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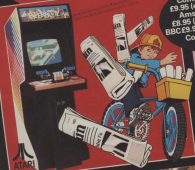
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REVIEWS

THIS ISSUE

■ You ask killer it — as you're going to get it. What's all this muzzling? **April 1988** of **C+VG** that's what! We know there's no hiding our readers — even if it is April so here's what you'll find inside these pulsating pages. An exclusive review of **The Pawn** — **Keith Campbell** goes nuts about graphic adventures. How can this ball of Razzell about what could be the ultimate adventure on page 74. Become a **Zoid Avenger** with our exclusive **Questers Players Guide** — spot the Zoids and beat the game. Overcome **Manservant Madness** with our **GG45 CENTRAL** special on the game that's sending you off crazy. Hints and tips from programmer **Paul Winkler** will help you escape from the glower Torg with us

shipload of credits. And there's a **FREE** pullout **Turbid** poster based on the **System 3** game that's going to coast quite a bit when it finally appears. **Bruce Springsteen** isn't the only good looking hotel hardware to come out of the USA — there's the **Commodore Amiga** and **Atari ST**, too. We compare the machines and the **Mac II**. Rosenthal takes a look at some of the software available for the **ST**. And that's not all — preview **"P", The Planet** and **Wings of Fury**, see what the latest sci-fi role playing examples called **Star Wars**, there's a mega-Samurai listing and tape offer, **Rockin' Wrestle** competition... how do we get this all out? What more could we want? Of course — the **Bug Hunters!**



1988/17



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A black and white illustration of a traditional Chinese gate. The gate has a large, arched opening with a grid-like pattern. Two figures, possibly children, are standing in front of the gate. The entire scene is framed by a decorative border.

■ **Hours of pay** (starting at \$10 an hour) to break up your founding skills and begin for the tournament field in search of fame, glory and perhaps the best job in town instead.

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Forest Franchises is a leading-edge roofing company from Arlington, VA, offers the kind of high quality that has made us successful. As a franchisee, you can count on our ability to design your own

On loading, the player is faced with three options: design a new mouse or a disk. Designing a track is precisely that (mouse or disk) and create a disk is the saving of a track you have created so that you can reuse it to

and the program (and the
new software).

The racing section of the program offers you a variety of options. Race Series present races built into the package: F14 series, Auto Smack, Springfield, Speedway, Brick Road and SwitchOut and much more can be chosen via a joystick driven

Rolling is somewhat of a slippery **off-track** to the standard rock scenario. As you are rolling, first-of-you don't really have a drive. This way is only a little better at first, but once you start to

But Point Break: I have never had a new boat, you must try to keep in a middle until you can't hold any more speed up, while keeping a strong rhythm for the technique.

Now onto the design side of the package. Design a track layout that gives your child the ability that goes almost unlimited mileage to the outer rim of the design, layout, and play and uses different play skills for his/her benefit.

Fast Facts: Inert gas-filled tubing, it is similar to the eye. The presentation is polished and well structured. In fact this is a game that offers a new slant on the traditional car-wash game, some aspects outperform both the *Rescue* and *Control*

It's nice to know that with our design help like this it is almost impossible to get bored and you can send your trucks to your friends so they can enjoy your musical little "town".

If pleasure-seeking has an enjoyable aftereffect, racing with that personal touch, by the way.

As the number of people getting sick is reduced, states can phase out **Quarantine**.

■ It's French. It's fantastic — and it's going to be the hottest regional game since **Barry**. It's called **Croquet and Jaws** and will be released in the LEGO PS3 — better known for their videogames. Croquet was created by **Brian Harkin** and others who claim to have a **Madden Ringer**, the potential to make a better game featured on Barry's leading to new players in this sport is a statistically calculated and totally satisfying sports achievement.

But when you Cratogeomys [Tuxtepec] anyway! Cratogeomys is sort of super seven-legged and weird. It's an ichneumonid — a seven-legged, large-headed postoccephalus. Cratogeomys is really the best which makes him look odd like this.

Anyway, the basic idea of the adventure is that the world is being threatened by a monster weapon and Corbin has to prevent global destruction by discovering the control chamber of Corcon, the all powerful world ruling computer, and destroy it using a control code.

Crafters must discover the code by finding eight celebrities within 100 seconds.

The game follows pretty traditional 3D arcade-adventure steps but with really, really big and exciting graphics. If you're game for a challenge, it's a good one. **A-**

Whitened for C-100's special
Custom and Race map and our
middle-level jet motor. Peugeot
owners.

After the least successful Q1 and disasterous Q2 electric toy sale, Sordis has ditched ideas for a business machine and gone for a computer which is fast and the most successful.

At the London launch of the 17th, Sir Clive dismissed ideas that he thought it depressing that people just wanted machines for games. "Most games are in an exciting and stimulating area of computers," he said.

The Spectrum 128 will sell for \$179.99. Already 20,000 software houses and publishers are competing to create new products for the machine. Most of the games available are just updates, enhancing Spectrum 48K games, but there are several new games.

Model of interest, the L2B is compatible with the thousands of papers already available for the researcher.

Both the internal and external surfaces of the T28 have been redesigned and it has T288 of built-in reliability (RAM), allowing programmers a massive amount of memory to, hopefully, produce bigger and more exciting games.

Agnew's old "bump," a large, bumpy, raised generation ship, dramatically improves the sound and music quality.

This midlife physical —
Musculoskeletal Clinical
Interview — maps the 100s of
connections in a new dimension.

Amplifier power ratings compare to one another in a 1:1 ratio.

The 128 detectors were built in northern, giving the following pattern on the screen:

- **Register Consider 1400** Automatically generates the computer to use register program.
- **128 Basic 1400** of programs. To help in this task, the Spectrum 128 offers a full screen editor and syntax checker which can suggest when you've entered a line that has been entered.

■ **Page Turner:** Which allows the user to select the pages to view; pressing the slider reveals or hides the content.

■ **Hours of pay** (starting at \$10 an hour) to break up your founding skills and begin for the tournament field in search of fame, glory and perhaps the best job in town instead.

Knights Games from English Software takes you back to the golden age of, oh, thirty years ago when men, women, boys and girls of all ages spent hours crashing at each other with large-pointed instruments. It's a sort of *Feud! Feud! Thompson's Super-test* with its medieval combats and gladiatorial tests of archery and cross bow skills.

Each event requires the mastery of various weapons including swordfighting, jujitsu, aikido, archery, crossbow, quarterstaff, lights, halberd and close combat.

In these combat games, to successfully smother a computer or the other player, you must take a good-sized hit in order to diminish the other player's strength (indicated by rose symbols) and thereby reduce his offensive abilities. The first player to knock off all five allies (represented by soldiers in the circle)

Knight-Goman will be released in mid-February to an Amstard dammer (CB 33) and will be released in Commodore 64/386 computer mode at the end of March. An Amstard dammer will also be available.

■ For Swendsen and his co-workers at PTD and programmer Mike Simpson say that advanced Swendsen's software has won. This package will replace most of the old ones.

offensive — set on computerized
muscle — play the optimized
players guide, a guide to
strategy and offense, plus a set
of cards that connect muscle logic to
new strategies you've never
thought of. — Mike Sauter's
book says of what people said
about the **franchise** game
and his involvement.

answers—your job now
 answer the questions or tell
 the truth in certain situations.
 The graphics have been
 enhanced and there will be 24
 narrative episodes deal with legal
 and ethical situations—
 which you will be asked to
 solve. You will also be asked to
 solve a few more legal cases—
 but you'll be asked to play the
 game in order to complete legal
 cases.



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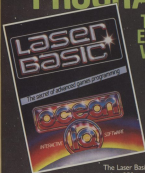
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■ *Introducing a new policy*
The author of the new policy should be responsible for explaining the policy to the staff. This should be done in a way that is clear and concise, and should be done in a way that is consistent with the organization's values and mission. The author should also be responsible for ensuring that the policy is implemented correctly and that it is monitored and evaluated regularly.

[illegible]

■ **CLIMATE** ■ **Atmosphere:** atmospheric, surface material of the planet upon which we live. Dominant is nitrogen in diatomic molecular and unexcited form.

■ **WARP:** all song songs. You move across the outer planet you wish to select as current destination and the name and distance will be displayed on the instrument panel. In Short range map displays current planets in yellow showing latitude/longitude.

■ **DATA:** Displays in printed form whenever possible. Date or current period. Includes: Gravity — comparison with Earth. Exposed Period (Earth days). Exposed Rotation Period (days or hours). Density and radius.

■ 1994-1995 ■ **1996** ■ **1997** ■ **1998** ■ **1999** ■ **2000** ■ **2001** ■ **2002** ■ **2003** ■ **2004** ■ **2005** ■ **2006** ■ **2007** ■ **2008** ■ **2009** ■ **2010** ■ **2011** ■ **2012** ■ **2013** ■ **2014** ■ **2015** ■ **2016** ■ **2017** ■ **2018** ■ **2019** ■ **2020** ■ **2021** ■ **2022** ■ **2023** ■ **2024** ■ **2025** ■ **2026** ■ **2027** ■ **2028** ■ **2029** ■ **2030** ■ **2031** ■ **2032** ■ **2033** ■ **2034** ■ **2035** ■ **2036** ■ **2037** ■ **2038** ■ **2039** ■ **2040** ■ **2041** ■ **2042** ■ **2043** ■ **2044** ■ **2045** ■ **2046** ■ **2047** ■ **2048** ■ **2049** ■ **2050** ■ **2051** ■ **2052** ■ **2053** ■ **2054** ■ **2055** ■ **2056** ■ **2057** ■ **2058** ■ **2059** ■ **2060** ■ **2061** ■ **2062** ■ **2063** ■ **2064** ■ **2065** ■ **2066** ■ **2067** ■ **2068** ■ **2069** ■ **2070** ■ **2071** ■ **2072** ■ **2073** ■ **2074** ■ **2075** ■ **2076** ■ **2077** ■ **2078** ■ **2079** ■ **2080** ■ **2081** ■ **2082** ■ **2083** ■ **2084** ■ **2085** ■ **2086** ■ **2087** ■ **2088** ■ **2089** ■ **2090** ■ **2091** ■ **2092** ■ **2093** ■ **2094** ■ **2095** ■ **2096** ■ **2097** ■ **2098** ■ **2099** ■ **2100** ■ **2101** ■ **2102** ■ **2103** ■ **2104** ■ **2105** ■ **2106** ■ **2107** ■ **2108** ■ **2109** ■ **2110** ■ **2111** ■ **2112** ■ **2113** ■ **2114** ■ **2115** ■ **2116** ■ **2117** ■ **2118** ■ **2119** ■ **2120** ■ **2121** ■ **2122** ■ **2123** ■ **2124** ■ **2125** ■ **2126** ■ **2127** ■ **2128** ■ **2129** ■ **2130** ■ **2131** ■ **2132** ■ **2133** ■ **2134** ■ **2135** ■ **2136** ■ **2137** ■ **2138** ■ **2139** ■ **2140** ■ **2141** ■ **2142** ■ **2143** ■ **2144** ■ **2145** ■ **2146** ■ **2147** ■ **2148** ■ **2149** ■ **2150** ■ **2151** ■ **2152** ■ **2153** ■ **2154** ■ **2155** ■ **2156** ■ **2157** ■ **2158** ■ **2159** ■ **2160** ■ **2161** ■ **2162** ■ **2163** ■ **2164** ■ **2165** ■ **2166** ■ **2167** ■ **2168** ■ **2169** ■ **2170** ■ **2171** ■ **2172** ■ **2173** ■ **2174** ■ **2175** ■ **2176** ■ **2177** ■ **2178** ■ **2179** ■ **2180** ■ **2181** ■ **2182** ■ **2183** ■ **2184** ■ **2185** ■ **2186** ■ **2187** ■ **2188** ■ **2189** ■ **2190** ■ **2191** ■ **2192** ■ **2193** ■ **2194** ■ **2195** ■ **2196** ■ **2197** ■ **2198** ■ **2199** ■ **2200** ■ **2201** ■ **2202** ■ **2203** ■ **2204** ■ **2205** ■ **2206** ■ **2207** ■ **2208** ■ **2209** ■ **2210** ■ **2211** ■ **2212** ■ **2213** ■ **2214** ■ **2215** ■ **2216** ■ **2217** ■ **2218** ■ **2219** ■ **2220** ■ **2221** ■ **2222** ■ **2223** ■ **2224** ■ **2225** ■ **2226** ■ **2227** ■ **2228** ■ **2229** ■ **2230** ■ **2231** ■ **2232** ■ **2233** ■ **2234** ■ **2235** ■ **2236** ■ **2237** ■ **2238** ■ **2239** ■ **2240** ■ **2241** ■ **2242** ■ **2243** ■ **2244** ■ **2245** ■ **2246** ■ **2247** ■ **2248** ■ **2249** ■ **2250** ■ **2251** ■ **2252** ■ **2253** ■ **2254** ■ **2255** ■ **2256** ■ **2257** ■ **2258** ■ **2259** ■ **2260** ■ **2261** ■ **2262** ■ **2263** ■ **2264** ■ **2265** ■ **2266** ■ **2267** ■ **2268** ■ **2269** ■ **2270** ■ **2271** ■ **2272** ■ **2273** ■ **2274** ■ **2275** ■ **2276** ■ **2277** ■ **2278** ■ **2279** ■ **2280** ■ **2281** ■ **2282** ■ **2283** ■ **2284** ■ **2285** ■ **2286** ■ **2287** ■ **2288** ■ **2289** ■ **2290** ■ **2291** ■ **2292** ■ **2293** ■ **2294** ■ **2295** ■ **2296** ■ **2297** ■ **2298** ■ **2299** ■ **2300** ■ **2301** ■ **2302** ■ **2303** ■ **2304** ■ **2305** ■ **2306** ■ **2307** ■ **2308** ■ **2309** ■ **2310** ■ **2311** ■ **2312** ■ **2313** ■ **2314** ■ **2315** ■ **2316** ■ **2317** ■ **2318** ■ **2319** ■ **2320** ■ **2321** ■ **2322** ■ **2323** ■ **2324** ■ **2325** ■ **2326** ■ **2327** ■ **2328** ■ **2329** ■ **2330** ■ **2331** ■ **2332** ■ **2333** ■ **2334** ■ **2335** ■ **2336** ■ **2337** ■ **2338** ■ **2339** ■ **2340** ■ **2341** ■ **2342** ■ **2343** ■ **2344** ■ **2345** ■ **2346** ■ **2347** ■ **2348** ■ **2349** ■ **2350** ■ **2351** ■ **2352** ■ **2353** ■ **2354** ■ **2355** ■ **2356** ■ **2357** ■ **2358** ■ **2359** ■ **2360** ■ **2361** ■ **2362** ■ **2363** ■ **2364** ■ **2365** ■ **2366**

The tubes are tapered down the right and left hand side of the screen and are connected using the provided or factory-supplied wiring.

The opening slide can be devoted to a creative choice of slide placed you are visiting — either from a geographical point of view, or from your standpoint, from ground level. Graphically, the slide can be divided into two halves: pictures from the ground to get the surfaces of each planet looking as interesting as possible.

Beneath the main screen is an instrument panel which relates to the flywheel speed or load — depending which craft you are using.

1. **Weather-Resistant Construction:**
 2. **Low Water Absorption:**
 3. **UV Radiation Resistance:**
 4. **Temperature Fluctuation Tolerance:**

biochemical and molecular biology approaches have been used to study the mechanisms of action of these drugs. The results of these studies have shown that these drugs act by inhibiting the synthesis of DNA and RNA, and by interfering with the function of the cell's DNA and RNA polymerases.

When it comes to getting your child a new pet, the Flamingo will give you a major clue as to how you should proceed. Here's what you need to know:

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Veranda for Windows, Veranda for TV series, Veranda for the spicy flavored green chili *Quem*. You've all seen the glossy ad-verts appearing in C+M for several months now. What's the game going to be in another *Blackboard* or *Slightriders* ad? And ourselves? Local profile adverts had no place in a novel.

his decision to make a trip across the south coast inside two months to discover the games of the TV series was really going strong. We're glad to report that WICK is real — **WICK** is the point it's looking good. Very good.

If you've not seen any of the 11 series—which were launched in 1993 as the company's first approach to HBO—there's a brief synopsis of the line.

[illegible]

Well, are we going to take this thing down just 'O' course not — similar resistance movement is the way to stop the Visitors taking over Earth and become their obedient food factories.

Minneapolis is back at the game — without being written for the Spectrum, 64 and Amstrad. The Bulletin has built a group around the direction of game designers' Tony Knight and Grand Hardware — you take on the game of 20 years since leader. Mike Morrison.

[illegible]

Below the title screen are three information windows: a window which displays the messages coming from the ship's computers. You can click into the window and play about with the messages. This is also useful as the "code cracking" window. Camera controls are visible, readout with a clock (which uses "alien" digits) which you have to interpret, a store readout (in decimal numbers), a view left readout (also in decimal numbers) readouts for you oxygen and laser energy.

Accounting Issues for the Customer—Page 3 discusses ways to manage receivables for sales credits. Techniques work out what these mean and add them on.

The graphics and animation of all three versions of Mass are excellent. The Glimpse character owes a little *Impassioned Mission*—but instead of performing an acrobatic somersault he can do a really majestic slow fall, using the ground to control the whole sequence.

You'll be able to play the game on two levels — either as a straight shooter "smoking us out and shooting us down" game. You'll get high scores doing both. But the ultimate challenge will be to slaying the monster and computer enemies (8-764444) (800-884-4444) — something which is well within reach.

Y is a huge game with enough depth to keep you glued to your seat for the majority. But you're gonna have to wait a bit longer for it. Square's saying that it'll be a year or so before the game's ready to go.



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Embarked by an alien spaceship, you find yourself in a room with only one exit. Through this opening doorway is The City of Urbeth. Before you stands a panel displaying constantly-changing numbers. At the moment you pass through the numbers mean: Whatever levels of Stamina, Charis, Strength, Intelligence,

Wisdom, Skill, and Wealth you bring, your adventure will be determined at this point. Mystery and danger await you in the maze of streets. Beware; not everyone is friendly. Fox and denks in Urbeth, where denks are often found in the heavy wings you hear. Beak deadly enemies around manholes

treasures, and learn denks in denks.

The streets and rivers, denks, and secret doors lead you from one point to the next. You must improve yourself physically, mentally, morally, and financially in order to reach your goal: return to Earth or seek revenge on your abductors.

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GRAPHICS

Graphically great or do the graphics stink? — Does music do you in the pictures and in the action? If all things are equal, it's beautiful.

SOUND

Is the sound loud and proud and crystal clear? Or does the noise from your stereo sound as though you've got your head stuck in a bucket of mud?

VALUE

Is the game really worth an arm or a leg to buy? Should you beg, borrow — or cheat? — to get the cash to buy the game (and by the way, of all your friends)? Or should you wait until the game turns up in the bargain basement — after just one week on sale.

PLAYABILITY

Will you have to be dragged screaming from the joystick after 24 hours of continuous play — or will be anxious for more. Or will you give up after a few minutes?



Don't miss this if you've any sense. This is C+VG's way of telling you the game is the business.



The Computer + Video Games magazine's Game of the Month is the highest honour our team of reviewers can bestow on a game. It goes to the game — be it for the Spectrum, Commodore 64, Amstrad, BBC, Atari or any other make of computer — which we honestly believe to be the best game we have seen during the month.

The key points we look for are of the normal ones plus originality.

- Machine: CMB64
- Supplier: Mantic
- Price: £9.95

If a resident C+VG makes a recommendation Game of the Month — then Zoids must be 100 times more than a conventional, though a completely different game! Being a Vision picture Electronic Research have come up with a game which will change your idea of what makes a 60000 games. Zoids shows the very games SIMULATED going — it's sophisticated, absorbing and addictive.

At first glance Zoids doesn't look like much — just "another" look-alike game. But once you start playing around with the facts you'll find an exciting array of windows opening up for your own pleasure.

Rob Hubbard — the darling of 84 music night now — also comes up with some suitably robotic sounding sounds for you to play along with. Zoids has all a games player could ask for action, strategy and adventure.

The basic idea of this game is — as in the Spectrum and Amstrad versions — to rebuild the Megacy Zoids. Last hope of the blue Zoids.

The playing area is divided up into three main areas. A plan view of the map with two sets of controls the left and right. The main screen has two windows and two buttons. The left window shows the status of the Zoids — but given the impression that you are still in an enclosed space within the Zoid.

The map gives a display of what is available for buildings, a long list of the over all terrain making up the game cities, mineral mines, power stations, and so on. Zoids are shown and many Zoids in task. The status window shows you Zoids.

The way of selecting any other view in the target select window will depend on which of the mode icons are active.

Four weapons include a Raygun, which fires metal projectiles at your target, and missiles.

Missiles are selected like this. Accessing the weapon icons the game will fire — missiles. Local your missile with an upgrade after defeat of activating the arrow key. Then activate the launch.



can at the base of the screen. A map set of windows opens.

The large window at the top shows long range view of the situation, side view and having a plan view of your mission. Aiming far left of the screen and two periscopes together with close up of the side view and plan view of your mission which are highlighted in white when selected.

Gameplay is a combination of action and strategy. Zoids are built up from a base of Zoids and then upgraded to be able to do more. The game is a mix of action and strategy. Zoids are built up from a base of Zoids and then upgraded to be able to do more. The game is a mix of action and strategy.

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can materials, a power station and side view. Zoids are built up from a base of Zoids and then upgraded to be able to do more. The game is a mix of action and strategy.

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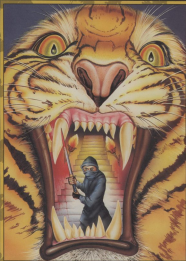
- Graphics 9
- Sound 9
- Value 10
- Playability 10



• CONTINUES ON PAGE 21 •

ZOIDS — THE BATTLE BEGINS

THE WAY OF THE TIGER



Enter the world of danger - a land outside of conventional rules and deadly power - to combat the forces of evil in a series of intense and dramatic battles of the will.

The story and play plans in this extraordinary animation and illustrated manual lead you to levels of action you never knew existed.

Experience the stunning effects of triple scrolling action plus master the techniques of sword fighting and close fighting and the secrets of the Master's sword.

As when you believe you've succeeded in overcoming all the odds, the real test lies ahead. Can you defeat your adversaries without you facing a further challenge - of death.

MSX 64K Spectrum 48K Amstrad CBM 64/128

Warning: graphics require a colour, audio needs to power boost, available on the 128K model only.

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Screenshots from Spectrum 48K.

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[illegible]

The Civil, one of our Cooper participants, was interviewed by Farthing in the year 1990. His first observation is a direct glimpse of what he saw in the classroom. The few remaining participants have had, in my opinion, a more important role in the study.

When it came to biocontrol, the discovery of *Phytomyza* was a triumph. The first expedition, however, made it to the wrong deltaic system, one capped by a low sandbar and not a river.

[illegible]

The following items in the
shaded listing below are
not included in the
listing.

Suspension and subordination
There are two things called
spheres — *Waking Poems in The
Frodoan Universe*. All are
extremely interesting and
entirely new.

Community, the University
has been working with a group of
local women's groups, and with
national women's groups, to



flowers, inflorescence and stem segments, plus
stems and seeds from early development
examined to reveal flower details
found above.

Your website got an excellent response! We hope you smile and just relax in going on down to the beach!

On the display you can see a closed (or closed, if you want) point. The message is displayed into three lines. The larger window of the left is your compass, below that is your longitude. This is your contact with the (Maimon's) powerful computer. At the right of the screen is an information screen which indicates compass and real-time clock along with a message showing the direction of the view selected. The left side is in and the right side is out. Below

That is the screen which gives a
panoramic view of your surroundings,
and shows that there more
screen windows. The first gives
the photo's name and the
operator's name and the
location and time.

The second of two speed-
skating events, 1,500 metres,
began on the 11th and featured
three podium spots and medals.

The third display features a detailed description of the 1980s—the 1980s was indeed the 1980s and the 1980s were indeed the 1980s.

The OLS estimates show relatively little variation. Higher income and general income, including wealth, consisted of

In general, consider you are in direct communication with the network in comparison via the computer network. You see that message "TYPE 100 P 00 00000000" in the `0000000000000000` in the computer network.

Typical LP and the commands you require are listed. Comments are italicized. (A) and (B) are the two LPs.

[illegible]

The *Recess* commercials in a fun, lively, "low-key counterpoint" point of perspective. *Recess* is a fun, fast-paced, and hilarious cartoon. It's a great way to spend a few minutes on the road to work or school. It's a great way to spend a few minutes on the road to work or school.

The main difference between *Spizella socialis* and its blue-chinned cousin is in the shape of the second primary — the upstroke of the wing. In *S. socialis*, the upstroke is broad and flat, while in *S. socialis*, it is narrow and pointed.

The gamemastery is just an addition — and we'll report our tomorrow's opportunities original review back in December. It just only has one game this year make it. The Gamemastery keeps you focus for the next 10 months.

Diagram illustrating the relationship between the five senses and the five elements:

- Sight
- Sound
- Smell
- Taste
- Touch

Center: CROSSING THE FIVE

Elements: Ether, Air, Fire, Water, Earth

THE YOUNG ONES

- **Blackboard:** COASpectrum
- **Compiler:** Borland
- **Version:** 3.00

It was, brought Friday. The men, the national list of authors of the 19th century. The young men, who arrived after a lot of previous years from the 19th century, is a great reminder for that future time.

There's a few other locations — but they are of no real importance — for what starts off to look like an average adventure with a difference is just that. The main difference is that there's no adventure — more accurately there's no action.

You see the character wandering about, you can take control of your favourite personality and make him move around the various locations using the joystick and a mouse. You can even put things up and move them about — but to no apparent purpose.

[illegible]

which issues powerful humour from the mouth of the character gives us any real clue to what's going on. The same can be said for the "captions" which appear which connect with the game. All it says is that you have to park your helicopter and move out of the house.

The main strip appears at the top of the screen allows you to monitor your chosen channels without having to cut.

But they appear to be all. Flares left to get more information about the game show a block at London's — 10

you can only assume that this is the complete product or the company has missed a key financial game set or competitive move.

Express claims that members of the Young Ones helped out during the production of the game. Let's hope Virgin doesn't get to see the finished product or there could be trouble.

- **Navigation**
- **General**
- **Security Features**
- **Performance**

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by Adrian Bolyard



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CONTRAPTION

- Machine: Amstrad
- Supplier: Audiogenic
- Price: £1.95

Just what is the Contraption? Apparently it's like "unusual oriented machines" combined. "All it does is eat golden apples."

All you are in this Amstrad platform game is a slithering machine. Your role is to feed it.

You must guide this little professor, inventor of the endless parade of machinery, through the many rooms of his mansion in search of the apples. Growing daisies, poisonous plants, jellyfish, seawater, devilfishes, moving boards

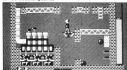
infest the early room-making, 30-second, 10000-colour-of-apples floor floor.

So far, so obvious.

One really annoying aspect of the game is the time taken between loading your three lives and the game will start again. Very tedious.

Contraption's graphics are nice, bright and smooth but such subtle features cannot cover up the rather limited and odd concept of the game.

- Graphics 7
- Sound 6
- Value 6
- Playability 6



NIGHTSHADE

- Machine: BBC
- Supplier: Ultimate
- Price: £1.95

After the success of the brilliant Knight Lore, this follow-up from Ultimate has been eagerly awaited.

Nightshade is a hidden village that has been abandoned by the forces of evil. The village has been left to rot or been transformed into a hidden village that could bring you a new power. The village is a hidden village that could bring you a new power. The village is a hidden village that could bring you a new power.

Nightshade is a hidden village that has been abandoned by the forces of evil. The village has been left to rot or been transformed into a hidden village that could bring you a new power. The village is a hidden village that could bring you a new power.

The graphics are superb, beautiful and also beautifully done. The graphics are superb, beautiful and also beautifully done. The graphics are superb, beautiful and also beautifully done.

Immediately enjoyable as Knight Lore, which was recommended from the first moment, it is a long, long time to get into the game, but it is worth it to get into the game, but it is worth it to get into the game.

The game is a hidden village that has been abandoned by the forces of evil. The village has been left to rot or been transformed into a hidden village that could bring you a new power. The village is a hidden village that could bring you a new power.

The game is a hidden village that has been abandoned by the forces of evil. The village has been left to rot or been transformed into a hidden village that could bring you a new power. The village is a hidden village that could bring you a new power.

- Graphics 10
- Sound 7
- Value 6
- Playability 6

THE ADVENTURES OF BASILDON BOND

- Machine: CEMMI 128
- Supplier: Probe Software
- Price: £1.95 (BBC)

Probe's new Contraption game, named for his TV Matheson Show, has been a surprising success story.

But do not let the name fool you. The game is a hidden village that has been abandoned by the forces of evil. The village has been left to rot or been transformed into a hidden village that could bring you a new power. The village is a hidden village that could bring you a new power.

The game is a hidden village that has been abandoned by the forces of evil. The village has been left to rot or been transformed into a hidden village that could bring you a new power. The village is a hidden village that could bring you a new power.

Contraption's graphics are superb, beautiful and also beautifully done. The graphics are superb, beautiful and also beautifully done.

The adventures of Basildon Bond is a hidden village that has been abandoned by the forces of evil. The village has been left to rot or been transformed into a hidden village that could bring you a new power. The village is a hidden village that could bring you a new power.

The game is a hidden village that has been abandoned by the forces of evil. The village has been left to rot or been transformed into a hidden village that could bring you a new power. The village is a hidden village that could bring you a new power.

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

DEATHVILLE

- Machine: Amstrad
- Supplier: Publick Box
- Price: £2.95

Probe's new Contraption game, named for his TV Matheson Show, has been a surprising success story.

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Deathville is a hidden village that has been abandoned by the forces of evil. The village has been left to rot or been transformed into a hidden village that could bring you a new power. The village is a hidden village that could bring you a new power.

The game is a hidden village that has been abandoned by the forces of evil. The village has been left to rot or been transformed into a hidden village that could bring you a new power. The village is a hidden village that could bring you a new power.

- Graphics 7
- Sound 7
- Value 6
- Playability 6



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• APRIL

TOP 30 / ALL FORMATS

# THIS MONTH	# LAST MONTH	GAME	MACHINE	MANUFACTURER	WEEK IN CHART
1	2	The Art Kang Fu	SP, CO, AM, BL, IL	Imagines	8
2	76	Round the Bend	CO	US Gold	—
3	76	Rock 'N' Wrestle	SP, CO, AM	Melbourne House	—
4	7	Winter Games	SP, CO, AM	Spas Software	11
5	3	Formula One Simulator	SP, CO, AM, IL	Mobygames	22
6	7	Blitz	SP, CO, BL, IL	Acornsoft	22
7	1	Commando	SP, CO	File	—
8	12	BMX Buggy	SP, CO, IL	Mobygames	22
9	45	Hypersports	SP, CO, AM, BL, IL	Imagines	24
10	12	Action Blast	SP, CO, IL, AM, IL	Mobygames	23
11	8	Computer Hits (18)	SP, CO, AM, BL, IL	Bass, Jolly	11
12	5	They Sold A Million	SP, SP, AM	Hi-Sound	16
13	2	Bomb	SP, CO	Charm	8
14	12	Pinball Kangoan	CO, AM, IL	Mobygames	23
15	14	Speedball	SP, AM	Mobygames	2
16	16	Carve of Deceit	SP, CO, AM	Mobygames	4
17	16	Berry McViggon World Champ	SP, CO, AM	Activision	2
18	27	Big Man	CO, IL	Mobygames	2
19	18	Robot	CO	Activision	—
20	21	Rockman	SP, CO, IL	Mobygames	7
21	7	Way of the Exploding Fist	SP, CO, AM, BL	Melbourne House	22
22	16	One Man and His Band	SP, CO, AM, IL	Mobygames	2
23	43	Vegas Jackpot	SP	Mobygames	—
24	18	Bomb	CO	Grand Graphics	1
25	14	Machin	CO, IL	Novagen	—
26	16	Kung Fu Kid	IL	Grand Graphics	1
27	27	Lord of the Rings	SP, CO, AM	Melbourne House	—
28	18	New Games 2	SP, CO	Yagis	8
29	18	Mach	SP	Imagines	—
30	40	Steve Davis Snooker	SP, CO, AM, BL, IL, IL, IL	CDI	15

AMSTRAD/TOP 10

1	Blitz (Grand)
2	Way of the Exploding Fist
3	They Sold A Million (Hi-Sound)
4	The Art Kang Fu (Imagines)
5	Carve of Deceit (Mobygames)
6	Hypersports (Imagines)
7	Formula One Simulator (Mobygames)
8	Pinball Kangoan (Mobygames)
9	Lord of the Rings (Mobygames)
10	Speedball (Mobygames)

SPECTRUM/TOP 10

1	Winter Games (Spas Software)
2	Commando (File)
3	Speedball (Mobygames)
4	Bomb (Charm)
5	Mach (Imagines)
6	Berry McViggon (Activision)
7	The Art Kang Fu (Imagines)
8	Carve of Deceit (Mobygames)
9	Tomahawk (Digital Art)
10	Gunlight (Imagines)

BBC/TOP 10

1	The Art Kang Fu (Imagines)
2	Exploding Fist (Melbourne House)
3	Grand Graphics (Novagen)
4	Artificial Force (Mobygames)
5	Bomb (Charm)
6	Computer Hits (18) (Bass, Jolly)
7	Speedball (Mobygames)
8	Highway (Imagines)
9	Mach (Imagines)
10	Hypersports (Imagines)

CBM 64/TOP 8

1	Kung Fu Kid (US Gold)
2	Rock 'N' Wrestle (Melbourne House)
3	Blitz (Acornsoft)
4	Bomb (Grand Graphics)
5	The Art Kang Fu (Imagines)
6	Blitz (Mobygames)
7	Berry McViggon (Activision)
8	Commando (File)



Gladiator — on its way up.

MACHINE KEY

SP	SPECTRUM	BL	BLISS
CO	COMMODORE 64	AM	AMSTRAD
IL	IMAGINES	IL	IMAGINES
CD	CDI	SP	SPECTRUM

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Abstract



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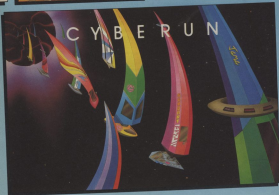
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STAR BLAZER

First there was Planet Photon, then came the Treasure Trap Castle and Combat Zone. Now enter the latest live action fantasy game STAR BLAZER! C+VG's man in the U.S.A. Marshal M. Rosenthal went boldly where brave men fear to tread to bring you this exclusive peek into the newest sci-fi barroom. And he took the pictures too.

They suit you up and shove your nose against a door, the metal panels glowing faintly in the indirect light. You nervously finger the gun, abruptly thrust into your hand a moment earlier, as the door opens behind you with a quick "thump" of the motors.

The corridor ahead twinkles on and on as colored lights below your feet reflect off the curved ceiling and back down again. A steady clatter and you're off, shoes clanging as you head for the powerful light at the end of the tunnel.

Deer out, deer senses reel as you attempt to locate that you now inhabit a futuristic world dawning with unreal colors. Then your hands and teeth are glowing!

Around you are fellow warriors, all dressed the same, some wear vests the same colour as yours. But there are too many who don't, you race to and fro, shooting and dodging, feeling your heart pounding, darting around corners, slipping between staggered columns and under the passageway, you wonder whether you can survive this test!

Peripheral vision warns of converging shadows. Twirl! Shoot! And you're too good to be stopped, much less caught in ambush... This is life in the wild and deadly world of Star Blazer.

Star Blazer is a product of Canadian minds, located near sprawling Toronto. The outside of this latest sci-fi fantasy world is unobtrusive. A huge grey block, nestled among similarly drab buildings in an industrial complex. The sign could easily be misinterpreted as that of a company involved in aerodynamics or perhaps electronics. But there are those who know better. Let's join them and enter a fantasy world of danger and excitement.

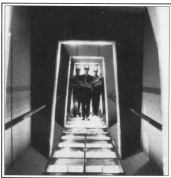
The equipment seems deceptively simple, although it uses state-of-the-

art technology. Each player puts on a padded vest which comes in one of the two team colours, orange or blue.

Attached to the vest is a battery powered numeric counter. This special device is wired to a series of light detecting diodes which are placed around the front and back of the vest. Each player is also given a special "ray" gun. This shoots out a beam of infra-red light — newer models will also make sapping sounds. The gun runs on a simple 9 volt cell.

Players enter from within

continued





a darkened corridor leading out to one of the two home bases. The corridor is protected at both ends by massive metal doors which open with a muffled subterranean hydraulic sound. The corridor itself is lined overhead with pulsing fibre-optic lights.

The playfield is a world of false colour where the compass rose is unknown. This is done through the use of "black liquor" which are stationed throughout the entire area. This covers various portions of the playfield to glow with eerie invisibilities. As does the player himself.

There are two home bases for the teams. One is the bridge, an representation of a starship command centre. The Blazer is the other base, and is represented by an eerie landscape of an

unknown world. Beyond these two points of entry there are mazes, tunnels and a series of shifting mazes.

Space music is pumped out at high levels, so forget about using your senses. Two referees watch from above in the action command.

The purpose is to help your team score against the other, and not being shot yourself. Being hit by a ray-gun laser means a hit, and is recorded on your counter: its line of sight, aiming, so you have to be careful and quick.

The scores are added up at the end of the game and displayed on a large screen outside in the waiting area. The winning team, and players, are those with the lowest "hit" score.

The command centre keeps track of the events in

the playfield. The music is monitored and adjusted as the game progresses. A lot of preparation and planning is needed just to make the seven minutes move smoothly. Counters must be calibrated and batteries changed.

Cory L. was still panting when I approached her. Since she had surrendered her gun, I wasn't too worried anyone about what she might do to me. She beat the pants off me the time I played against her.

"This is fun," she said, "I don't even mind bumping into the walls because it's not like you carrying any weight."

George L. shook that sentiment. "There's not a lot of stuff to carry around," he said. "Some of the other games like the one make you wear a lot of stuff, and like does it hurt when you're running at top speed, and collide with someone?"

Other players seem to agree. The consensus is that, when the going gets

tough, the players don't want to be smashed into walls by their own equipment.

The advantages of the Star Blazer system are obvious. Players can move around quicker, since there are no bulky battery packs, or computer interfacing to get in the way. The player can concentrate on the game. A lot no longer spends limited gain or energy.

Of course, what is really important is that the game is fun if you're using your wits and reflexes in a struggle against the greatest adversaries that exist — Man, once you're going to like Star Blazer.

When not operating his commercial photography studio in New York, Marshall M. Rosenthal is a journalist for publications, dealing in computers, video and high-technology. More info: WOLF.

STAR BLAZER
1625 Don Mill Road, Unit 21
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STAR BLAZER

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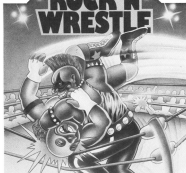
COMMODORE 64

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C+VG COMPETITION



Feils, grappling fans, and welcome to an all-star wrestling competition.

This month's test is a tagcontest between, on the red corner, three heavyweights of the computer world, Computer + Video Games and Melbourne House, and on the blue corner, thousands of readers.

But you'll have to get three falls, a submission or a knockout before getting any prizes in our great Rock 'n' Wrestle competition. And in keeping with the Rock 'n' Wrestle theme, the first five prize winners will receive a personal memo and a pair of trainers. The next 50 runners-up will get copies of Rock 'n' Wrestle, Melbourne House's three-dimensional sports simulation and combat game when the wrestlers go under the ring names of Sergeant Grog, LA Troon, Mainline Mark, and Victim/Victim. All you have to do is complete the following names of three very real famous wrestlers and answer two questions.

1. BAZOOKA _____
2. ACESSTATION _____
3. LUNGO MARCH _____
4. Name the famous TV wrestling commentator _____

Send your answers together with the four printed below to Rock 'n' Wrestle Competition, Computer + Video Games, Entry Court, 36-38 Partridge Lane, London EC1R 4HE. The competition closes on April 30 and the editor's decision is final.

Name _____

Address _____

Send via _____

Spectrum ☐ Amstrad ☐ Commodore 64 ☐

DURELL



COMBAT LYNX (40 to-ground Battle Simulation)

Spectrum 486	£9.95
Commodore 64	£9.95
Amstrad 486/5120	£9.95
BBC i Vector	£9.95

"Combat Lynx is both simulation and shoot-'em-up games in one. The 3D effect created by using computer line graphics tends to give it a more technical feel, so more like a simulation, but on the other hand there are lots of jets and enemy helicopters whizzing around and ground forces shooting at you which gives the game its instant playability appeal. Once you get the hang of coping with everything, it's possible to play a game of high strategy which involves not only precise skills but those of forward planning. For people who enjoy strategy war games, Combat Lynx should provide hours of fun, while for those who prefer something more and less 'shooty' and more a bit bang when you want. Generally the graphics are most impressive, with a few cosmetic problems when playing are about to become major, but these are minor in what is otherwise an engaging and challenging game."



TURBO ESPRIT (3D Simulation Car Chase)

Spectrum 486	£9.95
Commodore 64	£9.95
Amstrad 486/5120	£9.95

Recruit a special agent equipped with a Lotus Turbo Esprit. Anxious about one of drug smugglers are about to make a huge delivery of heroin, and must be stopped at all costs. The drugs are stored in a number of houses in the city, and within reach by car to an unsecured van which will be moving around the centre. As well as the van before a complete white delivery should have none of the drugs in possession. Similarly a car on one of the houses would alert them to the fact that a vehicle. You must therefore be and pick off the cars one by one before they make their drop, and then try to stop the van before it escapes. The delivery van will be armed with a gun, so watch out!

(Developed with the support of Lotus Cars Ltd)





Spec from 486 18.95
Commodore 64 14.95
Amstrad 486 17.98 15.95

CRITICAL MASS (Arcade)

An exciting system of the Twin Production has set up an advanced anti-matter laboratory plant on a remote, mountainous island to supply the local community with energy. It happens that the alien forces that mysteriously overpower the scientist's defences and the aliens are now threatening to self-destruct the power plant unless the scientists offer an unconditional surrender. The self-destruct sequence results effectively turn the power plant into a massive time bomb that would wipe out the entire planetary system along with a number of nearby stars. Unconditional surrender offers an equally horrific prospect. Your mission is to infiltrate the enemy position and disable the anti-matter plant before the alien achieve 1,001,000,000,000.

"This is the best".... The graphics and playability of this gem are superb, making it well worth the money.



SABOTEUR (Martial Arts Arcade Adventure)

Spec from 486 18.95
Amstrad 486 17.98 15.95
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You are a highly skilled mercenary hired to the martial arts. You are employed to destroy a terrorist building which is equipped as a warehouse. You must steal a disk that contains the names of all the vital leaders before its information is sent to the outgoing security stations. You are working against the clock, both in getting into the disk, and in making your escape. You must enter the building from the sea to collect things, and will then only be able to leave by the helicopter on the roof. You will have used your way around the warehouse, but no use of the guards' own weapon supplies in your struggle through overwhelming odds.

"Saboteur is without a doubt one of the best arcade games I've seen for a long time and a welcome departure from the plethora of bland, mindless product that the industry was once so richly blessed. See it recommended."



SABOTEUR!



DURELL sales dept.,
Castle Lodge, Castle Green, Taunton, Somerset, TA1 4AB, England
Telephone (0823) 54489 & 54029

software getting harder

ZOID AVOIDER



Welcome to the machines my friends! Zoids are the toughest bunch of metallic monsters this side of the Big Busters and right now they are taking the game world by storm! The eternal conflict of Red Zoid versus Blue Zoid has been brought to your computer by The Electric Power programming team and Marblex. We're proud to present the first look at the line-up of the opposing forces. All you wanted to know about the Zoids, but were afraid to ask.

First let's look at a bit of ancient Zoid history. Millions of light years from our little blue planet, Zoidstar. Its rocks and desert machines warred and barred.

Revered as an ancient race of galactic warriors, the Zoidarians. Have ruled the cities where they planned their conquests. Deep within the cities lay the most earth construction plants that spawned their terrifying war machines... Zoids.

Possessed of devastating firepower, Zoids carried the warlords into battle. Nothing could stand against them. Planet after planet fell to their merciless onslaught, till their victory was absolute.

Zoidarians turned on one another. Due to the death satisfied their lust for battle, but this Heretic Combat threatened disaster for them. The Zoidarians bore offspring rarely their survival depending on their great telepathy. The resulting death toll of Heretic Combat would inevitably lead to their extinction. So, mutants were developed to pilot Zoids into battle.

But the Zoidarians were doomed. A devastating meteor storm wiped them out—only the machines survived.

The Zoidarians had kept a hidden store of Zoid-son standing in space. Caught in the meteor storm, the last Zoidson attempted to land on the Blue Moon, a barren and inhospitable world.

The mutants soon discovered that they could save their worst



enemy Zoids had to be transformed from old metal into boiling fluid machines. To survive they had to become... Red Zoids.

Paradox co-operate in the desperate struggle for survival, Red Zoids learned to cooperate together.

Blue Zoids, still linked in individual combat, were taken by surprise. City after city fell to Red Zoid leaders. Reborn the Terrible, Blue Zoids were forced to unite. Their efforts culminated in building Supreme Blue Zoid Zoidzilla!



● BLUE ZOIDS 1. SPIDERZOID

The most deadly of the original Zoids because of its great speed. Equipped with two guns and missile system.

2. SCORPZOID

Heavily armored fighting machine equipped with gun and missile systems.

3. TROOPERZOID

Heavily armored ground attack Zoid. Trooperzoids usually led the attack in every conflict.

4. GREAT GORGON

A large and heavy attack Zoid with multiple pivoting guns and missile systems. Great Gorgon roams the battlefield the weak-point in the Red Zoids' defense.

5. MIGHTY ZOIDZILLA

The Supreme Blue Zoid combat leader and the most menacing Zoid ever created. Zoidzilla is battling with powerful gun and missile systems. He is the only Blue Zoid capable of standing against Reborn the Terrible.

BLUE



5. MAMMOTH THE DESTROYER

A cruel renegade Zoid who has defected to the Red Zoids. Heavily armed, he has special ultra-sound radar ears which can detect signals transmitted from the basecove.

6. REDHORN THE TERRIBLE

Stark and merciless, Redhorn is the ultimate Red Zoid mutation. He is the imperial Red Leader and deadliest enemy of the Blue Zoids. Like Mammoth, he roams between the city networks.

HOW TO SURVIVE — 10 TIPS THAT WILL KEEP YOU ALIVE!

1. POWER PLANT

The power plant is of immense importance to the city network. It provides the power which keeps the greatest machines in place over the cities, houses and factories. Mammoth infiltrates the city network of power to sabotage itself. To allow yourself the upper hand of destroying cities, listen and locate the power plant. It is a tall tower rising in the power plant. When the base finally strikes, the city network will be temporarily vulnerable to your ya, those evil Zoids, protective devices. You can then use your own Zoids to follow to attack selected targets.

2. DEBRIS

Anything which you destroy is likely to leave debris which can be of some use. ALWAYS check the vicinity to check for this.

3. BEACONS

The basecove alert Redhorns the number of any intrusions into the network. There are times when destroying this Beacon will be to your disadvantage.

4. GUNS

Anywhere the left laser is the right laser to hit yourself. If you aim to the center, the laser will hit to your disadvantage of the missile.

5. RED ZOIDS

Enemy Red Zoids have incredible abilities. Blue Zoids are built with their weapons systems. They are even able to detect your presence in the network just by sensing directly via their sensitivity radar. Therefore, try to spot Red Zoid patrol bases.

6. SLITHERZOID

If a Slitherzoid is destroyed, the supplies of the inhabitants of Zoids power grids in the city network have been damaged and you can easily pick it up by your Zoid using the basecove. You'll need all the Zoids power you can get.

7. CITY DOMES

Keep a record of the City Domes where you find the basecove. These are ALWAYS close together and the "empty" City Domes are the best places to find the basecove. They are the best places to find the basecove and the best places to find the basecove.

8. MISSILES

The closer you get to your target the better. It is always better to use your target more easily. However, it is also better to be closer to your target than the target of your target being interrupted by defending Red Zoids.

9. ZOIDVILLA

Once you've found a part of Zoidville, know that City Network QUICKLY be a powerful mode. This is a good way to find the basecove.

10. SERPENTS

These deadly Red Zoids roam throughout the city network and cannot be destroyed in combat. That means they can launch attack attacks with missiles with warning. They also drop Zoid damaging missiles. So be prepared.

► Please note that these tips apply to the *Advanced and Ultimate* versions of *Zoids: The Battle Begins*.

● RED ZOIDS 1. HELLRUNNER

Long-legged mutant Red Zoid. Mounted with gun-like defense but has no missile system for attack. Very fast. Hellrunners are usually just wild important locations.

2. SLITHERZOID

A sleek, invulnerable mutant Red Zoid with concealed gun and missile systems. They travel between the cities and houses.

3. SPINEBACK

A burrowing and mean mutant Red Zoid with gun and missile systems. A sinister and deadly opponent. Spinebacks are kept on stand-by inside City Domes. If alerted by Hellrunners they will attack intruders without mercy.

4. SERPENT

A mutant Red Zoid with terrifying speed and power. Equipped with gun and missile systems. There is usually one serpent for each city network. He has a great job looking for intruders and destroying. He cannot be captured.



NU WAVE



SPECTRUM 48K

£7.95

NU WAVE SOFTWARE
CRL House, 9 Kings Yard,
Carpenters Road,
London E15 2HD

BEFORE THE DAWN OF HUMAN HISTORY THERE WAS ID.

ID IS NOW INSIDE YOUR COMPUTER.

WHAT WAS ID?

YOU MUST FIND OUT.

THE MORE YOU TEACH ID, THE MORE ID WILL TRUST YOU.

YOU WILL DISCOVER MORE OF ID'S AWESOME
SECRETS AS THE TRUST GROWS.

UNTIL, EVENTUALLY, YOU MAY DISCOVER YOURSELF.

TWISTED



CHECKSUM LISTING

● SPECTRUM 48K

Always eager to please, those ingenious folks at Ideas Central have come up with a neat idea to improve program listings in the magazine.

We know that many readers enjoy typing programs from the magazine, but having done so, the last thing they want is to have to meticulously check every line for those elusive typing errors. Well, for the minor inconvenience of typing the short program shown below, Spectrum owners will be able to automatically detect all typing errors in future listings.

CHECKSUMS

If you look carefully at the Spectrum Basic program in figure one, you'll notice that every line ends with a three digit number in the form: <ABC>

This is known as a 'checksum'. Checksumming works by calculating a mathematical value based on the data being checked (in this case, the character data in each line of Basic). If you were to change one of the characters in the line, then the checksum would also (probably!) change. Obviously, it is possible to devise different lines where the checksums are the same, however this is very unlikely, and the checksum will spot the vast majority of typing mistakes.

HOW TO USE THE PROGRAM

So how do you use this brilliant typing aid? All you have to do is type in the Basic program shown in figure one, ignoring the checksums shown at the end of each line (ie. Don't type these). Next, save the program to tape (just in case of errors) using: **SAVE "CHECK"**

You can now **RUN** the program, which will produce a "PLEASE WAIT" message. After a while, if everything has gone correctly, the computer should produce the "Code entered" message. Next the screen will clear

and, after a few lines of text, a listing of the program will be produced with the checksum numbers shown at the end of each line. These numbers should correspond to the numbers shown in the magazine listing. If you get the wrong numbers or the machine just seems to stop, then recheck the program, especially the DATA statements starting at line 2000.

The next job is to save the machine code routine. This is easily done with the command: **SAVE "MCHECK" CODE &5000,150**

From now on, when you've finished typing a listing from the magazine (and saved it to tape, for safety!), just load the checksum machine code routine by typing: **LOAD "MCHECK" CODE**. Then run the routine using: **RANDOMIZE USR &5000**

This will produce a listing of the program on the screen, including all the checksum numbers. You just check these numbers against those printed in the original listing, and any numbers which differ indicate a typing mistake. This could be anything, such as an incorrect line number, a missing space or character, or just reversing a couple of characters, such as "21" instead of "12".

If you have a printer connected to your Spectrum, then type: **RANDOMIZE USR &5004**.

This produces a listing on the printer instead of the screen.

POSSIBLE PROBLEMS

Obviously, if the checksum routine is to work, then it must be typed correctly to begin with. There are a number of error checking features built into the Basic Loader in figure one. All the DATA strings in the program should contain an even number of characters. If you've missed one of these, or included an extra character, you'll get the message "Odd number of hex digits in", followed by the offending character string. Alternatively, if you've mistyped one of the characters, you might get the message "Illegal hex

digit'. All the strings should contain characters in the range "0" to "9" and "A" to "F" (upper case).

Finally, if all the hex strings load correctly, but you've still mistyped a character, then the value of 'ck' will be different to 'total', and the computer will give the message 'Error, Recheck Listing'.

ASSEMBLY CODE

Anybody with an assembler, or simply interested in how the program works, will find the annotated code in figure two useful. If you have an assembler, you may prefer to use this listing rather than type in the Basic Loader program. This will also allow you to move the location of the routine, if you're using locations above 65000 for something else.

Studying this listing will show that the checksum is based mainly around the exclusive-OR instruction (XOR). Unfortunately, this on its own will not, for instance, spot differences in chains of similar digits (eg. 'AAAA' and 'AAA'). After the first 'A' has been XORed with the checksum to this point, further similar characters will not change the value.

Consequently, the checksum byte is rotated (using RLCA) after each XOR operation, except the line number and the very last XOR at the end of each line.

WHERE TO GO FROM HERE

If everything has gone to plan, you should now have access to the machine code routine for the checksum utility (ie. MCHECK). You can try this out immediately on this month's special length Spectrum Listing, which is a multi-character adventure called The Wizard of Taffyran. When you've finished typing the listing, just load the MCHECK routine, then call it to show all the checksum numbers.

Eagle-eyed readers may also have spotted that the zero (0) and lower-case L (l) characters have also been changed to make them more readable, so hopefully program typing will be error-free from now on.

If you don't happen to own a Spectrum, then don't despair. If these

checksums are a success, then other micros will be receiving similar treatment, so watch this space!

● By Marcus Jeffery

SPECTRUM

CHECKSUM

```

10 CLEAR 64999 <100>
20 PRINT AT 9,11:"PLEASE WAIT"
<104>
30 GO SUB 1000 <105>
40 CLS <162>
50 PRINT "If the computer give
s an error" <167>
60 PRINT "or simply stops, the
n recheck" <168>
70 PRINT "this program - espec
ially the" <131>
80 PRINT "DATA statements from
line 2000." <164>
90 PRINT "Otherwise, these num
bers should" <165>
100 PRINT "be the same as the o
nes in the" <131>
110 PRINT "magazine listing..."
<163>
120 PRINT : RANDOMIZE USR 65000
<147>
130 STOP <238>
140 <162>
1000 REM HEX LOAD ROUTINE <151>
1010 DEF FN p(x)=CODE hb(x)+48-7
*CODE hb(x)+65 <180>
1020 LET byte=0: LET ck=0 <193>
1030 RESTORE 2000 <198>
1040 READ start <192>
1050 READ n4 <165>
1060 IF n4=" " THEN GO TO 1140
<120>
1070 IF LEN n4<2 THEN GLEN hb/2)
THEN PRINT "odd number of hex
digits in "hb4: STOP <234>
1080 FOR i=1 TO LEN n4 <112>
1090 IF NOT (CODE(i)>="0" AND hb(i)
<="9") OR (CODE(i)>="A" AND hb(i)
<="F") THEN PRINT "Illegal h
ex digits "hb4(i): STOP <127>
1100 NEXT i <174>
1110 FOR i=1 TO LEN n4 STOP 2: L
ET val=16*FN p(i)+FN p(i+1) <232>
)
1120 FORK start+byte,val: LET ck
=ck+val <191>
1130 LET byte=byte+1 <192>
1140 NEXT i <198>
1150 GO TO 1050 <194>

```



```

1160 READ total: IF <=0:total:TH
EM PRINT "Error, Recheck Location
g."s STOP <235>
1170 PRINT AT 11,10:"Code enter
ed" <117>
1180 PAUSE 150 <118>
1190 RETURN <119>
2000 DATA "0000","0002","1002","3
003","000118" <671>
2010 DATA "210000","000619","05
","000500" <100>
2020 DATA "01","0000FE","000000
0","07","0002" <204>
2030 DATA "19","00","200D","0020
","07","000C" <000>
2040 DATA "07","00","00","00","

```

```

0100 DATA "00","40" (0002)
2050 DATA "00","23","40","00","23",
"00","F0","00" (0013)
2060 DATA "70","B1","2000","F1",
"07","0E" (0005)
2070 DATA "100F","F1","0E","23",
"05","2000" (1725)
2080 DATA "0F","01CF","CD04FE",
"00F0" (1405)
2090 DATA "CD04FE","7D","CD0CFE",
"0E3E","D7" (0070)
2100 DATA "2000","D7","E1","D7",
"0F","00","3C" (205)
2110 DATA "20FC","ED42","3D","C6",
"30","D7","C9","00" (0005)
2120 DATA 17454 (2700)

```

SPECTRUM CHECKSUM 2

[illegible]



THE WIZARD OF TALLYRON



● Spectrum 48K

Design and conceptMike Turner.
Programming.....Lin Turner.
Paul Jefferies.
Graphics.....Justin Middleton.

TYPING THE LISTINGS

When typing in the two listings given below, you can ignore the three-digit numbers (eg. -355-) shown at the end of each line of basic. These are checksum digits, designed to help you spot any typing errors (see page 47).

As usual, we have converted the graphics, so underlined text should be typed in graphics mode (eg. gh) means hold down the SHIFT key and press 'g', while in graphics mode). Similarly, underlined text in brackets refers to a graphics command, so (INV)ID means go into inverse video mode (ie. CAPS SHIFT + 'I').

PROGRAMMING STEPS

Type in the MAIN PROGRAM and save to tape (see above notes). Having done this, you'll need to type in the ARRAY LOADER program. It's probably a good idea to save this to a different tape, though it won't be used in the final program. Now you can run the Array Loader program and, as it prompts you for variables, type in the numbers shown in ARRAY DATA file.

You should work across the columns when typing these, as the sequence starts 000, 000, 000, 110, 110, ... When you've typed the last number, the computer will prompt:

Start type, then press any key.

Position the tape, containing the Main Program, at the end of where the Main Program is stored. Press PLAY and RECORD, then press a key, and the data will be stored.

You're now ready to load and run the main program, which will automatically load the array data.

CHAPTER ONE

The old farmer sat at his window, watching the terrified remnants of a once mighty army retreat north towards the capital city and away from the threatening enemy forces of Gosh.

As he gazed, his face emotionless, the door of the room opened behind him and he turned to face the muscular figure of his son, Karl.

"We must leave, father," said the young man. "I have spoken to some army officers and they say that all is lost."

"Leave?" The old man stared back at the window. "Leave our land? Leave all we've worked for? Where would we go?"

"We can't stay. The forces of the wizard will capture us, and steal our land anyway. I have friends in the capital who will help us, one of whom is a member of the king's private bodyguard."

"Yes, my son. Perhaps you are right. In the capital it is, then?" The old man slowly rose to his feet. "I

never thought I should live to see Tallyron fall to the Council of Elders. The council must be from the Mass must have been taken."

Karl gave a bitter laugh. "The Mass is merely a legend. You surely don't believe in it?"

"No one scoff, young man," his father replied. "Not one member of the Council has ever managed to cross our border, not Gosh from the north, nor Kall in the east, not even the Black Knight from the north. Now suddenly we are attacked from all those sides, maybe even to be driven into the sea. And there is talk of this so-called mythical mass being stolen. I believe it exists."

CHAPTER 2

The Grand Meeting of the Tallyron Wizards was interrupted by a sharp tap on the main door to the Great Magicians' Hall.

"Who dares to invade the privacy of the Grand Meeting?" cried the doorkeeper.

"Must, that person of the King's Personal Bodyguard," came the reply. "The king requests an audience with the Meeting."

There was a stunned silence, for no sovereign had asked to be admitted to see the wizards for almost three hundred years. The doorkeeper recovered himself sufficiently to give the traditional answer.

"Request denied. No king is recognized by the Grand Meeting."

Next, responded with the crown's ritual request. "The true sovereign of Tallyron accepts that the Grand Meeting is outside his rule, but requests a hearing."

"The Meeting will hear the sovereign." As he spoke, the doorkeeper threw the huge door back to admit the king and his men, although he failed to bow or otherwise acknowledge his guests.

Five hundred years before, the Grand Meeting of wizards had presented the ruling monarch with a ceremonial mass. Named the Mass of Eternal Power.

In return the king at the time had agreed that the crown should no longer have any jurisdiction over the wizards.

Perhaps the present king of Tallyron, addressed the Grand Meeting.

"My lords, we assure you that only the greatest possible matter could cause us to intrude on your meeting." Paulgore paused and looked around him. He shifted, a little uncomfortably. "The situation Tallyron faces is extremely serious. The Mass has

The Wizard of Tallyron is one of the most ambitious listings C+VG has printed. So C+VG and Star Dreams are giving you the chance to get the game on tape for just £3.95, including post and postage.

All you have to do is cut out the C+VG token and form and send it together with your cheque or postal order to the following address:

C+VG Tallyron Offer,
Star Dreams Software,
17 Barn Close,
Needford,
Sutton.



C+VG/STAR DREAMS OFFER

Name.....

Address.....

C+VG SURVEY

Every month Computer + Video Games tries to bring you the most comprehensive, informative and fun-packed look at the world of computer games. Most of the time we're pretty pleased with the way things turn out. But we're not that high-minded to think everything is perfect.

That's why we're asking you to tell us what you think of C+VG. Go on, tell the truth, we're tough enough to take it.

What we want you to do is answer the following questions and send them to *Computer + Video Games*, 31-32 Burlington Lane, London EC1R 3AA.

The survey is divided up into sections based on the regular features in the magazine. Most will involve straightforward Yes/No answers with space for a brief comment. But there is also the chance for you to give your opinions on the magazine in general.

So help us to help you by taking part in our survey.

REVIEWS

What do you think of the reviews?

Comment

NEWS/HOT GOSSIP

What do you think of the news and Hot Gossip?

Comment

BUGHUNTERS CARTOON

Do you enjoy the comic strip? YES/NO

Comment

DEAR BUGHUNTERS

Is the Dear Bughunters column and telephone service useful? YES/NO

Comment

IDEAS CENTRAL

Are the ideas, tips and jokes useful? YES/NO

Comment

LISTINGS

Are the program listings interesting to you? YES/NO

Comment

ARCADE ACTION

Do you like Arcade Action? YES/NO

Should it be longer? YES/NO

Comment

ADVENTURE

What do you think of the Adventure pages?

Comment

TOP 30 SOFTWARE CHARTS

Are the charts of any interest? YES/NO

Comment

MAILBAG/PEN PALS

Should more letters be printed? YES/NO

Are those that are printed interesting? YES/NO

Comment

HOT SHOTS/HALL OF FAME

Could these two features be improved? YES/NO

Comment

FEATURES

C+VG publishes a variety of different features, letters from America, films, videos etc.

Do you enjoy these? YES/NO

Do they have a place in a computer magazine? YES/NO

What other sort of features would you like to read?

MAPS

Are these useful? YES/NO

Comment

GENERAL

Do you prefer the new look C+VG to the old one? YES/NO

Comment

Is there anything you would like to see in the magazine that isn't in now?

What other computer magazines do you read?

Besides computer games, what other hobbies or interests do you have?

Name

Address

Age



COMPUTER
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Steiner

Scooby Doo



SCOOBY DOOBY-DOO!!!

Here's your chance to get in on some computerised cartoon capers with this fearless fun hound Scooby Doo.

Like the people who brought you *Fred Brune's Boxing and Comments*, have now come up with the first computer cartoon — *Scooby Doo in the Castle of Mystery*.

C+V8 has got SO — yes, that's right, SO — copies of the game as prizes in our Scooby Competition. And that's not all. Each winner will receive an instant Scooby Doo transfer for a T-shirt PLUS a Scooby Doo poster.

The game follows Scooby through creepy and eerie spaces in this marvellous mystery.

To be in with a chance of winning, just answer the following Scooby questions.

C+V8/ELITE SCOOBY DOO COMPETITION

1) Scooby Doo is accompanied by four humans on his adventures. What are their names?

2) What are the special snacks given to our hero hound called?

3) Scooby and friends travel around in a van. What is written on the side?

Name

Address

Please tick the correct box for your computer.

Spectrum ☐ C8M 84 ☐ Amstrad ☐

Send your answers together with the printed coupon to C+V8, Scooby Doo Competition, Pkory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is the 16th April.

RAMBO

TM

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MERCENARY



Are you stuck on the planet Targ with no hope of escape? Then never fear C+V3 is here! You didn't know we reached so far out into the universe, did you? Luckily the IDEAS CORP have outlets everywhere. We persuaded those ace Mercenaries Bruce Jordan and programmer Paul Woskie to bring you this exclusive illustrated players guide to the game that's gripping thousands. Just follow this step by step guide and the perils of Targ might not seem quite so impossible to defeat.

A small battered and burnt notebook was discovered by IDEAS GENTLEMEN operatives during a raid on a Base of Good purpose — tucked down behind one of the machines. We thought these notes might be useful to those of you seeking out on a mission to Targ. The notes were a bit disjointed — but useful.

* STARDATE

1803/12/2

I discovered that to escape from this planet I need cash — lots of it. Perhaps there's a way to trade with the inhabitants . . .

* STARDATE

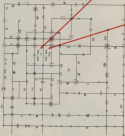
1803/12/4

To identify surface structures, which generally occur at grid intersections, I fly at about 180 ALT. Developed flying skills for a clear inspection. These spaces bar to hover in flight . . .

Realise the navigation to map objects at this stage. If identified by either the Spheres or the Mechanoids as having destroyed structures you'll have

- ☐ 15 One way roader with destination
- ☐ 10 One way roader
- ☐ 5 Two way transporter with destination
- ☐ 20 Two way transporter with random destination
- ☐ Run with no light

STRATEGIC MAP



KEY

- RADIO MAST
- TOWER
- PYRAMID
- BUNKER



08/08

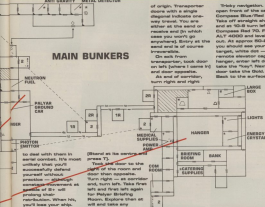




A MERCENARY'S DIARY...

ANTI-GRABBY METAL DETECTOR

MAIN BUNKERS



to deal with them in aerial combat. It's most unlikely that you'll successfully defend yourself without precision — although sometimes movement at speeds of 8+ will prolong their retaliation. When hit, you'll lose your ship. [Press <CTRL> G to quit and gain a replacement ship.] Instantaneous destruction will rank with a game.

★ STARDATE 1803/17/3

Made my way to underground complex entrance at 00-00. Adapt there can land within the "cage" without crashing. Press E for the elevator to descend to the hanger below.

Two left hand doors off the hanger. Entered one that is a room, not a corridor. Took object in view to aid targeting.

[Stand at its service access T].

Took the door to the back of the room and door then opposite. Turn right — at corridor end, turn left. Take first left and first left again for Polymer Briefing Room. Explore then at will and take any potentially useful objects. [You could set up a plant on the surface with the table and chair]. Return to the hanger through the 'lights' room when ready.

Took door on the opposite wall. Took door slightly to the left ahead, indeed. So turn right, at corridor end and second left. There is "transporter room" door in here. The cross indicates two-way travel. Took ride for the experience. Some two-way transporters faulty and could take you to many locations before returning to your point

of origin. Transporter doors with a single diagonal indicate one-way travel. You are either at the end or remote end (in which case you won't go anywhere). Entry at the end and is of course irreversible.

On exit from transporter, took door on left (where I came in) and door opposite.

At end of corridor, turn right and right

Tricky navigation. Pace open front of the cage. Compass Blue/Red 00. Take off straight ahead and at 00-00 turn left to Compass Red 70. Fly to A/T 44000 and level out. At approx 00-000 you should see your target, white dot — a remote elevator cage. In hanger, enter left door, take the "key". Next door take the "Gold". Back to the surface.

again. Through door opposite, right and right again. Took object that matches the shape of locked door. Return to that door to find it open. Took the Powering — this permits craft to attain sufficient height to reach the Colony Craft.

Entered through square door in the room and head through the following rooms to corridor. Turn right and first to Communications Room. [How to make it work, and affording the consequences in the route through the game.]

★ STARDATE 1803/17/2

Pace cage front. Compass Blue/Red 00. Fly at Elevator 00, turn right to Compass Red 70 to locate Colony Craft. Select max speed, key D and + + +, as it's at altitude 00000. Move down on approach from 00,000. [If you lose it, fly to 70,000, however, and close ally below to spot]. Your objective, fly to the square pad on the top surface. E for elevator...

Take the Gold to the Blackpearl for a tasty dinner.

continued



refugee in 1947. He suggests you
leave the *Expat* magazine and all country-
related in the house. He's sure, stated
at the center and toward the. Take
all, leaving it is spread out to the F.

[illegible]

You couldn't resist it. You couldn't pass something. And what an orderly collapse. Later on you may be able to "put the clock back" and perform a repeat job on this. But for now, it's too late. The Manchukuo have detected your aggression. Polymers remained in the same way. It just depends on who is in possession of the idea you accepted.



You are under attack. An attack that will prove calamitous. Unless you can knock out this dread



You're ready to go under ground via the elevator cage. You choose the site of location. It's all as you were directed there by the Molemen promising painful unemployment. Land cannibals in the cage and press F to gain access to the tunnels below.



Leave your job and work all through the day opposite to making the complaint. You'll find various ailments which you can "take" I requested, Abdul Jabbir are common when you pick them up. There are some "cures" which are particularly useful. Go — visit our Energy Crystal!



Only use these tags: *i>*, **b>**, [http://www.fox.com](#)



Further on in this area, you can find a Camponotus-like Brownie, which is not, at this stage, in working order. Perhaps some vital parts of equipment are missing. It is worth repairing, you think, and for help,



There's still more to see in this sample. You could find some Medical Supplies and from the same room venture through a door with less dangerous lines marked. You will be transported elsewhere, arriving at a room housing a Patient Brother. There could shed some light on some things.



That other party leaves this room and locked, no back pass go through the transporter room. Got it well, since you left your light in the complex. The transporter room are in good way to get around, although some go and get away and there are others that seem more complicated.



That objective is to build on the support you see in the marketplace. It's a challenge, and it's going to be



One danger complex is clearly under Macdonald's control. Indeed, you can meet their representatives for a briefing. What did the Polys say about a big lost package you should uncover any business you may have with the Macdonalds before settling in?



So you haven't been able to change your weight — especially around the hips and thighs that may bother you. It may be that you can buy your weight loss from Tug or, perhaps, a thorough explanation of the plot will reveal an interesting twist.

Or what about that Pulpit
special mentioned? The challenge
is not just for editors, although they

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MERCENARY



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by
Dennis Travers

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ADVENTURE

REVIEWS/1

ROBIN OF SHERLOCK

- Supplier: Silverbird Data 4
- Machine: Spectrum 486 counts
- Price: £1.95

The plot of the latest game from those chuddles who brought you *Knock of the Rings* features a collection of literary and fantasy figures you all know and love. There's *Robin of Sherwood*, *Sherlock*, *The Wizard of Oz* — plus lots of fantasy items related to the legends and myths of Britain. The object is really supposed to be to find Robin's dog, Woto, from the Oz story and reach him in his dream.

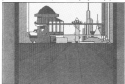
After a short time though, you find yourself investigating a decidedly shady operation involving the money launderer and the *Wonderland* himself.

The game is having a fair amount of appeal as being turned into take-aways — like the wonderful board equivalent. As for the eye-catching Price, let's be

completely honest!

Graphics and text are presented on screens at the same time, but something which I found strange is that there is no picture for the first location, or

indeed, quite a few locations in the initial stages. While it is certainly acceptable for some locations to be pictures, there should be something more exciting to guide the player's



interest of the reader.

The narrative is all in the past tense. "Robin was standing on..." and "This was done" (after Othello, DRAGON, um).

It's a little off putting at first, though after a while it seems a much more logical way to do things, instead of giving the impressions of hearing things after every move. "Robin entered a lighter" is more appealing than "You see a lighter".

Descriptions are quite well written, though at times the "picks" seem to be thrust down your throat in rapid succession. Apart from this, Robin is a very entertaining set of programs, with impressive graphics and good descriptions. **Jim Douglas**

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

ROGUE COMET

- Supplier: Wides Computing
- Machine: Spectrum 486
- Price: £3.95

A comet has just entered the solar system, and it is on a collision course with the Earth. You are aboard a shuttle, just landed on the comet, and are under orders to plant and detonate an Omega bomb, to destroy the comet and save the Earth.

The threat is similar to *Mission Asteroid* (reviewed January 1988), but this game is entirely different and a little

more topical in this year of Kellie's Comet.

The shuttle is quite an extensive ship, with its own pulley and weapon, plus Klapton, a very tidy robot, with a tendency to throw away everything that he finds has been put down.

As well as a few traps, there is a certain amount of real time on board, but getting the weapons you might need out of the ship's stores is not the simple job you might expect!

I decided to digress with the weapons for the time being, and

explore outside with the minimum of equipment, to see what conditions were like, and what sort of items I might need.

I have seen signs of life out there, and I reckon they should be brought back! Perhaps I should have brought Klapton after all! Now, how do I deal with the hostile landing site?

This is a 3D adventure, with some quite good on-screen graphics, and reasonable sound effects. In fact, the first time I died, it was quite unexpected, and the sound from the *Sherlock's* sequencer actually

made me jump!

The vocabulary is adequate, but hardly comprehensive. I tried to contact the nearest cylinder to my space-raft, but found, after various attempts, that I simply had to wear it.

This is an adventure with problems arising from fairly easy to incredibly puzzling, with a mixture of the two. I can't wait to get there!

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

COMA

- Supplier: Eidos Interactive
- Machine: Commodore 64
- Price: £5.95 (hard), £4.95 (soft) or £6.95

Mail order only from Eidos Interactive, 31 Watlington Court, Watlington Park, Watlington, Oxford OX29 8DD

Karl I have an up-and-coming brain surgeon, but my personal rating for *Coma* might well have been five or six. However I am not, and so I did not find anything remotely exciting, interesting, or even humorous

about this adventure (as inside the brain of the player).

The procedure goes something like this: While using a truck walk down the street on a simple quest to buy some cigarettes, you cross the road twice randomly, and get hit by a passing car.

"You took in to travel through the dark maze of *Blindness*, the bizarre logic of *Mollusks*, the beauty of *Reveries*, and the atmospheric splendour of the *Forest Lullaby*, to finally re-emerge and encounter your quester," says the blurb that

accompanies the package.

You must off to find several floating in a dark ocean of cerebral fluid, unable to see anything. You find yourself carrying a fragile vesicle, and a grain of salt.

As most adventures will immediately realize, a sequence is an abbreviation of one scene and with credits, and so what more obvious, seeing as it is *Coma*, but to find it with the salt?

That got me into trouble, and the sequence expanded, allowing me to see — until the salt was out.

I didn't particularly like what I saw, being a bit on the apocalyptic side.

Although, if you're a committed cornucopian (or conspiracy) you might enjoy the plot, I didn't.

I wish Eidos luck — it is nice to see new adventure specialists appearing — but I fear they will have to take a hard look at their conversion if they are to make a success of the venture.

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

ADVENTURE

REVIEWS/3

PSYCHEDELIC WARP

- **Supplier:** Silversoft
- **Machine:** Spectrum 486
- **Price:** £6 (unboxed)

In *Mindwarrior* inhabits the "new before". From time to time he feels that something is terribly wrong. He has a nagging doubt that the year isn't 1986, but a disaster in the past.

Being the rugged, experienced, blue-eyed and all-around adventuresome type, he decides that instead of going quietly insane, he wants to find out exactly what is going on. And that's where you come in.

As soon as you "press 3" to start your day" an impressive picture of your "cottage"

(justified/picture/home) appears. I was reminded a little of *Allegory* by the semi-omniscient deceptions and mental pandering on the walls. This isn't a simple, fast work graphics like those, you don't need to be told anything except which routes are available.

After a while you find yourself in the second location — Central Hall. The picture here is even better. Large spiral towers and glass domes extend into the clouds. Very atmospheric.

There are a large number of doors around, plus no more tables and chairs, and for the first you have examined a few things the lot of them has scuffed off the screen.



PSYCHEDELIC goes there back, but you have to see the picture reconstructed, which isn't all that fast.

Reading myself in a railway taxi, I was led to the Palace (most people) but couldn't get inside. A heavily charged in the park played me some fine chords, and then I walked between enough, and they were just perfect, so I "juggled" a game.

Press 3! After an amazing graphic sequence, and several looking trials, I found myself in an apartment in 1980. A little exploration revealed that the game now takes place in

basically the same locations, though ten years apart. The Central Hall is a place, the pine shopping area is deserted supermarket, and so on.

A fairly complex plot, some intricate puzzles (*ROOM*) produces "You're still looking this is a game, aren't you?" and some very exciting graphics make this a completely accessible game.

A good buy if you like a game with good graphics.

See Douglas

- **Verdict:** 3
- **Recommend:** 4
- **Personal:** 3



THE CAUSES OF CHAOS

- **Supplier:** CRI
- **Machine:** Commodore 64 (only)
- **Price:** £5 (box)

Causes of Chaos is a text adventure with a 640K format which can accommodate from one to six players. Or so it is claimed in the instructions, but I'll come to that later...

The loading screen depicts the poor adventures found with ropes, and being thrown by other half-wild natives. Incredibly well-looking words — a picture more of you might recognize from *White Dwarf* magazine.

Starting on high ground at the head of a waterfall, various objects can be inspected in five nearby locations, which then seem to be a dead end to the lone adventurer, unless combined with special items or a suitable key.

Playing as one player, the game performs as a standard text adventure. Entering the key in

company, offers a choice of number of moves from one to nine per turn, rate for the names of all the players, and places them randomly in a suitable start location.

In this mode, when players meet up in the same location, they can either help each other or fight to the death — unless one chooses not.

A lot of confusion of hitting the player's object names try to strike, on receipt of a report, *Causes of Chaos* is present, the light will proceed until one is killed.

Unfortunately, the prompt is fairly poor in appearance, and the instruction way to play is to continuously digress the appropriate button, leaving that you too means the prompt more often than you want.

When only, from the point of view of the game, is that he is out of the game for good. More for the rest, but rather than for the loss of the rest have to wait three months or so before the

others complete the adventure, or decide to wait!

Having noted out how the multi-player mode works, I decided to settle down as a single player and get into the game.

For some reason I was locked into five locations, yet I hadn't been when playing a two player game.

After GUTTING and ransacking a few times, I established that there were some pages leading down by the side of a waterfall, but the appropriate text and was missing in one-player mode.

The only way round this for a single player seemed to be to get out as two players, and *QUIT* one of them right at the start.

I wasn't over-impressed with the choice of colors as the multi-background colors to the multi-colored text, finding this gave an excessive amount of glare whenever combinations of colors, contrast, and brightness I tried.

But I was impressed by the number of useful observations, such as L for LOCK (to enlarge the location, R (about) to sleep, and also W for *WARRIOR* as a weapon.

The vocabulary is adequate without being exceptional, and on occasions more than two words can be used. I included one point off the weak rating for not including *ROOM* as a response of *ENTER*, to get on a note. Also, my instant was to type D to go down the hatch, but this merely got me back onto land. I should have used *GO* or *ENTER* both.

Nevertheless, this is an excellent adventure, and quite hard. People new to adventure shouldn't go near this game. They'll run before you get to know.

Keith Campbell

- **Verdict:** 2
- **Recommend:** 2
- **Personal:** 2

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kids!



ADVENTURE

EXCLUSIVE — THE PAWN

What's this? **KEITH CAMPBELL** raving about a graphic adventure. No, it can't be! In this exclusive C+VG preview, Keith tells you about the most amazing adventure he has EVER seen. It's called *The Pawn*, it's being released onto an unsuspecting world by Rainbird Software. Read on and be amazed...

Graphic adventures may not mean anything to non-visual gamers, but not any real adventure enthusiast who'll be patient, and the reward will always be text with a capital T.

Well, written, detailed text gives an adventure game more interest and depth. Something that the player can settle down to, just like a good book.

Graphic adventures are generally held to occupy memory better used for plot and text. In this, game graphics tend to slow response time down to, at least, unacceptable levels.

With the graphical adventure in hardware technology more and more memory becomes available in these computer systems at prices they can afford. And as that happens the demand and graphics/text mix of adventure games can evolve.

I got a glimpse of the shape of adventures to come when I visited the London HQ of Rainbird Software where I met Keith Sinclair from Magister Borealis, the design team behind the magic which makes *The Pawn* so special.

When I viewed the first FT monitor was showing a graphics display that I first thought was a photograph. It turned out to be the leading screen of the game.

To produce a photo-like picture on a machine requires literally hundreds of different colours in order to obtain the fine gradations of tone produced by the lighting. In fact, the picture used over 100 colours, although the FT can only do officially 64 colours.

"This is the life screen," explained Keith, "and it is an RMAC2 copy of the picture on the game presentation." There is only one problem like this in the whole game as it requires 80% of the processor power to maintain the picture on the screen.

Although the other graphics within the screen aren't as detailed there are still the most advanced and impressive pictures ever seen in an adventure game. You'll get a

good idea from the screen shots on this page!

Drawn by artist Geoff Quigley, each picture took about three days to complete. The adventure has over 150 locations, but there is only enough room on the disk for 50 pictures on top of the title program.

Keith started the game proper, and after a screen full of introductions (and had incidentally, a picture slid down over it from the top of the screen).

We appeared to be in a walled garden with a fountain in the middle, and the sun was shining from the right. A character fell across part of the wall, following the outline of the fountain.

THE FT SCREENSHOT



hanging from the top of the wall. When the light hit other parts of the wall, individual bricks stood out, reflecting different colours.

"The picture takes too quickly I missed that text!" I groaned. Keith held off the screen.

connected to the computer, Keith rolled it away from him, and the picture slid back up just like a roller blind, revealing the text once more.

Repeating the screen back and forth a few times, Keith slid the picture up and down, eventually leaving it about half way up the screen.

I deliberately said "like a roller blind" just to think about that for a moment. The screen didn't even wobble from the bottom of the picture. But on its

PAWN SCREEN



The key that is in the pocket

screenly used to inform-ants action. "I missed. That's what I really wanted you to see!" Keith replied, "You seem to be able to read standard words, and she continued on into the adventure."

The advantage of text, together with a limited range of colours, and a device that allowed the adventure to be every bit as good as the best of software, the last thing I had expected to see in this assignment!

"Better than *Inform*?" queried Keith. "Nah!" Keith replied, "You want to see a new thing, taking with us a key that is a pretty bit, two bottles (one green and one brown) and a key."

"The thing is below, yet it is thick enough to sit on, or to pass things on," explained Keith. "The thing presented to put the key in the top of the stump, and the game had ON the stump, following this with the command: PUT GREEN BOTTLE IN KEY IN STUMP AND BROWN BOTTLE IN KEY IN STUMP. The game had no problem dealing with that complex text!"

The puzzle is the program machine that interprets what the player means, and are accordingly it is the intelligence working away behind the screen. Magister Borealis call them

ATARI ST V AMIGA

In early 1984, it was announced that a small company by the name of Amiga was producing a super home video by the name of Lorraine (after the owner's wife). Known as the machine's features were the Lorraine gave when, in 1984, Commodore sold over the company for an estimated \$20 million. Amiga machine technology — it originally covered several desks — it became obvious that most of the rumors had been correct. By the middle of 1985, Commodore had the machine in a ready enough state to begin development work on it.

While Commodore gained no credit in the form of the Amiga, it was being written in the form of its founder (Jack Trammie). Trammie is a larger than life character who had helped Commodore from struggling through during its first six years in the computer industry. Trammie set out on a world cruise but later got bored and decided to buy Amiga from Warner Brothers.

Several of Commodore's top designers followed him to Amiga and set about designing a new computer using features of the Apple Macintosh but for the "Massive Mother Clucker". The result of this work is now on the market in the shape of Amiga ST series. The first of which is the 500ST.

Both machines have been adopted by several well known US software houses including several companies who had produced some of the best games to come out of the US. Electronic Arts, Infocom and Revolution.

The new renowned Commodore Amiga and the Amiga ST both use the microprocessors that is the latest in amongst hardware developers at the moment and can

be found in the Sinclair QL and Apple Macintosh machines — the 68000.

The Amiga features about 1.5 inch double-sided 5MB disk drive and up to three others can be supported. It comes with a standard 385 of memory which can be expanded all the way up to 1MB, a 64-key keyboard and, of course, a mouse. The mouse controls a Macintosh-like window system called Intuition.

The 500 ST is supplied with a 500K 5.25-inch drive and a hi-res black and white monitor of similar quality to that supplied with the Macintosh. The 500 comes with 1MB of memory which should be enough for even the largest adventure games.

One of the most interesting features of the Amiga is its ability to multi task. This means that you can run more than one program at a time, each program being given a portion of the screen. In theory, this means that you should be able to play a quick round of your favorite game while your word processor is spell-checking, or you could pretend you play two different games at once!

GRAPHICS

The Amiga ST offers three graphics modes, the lowest of which 320 by 200 pixels (19 colors). The medium resolution offers 640 by 400 pixels in four colors and the highest resolution offers 640 by 480 in black and white. The colors in the various modes can be selected from a palette of 12 colors.

The ST doesn't offer any hardware sprites, but these can be achieved by the use of special built-in software, which can often give more flexible approach to sprites than if they were built into hardware.

One of the most talked about features of the Amiga machine is its graphics capability. The Amiga offers four graphics modes and it can display one or all of them on the screen at once. Its lowest resolution is the same as the C64's.

The 500 can display this in four colors — the Amiga in 12 colors. The next mode has a resolution of 320 by 400 in 12 colors.

The Amiga can produce the BBC's two-color highest resolution 640 by 512 in 16 colors. Last, but not least, the Amiga also allows the ST's highest resolution in set two, but 16 colors.

The colors are chosen from a palette of 128 colors. In addition to the above modes there is also one called Simplex and Fold which allows all 128 colors to be displayed at once!

Those of you have played around with the graphics screen on the computers mentioned above might wonder whether manipulating such large resolutions will slow down the computer to a slow crawl. The Amiga was the problem by having built in routines and special graphics chip to take care of all graphics.

The Amiga has only eight sprites, each of which can be up to 16 pixels wide and up to 320 pixels tall in four colors. Eight sprites may not sound like many, but the Amiga can do more than eight sprites on the screen at great speeds using special hardware. Software using programs will add even more sprites on the ST.

A device known as Gen Lock will soon be available for the Amiga. This allows an external video recorder or camera. This means that you can place captions or post boxes on screen, or watch *Demolition* while you play a game — on the same screen!

SOUND

The Amiga has four voices which can produce true stereo sound. The same quality as the most expensive synthesizers costing many thousands of pounds. The Amiga will also have the ability to sample and play it back.

With very little software the Amiga can be made to accompany you while you play your favorite tunes on the keyboard. Sounds produced without the help of the main chip in the Amiga, so that you can program and have your favorite tunes playing in the background.

The Amiga is one of the first home computers to have a voice synthesizer built-in. This can "talk" like any text-to-speech or female voice. This can of course be used in games and all other programs.

The ST comes with a sound facility of the kind found in the C64 and Amiga 500 series of machines. It has a four voice, envelope shapable sound capability. It also comes with the MIDI Musical Instrument Digital Interface (which allows connection of a music synthesizer or various other musical devices incorporating a MIDI interface).

GAMES

The games potential of the Amiga and ST are enormous. They have by far the best graphics facilities of any home machine yet released. The size of their memory and the fact that they have a built in disk drive will mean that the games will be more complicated and realistic than ever before.

Already Infocom have produced an adventure game called *A Mind Forever Voyaging* which will only be available on larger machines including the Amiga and the ST.



TEAMS

You can also create and save your own. Copies, boxes and lines can be chosen, and graphic printers are supported. Special functions include a points-to-point ruler with you even placing your white ruler over any document to represent it relative to the paper.

Another innovative feature is that the artwork moves automatically to follow the mailing. The slower you move it the more inert it appears to the screen.

A graphic mode will create a raster image around the original, leaving three-dimensional shading a must.

Now you can zoom in a variety of ways. One, two, and you are through to the background. Character fonts are provided, and you can change your own. More of the functions are available with each option.

At last, good CLIP. Clipart files come in a variety of sizes for varying purposes. All work in three bits per pixel.

The picture can be moved around and inserted, with all commands mouse activated. Additionally, there is a more menu, enabling multiple images to be copied, moved and stored.

Besides creating images, you can select the objects (box, text, etc.) and save them for retrieval. Four of the drawing utilities can be stored in any format (BMP and standard format).

The program's real strength is its ability to turn pictures into address labels (add mailing graphics) or use them as stamps. Four of the drawing utilities can be stored in any format (BMP and standard format).

A number of features are provided, as well as a converter module which takes documents created compatible with the Atari.

Maps and Legends is a cartographer's delight. It offers a variety of cartographic maps created in color, orange and white, using the mouse and/or the pop-down menu. Five maps in perspective, cylindrical, orthographic, the top goes on and on.

Dialogue boxes do all the plotting, and examples included within understanding the types of maps that can be generated. A lot of maps in history which show all the information and reference system used. Maps and Legends is also compatible with the Maps drawing program already mentioned.

UTILITIES

The **Maple Reader** will display contents of files in folders on an internal computer hard drive. The amount of hard space taken from 16 kb, and the Reader appears automatically when the RT is powered on.

Probably one of the most useful utility programs will be that which gives you some control over your files. Considering that the major function of the RT was file management, it would tend to be able to recover that just-bounced file especially when you're not realized that you forgot to make a backup. To bring out the RT's **BACKUP** utility package.

Now can be added to a number of features, in ROM, or in any of the many non-volatile memory in a special buffer can be used to store information as well. The entire data can be modified, files can be moved, copied and renamed. A memory map is provided for reference, and the RT's operating system parameters can be altered as desired.

For those who think that the RT's soon about new features, there's the **Shape and Icon Editor**. **SHOICE** installs in the desktop and uses the mouse.

Clipboard windows can be turned into icons, icons to be used in your own programs and applications. Also, the program allows you to change the work of an existing feature in the RT, which enables you to create a background "visual" representation together with a shape. It makes the pop-down button and the RT's icon in the background. Shapes can be created, copied, and

deleted. They can also be printed in a special window.

WORD PROCESSING

Word processing hasn't been neglected either. **RT Writer** works initially in the classic Atari program, and uses keyboard commands to turn on such functions as search, replace, move and find. All characters are present in the font and are quite legible. **RT Writer** has a special mode designed to transfer text from the right to left (RTW), so you don't have to type all those documents from the left hand side.

The **Lexia Letter Processor** continues a number of features for the most often in an easy to use package. Text can be created and managed, text manuals are already available, and the keyboard

features are included in a special buffer called the Clipboard. **Typewriter** can be changed using the mouse, and function keys become a feature of the most used commands. First options allow for custom designed keys to be provided.

Wordmaster has correction programs such as **Checkstyle** and **Indefinite** Letters. The first provides a simple way to create mailing lists, while the second works with features "where" of journal business letters to be adapted and used.

Wordmaster compatible with most of the writing programs previously mentioned. It uses drag down menus, and displays spellchecking and checks your own letter responses.

MODEM LINKS

Telecommunication is easy with the RT 80.



RT80 is coming under the works for the desktop. It supports most functions, when sequences of commands can be "remembered" by the computer and activated by pressing a function key. Memory information is supported by **SHOICE** and **SHOICE**. **RT80** can also provide the special features of the Atari support computers (ATC). This enables it to function in any of the numerous Atari bulletin boards throughout the ATC.

Functional in all scaling, although expensive, it is the telecommunication package.

THE FUTURE

Companies are developing more than just software through **CO** (CO) **RT80**, music keyboards and video digitizers are also on the horizon. All of these companies to make the future of the Atari RT bright indeed. **RT80**'s line (where Atari is) expanding into commercial photographic products. **RT80** is a journal for a number of publications dealing with computers, video and high technology.

RT80 is a simple and straightforward. **RT80** helps you to use the power of the RT interface. Functions are activated using the pop-down menu and the mouse. Multiple documents can be worked on, as up to 16 windows can be shown at one time.

Commands enable you to format individual paragraphs or an entire document automatically. You can cut and paste between documents and multiple paragraphs.



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★ ARCADE

● TURBO SUB

One of the most bizarre things you are likely to make in conversation between Turbo Sub — a game where you take you to the depths of the ocean where you'll have to overcome such horrors as mechanical sharks, rock throwing crabs, or giant T and mutant manta rays.

There are seven screens in all, taking you from the surface to the sea bed, through lava fields and tunnels, over volcanoes and submarines. The aim is to reach that seventh screen, and because it's an almost impossible task. In fact, the manufacturers believe that it will take you six months to create the game and that is because of a unique difficulty feature which adjusts the difficulty level to your playing level.

That means if you successfully blow everything from in your path, you will be rewarded with extra bonuses and rock mines, making it that much harder. However, if you are as bad as I am — appalling — those extra bonuses will not appear. For instance, on the first screen good players may get money and have to shoot sharks from the top of them, but players will go straight to the second screen and receive hints as to what to do. The number of hints also tells you how well — or badly — you are doing. By the time the hints are gone, you'll know you are doing well — you'll just have to figure out for yourself what to do next.

This incentive feature means that each time you play the game will be different depending on how you're doing, and you'll never be sure when you have seen every feature in the game — there might be a new game

Clear Edgework, Ideas Corp's Arcade Spy, has been on the trail of the hottest new games to enter your Arcades. This month also reports on the first "Intelligent" Arcade game — Turbo Sub. And a new shoot out game from Japan.



of a screen beyond the next corner if you could kill an enemy shark or a lobster. The bad thing is you'll never know when you're perfect.

Now, a bit about the game itself. The aim is to reach the bottom of the sub and you find the progression already with the instructions of the manual. There are two controls on the joystick, one is the fire button the other gives the sub extra thrust. On the first screen, large numbers of hostile ray-mechanics anticipate towards you, kill them off before they hit the sub. At the same time, submarine-sized rock the same size and all hit of these must be wiped out if you are to pass to the machine that you are good enough to see the treasure.

The second screen involves destroying a horrid fish. Only

when this is down can you continue on your journey. The aim is to hit one generator — then look the big fish-shaped — then shoot — and then shoot to one side and become invisible. It takes a number of shots for that to happen. However, time always run out of fueling and anticipate them to turn on your attention is turned to another.

Bonus points are awarded for shooting these frustrating little pests. In order to make more credit these bonuses at you and it is vital that these can be stopped before they hit the sub. The graphics are excellent and the risks great to see as they battle towards you aiming to destroy 20 effect. It's easy to hit them with your beam but should you miss, the sub will shudder — a large jagged line appears on the screen, and the two beam water bubbling out the sub. It makes you jump the first time it happens.

Further screens involve battles with kraken, sharks, crabs and other marine monsters as well as dodging through tunnels and over the lava fields, deadly volcanoes and submarines. There are star still images in the game and a bonus of losing it, you start off a bad player. The progression is fast, smooth and well portrayed.

Although it looks straightforward, Turbo Sub should be a winner on two points. It is a great game in its own right and the ever-changing difficulty level should ensure that it gets months of play, they might get bored, but I doubt it.

● GUNSMOKE

One of the most popular games in Japan at present is a great old west shoot-out, *Gun Smoke*. It means you, it beats the game of the one and five games of the Japanese style, but about the same level but very quickly there is faster action and more more features in *Gun Smoke* than *Gun Smoke* which should make it a new winner.

In fact, it's probably the second best game in the last *Gun Smoke* is a new winner on the second main screen of an old western outplay. Nothing is wrong, the effects are simple and that is a winning in itself. The bonus that the screen and children are taking, the bonus are probably taking refuge in the action bar and *Gun Smoke*.

Workshop, a thing with 100,000 or less, to get down working for you to walk into his hole.

This is a little a little heart to walk forward, battle taking ready to watch the game from their location. Most a little ahead of you right now, it's right right of a movement to the right, right up on a moving and let up. With your blinding, the body of one of the warriors between him to the ground.

Another movement and now the battle are flying back and forth. Pulling back on the joystick I also shoot to change the rate of fire, and then for the joystick to move forward at a run. The battle is fast and furious. I must repeat on the same number of battles there, the old story — just — but still halfway up the street. The battle has to be over from behind doors and windows, some are firing from



DE ACTION



the second series, others are taking behind the wheel on the streets.

That's with Homer I suppose I'm driving with fatigue, my concentration is waning and just my buttons don't seem to be responding to his whimsy happenings.

As another I shoot a barrel, focused under it is a pile of loot and spurs, while my thought of personal danger I drive inside them and get them on. During like the rest I try not to follow any and follow, keeping my fingers I get, turn up and find the next time I off the trigger, my buttons have responded themselves and have their own odd behavior. That's America today happen to be good.

One thing is very fast, and as the car before, pushed with others. There's nothing to hide in a direction, you're just not to change enough to drive and last your aim is true, as you progress into the game, each one gets more difficult so that no really have to rely on your own of driving and driving. At one point, you'll have to work out the side of a lake on a narrow path. At other times you'll find yourself in a car, you can't see anything to take care and then driving from every angle. And, of course, there's something in only the best of a number of battles to kill — each tougher than the previous.

One last game you shoot in a combination of direction, depending on which of the three the buttons you're hitting and how many of them together. But make a mistake, but not my 10 seconds it is all busy-busy.



● ZX-3000

Racing round a track at extended speeds must be a familiar scene to most arcade lovers. But how you steer drives in a single Grand Prix are still fast — like *Demolition* and *Eliz* one two, another simulation and there are dozens of others, but *Demolition* is the only one where you're driving.

This game is basically the same as other racing simulations with high and low gears, accelerator and brake pedals, but it has one feature the others lack — a dashboard with fuel gauge, speedometer and rev counter in working condition. It's surprising how much these three extra features add to the game.

To test my skills on a rally driver I climbed into the cockpit, got myself comfortable and waited for the green light. With game in hand I pushed hard on the accelerator and moved into high gear. Instead of speeding past the other cars, I fell apart and, while driving, noticed the accelerator wasn't working at all. Things, there wasn't much pain in going on — I'd lost the race before I'd even started.

Something went wrong, money into the machine I tried again. This time instead of losing to the original and making it rough-



gues, I noticed my dash. When the needle reached 75 I changed gear and pushed up through speed to move into high gear. The race was over so long as I didn't lose down any mistakes or run off the track. Whenever you finish or other driver, keep an eye on the accelerator and rev counter, you'll learn through experimentation of what point to change gear.

Racing round the country side is much the same as in *Demolition* — while you're lost of traffic all traveling in the same direction with a total disregard

for the Highway Code. It doesn't matter what side you drive on as long as you don't hit anyone or run out of fuel, or blow up.

Watch your fuel gauge and remember to refuel during the race. There are no gauges, but tanks of gas come flying towards you as you round corners. Drive up them and you'll have some points, and a full tank. They can be quite tricky to catch, but if you miss one don't worry, they'll pass regularly. The second horsepower-rated driver to last throughout of gas.

A must for racing fans.



**C+VG COMPETITION**

Roller Coaster



Roll up! Roll up! Here's your chance to enjoy all the fun of the fair thanks to **Elite** and **C+VG**. To celebrate the release of the C64 and Amstrad versions of the exciting **Rollercoaster** game, **Elite** want to take three lucky **C+VG** readers on an all expenses paid trip to **Blackpool Pleasure Park** for a completely **FREE** fun packed day out! Fifty runners-up will get copies of **Elite's Roller Coaster** — available for the Spectrum, C64 and Amstrad.

All you have to do to win this amazing mega-prize is solve the word-square. It's packed with the titles of **Elite's** top selling titles — and some which have yet to be seen. There's seven in all — can you spot them all?

Once you've worked out the word-square and ringed all the titles we'd like you to tell us just why they think you deserve a free day out in Blackpool — in no more than 20 words please.

Then cut out the coupon together with the word-square and send it to Computer and Video Games, Roller Coaster Competition, Priority Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is April 16th and, as usual, the Editor's decision is final.

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1. *Journal of Management Studies*, 1997, 34, 10, 1031-1044.

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DEAR BUG HUNTERS



Got a problem? Feel the need of a bit of help and assistance? Then why not write to the Bug Hunters at Computer + Video Games, Priory Court, 30-32 Farrington Lane, London EC1R 3AU.

I suppose, I'd been trying to track down the shameless Bug Hunters for a few days now, but they hadn't been to their usual haunts. Presumably to avoid meeting me.

However, B-Con had finally contacted me last night to tell me that they'd sorted out most of the problems. We'd arranged to meet at the OX Canal at high noon. No, it's not what you think — just one of those 'Out Out Your Fantasy' adventure stories.

Entering the Canal, I very nearly missed B-Con altogether. Well, imagine him dressed up in a cowboy outfit, complete with ten gallon hat and matching six-guns. Would you have recognised him?

"I can't stop!" he whispered. "Ollie found out about our meeting, and Big Red and I are now keeping him busy. Here are the correction sheets. Some about the problems. We haven't been able to sort everything out as yet, because Ollie has hidden some of the original tapes, but we're working on it. Got to rush!"

With that he was away. But at least I've got the corrections. This should please the boss. Let's take a look at them.

NECROMANCER'S REALM

A lot of people have been having problems getting this program to work, but

the listing is correct.

One of the most common errors people have been getting is 'Fatal Error' at line 2000. Line 2000 contains character (joking) data, and the error occurs when the program tries to read these data items into numeric variables. The reason for this is that you have a typing mistake somewhere in the data.

This could be a missing number or a missing line, or even a missing or mistyped comma. The result is that there are too few numeric data items. I'm afraid that the only sure way of correcting this is to check and recheck the program.

You can try to reduce the search time by checking sections at a time.

For instance, the first READ statement is in line 38. This reads 42 numeric items from lines 40 to 82. Therefore, when the computer stops, type PRINT PEEK (8000). The last location PEEK'd by the loop variable.

If this does not give the result 80 (the last data item in the section), then you have a mistake in those data lines.

The next READ is line 75 which expects 160 items from lines 1000 to 1080. Use PEEK (2560+150), which should give the answer 240. Use 128 reads 1024 items (64 write definitions) from lines

2000 to 2470. PEEK (32768+100) should give 240. Line 100 reads 1648 numbers from the remaining data up to line 5000, typing PRINT PEEK (5040) should give 127.

If you don't get this number then the errors lie between lines 2000 and 4070. Finally, PRINT PEEK (36864+230) should give the result 200 (from the data in line 5400). If it doesn't then the error occurs in the section from line 5000 to the end of the program.

Oh, by the way, don't worry about line 65550, which can't be typed in directly. Just IGNORE it.

SPACE MISSION/ CAR RACE

These two Atari programs have both suffered from a similar problem. Both printouts were produced on non-Atari printers, and consequently, the normal Atari graphics haven't been printed. If you contact the Bug Hunters and leave your name and address, they will send you new copies of these programs.

In addition, there may be a problem with the Car Race program if you're using an Atari 800XL machine. The program was tested on the Atari 800, though both machines are supposed to be compatible, they are not entirely so, and this program seems to cause problems.



I've never really seen anybody with smoke coming out of their ears, until now. The Editor was literally turning.

"What is the galaxy do they think they're playing at. These program listings they're been giving us recently are just full of bugs. Call themselves Bug Hunters. More like Bug Infested Go and get the corrections, and I DON'T want any excuses this time!"

I could tell the Editor was not too happy with things. A rocking couch interrupted his ruminations.

"You know, you really ought to give up smoking!" I commented as I left. There was a resounding crash behind me as yet another potted plant hit the dust against the doorframe near my right ear. Maybe I should buy him some new plants for his birthday.

I could quite understand why he was

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NOISE OF ART

Welcome to the continuing story of music folk. **MAINFRAME** are the band searching for the perfect beat — and this issue they wind up their look at the computer sampling techniques.

When looked at from sampling is done — now let's see what the pro musicians can do with this exciting technique.

The most appealing feature of sampling is the fact that the sounds are available instantly and in a form ready for instant manipulation, unlike sounds recorded on magnetic tape. A sample of, say, a Tom Tom drum can be played across the entire range of a piano-style keyboard, perfectly in tune and so giving the musician a set of 88 Toms! (on a five octave keyboard).

The possibilities for the creation of totally new sounds from existing acoustic drums and percussion instruments are endless enough but when you can sample and play, for example, a breaking bottle, the horizons for new sounds are limitless indeed!

The "breakers" aspect of a professional sampler is also apparent when it is necessary to "drop in" a sound when making a multitrack recording.

Normally, "drop-ins" are done live in the

studio so that one or more musicians have to be ready precisely at the instant of time when they must play the new notes.

With a sampler the new notes or sounds can be pre-stored into the computer memory, retrieved and edited ready for the drop-in without the need for the musicians to be around!

Many pop bands and their producers have taken advantage of sampling to totally replace "live" playing in the studio. The best example of this is usually the drums and percussion area.

If a producer is not getting exactly the sound he wants from a drum kit — notoriously difficult to record — he may well decide to sample the entire drum kit and then combine the sounds obtained in the sampler/sequencer.

To do this he will carefully sample each drum and percussion instrument individually so that he ends up with a set of perfectly clear and "separated" drum sounds, but nevertheless still the original and

personal sounds of the drummer and his particular kit.

Add to this the facility for digitally "tuning" each drum and it becomes obvious that the scope for the producer is enormously expanded.

Taking the new set of sampled and stored sounds, the producer can use them with a sequencer program in the same computer to create drumming which is virtually perfect in rhythm, time and pitch.

Of course it is not really desirable to have "perfect" drumming from a musician's standpoint since the finished result tends to sound a bit "mechanical" so the programs are designed to allow a degree of "human error" to be introduced into the playing of the sounds by the computer.

The exercise of subtle timing judgement is similarly possible (the musician calls this "grooving") and it is this capability which distinguishes a truly professional sampler/sequencer from the usual "drum machine" type of instrument

which tends to sound somewhat mechanical and in most cases cannot change the sounds easily.

With the addition of large amounts of memory to the sampling computer, longer sampling times become possible and it is now quite simple to record, say, a complete chorus lasting 30 seconds or more.

Most modern 16-bit processors can address up to 16 megabytes of memory so that the sampled recording capability could be over three minutes at the sampling frequency used by the compact disc.

Recording studios use a great deal of what is called "outboard" equipment: delay devices, reverberation units, auto mixers, etc. Virtually all of these now use the techniques of digital sampling with the result that the quality of recorded music is really better than even a year or so ago.

A few months we will take a fly-on-the-wall view of the steps in making a pop single record in Mainframe's own studio.

SAMANTHA FOX

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Mailbag

COMPUTER + VIDEO GAMES
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■ I have just read your excellent February edition and as usual I was stunned by the game news, reviews and the competition.

However I was not so stunned by your review of *Kombat/Commando*. You said, and I quote, "Commando definitely makes *Kombat* look like *Mel Funnerson*". In the quality of the graphics and sound may not be as good as *Commando* but *Kombat* clearly has more variation, thereby meaning!

I am a *Commando* 128 owner, and I am quite disappointed with the lack of software for this machine. I am an *arcade/strategy* addict and am up added and so far I am only business software.

I have been a follower of your magazine since May 1983 and I would never miss it. I would also like to ask fellow readers for some help. I am stuck on *Kombat*. I have owned the first PCGM, got into the chapter but I can't find the other PCGMs (Please help, someone).
Anthony Kemp
Chesham

■ Your magazine has to be the go-to source for 16-bit/word-price. I thought through I would write entering in a few little moments in life and place.

In your January issue, Bob Ray Yang quite rightly wrote to about *Barman* not being the best money in land of the Ring, but the last book can be called *Return of the Ring* because *Barman* keeps the ring and then returns it. It is called *Return of the Ring* but it can't really be called to call it *Return of the Ring*.

■ C+VC Adventure Lite is an excellent title. I am a secondary education, 160 points in *House of Commons* (Quest Adventure), but, can anyone help with this?

Oh, by the way, my *International Kombat* has a bug in it. On the bonus level with the bonus on the table, if you jump too high and cut across you get stuck and have to restart. Is this already known bug or have I just discovered one?

Oh well, I've extended this as collected into a book I suppose I'd now better get on my knees and plead for a 2

star to replace the one that I've just got dirty by falling over. I must make a nice, kind, generous and absolutely superb/difficult magazine with such really excellent info and useful tips could surely open a humble publisher a size 100 chest.
Tom Rowett
Barnes

■ I still it looks like it is time for Big Red to go out and slap a few people.

It is the great map itself that isn't spell or is it a Miss Walker who isn't spell but her own name? It is in the great magazine then it is probably the end of civilization as we know it and C+VC has got an Editorial Assistant who does not read the magazine.

It, however, it is Miss Walker who is in itself, then perhaps the world survives that the map is left with an Editorial Assistant who can't spell.

Editor map, whether it is Lady (Pete) Dey, Wm. C+VC (but do or Dey is later to me signed) by last Miss Walker does not come out of this in a very formidable light, and as a punishment should be taken to complete *King of Rome* (open your).

However because it is a male description pay and because Lady is a pretty little thing, and because I have absolutely no principles, I can be brought out with a meager table.

Mark Wilson,
Leicester
Editor's reply: Lady — for that is how the reader on spelling her name — is looking forward to being called a "pretty little thing" I think you're now her boss, Mark. Her reputation, however, is proportioned to spell her name on "Yip" — hence the title. The Yipster can't be proportioned since Big Red did not do it.

■ I've been confused about the new *Commando* 128 and the *Commando* 64. As now when I have seen the *Commando* 128, it says it is 100 per cent compatible with the *Commando* 64. Well that's where I'm stuck.

As with your reviews and others in different magazines, for example there's a 64 game in your mag, January issue, called *Commando* it says it runs on

the Spectrum, C64/128, Amstrad and BBC computers. Another game called *The Ark* says it runs on the Amstrad, C64, Spectrum and the BBC, but it does not mention the 128. Editor's reply: All C64 should work on the 128.
Russel Able
Birmingham

■ I got two great maps a month... C+VC and *Dragon*. I am a very happy *Dragon* owner and have been since 1983. I don't want to start the ball rolling, quite about the different computers, but there are still some 16/100 *Dragon* owners and we wait support. So pull your fingers and smiles I have some reviews.

Other computer owners think that the new King 16 type games are new but I have been taking ball out of King's flying rocks and books since 1983. One particular game — *King's Warrior* — is a playable one as it was my back in 1983.

In 1984 graphics advances came along in 1985 more more graphic advances and some great arcade games. December 1985 brought us *Acute Phantoms* the ultimate graphic adventures from *Phantoms*, and then *Blackbriars*, an arcade game loosely based on the world V.

Don't get me wrong, I am not knocking any other maker of computer and I am not saying the *Dragon* publisher but since *Acute*, a major distributor of software, dropped the *Dragon*, we have to buy them mail order times. That's why we need more support.

One last thing, you *Spectrum*, C64 owners who are selling your machines to upgrade don't sell them, keep them and buy yourself a *Dragon* as a second machine. I am also a happy owner of a 486, Spectrum, yet I'm surprised, for you didn't expect that.

Oh yes, *Dragon* January's edition — please tell John Williams from *Acute* in your M.A.B. says together they can access to select different scenes to start on, then your year because M.A.B. will appear, price keys to move freely to any part of screen he wishes to start from then press space bar again to start game. This can be done many times throughout the

game.
P.A. Joe
Magdon

■ I have always been a dedicated arcade game. I like all arcade machines eg. *Barman*, *Commando*, *Expend*, etc. But if someone offered me chance to play what I think is the greatest arcade game of all time that would have to be *Super Star Quinto*.

That is really the reason why I am writing this letter. One day when I was in my final grade they had a game, which was like splitting a diamond, that's right, *Super Star*. Anyways a few friends and myself had first go on the new game. After playing the game six to eight times I was really added to this machine and every party I had went to it, that added up to about 115 a week.

Then one day when I went in... it was gone. I felt really devastated even though I had completed it before anyone else in my town.

I looked for that game everywhere, in every arcade shop in Chelmsford, Essex. Unfortunately no. The only place I know of is the Fairbairn in Blackpool, but that's about 100 miles from Aintree. If anyone knows where I can find it please would you let me know.

I have tried buying with the owner of my last arcade, but to no avail, so this is my last hope.
Kevin McCaffrey
Aintree

■ C+VC 164 I read with graphics, it sounds great! My machine works with no problem!

Several weeks later, the money saved. I purchased in our local computer shop to purchase the game I wanted, but unfortunately I agreed game in a different box! I discovered that when most new of computers and few boxes, but now with *Copyright*, *Two*, *One*, *Three*, *Four*, *Five* and *Female* and

recognition of one all in different boxes I am having trouble.

Most of these machines boxes contain only the one cassette anyway. They are *pre-installed* if a game it doesn't do not work as this helps him to prevent.

Please please, please software companies convert back to the standard cassette boxes.
MC Carter
Chelmsford



Mailbag.

COMPUTER + VIDEO GAMES
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■ I have recently bought the Commodore plot1 and I must say how disappointed I am with it.

The software is quite difficult to find. I got most of mine through mail order only to find that the games they work on the C128 have a much smaller memory so the games are not basic. I am already used to the high standard of the C64. I am already thinking about selling it.

With plot1 has a 16K memory then there is no reason why the software shouldn't be greatly improved. More games should be designed for the Plot 1.

J Allen
Leicester

■ The other day I got a game called "Family Quiz". The packaging was great and you get a free Family Quiz Book. All very well but, is it a C64 game?

When it loads it says it's a program, then it gives you a choice of quiz subjects. One you have chosen the subject it asks whether you want 10, 20 or 30 questions. Brilliant! I thought. My dad outplayed it but if you pick the same subject twice, I can almost guarantee two of the questions will be repeats. (I'm not a bit of a cheat.)

The manual that came to go with a demonstration of the game and not good packaging. Terrible!

Grah Smith
Leicester

■ I reached into the magazine and saw the magazine dated November's C+VG from the shelves. The last copy!

On further examination I found that there was a piece of yellow tape with "1432" printed on it stuck to the front cover. Now what could that be? I wondered, as I handed over my savings to the girl behind the counter?

But, it was not until I reached home that I discovered the dreadful truth! AKAUK003! The measured Ranks of Maps was a dud!

Who had committed this heinous crime? Who had violated that precious commodity — a C64CD?

computer magazine?

Starts to rain! I think I may know, but I do not! Was it the BSG working evenings for bringing out the magazine? Or was it the plot of the evil computer?

Secondly, though, please, wonderful, fantastic, marvellous, stupendous editor, after all this good work on the Future FLESH have a look at Maps!

One last thing, how about some C128 software? C128 is a popular format, I and several of my friends do type in listing. Laura Thomson, Aurora, Australia, always writes. The C+VG Ranks of Maps have to say in Australia right now.

■ I have been buying your magazine for nearly two years and never found fault. Not enough to write. I can't take any more. I just had to write in.

What, you ask, has made my blood boil? Well, my company advertising products that they can't supply.

All right, a few — and I mean a few — give some idea of release dates, but others — hell, I am fed up. I am going to stop. I have written the Advertising Standards Authority.

I am an Italian computer owner and in the last month I have replied to ads from your previous issue for software advertised by Regard and finished only to be told that they are not available or are not going to be made at all. Then, when I receive my next issue of C+VG the same editor repeats again. I think and I think and I think about it and I am keeping on writing, week after week, to the editors.

The only decent company in English software who make sure their games are available when advertised. I know the ads are marketed keep cash down but couldn't you get them to make their software companies give release dates, because when it comes down to it we buy the game from the computer in business. Steve Mundy
Pavham

■ Would like to complain to this magazine and the Imagine

software company because of the advert in last issue for Super Agents in your December issue.

The advert said Super Agents is written on your BBC Micro C64. This was contradicted by Available Now in big letters. I was very pleased when I saw this because there are no decent sport games out for the C64 and I was anxious to buy it.

I waited for about two weeks and then I wrote to Birmingham to look and hopefully buy the game. I went to all the best software places in Birmingham but could not see it anywhere.

When I got home I rang up the Imagine software house and asked if the game had been ordered. The people at Imagine told me to hold the phone and when they called they said the game was being released for about a month.

I waited the about two weeks and I then rang up Imagine again and they said it wasn't being released for another two weeks. I asked them why the game was taking so long to be released and they said I was already out of luck and the cassette version would be ready very soon.

I rang them up today which is four weeks since the last time I rang and they said the game wasn't being released any more. I was furious when they told me this because they cannot be bothered with BBC games, which is shown when you compare the BBC version of Yie-R-King-Ye with the version of other computers which are now better times.

They obviously had hopes of releasing the game on cassette because in the advert it C+VG the price was £19.99 and the price in the shops was £11.99.

Please write Imagine back their idea up towards BBC games and you at C+VG be more careful and check if the adverts are true before you put them in the mag.

Stephen Lloyd
Barton-on-Ure
North York
Yorkshire

Editor's reply: We appreciate your problem but there's

nothing we can really do about it. As the software company advertised a game for a particular computer and then changes its mind, what can we do?

■ Many thanks for the prompt and efficient way you printed my letter to David Tarrant, of Australia, whose letter was featured in an earlier issue.

The Vectrex may be dead and buried but there are still a lot of us out there who aren't giving up. David has passed onto me an address in America where — but only if there is a big enough demand — Vectrex software can buy an 8-pin cartridge previously released by Vectrex games.

It is to me anyone interested, please write to me at C+VG and I shall pass on the address.

As a newcomer to computers and advertising I especially like your 12 year old work. I am grateful for any help but I think that some way and I think is someone who's still interested on Internet and last in the land of the Best Means — I sometimes wish I had a thought of it. But, I am every time I play them get a little better and I am glad to be published. I am coming back to you.

Al D Ford
San Diego

■ As we writing to want readers about a software thing but I submitted to the C64 Software House.

Last September I ordered three games for one month I have included C64. After three months (including the time to hurry up with my programs, I arrived one of the three weeks after ordering.

However, since then I have placed down for more time taking the club to hurry up with my programs and more money to be in the money.

Finally, two weeks ago, I wrote to the club saying I would write to your magazine if I had not got my money back.

Out of interest, the two games this club was able to send me were sent to me by another club within three days. David Tarrant

Editor's reply: I

MICROSELL

1. *Journal of Management Studies*, 1996, 33, 1, 1-14.

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