're on the phone, as parents will think what a pretty computer you've got!

The graphics are good. You control a comical worm who looks up and down, jumps down (usually) and gets (re)born by a leg-up (if) from a character with a club.

As soon as I started playing I was rushing around trying to find all the locations to get ready into it. As fast I found this exciting — with real snakes and flying frogs were coming at me from all directions.

But soon I got into a rut and could do no more. I had found a way but could not reach it, not that I managed to find a way for playing on. I was a little of the way towards the £1,000 prize! However, as I hadn't discovered how to open the locked doors I couldn't get any further.

The game did not play like an Adventure, but seemed very much like one from the packaging. I can tell that there are clues in the cover picture, and in the choice poem on the disk.

The cover shows pictures of castles, magic wands, frogs and snakes, which are all Adventure items. However, the game is definitely more arcade than adventure, since considerable physical skills are required before you can hope to succeed in unravelling the clues!

- Graphics: 8
- Sound: 8
- Value: 8
- Playability: 7



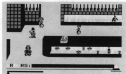
## SUPERSLEUTH

- Machine: Spectrum
- Supplier: Gemini Graphics
- Price: £7.95

You are tasked, DET-0211 Gilbert "Gumpy" Gumpsting agent detective at Mike Brothers Store, has had another bad day. But there's always another day. There is enough going on in the 40 screens of Gumpsting's new game to make Gemini Brothers in San Jose (being Gumpsting) seem really dull.

And it's not the normal game you've come to expect from Gemini. *Supersleuth* is a much more sophisticated, a lot more interesting and jolly addictive.

The game invites comparisons with *Paganini* and the like and comes off well. Messages appear on the screen telling Gumpy what to do next, for example you may have to get the boss his tea, clear an invasion of ducks, cut out firms, stop up floods or fix an escaped gorilla.



fail to carry them out and you get a warning letter. These letters end it in the book. For you gamblers who love making money, *Supersleuth* will put your skills to the test. Without one, you might as well give up.

One hint, it's a good idea for Gumpy to get the storehouse.

With it he can move around the store very quickly.

- Graphics: 4
- Sound: 4
- Value: 4
- Playability: 4

different fashions. Some are sluggish and don't seem too worried when you enter a room. But others will react to you with a high voltage charge as soon as you can look on their screen.

You have to deal with these using a screen password which puts them temporarily to sleep. You can either pick up these passwords during a search of their's furniture in the rooms or by playing a sort of "Name That Tune" game in the Code Rooms you will find during your exploration. By playing you can earn some credits and win more passwords.

The screen display shows your agent in his control panel and in the main window, with a plan view of the underground base — which unfolds to you as you explore — in the window below.

*Immersion Illusion* is a game any self-respecting Spectrum owner should have in their collection. We urge you not to be lulled from the moment you load it. A mission not to be missed.

- Graphics: 4
- Sound: 7
- Value: 10
- Playability: 10

## HIRISE

- Machine: Amstrad
- Supplier: Gemini Plus
- Price: £9.95

Owner of heavy judgements, I greeted *Hirise* with the thought of *Amstrad*. Not another platform and soldiers game.

However, some very nifty three-dimensional graphics make *Hirise* a cut above the current Amstrad being unleashed on the poor, unfortunates public.

The story is simple. *Hirise* Bob has a rifle on his hands. But for fun, work must carry on. He must work his way round the rubble of the rising building like gaining each scaffold as he goes.

The screens have other ideas, however, and set about chasing him. If they catch him, *Hirise* loses a life.

*Hirise* is a simple game but it is exceedingly hard and addictive to play. And with around 100 different screens to discover from, the game's challenge should last more than a few days.

- Graphics: 4
- Sound: 4
- Value: 4
- Playability: 4

- Machine: Spectrum
- Supplier: Multimedia House
- Price: £1.95

Well, here's something different. *Gyroscope* is like nothing you've ever seen before. Great music. Music makes the maze-world game.

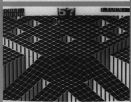
So what's the deal? Well, basically you have to guide a gyroscope — a spinning top like thing — down five different courses, avoiding mines, magnets and expanding screen belts and staying away from deadly pits. The courses are set in a futuristic 3D grid style landscape with wind holes and steep slopes.

You must manoeuvre that gyro around the hazards, down slopes and up hills to the end of each course using the keyboard or joystick. It's a difficult little machine to control.

You have five seconds to play with — and you'll need every last one of them. *Gyroscope* is definitely different — but difficult to get into. But *GG* give it a chance. It's worth getting hold of to see if *Hirise* (which is definitely different) which we will for that game to be compared for home computers.

Be inspired to spend some time learning the game and the control system through... Oh yes, there's some really nice, synthesized music mixed with the game. Give it

- Graphics: 4
- Sound: 4
- Value: 4
- Playability: 4



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### 2. *Super Sleuth* by Gemini Graphics

And in the blue corner another Super Sleuth. Which one will come out tops? Hard to say, Harry, but both are champs in my book.

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## GRIMTY GRIMMERY SUPERSLEUTH

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by Creative Sports

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## DYNAMITE DAN

by Mirrosoft

Don't be len and conciliatory. You think you can win on points? Well, I tell you this game will test you real! He may not be a Junjo or a Borecruiser, but one thing is certain, Dynamite Dan is a hardo beat.

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 Peter Jones,  
Bristol  
 Roger Wainwright,  
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## BLUE MAX 2001

- Machine: Commodore
- Supplier: B.S. Goldsmith
- Price: £245 (also £14.95/issue)

Remember Max Crutcher, the daring air ace who took to the skies in his glory to stamp in Blue Max? Well he's back — released far into the future and out to save the world from the evil FURCO!

It's not really the same Max, it's alleged that this one is a descendant of that fat boy — but who cares? This Max has forgotten his to-plane and take to the skies in his classic new Crusier Propeller — which sounds exactly like those that there I've got that sort of sound.

You must land at your committee base to replenish your supplies of ammo and fuel before taking off for more of the same!

All in all, this game is about as boring as the first Max. The graphics are impressive, for example your ship is a simple gathering disk.

This game has no redeeming features. Save your pennies for Winter Games!

|               |   |
|---------------|---|
| • Graphics    | 5 |
| • Sound       | 4 |
| • Value       | 2 |
| • Playability | 5 |

## Q-MAN'S BROTHER

- Machine: BBC
- Supplier: Blue Ribbon
- Price: £2.50

As the title would suggest, this is a variation on Blue Ribbon's favourite Q-Man theme — the company's somewhat glibly is based on the same principle.

Instead of a pyramid, you have a simplified version of the 3-D Manly grid to move around. As you move, squares change colour, and in this version you have a time limit. When all the squares are changed, you move on to the next screen.

The operation is not so imaginative — there's something else which not only changes you but changes the squares you've already altered back to their original colour, which is downright contrary to it.

If you've played Q-Man and Q-Man, there's not much here to hold your interest, and I found it considerably easier to play than the other two.

|               |   |
|---------------|---|
| • Graphics    | 7 |
| • Sound       | 7 |
| • Value       | 7 |
| • Playability | 7 |

## HACKER

- Machine: Commodore
- Supplier: Activision
- Price: £1.95

In the twilight glow, the computer screen flickered into life. Two words appeared on the screen. The stark message read: "Log on please."

What computer could this be? The temptation to try and hack into it is overwhelming. Would it be possible? Would it be worth the effort? Would it get caught? How many of those questions need worry you with the arrival of the classic Hacker from Activision. What Activision can't remain quiet.

Hacker comes with an instruction book, no rules and no class. The player must choose how to proceed and indeed, just what the point of the game is.

Thanks to Activision's problem solver, an instruction set was given a helpful hand along the way. But there is a problem, it will tell you what happens and what it is all about, the whole point of the game is missed.

Anyway, Hacker is a thoroughly challenging arcade adventure with a touch of strategy thrown in for good measure.

The rules and problems will want to make you want to rig your feet out by the time and take the screen.

After logging on — this is difficult but if you persuade the computer you know its function and give you a chance to access the computer — we



Screenshot taken by the name of the game.

Hacker is an intriguing and complex game based on a new and refreshing idea. It is a winner.

|               |    |
|---------------|----|
| • Graphics    | 8  |
| • Sound       | 8  |
| • Value       | 8  |
| • Playability | 10 |



## DIAMOND MINE

- Machine: BBC
- Supplier: Blue Ribbon
- Price: £2.50

When I first played this, I almost decided it was unplayable. "You're a poor being converted into a diamond mine and you've got to make your way through various tunnels, tunnels to reach the diamonds."

Finally, the mine is full of bugs which seem to live off candy corns — if they eat you, the length of pipe in the mine as the mine is lost. Not very fair, if you block it well, you lose more pipes, and don't think you're safe if you're safely wound your way down to a likely diamond cache — a bug could grab you anywhere.

You get points for every

diamond you manage to grab and each one you reach is a real triumph, believe me. The pipe has a finite length, which also seems all that long to start with, and in successive screens it gets shorter.

The controls are simple enough, left, right, up and down — it's choosing the right spin seems to change direction and most down another tunnel and it is so difficult.

This is by far the best of the release of games from Blue Ribbon worth every penny of the £2.50 you pay for it.

|               |   |
|---------------|---|
| • Graphics    | 8 |
| • Sound       | 7 |
| • Value       | 8 |
| • Playability | 8 |



# RUPERT AND THE ICE PALACE



- **Machine:** CBM 64
- **Supplier:** Cuckoo
- **Price:** £7.99

After having a tough time getting to the Toymaker's Party Rupert is back attempting to rescue his misadventured pals from the Ice Palace. The latest Rupert game follows the long skip and jump format of the first.

The graphics are as good as the original. Game play, despite the similarities to the first release, is a bit harder.

The object of the game is to undo the Puppet's magic — who includes good old Edward Trunk and Bill Badger — who have been captured and stuck in the freezer by Jack and Jerry Frost.

Once he's defrosted the mates and taken them back to Narnwood Cottage, Rupert discovers that all his friends have left heaps of clothing behind. Just what you need on at the Toymaker's Party!

Well, being a good mate, Rupert sets off back to the Palace to pick up the abandoned clothes. And if you thought it was tough rescuing Edward, Bill and the rest, wait until you try getting them clothes back.

There's this evil enchanter who keeps attacking everybody at 100.

Rupert has five items or "ice pills" to help him complete the adventure. Once he's out of pills he turns blue and heads for home. He loses pills by tripping over various obstacles, getting hit by falling icicles or by making wrong moves.

It takes quite a lot of practice

to get through the first part of the game — saving your mates — without losing a life or two. And you really need all your pills to succeed in the second run.

Overall, quite a challenging game, but frustrating at first. It will probably appeal more to the generation than Toymaker's. Don't be put off buying a test, as it delivers into Trunk Rupert is an old story. The game is fun in its own right.

|                      |   |
|----------------------|---|
| ● <b>Graphics</b>    | 5 |
| ● <b>Sound</b>       | 5 |
| ● <b>Value</b>       | 3 |
| ● <b>Playability</b> | 3 |

# RUPERT AND THE TOYMAKERS PARTY

- **Machine:** Spectrum
- **Supplier:** Cuckoo
- **Price:** £7.00

While we're on the subject of Rupert — The Toymaker's Party is now available in a Spectrum version.

It follows faithfully the format of the C64 version — as reprinted in October's C+VG. But the graphics aren't so good and there's considerable colour clash and flicker.

The game is basically a platform style arcade adventure.

Rupert has to collect invitations and make his way through a maze to reach his friends who are already enjoying themselves at the party.

Looking at the game, you realise that some games are destined for just one machine. And I'm afraid Rupert is one of them.

|                      |   |
|----------------------|---|
| ● <b>Graphics</b>    | 5 |
| ● <b>Sound</b>       | 5 |
| ● <b>Value</b>       | 3 |
| ● <b>Playability</b> | 3 |



▶ CONTINUED FROM PAGE 26



■ **Machine:** Spectrum, Amstrad, CMM 64, Amstrad  
 ■ **Supplier:** Fantasy  
 ■ **Price:** £1.50, Spec, CMM, Amstrad, Amstrad

If you're looking for value for money... and as most IBM-compatible PCs... than check out *Chimera* on any of the mentioned boxes. You won't be disappointed.

It's the first game in Fantasy's new Super Series range and one can only hope other games in the range maintain the same high standards.

Compared with Ultimate's *Alan B* are inevitable and baffling for programmer Manfred Arnold.

The game is a maze-type puzzle adventure set in a bewitched ghost town.

An American cartoonist is sent up to investigate. He has to blow up the ship by collecting, making and setting four warheads. He then has to escape before the big bang.

Various objects are to be found in the rooms to help the explorer. You're also asked to look an eye on your water and food supplies.

Various bizarre hazards are to be found around the craft, including skeletons and nightmares.

There are 84 rooms to be explored... an impressive total. The three-dimensional graphics of the rooms are clean and sharp, and the colours bright and clear.

*Chimera* is an excellent game which raises the quality of budget games to a new standard.

- **Graphics** 4
- **Sound** 4
- **Value** 5
- **Playability** 4

## SHADOW OF THE UNICORN

■ **Machine:** Spectrum  
 ■ **Supplier:** Maxis/Gem  
 ■ **Price:** £14.95

So here it is. The first Maxis-Plus game from the people who brought you the start-upting *Wally World*.

Ever since the long list of Imagine Company began talking about mega-games which would only match with state-of-the-art into the hands of those computer people have been waiting to see just what it was all about. They waited, and waited...

But now something of the sort has appeared. Is it a genuine mix of producing better games? Or simply a new way to stop you people peering sideways?

Let's look what you get for your £15. It starts with you get the Maxis-Plus package which also an extra 80K of usable memory to your Spectrum. You plug it into the back of your machine like any other interface and stick your joystick into the front of screen.

Then you get the Unicorn game-tape, a map and instruction booklet, plus a 100+ page hard-covering the background to the events which led to the *Shadow of the Unicorn*. The game won't work without the Maxis-Plus.

The tape also includes a tape head alignment utility on the B-side... which is pretty useful. So you've already got quite a lot for your money. But what about the game itself?

It has a basic scenario and memory plot. Your task is to reassemble the evil forces that have been released on the two kingdoms of Camelot and Mordor. Like *Jurassic* of Mordor you can control... to start with... these characters. These are

Minotaur, King of Camelot, Unicorn, a man and the King's horse, and the Wizard, Merlin.

But as you explore and meet more people your forces increase. Each are successful... really easy... by pressing the appropriate key. Each have their very own purpose and affect the success of your mission.

An first glance the game doesn't look that impressive. The graphics just are not up to the quality of *Rygar* or even *Merlin's Chessy Run* for example. And despite all the extra memory there are still occur crash problems.

The main characters are depicted as black outline silhouettes... with a lot of grey shading in some cases.

It's a good idea to simply take one character and wander about and explore, and you've looked the game for the first time. Pay close attention to the compass at the top of the screen and the location details which flash up... Don't forget to hit the top of the screen. Also about the main window you'll see two bar graphs read-outs. Green for your energy rating, red for your injury status.

It helps to use the map.



supplied, although not all the locations are marked on it. So beware! Once you've got your bearings and are happy with the controls, it's time to start on your quest.

In first Maxis-Plus style, you have to find certain objects and use them in the right way. You really MUST take time to read the manual which comes with the game, otherwise you won't pick up on some of the useful items contained within its pages.

It would also be advisable for the player to make a note as to you play. You can get lost very easily... told you it was BIG!

Is the Maxis-Plus a great first investment? We believe that will remain to be seen with the arrival of the second game based on the TV cartoon series *Samurai of the Plains*.

In the meantime, if you can persuade your parents to part with the cash, *Christmas IS coming up fast... then put *Shadow of the Unicorn* on your shopping list. You won't be disappointed.*

- **Graphics** 3
- **Sound** 3
- **Value** 3
- **Playability** 3

## RIDDLER'S DEN

■ **Machine:** Spectrum  
 ■ **Supplier:** Fantasy Dreams  
 ■ **Price:** £7.95

Isn't it a Mithrasphere? Find out by leading up the first game from new software house Fantasy Dreams. *Turkey*...

that's the Mithrasphere's name... sets off on the last part of his quest to find the Great Golden God Gargoyles and needs to enter the Mordor of Den in order to find the Golden Tools... and get enough treasure to set off on his next adventure in this a sequel coming of what? *Riddler's Den* is a solid waste

adventure with nice graphics and pretty good game play. You must pick up objects as you go... using them to solve puzzles. The game opened with a nice little poem all about The Den which you need to read to get the most out of the game.

Overall, *Riddler's Den* is a good debut for Fantasy Dreams... not fantastically original but a high quality product.

- **Graphics** 4
- **Sound** 4
- **Value** 4
- **Playability** 4



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# FIGHT NIGHT

- Machine: IBM 04
- Supplier: Sydney/US, Gold
- Price: £2.95 (incl. £1.95 MS)

Look, why can't they make games about boxer training or something a little less rough than boxing at King's? I'm employed in offices from head to toe — and they ask me to review Kick'n'Kick boxing game.

Well, it was worth it. *Fight Night* is a graphic masterpiece. The boxes are represented cartoon style — and it's a bit like actually being yourself in control of a TV camera.

You can fight using the computer powers — or construct you own fighting style from them. You build your boxer up in a "construction set" sequence. You must choose his body, legs and head — which all can range from wrists to brain. You can even choose the colour of the boxer's kit — I particularly liked the beautiful blue and green!

There is an in-between sequence where you build up your boxer's strength and agility using a punch bag.

Once you think your boxer is ready for the ring, you can enter

into the *Fight Night* tournament, or set up your own, championship boxing bouts you have constructed. This is where the two player mode really comes into its own. It's great fun building a boxer and fighting against one you made for yourself.

The computer opponents you come up against each have their own special tricks. *Big Block* is deceptively weak, feinting opponents who wear glasses open this strange moving punch to your groin while *Overman* the fit will send a powerful lung to kick at you!

You'll soon learn all these little tricks as you play — and how to avoid getting hit. The points added from movements/punching — a nice feature of this game is that you can actually win on points. The score away from you isn't a great one for your opponent. You also get a KO strike — and the noise of the crowd gets louder as you get nearer the KO punch.

The computer boxes behave in a surprising fashion when you beat them! — They look dejected and dejected as you land punches on their chin. My favourite is *Kid Rabbit* who



loses his cigar and his hat when you walk over on the pier!

*Barry McGuigan's World Championship Boxing* might be more accurate boxing simulation — but if you want your boxing action to have a touch of humour then look at *Fight Night*. It's best!

you on your toes and have you rolling in the streets at the same time. Great value.

|               |    |
|---------------|----|
| • Graphics    | 10 |
| • Sound       | 8  |
| • Value       | 9  |
| • Playability | 8  |

# SCREWBALL

- Machine: BBC
- Supplier: Blue Chip
- Price: £3.50

This is the best of the four games on Blue Chip's Games Day Number Two, price £3.95, although this game is also available separately on cassette at £2.95 each.

*Screwball* is strongly reminiscent of Blue Chip's *Q-Blox*, based on the principle of passing about four squares to square changing the colour of the square as you go.

You have 80 seconds to change all the squares in the 32 grid, after which you move on to a new grid, which is rendered

slightly more complicated by having gaps in the middle of it.

Unlike *Q-Man*, you can't fill yourself by keeping all the edge of the grid. In this game of mobile bouncing balls are aggressive snakes. There are vicious black bugs out to get you. They don't even play fair — don't count on them moving ground simply by walking on it because they won't.

You can fight back by slapping holes for them to fall through.

And if you're in a really tight spot, you can hyperspace to the top of the grid — but you might not survive the experience. And that's all there is to it — simple, but reasonably entertaining.

|               |   |
|---------------|---|
| • Graphics    | 7 |
| • Sound       | 7 |
| • Value       | 7 |
| • Playability | 8 |

## ELITE

- **Machine:** Spectrum
- **Supplier:** Ataris
- **Price:** £14.95

Combine a strategy/leading game, a flight simulation, a space shooter/rip-up and what have you got? The answer is, of course **Elite**, originally for the BBC B from Atarissoft.

All the time, most frustrated CBI and Spectrum owners believed to BBC owners talk of the delights of having military lasers and being "Gargantuan". This almost casual covered... successes and slumped machines, but even word game about that a bunch of bright young sparks called Planet Software had gained the conversion rights.

So what makes this game so special that it seems to sell on any machine? Well, it is highly original and totally addictive for a start, secondly, this is not a game that you pick up play and throw in it months. This can be a feature's experience and an enjoyable one too.

You are placed on a space station with 100 credits, a space ship called a Cobra MK II, and a listing of factories and planets. These ratings are actually very important because you are hoping to obtain the rank of 100.

This is done by trading in a number of options available to you such as a long and short range chart, several weapons and trade menus, and the ability to look up from all four points of the compass through appropriate scanning.

Now you must select a planet from your short range chart then find out its details. This will help you select goods for trading (this is legal so I'm not going to give you any clues).

With the plans of the government in an indicator of how much trouble events you, having settled on which planet you're off to and what goods you're taking, you're off.

Overall, a really good game. The Spectrum version is slightly faster than the Commodore version but not quite as fast as the BBC. Some of the mistakes have had to be cut down in conditions memory and there aren't so many graphics tricks as in the CBI but still worth every penny of the £14.95 you will have to fork out.

This is definitely a game that anyone who owns a computer should be without. Take my advice buy it and you probably won't be seen for six months.

|               |    |
|---------------|----|
| • Graphics    | 8  |
| • Sound       | 8  |
| • Value       | 7  |
| • Playability | 10 |

## SCARABAEUS

- **Machine:** CBI B4
- **Supplier:** Atarisoft
- **Price:** £12.95 (also £9.95) (also)

I have begun my quest to find Scarabaeus, the fabulous covered jewel of the showbiz. I have begun my descent into the dark horizons of the board!

So starts the latest release from Atarisoft — their first non-LDS import. And it's a real goodie!

At first glance it seems to be a simple version of the good old 3D maze puzzle games. But don't be deceived, there's much more to it than that. Three levels worth of much more interest.

The screen displays about you a 2D maze — but you can switch to an overhead plan view of the maze by simply pulling back on the joystick. This enables you to see the whereabouts of the ghosts. Oooh! No, ghosts — but the old 'Phantom' theory.

You need to chase and capture these ghosts in order to collect the nice holographic which are your key to the next level. This stage is really a warm up for what will come later! Your ghosts are displayed when you hit the fire button which increases a nice graphic of a ghost hand holding a rock which gradually fills up with the pictures as you get them.

Once you've captured the last in this level, you have to wind out into down to the



next level very carefully — and slip into the mystic and WIZARD into the second level where you have to break poisonous spiders and solve mind-boggling puzzles to collect medicines and some traps. You have to match your ghosts with those you'll find on the walls of the second level to get these items. If you achieve the goal, it's back to the bit for level three — Pharaoh's jewels and treasure!

Here's where those bonus traps come in useful because the levels aren't going to give you its precious jewel without a fight. You have to solve more puzzles and collect more medicine — some of which is poison in disguise, so watch what you drink!

The graphics are good and the sound excellent. You can

switch between a music soundtrack and a very realistic soundtrack!

Amazing sound effects which add to the already considerable atmosphere of the game.

Scarabaeus is a challenge for the thoughtful gamer who likes a mixture of action and strategy. You need all your wits about you when there are monsters about.

There's a spreadsheet which you can call up at any stage of the game to see how you're going.

At a snappily intriguing game price, Atarisoft's best yet.

|               |   |
|---------------|---|
| • Graphics    | 8 |
| • Sound       | 8 |
| • Value       | 7 |
| • Playability | 8 |

## SUPER ZAXXON

- **Machine:** Commodore
- **Supplier:** U.S. SoftSys
- **Price:** £9.95 (also £4.95) (also)

It's the ultimate challenge! It's the ultimate Super Zaxxon is

the long awaited sequel to the old time classic arcade game Zaxxon.

It still features the 3D diagonally scrolling graphics of the original — complete with the floating space continents.



heavily defended by rockets, laser barriers and cannons.

The level sequence is full — but doesn't really add much to the game. This is the very fun range of the game — but doesn't really add much to the game. The only really interesting thing about these sections are the interesting scenarios. If the screen can be avoided by being close to the left side of the tunnel.

If you haven't got a copy of the original Zaxxon and you enjoy fast action shoot-em-ups then this is the game for you. If you've got the original, well, I'd borrow a friend's copy or play it in your computer before shelling out £10.

Overall, the original classic conversion from the arcade is still better.

|               |   |
|---------------|---|
| • Graphics    | 8 |
| • Sound       | 7 |
| • Value       | 7 |
| • Playability | 8 |



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# BATALYX

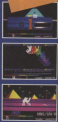
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# HALL OF FAME

## HOTSHOTS

**T**o your marks. Get ready. Get set. GO! And another C+VG Hot Shot of the month challenge is underway.

September's nominated game was *HyperSports* by Imagine for the Commodore 64.

The sporting stars taking part were **Brian Ross**, 14, of Stocking Newlands, and **Scott Williams**, 11, of Ormiston in Edinburgh.

As fans of the game will know, the sports featured are swimming, skat shooting, long horse, archery, the triple jump and weight-lifting.

All require good hand and eye co-ordination, fast reactions and strength to survive invasions (sprint-wrapping sessions).

The contest was set to be fought over the best of five rounds. Scott won the first and got Brian in first.

Brian led from straightaway scoring a healthy 10,000. Scott countered with 40,000. Round two saw Brian consolidate his lead with a 50,000 to 40,000 victory.

Suddenly Scott was facing the crowd. To stay in the contest he had to win round three. But it was not to be.



Brian took the round 11,000 to 40,000 and Scott gallantly conceded.

Both Brian and Scott agreed the contest was won and lost in the skat shooting round. Brian scored well but Scott was off target.

"I lost about 4,000 points on the skat shoot," said Scott. "The weekly winner got it."

The Hot Shot game for December is *Daley Thompson's Super Star* from Games on the Commodore 64. Send your scores on the coupon printed below to December Hot Shot, Computer + Video Games Priory Court, 20-22, Ferrington Lane, London EC2R 2AL. The top scores will be listed in C+VG's offices in London for a face-to-face challenge.

### DECEMBER HI SCORES

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
City: \_\_\_\_\_  
Postcode: \_\_\_\_\_  
E-mail: \_\_\_\_\_  
Enter in C+VG: \_\_\_\_\_  
Submitted by: \_\_\_\_\_

**W**e are still interested in your highscores on various computer games. So don't forget to send in your scores and a photo of yourself — if you think we can stand it!

## HI-SCORES

### THE WAY OF THE EXPLODING FIST

- 1 Gareth Jones, Liverpool — 1,000,100
- 2 Angus Duncan, Derby — 993,000
- 3 William Church, Lisburn — 950,000
- 4 Andrew McIlintock, Wishaw, Lanarkshire — 300,000
- 5 Glen Lane, Carvey Island — 220,000

### HYPER SPORTS

- 1 Darren Bailey, Rochford — 654,000
- 2 Andrew Lewis, Stoke on Trent — 597,820
- 3 Robert Maddison, Plymouth — 544,000
- 4 Scott Donohoe, Hamilton, Lanarkshire — 501,335
- 5 Paul Gilliam, Ripon — 501,220

### SPY HUNTER

- 1 Michael Reynolds, Wigan — 5,390,455
- 2 Adam Watkins, Newport, Gwent — 2,648,800
- 3 Iain Shackman, Coleraine — 2,340,400
- 4 William Bell, Puchoberry, Sussex — 1,420,200
- 5 A Taylor, Clitheroe — 1,420,200

### POLE POSITION

- 1 Steven Maddocks, Birmingham — 110,330
- 2 Mark Terry, Stoke-on-Trent — 101,000

### DECEMBER HOT SHOTS

Name: \_\_\_\_\_  
Address: \_\_\_\_\_  
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## Computer



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## Computer

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This boy is a fugitive.



This girl is dangerous.



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**This lady is deadly.**



**This man is harmless.**



# THE SOFTWARE CHART



Hot off the press is the latest C+VG Editor Software Top 100. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest C+VG charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knockout.

• OCTOBER

## TOP 30 / ALL FORMATS

| # THIS MONTH | # LAST MONTH | # GAME                    | # MACHINE                 | # MANUFACTURER   | # WEEK IN CHART |
|--------------|--------------|---------------------------|---------------------------|------------------|-----------------|
| 1            | ---          | Way of the Exploding Fist | ST 024                    | Ballyhurst House | ---             |
| 2            | ---          | Wally Woodcock Super Test | ST                        | Ocean            | ---             |
| 3            | ---          | Frank Brown's Boxing      | ST 024, A&E               | Elite            | ---             |
| 4            | ---          | New Games                 | ST 024                    | Virgin           | ---             |
| 5            | ---          | Summer Games 2            | ST                        | Spinnaker        | ---             |
| 6            | ---          | Fullflight                | ST                        | The Edge         | ---             |
| 7            | ---          | My Ace                    | CH                        | AmigaSoft        | ---             |
| 8            | ---          | Flinders Keepers          | ST 024, A&E, MS           | Microline        | ---             |
| 9            | ---          | Hypersports               | ST 024, MS                | Imagine          | ---             |
| 10           | ---          | Search-head               | ST 024, A&E, BBC, AT, S&C | Access-UK Gold   | ---             |
| 11           | ---          | Archie Blast              | ST 024                    | Microline        | ---             |
| 12           | ---          | Nightshade                | ST                        | Glenn            | ---             |
| 13           | ---          | Smash Hits In Hollywood   | ST 024                    | Ocean            | ---             |
| 14           | ---          | Search-head 2             | 024                       | Spinnaker        | ---             |
| 15           | ---          | Berry McMillan Boxing     | 024                       | AmigaSoft        | ---             |
| 16           | ---          | Fighting Warrior          | ST                        | Ballyhurst House | ---             |
| 17           | ---          | BMX Beach                 | ST 024, CH                | Microline        | ---             |
| 18           | ---          | Samurai Gun Simulator     | ST 024, CH                | Microline        | ---             |
| 19           | ---          | Chiller                   | ST 024, A&E, MS           | Microline        | ---             |
| 20           | ---          | Karaoke                   | 024                       | AmigaSoft        | ---             |
| 21           | ---          | Elite                     | 024, BBC, S&C             | Franklin         | ---             |
| 22           | ---          | Yeh Yeh                   | ST 024                    | Genie            | ---             |
| 23           | ---          | Highway Encounter         | ST A&E                    | Stech            | ---             |
| 24           | ---          | Red Moon                  | ST 024, A&E, BBC, AT, MS  | Level 9          | ---             |
| 25           | ---          | Montezuma                 | ST A&E                    | Microline        | ---             |
| 26           | ---          | System Search: Sea Crisis | ST 024                    | AmigaSoft        | ---             |
| 27           | ---          | Wasteyote                 | 024                       | Glenn            | ---             |
| 28           | ---          | Rockstars                 | ST 024                    | Spinnaker        | ---             |
| 29           | ---          | Word of the Wings         | ST 024, BBC               | Microline        | ---             |
| 30           | ---          | Wizards                   | CH                        | The Edge         | ---             |

### AMSTRAD/TOP 10

|    |                             |
|----|-----------------------------|
| 1  | Way of the Exploding Fist   |
| 2  | Frank Brown's Boxing Elite  |
| 3  | Montezuma Microline         |
| 4  | Chiller AmigaSoft           |
| 5  | Flinders Keepers Microline  |
| 6  | Search-head Access-UK Gold  |
| 7  | Smash Hits In Hollywood     |
| 8  | Search-It                   |
| 9  | Samurai Gun Simulator       |
| 10 | Word of the Wings Microline |

### SPECTRUM/TOP 10

|    |                               |
|----|-------------------------------|
| 1  | B. Thompson's Super Sea Ocean |
| 2  | Way of the Exploding Fist ST  |
| 3  | Fullflight The Edge           |
| 4  | F. Brown's Boxing Elite       |
| 5  | New Games Virgin              |
| 6  | Nightshade Glenn              |
| 7  | Fighting Warrior ST           |
| 8  | Hypersports Imagine           |
| 9  | Word of the Wings Microline   |
| 10 | Highway Encounter Genie       |

### ATARI/TOP 10

|    |                                   |
|----|-----------------------------------|
| 1  | Search-It Franklin                |
| 2  | Open Save English Software        |
| 3  | Search-It Access-UK Gold          |
| 4  | Search-It Access-UK Gold          |
| 5  | Red Moon Level 9                  |
| 6  | Big Alley Am Microline            |
| 7  | Pinball Con. Am AmigaSoft         |
| 8  | S.A. Stripes Rich. Big S. UK Gold |
| 9  | Spot the Ball-Thorn MS            |
| 10 | My World Elite                    |



Fighting Warrior heading for the Top Ten.



Montezuma on the list soon to hit the charts.

### MACHINE KEY

|    |                |     |            |
|----|----------------|-----|------------|
| ST | = Spectrum     | BBC | = BBC      |
| CH | = Commodore 64 | A&E | = A&E      |
| MS | = Microsoft    | S&C | = Spectrum |
| ST | = Software     |     |            |

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# IDEAS CENTRAL



Welcome to IDEAS CENTRAL. My name is Melissa Bevelhove, I'd, co-officer, IDEAS CENTRAL. It's where you'll find the Big Number 500 and the man who keeps those rogue robots in order — Jackson E. Kalliban.

Jackson makes sure OFFER, Big Red, X and B-CAN get out there to find the Mink, Tigo and make you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it, so the IDEAS CONSPIRATORS and yours truly, Melissa E., need YOUR help. Remember, the IDEAS CODES will pay a large amount of credits to anyone building our empire. So send your game hints and ideas to Melissa Bevelhove, IDEAS CENTRAL, Computer 4, Wilson Square, Priority Court, 55-55 Huntington Ave, Boston MA 02116. How — let's take a look at what the 500 equal have come up with ...

## POKES

Right, no messing about this month. It's straight down to business to see what the 500 equal have managed to discover.

Anthony Raper of Rhythmic has come up with some hints for *Madax* for the Spectrum. Give them with the Best of Mega Bytes (see below).

How to catch snakes: When you begin the game you will find snakes on the surface of the moon. Every now and then a snake will jump its head out. When it does, jump towards it. You may have to wait quite a while for a snake to pop up, but it is worth it as he is a

powerful ally. While entering a room use the walls to scan the sides of the wall. If he begins to eat the rock than he has found a snake hole.

In some rooms, instead of the usual mines, you will meet snake types. These will transport you to other rooms. Snake floors can be detected by footfalls, they will only appear when you open a door. To remove B-CAN you will find the draughts. These will carry you safely down five screens. However, if you jump up you will hit the roof and fall back down to your death. To prevent this you must push the joystick

to the right as soon as you "take off".

With a space helmet you receive an extra life and five gravity sticks. When placed, these sticks have the effect of making your enemies in the room slow up.

### ■ STATION

The winner of the Star Hunt this month is Kevin Murray of South Ho Poles for the ZX Spectrum and the first one up is for *Starline*. Kevin admits that the most difficult aspect of *Station* was getting it to stop as it has a machine code loader. Eventually he worked out how to overcome this problem.

LOAD CODE — this will exit out the main program and load the machine code loader.

POKE 10000,0:POKE 10000,1 — sets the loader to jump to a ROM, then return to BASIC when it's finished loading. RANOSCOPE USE 0004 — runs the machine code loader.

When the game has finished loading, type the following codes for infinite lives.

POKE 4507,0:POKE 4508,0:POKE 4509,0

Run the game by typing RANOSCOPE USE 0005.

One final one from Kevin, for the game *Acropolis*. M3000 —

Exit line 10 and put the Spectrum Printer just behind the POINT USE 14175. POKE 10770,0 infinite lives. POKE 11100,0 same value. POKE 12124 number of lives you wish to start with minus one. Then M300.

### ■ FETTERED

Steve Spectrum Pokes from Brian Ahmed of Birmingham.

**Keyline** — Type M3000 and when it comes up OK, stop the tape. If you want endless fuel, type POKE 10000,0:POKE 10000,1 For endless man type POKE 4000,0:POKE 4000,1:POKE 4100,0:POKE 4100,1. And for endless oxygen, type POKE 4140,0:POKE 4140,1. POKE 5044, 5047 tape. Well Kalliban, I'm not very pleased with that lot, what

happened to all the pokes for the other computer? I want to see a big improvement for next month, get those boys drunk to work.

### ■ CHANGING

Andrzej has decided these for the 64 version of *Graphix Graphic Gun Eviction*. They have asked us to pass them on to you. They will enable you to save the rooms that you have created onto tape or disk and so avoid having to type it all in again.

Good and run the SELECT program, then enter the name of the room. At the end, when the program exits to BASIC, enter the following: POKE 6,0:POKE 6,1:POKE 6,2:POKE 6,3:POKE 6,4:POKE 6,5:POKE 6,6:POKE 6,7:POKE 6,8:POKE 6,9:POKE 6,A:POKE 6,B:POKE 6,C:POKE 6,D:POKE 6,E:POKE 6,F:POKE 6,G:POKE 6,H:POKE 6,I:POKE 6,J:POKE 6,K:POKE 6,L:POKE 6,M:POKE 6,N:POKE 6,O:POKE 6,P:POKE 6,Q:POKE 6,R:POKE 6,S:POKE 6,T:POKE 6,U:POKE 6,V:POKE 6,W:POKE 6,X:POKE 6,Y:POKE 6,Z:POKE 6,0:POKE 6,1:POKE 6,2:POKE 6,3:POKE 6,4:POKE 6,5:POKE 6,6:POKE 6,7:POKE 6,8:POKE 6,9:POKE 6,A:POKE 6,B:POKE 6,C:POKE 6,D:POKE 6,E:POKE 6,F:POKE 6,G:POKE 6,H:POKE 6,I:POKE 6,J:POKE 6,K:POKE 6,L:POKE 6,M:POKE 6,N:POKE 6,O:POKE 6,P:POKE 6,Q:POKE 6,R:POKE 6,S:POKE 6,T:POKE 6,U:POKE 6,V:POKE 6,W:POKE 6,X:POKE 6,Y:POKE 6,Z:POKE 6,0:POKE 6,1:POKE 6,2:POKE 6,3:POKE 6,4:POKE 6,5:POKE 6,6:POKE 6,7:POKE 6,8:POKE 6,9:POKE 6,A:POKE 6,B:POKE 6,C:POKE 6,D:POKE 6,E:POKE 6,F:POKE 6,G:POKE 6,H:POKE 6,I:POKE 6,J:POKE 6,K:POKE 6,L:POKE 6,M:POKE 6,N:POKE 6,O:POKE 6,P:POKE 6,Q:POKE 6,R:POKE 6,S:POKE 6,T:POKE 6,U:POKE 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come straight from the offices of Quattrone themselves.

Been the game in a little too fast and they thought you only need the hints to get anywhere in the game. So read on and see what you can make of it.

**Screen seven** Follow. Alphonse is very obviously pulling both, then go down stairs behind him. Pull bottom bulb, then go upstairs to the right hand door. Pull this wire. Alphonse is to be close to the left right of screen as possible. Go down the stairs and through the door behind Alphonse it closes it.

**Screen two** Build the bottom boxes into steps to reach the lift buttons. Press buttons and jump into lift. Go to top floor. Put top floor boxes into right hand lift and send down. Go to middle floor and unload all boxes onto right hand ledge. Go to bottom floor on left and load boxes onto right hand lift. Ascend to middle floor on left hand lift, load boxes onto the third lift there on a time. Send lift to ground floor. Go upstairs and all lift. To unload boxes evenly walk into lift. To climb boxes, move feet over bottom of lift and press fire.

**Screen three** To move the screen evenly walk over it. Be close to lift, place the chains outside door and pull. The lifts are geared in two sets of three only those with flashing lights will move. Lifts on the middle floor will continue to move in the direction they last moved in.

**Screen four** First turn on the generator (bottom floor) by hitting the switch panel. The switches must be pulled in sequence or you will catch off again. The generator sequence will also produce the exit door for opening. On this next. Cut flow switches to move on second floor into down position. Switch on corresponding switches on top floor. If a switch on room stop dock then Alphonse it is in these otherwise he is in the

fourth room. Switch on all office light switches except Alphonse's room. Go to second floor, switch on all rooms. Go to third floor, switch on Alphonse's room and raise the wall.

**Screen five** The O/T controls are already off (old you notice that?). Turn on generator and master switches. Go to second floor, open chamber door. Go to lower floor and turn on pulse charger. Meanwhile Alphonse it will grab the lift. Call it back when he is on the right hand side of the second floor. Use the O/S/B switches to move pulse generator markers to coincide over chamber door.

Get Alphonse off in front of the chamber and fire pulse generator. Get into lift, go to second floor and shut chamber doors. Use the O/S/B to set pulse generator marker counts. Switch off O/S/B controls. Use it and it switches to set marker counts to target area (about 30 and 35). Switch on second floor and ground floor outswitch. Get up to chamber and inside with Alphonse it (use the quick entry button) and wait!

## ELITE

It seems that the Commodore version of Elite is making just as big a splash as that genetic success as the original IBM version. It's been receiving plenty of tips and enquiries about the game, so I thought I'd let you in on a few of the secrets.

The first thing you'll want to do to make credits — lots of them. To do this, you should fire off all five low adjacent floors of the right type. One should be Poor Agricultural, and the other Rich Industrial.

I seem to remember that there are a couple of these adjacent low light years to the galactic rim of low (from starting planet) — Quin rings a bell for one of them. You can then travel between these taking computers to the agricultural planet and fire the

other way.

Once you've increased your cargo capacity (one of the first things you should buy) and have a little extra cash on these runs, it's always a good idea to load up with gold, platinum and gems when they're cheap on the agricultural world.

Don't take up any cargo space as you can carry them around until you find a good price. If you accumulate vast quantities of these, don't sell them all at once, but instead transfer 75 to the Do you want to sell (Y/N)?

There's still a bug in the game (left over from the BBC version) which mixes randomised signs in large calculations. Of course it's so good knowing how to make it you keep stopping your ship when docking. This is really just a matter of experience, but here are a few tips for novice pilots. When you have a vessel

lighting on the station, aim for a point directly midway between the station and its closest point on the planet.

When doing this, imagine a line running between the station and the planet, and make sure that this is horizontal. Now move forward. If all has gone well, you should eventually see a green dot appear on your radar. You can now look either right or left — depending upon the direction of your approach — and you'll see the space station. Stop the ship when the entry port is lined up.

Now look forward, centre the ship so that the station is above you (vertical line in the middle of the radar), then turn upwards. The space station will come into view and, apart from a few minor adjustments, you should dock successfully.

Now to those "buddy-buddy" substitutes and family little fundies. They're been causing

a lot of trouble, and the obvious solution routine of using the escape port doesn't work. Somehow one of the Thunderbolts manages to survive in a way reminiscent of Atlas, and lands you in future ships.

It's not much fun when you can't see what you're doing, but the trick is to aim for the brightest point in the sky. How what's meant?

Unlike its predecessor, the Commodore version of Elite doesn't reward random killing very highly. You're going to choose the right ship with the highest points if you want to get anywhere. Of all the ships, the Thunderbolt seems to be worth the most. Its hold has the most fire points each, and you need 25 points to get a "Wipe Out Commodore" at the higher levels. It wouldn't be unfair to go through Wipe Out — where those become bang out — on every hyperloop jump?

Thanks to a number of readers, I can tell you how to do it.

Having left the space station, freeze the game, press the O key and then release the game. Everything should now continue as normal. So set the Hyperloop vector to a nearby



# IDEAS CENTRAL



system (make sure you don't go more than 2.5 light years), then press F4 for hyperspace.

As soon as you have done this, hold down the CTRL key. Now enter hyperspace and 90% of the time continue to Wink-space.

Finally, a note about the missions. We've had more surprises about these than anything. Unfortunately, Finland tell me that this version only has the two missions also found on the MC. They promise me that the Spectre version will have more, but that isn't much news to Commodore owners.

## HELP!!

Bruce Jones and Thomas Lilly from Geop Software are testing their best yet trying to get out of the Fourth Door at the beginning of *WinkSpace*. You also need help to get rid of Microsoft, because after throwing the rest over their shoulders Microsoft says this.

## SUMMER GAMES II

### II

Once again Alan Corp (former Kenneth Henry has written it with tips for his fellow readers. The game to be given the Henry treatment this time is *Summer Games II*.

**Triple Jump:** When you have performed two measurements for hop and step, don't bother to push left and then quickly forward to jump because you run the risk of getting a foot. Simply push the stick up/left, smaller than when the first buttons. When selecting the angle, be careful to allow for the little jump the man makes when he flaps. If you have a Commodore II, watch on the routine and select a middle-range angle. Be consistent to allow for that little jump or you will get a touch.

**Equilibrium:** Keep pushing the joystick up for speed. In the middle of a jump, push the

stick left, or else trim out of her you will fall off. If you do fall off, press fire and hold up speed for the other jumps. Approach with speed or you will get a rebound, especially with the jump which consists of several steps and a small gate after it. Have one foot of these on the course, plus a double jump and two water-jumps. Remember, some of these appear in quick succession. Practice and you will eventually get around the course without falls or rebounds.

**Penalty:** Not so difficult as it looks. Best time to get the duck is while his guard is up. Otherwise stop the computer's quick jumps by blocking, then jump the duck for a hit.

**Cycling:** The only tip here is to get up faster than the arrow guide on the bottom of the screen or you will slow up to such an extent that you might lose the race.

**Knapping:** Reverse gear six — how do you do it? Easy, after going through gear five make a steep turn right and face backwards. Then go through the six gears for reverse gear 12.

## CHEATS

Here is a few 'cheat modes' from Commodore owner Rod Stump of Cleveland.

**Thing On 4 Spring:** When the title page is shown, press the keys 1,3,1,4,0, and 2nd and left arrow all simultaneously. When this is done, the leader should go grey and you get unlimited air.

**Excessed Again on the title screen:** type in 882 for indestructible ship.

**Bearsy:** The keys R, E, L, I, N must be pressed simultaneously to get unlimited lives.

**Remaps of the Mutant Comads:** On the title page, type in 'good'. This should cause a message saying "Good mode operative". Then, on any screen, pressing space will allow you to proceed to the next screen.

## MORE HELP

Neil A. Hacht is getting driven mad by Microsoft's Mad Bomber, which he has owned for 12 months and still cannot complete. Who can?

## FOURTH PROTOCOL

Stanley Newman from London has sent in a detailed list of tips for this adventure, starting with The New Heroes — by telephone numbers across the file 'Regional' when asked what to do about Microsoft's color. Other suggestions and writer Sam Steinberg. Use an easy method as possible or a target, as this usually gets further results. Keep an eye on Pauline and Goroona; these will allow British Telecom to message a call. Complete the Propaganda on the Diplomatic file of Wilson (in Stockholm) and on Hillman's school notebook (at Liverpool, look for Anne Oliver). This should give you a clue to the real name of the artist.

Plumb's question: How was the tractor rebuilt?, could be phrased 'What kind of tractor is it?' You will find the answer in the glossary.

When Newton has called you, get to mine watches as possible as soon. When you find out about this weird social life, ring up Michael Gannery in the apartment. "What proof?" answer "Black Keys".

**The Number Game:** — the essential things you should pick up here are a resistance, weight, 10 card and a computer. To use the lift, you need a guess word, which you will find if you have the sequence of numbers given at the end of Adventure one into a word. Once you have these essential items and have talked to Hancock/Smith you can leave London's and need never return. You must now find your own boss — **Technical Haven.**

**Technical Haven:** You will have to visit regularly to gain information. It was the lift you need a password, which you will find in the Admin Office. Go there and talk to Fordham, he will hand you a piece of paper which is a token code (that code code file in the computer). For money ask E's secretary. For a token as a photograph, go to Boyley in the Archives room. For a token go to the Assembly on the ground floor, and to get some special equipment, go to the special projects room. Make sure you visit the printer room regularly for information. **Message from Birmingham** — go to the computer code to activate Search Birmingham.

**Demon** — substitute the model disk for workah and get the disks examined by a specialist.

## TIPS

For those of you who have spent a few of your months on a 'nice little warmer' — **Minder** — Mitchell Spicer has sent in a few tips for you to play the game.

All your favourite characters are busy — **Stop at the Winkwater:** Jerry who delivers goods, collects them and sends you (for a price), Mr. Chabote watches you for wicked stuff.

If you sell some faulty goods then you get a lot of cheese of low even worse, when goods get even in big trouble and if they find you, then you can get on a new new job! It's best to bring Jerry if you want to stay around.

1. When you start, look at your inventory and note your goods — then go straight to Dealer No. 1 and sell him your goods. Then go to Jerry's and get him to deliver.
2. Look at your inventory and if your goods do disappear then they shouldn't be faulty.
3. Go straight to Dealer No. 5 and repair the others but Jerry could be a long time.
4. When you are talking to Dealers and you say something like they say something in the same manner and left you.

CommodoreMcDade finishes off the month's tasks and tips with a few for *Beany Bop* (written **Beck** — **Beck**).

**Level 1:** Pick up the flower pot and press key 1 and start to walk to level 1.

**Level 2:** Pick up the coffee pot and press key 8 and start to walk to level 2.

**Level 3:** Pick up the pitch fork and press key 8 and start to walk to level 3.

**Level 4:** Pick up the goblet and press key 4 and start to walk to level 4.

**Level 5:** Get carton tube 1 to the left and pick up the pie and press key 8 and start to walk to level 5.

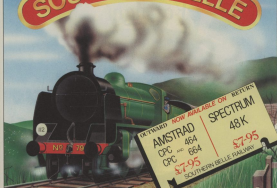
**Level 6:** Kill all the mutants and pick up the point ruler and press key 3 and start to walk to level 6. Also

completing level 25 a message of congratulations appears and you are told to get to the game adjustment screen and set the special code to any number from 1 to 25 and press start to begin on any level. This unfortunately marks only when you have completed the game, so you will not be able to practice the difficult screens until you do so. Before the game enters the home screen, you are treated to a French display.

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# Fairlight



BY BO JANGBORG

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Your Spectrum, November 1985



# COMMANDO



Which game makes *Band of Steel* look like a Sunday School primer? Which arcade machine has been scoring as much of a hit in the arcades as *Space Invaders*? **COMMANDO** that's what.

To celebrate the release of their official *Commando* games on the Spectrum and C64 (E!E software is offering a genuine Capson *Commando* arcade machine to the winner of this exclusive C+VG competition).

Yes, one of these snazzy hit machines could be yours to play in the privacy of your own home. No more embarrassing moments when you start shouting and screaming and jumping up and down as you get near that all-time high score!

The first prize winner will also get a copy of the Elite *Commando* game for his or her computer, plus a special combat issue *Big Bad* magazine.

What you have to do is as simple as might as well

be giving this amazing machine away. All you have to do is predict the highest chart position YOU think Elite's *Commando* Game will reach in the C+VG/Callup Top 30. That's all.

Tell us if you think it will get into the top 30, top ten or even number one. Even *Big Bad* could have a crack at this one!

Once you've decided, all you have to do is fill in the coupon and send it to us at E!E VG. Then you'll have to watch the charts to discover if your guess was right. We'll be closing the competition on January 18th — so, you've got to allow for two months of odds, the first person out of the millbag with the nearest guess gets the prize.

Elite have a good reputation for producing chart games — so bear that in mind when you come to make your guess.

Fifty runners-up will get a copy of the game for the Spectrum or C64. Don't

forget to tell us which machine you own. Mail your entry to: Computer and Video Games, *Commando* Competition,

Priority Court, 38-39 Parkington Lane, London EC8 3AQ. Remember the closing date is **JANUARY 18th**.

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# PINBALL COMPETITION

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Thanks to the people who brought you *Maschinen Meister* — the best Spectrum computer pinball simulation around — we can offer you the chance to win a real lifetime pinball machine. And 25 runners-up will be able to choose ANY PMS game for their computer. How there's an offer you can't refuse.

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You can either cut the bits out and stick them on a piece of paper or card or draw your own, or simply make a photocopy

of the page if you don't want to spoil your issue. You could even buy another copy — then we could afford to fix the first's wacky eye!

If you like, you could also have a go at designing a back-flush for your pinball — you know, the amazing artwork that often appears around the bit where the scores flash up! Give your pinball a name, too. The more original it is the better.

Let your imagination run riot and create a pinball for the video age!

Closing date for the competition is December 14th, 1986. Normal C+VG competition rules apply and the editor's decision is final.

Don't forget to fill in the coupon and attach it to your entry which should be addressed to: Computer and Video Games, Pinball Competition, Priority Court, 28.22, Farnborough Lane, London, EC9 3AB.

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# Highway Encounter

**S**tuck on the road of no return? Never fear — C+VG is here to help keep right on to the end with our special screen-by-screen playing guide to *Highway Encounter* — one of the hottest games around for the Spectrum and Amstrad right now. Dimension Graphics supplied the screens while our very own highway patrol man MARCUS JEFFERY brings you some useful alien bashing tips to help you save the world.

## SCREEN 00

The beginning of the road. To finish here, drive forward from a line and move forward. It's a good idea to move to one side and start shooting forward to clear a barrel from the line in the next scene.

## SCREEN 01

Your first alien will be waiting for you, but on the other side of the barrel. If you've cleared a barrel as suggested, you'll have no problem getting rid of him. Leave the Lasertron and your main line here for a while and go it alone.

## SCREEN 02

Enter this scene just to the right of center. Three-steered Lasertron will come straight at you down the center of the road. If you're here firing as you enter, you'll hit the rightmost and middle aliens.

## SCREEN 03

Nothing here. You can't judge the glass covers, but the Lasertron will hit because they appear.

## SCREEN 04

The first major obstacle. The two alien cars'll be moved, so you've got to use the barrels to push things — a punt! Their destructive tendencies. The two aliens will disappear under fire. Because of your concentration which will attack you on this screen. It's a good idea to kill these before moving ahead with the barrels, but don't stop into the next scene, or you're likely to

struck an even more deadly barrel.

## SCREEN 05

Nothing here, but you may like to use the barrel or blocks as protection in the next scene. The leftmost block is also gone. Just keep firing down the left-hand edge and it'll come to a stop in Zone D. Then just counter up behind it, stop, and start blasting.

## SCREEN 06

This is where you need the first major assistance. Stay back to keep that a line of sight and by one too.

## SCREEN 07

A repeat performance here with plenty of aliens attacking. Don't worry about losing the enclosed area in the center — you'll have to do it eventually anyway. When the alien cars show one of the blocks to push the mine against the wall. Also, don't forget to move the barrel from the center of the road — the Lasertron is coming on you!

## SCREEN 08

Nothing really here, but take care to move the one other in the center or the right. May a certain bar come to grief at the bar.

## SCREEN 09

This is the start of the next obstacle. Fire carefully, entering down the center line with laser blasting. This will push the two outer barrels to block the progress into Zone D then either sit at the side or move one of the barrels into the next scene to block off the last three aliens. Again, don't forget to

move that barrel from the center.

## SCREEN 10

There'll be three more of those barrel-mounted alien (try to wait for you here. This barrel counter) between Zone and a barrel ball will do easily if you just sit back, relax and just let it off.

## SCREEN 11

You've just reached the first major checkpoint. Congratulations! You don't get scored any and that does the most between the lines. It's not doing you any harm, and provides an excellent stopping point for the Lasertron at a later stage. In addition, if the Screen isn't EIGHTY control, you'll do.

## SCREEN 12

Several moving time again. You only need one barrel, two are provided if you find this quicker.

## SCREEN 13

Just, for a little variation, this screen requires laser power — isn't that a bit machine rule instruction?

## SCREEN 14

Pushes here. There's a corner hiding in there. I've sometimes managed to kill it straight off — I've hit to the line — but normally you should judge one of the side blocks into that angle) then fire up down the diagonal to slaughter the offender.

## SCREEN 15

Now enter the real trouble. This screen can be pretty tough. Push back in, but the rest of it might coincide using the



blocks from the previous scene as protection.

## SCREEN 16

Full screen ahead, but take care it can see or two staggered barrel) before the dust from the previous shot-out.

## SCREEN 17

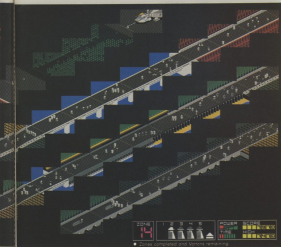
Hold your horses. It's no good rushing through here. You'll need those barrels in the next scene. One or two carefully controlled nudges should line them all up, then take them all together.

## SCREEN 18

Remember. Mine can be dangerous to your health, and these diagonal ones are not exceptions. Just stay cool and it's really quite easy.

## SCREEN 19

One of the normal game play. The alien can keep coming. There are a couple of barriers providing much needed protection. The first couple are just those one-eyed brutes who aren't a straight line and they hit something. From then on, normal commands



■ Zones completed and vehicles remaining

traffic normally pay dividends.

**ZONE 2B**

A red barrier of blocks controls the road. You may like to leave a entire block to stop the Lasertron -- depending on your situation -- but don't forget to take one block with you for later use.

**ZONE 3**

These three barriers are also needed, but don't use one or two big months to fill with your steel fire.

**ZONE 4**

This is what the barriers are for. I hope you remembered to bring along the block to help out!

**ZONE 5**

Just as you thought things were getting easy, there are plenty of tactical drivers to keep you occupied and a couple of lasers in the center. When you're finished off the lasers, you're going to have to let the others out if you want to clear the center. A little diagonal blasting will also deal

with these mines. Whatever you do, don't forget to take one of those blocks with you.

**ZONE 6**

Nothing is right. The best bet is to leave the block just past the marked square in the next zone then move up to it.

**ZONE 7**

You'll be immediately set upon by swarms of unprovoked enemies, which come hurtling down both sides of the road. Fortunately they're as stupid as ever, so you should be able to pick them off. Then deal with that mine -- yes, that's what the block's for. Tap the mine on the left-hand side, or the Lasertron won't fit through otherwise.

**ZONE 8**

It's the OR. Evered again. Lots of enemies -- the mission is to force -- to keep you occupied.

**ZONE 9**

Take these barriers

**ZONE 10**

The greatest multitude of enemies since yet. Use the barriers to let yourself through. Then rush to the next screen for help.

**ZONE 11**

The end of the road is just that the screen don't think so. Starting taking care of them, you'll notice a few barriers just hanging about waiting to be used in the previous zone.

**ZONE 12**

The Lasertron has made it, with just seconds left on the clock. It hits the final line lasers and ALL YOUR VEHICLES DEINTEGRATE!! I had a few giggling moment, until a little message appeared saying "Lasertron Activated", and it moved forward. The Lasertron obviously has a great time hurtling to itself as the alarm bells go on to burst. The alarm sounding quickly, then disappears under the onslaught. Then an impromptu laser message appears.

PREPARE FOR YOUR NEXT

STUNNING ENCOUNTER and it starts all over again. Is it my imagination, or are the aliens getting quicker this time?

**GENERAL TIPS**

Don't worry about the time to fight with, just work out the quickest method of clearing each screen. The time factor is usually the most important in the end, but you've got to know what you're doing. NEVER, never, go back for the Lasertron. Unless you see or hear last file and are taking the Lasertron along with you. Remember the time -- navigation is much quicker.

Take each file, just go as far as you can, blasting everything in sight. When you lose a file, if you've marked one of the safe points, you can take the Lasertron and all the spare vehicles along the wall together, saving valuable time.



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# Back to Skool



Dropped back for another term, Eric continues his one-man fight against the Education system. All his old adversaries are there, plus escapees from the Biology room and, even worse, girls! Lucky he stocked up on stink bombs over the holidays!

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BACK EVERYTHING WE  
TOOK FROM THE BEAST!



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ISN'T THE BEAST—IT'S  
THE PEOPLE & FOOD.

IT'S NOT  
THEY!  
LET'S GO!

LET'S GO!  
RELOCATE!



WHAT'S A  
TECHNICAL STUFF?

LET'S  
BRING BACK  
EVERYTHING WE  
TOOK FROM  
THE BEAST.

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WOLFEY BIRD AND THE BIRDING '99

WOLFEY BIRD AND THE BIRDING '99

COMMODORE 64



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PICK OF THE WEEK (CT Weekly, PC Weekly) - FRONT COVER FEATURE (Com. Hor., Zzap!64)

No.3 DECEMBER 1985



# GAMES BOOK



**MAD MUNCHER/NECROMANCER'S REALM/DRIP DROP/TRUCKIE**















DRIP

DROP

DRIP

DROP

## ● Spectrum

Don't be fooled by the apparent simplicity of Drip Drop. The game becomes progressively more difficult and addictive.

The aim of the game is to control a robot to catch falling drops of water. Easy enough until one drop of water becomes two and then three. And, to complicate matters, each drip drops at varying speeds.

The listing is in two parts. Type and save program one, then type in program two separately and save it on tape after the first.

The listing includes graphic instructions which are underlined. Type any underlined character or digit in graphics mode (CAPS SHIFT + 'V'). A digit may be preceded by 'bc' in this case hold down a shift key when typing it. Other underlined instructions are shown in brackets.

Control keys are Q for left and P for right.

● By Richard Taylor

### LISTING ONE

```
10 FOR NUMBER "A" TO 999:7
20 READ X: POKE X,M: NEXT X
30 DATA 60,210,250,120,100,100
  .60,100
40 DATA 0,16,50,124,124,124,12
  4,56
50 LOAD ""
```

### LISTING TWO

```
1 INK 7: PAPER 0: BORDER 0: C
  LS : PRINT "HELLO"
2 FOR M=1 TO 72
3 READ B: BEEP .1,X: NEXT X:
  BEEP .1,B
4 REM data for tune,if get K.
  OUT OF DATA then check following
  numbers,if dont feel like type
  a tune out then start at line 7
5 DATA 0,0,3,2,0,0,2,3,2,0,3,
  5,7,3,5,7,7,8,7,5,3,2,0,7,0,7,5,
  3,2,0,0,-5,0,0,1,-5,0,0,2,3,0,-5
  .1,0,0,-5,0,0,2,3,5,7,8,7,0,2,3,
  5,7,8,7,7,5,3,7,3,3,0,2,3,2,0,0,
  2,3,2,0,0,0,-5,0,0,1,-5
7 LET hi=0
8 REM introduction screen
```









```

3025 REM next line decides if yo
u are to proceed to the next lev
el of difficulty
3030 IF sc>20 THEN GO SUB 7000
3040 PRINT AT p,0-1:" "
3050 PRINT AT p,0-1:" "
3100 IF INKEY="q" THEN BEEP .0
03..0000: LET sc=1
3125 IF INKEY="N" OR INKEY="M"
THEN POKE 23562,3: PRINT AT 21
,0:"PRESS ANY KEY": PAUSE 0: PRI
NT AT 21,0:" ": POKE
23562,1
3130 IF INKEY="p" THEN BEEP .0
03..0000: LET c=c+1
3140 IF c>10 THEN LET c=10
3170 IF c<1 THEN LET c=1
3175 REM next line decides if yo
u have scored ten and if so it a
nounces you to the next line
3175 IF sc=10 THEN GO TO 6100
3180 LET sc=,5: GO TO 1000
3200 REM next few lines are the
the lines in the program that m
ake you loose a life
4000 IF lives=1 THEN GO TO 5000
4005 BEEP .1..5
4010 LET lives=lives-1
4020 PRINT INK 3:AT 6,21:"LIVES
": INK 3:lives
4100 GO TO 710
4120 GO TO 710
4200 REM end of game sequence
5000 CLS : FOR a=0 TO 10: PRINT
AT a,0:" "
" GAME OVER "a,0:"
"
5010 PAUSE 10: NEXT a
5020 FOR a=10 TO 29: BEEP .015,n
: OUT 255,RND*7: NEXT n: GO TO 1
0
5090 REM score sequence
6000 LET sc=sc+2: PRINT AT 10,f:
" "
6010 PRINT INK 7:AT 9,21:"SCORE
": INK 5:sc
6015 REM next line decides if th
e hi-score has been beaten
6015 IF sc>hi THEN LET hi=sc: P
RINT INK 3:AT 12,21:"BEST ": IN
K 5:hi
6020 GO TO 710
6105 IF sc>20 THEN LET sc=,5:
GO TO 1000
6110 LET sc=,9: GO TO 1000
6200 REM in next line the print
statement should be entered with
the B in graphics mode
7000 PRINT INK 5:AT 0,0:"B":AT
0-1,0:" "
7010 IF c>=19 AND c<= THEN GO T
O 8000
7020 IF c<=19 AND c<= THEN PRI
NT AT 0,0:" ": PRINT AT 0,f:" ":
PRINT AT 0,0:" ": GO TO 8000
7030 REM 7000-7100 DECIDE THAT I
F YOU HAVE ENOUGH POINTS TO REMA
IN YOU WITH AN EXTRA LIFE
7040 IF sc=50 THEN LET sc=60: G
O SUB 8700
7100 IF sc=100 THEN LET sc=110:
GO SUB 8700
7120 LET c=c-.3: RETURN
8000 LET sc=sc+2: PRINT AT 9,21:
"SCORE ": INK 5:sc
8100 IF sc>hi THEN LET hi=sc: P
RINT INK 3:AT 12,21:"BEST ": IN
K 5:hi
8120 GO TO 930
8700 FOR a=0 TO 10: PRINT INK 4
:AT 21,a:" BONUS LIFE! ": BEEP .
25,1: NEXT a
8710 PRINT AT 21,0:"
":AT 21,0:"P
RESS ANY KEY": PAUSE 0
8715 PRINT AT 21,0:"
"
8715 REM next few lines restore
the screen back to normal after
being messed around by the hisco**
8720 FOR q=157 TO 255: PLOT INK
2:q,0: DRAW INK 2:0,3: NEXT q:
FOR p=157 TO 160: FOR r=252 TO
255: PLOT INK 2:p,3: DRAW INK
2:0,4: PLOT INK 2:r,3: DRAW IN
K 2:0,4: NEXT r: NEXT p: LET hi
=hi+lives-1
8730 PRINT INK 2:AT 0,21:"LIVES
": INK 3:lives
8740 RETURN
9000 PRINT INK 5:AT 0,0:"B":AT
0-1,0:" "
9005 IF c>=19 AND c<= THEN PRIN
T AT 0,0:" ": GO TO 9500
9010 IF c>=19 AND c<= THEN PRI
NT AT 0,0:" ": PRINT AT 0,f:" ":
PRINT AT 0,0:" ": GO TO 4000
9020 LET c=c+.3: RETURN
9500 LET sc=sc+2: PRINT AT 9,21:
"SCORE ": INK 5:sc
9510 IF sc>hi THEN LET hi=sc: P
RINT INK 3:AT 12,21:"BEST ": IN
K 5:hi
9520 GO TO 930
9997 REM MATTHEW TAYLOR 1985
9998 REM ...END OF PROGRAM...
9999 SAVE "DRIFWOOD" LINE 1

```









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# COMPETITION

# THUNDERBIRDS



© 1985



Thunderbirds are Gal Yee, the puppet heroes of International Rescue are back in action — this time in a new computer game from Firebird Software.

Thunderbirds was a highly popular television series which started in the mid-1960s. Reports are still shown from time to time.

Each week viewers thrilled to the exploits of the five Tracy brothers and their friends Lady Penelope, Parker and Brains, who ran a private rescue service, saving the world again and again from doom and disaster. When all seemed lost, International Rescue, in their five wonderful Thunderbird craft, would be called in. No job was too difficult for them.

Thunderbirds was created by the imaginative Gerry Anderson, who was responsible for many other smash hit puppet shows such as Supercar, Fireball XL5, Stingray, Joe 90, Captain Scarlett and more recently Terrahawks.

Now Thunderbirds One and Two are back in action in Firebird's new game. Their mission: to rescue a team of Egyptologists trapped deep inside a tomb. The game combines more complexity and strategy as the two Thunderbirds move deeper into the tomb.

Now is your chance to join in the rescue action in a great competition from Computer + Video Games and Firebird.

We've got 25 of the new games as prizes for you to win. All you have to do is answer the three questions below and fill in the form to be in with a chance to win.



## COMPUTER + VIDEO GAMES THUNDERBIRDS COMPETITION QUESTIONS

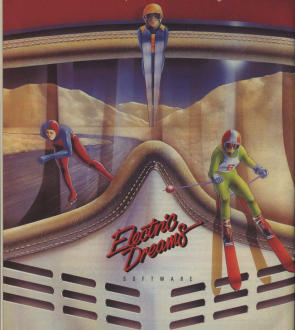
- 1) What colour is Lady Penelope's Rolls Royce? \_\_\_\_\_
- 2) Name three of the five Tracy brothers and which Thunderbird craft they are associated with?
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

- 3) Where is Thunderbird One's launch pad hidden? The breaker: is no more than 20 words, say which one of the Thunderbird characters you would like to be, and why?
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

Send your answers to Computer + Video Games, Thunderbirds Competition, Priory Court, 30-32 Farringdon Lane, London EC4A 3AF. The closing date is December 1985 and the editor's decision is final.

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Developed by a special unit of Datascsoft, from a screenplay written by John  
Pemberton. © 1989 U.S. Gold Limited. All rights reserved.

# ★ ARCADE

Clare Delaney, *Idem Corp's* Arcade app, has been securing the country's arcades for the hottest games around. And it looks like she has come up with the goods in a big way: an exhibit going to be this year's Big arcade smash. —*Guaranteed.*



## ● GAUNTLET

A kind of four-armed character fights for their lives as they run past or vanquish demons and ghosts designed upon them. Start by the right they try to rally. (Clare here) Gauntlet was the first I used help.

Although they work on the back, here no match for the mighty, they arrive at the steps of their the dragon. Within seconds, the evil dragons are the monsters of steel grow. Finally they make their way through a gap and open forward to help liberate the Wizard, whose magical powers are not much help in this endeavor. To be certain that they're the only one, the strong armor has gathered but against many of the flying machines.

The search for the evil begins next. Gauntlet has already found a key. It is hoped that that key is not needed to open the gate to the weary gauntlet's final chamber. They would a chance almost trapping them, a strategic position. (Clare is a flush. They sleep to sink in it. It might contain any one of a number of potions, all will be helpful.)

They rise a round smaller tent. More magic and stronger than in the (Gauntlet) form, and it's black. They will slip like figure traps around them. It will be a long fight and many lives will be needed to run free. Perhaps a magic potion will do the trick?

The wizard is dying, unless a clear hand comes. As a brother standing in a line to see that Merlin is looking for

he is in urgent need of food to restore his health or for more money to be put into the machine. Merlin's health has suffered in the last fight. But he's stuck with another 1000 health units and needs fighting for more action.

An axe is found. The four dragons find the hole and find themselves on a new level. The corridors are more complex and there seem to be more traps and ladders around. This time they have found their way. They together and fight to win.

There are treasure chests, some which fill the coffers of the one who runs past them. There's some time for great in gold bottles, but if it's possible they will there up for some points. Once again, the deep work is hoped. The stone is dying. When necessary for too disorganized leaving the remaining time to continue the search for the Monster who finally sleep within the labyrinth.

Merlin's Gauntlet is fabulous. It is a four-player game with simultaneous play on the face of it. And the beauty of the game is that players can leave or join at any stage without affecting the play of the remaining characters. The problem is that you can't get anywhere unless you've got those gems playing with you. See *Idem's* *Idem* from *Comcast* at present holidaying

in London. To complete the quest of four characters are necessary. Each has its own strengths and weaknesses but, founded together, they make a formidable team.

Introductions are finished on the screen, colour coded for each character, giving advice and warnings. They are usually accompanied by a voice issuing from the depths of the machine. The clearly suggests that someone may well be hiding in there. The sound system works in great when you hear the level, but there is plenty of time to stop, learn more money and continue playing.

*Idem* has recently gained its popularity in the States, and now hopes that it will do as well on the UK. We are delighted to see four people playing. (Clare is a flush. The English are in general, more reserved than the Americans, but we've disappointed that that can be overcome.)

There is so much to learn about the game. The properties of the magic potions, what strategies to employ to defeat the monsters, and the best way to kill the Gauntlet. The list is endless and only learn with practice. (Merlin's advice: beginners can play with and lose too. It's very easy to get into.)

Well done! Arc!

## ● INDIANA JONES

Indiana Jones is back in his tracking form. Following the huge success of the movie, it was only a matter of time before Indiana Jones and the Temple of Doom made its debut in the arcade.

Help Indy to escape the children locked in cages by walking the snake like whip to open the doors. Free (Indiana) quickly and bring some. (Clare here) The game is a simple, intelligent one. If you have around in one get for the long, they will have in an eye. A quick visit of the whip should bring them to their knees, although they remain standing.

The children are locked in individual cages, each on a different level, connected only by rocky ladders and narrow rocky paths. Watch your step or Indy will plummet to his death. A good tip when leaving off the ladders is to let them move them over. If you are in the wilderness and manage to do that, they will fall a couple of levels, giving you more breathing space to reach the next level.

The cartoon is taken directly



## SPEEDUP MISSILE

57300

# DE ACTION



from the film... is most effective when you take the elevator ride through the maze in a ballroom game on. The winding track divides on various points into only to connect for the one making the floor busy in the entrance.

In this feature, body logic is playing. You walk from here. Alan has some again some seconds with the area. Sometimes, the words are clear unlike the general idea. Make which is more usually the case.

Now the difficult part where timing is essential. Break the status of both and collect the code above to

activate an exit door to the right of the screen. The status can only be reached by crossing a row of burning oil. It is up to you to work out how. Through the exit and back to the start with some children to their names. Flaggers and so on. This game is addictive, but nothing compared to Columbia. Alan's other new approach.

Indiana Jones is also a featured game in since you have worked your way through the maze. Initially levels there is not much more to do, other than repeat the same scenario over and over again.



## ● HANG-ON

Light as green... The more is descending on seven falls low up to the roof of their feet. The big drops and they're easy. Turning the handle for maximum speed they approach the first phase. Training over could then become an obstacle jumping the ground to make the best use of the power. Strengthening to put up speed again.

Four stages and all levels are being set in a line. One particular item is to make a set of the game. Knowledge and skills out of control. Bought off the track, which you to handle. The bike controls and controls. The bike controls and controls. But this is a hard up. Middle and collisions. End of the race for that time.

Being awarded left in your case, the bike making the end of the first leg. Extended time means that you can continue for another minute or so in the grueling road test. Area with the stress of holding the bike steady when necessary. The race continues through the night and into the next. The more is incredible... let up your concentration for an instant and you will never straight into a hard point.

Starts that sound like an... game? Well better believe it does. Hang-On is a fast-paced racing game to hit the roads for a long while. Its fantastic... a thrilling ride on a gleaming red bike that you have to sit on in order to play. The motor bike is the size of a car on a large platform. The screen is locked away inside the handle and the steering and brake go where they would be in a real

machine. All games may seem expensive, but with practice you will be able to stretch it for miles.

The most unique feature is the act of controlling. Big time to physically lean the bike over and control as your take on



screen follows suit. Forget to lean and you will never straight off the track. Taking a right corner requires a bit of muscle power as you have to lean over quite far and hold the bike down until the corner is closed.

Hang-On combines the superb graphics of a Pole Position style race with the physical act of riding a bike. It's great, made for speed nuts and fans of all. You don't even need a driving license!



## DEMONSTRATION on 16



## We Make 'em Good...



Here's a couple of challenging new games to lock your brain cells into over-drive.

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Then you can settle *Old Scores*. Cryptic from the start, *Old Scores* is a mystery to everyone. Even I haven't got a clue what it's about. So it sounds as if you'll have to play it by ear.

When that little lot's got your brain in a flat spin and your knickers in a twist, you'd better get yourself straightened out...

SPECTRUM 64-95 COMMODORE 67-95  
AMSTRAD 67-95

## ... & We Make 'em Better



### OPERATION



### CARETAKER



*Operation Caretaker* is a computer care kit complete with a cleaning tape and built-in demagnetiser, a tape to check automatic alignment and a specially designed screwdriver to adjust the head alignment. And all instructions are displayed clearly on screen. Now, isn't that better?

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# Old Scores

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# MUGSY'S

## Revenge!



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# DEAR BUGHUNTERS

I've been almost four weeks in a hospital bed, but it was worth it for the information. I'd also had plenty of time to plan my next attack on the Bug Hunter Recreation Room. It was an idle comment by Otis that gave me the vital clue.

The drink machine was borrowed from the Tropical Paradise Club down the road. A nice big machine with plenty of room inside for both myself and my bandages. With a small droid to wheel the machine into the room — (You needn't try to put that on expenses) — I got my second look at those dreadful Bug Hunters.

They were all gathered around a table near the far side of the room where B-Care was trying to teach them how to play cards.

"But your cards only have one spot on them,

and mine have seven," Big Red was complaining. "You said that the more spots a card had the better it was, and if it had a picture on it, then it was better still."

"Well, yes, normally. However, if you'd been listening properly, you'd have heard me say that the Aces are special, and have the highest value of all" replied B-Con, controlling his obvious exasperation.

"I was listening," said Big Red. "We been told that my hearing is very good. Only you didn't tell me that the Aces only have one spot."

"Oh, good hearing, eh?" queried Otis. "I seem to remember you having very bad hearing when those C+M readers were pointing up about the Mario Paccan program for that Commodore 64 of yours. It's not really surprising either, given the amount of garbage at

the end of that listing in the October issue."

"My hearing is perfectly okay," insisted Big Red. "Unfortunately, I seem to have mislaid the Mario Paccan cassette. I'm a nasty fellow. I used the tape to record Big Bertha's Dastardly Salads. I typed the whole Mario Paccan listing in myself recently, and it doesn't seem to make any difference if you just stop after typing line 81905."

"I think some people may be having trouble with the longer lines, such as 88 and 280, which are shown in the listing as being more than 80 characters long. So, you've got to miss out the space after the line number, and type in abbreviated commands, such as P and SHEFF: Q for POKE."

"Anyway, if everything has been typed in according to the listing, then the program should

work."

"Have you two quite finished?" enquired B-Con, dealing another hand. "Good, then maybe we can stop changing the subject and get on with the game. I do believe it's winning."

"By the way," murmured X. All heads swiveled towards X. They always did when X spoke, simply because he didn't say much, so when he did speak it was usually fairly important. "I don't want you to think I'm trying to change the subject. Only I wondered whether anybody would be interested in the new drink machines which that droid over there has just delivered."

"I know it," gloated Otis. "Power. That's what it is. I told you they'd break eventually. All we had to do was hold out for long enough and they had to give in. You see they need us. We're not

continued on page 94 ▶

and your common everyday service robots. I'm ... I mean I'll be better than the rest. Hear me, maybe you'll listen to me, instead of ..."

"Have you taken a look at this machine?" interrupted B-Con. "It's quite unusual. Look at these dials ... Tepala Sunrise ... Hawaiian Punch ..."

"Not exactly a tasteful collection," said Odis. "However, it's a lot better than before. Of course, if we continue to ignore them, they'll probably buy us yet another machine, or possibly something much better altogether."

"I don't care what it tastes like," boomed Big Red. "In truth, I would drink an ocean, but it probably start rusting. Here, let me have one!"

"Hold it, lead head," shouted Odis. "I got the machine, so it's going to be the first to use it. Out of my way B-Con. Now then, I think I'll try this unusual concoction, down at the bottom here!"

I felt something hit the back of my neck.

"Fuzzy. Nothing happening. Give it a kick Red," said Odis.

"DON'T do that!" B-Con warned. "Remember how the last machine got broken?"

"Don't try and tell me what I can and cannot do," warned Odis. "You're not even fit to print a Spectrum listing correctly."

"There's nothing wrong with my Spectrum listings!" B-Con objected.

"Oh no? Well, why weren't the graphics converted in the listing of Moon Sagger in the October issue, so that people could understand what to load?"

"They were just the normal Spectrum user-defined graphics," insisted B-Con. "All anybody has to do to find out what to type is to run the program with just lines 112 to 117 typed in. Then, if they print out the graphics characters 'K' to 'P', they'll be able to see which is which."

# DEAR BIGHUNTERS

"Well, I still think it would have looked better if you'd converted the graphics the you're supposed to," Odis informed him. "How then Big Red. Why haven't you kicked the machine yet?"

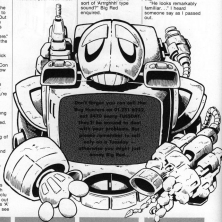
"I'm not going to do anything until you apologise for calling me a lead head." Red said sulky.

"Don't be stupid," said Odis. "I was only telling the truth. You're made of a metal compound, just like the rest of us. Therefore your head must

have metal in it. So why shouldn't I call you lead head?"

Suddenly Odis, who had been sitting away from the machine, came charging towards me. There was a loud crash, the plastic cap splattered metal and was immediately filled by five cup-fuls of steaming liquid.

"Before you do anything, I'd like to know if Big Red's excellent hearing heard anything just now," said B-Con. "What? You mean a sort of Amphetamine sound?" Big Red enquired.



"Well, I'd have described it more as an 'iggyggy' sound, but you're class," confirmed B-Con.

"Yes, I didn't hear anything," said Red. "Now, I think I'll have the Tepala Sunrise, second from the top here goes ..."

"Big, Odis. What does your taste like?" Red asked, a slightly puzzled expression on his face. "I would have sworn mine was tea. White with medium sugar."

"I know it," shouted Red, and gave the machine a hefty kick. The machine didn't seem to be pleased about this and decided to fall apart.

I knew the four legs starting down at me were less than pleased with this.

"He looks remarkably familiar. ... I heard someone say as I passed out."

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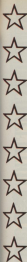
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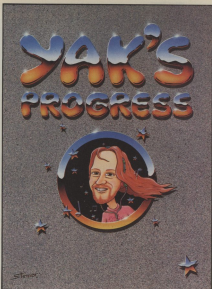
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# GOONIES COMPETITION



GOONIES COMPETITION



GOONIES COMPETITION

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Once you've got all the answers, fill in the coupon and mail it to Computer + Video Games, Goonies Competition, Priority Court, 24-22 Farringdon Lane, London EC2A 4AG. Closing date for the competition is December 18th and normal C+VG competition rules apply.

The first FIVE winners will get five tickets to go and see GOONIES at a cinema near your home, plus a copy of the GOONIES game, plus a gold doubloon — not real I'm afraid — plus an exclusive Big Red T-shirt. Not bad, huh?

The next 20 runners-up will get a copy of the game and a doubloon. Now this is a competition you can't

refuse. Just check out the questions and rush your entry off today!

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1. Name the Spielberg TV film which featured an apparently defenceless giant duck which launched a poor defenceless motorist.
2. Close Encounters of the ... Kind. What number fills the gap?
3. Spielberg made a film about a little alien called E.T. who was stranded on Earth. What do the initials stand for?
4. Which nasty creature terrified a small American town. Was it A) Godzilla B) Swampy, C) Gremlin, D) Bessie?
5. Which famous American female rock star sings the theme tune to the Goonies film?

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# DAMNED COMPUTERS

It may surprise you to learn that many of our most famous pop stars are interested in computers and computer games. So, at last, computer games are becoming hip — with a little help from the stars of the music business, of course. WENDY PEARSON discovers what the average computer owning rock musician does after a hard day at the studio. Haven't you ever wondered what Fik Harshaw plays with in his bedroom at night...?

**W**ho would think that someone with a name like Rat Scabies would have fun playing with a Dragon 32? Fans of pop group The Damned may be surprised to hear that Rat's favourite pastime is playing the best selling Chuckie Egg on his micro — that is, when he isn't collating details of the band's activities and details of their latest releases.

Rat 29, whose real name is Chris Miller, also loves arcade games.

"I'm a great arcade game freak and I especially like the boxing ones. My favourite one, though, is Popeye which I started playing on our trips to America two years before it was released here."

Other favourites include Kung Fu and space games. "You know, the ones where you get a load of speakers up your bum!" No wonder one of the band's recent singles was called *Grimy Fender!*

The space age fixation

shows up, too, in the working title of the band's current album, *Flyovers from Mars*.

Mr Scabies has a serious use for his micro too. "Use it for listing all our records and information on singles including the highest chart positions, where they were recorded, the producer's name, how many we've sold, when we released them and so on.

"I update it whenever necessary so that at any given time we can produce details of things we've done and run it off for whoever wants it on a computer printout. The great thing about it is that it's so good at information storage — just like a filing cabinet."

Rat used the Dragon a lot in the days when he used to run a band. At that time, they had their own merchandising company making things like t-shirts and in bus form, he used a stock control program to help things along.

He also reckons computers, in a way, help beat the system. "Someone can always crack the uncrackable."

Computers are having their effect in the recording studio, too. At the band's studios, all the sound recording and mixing details are transferred onto disk.

Things like frequency, noise levels and other technical details are backed up to disk, which means that 48 independent mixes can be stored on one disk, using the SLS (Solid State Logic) system.

But when it comes to programming, Rat isn't interested. "Why bother? Programming is so slow, it's not really worthwhile."

However, he did give Boss a crack, enrolling at West Kensington College for a six week course. "It was really good value, only £8," he says. "But being in a band and all that, I missed the third lecture and totally lost track of

everything when I went back."

Playing with micros must run in the family. Evan Rat's dad, whose love of music encompasses Wagner rather than rock, keeps his record collection up to date using an Atari. "He's an accountant but he's into Wagner in a big way."

Another home micro fan is Dolphin Taylor, from *Spinal Duetting*. However there is one problem on the horizon. "My Amstrad CPC664 wakes up my girlfriend with its beeping," said Dolphin, who likes to play with his Amstrad in the middle of the night.

"We've had a few rows about it, which is ironic, as it was her idea to get it in the first place."

"In computer buff terms I'm a comparative novice, but I got into it originally because of the computerisation of recording studios, which I find very interesting," he said.

Will he upgrade to the disk version? "It depends





I have plenty of software for the tape version and the loading time doesn't bother me, even if it is slow. But I do have a 10-year-old friend who's disgusted at the speed of it and thinks it should load a lot faster.

An artistic soul, Dolphin likes drawing on the Amstrad, plotting sets of numbers then seeing what comes out. "I find that quite relaxing," he said. "It's not exactly much of a maths person."

He's also busy "weeding" his way through Basic. "I do charts and things but haven't written any original programs," he says. "I like playing games on it, particularly the WarBunch, a western-type shoot-out game where you play poker with the town bandit. Other ones I like are sports ones like football managers and tennis. I'm not really the type who likes basing items."

At Virgin, Hazen 17 came across as the technician, with band members Martyn Ware

and Ian Craig-Marsch both owning BBC Bs.

Manager Keith Bourton tied us in on the details. "Martyn uses his BBC for loads of interesting things including accounting. He's linked into Prestel, and has a banking system which lets him struggle money north of the border. It lets him do amazing things with his money at the Bank of Scotland without even touching it!"

"Martyn is a former computer programmer and he even backed his holiday in Venice using the BBC. He's a regular consumer of computer magazines and software, and knows too much about it for his own good. He's also got a Spectrum, and he's a real buff. He bought me a Spectrum for my birthday so now he's trying to educate me on it."

"Two of them in the band are ready into it all, and their manager is desperately trying to keep up with them," he laughs.

"Ian Craig-Marsch is another ex-programmer. When we did our last LP, How Man Are, (which features a 40-piece orchestra) he did a bar chart with all the costs involved in making the album including the cost of the producer, engineer, studio and everything, so we can see where we've spent all our money."

Much to Keith's relief, vocalist Glen Gregory is "completely computer illiterate." On asking for a word with Martyn, we were told he couldn't oblige as he is "all quoted out and is afraid he will be perceived as a musician who always talks about computers."

But he IS a computer magazine. Oh well, on to someone who isn't quite so shy. "The Rolling Stones' Gill Wynnman is well known for outlogging everything on his micro and will soon be writing a history of the Rolling Stones on it, according to spoken-

women Kelly Price. At the time of going to press, however, Wynnman was on the beach in the South of France and, despite repeated efforts by his record company, he couldn't be faulted off it to come to the phone.

Bob Latt, who manages Human League, Soft Cell and ABC through his firm Tenebris, is also a great micro fan and at the last count he had an Epson PCII portable, a BBC B with various add-ons, a Spectrum Plus and two Apricot, which all help him to keep the bands tight under control.

"I use the Spectrum solely for games at the stage although we have a small demo studio and we're working on music software using the Spectrum, doing digital sampling. Most music software is certainly useful," he says.

"Knight Lane is my favourite game, although after two weeks of playing it, you get a bit fed up with it. I use the BBC for games but only ones on disk, as tape based games are a pain."

"I also do some banking through Prestel and electronic mail using Telecom Gold as there are no games for the Sparc."

"Lots of people who buy records also buy computer games — they're the same sort of people and the attraction of micros for me was the fact that our business is concerned with entertainment of all kinds."



Continued on page 106



Singer Phil Casey

Bob says his various clients use microcs for recording, with Human League having done one of the first electronic albums. The band's lead singer, Philip Oakey, is also a committed microc freak who owns a MAC, Atari, Spectrum, QL and Tandy.

"Acornsoft games are fairly reliable," says Bob. "Axiator is a good flight simulator but I don't see Elite as it's too much effort. I prefer the text adventures. My other favourite games are Jet Set Willy — if I'm in a bad mood, and Fighter Pilot, the Spectrum flight simulation program."

Elite, however, wins hands down as Chris Cross's favourite game. A member of Ultraova, he owns a BBC and although he likes playing games he mainly uses his BBC to compose and record music using the UMI system.

Chris Slevy of Chris Slevy and the Freshies wrote a

game for Virgin called The Biz for the Spectrum 48K. "It contains eight songs by us including 'I'm in Love with the Girl on the Manchester Virgin Mega-store Check-out Desk, — one of our many hopes," says Chris modestly.

"The Biz" also features an interview with Chris and one of his greatest fans, Frank Sidebottom, who now has a record deal of his own. The interview guides Frank on how to get into the music business, and the interview itself takes the form of a game. "I took me 18 months to write and the game encompasses everything you'll meet in the music industry," says Chris.

"The interview is a piece of software within an album, really it also has a competition in it, and from that we chose some kids who will be recorded on our next album. So we might find the next George Michael — you never

know!"

Chris's band also did a single for EMI called Carnageage, "the world's first game on a pop record," says Chris, who began featuring games on records in 1981. "On the B-side were three programs for the ZX81 which consisted of graphic displays which went with songs. Two of the games, one a TK and the other a TK version, were called Flying Train, and a Spectrum version of the game was put out on its own through Manchester indie Random Records.

Chris, a seasoned home computer user, owns a ZX81 to see how much he can fit into TK.

Although the band has never had any big hits, they have had 19 singles out on

home labels including Curt Smith of The Firm, Stuart Adamson of Big Country, Marilyn, Steve Winwood, Bessie Nix of Award, Stuart Copeland of The Police, Steve Hillage and Dave Greenfield of The Manglers.

Jaki Graham, whose single Round and Around was a big success, has an Atari Video machine and is thinking of buying a Spectrum, and Ken Wilde is also into home machines.

We couldn't get hold of the ones who were on tour in seclusion holiday but rest assured there are plenty out there! A spokesman for the band Marillion best summed up the situation saying: "Mark Holly, Marillion's keyboard player, has one and he takes it everywhere with



Chris Slevy of Chris Slevy and the Freshies

11 or 12 different labels, nine cassette albums, plus six one hour videos.

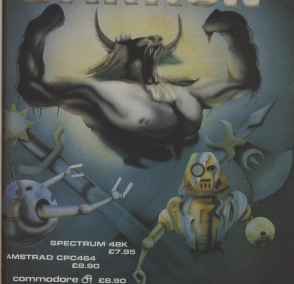
"I like playing with a micro as it's like having an alien being from another planet. If you do something wrong, it tells you, and it's very educational. I have a son of six and a girl of five and they doodle for hours on them," says Chris.

Many other personalities in the music business have

them, but nobody knows what it is and we can't find him to find out."




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# NOISE OF ART

The leaps and bounds in technology have radically changed the way music sounds. Mainframe members, Murray Munro and John Molloy, give you a guided tour of a modern musician's instruments.



We're **MAINFRAME**. Murray Munro and John Molloy. You will probably remember us from previous issues when we created a couple of "Quests" for C+MG, and from our previous album, "Beats of the Lattice Work" on which the drums and percussion were made on our own Digital Sampler/Sequencer — the DS3 — using an Apple computer.

Well, we've moved on a bit. We now have a recording contract with Playbox Records and our first single is out and about. It's called *Five Minutes* and uses the computer almost exclusively for all the music except lead lines and vocals. And we've found ourselves pitched into the world of commerce in a big way because we are the music specification-writers for the company Greengate Production which makes the DS3 system.

We've been asked to write this column on the subject of computers in music. And since we are very proud of our efforts in this direction we are — logically — going to start with our own scene

viewed as part of the general picture of computers in music.

Micro-computers have found many uses in the field of music. The main areas are: Sequencing; Sampling; Composing; Control of MIDI — equipped instruments (More on MIDI next month); Sound synthesis and control of sound mixing consoles in recording studios.

We have had experience of all of these and will deal with each of them in the coming months. Sampling and Sequencing are closest to our hearts, of course — so we will briefly describe our own DS3 device in this introduction to the subject.

The DS3 is a printed circuit board add-on for the Apple II series of computers. We chose the Apple for two very good reasons. We all had Apple's, albeit old and battered, and the machine has very convenient slots for peripheral boards thus making life much easier for the designer of the hardware.

Together with powerful software, the system is a four voice sampling

system with 16k-bits bandwidth and sample time up to 1.3s using the Apple memory of 16k.

The ability to play four notes at once gives the system a great deal more power and versatility over the monophonic samplers.

So much so that the DS3 is establishing itself as a professional instrument in many countries of the world. There were three on the Live Aid marathon TV programme.

The actual techniques of sampling sound will be the subject of next month's column, but anyone wishing to hear what can be done with the art of sampling could listen to our single *Five Minutes* or write to C+MG for a copy of *Let's Trouble* with the *Noise of Art* — a 12", 45rpm single which is ALL made with the DS3 on a four-track recorder in a home studio.

This made the *Disco Charts* in the UK and is an exciting demo of a personal computer sampler/sequencer in professional use.

We know that many readers of C+MG are interested in making music with computers and we will

be very happy to answer questions on the subject providing that you write to us at C+MG. Please don't phone — we are not normally at the C+MG office. Enclose a stamped, self-addressed envelope for your reply.

#### MAINFRAME

To get your copy of *Let's Trouble* with the *Noise of Art* send postal orders for £2.50 to Computer + Video Games, Mainframe Offer, Priority Court, 30-32 Farringdon Lane, London, EC1R 3AU.

#### Continued Next Month





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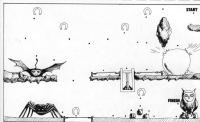
He's the star of **Boffin**, the BBC smash from Addictive Games.

And, thanks to Addictive, we've got a games television to give away to the person who can solve our brain-teaser based on the Boffin game. The test runners up will have the choice of any game from the Addictive range.

Printed on this page is a diagram of one of the Boffin screens. In the game, Boffin must pass through a series of caves as quickly as possible by destroying all the unlucky homesticks in each cavern and then locating the resident owl, guardian of each cave.

What you have to do is work out the quickest route through the cave by joining up the dots. If it matches the route sent to us by Addictive Games, you're in with a winning chance.

Send your entry, together with the printed form, to Boffin Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC2R 3AL. The closing date is December 16th and the editor's decision is final.



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# CONNECTIONS

You only need a phone, a home computer, a modem and a little imagination to be able to transport yourself to another world. Marshall M. Rossenthal shows how . . .

**C**OMPUSERVE is one of the largest and oldest of the telecommunications networks. Many an adventure has run his or her neck line. One of the advantages of the interactive games on CompuServe is that many "bots" if there can never be one. In fact there are others live or the different groups playing the same game on the board at one time.

**Space War** is a good name game, perfect for the beginner. One to eight people can participate simultaneously as they attempt to attack and destroy their enemies. Each player controls a spaceship and must destroy all the other players.

The graphics consist of symbols that represent the various planets and other players.

**Space War** requires good nerves and quick decisions. I found this out the hard way, by getting blown up repeatedly. You can form an alliance with another ship, but ultimately you'll still have to go it all your own. Not exactly a situation that breeds co-operation.

The **MegaWars** series is the big star game in the house, as few CompuServe users a computerless moron to use with it. **MegaWars One** is the least complicated. Up to eight people can square off against each other in a real three-quarter battle that uses real dimensional graphics similar to **Space War**.

**MegaWars Two** is much more sophisticated, and deadly. There are two teams of four ships each. Each team tries to capture as many enemy and neutral planets as possible. Planet weapons are available, as are Photon Torpedoes. Good thing you have shields! **MegaWars Two** also features orbital graphics.

Itchy is the "bandle" for 16-year-old Steve. A high school junior, Steve logs on at least twice a week, more if he can find the time.

"I find the challenge of **MegaWars** exhilarating," he says. "It's not an easy game to master, it requires patience. I enjoy the combat of it, part of the fun is trying to 'push' one the other planets, and finding out whether they have the skill to take me on. There was a time where my moon thought I might take it right in my rear end, so I was up studying. It's too bad that she knows better now!"

Steve logs on at night because it's the best time to concentrate on playing. "That's when I feel really sharp and quick. Icky gives my fingers you know! **MegaWars** gives me something fun to do late at night. Besides," he adds, "I'm not spending nearly as much as I was spending back and forth to the arcade. And I'm having a lot more fun, too!"

"Strategy is very important," says Captain A.H., speaking about **MegaWars Two**. But it can't get through his polite but firm refusal in revealing the secret of his consistently high scores.

"Part of it I will tell you," he says. "I sometimes sit down and plot my long range moves, then contact other friendly players by electronic mail. Good communication is one of the most important elements in maintaining a good defense."

step and reflect an strategy once you've behind the cockpit of a spaceship — that's when you need to be your officers take over." He does admit, with a sheepish grin, that "sometimes I'd rather blast 'em than be diplomatic."

A.H. is a devotee when he's not blowing up spacebuds. He says that the Captain is most of a fantasy role, not like his own self at all.

Does he let other players know what his position is? "Let you cry?" he says. "Can you imagine the reaction of one of my blags? When victims of they run out in my chair and watched me come a storm with sharp, pointed instruments?"

A totally different game is **Sea Wars**. Here space is out in favor of the ocean. You can play against the computer or three other opponents. The object of the game is to sink all of your enemies' ships by commanding your attacks with skill and strategy.

There is a special **War Room** mode where you can meet and talk to other players, as well as your opposing opponents. This is a good place to get tips from those more seasoned. As in **MegaWars**, you can enter the game as an "observer" — monitoring the action around you in order to become more familiar.

Neddy Sam is willing to give me a few pointers. "Don't all," he says, "keep on the move. Never let the enemy get a fix on you because you keep in the same place too long. And control those killer missiles!" he adds. "Make sure you aren't being suckered into a trap."

Sam is very sensitive about his time slot. "It's not important what you are 'too slow' in the real world when you're here, shaping your own reality the way you



"You have to remember that it's not just you and there all by yourself," he adds. "A good set of instructions will help prevent you, enabling you to be more creative and exact better. You can't really

choose." He proudly admits that he's no hand/holder, and was hooked on board games long before he was on the network. I asked what he's spending that on? "No fancy good ones," he snaps back.

The Flinn HomeLink Network has been around for over 10 years, and features outstanding graphics and information capabilities. As might be expected, there usually is a crash when you say something

CONTINUED ON PAGE 112

like that.

In this case only special and expensive terminals could be used. IBM-compatible systems could log on, but this bypassed all of the home computers. However, a screen program from West allows users to access Plato. The program boots the system into thinking that the Intel is a standard Pkcs terminal.

Plato's games combine graphics with a high level of sophistication and elegance. There are over 75 interactive games on the network. Most are one of the most popular, and in of the novel and strategy type. The player embodies a character and then goes out to a land ruled by the laws of fantasy and magic.

Some refer to it as the world's most confusing and compelling three-dimensional electronic maze, with an amazingly endless maze and corridors.

Large numbers can play simultaneously, and the player can control an indefinitely-large game server "node", although each particular room can be controlled.

Skillbooks has been instrumental in Maria for over a year. By day he does maintenance work behind the counter of a bank — but works out for him when his fingers fly on the keyboard.

Does anyone know about his computer, or just a middle, rather alien-like? "None," he says. "That's a fact, but I keep it as a corporate special activity. It's fun but I try not to be financial about playing it too often. I know the value of money."

Skillbooks started out rather poorly as a writer. "It took a bit of time for me to become successful, but I learned from other players, and now I'm pretty good.

person for many an afternoon on Plato. Thirty people can log on the game at one time to form the four teams, the Kaxoi, Pektroon, Kometul and Oxiens. This no doubt sounds familiar to fans of Star Trek.

Spaceballs is a multi-part interactive role playing game set in the Star Wars. This is a galaxy of open space and adventures, where rules are infrequently obeyed, and time and distance aren't the hind and there. There are a variety of activities, races, vehicles and things combine in between that the attorney must face. He must develop his own resources as he maps his way through space, through planets and endless dangers.

Spaceballs is not oriented, but derives reality in that there is an outer sector. The designer, Pkcs, mentions each ongoing game, making suggestions and advancing events of the group playing at that particular time.

Each player assumes a character who can buy for many weapons, acquire vessels, and is general free to try to win alone — as the Gray Sector is NOT the best place to be.

The time and time for a game session is geared in advance. This gives players time to plan and discuss possible scenarios with each other.

I made a pact with Alfred that we'd be sworn allies. A whisper mode allows you to speak to a selected person without anyone else knowing.

He and I have been displaying open hostility towards each other the last few sessions, but I even risked a bit of his cut-off. This, by the way, led into our marching a "valuable bond" of a robot messenger who had the bad luck to get in the way of our "fight".

Alfred got rid of his anger as being part

of his cut by starting off as robot's head in the prison. Somehow I doubt that the other player would like the value of so much.

Every session is a new session, and your character is saved until you are able to play again — providing of course you haven't been killed instantly. A lot depends on the personalities of the humans. I've heard that there are actually some NCCA people in the Gray

The hardest thing about role-playing communication should be processing that long used. Most are becoming whether it can, more sophisticated and change to work!

Modern work over the standard telephone lines, sending frequent information rather than words. A protocol in an agreed system network allows users to send a continuous each-other. Full duplex is like using a telephone, while half duplex involves taking turns — the using a walkie-talkie. Some models can be set either way for greater flexibility in communicating.

The speed a modern handles data is expressed as a baud rate. The common 300 baud type communicates 300 bits a second, but more expensive models can also exceed 300 baud, increasing communication speed four times. These models rely on advanced microprocessors to change binary into electronic signals which are then developed in the other end.

There are basically two kinds of modems to use. An acoustic modem — easily disappearing from the marketplace — plugs into the phone line and has a set of "ears" for a standard handset to plug into. Its main drawback is that noise can sneak into the line, disturbing the data or the handset could never fall out. The other is fully reliable — and this is the way a modem should be. A direct connect modem costs more, but it bypasses any acoustic problems.

Auto-dialing is another nice feature, so it's knowing when you're "on line".

Copying a program is called downloading. Uploading is the opposite, sending information out. Expense information, both systems must have similar protocol, they must understand each other. Most software programs can initiate various kinds of procedures, providing that the system is equipped with the capacity to handle different kinds of protocol.

A system is fun when it's easy

Seven!  
Recently was asked by the Good Witch of the North what the bad heard.

in the land of OE. Throughout my electronic travels, I've discovered that one of the computer's greatest strengths is the way it encourages communication.

Interactive gaming enables many different people to share thoughts and ideas. As you play with and alongside other users, you get a feeling of being part of a much greater world, one of interesting and unique individuals. I

to use. It got pretty confusing for me, what with so many different passwords to remember.

All telecommunication networks require connectivity between each computer and user. Each network has its own rules and regulations that govern hooking up with a listed below are the basic requirements.

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Special thanks to Bob Rowland and Jim Rowland for their technical assistance.

mean, I know what to do with can speak —

but I'd never have had the nerve to stick it in the back of that big, scary fish on Triton II, and still have it run a year later.

It's the different kinds of "minds" you encounter that make interactive gaming so much fun.

Another day Rowland opening his commercial photographic studio. Rowland M. Rowland is also a computer journalist for various electronic and general publications.

ENDS

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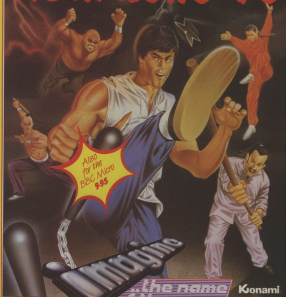






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If you can sell something once, you can sell it twice — that seems to be the current motto of many software houses.

It was a lesson quickly learnt by the record industry. A hit single can be included on a compilation album with other past hits and sold at a bargain price. The customer sees it as good value for money and the record company squeezes a few extra pounds out of a song.

Now as Christmas approaches, software houses are releasing their old games in compilation packs.

And if you haven't already bought any of the games included in the compilations, many do offer good value for money.

Dancing Father Christmas gas, the C+VG review team has sifted through some of the compilations now on offer with a view to festive gifts.

### HOW GAMES

Spectrum, Commodore 64, IBM.

This package really represents an excellent deal, worth very penny. In some ways, How Games is different from most of the other packages. The games were all originally released by different software houses.

The six on offer are *Castle of Monks* (Beyond), *Blair Blower* (Ace), *The Eggs*, *Strangeway* (Ving), *Polanema* (Micro-Gem), *Archie* (Alpha-Interplay) and *Flower Arise* (Ving).

All the games are well-known and if you've already bought one or two of them, you will be forgiven for thinking that you can live with all six on one disc bought for £6.99. But it's a real treat for the cash conscious.

### THE EPIC

Spectrum, IBM Turbo Software.

The Epic offers six Spectrum games covering a variety of game styles.

Titles are *A Tower of Babel*,

*Stratagem*, *20 Blood Dragons*, *Broken Alliance*, *One Man and His Job* and *Moors of Gormon*.

### THEY SOLD A MILLION

Spectrum, Commodore 64, Amstrad, IBM.

Ocean Software Projects, Ultimate and LG Soft have sold games licenses to release four well-known titles under the name "They Sold A Million". Titles for the IBM Spectrum and Amstrad are *Beast Hunt* (Gary Thompson's *Beastman*), *Jet Jet* (Willy and Steve Hill) On the Commodore 64 version, *Star of Kameh* will replace *Beast Hunt*. And for the Amstrad both *Jet Jet* (Willy and Steve Hill) are being written especially for the project.

### MEGGA COMPILATION

Commodore 64, IBM Interceptor Software.

Games individually worth 100 are on offer here for just £7.95.

Titles are *Sea of the Arabian Nights* (an arcade adventure paired with spells, magic carpets and dragons), *Digital Strategy* (arcade action as the crown performs four death-defying stunts), *Where's My Horse?* (a muddled rooster's search to find his bones so he can Peck in Peace), *Break Free* (a graphical break dance game with music. Try to master the intricacies of the Turbo, Donkey Kick and Headspin), *The Game of Skill* sets you on a mission to rescue stolen agricultural crops, and *Pew Pew* is a war strategy game.

Megga Compilation represents a nice cross-section of arcade-style action. Good value.



### SPARKLERS SPECIAL

Spectrum, Commodore 64, IBM.

Sparklers Special is a "best of the Spectrum" range of pocket money games available for the Spectrum and Commodore 64.

The Commodore collection has *Slugs* (a strange creature with a huge appetite who munches snails at Clonkings and Cam Bells for points. Then there's *Go Ahead* where *Wile* the Green must kill all the Go! Invaders on the *Black Hawks* an action and strategy rescue game with 20 levels of play, and *After-Rescue*, another rescue game where scientists are at risk.

The Spectrum collection also includes *Go Ahead* and *After-Rescue* added to them are *Slugs* (revisited), a genuine *Pecker* shoot-'em-up where the stage must get through, and *Sea of the Arabian Nights* an arcade adventure ranging over 40 rooms in search of lost treasure.

Each compilation represents fairly good value, remembering that each game originally sold for £2.99 each.

### HENRY'S HOUSE AND FRIENDS VOL ONE

Commodore 64, IBM, English Software.

English Software has already released compilation tapes for the Atari with a lot of success. Now it's the Commodore turn.

Volume One contains *Henry's House*, a one-player game. *Jet Jet* (Jack), a 10-screen platform and collecting game set in a record plant. *Approximately* (Giggle), a quest to rescue one of the King King's daughters from the evil



evil of the Sea Serpent and *Archie* (a fast adventure with graphics in which you must escape from a strange planet).

Volume Two also contains *Henry's House* — a strange decision which will surely put off people buying both tapes — and the previously unreleased *Soldier of Fortune* which follows a man's search for gold in two hidden underground caverns.



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## SUMMER GAMES II

Machine: IBM PC  
 Supplier: Iyca/CD (old)  
 Price: £9.99 (new) / £9.95 (old)

Summer Games II has been tested on IBM sports simulation. Amazing graphics and realistic animation have quite rightly earned it rave reviews.

Summer Games was great but Summer Games II is better. The events covered are cycling, fencing, kayaking, the high jump, archery and basketball games. There's a choice of 18 characters you can represent.

There are six opening and closing ceremonies, awards, national anthems and competitions against your friends' computers. Up to eight people can play in the fun. **Judy's verdict:** This is great — especially the high jump, high jump and javelin, they're my events.

The graphics are so good in the arcade, the movements of the competitors are very realistic and entertaining to watch. Presentation is superb. I prefer Summer Games II because of the athletes.

## Judy's Verdict

British and former Commonwealth Heptathlon record holder Judy Simpson knows all about the skill, guts and dedication needed to compete in the world of top class athletics in seven gruelling events.

So she seemed just the right person to undertake the C+VG sports games review challenge.

Judy and her husband Robbie travelled from her home in Coventry and entered the special arena constructed in a spare few thousand square feet of C+VG's London offices to review this year's top sports games.

Judy, who owns a Commodore 64, likes



to play games in both the arcades and on her computer.

## HYPERSPORTS

Machine: IBM PC, Spectrum, Amstrad  
 Supplier: Imagine  
 Price: £24.94 and Amstrad £3.95 Spectrum £3.95

Hypersports, Codemasters' great simulation, is just as big a hit on the home front as it was in the arcades.

Six fantastically exhausting events are featured —

swimming, skeel shooting, long horse riding, the high jump and weightlifting.

Each one requires good coordination and fast reflexes.

The Commodore version features terrific sound, and music — Character of Fire — plus brilliant graphics. Judy's verdict: These graphics are almost as good as the arcades.





## WINTER GAMES

- Machine: IBM 64
- Developer: Eyrasoft Gold
- Price: \$9.95 (boxed), \$7.95 (disk)

A terrific sports title, it's the 1988 Winter Games of Calgary in Canada. And how? Well, Gold has another gold winner.

The same high standard of graphics and accurate simulation which made Summer Games a such a smash, are all present again.

Several events are on offer. Figure Skating is one minute (single) rotation of seven compulsory manoeuvres — camel spin, sit spin, double post step, triple toe jump and camel toe spin.

Free Skating has two minutes in which you can give free range to your imagination and impress the judges with jumps and spins.

Speed Skating now races complete against each other in separate lanes.

But Oxy Aerobic don't get in a flat as you fly through the air

performing standard moves on skis.

So jump, take a deep breath and you're hurtling down the slope to take off into the air. Points are awarded for style and distance.

Bobsleyn is cross-country race on steep combined with one magnet shooting.

Bobbed, leave the track of solid ice and speeds of up to 50mph.

Judy's verdict: I suspect that anyone who wants to invest in the sort of game should buy a very good joystick — and buy it! — very often.

These games are fantastic, I would buy this one and skip all the possible ragging events. I would do the skating, ski jumping and ice-dogging.

You can tell me like this because we want to take this one home!

The big pluses are superb graphics, good instructions — not quite work on this one and you'll thoroughly enjoy it. This is the one for all.

It consists of eight new events spread over two days of competition.

Big One consists of pistol shooting, sailing, spring board diving and the giant slalom. One two scores racing, penalty shoot, the ski jump and tug of war.

The Spectrum version has clear graphics and a nice screen-finish.

Great fun with a lot of events at a reasonable price.

Judy's verdict: I thought it was also. I don't think the instructions are very good and you don't get enough time to choose things — at least not for me.



## DALEY THOMPSON'S SUPER TEST

- Machine: Spectrum/ IBM 64/Amstrad
- Developer: Ocean
- Price: \$5.95 (Spectrum), \$7.95 (IBM 64), \$9.95 (Amstrad)

Daley Thompson's Super Test is a worthy sequel to the original Decathlon.



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# kids!

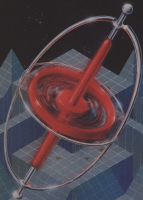


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Continued from p.11

demands the use of keyboard or joystick as a means of control. Instead, New Concepts invented a miniature joystick which fits over the computer keys.

By applying pressure to the fixed, real-life surfing moves can be performed. Variations in muscle conditions and the player's individual dexterity ensure the game is different everytime, just as every move is for a surfer.

Before taking to the sea, the player must make a number of choices. Surfing gear must be selected. This depends on the player's size, weight, age and sex. Board length and weight must also be selected.

Once the gear has been selected, the screen changes to a view of the sea from the beach. The marker must paddle out into the sea, dodging through the breakers which sweep onto shore, and make his way out to the chosen point to catch a wave. At this point the screen changes to a close-up of the surfer on his wave.

Points are awarded according to how the surfer performs various moves — bottom turn, croaker, whit-tie, cut back, blasting, barrel rolls, 90 and 180 degree turns.

But there's the constant danger of "losing it big" and getting wiped out!

The game is fast, challenging, hypnotic and, ultimately, very addictive. The player's score can be entered into the Hall of Fame alongside the name and score of the current champion player. Should the score be broken a special message will be given and the player can return the tape to New Concepts and receive a prize.

Programmer Donald Morrison, 26, has almost finished **Chomp Miles** which again features a keyboard overlay — this time two bits.

Also planned are **Big Jumpin Water Slide**, **Rolling Mine Buggy**, **Paragliding and Boing Gliding**.

**Chomp Surfer** will sell for around £2, including the miniature joystick.

Comments to other machines should follow.

## HOT GOSSIP

By Keith Robinson

[Ting-ting-ting— I bang to my feet and dashed to answer the phone. Hello?]

Hello, I'm in Orlando from Australia!

Hello! I'm excited passing to catch my breath. The get something to show you. My latest masterpiece!

"Great stuff, what have you got?"

"You got two games, **Firebreak** on the **Beetle** and **Frak** on the **Flairton**. They are superb, the graphics are stunning, the sound is amazing, the playability outstanding, the programming brilliant, the design fabulous..."

"Now I don't like hype — even from the most talented of programmers. But Orlando has done it yet again! Both **Firebreak** and **Frak** are superb pieces of software."

**Beetle** and **Flairton** games are usually starved of real top-notch graphics software. But Orlando has delivered the goods with its latest games of genius **Firebreak** and **Frak**.

Orlando's reputation speaks for itself with titles like **Amplitude**, **Savage** and **Frak** for the **Beetle** and **Flairton**. In fact he is one of the very few **Beetle** programmers whose games are eagerly sought by proud **Beetle** gamblers.

**Frak** rates as a classic on the **Beetle** and it's set to be the same on the **Flairton**. Your opponent has to find his way around various scaffolding picking up lives along the way. He also uses his go-go to knock crates off their hinges as his standards around. The slides up and down ladders and traps from obstacles to platforms in his bid to gain the top.

Make no mistake this is **MC2** just another platform game this is a first platform game. There are many steady traits and solving the puzzles will need some real ingenuity on your part.

To make it more playable than

the **Beetle** version there is an option to start on a higher level. You can also alter the background and use of colour to suit your own taste.

Fast on the **Flairton** is everything it should have been on the **Beetle**. It is faster, yet faster! There is no **Flairton** on any of the characters and their moves, oh **MC2** music is so good.

The graphics are identical to the **Beetle** although there are 12 different screens to work through. An added bonus is the inclusion of a screen designer which allows the player to set up his own screens to play.

Both games on tape for the **Flairton** will cost you £7.95. **Flairton** screens have been stored of good software but there is now an exception! **MC2** **Frak**. I guarantee you will not regret it.

Now on to the **MC2** and **MC3** and **MC4**. This is a version of the current models but called **MC2**, but version 1.01 quite the right word.

**Firebreak** is in many respects a better than the original original. It's so fast and the sound is so good. But where it really scores is in the graphics. The attention to detail and use of colour is superb.

The object of **Firebreak** is to locate your way through an infernal hell in a white hole. The fly over various obstacles in your bid to find the hole. The obstacle defense systems are oriented so you enter their terrain.

Your attack comes in many patterns and in many forms. You can move your fighter in eight directions as you see the stars to explosion.

At the end of each wave you encounter a final that **Frak** horizontally across the screen and you have to jump it off of **MC2** to progress to the next stage.

The graphics and pace of action really make this game. The graphics scroll down the screen and the stars filter in from all sides... sometimes in sequence, sometimes at will. The detail and colours are stunning and the action just never lets up as you get deeper into the game.

There is over 18 minutes of different scrolling backgrounds. I daily require to reach the fifth hole of the end without some real mountain assistance on the keyboard or joystick, then I couldn't create this baby.

Orlando came up **Firebreak** in his own inimitable style. "It got the bestest full rate ever. It's just that destruction!"

**Firebreak** should be available from the middle of November on tape and disk. (£8.95 and £10.95). A **Commodore 64** version is also due sometime before Christmas.



# NEWS

□ Good news for all those **MC2** and **Amstrad** owners who have been waiting for the month

waiting completion of Orlando's classic games for their machines. They'll close up and get them to your nearest software store.

**Knight Love**, **Alvin B** and **Highlands** are all now available for the **MC2**. And

**Amstrad** owners on that all the features found in the original versions of the game are off here to delight and terrify you. And for **Amstrad** addicts there's now **Savage World**, the **MC2** looking jungle adventure for you to get you ready to go.

We know it's vulgar to talk about money, but here's what you'll have to pay. **KnightsLove**, **Alvin B** and **Highlands** will set you back £7.95 and **Beetle World** will cost £9.95. But it's near Christmas and you may wonder what Santa might bring you...

□ I say stop, have you had enough getting hold of the software game. The latest of **MC2** **Frak** is in view it's only been available by mail order. But not to worry... **Frak**'s **Beetle**, the software house behind the game, has signed a distribution deal with **Amplitude**.

In **Beetle**, which must be the world's most successful software house, is a school on the east coast of Ireland whose games seem to pay to find out what school life was like 50 years ago.

(Strange, isn't it? Surely the school has been producing games.)

In **Beetle**'s headmaster, tells us: "Our aim is to build **MC2** Britain into one of the foremost software houses in the British Isles!"

□ Calling all **Amstrad** owners... Calling all **Beetle** owners... **Fighter Pilot** (now **Flight**) integration is coming your way. This **Flight** adaptation runs in **MC2** and will cost £9.95 for cassette and £12.95 on disk. Clear and out.



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AND WHO CARE?



ENTERING INTO BUDDY, LOCATING A... PUPPY?

BUDDY? WHAT'S THE MATTER, BOY?



HELP PLEASE??

IS IT SANTA AND HIS... HE HAS TROUBLE??



THE GUY TO WATCH HIS... SPRING, TOWN.

HELP!



FLAME!

WELL, WELL... PSI!

THE MARCHING ARRIVATION... OUT INSTANTLY BURST OUT THE PEOPLE, FEEDING BUDDY, BUT WITH ALARMING EXPLOSIVE...



GOODY SANTA, BUDDY'S OK... BUT YOUR CARRIAGE IS ANOTHER DISASTRO.

OH, MY! NO WORRY, WE'VE ALL THE ASSISTING WITH POLYMERIZED CALAMITY!



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I THINK, I CAN HELP YOU SANTA... BOY, KID...



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# FILMS

Take your seats for another feast of fantasy at your local cinema.

Science fiction, sword and sorcery, pirates and fairies are the ingredients the movie magals are serving up on the silver screen to stamp you away from your computer and down to the local composition of celluloid sensations.

One film — *The Goonies* — has even been turned into a computer game by Datacube as you will have no doubt read in this month's *C+MG*.

So as the lights go down, the movie screens and the screen flickers into life, *C+MG* presents a guide to what will be coming your way over the next few weeks.

## LEGEND

Ridley Scott, the man who conceived it with *Alvin and the Chipmunks* and *Blade Runner*, is back with a fair tale of good and evil, light and dark. *Legend* is a really new idea, doesn't it?

*Legend* is set in a woodland where humans and forces unknown co-exist in a state of constant warfare, maintained by the presence of two unicorns who know only love and innocence.

But the evil Lord of Darkness — one the forest trees and hills — who lives in his

subterranean castle craves from midnight, wants to destroy all this by capturing the unicorns.

Goodly, goody Princess Lila is sent away to become his Queen of Darkness. Will her pet, Jack O' the Green, save the day? Will she run over thorns on this path for again? Does anybody care? Plus the popcorn

Satanism and the living is coming. Big show develops through the power of a small world seen in America. But not for long, that is. *The Goonies* are out to stop them.

*The Goonies*, a gang of kids with names like Chunk, Mouth and Data, find an old pirate map and they set out to find the treasure which can help save the town.

But sickness with wounds, a body-cramped underground passage and a mountainous economic make life difficult for *The Goonies*.

*The Goonies* is based on a story by Steven Spielberg, the man who apparently can do no wrong at the box office.

His track record is currently the best in Hollywood, with such classics as *Jaws*, *Close Encounters of the Third Kind*, *ET* and

*Raiders of the Lost Ark*. All worth checking out for those seeking fun.

## COCCON

*Cocoon* has already been dubbed as *Close Encounters* minus the Golden Globe. Steven Spielberg was such as *Dear America* have been dragged up to play a group of elderly people living on their last days in a Florida house, knowing greatly in the meantime.

All is nice and tranquil until a group of aliens called *Cocoon* move near them. They have come to reclaim things they left behind on earth 100,000 years ago, cocooned on the bottom of the ocean. The aliens use their restraining pool as a temporary store for the cocoon.

But, unknown to the aliens, the old folk are using the pool for some reason. The alien on them is dramatic. In all his looks, the elderly become young again, rejuvenated by the mysterious cocoon.

*Cocoon* is directed by Ron Howard — remember him as *Kidnapped in Happy Days*? Don't be put off because the film is about old people. The message is: Age is just a state of mind.



■ Ridley Scott's new fantasy film *Legend*

**MAD MAX — 3**

Max is back, mean, moody and magnificent as our champion law and order in a post-apocalyptic wasteland.

Civilization has been destroyed and a new society is growing in the desert craters of the city of Boreas.

The Thunderdome of the title is a place where differences are settled — violently. It's a sort of "hall of justice".

It is now this story that **Max** — played by **Iron-chick** Mel Gibson — writes. The action is spectacular, with a most notable finale.

Includes one of the best films scored in the history.

Great viewing even if you've not seen the two previous films.

**LIFEFORCE**

John Hughes — he of *Dear Grandma* / *Macaulay* notoriety — has launched an attack of suspense upon shores in London, both here on draining out life energies in his new film *Lifeforce*.

Not surprisingly, panic ensues. **NATED** forces banks heavily on sex.

The special effects are said to be amazingly spectacular. But the critics' opinions seem to be unanimous.

What a load of spore rubbish!

**JEWEL OF THE NILE**

Michael Douglas and Kathleen Turner are reunited in *The Jewel of the Nile*, follow up to the highly successful *Romancing the Stone*.

**Jewel** is another dose of wild adventures with excitement.



with diamonds, snake charmers and various rituals. **Second** fan.

**RED SONJA**

Violence would play from *Biggie* / *Madison* as **Red Sonja**, a character created by Robert E. Howard, writer of the *Conan* series.

**Sonja**, a single fern girl — believe that and you'll believe anything — fills half of the menacing *Queen* / *Goddess* and her marauding army.

**Sonja** uses vengeance and with the help of Arnold Schwarzenegger, forming the part of muscle-bound *Conan* as play muscle-bound *Kathleen*, that's just what happens.

**THE BLACK CAULDRON**

*The Black Cauldron* is a recent and society caution from Disney involving the real Howard King's journey of a pig with visionary powers which are

needed in order to find *The Black Cauldron*.

But teenage pig-keeper Tom is determined that won't happen.

The plot sounds quite strange but surely Disney wouldn't spend five years and 25 million dollars on a dull film. **Would they?**

**THE BOY WHO COULD FLY**

Is it a bird? Is it a plane? It's our new Superman. **Yes**, it's the boy who could fly.

Not a lot known about this film as yet except that it's being made by Nick Castle and Gary Adelman, who brought us *The Last Starfighter*.

**THE EMERALD FOREST**

John Woodman's new film is supposedly based on the true story of a British engineer who finds himself —



kidnapped by Indians 30 years before — as leader of a local tribe.

Sounds a little like a chap called Tarzan, or so, but as a child and later ends up in king of the jungle. **Probably** anticlimax.



# V.I.D.E.O.S

• TIME WALKER • BRAZIL • THE LAST STARFIGHTER

*They're getting a good music? Want to get a good ride from your local tape store? Has your dealer shown what to watch, right? Will stop getting all flustered. Can't you proudly present a rapid round up of what's good — and bad — on the big and small screens. Read and you won't have to watch 100,000 re-runs of Wizard of Oz this Christmas!*

## TIME WALKER (GULDB)

If you've ever wondered — and who of us hasn't? — how King Heracles died, this film offers a stupid explanation. Ben Muple, from *Alas Lancelot and Joan* plays a perpetually puzzled professor of archeology who uncovers King Tar's coffin and brings it into the next dimension's room back at his American university.

During the unrolling of the coffin, the copes within it accidentally gives me times the normal dose of 1-ray by a stupid boy with an irritating cackle.

The worst thing about had film isn't that they're implausible, useless and cheaply made. It's that they're so stupidly dull.

Although *Time Walker* now stands out as an all-out instance of several much better films, including *Raiders Of The Lost Ark*, *Halloween II* and even *Papah*, it is a dreary piece of cheapening behavior which wouldn't wear a child of six.

## BRAZIL (THORN ENT)

Is Brazil actually funny? To be blunt, no, it is even a comedy! The only probable get it right when they described this amazing film as a "laughs-minute nightmare".

Wes Craven, the man who made *Time Walkers*, and who previously did all the weird animal drawings for *Money Python*, has created something close to a masterpiece here. You could call it 1984-with-jobs.

Nervous-looking Jonathan Pryor plays Sam Lowry, a minor clerk in a huge Ministry Of Information, who is haunted at night by dreams of a beautiful woman. One day he catches sight of her in the flesh, and desperately tries to track her down using the Department's antiquated computer system. When he finally meets her, she

turns out to be a woman dressed to breaking the veneer of the Government.

Another anti-establishment figure in this world run bureaucratically by Robert De Niro as an illegal Evlansian central heating engineer. Driven from head to foot in 540-style cowboy gear, he escapes into country's film studio for heating and creates any damn the side of the building with all the midway pretensions of a cowboyst.

Oh, and in case you're wondering about the title, it's nothing to do with steering angles, just the name of the man which comes along in the background throughout.

Never mind all the hullabaloo over the screen film of Orville's 1984. Brazil is a more cheering, stirring, hilarious and imaginative effort altogether. I didn't know whether to laugh or cry. See it!

## THE LAST STARFIGHTER (HERON)

If ever there was a film made specially for show-biz-type friends, this is the one. The hero is young Alex Cooper, who lives on a handsome little starship park.

Not really being one of the kids, Alex gets more fun from playing games on the Starfighter game which stands on his front porch than he does from wrecking around in the friends' track.

One evening, Alex achieves his highest ever score on the game, and there are someone and wild celebrations from neighborhood as he does it. Now this may be a day's fantasy film, but really??

Anyway, one long afterwards he is visited by a jaded old chap in a rather futuristic looking sports car. Unlike Alex jumps in, and even feels he is on his way to the planet where the Planet Inc — starfighter arena with huge hold fireworks.

The old fellow, you see, is called Constant, and he deliberately planted the Starfighter machine on Earth in order to find out which Earthling would be best suited to becoming a real star-blaster. Sure enough, even now the dash board of the Keratan are missing to invade bravely. Alex shows little enthusiasm for life in a megastadium made money car park, and insists that Constant take him home.



Jonathan Pryor from Brazil.

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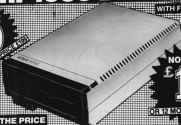
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# Mailbag

COMPUTER + VIDEO GAMES  
30-32 FARRINGTON LANE  
LONDON, EC1A 3AE

• I have just bought your latest issue and, having just read THX1138 letter from Stephen Graham, I have decided to reply to it. I have found that your letter's page is quite acceptable. It seems to me that Mr Graham wants a magazine that would give more half a page to letters, and what would be the point in that?

30th Top Ten? Could I have Amazing. So it was missed for one month, maybe there was something more important to go in its place?

Is Scribble essential? They seem to be quite acceptable to me, and considering the C+VG supports more than one computer, I think that the games that do get reviewed are reviewed extremely well.

• Congratulations, I would have thought that it was obvious to even the simplest of readers! The whole point of competition is that if you win, you don't have to buy the game, you get it free. Can't Mr Graham take a joke? That is what "Doesn't they THX" obviously mean!

• It is wrong to copy files, that has come into, which I have previously stated in the best BBC game of all time, is now coming out on the C64 B that last option, what is?

• Oh, if you wish, who brought us the first home micro?

Whenever it was, why don't they use all the other computers, as it is obvious that they all support the time computer's idea, and brought out home micro of their own?

• Allright and yes, Bahhhhh! How dare he? What about the Black Mirror Guide to the Universe map? I bought the one that says that there is no better Adventure version, and what is wrong with plain text? There are those of us that would like to beat a game without cheating, you know.

• Typists to programs. The programs are mostly Basic because that is what all of the computers use.

• Layout. Seems OK to me! What is the problem? Now I'm not saying C+VG is perfect, but there is a small page at the front, with the title, contents, or hasn't Mr Graham bothered to read that?

• I'm Games Times, see my reply to question four.

• I'm Games Times, see my reply to question four.

them because it isn't worthwhile. 12) C+VG did they had an exclusive interview and so did your Computer, seems to me that the company who brought that game out, really tried to get more publicity so Mr Graham should be having a go at the company, not C+VG. 13) The Man Headroom. I do the Man Headroom interview. Call that writing but I actually thought that the interview was very good, and to me Mr Headroom style, and I certainly took more than three minutes, or five Mr Graham just looks at the pictures. 14) Cognition packages. If C+VG had reviewed more packages there would have been less time to show what the ones they did review can do.

14) What is Mr Graham going on about? I have to say that C+VG outperformed themselves. Not sure he is doing himself in. He said that other mags have 80-100 pages of editorial, while C+VG has 28-30 pages, not if you average them out. You should find that the other magazines have 90-100 editorial pages, while C+VG has 90. Now, adding in page might not seem a lot, it is quite large for an Ad also piece of paper. 15) Half of Times. See question two again.

• No! I will definitely buy your magazine again, in fact, after seeing your "secret plan", I have put in a monthly order for one of my magazines, that will allow me to be written about everything! If you take everything away, you would have a very long and extremely boring life.

• I find this magazine worthwhile, and have done since I started reading it from issue 10. It certainly isn't reducing its readers of anything, most likely people are talking themselves, of a good read! Thanks C+VG, long may you print! Martin Paine

Orygion  
Editor's reply: This was just one of the hundreds of letters answering Stephen Graham's epic criticism of C+VG in our October issue. We could print more, but Martin summed up many people's opinions. It's good to know that Mr Graham is one of a shrinking minority.

• If I am writing to see your old magazine was fun, but this new one is magnificent! The new

C+VG is well presented, I loved the cover, the new Babylonian and Palladium.

• Right, I must stop looking you books. This is the 3rd anniversary of me buying your magazine. The Thompson Twin game tempted me to buy it, but after a year of reviewing, it just didn't work. Can I get a decent copy?

• Yes, next time you see Stephen A. Graham, smash his face in.

• Does anyone have Pikes for the Spectrum version of Alamo? The collector's edition has no more than one, it is really an addictive game and I love it. Jim Gray, Carlisle.

Editor's reply: With someone with vision like yours we can't refuse, see our March issue Central for Alamo tips/Pikes.

• Up with me, I have always had a great respect for computer programmers and for good magazines. I considered those people who write programs for home-computers talented. I thought that they had a special gift. I also believed that you and your colleagues were a decent bunch of chaps.

• BUT, all my beliefs were shattered into a million pieces on that fateful Sunday afternoon when I read your review in the July issue and there on page 94 was that disgusting slandering statement. I don't buy the Home edition on your colleagues. I'm tired on the support of the so-called "game" Chicken Chase and the designers of that game are just as much out of line, as to speak, but when you wrote this paragraph "The cartoon must offend the chicken house staffed by angry members, including Kingkong."

• All the rest of the world just fell into a blood red haze. Kingkong are great ravers, true, but they DO NOT eat chickens alive. They are known to be gentle to poultry but only when it is BURNING dead! It is inconceivable to me, and any other sensible human being with an average IQ brain, that a vile little heaping would go into a chicken house and chase after some hapless bird when there are many safer slugs and worms in the garden, which only have to be found and not chased.

• Obviously someone got their

facts wrong and may I suggest that they purchase the book, Kingkong by Pat Morris. This book is available from the British Biographical Preservation Society's Headquarters.

• For the moment I have not stopped buying C+VG and will continue to purchase it until after the end of the year if some evidence and suitable explanation to their slandering words is given.

• No, cannot imagine the considerable damage you have caused to the public image of a major magazine. Love Roy, Middleton.

Editor's reply: We all like heathens here at C+VG — sorry that you refuse to give us a smug, Laura. I hope you've got the second straight by getting your letter. And we'll all know better, won't we? My friend actually has a pen heaping to his backbones...

• With reference to Stephen A. Graham's letter in the October, 80 issue, if he wants to mean, he has to be on Zap 94 and Chuck. How are my observations on his points?

1) What is he on about, the letter's pages being so poor? Can't say that I think much of his letter.

2) Can't be happier without a Top 10, 20, 30!

3) Review any article! Stephen, you are probably a high-rated computer level.

4) The competitions are good, and I think Stephen is treated because he can't understand them.

5) A programmer's diary? People do think the same thing, especially if they are good ideas.

6) Typist programs might be for people who can write and cannot afford games.

7) The layout is good since they changed the mag.

8) Cheat and Zap are available, so you can when you read C+VG news, it's full of info.

9) The only change of EB's listing is that Pauli Brown has been listed in, and in the review C+VG stated clearly that this was to be listed in.

10) Why did you do this trick (Stephen A. Graham) take up so much room in the Mailbag?

• Please print this letter. Roger G. Clifton, Devon.

# C+VG Mailbag

COMPUTER & VIDEO GAMES  
30-32 PARRAMONN LANE  
LONDON E7 6JH 3AU

■ I would like to say something to the arcade owners who own the game Star Wars.

Do you see regular clients on the joystick? I find it most cases you just your flip in the air, press the one player button then find the ship will not move in certain directions, due to constant use.

When a joystick is replaced, I have noticed that it is a three-way design. The game is totally unplayable, it needs an eight-way design.

When putting your money into any machine that doesn't work properly, are you entitled to a refund? This may sound stupid, but, I have put many a lip in a machine that doesn't work the way it should.

When a message in all software houses, please, please make a comment of this wonderful game on to the CD.

Really a tip on the game, this is many questions made as possible as this will give you an extra ship.

Gary Jarvis,

Chesham

Editor's reply: Nice to hear from an arcade game player.

Hopefully the arcade owners will find your plans, Gary. And you should be entitled to your money back if the game doesn't work properly, you must be prepared to make a loss though. Let's have more letters from arcade fans.

■ In reply to your request in September's issue for views of other Atari owners I thought I had better write in. I bought an Electron in June 84 after deciding on that rather than a Cui due to the supposed compatibility of the Electron to the BBC. Now I regret it, now that I have seen that you simply seem to ignore me and my fellow Electron owners.

The BBC will give a hearty lead in despite those complaints from the owners who are not satisfied. It is the Electron which goes left out. You admit you do not support machines which are not popular with your readers. How many Atari owners read your mag? Do you really intend

The computer Atari you sell in the UK is around 600-700 £/\$ which is nearly as many as there are Cuis. I know it's not all your fault, but there are a few adverts in C+VG for Amstrons — they do exist. The user

base of Cuis, Amstrs and BBC is far less than the Atari user base.

The reviews are all for the Cui-Spectrum owners with the odd one for the BBC, Amstron and BBC. Do not say there are any more for the Electron (as there's plenty of software around) and some of it is worth reviewing. How — when reviewing a game for many readers, say Compton or Combit Lync, please give marks for all the reviews, not just one.

I admit I tried to sell my Electron to buy either a Cui or Atari — no one wanted it. Gary Whitehead,

Northolt

Editor's reply: I think you've answered your own question when you admit to trying to get rid of your Electron. Gary, I endorse your opinions are a bit high, too, but the fact remains that software houses aren't supporting the machine as much as other more popular makes — for obvious reasons. We'll review Electron games when we can, provided the makers in use an existing engine. Are you looking out there...?

■ We are a national charity set up to help parents and professionals dealing with Down's Syndrome children.

Our membership now stands at approximately 1,500 and many of these children seem to have an aptitude for computer games and educational programs. As a result of this, we have had several enquiries over the past year as to what is available in computer software that may be of help to parents and teachers.

Now I, through your magazine, appeal to any software manufacturers who could let us have lists of what is available so we can pass this on to our members.

Stiggle Fords

Gloucester

Down's Children's Association,

4 Colford Street,

London SE28 5EL

Editor's reply: Please help by writing to the above address.

■ I have owned my Atari 800 and then about the last three years now and recently decided to buy a Commodore 64 to see if it really ran as good as everyone said it was.

I did expect the games aspect

of the Commodore to be as good as, or even better than, the Atari which was hard to believe. I was very wrong indeed.

Not only did most of the programs crash if a wrong key was pressed, but the graphics, sound and animations were way below the standard of my trusty old Atari. One of the things which disappointed me most about the Commodore was the so-called advanced 3.13 chip which did not sound too

advanced to me at all, especially when it was trying to produce sound effects. It also seems very unprofessional as in many musical games the sound does tend to go away out of tune quite often.

I did try to learn some of its so-called basic but gave up accordingly. While Atari Basic is eight years behind the times, it supports all graphics and sound commands and is generally superior to Commodore Basic. I think if a devoted Commodore user saw an Atari computer really working he would stare blankly with envy, and his Commodore and his on Atari might even. That's if the Commodore user has any sense at all.

I have since sold the Commodore for better which is all that it's worth and would now trade my Atari in for something better as it's the best 4-bit home computer you can buy.

I only wish you would support the Atari as much as the other two great computers. If you did this, a lot more Atari owners would subscribe to your great magazine.

Ray Lagers

Liverpool

Editor's reply: Atari games are amongst the most loyal to their machines. But I believe your comments could start quite an argument on these pages...

■ My friends and I are facing a problem and we hope that you may be able to help us. We are all proud and happy owners of the 'System' video game system.

Between myself and my friends we have nearly all the cartridges that were released for the system in their early days.

Due to the demise of British, Brudley as a video game firm, we were stuck with only the initial release of some 30 cartridges. As you may have

gathered by now, we are searching the world for all the unlicensed cartridges.

We have already sent many to America and we have bought from an incredible amount of distributors the 85 cartridges plus three cartridges made for the proper.

The only problem now is that our contact has left America and the firms selling the last few cartridges are reluctant to send them to us.

I have been an avid reader of your magazine for quite some time and if I could recently you had a competition and the prize was a System light pen and cartridges. We hope that you can give us some information in regards to the light pen, its associated cartridges, as well as our cartridge board.

If you know of any firms in Britain with these accounts, we would be immensely grateful if you could send us the firms particulars or publish them.

David Thompson,

Australia

Editor's reply: You probably know more about the game old Thanos than our Dr. David. But maybe one of our readers can help you out. If you can write to us, we'll pass the information on down south.

■ I would like to tell the readers of C+VG about a software club that I joined recently. I had been looking for a good club and Pioneer Software Club's advice looked promising, so I sent off the £1 buying not to get ripped off. Four days later I received some software lists, a news letter, a form for introducing new members for which you receive a £1 voucher. I carried four pounds in a few days, plus a £1 voucher for money off my first game. All games are sent free class.

But what really pleased me was when I came home at five o'clock in the morning after writing my own engine on the whole and 200 miles from home, to find on the mat two U.S. Gold games £45 each: five pounds in vouchers, two letters and a package, plus a cheque for £2 which I had not ordered.

Pioneer can be contacted at P.O. Box 82, Redhill, West Midlands BR2 2JZ. Richard Stammers, Oxford.





# NEXT MONTH IN



## ON SALE DEC 16



Calendar by John Higgins

- **Amrrggggghhhhh! Skkk! Sssssss!** If you can tell just what's going on here, then you'll have no trouble tackling next month's Friday 13th Horror Sound effects competition.
- Inside January's *C+VG* you'll find something that's going to be by your side for the next 12 months. It's a giant full colour poster calendar — and it's FREE with Computer and Video Games next issue.
- **Cheshavers** was last year's mega-hit game and smash hit movie. This Christmas you could win your very own copy of the genuine Cheshavers video from Activision and *C+VG*.

• **REQ!!!** Fall in at your local army surplus store for the next action packed issue of *C+VG*.

For *Wargames* we've got a special supplement packed with news, reviews and features about computer war games. And there might just be a competition too. Why not get out from behind your computer screen for a while and play a real war game? You can read how the *C+VG* Squad fought their way out of the Combat Zone next month!

Our cover feature next issue is so special that we're NOT going to tell you what it's all about. But it's going to be a real **BIGGGG** so why not ask your newspaper to reserve you a copy of January's *C+VG*. Then you won't have to worry about having to fight for a copy. Zero hour is first thing on December 16th...

• **Andromeda** is the name of a star system light years away. It's also the name chosen by a bunch of very talented Hungarian programmers who provide short topping games software for many UK companies. Discover who's going on behind the Iron Curtain next issue...

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## CONTENTS



3 MAILBAG

4 ADRIAN MOLE FEATURE

6 MAPPING

8 QUESTPROBE 3 EXCLUSIVE

10 BORED OF THE RINGS

11 PUZZLING

12 FREE POSTER

14 ADVENTURE PEOPLE

16 REVIEWS

20 HELPLINE



### THIS ISSUE

• The Ideas Corporation hit squad had been despatched. Soon they returned to throw a screaming Paul Coppins, Simon Marsh and Jim Douglas into the newly acquired Adventure penthouse high atop the Ideas Corp building, where I was already enjoying I.C.'s hospitality.

A helicopter from Sunderland landed on the roof-garden, and a bedraggled and roughed-up Steve Donoghue, still in his pyjamas, was unceremoniously deposited through the skylight.

"And you're staying there until it's finished!" screamed the fiendish voice of Metcalfe, as the door slammed and a key turned in the lock.

Six weeks of chaos followed, during which cassettes and disks were scattered everywhere, piles of readers' letters covered every available desk, table and shelf. Amidst all this debris, the dream machines — our adventure computers, worked against the clock.

Every 12 hours a jug of flat Perrier water and a plate of Vindaloo sandwiches, processed by X, one of the Bug Hunters, was pushed through a small grill in exchange for completed reviews.

We blinked when we were led out into the blinding daylight, our faces deathly white after days of darkness. We'd finally done it! We were free at last. The Third Book of Adventure was written!

Enjoy it, won't you? We hope we have been able to bring a little more excitement, a little less frustration, a few laughs, and some added interest to your Adventuring over the festive season. Have a Happy Christmas, and see you all in the New Year!  
Keith Campbell



Spells Cast By  
Keith Campbell  
Jim Douglas  
Steve Donoghue  
Paul Coppins

Cauldron Stirred By  
Seamus St John  
Brian Cookman  
Illuminated By  
Ian Ellery



# DIETRIK

## MAIL BAG

Hail to the Adventure Lords! I've managed to burn **Claymorgue Castle**, but what about this towel? It's cracking me up — the damn towel is still a bit too wet! Himph.

Where's my copy of **Questprobe 3**? I'm a winner in the competition and at the time of writing IT STILL HASN'T ARRIVED! My computer's getting hungry for more Adventures, and the Dragon (not the computer) threatens to burn me if I throw the Golden Baton at him!

What about these Adventure Helpline T-shirts? What about Chislehurst Caves? How about making the Adventure section larger and cutting down the adverts, eh?

*Mesodius the Wizard, alias Jason Kennedy, Kirkby, Merseyside.*

**Keith's reply:** Hang about, Jason! It's the adverts that keep us in bread and butter! But how about this month for a larger adventure section and less adverts! Your copy of **Questprobe** hasn't arrived because, at the time of writing, **Questprobe** hasn't been released! Fear not, it will be around anytime now.

Dear Keith, I recall Mark Hardwidge's comments on **Jewels of Babylon** and fully agree with him. There is another Hall of Fame it could enter as well, one for the most aggressive answers to your inputs.

If you examine an object it replies: "I don't see the point" and if you type **HELP**: "You don't really need it." With replies like these it has really put me off buying any more adventures from Interceptor.

I have now come to a dead stop, so is there any way past all the animals, or do I have to get through the cannibal village? I have tried all I can think of, including trying to eat one of the natives. So please help me get through this Adventure before I sling it out of the window!

*Kevin Lee, Coventry*

**Keith's reply:** If the cannibals are watching you, you'd better give them one. Mark!

Dear Keith, I find that the Helpline is invaluable as far as helping to solve Adventures is concerned, as the clues usually need some

working out before they are able to be applied to the Adventure itself.

I think that the features are very interesting for the most part, but I would like to see more competitions, with better prizes. Another good idea would be to include a software chart with a top ten adventures for all the major micros.

I should also like to see more regular reviews in the magazine for a wider range of micros, although I realise that there are more adventures released for the Commodore and Spectrum each month than for the BBC.

Thank you for a great magazine, continue supporting the BBC, and maintain your excellent standard of writing-style and humour.

*C. O'Boyle, Borehamwood, Herts*  
**Keith's reply:** Thank you! We try to cover as many micros as possible. Of course, most adventures are available for more than just the machines on which they are played for the review. We'll continue to tell you the range of machines covered by a particular game whenever possible.

Dear Keith, I recently bought **Mordon's Quest** for the Commodore 64. I completed adventuring in the house and jungle with very few problems. I then found that there was no way to continue the game from the jungle, and that there was no SAVE facility.

I took the game back to my local dealer and he said that it is a fault with all 64 versions, and that they were being withdrawn. Is this so? If so, will there be a re-issue of the game without these two bugs?

From what I saw of the game I thoroughly enjoyed it — it would be a shame for Commodore owners to miss out.

*Steve King, Poole, Dorset*

**Keith's reply:** The fault with the **SAVE** routine is being rectified. But the fault with the jungle is a problem YOU must solve. It's not a bug. Like the **HELP** feature says: "Try drawing a map." Then go and have a word with Tarzan!

Dear Keith, Sorry, it's so familiar, but from the tone of your magazine I presume that it is a very informal set up, and 'Dear Sir' is so stuffy. My god you got your magazine from

an exhibition for pin-table owners, heaven knows what the connection was, but he passed it on to me and I haven't been able to find any more in the shops. So how do I get the magazine? My daughter would like one also — that is, if it is still in circulation.

I'm a grandmother devoted to Adventure games rather than bingo and have quite a collection, and also a question for you. Is there any way to move forward in **Mad Martha** without going through the arcade game?

Oh, by the way, in the **Morely Jewels**, how do we get the thing out of the letter box?

*Beryl Sharp, Ripon*

**Keith's reply:** Still in circulation? There's no getting rid of us, Beryl. Why not ask your local newsagent to place a regular order for you? Or you could always call the office and sort out a subscription.

I think you've got to play that arcade sequence.

I have never heard of **Morely Jewels**.

Dear Keith, Some time ago I wrote to you about **Pub Quest**. You know, trying to cross the road! But you couldn't help. Well, I've done it, and I thought I'd pass on the info.

The main thing anyone needs to do is **EXAMINE YOU**. This will get the key to open the cupboard in the toilet, which holds a glove. **Wear the glove**, press the button on the pelican crossing and you're away!

It has taken me the best part of a year to do it — I had to tell someone! My wife doesn't seem interested in this breakthrough. But she can't tell Orc from a Troll!

*Jan Hunter, Walthamstow*

**Keith's reply:** I know so many people need this very information and would not want to be protected from it! It is certainly an illogical command, unlikely to be discovered by many! A shirt is on its way! Why not pass it on to your long-suffering wife?

Dear Keith, I was doing really well in **Silvercross**. I had three rods, a metal and ceramic card, and a safety line. Then the lights went dim and my computer blew! Was my Dad going to kill me, had I

ruined the wiring? Lucky I wasn't typing in a program — I would have lost it.

I rang the Electricity Board, it was all the NEEP's fault, a wire was loose in their transformer. I checked the machine for faults. A fuse in the power pack had blown.

It took over a week to find a shop with a 160 MA fuse, and then I discovered the TV set I used was also broken. "Three chips gone," said the repair man, and took it away.

When it returned, the computer still didn't work. So I took it in for a check-up and it has been gone three weeks and will cost £30.

How will I survive? Is this the new disease? Should I register Adventure Game Withdrawal Symptoms with the Health Authorities.

*Nicola Taylor, York*  
**Keith's reply:** If a fault in the electricity supply damages your equipment, you can claim the cost of the repair. The Electricity Board will probably be insured against such occurrences, and so will not be able to admit liability formally. But they will process your claim sympathetically.

On the other hand, you could not have claimed if the supply failed and you lost data.

Since you seem to have forked out the money already, if you are successful in claiming it back, it seems there would be enough to buy you another Infocom game.

Dear Keith, I was wondering if you could do a little detective work on my behalf. It has nothing to do with **Sherlock**, but does have something to do with the **Tir Na Nog** saga.

There are many games on the market with their roots in films, theatre and music. Obvious ones being **Frankie Goes to Hollywood** and **A View to a Kill**.

Well, I have just read a story by Gillian FitzGerald, **Pooka's Bridge**, which mentions **Tir Na Nog** and **Chauchulana**, plus a couple more familiar names.

Is **Tir Na Nog** based on Gillian FitzGerald's writings, or not? I am slowly going deaf with curiosity!

*Dave Parize, Stoke on Trent.*

Adrian Mole p4 ▶

# REVIEWS

## THE SECRET DIARY OF ADRIAN MOLE

### THEY WROTE TO ADRIAN

Back in the July issue, we invited boys whose birthdays fall between 1st October and 31st December 1971 to write to Adrian, c/o the C+VG offices, listing the adventure games they had played and the humorous books they had read.

What we were looking for, of course, were computer gamers aged thirteen and threequarters, to play the role of Adrian Mole in test of the pre-production version of Mosaic Publishing's latest release **The Secret Diary of Adrian Mole (aged 13½)**, written by Pete, Mike and Nick — yes, you've got it, those wizards of Adventure at Level 9.

Paul Summerhill of Stoubridge and Stuart Reynolds of Sittingbourne in Kent, were the lucky ones chosen by the C+VG team.

How did we choose them from over a hundred 13.75 year-olds who wrote in? A nice letter, the presence of Adrian Mole on the list of books read, and a respectable list of games played were important. From the shortlist of the best letters, we looked at birthdays for those who were nearest to 13½.

Many had to be disappointed — but thanks for writing to us. Don't be disheartened if you were not amongst the chosen few. Your letters were ALL read with interest.

Obviously many people of other ages would have been more than willing to help Level 9 test a pre-production copy of the game, but the Adventure team thought it was more fitting that someone of Adrian's age should be chosen.

Although even Keith Campbell, a man of advanced age, enjoyed becoming Adrian Mole for the day!



today. Yes! I am proud to report that I got twenty out of twenty! I was also complimented on the neat presentation of my work. There is nothing that I do not know about the Norwegian leather industry.

Saturday April 3th NEM MOON.  
Got a present from Auntie Susan. It is an embroidered toothbrush holder and it

### THE DIARY

For a secret diary Adrian Mole's record of life as a 13½ year-old received a remarkable amount of public exposure. There can be very few people who by now don't know the most intimate details of Adrian's parents' affairs, the medical history of his acne or the dimensions of his 'thing'. If you haven't read the book, seen the play or watched the telly, Mosaic's latest release will be something of a revelation to you.

"I keep thinking intellectual thoughts like 'Why is there VAT on computerised books but not on printed ones?'" writes Master Mole in his Diary. In so doing, he aptly describes the computerised version of his best

seller and probably echoes the thoughts of Pete Austin, who, with the rest of the Level 9 team, devised the program.

If you are expecting the usual Level 9 Adventure, forget it. **Mole** is something quite different. It is not quite a game and not quite an adventure, but it quite definitely falls into the category "interactive fiction".

It is truly a computerised book, containing a quite amazing amount of text. The diary runs for one complete year, and each day has an individual entry, including the phase of the moon, Bank Holidays and religious festivals.

The game catalogues Adrian's love affair with the adorable Fandora, his parents' not so secret affairs, his desperate



# ADVENTURE

## REVIEWS

"I tell my father that I have been sent home from school for wearing one red sock. He turns into a raving loony. He phones the school, drags Scruton out of a caretakers' strike meeting, and shouts about victimisation. He says in 1966 the England World Cup team did not wear black socks, nor did Sir Edmund Hillary in 1953."

The choice will also affect Adrian's rating, which is given every now and again as a percentage, with a description such as 'Adrian is a middling thicket'. The objective is to become either very popular or, if you have a perverse mind, very unpopular.

As the Diary unfolds, there are fifty random sub-plot events which may occur, and thus change the course of events.

Adrian's diary on a tape comes in four parts, each covering a quarter of the year. The characteristics developed in one part are carried over into the next part. So the game must always be started on January 1st. As you work through the year, you create your own personalised diary. There is a printer option, so you can actually print your own individual book.

The themes throughout the year are based on the events in Sue Townsend's original novel. Some are taken directly from the book — whilst others are new having devised by Pete Austin of Level 9, who wrote all the text.

It is to Pete's credit that you would have to be very familiar with the book to distinguish which parts were his and which were Sue Townsend's, although a degree of topicality has been introduced with gems such as: "My father opened a bottle of Austrian white wine for dinner. I don't know much about the vintage, but it must have been

longing to become recognised as an intellectual and truly great poet and his relationship with the cantankerous but lovable Bert.

At irregular intervals, three choices are offered to the player. For example, when Adrian is in trouble for wearing red socks at school instead of the regulation black, the player decides whether Adrian will: (1) Continue to wear red socks. (2) Compromise and where one red and one black. (3) Forget it, and wear black socks.

The selection made affects the future narrative for the diary, and may modify Adrian's popularity rating. So that if, for example, option two is chosen, the theme of his problem with life at school will reflect that decision.



...ad, sticking his newspaper together. He needs it to tell his who biases.

Saturday April 11th FIRST QUARTER  
had a postcard from my mother. She is living in a flat in Sheffield and wants me to visit her and Lucas as soon as possible.

Why can't my mother write a letter like any normal person? Why should the

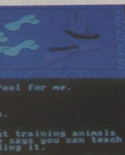
good because it had a nice smooth flavour."

I was amazed at the amount of text contained in each part of the program, and suggested to Mike Austin that there was as much as in an Infocam game. "Oh no, more than that!" he exclaimed, and instantly produced a large bundle of A4 sheets, listing all the text in the diary. It was indeed as big as a whole book. "How do you fit it all in, even in four parts?" Mike proudly told me that they had now got text compression down to 42% of the original size.

I couldn't resist digressing here, for a moment, to lament the passing of Level 9's text-only adventures, on which they had built their excellent reputation. I get so many letters expressing just that view.

"Sales of the adventures with graphics are much higher," said Mike. But to anticipate those who complain the memory could be put to better use plot-wise, he went on to point out that Level 9 now pack more text into their graphic adventures than they were able to at the time they wrote their text-only adventures.

There are graphics in



her to thank Grace Pool for me.

Tuesday April 7th.

Wednesday April 8th.

Thursday April 9th.

We will tell you about training animals in Science today. He says you can teach any animal by rewarding it.

Adrian Mole, although Paul and Stuart were unable to see them. The program Mike had brought along had not yet had pictures added.

When, a few days later, a combined version came along, it was apparent that they are not pictures as such, more a montage of Mole-like objects. Between fifteen and twenty different graphics accompany each part of this four parter, and they unfold without any interruption to the scrolling of the text.

Mike Austin reckons there are 100,000 different paths through Mole, and "probably" only one that will get you a score of 100%.

If you buy the Diary, don't expect a problem oriented adventure game in the usual Level 9 tradition. This is a package of a different sort, and is much more like reading a book, except that it is a book which varies every time you read it.

Even though we chose two thirteen year olds to test it, it's a game that will appeal to every adventurer — regardless of age.

Would Paul and Stuart buy a copy? Both were pretty definite about that. "Yes, if it has the graphics in it!"

Well, news is they won't have to buy one, Vicky Carne of Mosaic Publishing has promised to send them a copy just as soon as it is ready.

From what I have seen of the game it looks as if the computer version of Sue Townsend's best selling novel will prove as successful for Level 9 Software as her two books have already been.

I'm sure you'll agree.

Mapping page ▶

Map making is an important aid to the completion of nearly all adventure games. Without a map to which to refer, the adventurer may find himself hopelessly lost in a maze, unable to find the quickest route from one place to another or, perhaps, worst of all, unable to remember how he found that secret room which held the lost treasure.

So you all make a map? But how good is the end result? Is it easy to read? Can you pick it up six months later and still find your way around it?

Here, STEVE DONOHUE shows — by using a few tricks of the trade — how the readability of your maps may be improved so that in the words of Hitch Hiker's Guide, they'll look pretty neat!

To test your map making ability, I'm going to describe, very briefly, a sort of mini-adventure with only four locations. Just to add a little authenticity, I'll call it **Spooky Castle**.

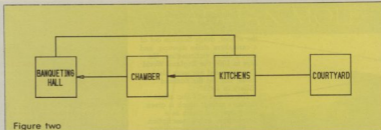
What I'd like you to do at this stage is to draw the map in response to the descriptions as I command the adventure to move through the locations. Draw your map in exactly the same way as you would when actually playing an adventure at home. I'll explain why later, but for now let's have a look around **Spooky Castle**.

I'm standing in an old deserted castle, it sure looks spooky. I appear to be in the banquetting hall. Some exits are north

>GO NORTH

I'm in the castle kitchens, exits are west, north, and east.

>GO EAST



I'm in the courtyard, exits are west.

>GO WEST

I'm in the kitchens, exits are west, north and east.

>GO NORTH

I'm in the banquetting hall, an exit is north.

>GO NORTH

I'm in the kitchens, exits are west, north and east.

>GO WEST

I'm in a small deserted chamber, an exit lies west.

>GO WEST

I'm in the banquetting hall.

By now you should have drawn a map with the four locations on it and all the lines showing the possible directions around the castle. To see how well you did, have a look at figures 1 and 4. The two diagrams depicted here are variations of the way most people would draw a map from the information I've provided. If your map looks similar to either of these two sketches, then you're not such a good map maker as you thought. Now have a look at figure 2. It's exactly the same as the other map, but much easier to follow.

The points to note are that less lines are used to show the directions available, and perhaps more importantly, no direction lines cross over each other. There is no way you can follow one line and end up on another by mistake. So how do we interpret the actions taken during an adventure and produce a nice, neat map? Before I can answer that, we have to back-track a little and refer once more to figure 2.

Try showing the map to a non-adventure playing friend and ask them in which direction they would move in order to go from the Banquetting Hall to the Kitchens. They will probably reply that there are three directions needed. From the Banquetting Hall, a move north is required first, a right turn followed by a move

east. Finally, another right turn followed by a move south. As we all know, the answer is just one move — north.

Now if all that sounds a little heavy going, try and picture the map like this: When I draw a map, I think of all the lines that connect the locations together as being tunnels, therefore, from the Banquetting Hall, I enter a tunnel to the north and although it may twist and turn, if I were really in a tunnel, I would be oblivious to any changes in direction. By thinking of mapping in this way, we neatly side step the problem of lines changing direction as they link locations.

The second question, "How can I link locations together neatly on a map when I haven't visited them all?" takes a little more explanation. I have to admit that my little example adventure was constructed in such a way as to trick you. In fact, there is probably no way you could draw

the map so it looks like figure 2 until you've been to all the locations. There is one exception, and this point has been illustrated in the map. If the direction that links two locations together is the same for each one, for example, if moving from the Banquetting Hall to the Kitchens and vice versa is accomplished by moving north we can always draw those two locations in correct relationship to each other.

For instance, if the direction that links the two locations is either north or south, we draw our two locations side by side. If it is east or west, we draw our locations one above the other. Besides that, the only way to produce our wonderful and easy to read map is to constantly revise and re-draw it.

To illustrate my point, whilst I was playing Infocom's **Sorcerer**, the map I constructed underwent a total of 11 revisions, and was re-drawn

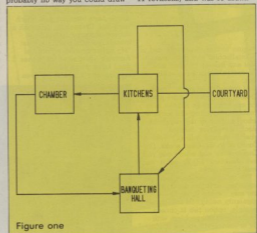


Figure one



# ADVENTURE

six times. By the end of that time, my map of **Sorcerer** had all the information upon it for me — or anyone else for that matter — to be able to play the game from scratch right through to completion.

Until now, we've only dealt with Adventures where all the moves are in four directions. Many adventures allow us to move in 10 directions, these being the eight cardinal compass points, plus up and down. How on earth do we deal with that?

Actually, the answer is quite simple. The process is just the same, the only difference being that each box that we draw to illustrate a location has more choices in direction lines.

Remember, the person who wrote the adventure in the first place had to construct a map as well. It is highly unlikely that we will encounter a location that, for the sake of argument, has both a "south" direction and a "down" direction together.

Without exception, all maps are pretty logical things. After all, the adventure writer doesn't want to end up with a headache either, although solving the game may give you one. If you are playing a very large adventure with many locations, draw the map a piece at a time.

For instance, if you're about to start a new adventure, load up the game and then visit as many locations as you can before

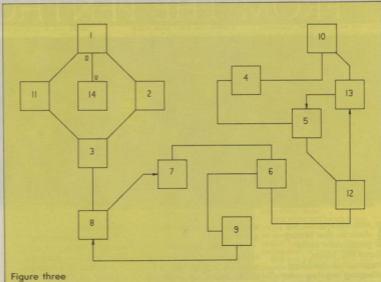


Figure three

actually doing anything.

Ignore any objects you may find, or problems you may encounter — just visit as many different places as you can. Once you find that you cannot

advance further into the game unless other actions are taken, then is the best time to revise your map.

In this way, the "skelton" of the Adventure begins to take form. If the map is drawn neatly and clearly, with plenty of space between the known locations, it is an easy matter to add new locations, or revise the map as more information is recovered.

The ultimate advantage of an Adventure is, if you really get yourself in a mess, you can always restore the game from your last saved position or, at the very least, start again from scratch.

That just about wraps up this section on mapping Adventures.

If any of you out there would like to see a more in-depth feature on adventure mapping, write to Computer and Video Games magazine and let me know.

For now, I'll leave you with a little puzzle. Above is a map made up from a table summarizing a number of locations and which directions are needed to reach other locations. Take a look at the following example line. L1 E3 N6 SW7 D8

There are five groups of numbers and letters in the line, the first group is always the

location number, so in this case, L1 means location one. All the following groups relate to the possible directions you may take from the particular location.

Hence we can move east to location three, north to location six, south-west to location seven or down to location eight. In other words, location one in our example allows us to move in one of four directions.

All 14 locations listed follow the same format, only the number of available directions is different depending upon the line. Easy, isn't it? Have a go at drawing the map before looking at the answer. The only clue I'm giving is that NO lines cross over each other.

```

L1 N1T
D1N 5M E1T
S1N 5M N 7T1
D3S 12N 11T
P5 E1S 01T
S8 9M 6T
3EN EN 8T
9N 7T
Z1S 6M 2K 9T
Z1S 5M 5T
01E 5M 4T
S8 E3N 11M N 7T
E3M 11M N 7T
D1D S2S 21M S 1T
  
```

Fantastic Four p8 ▶



# EXCLUSIVE REVIEW

## FROM THE PENTHOUSE



I was sitting on my desk in the luxury penthouse suite above the Ideas Corporation building, swinging my leg over the edge, gazing at a large portrait hanging on the wall.

The likeness of Professor Pratt, Chief Thinker (part time) of the Ideas Corp, gazed back, mocking my inability to solve the problem in hand.

Here I was with an exclusive copy of the long awaited Questprobe 3: The Fantastic Four and it was so exclusive that even I couldn't play it!

This was not for want of a few ideas on how to rescue Thing from the tar pit, (see *C+VG* May 1985) so much as want of a computer on which to play it. My only copy had been rushed to me in IBM PC format, on which the game was developed.

The great EMAP presses in the basement were idle — not for lack of paper, but a severe

shortage of words to print on it!

Metcalfe, the evil editor, was threatening to send in Big Red if I didn't come up with the goods fairly soon. If Metcalfe's wrath was frightening enough, the prospect of Big Red charging round my office like a demented Security droid with a blown chip was absolutely terrifying.

I contemplated a spider trying to get into the air conditioning ducts. Could it be...? No, I was imagining things!

I had wondered in amazement a few months back, when I packed up my instruments of Adventure in my old mist-shrouded laboratory on the south coast and moved into my luxury suite.

"All this for me?" I thought. "What have I done to deserve such grandeur?" Then I discovered that the only way out was via the lift, and it wasn't working! But they hadn't reckoned on my shaft-climbing

experience.

This daydreaming wasn't helping at all. How was I to play an IBM format Adventure without an IBM machine? You don't imagine for one moment, do you, that the Ideas Corporation finances had run to a PC for the penthouse! "In fact, we're skint, Keith, mate," was how the Marquis de la Riche, high-up I.C. extraordinaire, had put it.

It was no more than I had expected. He was always rushing around cutting costs and checking budgets. No one got their fingers in the I.C. purse without his say so.

I gazed again at the

likeness of the Prof. Suddenly, I had the answer! Hand over hand I descended the lift shaft until I reached his austere office. There on the desk, gathering dust, sat an IBM PC. "Your PC, Terry," I stammered. "Can I use it to help poor old Thing?"

"Why of course, Keith, of course," he replied somewhat hesitantly, backing away from me with a worried look in his eyes. He had always thought me slightly mad, even way back in the days when he was a humble Editor.

So that was how I came to play *The Fantastic Four*. The formula was, of course, partially in the portrait!



# ADVENTURE

## EXCLUSIVE REVIEW

### QUESTPROBE 3 THE FANTASTIC FOUR! (Chapter 1)

**A**t last it had arrived, and as usual it started with the opening credits. I thought they were terrific, you will see why when you start playing the game! When I first became hooked on Adventure after playing Adventureland back in May 1981, I never imagined that one day...well, enough of that!

But the credits alone do not indicate the quality of the game. This is one humdinger of an Adventure!

I promised in May to tell you if I had managed to get Thing out of the tarpit — the answer is YES, but only to find him imprisoned in a trap just as confining! And to my consternation, I discovered that rescuing thing is only a side problem to the objective of the game!

I also promised not to tell you how I managed this feat! I will just give you one little hint. After trying out all sorts of complicated manoeuvres and theories, the most obvious, the easy way out, and yet the totally unthinkable, is the answer!

**The Fantastic Four** features The Human Torch and Thing, and breaks completely new ground in Adventure technique. Here, you have the ability to change at will throughout the game, between the two persons. "Thing, I want you to..." changes to "Human Torch, I want you to..." by the simple command "BECOME TORCH".

Not only can you change between the two, but in fact you HAVE to, because the two must act very much as a team if they are to win through.

So you must not only learn to control the characters and exploit their fantastic powers, but must also learn how to use them to complement each other in a combined effort to rescue Thing's girlfriend, Alicia Masters, from the evil clutches of Dr. Doom.

This game has a full-sentence parser, and it will be absolutely necessary to take advantage of it, for if input had been restricted to only two words, it would have made necessary the asking of further questions. This could give too much away, and make life merely extremely hard instead of impossibly difficult!

Right at the start this time, you find yourself face to face with

the Chief Examiner. If you do the right thing, at random you find yourself as Torch or Thing. No matter which character you are playing, if you waste precious moves, Thing will get sucked down and drowned in the tar.

Torch, however, is quite comfortably situated on safe ground nearby, and free to investigate the outside world, where he is likely to bump into our old enemy Ringmaster and a host of other baddies.

Dr Doom's castle is just around the corner so Torch can pop in



to see what's cooking! Or can he? That would be just too easy, wouldn't it?

Fascinating opportunities, but the trouble is Thing is on the way down and once he meets his end, so does the game! What the hell do you do, with nowt but a candle and a built-in flame thrower?

OK, solve the problem. New problem — worse! Before long I noticed a Thing-sized dent in the wall — I had been hitting my head against it for hours!

A breakthrough here will give you a bit of breathing space, but how much is not at all clear!

And again, after hours and hours of desperately trying the same things over and over again, knowing they don't work yet sure they must, you take action that is once more the most obvious possible move, and then you'll probably need to start the game all over again — IF you can figure out why!

And then — if you are a reviewer with a tight deadline, and if you are lucky enough to have a certain phone number, you reluctantly use it! "It's not that I can't solve it, Scott" you'll start, unconvincedly. "It's just that I have this deadline..."

"OK, you know what you want to do, so don't forget the game has a full-sentence interpreter. Perhaps an adverb..."

"Goah! Got it!"

"And I must tell you, there are some super animated graphics to look out for! But you're not any where near them yet! Have a nice day, (What's this? It's gone midnight over here!) "By the way, I'll be in again tomorrow evening!"

Well that's one of the advantages of being a reviewer for Computer and Video Games magazine. You can call Scott up for a hint or two. Even the country's best Adventure Helpline needs the odd piece of advice every now and again ...

could I get Thing through a wall of fire without burning him up? How could I get Torch anywhere near the wall of fire, so that hopefully, he could pass through it and switch it off from the other side? Let's see, what objects had we got between us?

It suddenly hit me that, quite incredible in an Adventure game, the problems had been intriquing, capable of solution (so far) and yet between them, Thing and Torch had come across a mere three "gettable" objects! And these were so mundane, you just wouldn't believe how much they could do with them!

In this Questprobe, you don't have to collect Gems! But no Questprobe would be complete without its Natter Energy Egg, and "Bio-gem, would it! Once you find them, you'll be relieved — but before long you'll be worrying yourself silly about them!

And while you're worrying, if you're not careful — BOOM — an earthquake to go with a virtual hurricane! But that could be the least of your worries.

Will you be able to find and rescue Alicia Masters, and thus collect the last secret password in the series?

I suppose after having read this review you're in doubt as to whether I like it or not — all I will say is that that's absolutely brilliant!! Miss it if you dare.

The fully animated graphics only appear in the SAGAPLUS versions on disk, so don't expect them on tape versions. These have excellent in-memory



graphics created by Adventure International UK's artist, and they display instantly. But do not fill the full screen or the same degree of animation that is to be found on the disk SAGAPLUS.

However, I was playing a text only, pre-production version and even that was enough to make me wake up bleary-eyed each morning, shouting "Flame On Now!!"

When I had played well into the game, I spent a while away from the computer and contemplated it thus far. How

Finally, some pretty harsh criticism. Why on earth couldn't the Fantastic Four have been held back to appear in Questprobe Four? It would have been so much neater and far less confusing!

- Vocabulary 9
- Atmosphere 10
- Personal rating 10

Competition pit0



# ADVENTURE PUZZLES

There are differing views on problems in Adventure games. Some believe that the author has put them in the game simply to prevent the player from getting to the end too quickly — others feel that they are the whole essence of Adventuring. No matter how you feel about the obstacles, you've still got to overcome them!

JIM DOUGLAS takes a brief excursion into the rather murky area of puzzle solving, and uses as examples some extracts from real Adventure games.

**H**ow does a fairly normal person sitting at a computer lathum out there to get a blue rod from a sphere, one must put a laser on the sphere, drop a disk on the floor, slide another disk underneath the sphere and then turn a dial to four?

Some Adventures require the player to be on the same wavelength as the author. If an unfamiliar object cannot be examined, it explains unfair to expect the player to guess that object A must be inserted into object B without giving any hint that they have a similar shape.

In early Adventures, the gamer had to limit his imagination to what was possible in the machine. For example, it was no good expecting a helpful response when asking a passing traveller where the nearest inn could be found!

Now, with more and more code being squashed into less space, it is not unheard of for a game to understand things like: **PICK UP THE VACUUM CLEANER, REMOVE THE BAG AND MEND IT WITH THE STICKING PLASTER, THEN ATTACH THE BAG TO THE VACUUM AND CLEAN UP THE DUST WITH THE CLEANER.**

Of course, the same actions may also be carried out one by one, and almost certainly will be the first time around. But the full command will be useful on replays. ● **Game 1**

Here is a break down of the lengthy route I used to reach that solution:

**Input:** GET VACUUM CLEANER

You have the vacuum cleaner.

**Input:** EXAMINE CLEANER

**Response:** The vacuum cleaner has a dust bag but no power cell.

After spending some time searching for a power cell, I typed:

**Input:** ATTACH CELL TO CLEANER

**Response:** Okay

**Input:** EXAMINE CLEANER

**Response:** The cleaner has a power cell and a dust bag.

So after some close inspection of the equipment provided, it was possible to put everything together without continually trying to use the cleaner.

In fact, this isn't the complete solution to the problem — the final stages can be worked out in the same manner. Try it for yourself!

It may be timely to explain a system which many hardened adventurers employ to make their lives a little easier! It all relies on the detail which has been put into the responses. If you find yourself with an object screwed to a wall and wish to know if it is possible to remove the said item, this routine may prove useful:

● **Game 1**

**Input:** GET <object name>

**Response:** You can't do that yet (Or something similar).

The "yet" implies that it will be possible to get the object at some time. A reply saying "You can't" will stop this system in its tracks!

OK, so we can't get the object at present, the screws are the problem, so:

**Input:** UNSCREW <object name>

**Response:** You can't do that yet.

So we can probably unscrew the mirror at some time. With that:

**Input:** GET SCREWDRIVER

**Response:** It's not here.

So that's it, we have found the probable method of unscrewing the object, all we have to do now is to find the screwdriver!

Unfortunately, user-friendliness seems to be falling away, and YOU CANT is becoming a very common response. Make a point of noting these response details when you first start in on a new game, they become useful!

I suppose some will call this cheating, but I don't think of it as such. It is merely asking the computer what is possible later



on!

Let's take this idea slightly further, with a bias on objects. If your game is not too willing to give up its secrets, the following commands may be useful. Here we are carrying a lamp and looking for an axe:

**Input:** GET AXE

**Response:** I can't see an Axe

**Input:** XXX AXE

**Response:** I don't understand.

**Input:** XXX LAMP

**Response:** I don't understand.

Note that the program checks the first input word in its lookup table and doesn't bother with the rest of the command if the verb isn't found.

**Input:** GET LAMP

**Response:** You've already got it!

**Input:** GET XXX

**Response:** You can't.

This is a very thorough method, and illustrates how to check the way the program responds to combinations of known and unknown verbs and objects. An axe probably does exist, and this can probably be determined once and for all with:

**Input:** EXAMINE AXE

**Response:** I don't see it here.

Progress in more advanced games can only be made if a string of actions are performed in the correct order. For instance, the player finds himself in a maze of pneumatic tubes with only a set of glass disks as company. ● **Game 2**

Despite only two words of

input being allowed, and the maze having only six rooms, this problem is probably the one in the game on which most people become stuck!

After traversing the rooms using LEFT, RIGHT, FORWARD, and BACK (a brilliantly implemented method of disorientation) and collecting various disks, our hero comes to a computer. He must feed the disks to the machine in the correct order, or it will spit them out.

It is at this point where I think the problem is spoiled. If a disk is fed in correctly, the machine burps and waits for another. If a disk is loaded out of sequence, it is ejected. All sounds quite fair, doesn't it? And so it is. If the player realises that once a disk has been ejected he MUST go back to the position before feeding started.

The first time through, one was thrown out at me — I was dreadfully worried when no more were accepted.

The methods I recommend may seem to rely heavily on the thoroughness of the programmer. True, but then it is quite reasonable to expect some form of logical explanation for the game not being able to carry out your request. It's just a question of give and take.

*Key to featured Adventures*

● **Game 1:** *Enthor*

● **Game 2:** *Robico*.

● **Game 2:** *Countdown to Doom* by Acornsoft.

Poster p12 ▶

**COMPUTER  
+VIDEO  
GAMES**

**SILVER SOFT**

**THE**







## PEOPLE

# TROUBLE IN THE JUNGLE



### THE TRIO COME IN FROM THE JUNGLE

"It is rarely want of a map that halts an Adventurer's progress," I wrote a couple of months back about the HELP reply in **Mordon's Quest**. Although the statement holds good, **Mordon's Quest** is a rare game! If you've played it and are wondering how I managed to proceed beyond the jungle without answering Tarzan's question — I'm not going to tell you!

I DID tell John Jones-Steele and his partners in crime, Peter Moreland and Peter Donne, who between them, are the brains behind the game. Moreland, Donne and John Jones-Steele wrote the program code. "You can't do that!" they exclaimed. "I did," I said, and off they went to check.

"You're perfectly right!" they told me on their return, "You can do it — we'll have to put a stop to that!"

John is a programmer at University College, Wales in Aberystwyth. He first wrote **Abersoft Adventure** (reviewed C+VG May 1982) for the Z80, a **Colossal** **Corvus** lookalike, under his own

Abersoft label. His Spectrum version of the game was Melbourne House's **Classic Adventure**.

Peter Moreland came up with the idea of **Mordon's Quest** together with Peter Donne, an old friend who works in a record shop. Both live in London. They spent lots of time and money phoning and swapping tapes with John during the development of the game.

"Peter Donne has a really wicked sense of humour!" said John. "You should have seen the Tarzan sequence before we toned it down!" boasted Peter Moreland.

"He was going to be really camp," grinned Peter D. "But Melbourne House weren't too pleased, so there were one or two things we had to change."

A sharp sense of humour is something possessed by the whole trio. Pete M was dressed in a mock tarzan suit, whose main theme colours were helicopter and orange. It went well with the C+VG Champs t-shirt he sported underneath. "He got married in that!", quipped John.

"That drainpipe in Mordon," I

asked, "why didn't it lead anywhere?"

"The chances are you'll visit everywhere in the house first, including the nauseatingly decorated bathroom," explained John. "So when you climb the drainpipe and look in, you think 'AARGH not that bathroom again!', and fall off in a state of shock!"

I was glad to hear that **Mordon** was doing well in the marketplace, for it is rare these days to see a big text only adventure from one of the big software houses.

"W.H. Smith has refused to sell **Mordon** because there are no graphics," said John, "but Boots are well pleased with the sales they are getting. And so are we!"

**Boastler's Revenge**, a sequel to **Mordon**, is their next project, and the trio already have some ideas worked out. It looks to me that we may be witnessing the start of a classic series — I certainly hope so.

When we parted, it felt like I was saying goodbye to some old friends. But they had to get back to Boastler, and me — I had to get back to mapping! Ribbit ribbit.

### CHRISTMAS IS COMING!

"It WILL be out before Christmas!" promised Mike Woodroffe, anticipating my opening line as he saw me approaching.

He was talking, of course, of the much awaited **Questprobe 3** featuring the **Fantastic Four**.

It would have been so much neater to have kept the **Fantastic Four** back for **Questprobe 4**, wouldn't it?

"We had a problem with the graphics, but they have now arrived in IBM format from the States, complete with the database. All we have to do now is to get out act together with the conversions."

Conversions and other programming work are the current tasks of Brian Howarth, now working for Adventure International UK. He's had little time to complete the development of the projected **Mysterious Adventure** titles **Midwinter** and **After the Fire**. Brian's series, starting with **Golden Baton**, **Time Machine**, **Circusand Wizard of Akyrs**, ranks among the classics, ever-popular among C+VG readers. It seemed a shame not to produce a new title for so long.

"To be quite honest, there is so much work outstanding with the new licensed titles, plus the continuing conversions of Scott's adventures, that I just haven't had the time to finish them off yet," he confessed. But he assured me that they were still there in the background, waiting to surface.

During the year Mike and Brian have been busy with **Gremlins**, whose sales outstripped even the incredibly popular **Incredible Hulk**. "Unfortunately it could not be published in the US," explained Brian. Apparently Atari have the rights to computer **Gremlins** over there, but as yet, have not come up with any game using this title.

Next came **Super Gran**, based on the TV series, and published under the Tynesoft label. "I didn't enjoy doing that one much. It was a difficult theme to pick up," admitted Brian. "But I suppose it worked

# ADVENTURE

## PEOPLE



Above: Mike Woodroffe and Keith Campbell. Left: Brian Howarth.



out all right in the end."

Mike went on to devise the plot of **Robin of Sherwood**, another TV based adventure, and Brian did the programming work on this one, too. "What we desperately need is more programmers," complained Mike. "But where do you go to find a good 280 programmer?" he asked.

Their next project is the **Fighting Fantasy** series, based on the famous Puffin books. It seems that these will supersede the projected **Swordmaster** series, which look doomed to oblivion.

There are plenty of ideas and titles buzzing around in Brian's and Mike's heads — let's hope we get to see them come to fruition soon.

Meanwhile, I didn't come away empty handed! "Try this — look after it, it's the only copy in the UK bar our own master," said Brian. I looked at the unfamiliar title in the familiar AI box. **Buckaroo Bancai** it read, a Segapulus, Commodore version. Read all about it in my sneak preview on page 8!

**ANYONE SEEN TEBBIT?** There's one well known game that I never seemed able to get my hands on. I asked the author Roger Taylor why? Roger, together with James Byrne, was responsible for the programming of **Terrormolnise**, but Roger had previously perpetrated **Denis Through The Drinking Glass** and **The Tebbit** on an unsuspecting Adventure playing public.

"Can you let me have a copy of **Tebbit**?" I pleaded, "I never managed to lay my hands on that!"

"Not many people did," replied Roger. The game was just about to be released before the Brighton bombing, and in the interests of good taste, Roger had to withdraw it.

"I can't send you a copy. When I ditched them all, I seem to have ditched my master copies as well. I would like one myself!" he exclaimed.

Is there any reader who managed to get hold of **The Tebbit**, and could let Roger have a copy of his own game?

Meanwhile, Roger, well qualified to write political satires — he is a councillor in Peterborough — has a few meskey ideas for the next in the **Denis** series.

Called **Kinnochio** it will be about a little wooden puppet who tries to become a little wooden politician and, who knows, one day, a Prime Minister.

But perhaps that project will have to wait a while, for I last saw Roger and James deep in

conversation with Mike Woodroffe. Seems Brian Howarth's burden could be lightened anytime now...

### TONY THROWS A WOBBLY

When I met Tony Crowther recently he was clutching a smart new video-style cassette case with a colourful inlay. It bore the title **William Wobbler** — it was the game Tony had told me he was planning when we first met in Aberdeen at the Gramplan TV studios in April.

"Tell me about **William**," I asked, feeling a little like Sherlock.

"It's an Adventure — you'll like it!" he beamed, and you could tell from the way he fondled the package that he was very proud of it, the first product of his own Wizard Developments company.

From what I had seen on display, it looked very 'arcady' to me, but a short while talking to Tony about it, and I was

convinced that it was far closer to a real adventure than other arcade-adventures. "Make sure you read the rhyme on the cover," he said, "It contains an important clue."

Tony talked about the game and how he wrote it with an infectious enthusiasm, and soon had me lost in the intricacies of creating raster lines and multiple sprites.

Then came a surprise, Tony had also written one of the two **Astec Tomb Adventures** for Alligator. But which one, I wondered nervously, having given part one a good review, and part two a dreadful one! Relief, I had got it right!

The revelation that Tony had produced a good conventional text and graphics adventure gave me an increased faith in the adventure component of **Wobbler**.

Funny name... **William Wobbler** I mused. Tony grinned broadly. "That's not its real name," he winked, "That's just what we had to call it!"

Roger Taylor and James Byrne.







# REVIEWS/1

## CHEOPS



- Supplier: No Man's Land
- Machine: Amstrad 464
- Price: £7.95

The description "animated graphic adventure" might lead you to think that *Cheops* is a game in a format similar to *Grimlins*. Don't make any such mistake!

In *Cheops*, a French game written by Andre Gandon, you take on the role of an Egyptian brigand in the year 2300BC. You are trying to break into the Pharaoh's tomb.

There are said to be over 300 chambers in two pyramids which you explore graphically, using text input.

The game is basically an arcade-adventure, the graphics window occupies most of the screen.

Below this is a small text window, offering about three rows of text, into which the player types commands. The graphics are extremely detailed, with excellent use of colour, and the sound provided is quite good.

Before you load the main game — if you opt for the instructions — a demo program takes you, with example screens, through what to do when various objects or creatures appear.

If you see gold, the command "G" will allow you to take it. As the game takes place in real time, you will need food to sustain you, and "TV" will "take virtuals" if there have any around.

Movement is through a perspective maze with hieroglyphics adorning the walls.

To move your animated character you type commands such as "ZL" or "ZR" to move two paces left, or three paces right, and so on. Some walls can be passed through — although I never did work out how you could tell which — and the command "PTR" is used if, say, you wish to pass through the second wall on the right. When confronted by the snake use CTRL. Use CTRL-SHIFT if the Tarantula threatens.

These instructions are demonstrated in graphics and text, but once out of the demo mode, they are lost forever. There is no hardcopy on the cassette inlay.

It is little wonder that of all the countries in Europe, France is only one from which I cannot recollect having received a single headline letter. If this is the French idea of an Adventure game, then it's little wonder — this is enough to deter even the



most enthusiastic from playing an arcade adventure, never mind a real one!

In summary, an absolutely diabolical user-unfriendly game.

How do they expect people to progress through the game without any reference material? Especially as the vocabulary used is so weird and wonderful.

There are many more better

adventures around for the Amstrad — this one wouldn't even make it into the top ten at a budget price let alone at nearly £8! Steer clear at all costs...  
Keith Campbell

- Vocabulary 0
- Atmosphere 1
- Personal rating 0

## RATINGS

### OUR NEW RATINGS SYSTEM

Starting this month we are introducing two new ratings for each adventure review.

In the belief that finding the right words to solve adventure problems should not itself be the main difficulty in a game, **VOCABULARY**, as are all the ratings, is marked on a scale of 0 to 10. A rating of 10 does not mean that every word in the English language is recognised by the program, it means that most words that you are likely to use are recognised. In other words, it is a measure of the author's anticipation of your input commands within the context of the game, whether leading to the correct solution or not.

**ATMOSPHERE**, indicates the degree of realism, the credibility of the plot. If it's a humorous game, is the style right, do the jokes really make you laugh? If it's a thriller, are you kept on the edge of your seat? And if it's a horror-mystery, does it send a shiver running down your spine when you stumble across something unexpected?

Our old friend the **PERSONAL RATING** remains unchanged. It is the reviewer's own subjective feeling towards the game, not an overall average of the other two ratings. If you read the Adventure review regularly, you will become familiar with the likes of each of us — for all our reviews are named.

We could, of course, have extended these ratings to cover other categories such as graphics, sound, difficulty level, and so on, to the extent that a review could be reduced to a set of figures!

To keep ourselves in work, we decided to stick to words — these things, we think, are best left to be discussed in the review itself.



## ADVENTURE

REVIEWS/2

BEAR

WIZARD OF OZ



- Supplier: Kuma Computers
- Machine: Amstrad
- Price: £3.95

As the pilot of a spy plane that crashes in Siberia, you must avoid capture to escape to China. It is very cold. The game involves you avoiding death by freezing whilst avoiding other hazards. But I'd advise you not to grin and bear it. This "adventure" has nothing to recommend it — not even the low price. I'd of thought there are enough good adventures around for programmers to look at and get an idea of what makes a good adventure.

Seems D&G Amies have a natty routine for dealing with low temperatures, as the same sort of thing features in their **North Sea Bullion Adventure**.

In fact, there is a lot that is the same in both games, notably the same unfriendly format, the same incredible dirge, the same timer loop for the instructions, and the same price. I've therefore given it the same rating. It's abysmal.

- Vocabulary
- Atmosphere
- Personal rating

2  
1  
1

Two differing views on classical stories brought to life! KEITH CAMPBELL after deciding that an Adventure isn't up to much without puzzles finds it is sheer entertainment reliving Wizard of Oz computer style, while PAUL COPPINS gets bored with problems on Treasure Island...

- Supplier: Windham Spinaker
- Machine: Commodore 64
- Price: £19.95

Mention **The Wizard of Oz** to most people and they will immediately recall the film and its music. The film is based on the book of the same name, written as a modern fairy story in 1900, by L. Frank Baum.

Spinaker Software have transformed **The Wizard of Oz** into an adventure game in the Windham Classic series. It's not a difficult game as far as adventures go, and might more properly be classed interactive fiction. It's a delightful way to relive the story and should excite children of all ages who can't resist watching the film when it's shown for the 999th time at Christmas!

The puzzles may be almost non-existent if you know the story, but as entertainment, it works!

After a short narrative, the game proper starts off in Dorothy's house after the cyclone has struck. As Dorothy, going outside with Toto the dog, you see a pair of silver shoes sticking out from under the house. Doing all the obvious things, with a little guesswork thrown in, you should be able to follow the narrative of the story right down to the end of the yellow brick road — and back!

The object is to get back home, but as Glinda the good witch advises, you must first visit the Emerald City and seek the help of the Wizard.

Most locations in the game are beautifully illustrated with detailed graphics. You see all 14 characters as they appear. The soundtrack is the best I have yet



come across, with a musical score that includes both original pieces and some old classical and traditional music.

Don't expect to here the music from the film or you will be disappointed. A pity, but that is probably still in copyright — an expensive luxury for a piece of software!

The music is interspersed throughout the story, rather as in a musical play or film. Once started, it continues as you play on. I was sold on the music after befriending the Scarecrow, which triggered a lively rendition of Pineapple Rag by one of my favourite composers, Scott Joplin.

The narrative is designed in such a way that if you have a problem, one of your companions will suggest a way out, and might even take it into his head to help.

Thus it is very important to talk to all the characters in the story frequently.

If, for example, you find yourself stuck at the edge of a cliff, "TINMAN, TALK ABOUT CLIFFS" will get Tinman to help you further along the yellow brick road, by hinting that he would jump if there was something softer down below the cliff for him to land on. Talk in similar terms to Scarecrow and he will have a great idea.

There are a couple of special commands in this game that are very useful. PARTY will tell you who is currently travelling with you, WORDS will list all the words currently valid, although not necessarily immediately useful.

The only thing that spoils this game is the Commodore 1541 drive! There's nothing more daunting than having to wait an eternity for the disc to load in a message to the effect that it does not understand the words that have been typed.

Nevertheless, I became thoroughly absorbed in the story, the music and the pictures. I could hardly wait to see what the Wizard himself looked like. When I eventually caught up with him, he looked very similar to his original illustration in the book.

I found **Wizard of Oz** quite entrancing — a delight to play! If you get the chance this Christmas, watch the film, then play the adventure!

Keith Campbell

- Vocabulary 7
- Atmosphere 9
- Personal rating 7

## TREASURE ISLAND

- Supplier: Windham Spinaker
- Machine: Commodore 64
- Price: £9.95

**Treasure Island** is based on the classic book by Robert Louis Stevenson. There, in my opinion, lies the major problem

Reviews cont. p8 ▶



## REVIEWS/3

# WIZARD AND PRINCESS

that spoils all Adventures of this type. If you can remember the story and the plot, the game is a pushover.

Well, almost!

You find yourself in the shoes of Jim Hawkins, inside the Admiral Benbow Inn, having a quick word with Billy Bones over a tankard of navy rum. Then, on the arrival of one Blind Pew, the Adventure starts.

To find Captain Flint's treasure, a quick dash across country to Squire Trelawny's home, from there to Bristol, the Hispaniola, and to the Treasure Island is necessary.

The vocabulary list seems to contain all the words I wished to use — apart from the ones which make tying myself to the mast to save getting washed overboard an easy task! I tried TIE SELF TO MAST, and was told: "The word SELF is not in the vocabulary list". The problem was solved fairly quickly by simply tying the rope, when, as if by magic, I found myself tied to the mast. Not a very logical outcome for the command!

The graphics are of a very high standard, but just like other disk graphics for the Commodore, they do take some time to load.

Another feature of the game is the music, which plays as you make your way into the game and has a searing sound about it.

Packaged with the disks is a map of the Treasure Island, showing places such as Spy Glass Hill, the stockade, and where the treasure is located — or at least, where it was when Captain Flint buried it. Around the border of the map are small drawings and write-ups on all the characters that appear in the game.

The big let-down for me is that the plot follows so closely that of the book. It's not so much a question of solving puzzles as remembering the role young Jim Hawkins played, and then acting out that part with other characters.

In fact, you could say that the game is the book brought to life, with a few extra twists added just to keep you on your toes. However, if you're not familiar with the book, then playing *Treasure Island* could be a different story.

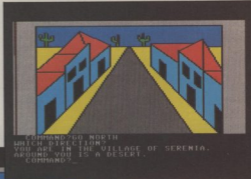
- Paul Coppin
- Vocabulary 7
  - Atmosphere 8
  - Personal rating 5

- Supplier: US Gold
- Machine: Commodore 64
- Price: £9.95, Disk \$14.95

The *Wizard and Princess* is not by any means a new game. It was originally available for the Atari and Apple, some few years ago.

I have had HelpLine letters about it on and off for years, but have not played it before. Its release for the Commodore 64 gave me the chance at last.

I played the disk version. Although there are big screen colour graphics — with a five



line text window below — for every location, the text and the problems are not very inspired, and the pace of the game is rather laborious.

It isn't just the tedious eight second response time — a lot of disk games on the CBM suffer from that — it's the roaming around to find the necessary objects that are scattered for no apparent reason right across the desert, that tends to get a little boring.

The graphics are very simple, too plain for the capability of the 64, and tend to indicate a lack of effort in their design and programming.

They do interact, however, and anything lying around will be shown. The trouble is, the objects shown are not always named in the text, and recognising them or what they are requires a lot of guessing!

Apart from that, the superimposition of objects on the

picture tends to loon incongruous, since their scale and position do not often suit the background.

The text is abrupt, lacking in much descriptive content, and the word **COMMAND** rather curtly invites the player to input something. **HELP** gives "NO WAY", and **INVENTORY** must be typed in full. All this, I might add, is displayed in upper case only.

To be true, the game does improve as you progress over a chasm, and your object is to rescue the Princess from the Wizard — what else with a title like that? First you must find the Wizard, though, and then you must outwit him.

I didn't get to try the cassette version, but it obviously differs a great deal from the disk, since the graphics are read in location by location from the disk.

I'm not against the conversion

of old games to new machines, but they have to be worth the trouble.

*Wizard and Princess* is a borderline case.

Keith Campbell

- Vocabulary 6
- Atmosphere 5
- Personal rating 6



## ADVENTURE

## REVIEWS/4

## ASYLIUM

## SHADOW

- Supplier: Screenplay
- Machine: Atari, C64
- Price: £9.95

Back in the midst of time, before the **Ideas Corp** was thought of, when **C+VG** and the Adventure column was but a single page, there appeared a review headed "Help — Get me out of here!"

The review was written by Keith, about a game called **Asylum**, written by Frank Corr for the TRS-80 and Apple computers. The reviews told of endless mazes and mind-blowing puzzles, and at its end came a desperate plea for help which, to this day, remains unanswered.

**Asylum** has returned, this time from the keyboard of William F. Demman.

As this split-screen graphics and text adventure opens, you find yourself in a small cell with nothing but a bed on which sits a credit card — no hint of a hand grenade anywhere!

Fortunately, escape is not difficult, mainly due to the fact that somebody has left the cell door wide open! So with a push of the cursor keys, which control movement, you're on your way straight into the biggest problem that any would-be escapee will have to conquer — an

#### Asylum maze!

There are three vast mazes composed of twisting corridors and tricky turns, which in some places warp you from one side of the maze to the other!

Each maze is full of hundreds of locked doors, behind which may lurk hidden traps and deadly puzzles.

Some of these come in the form of your fellow inmates, such as the fastest plastic surgeon in the known galaxy, the wacky entomologist with a love of crawly things, and the beautiful but deadly terrorist.

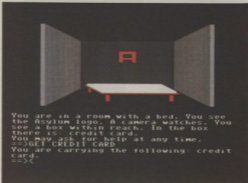
They may either help or hinder you on your way.

Well, to be honest, and if you promise not to tell the asylum guards (nasty lot they are!) all the inmates are nutters who should be under lock and key! So what am I doing here?!

An unusual feature of

**Asylum** is that both the Commodore and Atari versions come in the same box, on both tape and disk.

When playing the Atari disk



You are in a room with a bed. You see the Asylum logo. A camera watches. You see a box on this perch. In the box there is a credit card. You may ask for help at any time. GET CREDIT CARD.

You are carrying the following credit card.

version, if you meet your fellow inmates or enter one of the many cells, the graphic display shows all that can be seen around you. The pictures have a cartoon look about them, with sharp clear images and bright colours.

On the Commodore disk, the graphics have a more natural look, with more detail in the background. There is slightly more text here, than on the Atari.

However, the Commodore does not get things all its own way, as the keyboard seems to have become super-sensitive. Just typing in one letter of text can prove a little difficult until you get the hang of it. Also, there is a very irritating flashing line between the text and graphics.

There are several features of the game which make it very easy to get along with. There is the ability to understand "U D W CARD" which is short for "unlock door with card". This is something of a godsend when you consider the number of doors in the game. There is also a VOCAB command, which lists out all the verbs and nouns in **Asylum**. That's why I gave a n/a rating — it is difficult to rate the range of words available when you know you've no need to try the ones that seem to be missing!

There is also a SLIDE SHOW command, which lets you view the graphic screens still to come without giving anything away. But be warned! Do not always believe your eyes!

So if you, brave adventurer,



dare to enter THIS asylum, will you struggle against the odds and win through, or will you join Keith and countless others, condemned forever to be a nutcase in a very similar institution, screaming to infinity, and perhaps writing strange scribbles in C+VG...??? Hee! Hee! Hee! Paul Coppins

- Vocabulary n/a
- Atmosphere 7
- Personal rating 9

- Supplier: Beyond
- Hardware: Spectrum 48k.
- Price: £9.95

Beyond produce games that are expertly programmed but tend to be complex to play. This makes them just that bit cleverer than those of their competitors.

They also go in for trendy medieval-type names for characters and objects. In **Sorderon's Shadow**, in addition to learning the controls, you have such forgettable names as Aurrican, Borak, Hydral, Kerral, Morkoth, Flavor and Xirith to bone up on. Each has his own characteristics and uses.

For example, Morkoth has something which will help you speak to Kerral. Why should you want to speak to Kerral? Because he will carry you across the lakes by Flavor's Castle, if you did but know it!

There is also a list of objects to learn all about.

Play involves killing Sorderon, but you must also complete nine sub-tasks on the way. To begin to get anywhere at all, you must first master the screen layout and game controls.

In play you will require food, weapons for fighting, gold and other objects, and will come across friends and enemies. To help you on your way, a "Midnight/Doomdark" type map is provided, showing features of the land of Elnodor, which consists of mountains, impassable mountains, forests, lakes, igloos, towers, pits, churches, castles, windmills...

There is no doubt that this is an extremely clever and sophisticated piece of programming, but to operate the game effectively, you need an in-depth study of the instruction book, plus plenty of practice.

This time I think Beyond has overdone it. My own opinion is that it is pretentious rubbish, one long yawn from beginning to...

#### Keith Campbell

- Vocabulary 7
- Atmosphere 4
- Personal 3

Reviews cont. p20 ▶

# Adventure

## REVEALS/5

### NORTH SEA BILION



- Supplier: Kuma Computers
- Machine: Amstrad 464
- Price: £3.95

You are the captain of a salvage tug in search of a Second World War wreck that went down in arctic waters. You must find the wreck and raise the cargo of gold during the short arctic summer. The instructions tell you that the exact location of the gold is written in the captain's log, which is in this wall safe.

These instructions are given on-screen, and amplify the

written instructions provided, which list the command verbs and the items you will need to succeed, such as oxygen, steel plate, fuel oil, diving lamp and so on.

You are told you must keep a careful eye on the temperature, as you will be killed at below -20 degrees.

If you opt for the screen instructions, they are displayed with a timer loop, from which there is no escape. The time allowed to read them is extremely generous!

To enter the game itself, the program has to read internal data, and does so at great length to the accompaniment of what can only be described as a horrible dirge — certainly not music. If you are foolish enough to request a replay of the game itself, you must endure this process again.

The game starts with a graphic screen which does nothing to

enhance the reputation of the Amstrad's graphic capability, and under the picture is some graphics-mode text. Try to input a reply, and you will be told quite sharply that you can't.

What you must do is to type 'T', which takes you to a text input screen, listing the oxygen cylinders you possess, your cash balance and a few other bits of information.

Obviously, oxygen is going to be a necessity, so you type BUY OXYGEN, and daily get credited with a cylinder. The instructions hint that you will need quite a bit, as you are advised to type OXYGEN AND PRESS CR three times for three cylinders, if that's how many you want. Of course, there is no CR key on the Amstrad — what presumably is meant is CARRIAGE RETURN, ie ENTER. But it's a moot point, as that doesn't work either. You are therefore reduced to repeatedly typing BUY

OXYGEN, and waiting while the program slowly notes what you have done.

If you overspend to a negative cash value (and there is no way of telling in advance how much each item costs) you are declared bankrupt. To replay you must suffer The Big Wait.

Bankruptcy also results if your cash reaches zero, NOT a valid outcome. I was assured by a chartered accountant. To move back to where the action is, type R, and you're in graphics mode again.

Altogether it's a very laborious game, poorly presented, unoriginal, with incorrect instructions. I wouldn't recommend you to play a friend's copy let alone buy one. Keith Campbell

- Vocabulary 2
- Atmosphere 1
- Personal rating 1

## VILLAGE OF THE DEAD SOULS



- Supplier: Magus
- Machine: BBC 32K cassette
- Price: £9.95

This machine code, text only adventure looked somewhat insignificant on the outside. The plain black and white inlay with a large 'M' on the front made it seem rather plain.

But on loading, a pleasant screen appeared, informing me that all was going well, and after five or six minutes all the various parts had loaded with no problems and the game began.

You take the role of an inquisitor — a novice magic user with some rudimentary skills in spell casting. Inquisitors get their name from the tasks they perform: they investigate various "happenings" in order to prove it's worth the while of the higher orders to teach them more skills.

Your task is to help the Rector of Dunham to stop the Lord-Talen mocking around with a portal into the next world — Chaos. If this sounds a lot for a relative beginner to handle, then you're right — it is!

Play is fast owing to the machine code, but here some users may experience difficulties.

Certain programmers find it irresistible to "steal" areas of memory which aren't intended for use programs. If you — as I have — lots of extra ROMs in your machine, you may find some most interesting messages, such as: "You are outside a badly damaged farmhouse. Some exits lead southwest inside you find in." or "You are outside a badly damaged farmhouse. Some exits lead A very small hole has been dug here, and in '7"

The list of exits is most confusing. When approached from one direction you are presented with one set, and from another you may discover a couple of new exits. However, you can only use the exits listed on THAT visit!

The program will accept 40 characters of input, and do its best to understand what you typed. This can be somewhat disconcerting when "You'll need to say more than that" appears, and you can't fit anything more.

Objects can be examined, often revealing vital details. The author has included a large number of puns. Fooling around with beehives is not recommended. They're Bee-

hemoths!" and "...bee-hive yourself!" Both appeared very rapidly!

I was slightly surprised by the number of corpses which lay strewn about the village, all of which are found in various states of disfigurement or decay.

A pair of seven leaguer boots are found (on a corpse) and if worn, they allow you to walk at twice the normal speed.

Magus have produced a good game slightly overpriced (though what isn't?). With a little more thought applied to the screen presentation it would have been very good. Jim Douglas

- Vocabulary 8
- Atmosphere 6
- Personal rating 6





# ADVENTURE

## HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. But he's not alone. KC has a few helpers to keep the Helpline running. Here for the first time we reveal the identities of the C+VG Helpline team. Believe me, they make the Bug Hunters look normal...

## HELP!

Got a problem? Don't suffer in silence. Write to Keith Campbell's Adventure Helpline, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

### PAUL COPPINS:

Paul joined the Helpline in January '84, is in his early 20s, and lives in Essex. He's a quiet type normally — but get him talking on the subject of Adventure and his eyes will light up and you'll have a job to stop him! It is completely impossible to stop him playing an adventure until he has cracked all the problems and completed it! Not that it takes Paul long — it is rumoured he solves an entire Infocom Adventure before breakfast each morning. He enjoys a Bacardi or three, but has been known to drink Perrier!

### SIMON MARSH:

Nearly 19, Simon lives in Surrey and joined the Helpline in February '84. Simon, perhaps better known to regular readers by his somewhat dubious pen-name "Pink Fairy", claims to be the handsome one of the team. He aspires to become a rock star, not letting the rest of us forget that his group once packed a hall with as many as 16 people. Difficult to control at any time, Simon often proves to be a real pain, due to his evil jibes, together with his complete and utter contempt of writing, computers, Adventure games, and Perrier water.

### JIM DOUGLAS:

From Middlesex, and of tender years, Jim TYME Douglas, as he prefers to call himself, is the baby of the team. He joined us in July this year. A bit of a dark horse with a trendy line in t-shirts, Jim currently writes the Adventure Hotline frames on Micronet. He enjoys devising and mallozbing tortuous riddles that no-one can solve, and refuses to divulge the answers (if any!). The well-spoken, unassuming, intellectual type, Jim has that fresh-faced "boy next door" look — you know, the



Simon Marsh, Keith Campbell, Jim Douglas, Paul Coppins.

one who always gets the girl YOU were after. A confirmed Perrier addict.

### KEITH CAMPBELL:

"Grandad" as the rest of the team endearingly call him, Keith lives in Sussex and started writing the Adventure feature the very first issue of C+VG, long before the other three were born. The father of three teenagers, he thought THEY were trouble until he met up with Paul, Simon and Jim. Keeps them in control by towering over them from a great height, and bombarding them with readers' letters. Winner of the "Least Sold Book of the Year" award 1984, and author of an adventure game so abysmal even his family refused to play it — he never ceases to astound readers by the continued appearance of his scribbles in C+VG. Uses Perrier water to furiously top up other peoples' wine glasses, thus grabbing the lion's share of the wine for himself.

### STEVE DONOGHUE:

From Sunderland, and struggling against the odds to remain in his twenties, Steve usually joins us when there's extra pages to fill. He takes a real interest in real ale, relishing both quality and

quantity. Has been known to travel the length of the country to attend a beer festival. Being a Geordie, of course, he has never even heard of Perrier water.

## ADVENTURES UNFINISHED — IDEAS WANTED!

I've slipped up on some treacherous moss! In the August issue I gave a clue about **Kentilla** concerning the drying of moss before giving it to the Chief Caveat. "This is not necessary, as he will accept damp moss," writes Glen Terlow, from Holland. In fact, the dried moss is needed further on in the game, says Glen.

Way back in the days when I used to play an adventure without noting down the answers to the problems, I played **Inca Curse**. But I just can't remember how I got in the temple! That means I wasn't able to help Justin Wateridge, of Totton in Hampshire. Come on, remind me, someone!

Russell Grimbley is bleeding to death in Sheffield. He has a nasty cut, and is being plagued by dogs and a bull. In fact, he'll stay right **Upper Gumtree**, unless you can help patch him up!

Elen Budden, in her **Search for King Solomon's Mines**, has gone outside the hut, but can't do anything else! Who can help her past the second Zain?

"Could you help me to use the

Helpline ▶

wand to return to the north bank of the Aconit river, and to either enter or cross the chasm in Thor's underground stronghold, is **Orc Slayer?** asks Alan McDonald, of *Adventure*. No, I can't, and I thought I was an 'orc-buster', too!

S. J. Birch has a greedy dog, and he'd love to give him a bone, but can't pick it up! How can he get through the locked door! The **Greedy Dwarf** won't let him do either of these things!

Ronan Caolai, of Dublin, has got an alcohol problem. After about 70 turns of playing **Mafia Contract** he just about gets round to opening a crate of something interesting, in Vincetti's office, when he faints. It's a funny thing, but I often feel a bit faint after a long adventuring session. There's no doubt, Guinness cures it in no time! Any reader who knows where Ronan can get a drink in **Mafia Contract**, please write in urgently!

Where and how can I.G.P.Gaueward, of Rotterdam, get a flashlight in **Dallas Quest**!

If you type ALL in **Red Moon**, says C. O'Toole of Borehamwood, the response is "WIRTS MIRT BUD?" It sounds German, but what does it mean?" he asks. Another thing that's troubling him is where to find the wooten bowl in **Emerald Isle!**

It is held it is east of the forest, but cannot find it there. And PLEASE, someone help him with that to give to the man on the train in **Herrspacard!**

"What do I do now?" asks Mrs Cindy White of Newcastle, who has given the pilot's thumb to the Manx cat, but can't make her say or do anything beyond a word of thanks. The game is **Macbeth**.

Gregory Quinn was quite right about needing a battery for the vacuum cleaner in **Subsunk**. Richard McClaslich wrote from Wisbech to say so, along with a number of other clues.

"It is the least I can do after all the help you have given me in the past," wrote Richard. Thanks, Richard, your help has been appreciated too! So to Gregory, try going beyond the deck-connect well off the 2nd deck passage and you might find what you want.

There's a dead man clutching a bottle of perfume in **Holy Horrors**, and how to proceed at this point is bothering Dave Yates of Preston. Has anyone else caught the scent of this corpse?

Finally, my own confession! I don't know it, so tell me someone, please tell me, exactly how DO you find the missing crewmember in **Snowball?**

## THE FIEND STRIKES AGAIN

I am being plagued by a fiend! Why haven't I told you about this before? Because I've been

too scared of his threatening tone, of his cutting comments, of his gleeful letters pointing out any minuscule error in my writings. Too enraged by his pre-occupation with *Crunchy* magazine and his vicious tendency to call me "Derek".

But now he has gone too far! I call upon you, the readers of C+VG, to help unmask this monster, this evil twin who writes letters over a metre long with a laziest Spectrum printer.

He calls himself THE FARINGDON FIEND --

Faringdon is in Oxfordshire.

It all started when he became demented whilst playing

**Sorcerer of Claymorgue**

**Castle**. Amidst the torrent of abuse he hurled about the game,

based on a vertical view of it, came the revelation that he was

"...no pre-pubescent teenager... called Darren or Wayne..." but a

mature Adventurer in his 50s.

I wrote back, complaining that

his letters were missing my eye-sight,

and pointed out that the Darrens and the Waynes are

at least considerate enough to sign their letters. He struck

again, saying he would not reveal his name -- YET! A cold

shiver ran up my spine, as I sensed that his was a name I

knew. Who, who, who! Someone famous, or a long forgotten friend!

And so the reign of terror continued, all through the summer.

"Well, you have really made a mess of it this time. I refer, of course, to the cock-up

you made with your latest **Kenntilla** tip..." I wrote to suggest he visit the Personal

Computer World Show at Olympia and reveal his true identity -- and I even promised to buy him a glass of Austrian

wine.

At the PCW Show he struck AGAIN, and in person I

suddenly became aware of a small package lying beside the TRS-80 on the Helpline stand. In

it was a navy blue tie with a thin red stripe, and a Helpline postcard inscribed: To Mr

Campbell, and signed: The Fiend. Blind panic seized me. In

turn I grabbed Paul, Simon and Jim by the shoulders and shook them wildly, demanding to know

how it had got there. The mysterious thing was -- not one of us had noticed...

Even stranger, the tie disappeared as mysteriously as it had arrived. Did it get lost in the chaotic end-of-show clearing up, or had it been repossessed...?

But the tie bore a clue, a deliberate attempt to test the mettle of an Adventurer. Almost unnoticeable, but when held up to the light at a certain angle, an embossed legend could be discerned: RAYCHEM. That may

mean nothing to you, but the blood dained from my face when I saw it. For me it meant The Fiend knows EXACTLY who I am and where I come from. Yet I only have an inkling of his connections...

Help me, readers, fellow adventurers! Help me unmask this sadistic beast, this monster who oft describes himself as "Gropier and Public Nuisance."

# ADVENTURE CLUES



Williamsburch Adventure: Move the gravestones to get into the church.  
 Bored of the Hings: If you want to pass the gays, drop something rocky found in the cave.  
 Carribean: Use the magnets with a piece of string when in the cave.  
 Emerald Isle: Health is golden. Take it literally to cure a phrase. If you're stuck it the ring way.  
 Subsunk: Unblocking a link is a problem for routers. Attach to router and take a picture, post and you'll get a binding link.  
 Mystery of Munroe Manor: Inspect the statue closely. It has a slot, and you should have a coin...

## NEW CLUES FOR TIRED GRUES

Those sending in clues this month include: Hazel Miller of Manor Park, Luc Pycke of St. Laurens, Belgium, John Lewis of Dublin, Walter Pooley of Liverpool, C. Townsend of Leeds, Jonathan Lewis of Fradley, Richard McClaslich of Wisbech, Russell Grimbley and Ellen Budden of Woomera.

## THANKS FOR YOUR HELP

What do you do when you live in the south of England, and appear in a television interview

to be shown only in Scotland? Operate the Helpline in reverse, of course, that's what you do! Knowing that I was to be on Grampian's "This 'n' That" programme in August, and that it would not be shown in England, I examined the addresses of the Helpline mail very carefully. I wrote back to Andrew Tate in Dunblane, Perthshire, and Calum McQueen in Inverness, asking if they had a VHS recorder and the opportunity the record the programme for me. Both did better than just that -- Andrew managed to record five out of the series of six programmes, whilst Calum, who had originally written about **Fantasia Diamond**, managed to finish the game and included a complete recording of it! My sincere thanks to both of you. I now have a copy for myself, and one to pass around the family. Both managed to grab the last of the C+VG Champs t-shirts to

**EYE OF BAIN:** Strike a tube and wear a mask with a link to go through the bottom.  
**MORDONS QUEST:** A light will penetrate. Enjoy a cigar for love! Buy DRYAN THAT!  
**CASTLE OF TERROR:** Throw a rope to hang the guards.  
**KING OF POWER:** The bit attached with five gold coins -- put him with credit.  
**CATACOMBS:** Match very carefully what the computer says every time you enter the Cryptic path, and type HELP. These sentences have something in common, which when turned left, will enable you to get the bottle.  
**KENNTILLA:** Examine the bookends and do a bit of green dipping to unlock the chest.

send to them. Andrew and Gellum certainly proved to me that C+VG readers are REAL Champions!

## DOCKING WITH RAMA

Nick Hunter of Glasgow, described a problem in docking the **Endeavour** in **Rendezvous With Rama**. The symptoms are an enthusiasm on the part of his Commodore to return to READY before he can get through to the second arcade screen.

I experienced no such problems when I played the game — but then I obtained my copy direct from Spinnaker Software in the USA.

I understand that a bugged version was accidentally supplied to the UK distributors WHS. Spinnaker are aware of this, and the bugged copies should have been withdrawn.

Nick took his copy back to John Menzies, from whence it came, but due to their lack of a disk drive, they were unable to check out his problem to see if it was due to "arcade incompetence", a well-known ailment amongst adventurers. So they merely replaced his copy with no fuss. The trouble was, that the second copy behaved identically to the first!

I find it amazing that a big chain, with its high volume of software sales, cannot offer the facilities or the expertise available at small, specialist computer stores. I have advised Nick to demand his money back, or an exchange of a DEMONSTRATED GOOD COPY. I shall be awaiting news of how he fares with interest...

## ADVENTURE CHAT

So **Eureka** has given up its prize, but that doesn't make the games any less playable, or come to that, any less difficult. It is a package teeming with problems, and will, no doubt, continue to baffle and entertain for quite some time to come.

"Do you want to know how to get rid of all your least favourite characters in the **Hobbit** without lifting a finger against them?" writes Richard Clements of Swindon. "All you do is give the lurch that Elrond gives you to the person, and tell him to eat it! Do this a few times and the countryside will be littered with bloated corpses!"

Another new **Hobbit** bug has been discovered by Adam Ledger of Watford. I have found a small bug in the **Hobbit**. At the beginning, if you type: SMASH CHEST, it says: WITH ONE WELL PLACED BOW YOU CLEAVE ITS SKULL. THE CHEST IS DEAD! claims Adam. Oh yeah?!

Carrying on with bugs for a moment, Deomark's **Revenge** (Spectrum version) has produced a phenomenon that Ralph Norman has named "Dreams in Isomark".

This occurs when night has fallen and two characters are camping in the same place. Press CHECK PLACE and then MOVE before MORE. On pressing MORE the character will have "dreams" about people who do not even exist! For example: EVIL TALIGORN THE MOONFRINER WHO IS LOYAL TO THE ANS, and COWARDLY, EVIL MORKIN THE FREE.

The depths to which some people will sink to get a t-shirt is almost unbelievable! Glyn Evans of BFPO 25 gives some clues, and asks four adventure problems. The last one is: "Does anyone have a hint about how to give Monoglyph his lettering by post so that I can get a t-shirt out of you guys?" In case you find out, Glyn, hold on, I'm sending you one!

**Warlord** is a game I've not well versed in, and I was desperately searching for a clue for a troubled adventurer at the PCW Show. Imagine how grateful I was to open my file and find a page in bold lettering: **WARLORD SUTION** by Adrian Oates.

While I was scanning the text, a lone standing behind the puzzled adventurer in the crowd raised a hand and came forward and said: "Hello, I'm Adrian Oates." What a coincidence, and it was nice to be able to thank Adrian personally for taking time out to write up the solution. It's not often I get to do that!

Walter Pooley is a name that rang a bell when I read his letter. So it should have, for I soon remembered that he began writing to the **Helpline** years ago. This time it was to help Linda Baldrick who was stuck in **Message From Andromeda**. "It appears Linda is stuck right at the start," wrote Walter. "If so, the game starts with a message on the video screen. READ MESSAGE and then reply YES to the question," Walter advises.

Johnathan Lewis who lives in the lovely canal village of Exley, has found one of the weirdest replies yet, baring typing INVE at the start of **Lords of Time**. "In Emerald Isle, submerge yourself under water, and type DRINK WATER," he suggests, and you'll get the reply YOU CAN'T SEE ANY WATER. "Have Level 9 developed a new physics algorithm for the behaviour of water!" he asks.

Mike Edridge sent in the following ditty to help people get past the Morona Gate in **Bored of the Rings**:

*Note what the night might say,  
To help you along Morona Way,  
Climb the heights of Featherp,  
Take what's there and do not drop*

*Until you reach the gloomy gate  
And there you might just find your fate!*

You're not bored yet, are you? I hope not!

# ADVENTURE TIPS

Do you throw away your old copies of C+VG? If you play Adventure games, you shouldn't! There are clues in the **Helpline** that may not interest you at the time they are published, but who knows one day you may be playing one of the games for which help is given!

In March we reprinted a collection of all the Adventure Clues ever printed in the **Helpline**. It proved so popular that we've decided to reprint all the clues featured in C+VG from April to November. Don't forget to keep this Book of Adventure by you for future reference — you never know, you might one day be stuck in one of the games mentioned here!

The surprising thing is, that in eight short months, the list isn't much shorter than the previous one, covering some 19 months! There must be a reason! Perhaps it is because there are more adventure games around, that more people are playing them, and in ever-increasing numbers they are writing to the C+VG Adventure **Helpline** about them!

In fact, Adventures are rapidly becoming the most popular form of entertainment on home-computers!

## CHEAT'S CORNER

"Although they say **Heroes of Karn** is 100% machine code, it is not," says Shane Mulcahy of Dublin. It is possible to break into the program on the Commodore 64, by typing GIVE BAG TO GUARD when the program starts. You will get a syntax error, so then POKE 808,237 and POKE 809,246 and then RUNSTOP/RESTORE and LIST.

Andreas Schoedewind of Moechengledbach was hacking through **Eureka** and found a very useful bug! When asked to enter the answers in the fifth game, simply press BREAK. A flag with the names of the authors will appear, and after a while the game will start.

Andreas adds that this works on the Spectrum as well. GETS/CLIMB/TUMENTER/IN/INTO/BATTERED/TAXI imaginable, and is still out on the road!

J. Reynolds of Sheffield is having trouble of a different kind — not with an Adventure, but with a hint book! It seems there are three words missing in the

**ADVENTURE QUEST**. If the Djinn is troubling you, just know your trouble is away! **AFRICAN SAFARI**: Don't take the iron bar on the boat to avoid a lightning strike. Strike a light — you're a real charmer!

**ALCHEMIST**: To make parts of the spell appear, take the ring lamp and vase to the chest in the room through the Greek building. For the last part, get the transforming spell then the lead. Run lead to gold and take the gold the chest.

**AZTEC TOMB**: Cross the river by dropping the plank. Not found if? Try to assist to great light!

**CASTLE OF RIDDLES**: The way through the infamous Black Maze is — W,N,S,S,NW, D,N,E,W. Pick things up as you go through, and at the exit, type RAINBOW and go N.

**CASTLE OF TERROR**: To get into the castle, examine things in the mill carefully, particularly the ladder and what you remove from it. Pin your Knight's Quest on an examination of the defective component in the old mill. For a maiden, push brick by skeleton, and on up to the banqueting hall, throw the rope across the pit. (Did you

## MORE TIPS ►

dictionary for **Hulk** clues, numbers 72, 84, 119. My book is the American version, so may be slightly different. I can therefore reveal that the missing words are:

72 = ? 84 = ? 119 = ?  
There, I bet you found that a great help!

Is S.R. McPhillips seeing himself when he looks at the knight in the hall of shadows? In **Knight's Quest**, as is unable to pass, yet he is sure it is his own reflection in a mirror that is stopping him!

What's this, bugs in **Kentillor**? Sara Greenlough tells me that if you keep drying the damp moss, your score will keep rising. But worse still, it seems that Elva can only shoot a creature, and survive. If you type SAY TO ELVA "SHOOT DOOR" or any other item, the game will crash.

• If you can answer any of the problems on these pages, have one of your own, can reveal a bug or pass on an Adventure funny, or just have something interesting to say about Adventure games, then put pen to paper, and write to me at the Adventure **Helpline**. There's a t-shirt or two each month for the sender of the most-wanted clues or solutions, and the most interesting letters!





# ADVENTURE TIPS

forget to bring it from the mill?) After you have bought the old man a drink, it's not your round any more, so hang about a while... More than your thirst may be quenched! Have the flint, unlight the candle, depress skull, and take book. To get out, light candle, examine bookcase and return book to shaft.

#### CASTLE QUEST:

Witches don't like water!

#### CATACOMBS:

To get past the boulder type

TRACE SYMBOL. Say BOO to the demon.

#### COLDITZ:

Get the floorboards to stop the creak!

#### COUNT:

Can't find him? By day he sleeps in a lockup box. By night he's prowling like a fox.

#### EARTHQUAKE:

To cross the crack, try vaulting with a long stick!

#### EMPIRE OF KARN:

To read the scroll and learn where to go next, be very generous to Shanet.

#### EMPIRE OF THE OVERMIND:

To see in the dark, call Pyro.

#### ERIK THE YIKING:

To repair the boat, vandalise the furniture! Let the bird spit before eating! Getting the woman's beard is not one big problem, it's seven small ones! Trouble with an eagle? Might as well be hung for a dead sheep as a lamb!

#### ESCAPE FROM PULSAR 7:

Fix the screwdriver blade with the reactor room wood and use it to stop the clips retaining.

#### EUREKA - ARTHURIAN:

Remove the P from bone, and find the anagram of the song for the singer. You cannot enter the village until the man in black has been killed in the woods. You don't get past the robbers at all!

#### EUREKA - CARIBBEAN:

To start, Meep meep, Nero, Murdered and Anvil Chorus.

The crusher? Do nothing until reduced to one third, then use pump. The way off the conveyor belt is E,E,U,W,JUMP.

#### EUREKA - PREHISTORIC:

The dinosaur is do-it-yourself cannon fodder!

#### EUREKA - ROMAN:

To leave leper colony, give the mad one a good breakfast! Where is the witch? NW from the cypress grove. To kill wolf, drop stone on it. Distract Nero by lighting a fire under his bedroom window, then slip into the palace via the secret passage to get the Talisman. The witch

would be happier if she felt lucky!

#### EUREKA - WARTIME

#### GERMANY:

The guard inside Gestapo HQ is an alcoholic — and there's a bar opposite. If you are thinking of taking to the stage, a good understudy might help you with a uniform performance. To cross the minefield, use your bayonet between each movement. To pass the guard who shouts HELD, make sure that you are carrying one, and wear the uniform! Being generous with cigarettes at bedtime could help stain a blanket.

#### EYE OF BEAM:

Feed the magpie to view its nest — it's worth a look! Firing a ruby will release the beast in you!

#### FANTASIA DIAMOND:

For a musical opening, make sure the musicians have the tools of their trade, and some music to play!

#### FINAL MISSION:

To get past the green slime, block the gap under the oak door with the straw and go west and up from the splatting room into the cubbyhole. Wait until you hear a splintering sound, and then drop the soap.

#### FOREST AT

#### WORLD'S END:

Touch a rock today if the wall is in the way — but you'd better have the sword. To enter the witches' hovel wear the ring immediately before entering. To get the ring you must be attacked by wolves in the Forest of Sighs, have your injuries healed by the wood nymph. Ask for help and wait for it if attacked by wolves. Clean a glowing rock.

#### GOLDEN BATON:

Wave the wand to cool things down, and say the magic word.

#### GREMLINS:

There's a double surprise in the drawer!

#### HEROES OF KARN:

To get past the serpent set the songbird onto it!

#### HITCH HIKER'S GUIDE:

A fishy solution requires hanging your gown, covering the brain, blocking the panel and placing the mail before pushing the button.

#### HOBBIT:

Get caught by goblins to find the small curious key.

#### HULK:

For wonder upon wonder, take Dr. Strange literally!

#### ISLAND OF XAAN:

The lower door requires a password. The name is that of a Dynasty, it is written clearly on

the object of your wishes.

#### KENTILLA:

To open the door in Tylon's castle, pull the arms on the gargoyles. Use the chalice to bail yourself out. Moss need not be dried before giving it to the chief caveast for a rope.

#### KINGDOM OF HAMIL:

The Hexapod needs his Mum, he also likes steak!

#### LORDS OF KARMA:

Give the staff to the man in grey robes, and use the bomb to destroy the idol. Only use weapons made in Valhalla.

#### LORDS OF TIME:

The tooth is in the Tiger's mouth, and it is scottish! Perhaps he's not been eating the right food?

#### MASK OF THE SUN:

Moving an urn from a left pedestal to the right pedestal is useful. Ignore the peddler — his magic cure is a cough medicine!

#### MORDON'S QUEST:

An unsuccessful climb will provide the means to penetrate the mist!

#### MOUNTAINS OF KEY:

Don't be Zombie! Carry all magic and only magic!

#### MYSTERY OF MUNROE

#### MANOR:

Inspect the statue closely, it has a riot, and you should have a coin. To pass it, pay your toll and look around the room. There are two keys in the game, one red and one brass. One will open the wardrobe.

#### QUEST:

If yours is a 40 foot two-headed problem, just say YES and SWORD! No more! Examine the globe of light for an aMACEING experience! Say hello to the dwarf. Before saying the magic word, wear the cloak for a watery trip.

#### QUEST FOR THE HOLY GRAIL:

Wear your baseball glove, and then give it to the knight who says NIC. He will then turn into the knight who says CIN. But others say that a gift of shrubbery will do the NIC trick! To find the holy hand grenade, dig in the very muddy area.

#### RENDEZVOUS WITH RAMA:

To dock, turn red to white.

#### RETURN TO EDEN:

Need to cross the river? Flora can be helpful sometimes. Plateau solutions don't grow on trees, do they? To avoid being thrown off the auto-scythe, get off before it dumps its loads. Climb the weeder after it unloads, for a free ride through the (deadly) wheatfield. The twin

and stark playing is enough to hypnotise the ants. Fence to cross! Lead them over!

#### RING OF POWER:

No coins and want to go up in

the world? Credit will give you a lift.

#### SAVAGE ISLAND PART 1:

So you think you can't save the game during the hurricane?? Try a magic word! Vine cutting poses a deep problem, and there's light at the end of the voyage.

#### SHERLOCK:

You can only get to Old Mill Road when taken for a free ride, and that comes right at the end! For a chink of light, hang around Percy's place late Monday evening, and see what he gets up to.

#### SPIDERMAN:

Some of the most important acts may not be completely successful, but passable, nonetheless! Official — Don't go near the egg! To stun Electre the answer is a short one! Now there's another fine mesh Scott's got us into!

*Who's within can slow things down.*

*That means 'partly stop'.*

*Wasn't taken, can be listed.*

*Shoot it at the top.*

#### SYSTEM 15000:

Very Backward company is Selcra Securities — why not pass the message on to RMB?

#### TEN NA WOO:

It touched by a Sidhe, press symbol shift 6 at once, and repeat if necessary. To restart the game from the current position.

The Sidhe are put in their place if Cuchlann is carrying two or more weapons. By selecting one of them and lunging at the Sidhe's advance, it is dissipated for a few seconds.

To get out of the library, carry a picture. Time your exit carefully, there is a Sidhe about!

#### TOWER OF DESPAIR:

To pass the Angel of Death, move the barrels, go through the trapdoor, go east and enter "caves" mode. Then wear the gannet! and use the dagger! To pass the Medusa, a blind crawl might help.

#### VALHALLA:

To get Skornit, use Ofnir to get into Midgard, then jump and start looking for an 'unobvious' way out. The clue in the manual becomes useful only when you get out of here.

#### VALKYRIE 17:

To avoid the rats, give the butcher the box with the bar. A key is needed to enter Room 20, get it from the blonde. A strong vest is useful to avoid sniper fire. To get through the steel door, kill the guard on the landing, and get the pass. Insert it in door and say DRAKENFIELD. Poison fountain and ringpull telescope for lemonade.