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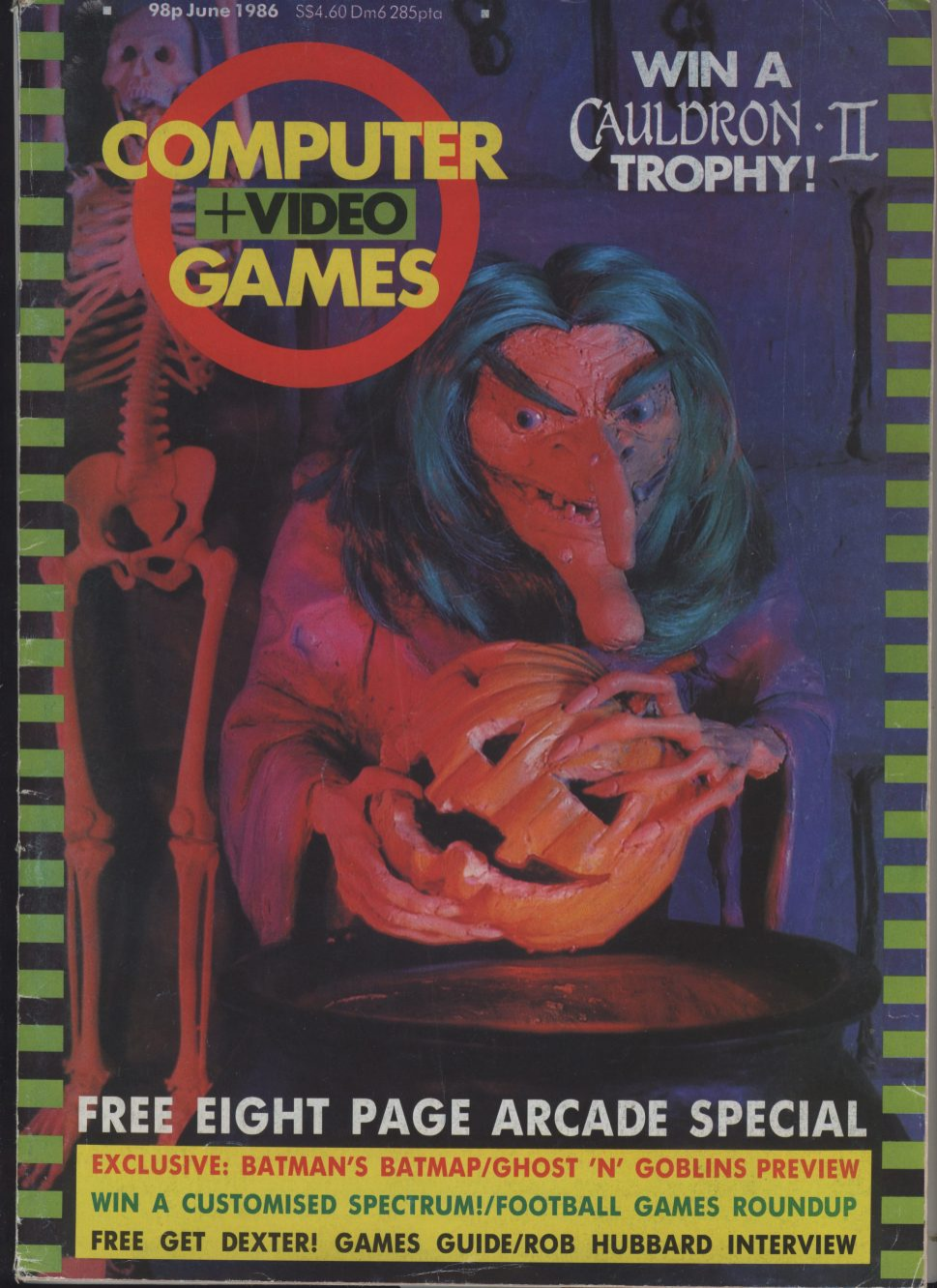

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CONTENTS

FEATURES

42 CAULDRON COMPETITION
46 C+VG TOP 30 CHARTS
49 IDEAS CENTRAL'S ARCADE SPECIAL
53 ARCADE HIGH SCORES
54 PLAYERS GUIDE TO NEMESIS
56 LICENCED TO THRILL!
58 GHOSTS 'N' GOBLINS PREVIEW
61 PROGRAM LISTING: BOUNCER (BBC)
66 GET DEXTER! MAP
70 FOOTBALL CRAZY
72 ROB HUBBARD INTERVIEW
74 DATAHITS COMPETITION
76 EAST MEETS WEST
80 IDEAS CENTRAL
85 ADVENTURE NEWS
86 ADVENTURE HELPLINE
88 ADVENTURE REVIEWS
95 AMIGA SOFTWARE
96 LETTER FROM AMERICA
99 CUSTOMIZED COMPUTER COMPETITION
01 THE BUG HUNTERS
06 THE BAT-MAP
10 BAT-TIPS
12 MAILBAG
14 NEXT MONTH

NEWS & REVIEWS

14 REVIEWS THIS ISSUE:

Game of the Month: Cauldron II. C+VG HITS! Quazatron, Heavy on the Magick, Karate Combat, Attack of the Killer Tomatoes, Green Beret, Golf, Alien Highway. Plus more!

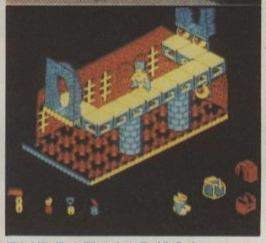
72 ADVENTURE

Keith Campbell brings you all the news and reviews that are fit to print. Plus the one and only C+VG Adventure Helpline (tm)! This issue, C+VG's review team looks at **Ultima IV, The Case of the Mandarin Murder, Pilgrim** and **Return to Ithaca**. Plus the start of the search for C+VG's Adventurer of the Year.

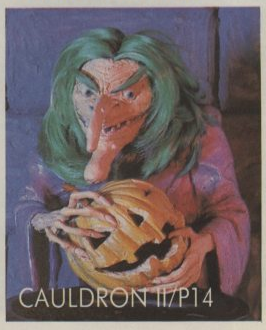
8 NEWS

Mikro-Gen look set to cause a stir with **Equinox** and **Stainless Steel**. Wild Bill Steeley, boss of **Microprose**, always causes a stir wherever he goes — and so do his games. We look at some new releases from the flight ace. Plus a sneak look at CRL's new **Cyborg!**

BAT-TIPS/109



THE BAT MAP/106



CAULDRON II/P14

INSIDE STORY

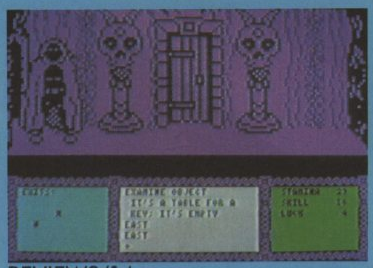
• Excuse me. But are you going to buy this copy of C+VG, or what? Because if you aren't there's a whole bunch of people waiting to grab it out of your ungrateful paws.

Why? Well, for starters they want to read our special **Arcade Supplement**. It's packed full of news about the latest games to grace your local coin-op, plus details on the games that will be coming to the screens of your home machines.

Then there's our exclusive customised computer competition. YOU could be the fortunate owner of a Spectrum Plus custom painted to your own design by artist **Steinar Lund**.

And that's not all. **John Ritman**, the incredibly talented programmer who brought you the smash-hit **Batman** game tells you some of his Bat-secrets along with our exclusive **Dimension Graphics** map of the Amstrad version of the Bat-game. You can go completely Fitba Crazee with **Simon Inglis** as he brings you a league table of the best soccer simulations around, just in time for the World Cup.

Last, but by no means least, there's our cover feature competition. Win the amazing **Cauldron II Golden Pumpkin Trophy!** To find out how you'll just have to buy the magazine, OK? Plus all the usual features, news reviews and the best adventure section in the known universe from the Master Adventurer himself, Keith Campbell. Now, either cough-up or cop-out. We just want to get on with the rest of the magazine!



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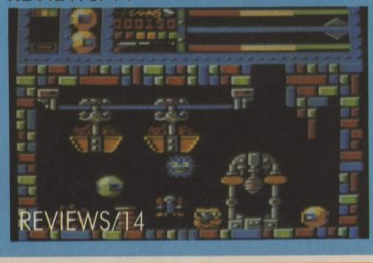
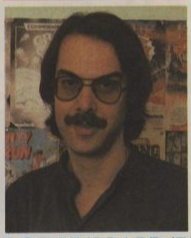


REVIEWS/14

ARCADE SPECIAL/49



ROB HUBBARD/72

AMIGA SOFTWARE/95

THE BUGS/101

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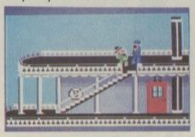
NEWS

■ **Murder on the Missippi** is in the pipeline from **Activision**. It's a 'rather different kind of adventure.'' according to Andrew Wright. The man behind the project is Adam Bellin, who was part of the team who produced the controversial **Ghostbusters**.

In the game — which is disk only — you take the role of Sir



Charles Foxworth. While on an exploratory trip up the Missippi, with his trusty manservant Regis, Charley stumbles across a dead body. He must discover whose corpse it is and, eventually, who did the dirty deed! The graphics are presented side-on; with you and the ever-present Regis moving around the screen. Everything is controlled with the joystick. Even talking tp the passengers and examining evidence is controlled with left, right, up, down and fire.

■ The youth of the world is under threat. Their brains are being sucked dry. Who is responsible for this dastardly act? Is it Crash or Zap 64? What about Sinclair User? No, it's pop records.

Someone has been corrupting the vinyl with subliminal mind-destroying messages. It's none other than **Dr Blitzen**, who first tried to dominate the

world in **Dynamite Dan**.

Well he's now back in Mirrorsoft's **Dr Blitzen and the Islands of Arcanum**, still intent on imposing his will on the world.

But Dan's back as well, to try and put an end to these devilish doings as he battles through screens of lava-filled labyrinths, shark-infested lagoons, snake pits and voodoo temples.

Dr Blitzen will be released on the Spectrum, £7.95, and on the Commodore 64 and Amstrad, priced £8.95.

■ **Who Dares Wins II**, the **Commando** clone from **Alligata**, is now available on the Spectrum at £7.95. It's lost none of the action packed thrills of the 64 and Amstrad versions and some gamesters still rate it as better than **Elite's** Commando as a conversion of the arcade classic.

■ Who is the BEST **Elite** player in the country? **Colin McLinton** from Belfast, that's who. Colin, pictured holding the champagne, beat off a challenge from eleven other Elite aces.

The finalists came from top scorers who had entered **Firebird's** monthly Elite competitions. And ALL eleven had reached Elite status. A formidable collection! In the four hour competition Colin registered 539 kills — a full 15 ahead of his nearest rival. Now Colin goes on to compete in the **Elite World Championships**

which take place in January.

The picture shows (l-r) Ian Bell, Colin, David Braben and Firebird boss Herbert Wright.

■ Remember Mike Oldfield's **Tubular Bells**, the massively successful instrumental LP which helped found **Richard Branson's Virgin** records empire? Well, now you can get a C64 generated version of Oldfield's music complete with pretty graphics thanks to the innovative folk at **Nu-Wave Software**. Tubular Bells is apparently a bit like Minter's **Psychedelia** in that it's a light show — but this time it's got built-in music. You can either sit back and watch the pretty graphics or get stuck in and do your own thing. No release date or price yet — but watch this space.

■ The year is 2001AD. The Planetary Law Federation has officially endorsed you as a Bounty Hunter. With your android helper, Mantronix, you set out for the planet Zybor, where an advanced race of humanoids are programmed to protect four planetary criminals.

Many Bounty Hunters have tried and many have failed to reap the rewards held in Zybor, and each has received the same fate . . . death. You activate your AutoDock System and the combat craft slowly lands on the planet surface with a graceful elegance.

Suddenly, you receive a message from the Galaxy Police on your communications console:

TERMINATION WARRANT
TERM: LICENCE I
ALIAS: XTRO II
CRIME: SLAVE TRADER
CREDITS: 100,000 cr.

Never before had you turned down the chance to gain 100,000 credits and it would be a good opportunity to use the Mantronix that you had bought in the Do-Monic Sector.

Equipped with a sophisticated pulse lazer and a Mk.1 autoscan camera, the Mantronix can be controlled from your own combat craft.

You must find and terminate the four criminals before their humanoids kill your Mantronix. However, the Mantronix must also find eight power cubes which are necessary to reverse the direction of the conveyor belts and essential as fuel for your homeward flight.

Pulsators are a vital life source to the criminals and may only be destroyed if you possess the correct equipment. Zybor holds many riches such as diamonds, money, machinery, firearms and spare parts for your Mantronix.

Mantronix is released by Probe Software on the Spectrum 48k/128k, price £6.95.

■ **Mikro-Gen** take a mighty leap away from Wally with a couple of neat new releases — heading your way very soon. The first is a must for Amstrad owners. It's called **Equinox** and is a mixture of **Sorcery/Starquake/Strangeloop** and it looks truly wonderful.

Programmed by **Raffaele Cecco** and **Chris Hinsley**, **Equinox** is set on a large asteroid awaiting human mining staff to dig holes in it.

It has been polluted by radio-active storage canisters which must be rendered harmless before the human staff arrive.

The asteroid has been hollowed out into a huge mining complex sectioned into eight levels. Inter-level travel can only be achieved using trans-level teleporters.

Each level is comprised of 16 rooms, connected by doors, teleporter terminals, conveyer belts etc.

It's your job as a dedicated-disposal-droid to remove the canisters before they become critical and explode. Each level has a single canister which must be thown into a disposal chute that leads directly to the lead-lined containment room.

The game has extremely colourful graphics and promises to be equally addictive.

Also coming soon from Mikro-Gen is an exciting Spectrum scolling shoot-em up called **Stainless Steel** starring **Ricky Steel**, the teenage superhero, and his flying car **Nightwind** in its stuggle to defend the remaining earth inhabitants, against the onslaught of android troops controlled by the infamous **Doctor Dimension**. His twin booster, hyper alloy combat chassis, class A101 car, Nightwind, is Ricky's only hope of stopping Dimension from achieving his ultimate goal — conquering earth.

The game boasts the fastest and smoothest two directional replacement inertia scrolling yet seen on the Spectrum. While flying Nightwind he has the capability to spin and fire double barrelled antimatter plasma bolts through 16 different directions. To destroy key targets, magnetic uranium thunderbombs have to be used to insure total annihilation.

■ Here's what you can do with a **Commodore Amiga** and the C+VG logo. If you are a would be Salvidore Dali, C+VG writer and part time artist called **David Bishop**. What we are trying to tell you is this. In the August issue of C+VG you'll find a special 68000 supplement which will tell you all about the latest developments in the world of supercomputers like the Mac, the Apple the Atari ST and the Amiga which was launched in the UK at the **Commodore Show** on May 9-11th.

■ **CRL's** arcade adventure based on **Richard O'Brien's Rocky Horror Show** will soon be available for the Commodore 128. The version promises to be the most exciting to date, utilises the extra memory available, offering high definition graphics, brand new sprites, new animation, even more locations, an enhanced version of the music and new game play features. Available from the middle of May, **The Rocky Horror Show** will cost £8.95.

■ **Doomdark's Revenge**, the sequel to **Mike Singleton's** award winning **Lords of Midnight**. Mike has enhanced his unique landscaping techniques that were first seen in *Lords of Midnight*, so that *Doomdark's Revenge* consists of an astonishing 6,144 locations and 48,000 views.

Doomdark's Revenge is an adventure/war game set in a fantasy medieval world. All moves can be made by pressing one key.

You play the part of Luxor, the Moonprice of Midnight in his battles with Shareth the Heartstealer and Doomdark. To successfully complete your adventure you must manipulate whole armies and explore the vast land of Midnight.

■ **Shadowfire**, produced by leading development house **Denton Designs** for Beyond.

Now the original icon controlled strategy is available for the Amstrad.

You control the Enigma team, Zark Montor, the team leader, Syylk, Sevrina Maris and Torik.

Shadowfire picked up a commendation at C+VG's recent Golden Joystick Awards ceremony. Shadowfire will cost at £9.95.

■ Watch out — here comes **Spike**! Spike is a nasty little punk-person, one of a team of genetically engineered beings created simply to fight and destroy. And he's the star of the latest game from 15-year-old **Paul Hargreaves** who also brought you the graphically exciting shoot 'em up, called **Glass**, last year.

It looks very pretty, although the theme of the game is a bit laboured these days. Nonetheless, **Tantalus** looks very playable. Watch for the review.

Just in case you've felt starved of pictures of our cheeky cockney sex-kitten **Samantha Fox**, here's another one. Happy now? This is from **Martech's** now infamous Strip Poker game — the 64 version.

TWISTER

"Twister has all the vital ingredients — excellent graphics, good game play, varied tactics and an addictive theme."
Sinclair User, C. Bourne, March '86, 5 star rating

"If you're after a fast fun arcade game, then this could be what you're looking for."
Crash, March '86

"This game is going to cause quite a stir."
C & VG, April '86, 'Hit Game.'

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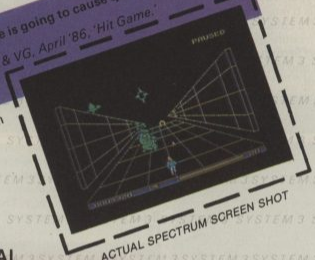


ACTUAL SPECTRUM SCREEN SHOT

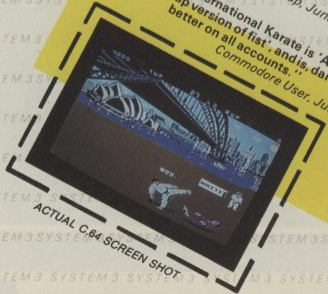
SYSTEM 3

INTERNATIONAL KARATE

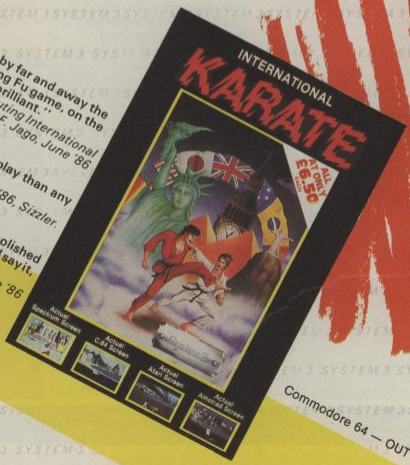
System 3 have by far and away the best Karate/Kung Fu game, on the '64.' 'Absolutely brilliant."
Commodore Computing International, F. Jago, June '86

"More challenging to play than any other fighting game."
Zzap, June '86, Sizzler.

"International Karate is 'A polished up version of fist', and is, dare I say it, better on all accounts."
Commodore User, June '86



ACTUAL C.64 SCREEN SHOT



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NEWS

■ So, the worthy judges of the **British Micro Awards**, co-sponsored by the equally worthy **Sunday Times** newspaper, made Jet Set Willy II 1986 Game of the Year. Where have these people been hiding their heads? This game is so old it has cobwebs on the cassette box — and you could hardly describe it as a state of the art game now, could you?

No doubt there're a lot of software houses and programmers out there who were pretty disgusted with the result — before they started sniggering behind their hands. Perhaps the judges should either take a proper look at the computer games scene before next year's awards are decided or stick to giving awards to big business machines and spread sheet software which they obviously know more about.

■ Great news for Commodore 64/128 Users!!! **Compunet**, the network for 64/128 users is developing a new multi-user game following the success of their previous game **M.U.D.** (Multi-User-Dungeon).

The new game is entitled **Federation II** and will be about galactic trading and travelling and will have an impressive 6,000 plus locations, in contrast to M.U.D. which has only 400 in its basic form. One of the authors, Mr Alan Lenton, said, "Just as M.U.D. arose from Dungeons and Dragons, **Federation II** is a development of the role playing game Traveller. It will be very different from M.U.D. in concept."

Some 700 locations of the new game will be on display at the Commodore Show in May, and they will be on a 'walk-through' basis.

The bad news is that we can't play it until early '87.

Watch this space for more news on **Federation II** . . .

"Wild" Bill Stealey, boss of MicroProse, the American specialists in computer simulations programs, is about the last person to have an image problem. He's about as laidback as an Exocet missile locked onto a sitting target.

You can't help noticing this 38 year old ex-fighter pilot. He buzzes energy.

And yet "Wild" Bill says he has an image problem in the United Kingdom. The game buying public doesn't really know who he is, or what MicroProse is about. But he's determined to change all that.

Since MicroProse was launched more than three-and-a-half years ago it has launched a string of hit games — including **Kennedy Approach, F-15 Strike**

Eagle, Crusade in Europe, Decision in the Desert and **Solo Flight.**

Meanwhile, new simulations heading our way out of MicroProse's base in Hunt Valley, Maryland, are Silent Servive, a simulation set in the dark depths of the Pacific Ocean inside an American World War Two submarine, and **Gunship,** a helicopter simulation.

HOT GOSSIP

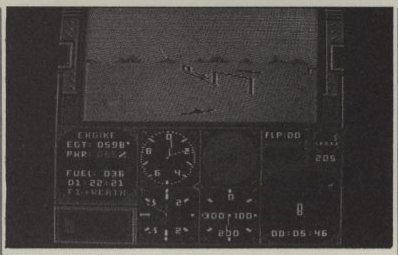
BY TONY TAKOUSHI

■ I was running late and THEY were waiting for me . . . I pulled up to a sharp stop in front of the aircraft hangar, my tires screeching into the tarmac. Heads turned, some admired my new Saab Turbo car, others looked impatient for I was almost 40 minutes late for the show. I donned by flying clothes, leapt into the jet cockpit and punched the necessary manoeuvres into the navi-computer . . .

As I looped the loop my head began to swim and the skin on my face pulled tight. I was pulling close on two G's but to the audience below it was just thrill-a-minute stuff. If only THEY knew . . .

This month's hot game is **Acrojet** a flight-sim from **Microprose** the US simulator experts. It will soon be available in the UK through US Gold on the Commodore 64 at a retail price of around £10.

If you are a fan of **Solo Flight**, which is another product from Microprose, then you will simply drool over this hot little number. **Acroject** is a very



playable flight simulator and yet has a complexity requiring solid concentration.

The player is faced with numerous play options at game start. Four players can compete with a choice of ten events.

The events are Pylon Race, Slalom Race, Ribbon Cut, Inverted Ribbon Cut, Under Ribbon Roll, Loop Under Ribbon, Under Ribbon Race, Spot Landing, Cuban Eight and Simulated Flameout.

You can pick and choose the events you wish to play at game start from four options. Single Event, Pentathlon, Decathlon and Unlimited.

After the events have been chosen you are presented with Flight Clearance. This states your name — entered before your events — rank and the chosen event. You can also change the difficulty levels for the weather and your jet.

The weather has four options, slight wind, breeze, low-wind and hi-wind. Your jet has easy (very slow) moderate (slow) fast and real time optional play speeds.

I choose real time to play and this is FAST. I really felt I was in control but — well there had to be a catch! — it is very sensitive and you have got to be accurate on the stick twiddling to stay in control.

The play screen offers you four guages, the most important being the altimeter, air-speed and articifical horizon. You also get engine power (0 to 100+), engine temperature and remaining fuel units.

The event can be started either on the ground or in the air and your position is shown in a little map of the course in the bottom right corner.

Each event has a set sequence of moves you must complete followed by a landing back at the airstrip. The course is mapped out for you by a trail of dots around the map and you must fly — and I mean fly — as close to the trail as possible whilst maintaining the correct height, speed, engine temperature and pitch!

Frequent reference to the compass is crucial if you are to stay on course and you must build up a feel for the manoeuvring speed of the jet if you are to make the turns on the course.

The actual flying speed can be changed by using the keys 0 to nine to change thrust and a speed brake operates from the space bar. I really found it exhilarating as I zoomed around my little playground. The jet swoops, dives and can perform the most amazing stunts when you have learnt that timing factor.

My favourite events were the Ribbon Cut, Spot Landing and the Loop under the Ribbon.

The ten events all require a good mix of skill, timing and concentration, but they are beautifully interactive, you feel you are in control and yet are doing some very complex moves.

Doing a roll-out as you go through obstacles on the course is a real thriller, it is full of raw sensations (a bit like playing **MACH 3**, the arcade jet laser game for the first-time — which JUST happens to be the latest addition to my home arcade!!) (Show off!, ed).

The game ends when you finish the course or crash — I did a lot of this in the early games! A chart then appears with your time on the course as against the best time and a list of the difficulty factors you took on (weather and jet) with a score based on them all.

If you have a hot score it is entered in the Hall of Fame alonside the event. If you were competing in more than one event then a league table is shown of each event completed so far with the appropriate score.

Bearing in mind that I don't normally enjoy playing simulations or adventures, this was a real treat. It was almost instantly playable but yet had me coming back to master the intricacies and touches the programmers had hidden in the gameplay.

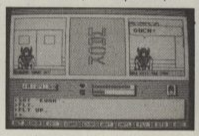
If you fancy a quality change from alien zapping then go for this one, I promise you will NOT be disappointed!

NEWS

■With a mighty shout of "Kwah!" **Kevin Oliver** becomes superhero **Redhawk** and embarks on the fight against evil in Melbourne House's new "comic strip" computer adventure.

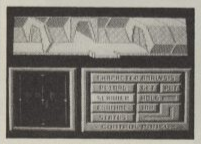
The game is presented as a continuous comic strip which unfolds as the adventure is played.

The basic aim is to find out who planted a bomb at a power station which, if it explodes, is



capable of blowing up half the city. Kevin/Redhawk must investigate the game's characters, interact with them to find the guilty person.

Redhawk will be released on the Spectrum 48K/128K, Commodore 64/128 and Amstrad, priced £8.95.



■ Here's a glimpse of **CRL's Cyborg** — featuring the first black computer game hero. It's set inside a mysterious complex somewhere in space and the hero has to achieve a mysterious goal. The programmers are being all mysterious about it! The picture shows a corridor in the complex.

■ Now here's a funny thing. It was originally printed in a recent edition of **Guardian** newspaper. Read on and wonder . . .

"An adviser was called to a school where they were having trouble with their new disc drive. He arrived to find a C15 tape cassette tape wedged firmly in the slot.

Then a headmaster reported his school had "broken their Basic." They had got a syntax error message.

Best of all was the school where staff took exception to the QWERTY arrangement and rearranged the keys to read ABCD etc. To their consternation the character on the key which had been hit did not then correspond to what appeared on the screen.

The adviser was greeted, on his arrival, by an eight-year-old boy saying: "Thank goodness you've come. They don't know what they're doing here. I told them they had to change the switches underneath as well but they wouldn't take any notice of me."

Have any of you had funny experiences like this? If you have, let us know. The weirdest gets a Big Red t-shirt!

■ Watch out for **Ram Jam's** latest adventure soon to be released on the **Ariolasoft** label for the Spectrum. Called **The Terrors of Trantoss** the game is set in the region of Hapshal. A shadow of great dread has fallen upon a small village. Although the terrified villagers lock themselves securely into their houses every night, come daybreak, they often find that one or two of their number have vanished.

The wise men of the village fear that servants of Trantoss have at last succeeded in collecting together the pieces of the mace and raising their master once more. They want a brave man to journey into the mountains.

Unsurprisingly, no one was willing to go; until one morning two young brothers woke to find the rest of their family taken from them.

Your task is to guide them along their route, tell them what to do and where to go.

■ Good news for Amstrad money-makers! Leisure Genius have just released their version of computerised **Monopoly**. You'll never have to worry about losing the tiny metal boot from the set again! The game costs £9.95 on tape, and £14.95 on disc: not particularly cheap, but you can recoup your losses in no time!

Coming soon from the Leisurely types are Cluedo, Scrabble and Monopoly for the MSX.

■ Prepare youself for a flood of game of the film titles! Here are just a few coming your way from the combined might of **Activision** and **Electric Dreams**. **Alien II, Ghostbusters II, Big Trouble in Little Shining** and **Howard the Duck**.

Plus a top secret movie tie-in which is coming from the **Lucasfilm** stable and promises to be a massive hit at Christmas! **Alien II** is, as you'd suspect, the sequel to that sci-fi scare film *Alien* and once again **Sigourney Weaver** stars.

Big Trouble in Little

Shining is being directed by **John Carpenter** of **Halloween** and **The Thing** fame and is set in San Francisco. Frisco is noted for it's big Chinese population and the movie and the game have an Oriental theme. It concerns a Chinese godfather who has this unnerving habit of turning into a big floating eye and kidnapping blondes!

Howard the Duck is based on the Marvel comic character who has become a cult hero. Howard has been warped from Duckworld into a world he never made — Earth. And the story follows his efforts to come to grips with the human race. The movie is being directed by — you guessed it — **Stephen Spielberg** with music by **Thomas Dolby**.

■ **Gilsoft** have just released their adventure-writing utility **The Quill** on the BBC and Electron. By clever use of menus, and filing techniques, you can create your own adventure. Despite the delay in releasing the products, there are very few obvious enhancements to the basic programs.

■ You've played the game — now read the comic. U.S. Gold's latest **Psi-5 Trading Company** has be turned into a comic strip which will appear in **Eagle** and **Tiger** comics. Psi-5 features in a strip called **The Computer Warrior** which has as its hero an ace gamester called Bobby Patterson. Bobby's best friend Martin French has been trapped inside his computer's "real life" facility. Is this a feature of the Spectrum 128 Sinclair haven't told us about? To rescue Martin, Bobby had undertaken a perilous quest to become a computer warrior and part of this involves playing a real life part in the world of Psi-5.

The blurb which introduces the comic says this is Bobby's eighth test. Anyone out there know about the other seven? We'd be interested to hear from Eagle and Tiger readers about these strips.

■ In the last month's C+VG we reviewed Ariolasoft's **Starship Andromeda** game for the Commodore 64/128. From previews we had seen, the game looked very impressive. But when it came down to playing it, our reviewer didn't get very far. And no wonder, Ariolasoft had not supplied a few vital bits of information on the game. Armed with this help, the game becomes very playable and good fun but, unfortunately, it was too late to update our review.

We are assured these extra instructions will be available to the public. Starship Andromeda costs £12.95 on disk.

■ All of you who are lucky enough to be able to look at cable television should check out a new series of **Tech Talk** on The Children's Channel.

The six minute programmes cover all sorts of computer-related topics — including games.

The new series is being presented by Gian Sammarco who played Adrian Mole in the hit television series. And a guest on two of the programmes will be **Paul Boughton**, Deputy Editor of Computer+Video Games.

In the first programme of the series Paul will be demonstrating **Uridium**, one of the best shoot 'em up games to be released for ages, and chatting about the revival of the C16.

In a later programme he will be demonstrating **Knight Tyme**, Mastertronic's new Magic Knight game for the 128K Spectrum.

■ **Uridium**, **Hewson's** number one Commodore smash, sold more than ANY other game so far this year in just one week after its release. This info comes from **Gallup**, the people who put the C+VG Top 30 Chart together. And guess which magazine had Uridium on the front cover then? C+VG of course. The number one magazine picks the number one games!

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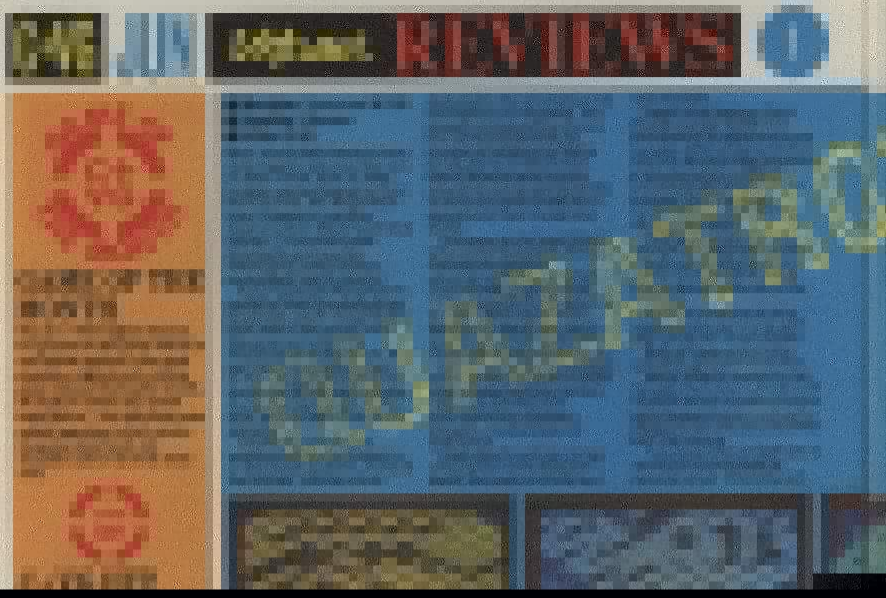

THE SOFTWARE CHART

Hot off the presses is the latest *C + VG Gallup Software Top 30*. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest *C + VG* charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

TOP 30 ALL FORMATS JUNE

● THIS MONTH	● LAST MONTH	● GAME	● MACHINE	● MANUFACTURER	● WEEKS IN CHART
1	NE	**Superbowl**	SP, CO, MS	Ocean	1
2	NE	**Green Beret**	SP	Imagine	1
3	1	**Way of the Tiger**	SP, AM, MS	Gremlin Graphics	2
4	NE	**Bomb Jack**	SP	Elite	1
5	2	**Ping Pong**	SP, CO, AM, MS	Imagine	2
6	RE	**Last V8**	CO, AM	Mastertronic	11
7	4	**Uridium**	CO	Hewson Consultants	4
8	5	**Commando**	SP, CO, BB, C16	Elite	18
9	12	**FA Cup Football**	SP, CO, AM	Virgin	5
10	11	**One Man and His Droid**	SP, CO, AM, C16, AT	Mastertronic	12
11	3	**Yie Ar Kung Fu**	SP, CO, AM, BB, MS EL	Imagine	18
12	21	**Action Biker**	SP, CO, C16 AT	Mastertronic	32
13	13	**Rambo**	SP, CO, AM	Ocean	18
14	7	**Comp. Hits 10 Vol 2**	SP, CO, AM BB, EL	Beau Jolly	3
15	6	**Formula One Simulator**	SP, CO, AM, MS, C16	Mastertronic	30
16	35	**Computer Hits (10)**	SP, CO, AM, BB, EL	Beau Jolly	21
17	9	**Turbo Esprit**	SP	Durell	3
18	16	**Hardball**	CO	US Gold	5
19	23	**BMX Racers**	SP, CO, AM, C16	Mastertronic	32
20	15	**Winter Olympics**	BB, EL, C16	Tynesoft	5
21	24	**Incredible Shrinking Fireman**	SP	Mastertronic	4
22	RE	**Fairlight**	SP, CO, AM	The Edge	11
23	20	**Winter Games**	SP, CO, AM	Epyx/US Gold	21
24	32	**Barry McGuigan World Champions**	SP, CO, AM	Activision	20
25	30	**Football Manager**	SP, CO, AM, BB, EL, C16, AT, V20, DR	Addictive Games	5
26	NE	**Spindizzy**	AM	Electric Dreams	1
27	NE	**Zapp Sizzlers**	CO	Gremlin Graphics	1
28	25	**Movie**	SP	Imagine	8
29	19	**Sky Fox**	SP, CO, AM	Ariolasoft	15
30	22	**Finders Keepers**	SP, CO, AM, MS, C16	Mastertronic	32

AMSTRAD/TOP 10

1	**Spindizzy**/Electric Dreams
2	**Last V8**/Mastertronic
3	**Way of the Tiger**/Gremlin Graphics
4	**Rambo**/Ocean
5	**Comp Hits 10 Vol 2**/Beau Jolly
6	**Fairlight**/The Edge
7	**They Sold a Million**/Hit Squad
8	**Formula One**/Mastertronic
9	**Yie Ar Kung Fu**/Imagine
10	**Soul of a Robot**/Mastertronic

CBM 64/TOP 8

1	**Superbowl**/Ocean
2	**Uridium**/Hewson Consultants
3	**Hardball**/US Gold
4	**Ping Pong**/Imagine
5	**Zapp Sizzlers**/Gremlin Graphics
6	**FA Cup Football**/Virgin
7	**Kane**/Mastertronic
8	**Phantom of the Asteroids**/M'tronic
9	**Fairlight**/The Edge
10	**Yie Ar Kung Fu**/Imagine

MACHINE KEY

SP = SPECTRUM	BB = BBC
CO = COMMODORE 64	AT = ATARI
AM = AMSTRAD	EL = ELECTRON
C1 = C16	ENT = ENTERPRISE
V20 = Vic 20	DR = Dragon

ATARI/TOP 10

1	**Last V8**/Mastertronic
2	**One Man and His Droid**/Mastertronic
3	**Action Biker**/Mastertronic
4	**Chimera**/Firebird
5	**Fighter Pilot**/Digital Integratio
6	**Football Manager**/Addictive Games
7	**Steve Davis' Snooker**/CDS
8	**Spy Vs Spy 2**/Databyte
9	**Yie Ar Kung Fu**/Imagine
10	**Soul of a Robot**/M'tronic

COMPILED BY GALLUP

SPECTRUM/TOP 10

1	**Green Beret**/Imagine
2	**Superbowl**/Ocean
3	**Way of the Tiger**/Imagine
4	**Bomb Jack**/Elite
5	**Ping Pong**/Imagine
6	**Turbo Esprit**/Durell
7	**FA Cup Football**/Virgin
8	**Shrinking Fireman**/Mastertronic
9	**Movie**/Imagine
10	**Barry McGuigan**/Activision

BBC/TOP 10

1	**Commando**/Elite
2	**Karate Combat**/Superior
3	**Winter Olympics**/Tynesoft
4	**Exploding Fist**/Melbourne House
5	**Phanton Combat**/Doctor Soft
6	**Comp Hits 10 Vol 2**/Beau Jolly
7	**Citadel**/Superior
8	**Computer Hits (10)**/Beau Jolly
9	**Yie Ar Kung Fu**/Imagine
10	**Lord of the Rings**/MH

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2. Cyclone
3. Handicap Golf
4. Rush Hour Attack
5. Royal Rescue
6. Starfire
7. Whirly
8. Attacker
9. Fighter Command
10. Draughts
11. Invasion Action
12. Noughts and Crosses
13. The King's Orb
14. Play Your Cards Right
15. Creepy Crawlies
16. Hangman
17. Pontoon Bar
18. Fireman Rescue
19. Cribbage
20. Colours
21. Backgammon
22. Golf
23. Pandemic
24. Three Card King
25. The Trucking
26. Rally 2000
27. Sitting Target
28. Nemesis
29. Space Ship
30. Jet Flight
31. Dragonid Maze
32. Intruder
33. Infernos
34. Ghosts
35. Fairlake Land
36. Space Base
37. Planets
38. Hopping Harbert
39. Dynamite
40. Timebomb
41. Day at the Races
42. Lunar Landing
43. Space Mission
44. Rats
45. Motorway
46. Dungeon Adventure
47. Space Pod Rescue
48. High Rise
49. Craps
50. Exchange

ZX 81

Even a small computer gets more from Cassette 50! You can run 39 games on just the basic 1K ZX81, while 11 more will play with the addition of a 16K expansion pack. Where else could you watch your radar instruments and judge your final approach in games like RADAR LANDING ... a realtime flight simulator, or enjoy the thrills of PSION ATTACK. Logical, tactical, maze, arcade ... all kinds of games on just one tape!

BBC A/B

An advanced computer like the BBC demands a sophisticated games cassette. That's why Cassette 50 gives you full use of screen modes with high resolution colour graphics, user defined graphics, excellent sound and music, joystick compatibility and many high speed games. HIGH RISE gives you the chance to beat a realistic roulette wheel, with all the extras, and you'll need the fastest reactions of all to beat EVASIVE ACTION as you trail across the screen in a frantic search for oxygen. With multi-levels and superb graphics this game is totally addictive.

ATARI

Munch, Munch ... it's the MAZE EATER! Can you eat the ghosts before they eat you? Or would you rather chance it on the MOTORWAY? Your Cassette 50 is compatible with the 400/800 and 600XL/800XL series ATARI computers. Advanced features include high resolution graphics, sound, music and mixed mode screens. Many games are joystick compatible.

1. Munchar
2. Ski Jump
3. Basketball
4. Frogger
5. Breakout
6. Crusher
7. Starwar
8. Martian
9. Knockout
10. Boggles
11. Alien Attack
12. Lunar Landing
13. Maze Eater
14. Motorway
15. Labyrinth
16. Skittles
17. Race Track
18. Ski Run
19. Tanks
20. Solar Ship
21. Tee Pins
22. Cars
23. Stomper
24. Pinball
25. Caverns
26. Laser
27. Alien
28. Cargo
29. The Race
30. The Skull
31. Orbit
32. Munch
33. Bowls
34. Raiders
35. Yield
36. Draggold
37. Space Search
38. Inferno
39. Nim
40. Voyager
41. Sketch Pad
42. Blitz
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44. Mystical Diamonds
45. Galaxy Defence
46. Cypher
47. Jetmobile
48. Barrel Jump
49. Attacker
50. Space Mission

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Incredibly frustrating! ... that's the verdict on Cassette 50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find ... it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user defined graphics, scrolling and full use of the Spectrum sound capabilities.

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2. Ski Jump
3. Basketball
4. Frogger
5. Breakout
6. Crusher
7. Starwar
8. Martian
9. Knockout
10. Boggles
11. Alien Attack
12. Lunar Landing
13. Maze Eater
14. Motorway
15. Labyrinth
16. Skittles
17. Race Track
18. Ski Run
19. Tanks
20. Solar Ship
21. Tee Pins
22. Cars
23. Stomper
24. Pinball
25. Caverns
26. Laser
27. Alien
28. Cargo
29. The Race
30. The Skull
31. Orbit
32. Munch
33. Bowls
34. Raiders
35. Yield
36. Draggold
37. Space Search
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39. Nim
40. Voyager
41. Sketch Pad
42. Blitz
43. Fishing Mission
44. Mystical Diamonds
45. Galaxy Defence
46. Cypher
47. Jetmobile
48. Barrel Jump
49. Attacker
50. Space Mission

COMMODORE 64

Only you can save Europe from destruction! It's ROCKET LAUNCH, the thrilling war game that reproduces a European map. More ambitious? Try rescuing your crew under an ultrafast GALACTIC ATTACK and escaping back to your spaceship! Just two of the great games on your Cassette 50, featuring high resolution and user defined graphics, sprites, sound and music.

1. Maze Eater
2. Galactic Attack
3. Space Mission
4. Lunar Landing
5. Plasma Bolt
6. Starfire
7. Radar Landing
8. Attacker
9. Galactic Dog Fight
10. Psion Attack
11. Evasive Action
12. Noughts & Crosses
13. Boggles
14. Pontoon
15. Ski Jump
16. Hangman
17. Fireman Rescue
18. Thin Ice
19. Orbiter
20. Motorway
21. Force Field
22. Nim
23. Tunnel Escape
24. Barrel Jump
25. Cannonball Battle
26. Overtake
27. Sitting Target
28. Smash the Window
29. Space Ship
30. Jet Flight
31. Phasar
32. Intruder
33. Infernos
34. Ghosts
35. Submarines
36. Rocket Launch
37. Planets
38. Black Hole
39. Dynamite
40. Do Your Sums
41. Derby Dash
42. Space Search
43. Universe
44. Rats
45. Tanker
46. Parachute
47. Jet Mobile
48. High Rise
49. The Force
50. Exchange

ELECTRON

Can your FORCE FIELD protect the city from Alien Attack ... or maybe you have the skill to DYNAMITE the dam and flood enemy headquarters! Fifty different games with high speed, high resolution colour graphics, user defined graphics and excellent sound and music. Not to mention full use of screen modes. Fifty fast paced, fascinating games.

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Have a go at GALACTIC ATTACK ... you'll need fast reactions to beat the invaders in this all time favourite ... or if you prefer you can travel through space at warp factor 9 in SPACE MISSION, a realistic 3-D version of space warfare as seen from the cockpit of a spacecraft. Everyone has a favourite game on Cassette 50. With fifty classic and original games featuring user defined graphics, sound effects and increasing levels of play.

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ORIC 1

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DRAGON 32

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ARCADE ACTION ★★ SPECIAL ★★

Arcade Action has always been one of our most popular sections, today interest in new arcade machines is higher than ever. So, due to popular demand, Clare Edgeley and her secret arcade spies have produced an extra special, bumper Arcade Action this month.

There is a great competition, a games players guide to beating Nemesis and a preview of Elite's latest conversion — Ghosts 'N' Goblins. We've also compiled a list of hi-scores on the most popular games for you to try to beat and taken a look at the increasing trend towards arcade licensing.

Opps, I almost forgot to mention that Clare Edgeley has brought us her usual round of the hottest games to enter the arcades.

ARCADE ACTION SPECIAL

Dig-Dug, Mr Do!, Pole Position and Pac-Man — four all time classics from the arcades. Oldies but goldies. A must for any collection. And now it's your chance to win these four greats in one compilation for the first time.

Thanks to US Gold and Datasoft, we've got 50 of the Arcade Classics as competition prizes to kick-off our special Arcade Action supplement.

For those who don't know about these games — what have you been doing for the past few years? — here's a run down of what you get.

Dig-Dug: Here you must tunnel through the earth, capturing tasty treasures for points. But watch out for your encounter with Pooka, a big, round monster, and Frygar, a fire-breathing dragon. They aren't at all friendly. Tunnel under them and crush these baddies with falling rocks.

Mr Do!: Guide Mr Do! around the cherry fields eating cherries and defending him with a super powerball against four types of monsters.

Pole Position: The race game to end all race games. Three races to enter, each with different levels of difficulty. You'll need quick wits and fast reactions to survive.

Pac-Man: Guide Pac-Man around the maze eating up the dots for points and avoiding the goblins. Touch one and you'll dissolve. You can only attack them after eating energy dots.

COMPETITION

Right, how can you win a copy of Arcade Classics? Just read on.

Printed below are the names of well known arcade games. One or perhaps several are false. It's your task to find them.

Send your answers, together with the printed coupon, to Arcade Classics Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is June 16th and the editor's decision is final.

C+VG/US GOLD/DATASOFT COMPETITION

	True	False
● Galaxians	☐	☐
● Asteroids	☐	☐
● Moon Patrol	☐	☐
● Earthquake	☐	☐
● Stargate	☐	☐
● Pac-Man	☐	☐
● Lunchpack	☐	☐

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Commodore 64 ☐ Atari ☐

★ARCAD

C+VG's Arcade Spy, Clare Edgeley, has pulled on her football shirt and joined the latest craze in the arcades — World Cup Football. She also casts her eye over the two most recent war games — Ikari Warriors and Mighty Guy.

● IKARI WARRIORS

A lone figure runs stealthily through the jungle taking out the enemy as he comes across them. He has no friends and for that matter he hasn't much in the way of clothes. Dressed only in a pair of ragged trousers with a piece of cloth round his head, this man could be anyone — Rambo's twin brother, perhaps?

It would seem that SNK is the first to capitalise on the success of the movie, and its tattily dressed hero, with *Ikari Warriors* — an odd name, but as I saw an early version it's possible that the English name hasn't been added yet.

You play a *Rambo* lookalike, and true to the film there isn't much of a plot. Just storm through the jungle knocking off the enemy without getting killed.

The start is impressive. An aeroplane drones across the screen only to crashland with a bellyflop. You crawl out, the only survivor, and immediately grab your gun and start blasting. Various objects and weaponry lying ready to hand on the jungle floor help in your quest. If you see a tank and it has 'IN' flashing on it, jump in. You now have an enormous amount of blasting power and can knock out whole platoons and enemy installations with no trouble, or danger to yourself.

The tank stage lasts for only a limited period and in that time you must make sure that it has plenty of fuel. Gas can be picked up en route by running over jerry cans, the same goes for hand grenades and ammunition. Should you run out of fuel, abandon the tank, as it will blow and take you with it.

Although the tanks are a great help, the main danger comes from enemy bullets and this is where your evasive skills come to the fore. The eight-way directional controls ensure that you can run backwards as well as dodge from side to side. This is essential when you get near a gateway or a heavily guarded enemy outpost.

The gateways nearly always lie at the end of a narrow corridor which has to be negotiated safely before you can pass to the next section. That means despatching the enemy — of course it's much easier if you have a tank . . .

Ikari Warriors has borrowed a couple of features from Atari's *Gauntlet*. A second player can join in at any time and the two Rambos can then fight and help each other through the game. You can't accidentally kill your partner or exit one stage without him. When two are playing, it's the first player to the flashing tank who gains the advantage. The tank then takes on that player's colours, red or blue.

Like *Gauntlet*, the game doesn't depend solely on having two players, so a stranger could join you at the machine for a while, then leave without altering your chances of winning.

However, if you are very bad, you might hold up your partner as the computer judges the skill of the players and alters the game accordingly.

The scenery is realistic — if it is supposed to represent the Far East as I suspect — and you will find yourself swimming rivers, fighting on and trying to cross rickety bamboo bridges, and crossing swamp. Extra points are scored for picking up the fuel and ammunition which lie in your path.

Ikari Warriors is an exciting game and very similar to *Commando* and *Green Beret* in theme. However, it has one feature which really grates — the enemy tanks have a swastika painted on the top. It's very crude and not at all necessary.

● WORLD CUP

If you aspire to the dizzy heights of Ian Rush or do not get onto the football pitch as often as you'd like, you could get some training in at your local arcade.

Football, that internationally popular game, is about to reach its climax with the World Cup in Mexico City this summer. And in order not to miss an opportunity while football fever is at a pitch, Thekan is launching *World Cup* — a simulation which is both realistic and exciting. The game is for one or two players, but take my advice: challenge someone to a game — it's more fun than playing against an infernally clever and unemotional computer.

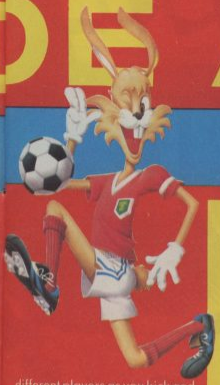
And so the crowd roars, the teams run onto the pitch and the two players take their places opposite each other. The whistle sounds and they're off, spinning the controlling track ball for all they're worth, watching as their respective teams dodge, dribble and weave round the pitch, using cunning and strategy to get the ball past the goalie and into the back of the net.

Corners, throw-ins, and fouls. The ref keeps an eye on the game and will call any player to book if these rules are broken. *World Cup* is as realistic as possible considering the boundaries of the machine. The game scrolls in all directions as you race across the pitch, and just in case you need help recognising the sector you're playing in, your position is pin-pointed on a miniature sized pitch to one side of the screen.

The player controlling the ball is marked by two arrows as is the player nearest to the ball on the opposing team. It's up to you to use these players to tackle and take control of the ball. It's a great feeling if you pull off a really successful tackle as the unfortunate marker may well find himself face down in the mud. And when you get the ball into the goal area, your opponent can take control of the goalkeeper who will fling himself from one side to another to stop the ball flying past those posts.

Once you've got used to the idea of switching control to

DE ACTION



different players as you kick and pass it, you can then start to use the shadow on the ball to determine height and distance that it's travelling. The higher it is, the smaller its shadow and, of course, the further it will travel.

Football simulations are by no means a new idea, but at least *World Cup* is distinguished by the fact that it is probably the most professional attempt to put the game onto a computer screen. And if you think it might be a walk-over, try it and see. Keeping that trackball rolling at speed requires stamina. In three and a half minutes, I saw *World Cup* reduce several teams to sweaty, exhausted replicas of their former selves. Perhaps Bobby Robson and his World Cup team ought to do a training stint on it.

MIGHTY GUY

As the numbers of *Commando* style games continues to increase, it was with a sigh that I started playing *Mighty Guy*.

I imagined the market to be almost saturated with this type of game, though they still seem to be making their way into the arcades. Some are excellent, notably *Green Beret* and *Ikari Warriors*. I would not, however, recommend *Mighty Guy*.

The game starts, rather predictably, with Mighty Guy charging onto the screen. As he dodges round clumps of sparse vegetation you realise that his one natural weapon is his kicking power, though he does carry a laser gun which is more helpful.

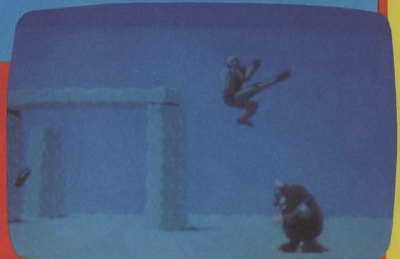
Anyway, Mighty Guy charges forward and, lo and behold, a squadron of tanks appear — from the top of the screen throwing what look like daggers at him. Dodging these slow moving knives, Mighty Guy lets loose one or two well timed kicks and the tanks hurtle backwards leaving the imprint of a man in the sandy floor. It is only then that you realise how confusing the graphics are.

What look like tanks are really the heads and shoulders of similar, but opposing, Mighty Guys. The game is viewed from an aerial standpoint, but rather than giving a lower angle so that the objects can be identified, the graphics have been programmed so that you are looking directly downwards. Very confusing.

Having sorted out the tank problem — and, in fact, there are some tanks further on in the game (they still look like soldiers) — it's time to sort out the weapons power. Your gun's laser is far reaching and it's far easier to blast your opponents before they get within spitting distance. To make sure you don't run out of bullets, collect the weapons which lie around. These will give more fire power.

Some attempt has been made to change the scenery. You don't have to travel far before you reach the town. I've no idea what pleasures await you after that because, to be honest, I couldn't be bothered to find out.

If you want a military style game, there are better ones available than *Mighty Guy*.



GET STAR

The aliens are taking over the solar system and only you can help. A familiar task maybe, but as a robot you are virtually indestructible and the powers that be have ordered you to clean up all the aliens in the system's five planets, and then to destroy their motherland — the sixth star.

It's a daunting task as you face Night-Spider, the first planet you've been beamed onto. Travelling from left to right you take your first tentative steps and, almost immediately, come across some creatures which look very like the *Ewoks* from *Star Wars*. As this is the first planet, you don't have to work very hard to knock them out. Just a few well timed punches or kicks and they disappear in a puff of smoke. Further on you'll come across some snakes uncoiling and slithering out of trees. Jump up and punch them in their head to destroy them.

As you travel deeper into the planet you'll notice a number of features which when collected give either extra weapons or greater speed when punching or firing. Speed is one feature you must build up if you are to defeat the monster at the end of each screen.

At the end of each screen is a giant sized monster, several sizes larger than those you have got used to destroying. It is at this point that your energy is rapidly depleted. If you're successful the monster will blow up and you'll be whisked to the second planet where the going is a little harder.

It is on this second planet, which is currently in the throes of an ice age, that you discover weapon power. A cross appears at random. Jump and collect it before it disappears and you'll find yourself equipped for a short time with a machine gun.

Get Star from Taito is a pretty average game with good fast movement and some excellent graphics.

Much thought has gone into the graphics. For example, each of the planets has a different colour, vegetation and monsters from its neighbours.

Gameplay itself is exciting but not stunning. *Get Star* will probably end up being used as a brief interlude between games which require more concentration.

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GOT A WHOPPER..?

Get your trigger fingers into training and loosen some of those creaking muscles. Yes, there's good news for all you intergalactic record breakers. We've put together the world high scores on all your favourite games as compiled by Twin Galaxies International Scoreboard in the States.

So get cracking as we want to hear from anyone who can beat these scores. Write into High Scores, Arcade Action, Computer and Video Games, 30-32 Farringdon Lane, London EC1R 3AU. Please include some hints 'n' tips if you can.

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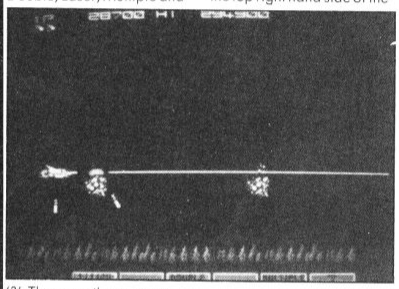
Dragon's Lair	558,724
Eyes	23,222,220
Fast Freddie	22,269,540
Frenzy	4,804,440
Front Line	999,990
Galaxians	389,770
Gravitar	4,722,200
Inter-Steller	248,000
Joust	102,192,000
Jungle King	1,510,220
Kickman	4,875,665
Looping	1,469,970
M.A.C.H.3	465,900
Major Havoc	1,477,478
Megazone	2,288,850
Monaco G.P.	10,000
Moon Patrol	1,214,600
Mr Do	5,555,550
Ms Pac-Man	820,320
Pac-Man	197,360
Phoenix	10,271,090
Pole Position	67,260
Pole Position II	87,530
Popeye	1,439,430
Q*Bert	33,273,520
Rally X	1,202,730
Rip Off	92,890
Satan's Hollow	25,326,225
Sinistar	791,000
Solar Quest	200,860
Space Duel	623,720
Space Fury	222,599
Space Invaders II	425,230
Space Panic	48,960
Stargate	71,473,400
Star Trek	100,060,500
Subroc 3-D	605,500
Super Pac-Man	558,000
Tac-Scan	100,574,200
Tempest	1,728,329
Tip-Top	888,000
Tron	12,883,638
Track & Field	2,654,970
Anteater	215,230
Arabian	159,750
Asteroids Deluxe	2,269,230
Astro Fighter	18,280
Bega's Battle	120,000
Blueprint	126,900
Bubbles	1,566,960
Burger Time	5,944,700
Centipede	16,384,547
Cliff Hanger	1,180,000
Crossbow	4,300,000
Defender	72,999,975
Donkey Kong	874,300
Donkey Kong 3	1,500,500
Elevator Action	60,500
Fantasy	269,920
Foodfight	101,103,300
Frogger	442,330
Galaga	22,220,000
Gorf	2,220,000
Gyruss	41,090,450
Juno First	80,000,000
Jump Bug	850,330
Kangaroo	921,800
Lady Bug	609,900
Lunar Lander	3,470
Mad Planets	198,000
Marvin's Maze	330,000
Missile Command	69,739,020
Moon Cresta	152,100
Monster Bash	228,400
Mr Do's Castle	421,780
Omega Race	2,809,750
Pleiades	1,164,900
Professor Pac-Man	999,990
Qix	1,666,604
Reactor	10,156,922
Robotron	348,000,000
Scramble	999,250
SnapJack	58,080
Space Ace	770,866
Space Dungeon	10,555,520
Space Odyssey	2,599,000
Star Castle	7,842,950
Star Rider	309,830
Star Wars	155,000,000
Super Cobra	198,470
Super Zaxxon	339,750
Tazz-Mania	1,325,180
Time Pilot	11,548,400
Traverse U.S.A.	2,058,300
Tutankham	1,736,000
Vanguard	3,111,000
Venture	325,020
Wild Western	803,900
Wizard of Wor	1,215,000
Xevious	9,999,990
Zaxxon	3,839,950
Zoo Keeper	14,337,220
10 Yard Fight	99,450
Discs of Tron	388,000
Punch Out	4,200,000
Spy Hunter	640,000

NEMESIS –

All who enter the world of Nemesis do so at their own risk, though thanks to Tommy Man and Jim McClure they stand a greater chance of survival.

Nemesis, based on Defender, is a game which requires patience and cunning. Its devious strategy has foiled many an intrepid explorer. To help, we have put together detailed hints and tips which should put you well on the way to victory and the destruction of the mothership.

At the bottom of the screen lies six boxes bearing the legends Speed, Missiles, Double, Laser, Multiple and '?'. These are the weapons boxes, and are vital to your status.



As you enter the world of Nemesis, you are met by a number of challenging obstacles — aliens in fleets and domed launchers which fire rocks and ships at you. These reappear throughout the game, though each stage has its own peculiar aliens and obstructions.

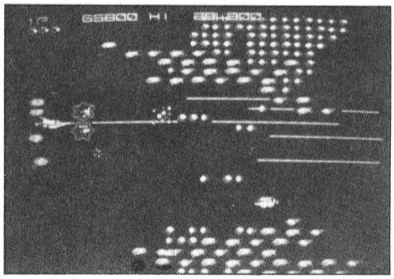
At this early stage, shoot the orange aliens and pick up the power packs which appear in their place.

Speed is self explantory, Missile allows you to knock out ground artillery. Double allows you to fire at 45°, as well as straight ahead, though you can't have Laser as well, Laser wipes out anything in your line of fire, Multiple increases your firepower by four times, '?' gives you a shield which deflects missiles but fades after continuous bombardment. The best combination is to have two Speed, three Multiple, Laser and Missile to get you through to the end of stage one.

At the end of each stage you'll be met by a fleet command ship which has to be destroyed before you can move to the next level. At the end of stage seven, you have to pass through narrow passages and destroy the brain which then destructs the mothership.

STAGE 1

You start off in deep space were you make your way to the top right hand side of the screen to be confronted by your first obstacle — a line of disc shaped objects hurtling at you. Open fire on them, remaining in the same position, otherwise you will miss one of the discs and lose one power point — and the confidence you need to win the game.



When you have collected the power point, take the option of Speed — you are going to need it.

Now, quickly make your way to the bottom of the screen doing the same kind of thing. Your priority now should be to get Missiles and Laser by the time you get to the first set of caverns.

Reaching the caverns after variations of the first part, you are contronted with aliens firing at you from the ground. Bomb them using your missile button and at the same time keep firing at the space craft.

We found this extremely difficult to master, but discovered that by sticking a match to wedge the left hand player's missile button it continued firing the bombs.

While moving through the caverns, keep back to gain the full use of the Laser and try to collect Multiple every time it is displayed, you should be able to get three by the time you reach the volcanoes. When the background stops make sure your space craft is at the left hand side of the screen with all three Lasers pointing into one beam at the tip of the volcanoes. This will enable you to blast every meteor that comes out of them. Probably putting your score in the region of 80,000.

Your next and final challenge in this stage is the fleet ship. This can be destroyed by maximum penetration into the mouth of the ship using the Lasers in a circular movement and avoiding missiles being fired at you. After all the bars in the mouth have been broken, and the jewel in the centre of the ship has been blasted, the ship explodes and the background fades away.

STAGE 2

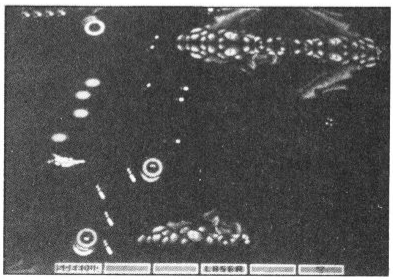
You find yourself in a space scene looking very familiar to stage one. Your first line of discs appears from the bottom this time and at a faster pace. Your priority now is to get your fourth and final Multiple.

Reaching the stone maze there are pink balls which are stacked up blocking your path in certain directions. There are also some more of the familiar characters seen in the first section. It is a good idea to remain in the centre of the screen as you will find it more difficult to manoeuvre the ship out of tight spots.

Towards the end of this section you'll find a whole wall of these pink balls to destroy (shame you don't gain any points for it).

Once you have a passage established, go as far forward as possible and back on your self as soon as some snow flake like aliens come towards you. Firing your Lasers should get them all. The background becomes still again and you know that something's going to happen.

The snow flakes come at you this time at random from all over the screen. The best position to be in is the middle



of the left hand side of the screen with two Lasers above you and two below. This should act as a shield as long as your finger is pressed continuously on the fire button. Yes, you guessed it, back to the fleet command ship for this section.

STAGE 3

You're back in the familiar space scene. In this section your power point timing is essential because you have to opt for Double — it means that you lose your Lasers, but it is very convenient to be able to shoot the statues firing circular discs out of their mouths.

At the end of this section, having returned to Laser, position your space craft towards the right hand side of the screen where space craft will appear in fleets, launching missiles at you. They cannot be destroyed, but the space craft that are launching them can. Then there is the fleet command ship which again seems to get harder and faster as the stages progress.

STAGE 4

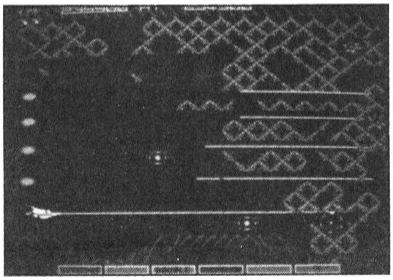
Back to space again. Right now we have reached some caverns pretty similar to the first ones. The difference is that there are more difficult disasters to overcome.

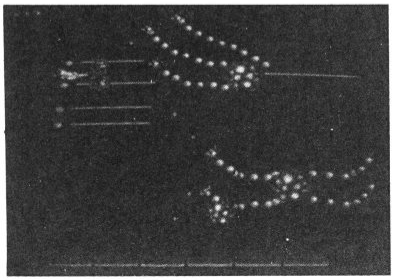
The first is an upside down volcano throwing out meteors. To get past this, remember the principle used before (stay back to the left and fire at the cone) but remember all the other objects firing at you from the ground. Passing this you will find that it is important to remain at the left hand side of the screen as this allows you to manoeuvre backwards to allow more time to collect more points and avoid being bombed by alien ships.

When you get to the final stage of this section, it is necessary to knock out the launch domes in the roof of the cavern and return to the left hand side of the screen in the centre as the claw like ships follow a pattern around the screen from the top right along to the top left, down and across to the right, up half way and towards you.

STAGE 5

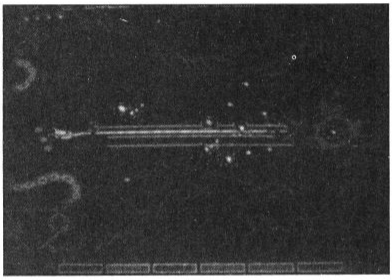
In this stage you go back in space. Your first priority is to regain your Lasers as these will be needed to destroy pink clouds with tentacles that await you. These can be destroyed by shooting the dark beads in the tentacles and then directing your fire power at the cloud — there are a number of these clouds before reaching the command ship.





STAGE 6

In this stage you enter a electrified web that you have to blast in order to get through — at the end of this section there is a cannon shaped object firing hundreds of orange balls, it is important at this stage to remain still in the centre, firing your laser into the opening of the control of the web.



STAGE 7

This is the final section. If you lose one of the eight extra men at this stage you might as well give up.

The setting is a green landing bay with gun ships on top and bottom. These are easy enough to destroy, the difficult ones to reach are in the trenches — it is necessary to go back to Double for this final part.

About halfway through, there is an electrified fence which is only penetrable by going round, making sure that you don't get sandwiched by an alien coming from the opposite direction down the passage. Soon enough the fence will fade away and you are clear to attack the brain.

The brain controls of Nemesis and if it's destroyed it will distruct the whole planet. This is achieved by shooting free the chains tying the brain down. Once complete, there is a distant view of a floating city exploding.

Then it's back to the beginning . . .

Now you've got these tips, why don't you put them into practice? Zoom along to your nearest arcade and get zapping. We've got a high score for you to beat, too.

Tommy Man one of London's most ardent Nemesis bashers can complete the game and start again. His high score is a mere 450,000. Can you beat that? Write in to High Scores, Arcade Action, if you can. Happy zapping . . . and good luck.

Tommy's not the only arcade king out there. Why not send us your tips on your favourite game and get named in C+VG.

RIP-OFF

Have you ever wondered where the ideas for computer games come from? It would be hard to miss the fact that a great deal of computer software is based on arcade games. C+VG's arcade spy CLARE EDGELEY reports.

Over the last two years a huge number of successful and popular games have found their way onto home computers, either through licensing deals, ideas and themes that have been borrowed. The similarities between Atari's *Marble Madness* and Melbourne House's *Gyroscope* cannot be missed.

The whole idea of using arcade games as a basis for computer games exploded in the summer of 1984 — Olympic year — with *Track & Field*. Konami's highly successful arcade game had you playing a number of sporting events including the hurdles, long jump and 100 metres. Punch the fire buttons to make you go faster and qualify for each event first. Sounds familiar? It should. Hot on the heels of *Track & Field* saw a run of similar games on the Spectrum, BBC and Commodore. Ocean was first to the tape with *Daley Thompson's Decathlon* which is played in much the same way, only this time you have to pump your joystick from side to side.

And, of course, *Daley's Decathlon* led to character licensing. It soon appeared that every man and his dog — well, famous sporting personalities at any rate — were lending their names to sporting simulations of every kind. *Nick Faldo's Golf, Steve Davis' Snooker, Brian Jacks' Superstar Challenge* — a compilation of sporting events, similar to *Hypersports*. The list is endless.

Another in the list is *Frank Bruno's Boxing* which originated from Nintendo's innovative and challenging *Punch Out!!* Elite has established quite a name for itself with some excellent licensed games — *Frank Bruno* was probably the first. It follows *Punch Out!!* closely and, like the original, has you fighting a number of opponents — each more vicious than the last. A knockout must be obtained before moving on.

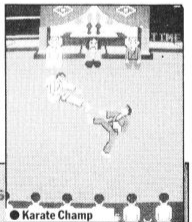
However, it's most similar feature, other than the scoring system, is the way the opponents fight. Like *Punch Out!!* your player has his back to the screen facing his opponent. A clever piece of programming, giving a good 3D ettect.

Two other games were released at the same time as *Frank Bruno — Rocco* from Gremlin Graphics and *Knockout* from Alligata. *Rocco* is very similar to *Punch Out!!* in almost all aspects. Your player even has his back to the screen with the opponent facing towards you.

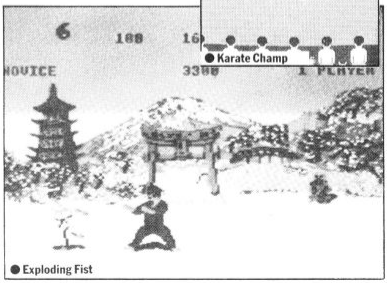
Knockout is awful, and bears no resemblance to any of the games mentioned above. However, it is no coincidence that these three games were released simultaneously soon after *Punch Out!!* hit the streets.

Pole Position seems to be one game which has not lived up to the excellent original. Released by Atari, *Pole Position* the arcade game has proved a winner. It is several years old and yet is still a "steady earner" — you'll find it, or the updated mark II version, in most arcades. A shame the computer versions were non-starters.

The arcade game is a simulation of a Formula One race, and has you seated at the controls of a racing car while charging round the track at top speed. You need a steady hand on the steering wheel and a knowledge of when to use the brakes, or when to change gear.



● Karate Champ



● Exploding Fist

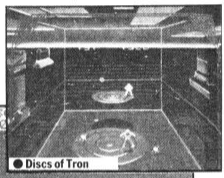
The track, with all its chicanes, unfolds in front of you as you race round the qualifying lap, dodging and overtaking other cars while attempting to notch up a good time to gain pole position in the race itself.

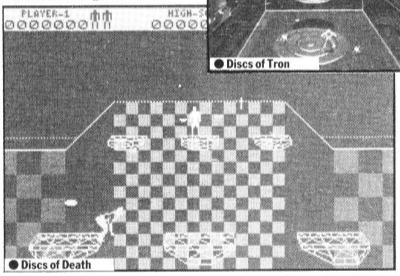
Atarisoft's *Pole Position* for the BBC was released early last year and did not come up to scratch. There's no excuse as Atarisoft is part of Atari and shouldn't have experienced any difficulties in producing a first class game. It is a half-baked effort, the graphics are flickery and there is no challenge to speak of. Datasoft released the Spectrum version a few months later. It proved an average game, though more successful than the BBC attempt.

Sega's *Spy Hunter*, however, is a highly successful conversion, and US Gold has produced very good versions of the game for the Commodore, Spectrum and Atari. *Spy Hunter* is a high speed car chase through unknown lands with a posse of bad guys on your tail. They'll try to ram you, shoot you and, in short, will stop at nothing to destroy you. Shades of *The Italian Job* creep into the game at this point. If you manoeuvre your car to drive up the ramps of a moving lorry and into the back of it, you can pick up special weapons — rockets, smoke screens and oil slicks. At times you'll be called upon to make split second decisions on your route — if a section of road is closed, take to the water. *Spy Hunter* is fast, addictive and very enjoyable in both formats.

Tapper is another US Gold conversion for the Spectrum and, again, closely follows the original as far as is possible given the limitations of the Spectrum sound and memory. You find yourself playing barman while trying to keep up with the drinking habits of your customers. They drink like fish, and demand to be served immediately. With four bars to look after (and this is the easy level!), try to catch the empties as they slide back up the bar and send fresh drinks to your impatient customers. Let a glass crash to the floor or serve too many drinks and you'll lose a life. It's no fun serving a load of drunkards. The graphics are simple and colourful and do ample justice to the original. Well done US Gold.

The blame for the flood of Kung-Fu games — both in the arcades and on home computers — can probably be laid at Irem Corporation's door. *Kung Fu Master* was one of the first martial arts simulations way back at the beginning of last year. It was instantly successful, unusual at the time and very playable.


● Discs of Tron



● Discs of Death

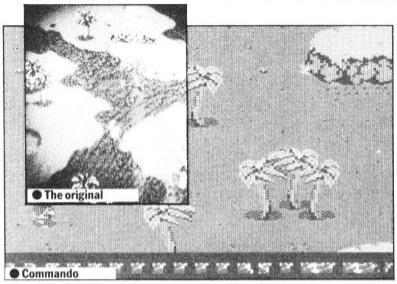
You take the part of Thomas, anxious to rescue his kidnapped girlfriend Sylvia from the Devil's palace. Kick your way through a number of screens, defeating a master of a certain aspect of the art on each level.

Way of the Exploding Fist from Melbourne House was one of the first games to follow. Beautifully presented with much graphic detail, it proved a walk-over for most adepts at high scores.

System 3's *International Karate* followed some time later and proved just as easy. It is played against different backdrops of famous skylines — Sydney Opera House, for instance — and is a comprehensive game with 16 different actions, as is *Fist*. Perhaps if less detail had been given to the backdrops and more to action, both games would have been more of a challenge.

Imagine's *Yie Ar Kung Fu* is a direct descendent of the Konami game of the same name.

F OR SPIN-OFF?


● The original
● Commando

Released for the Amstrad, Commodore and Spectrum, the game is an almost perfect replica of the original, though the Spectrum version's a little basic.

You play the part of Oolong who has to battle his way past a number of honourable masters before becoming the Grand Master. This all takes place against some highly coloured and detailed backgrounds, although, to my mind, the Spectrum version at least is too easy. It is harder on the arcade machine, but there are other games which offer a greater challenge. *Kung Fu Master* for one!

The tale of *Indiana Jones* differs from other games in that two companies have come up with two different games using the globe trotting archaeologist's name. In March last year, Mindscape/US Gold released *Indiana Jones in the Lost Kingdom* for the Commodore 64 — an average game on all accounts. Help Indiana find his way through the six screens of the Lost Kingdom to find a priceless artifact, while solving puzzles in order to move from screen to screen. It doesn't sound like that racy hero from the film that we all know and love. This one sounds a bit wet.

Now take Atari's version — *Indiana Jones in the Temple of Doom*. It's an arcade game which has taken features from the movie and incorporated them into a well designed, active game. Help Indiana free five children from the cages and escape in coal carts in a hair-raising ride. Finally, open a secret entrance behind the statue and make good your escape. Much more fun than rusty old artifacts.

One game which suggests that Artic was desperate for a good idea is their *Discs of Death*. One look at the game will tell any arcade connoisseur that this is a pretty awful attempt to parody *Discs of Tron* — a successful arcade game in its time. The sad fact is that if Artic had spent a bit more time on the game they could have turned out a winner.

As it is, the graphics are sketchy, though the animation is smooth.

As in the film, and arcade game, the idea is to fling discs at your opponent and kill him before he gets you. Balancing on a floating platform, you can leap to two adjacent platforms to dodge the discs being thrown at you. Artic has got the game right, but there is something missing — addictiveness, perhaps. Anyway, *Discs of Tron* has been around for about three years, so why did Artic choose to release its version this year?

To pretend that *Gyroscope* has nothing to do with Atari's *Marble Madness* is a bit of a joke. *Marble Madness* is a relatively new arcade game and is extremely unusual. The landscape is 3D, angular and dissected into grids with lots of slopes and ledges. Control a rolling ball down the slopes without going over the edge. Control is by a trackball which adds to the fun as the ball seems to have a mind of its own.

Melbourne House's *Gyroscope* on the Spectrum and Commodore 64 is almost exactly the same, though the controls obviously differ. This too is an excellent piece of programming, and play is as near to the original as possible, though there are one or two changes in the graphics.

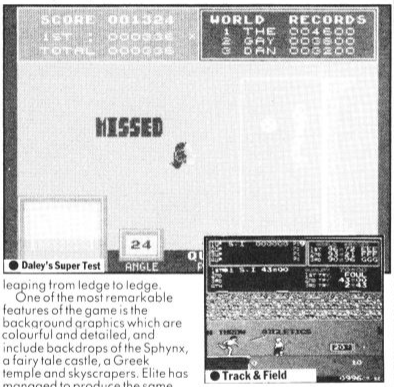
The 3D grid-style landscape seems to have caught on though. Hewson Consultant's *Quazatron* looks, at a glance, very similar.

Almost a year after *Mikie* the arcade game was released, Imagine got round to releasing its version for the Spectrum. And a reasonable one it is too, though it's a bit too wet for my taste.

This absurd game takes you back to the classroom — a place which most of us are keen to escape. You play *Mikie* and must get a message to your elusive girlfriend.

And now it's time to catch up once again with Elite. Over the last few months it has gone into licensing in a big way and has produced some excellent games. One such is *Bombjack* for the Spectrum, Amstrad and Commodore 64. Originally licensed by Tehkan, *Bombjack* did very well for itself a couple of years ago in the arcades.

You play the part of a caped bear — that's what he looks like! — and must collect bombs which are dotted around the screen, while avoiding an assorted bunch of nasties. Collect the bombs by flying into the air and leaping from ledge to ledge.



● Daley's Super Test
● Track & Field

One of the most remarkable features of the game is the backgroundgraphics which are colourful and detailed, and include backdrops of the Sphynx, a fairy tale castle, a Greek temple and skyscrapers. Elite has managed to produce the same effects — both graphically and in game play — on the Spectrum. The programmers should be congratulated. A simple and addictive game.

And now for the battle of the reactionary rebel forces. It is all the fault of Capcom's original game *Commando* that we have now got a situation where there is almost a glut of one-man-against-an-army type games. Probably the most popular craze since sports simulations, arcade manufacturers and software houses alike are leaping on the band wagon. Elite got there first with its version of *Commando*. A very good replica of the original.

The idea is to storm through enemy territory and eliminate the rebel forces. Equipped with only a machine gun, tactics are needed if you are to prove yourself a hero.

The game seems universally popular, more so than *Rambo*-Ocean's offering based on the film.

Rambo is a puny character with a large arsenal of weapons and sparse graphics. His mission is to rescue his friend Banks from a POW camp set to the north of the start point. Blast your way into the camp, rescue Banks, take him to the waiting chopper, go back to rescue the remaining prisoners, return to the chopper and home. With a character license this large I felt very disappointed when I saw the computer game.

Last but not least is Imagine's *Green Beret* based on Konami's arcade game of the same name. It's great fun, follows the original implicitly and is very playable. You play a crack commando and have to rescue some prisoners held captive four levels into the game. Rebel storm troopers do all they can to kill you, but persevere, you might even get as far as the missile launchers! A difficult game and highly playable.

Imagine's programmers must be praised on their close attention to detail whenever they put out a licensed game.

The same point must also be made on behalf of Elite programmers. Elite is about to launch a version of Atari's *Paperboy* — an unusual game concerning the antics of a frustrated paperboy.

This long list of games shows that close attention is paid to new releases in the arcades by software houses.

Let's hope that rather than drawing custom away this swing towards licensed games will encourage more people to visit their local arcades to play the original versions of their favourite games.

Ghosts' n

Heading your way is a right knight fright — Ghosts'n' Goblins, the latest arcade conversion from Elite.

And to help you survive these blood-chilling knights of armour, those gallant gentlemen of Elite have provided us with a preview of the game and a few hints as to what to expect in later levels.

If you go down the woods tonight, you're making a big mistake. For you'll meet fiendish creatures of the dark with evil on their minds.

Ghosts, goblins, the walking dead and all manner of nasties are out to prevent our hero knight rescuing his damsel in distress.

Capcom's original *Ghosts 'n' Goblins* game in the arcades was a vast creation. There were so many screens to this epic, it was doubtful if anybody managed to complete the game. And even if they had, it would have cost them a small fortune.

For the computer version of *Ghosts 'n' Goblins*, Elite has taken a selection of the very best screens.

The opening scene is a graveyard. The atmosphere is sinister and eerie. A princess who has been tending the wounds of a loyal knight is abducted by an emissary of hell.

The knight, dressed only in his undies — no, they're not made of chain mail — sets off to rescue her.

As he sets out, he finds a suit of armour. On he moves into the graveyard. Almost immediately the undead rise from out of the ground and close in on the knight. Let these gruesome creatures touch you once again and the knight is unclothed. Let the evil creatures

n' Goblins

touch our hero again and he crumbles into a pile of bones.

There are four levels of the game to complete before you can enter the castle and try and rescue the Princess.

Level 1: The game starts in a graveyard. The main hazards to avoid here are the zombies. Of course there may be one or two other nasties lurking. It's then into a deep dark forest where forest demons lurk. An ogre guards the door to the next level.

Level 2: It's into the land of the elves. Watch out for the orges.

Level 3: The undead rise from the ground again to hinder the knight's progress. Evil devils are also encountered and a dragon guards the way to the next level.

Level 4: A perilous bridge and another dragon must be faced before you can enter the castle.

The Castle: Your task now is to climb ever upwards, facing elves, zombies, orgres and dragons. But you can't give up. The princess is still in peril.

Ghosts 'n' Goblins is the latest in a successful series of Elite games culled from the arcades.

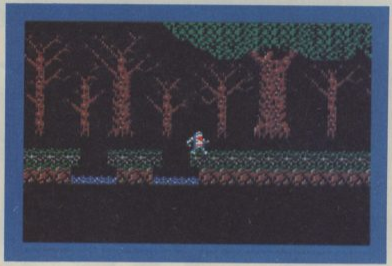
First there was *Commando*, the all action blast-'em-to-hell and back game, which was voted the best arcade-style game in the Computer+Video Games Golden Joystick Awards. It was the Christmas number one best seller.

Heading up the charts right now is *BombJack*, another Capcom game. Jumping Jack, a cute caped crusader, has to collect a series of bombs while avoiding nasty knights and robo-birds with a powerful peck. The action takes place against four splendid recreations of the arcade backdrops.

Next in line for the Elite treatment is *Paperboy*. This is a great game but didn't really get the exposure it deserved in the arcades, mainly because the game required a special machine with handlebars on. And they're expensive.

The game involves you playing the part of a paperboy, braving life and limb on a bike in the American suburbs. The action is spread over seven days of deliveries. You must avoid cars, fighting neighbours, Hells Angels etc.

You score points by hurling papers to your regular customers.



Now here's your chance to win a package of three of Elite's converted arcade games — *Commando*, *Bombjack* and *Ghosts 'n' Goblins*. There will be ten top winners.

What you have to do is draw or paint a picture of the gallant knight from *Ghosts 'n' Goblins* in battle with some of the evil creatures of the game.

Send your entries together with the printed coupon to *Ghosts 'n' Goblins* Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is June 16th.

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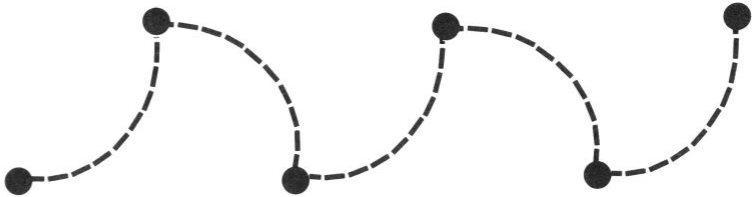

● BBC B

● By Paul Maddison

● Bounce into summer with Bouncer for the BBC B. It's a game in which you'll drop until you pop.

Using the Z and X keys to move left and right, you must control a ball which bounces downwards from ledge to ledge in a factory chimney. On the way down you must collect ten keys.

Once these have been collected you enter the final screen in which a spider lurks. You have to dodge this lethal leggy to complete the game. All this is done against the clock.

There are three ways in which the bouncing ball can be popped — by dropping too far, running out of time and by the spider.

Although the game is against the clock and the natural reaction is to go as fast as possible, we find it's best to take things carefully in order to collect the keys.

Advice: If a disk interface is fitted type in the following: For I%=PAGE TO TOP: ? (I%+&400−PAGE) = ? I%:NEXT (RETURN)
PAGE = &E00 (RETURN)
* TAPE (RETURN)
CHAIN" " (RETURN)

Variables and Procedures

P — used to generate a sound when dropping
Q% — used to print side walls
R% — random number used to print platforms
RR%, RRR% — used to print keys
T% — time limit
X% — X co-ordinate of the ball
Y% — Y co-ordinate of the ball
KEY% — number of keys collected
DROP% — checks to see if ball is dropping. If it is then it disables movement
DURATION% — duration of note for tune.
DIRECT% — sends spider up or down
PITCH% — pitch of note for tune
SCORE% — score
SCROLL% — how far the ball has dropped
SPX% — X co-ordinate of spider
SPY% — Y co-ordinate of spider
FLAG% — determines whether to print a platform or a space
SAFE$ — the final exit graphics
SP$ — string of 20 spaces used to scroll the screen upwards
PROCTITLE — used to print initial screen
PROCINSTRUCT — instructions
PROCSCREEN — draws initial chimney screen, walls and ball
PROCDROP — scrolls the screen up-

BOUNCER

wards and prints new platforms and perhaps a key
PROCKEY — registers you have a key and adds 10 to score
PROCDIE — flashes screen on death
PROCEND — asks you for another go
PROCDROPZ — drops the ball when in warehouse
PROCFINITO — plays a tune and displays your score if you complete the game.

```
  10  MODE2:PROCTITLE:SOUND1,-15,100,2
  20  COLOUR5:PRINT TAB(4,13);"INSTRUCT
IONS?";:G$=GET$:IF G$="Y" THEN MODE7:PRO
CINSTRUCT ELSE PROCDEFINE
  30  MODE2:PROCDEFINE
  40  PROCSCREEN
  50  R%=RND(15)
  60  IF INKEY-98 AND X%>64 AND DROP%=1
 VDU5:MOVEX%,Y%:GCOL0,0:VDU228:VDU4:LET
X%=X%-32:VDU5:MOVEX%,Y%:GCOL0,6:VDU228:V
DU4
  70  IF INKEY-67 AND X%<1088 AND DROP%
=1 VDU5:MOVEX%,Y%:GCOL0,0:VDU228:VDU4:LE
T X%=X%+32:VDU5:MOVEX%,Y%:GCOL0,6:VDU228
:VDU4
  80  COLOUR 7:COLOUR 128:PRINT TAB(17,
0);T%:IF T%<100 THEN PRINT TAB(19,0);" "
  90  T%=T%-1
 100  IF POINT(X%+16,Y%-12)=3 OR POINT(
X%+48,Y%-16)=3 THEN PROCKEY
 110  IF POINT(X%,Y%-36)=0 AND POINT(X%
+56,Y%-36)=0 THEN PROCDROP
 120  IF POINT(X%,Y%-36)=1 AND POINT(X%
+56,Y%-36)=1 AND SCROLL%<=15 THEN SCROLL
%=0 ELSE IF POINT(X%,Y%-36)=1 AND POINT(
X%+56,Y%-36)=1 AND SCROLL%>15 THEN PROCD
IE:PROCEND:RUN
 130  IF T%=0 THEN PROCDIE:PROCEND:RUN
 140  IF KEY%=10 THEN LET SCORE%=SCORE%
+T%:GOTO 590
 150  IF POINT(X%,Y%-36)=0 AND POINT(X%
+56,Y%-36)=0 THEN DROP%=0 ELSE DROP%=1
 160  IF DROP%=1 THEN P=0
 170  Q%=30:COLOUR 1:COLOUR 135:PRINT T
AB(0,Q%);CHR$230;TAB(18,Q%);CHR$230:COLO
UR 128
 180  GOTO 50
 190  DEFPROCDROP
 200  LET SCROLL%=SCROLL%+1:LET FLAG%=F
LAG%+1:IF FLAG%=2 THEN LET FLAG%=0
 210  LASTY%=Y%:VDU5:MOVEX%,LASTY%:GCOL
0,0:VDU228:MOVEX%,LASTY%:GCOL0,6:VDU228:
VDU4:COLOUR1
 220  IF FLAG%=0 THEN PRINTTAB(R%,31);S
TRING$(4,CHR$229) ELSE PRINTTAB(R%,31);"
   "
 230  RR%=R%*64:RRR%=64*(RND(4)-1):IF R
ND(100)<20 AND FLAG%=0 VDU5:MOVERR%+RRR%
,96:GCOL0,3:VDU231:VDU4
 240  SOUND1,-15,100+P,1:P=P-5:VDU5:MOV
EX%,Y%+32:GCOL0,0:VDU228:MOVEX%,Y%:GCOL0
,6:VDU228:VDU4
 250  COLOUR 7:COLOUR 128:PRINT TAB(17,
0);T%:IF T%<100 THEN PRINT TAB(19,0);" "
 260  ENDPROC
 270  DEFPROCDEFINE
 280  VDU23,228,60,126,231,223,221,255,
126,60
 290  VDU23,229,255,255,191,237,239,75,
1,0
 300  VDU23,230,247,247,247,0,255,255,2
55,0
 310  VDU23,231,0,0,0,229,191,224,0,0
 320  VDU23,232,0,24,36,126,189,126,129
,129
 330  VDU23;8202;0;0;0;
 340  ENVELOPE1,3,0,0,0,0,0,0,121,-10,-
5,-2,120,120
 350  ENVELOPE2,2,0,0,0,0,0,255,3,0,0,-
125,125,0
 360  SCORE%=0:T%=500:KEY%=0:SCROLL%=0:
FLAG%=0:DROP%=1:P=0:X%=640:Y%=512:SP$=ST
RING$(19," "):SAFE$="  "+CHR$10+CHR$8+CH
R$8+"  "
 370  ENDPROC
 380  DEFPROCSCREEN
 390  FOR X=0 TO 15:COLOUR 1:PRINT TAB(
RND(14),31);STRING$(4,CHR$229):PRINT TAB
(RND(14),31);"     ":NEXT
 400  FOR Q%=0 TO 30:COLOUR 1:COLOUR 13
5:PRINT TAB(0,Q%);CHR$230;TAB(18,Q%);CHR
$230:NEXT:COLOUR 128
 410  VDU5:MOVEX%,Y%:GCOL0,6:VDU228:VDU
4
 420  VDU5:MOVEX%,Y%-36:GCOL0,1:VDU229:
VDU4
 430  ENDPROC
```

BOUNCER

```
  440  DEFPROCKEY
  450  SOUND 2,1,60,20
  460  VDU5:MOVEX%,Y%:GCOL0,0:VDU231:MOV
EX%-32,Y%:GCOL0,0:VDU231:MOVEX%+32,Y%:GC
OL0,0:VDU231:MOVEX%,Y%:GCOL0,6:VDU228:VD
U4
  470  LET KEY%=KEY%+1:LET SCORE%=SCORE%
+10
  480  ENDPROC
  490  DEFPROCDIE
  500  TIME=0:REPEAT:FOR I%=1 TO 15:VDU1
9,I%,RND(15);0;:SOUND 1,-15,I%,1:NEXT:UN
TIL TIME>500
  510  ENDPROC
  520  DEFPROCEND
  530  SOUND0,2,4,18:FOR I%=1 TO 150 STE
P 5:VDU19,0,0;0;:PRINT TAB(0,31);STRING$
(20," "):NEXT
  540  VDU19,11,6;0;:COLOUR11:PRINT TAB(
4,14);"Another go?"
  550  REPEAT:G=GET:UNTIL G=89
  560  VDU19,10,1;0;:COLOUR10:PRINT TAB(
15,14);"Y"
  570  FOR I%=1 TO 10000:NEXT
  580  ENDPROC
  590  VDU19,13,1;0;:COLOUR 141:CLS:VDU2
8,4,19,16,11:COLOUR 128:CLS:VDU19,15,15:
0;:COLOUR15:PRINT" WELL DONE!!":VDU19,14
,6;0;:COLOUR14:PRINT"                    Prepa
re      yourself for the final     screen!
!"
  600  MOVE 240,376:GCOL0,4:DRAW 1096,37
6:DRAW 1096,676:DRAW 240,676:DRAW 240,37
6
  610  RESTORE 660
  620  FOR I%=1 TO 12:READ PITCH%,DURATI
ON%:IF PITCH%=0THEN SOUND1,0,PITCH%,DURA
TION%:GOTO 640
  630     SOUND1,-15,PITCH%,DURATION%
  640     NEXT
  650  GOTO670
  660  DATA89,4,89,4,109,4,109,4,117,3,1
21,3,117,3,121,3,117,6,0,3,129,6,137,3
  670  VDU28,0,31,19,0
  680  COLOUR128:COLOUR1
  690  PRINT TAB(0,31);STRING$(100," ")
  700  PRINT TAB(1,31);CHR$229+CHR$229
  710  PRINT TAB(0,31);SP$
  720  PRINT TAB(3,31);CHR$229
  730  PRINT TAB(4,31);CHR$229+CHR$229+C
HR$229+CHR$229
  740  PRINT TAB(0,31);SP$
  750  PRINT TAB(8,31);CHR$229+CHR$229
  760  PRINT TAB(0,31);SP$
  770  PRINT TAB(7,31);CHR$229+"  "+CHR$
229+CHR$229
  780  PRINT TAB(12,31);CHR$229+CHR$229+
CHR$229+" "+CHR$229+CHR$229+CHR$229
  790  PRINT TAB(2,31);CHR$229+CHR$229+C
HR$229+CHR$229+CHR$229
  800  PRINT TAB(0,31);SP$
  810  PRINT TAB(15,31);CHR$229
  820  PRINT TAB(14,31);CHR$229+" "+CHR$
229
  830  PRINT TAB(0,31);SP$
  840  PRINT TAB(13,31);CHR$229+"   "+CH
R$229+CHR$229
  850  PRINT TAB(1,31);CHR$229+"
"+CHR$229+CHR$229+CHR$229
  860  PRINT TAB(14,31);CHR$229+CHR$229
  870  PRINT TAB(0,31);SP$;SP$;SP$
  880  PRINT TAB(0,31);STRING$(20,CHR$22
9)
  890  PRINT TAB(0,31);STRING$(5,SP$)
  900  COLOUR1:COLOUR135:FOR Q=0 TO 23:P
RINT TAB(0,Q);CHR$230;TAB(19,Q);CHR$230:
NEXT:COLOUR 128
  910  COLOUR132:PRINT TAB(1,22);SAFE$:C
OLOUR128
  920  X%=64:Y%=928:SPX%=4:SPY%=20:DIREC
T%=1
  930  VDU5:MOVEX%,Y%:GCOL0,6:VDU228:VDU
4
  940  IF INKEY-98 AND X%>64 AND DROP%=1
 VDU5:MOVEX%,Y%:GCOL0,0:VDU228:VDU4:LET
X%=X%-32:VDU5:MOVEX%,Y%:GCOL0,6:VDU228:V
DU4
  950  IF INKEY-67 AND X%<1152 AND DROP%
=1 VDU5:MOVEX%,Y%:GCOL0,0:VDU228:VDU4:LE
T X%=X%+32:VDU5:MOVEX%,Y%:GCOL0,6:VDU228
:VDU4
  960  IF POINT(X%,Y%-36)=0 AND POINT(X%
+56,Y%-36)=0 THEN DROP%=0 ELSE DROP%=1
  970  IF POINT(X%,Y%-36)=0 AND POINT(X%
+56,Y%-36)=0 THEN PROCDROP2
  980  IF POINT(X%,Y%-36)=1 AND POINT(X%
+56,Y%-36)=1 AND SCROLL%<=8 THEN SCROLL%
=0 ELSE IF POINT(X%,Y%-36)=1 AND POINT(X
%+56,Y%-36)=1 AND SCROLL%>8 THEN PROCDIE
:PROCEND:RUN
  990  IF POINT(X%,Y%-36)=0 AND POINT(X%
+56,Y%-36)=0 THEN DROP%=0 ELSE DROP%=1:I
```

BOUNCER

```
F DROP%=1 THEN P=0
 1000  IF POINT(X%+16,Y%-12)=4 OR POINT(
X%+48,Y%-16)=4 THEN PROCFINITO:PROCEND:R
UN
 1010  IF POINT(X%+16,Y%-12)=7 OR POINT(
X%+48,Y%-16)=7 THEN PROCDIE:PROCEND:RUN
 1020  COLOUR7:PRINT TAB(SPX%,SPY%);CHR$
232;TAB(SPX%,SPY%-1);" ";TAB(SPX%,SPY%+1
);" "
 1030  LET SPY%=SPY%+DIRECT%
 1040  IF SPY%=23 OR SPY%=20 THEN LET DI
RECT%=-DIRECT%
 1050  COLOUR1:PRINT TAB(4,24);CHR$229
 1060  GOTO 940
 1070  DEFPROCDROP2
 1080  LET SCROLL%=SCROLL%+1
 1090  LASTY%=Y%:VDU5:MOVEX%,LASTY%:GCOL
0,0:VDU228:Y%=Y%-16:MOVEX%,Y%:GCOL0,6:VD
U228:VDU4
 1100  SOUND1,-15,100+P,1:P=P-5:VDU5:MOV
EX%,Y%+16:GCOL0,0:VDU228:MOVEX%,Y%:GCOL0
,6:VDU228:VDU4
 1110  ENDPROC
 1120  DEFPROCFINITO
 1130  RESTORE 1230
 1140  FOR LOOP%=1 TO 7
 1150    READ PITCH%,DURATION%
 1160    SOUND1,-15,PITCH%,DURATION%
 1170    NEXT
 1180  CLS:COLOUR15
 1190  PRINT TAB(4,8);"BRILLIANT!!"
 1200  COLOUR6:PRINT TAB(2,12);"YOU SCOR
ED-";SCORE%
 1210  FOR WAIT%=1 TO 20000:NEXT
 1220  ENDPROC
 1230  DATA 61,5,53,2,49,4,53,3,49,3,41,
3,33,7
 1240  DEFPROCINSTRUCT
 1250  NAME$=CHR$(129)+CHR$157+CHR$135+C
HR$141+"          B O U N C E R
   "
 1260  PRINT NAME$'NAME$
 1270  PRINT'''"    You control BOUNCER ,a
 beach ball    stuck in a factory chimne
y."
 1280  PRINT'"   However, you must colle
ct 10 keys    before your time limit run
s out."
 1290  PRINT'"   If you run out of time,
 or drop too  far, BOUNCER bursts and yo
u must start  again."
 1300  PRINT'"   If you manage to collec
t 10 keys, youwill encounter the WAREHOU
SE .Beware !! There is only one way down
."
 1310  PRINT'"   At the bottom, you must
 avoid the     SPIDER and finally escape
!"
 1320  PRINT'''TAB(7)"PRESS (SPACE) TO C
ONTINUE":REPEAT:UNTIL GET$=" "
 1330  CLS:PRINT NAME$'NAME$
 1340  PRINT'"       KEYS..."
 1350  PRINT'TAB(12)" Z.......LEFT "
 1360  PRINT'TAB(12)" X......RIGHT "
 1370  PRINT'''':PRINT TAB(11,12);CHR$141
;CHR$131;CHR$136;"GOOD LUCK!";TAB(11,13)
;CHR$141;CHR$130;CHR$136;"GOOD LUCK!"
 1380  PRINT TAB(9,20);"PRESS (SPACE) TO
 PLAY"
 1390  REPEAT:UNTIL GET$=" "
 1400  ENDPROC
 1410  DEFPROCTITLE
 1420  COLOUR1:PRINT TAB(1,1);"B":COLOUR
2:PRINT TAB(4,3);"O":COLOUR3:PRINT TAB(6
,5);"U":COLOUR4:PRINT TAB(9,7);"N":COLOU
R5:PRINT TAB(12,5);"C":COLOUR6:PRINT TAB
(14,3);"E":COLOUR7:PRINT TAB(17,1);"R"
 1430  ENDPROC
```

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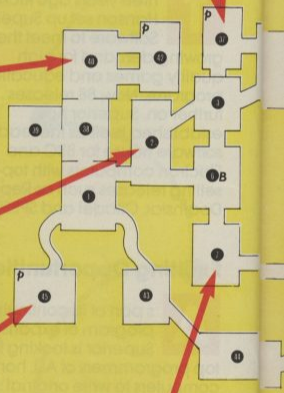
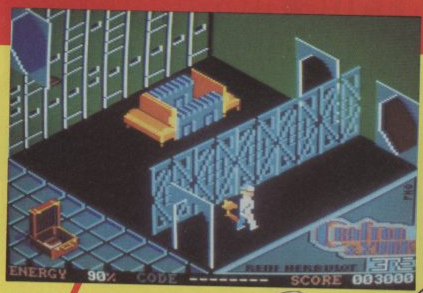
C+VG MAP

Make the French Connection with our exclusive Get Dexter map snatched from across the channel by our undercover Ideas Central operatives. Dexter is a super android on a top secret mission to save the earth by infiltrating the research centre which houses Zarxas — the galactic central control computer. Dexter has to contact several professors to learn parts of a special computer room code.

To help Amsters everywhere Get Dexter into the control room, we've smuggled out this photo-map of the game with the help of those nice guys at PSS.

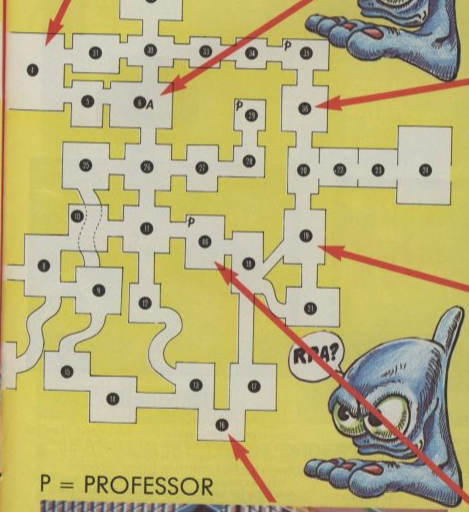



ENERGY 90% CODE -------- SCORE 003000

ENERGY 87% CODE -------- SCORE 004000

RRA?

ENERGY 78% CODE -------- SCORE 006500


P
A
RRA?

ENERGY 79% CODE -------- SCORE 011000

P = PROFESSOR

ENERGY 83% CODE -------- SCORE 009500

ENERGY 98% CODE -------- SCORE 007000

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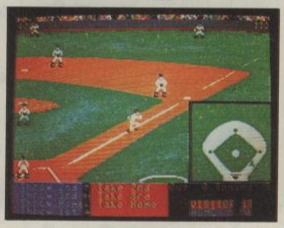
Entirely joystick controlled.



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FITBA CRAZIE!

Two, four, six, eight, who do we appreciate? Well, C+VG, of course. As the world is gripped by football fever, Simon Inglis proves to be on the ball with a special round-up of all the computer football games available.

With so much attention lavished on this month's World Cup in Mexico you might think there's enough football on our screens at the moment without harping on about football computer games.

But the fact is that although games manufacturers continue trying to milk the national sport — another three this year takes the total to over 20 — most of them aren't much more fun than a goalless draw at Arsenal. And very often the ones that are worth trying are the ones least publicised.

Take managerial games for instance. Everyone has heard of Kevin Toms' **Football Manager,** mainly because **Addictive Games** has a strong marketing instinct. Reported sales of over 150,000 make it easily the best seller in this field.

Yet its lesser known rivals are actually more challenging and amusing.

The Boss from **Peaksoft,** for example, with claimed sales of over 90,000. You must tackle realistic financial problems familiar to any soccer buff — like repairs from riot damage, rate demands from the council and so on, while favourable comments from pundits like Jimmy Hill play havoc with your team's morale.

But then the game spoils itself by allowing you to buy any player you want from your next week's opponents, a gambit not even tried by Malcolm Allison in his heyday!

The trickiest managerial game is **United** from **C.C.S.** which has horribly inflated prices for players — £2 million for a sweeper would deter even Ron Atkinson these days — but allows you to play clean or dirty on a scale of 1-10, and you can pitch in apprentices and sell them off for a quick profit.

Big League Soccer from **Viper,** which arrived last year, has clearer graphics but goes to the other extreme by undervaluing players — Gary Bailey for £25,000! Surely he's not that bad?

And what a tedious format. Playing 42 games per season may be realistic but it takes an age to play, especially as you have to select each team from scratch for every match.

Football Manager scores because it has a good balance of challenge and reward. If we're honest, no one would play any game for long if, like most football managers, you end up nowhere having won nothing all season.

With **Football Manager** you have to be pretty awful not to do well at beginner's level. Alone amongst the managerial games each match has its own graphic display. Others just show minute by minute scores.

The trouble with this however is that you can only sit back and watch the action — like a real manager — and after the first few matches it's tempting to keep nipping out for a Bovril or a pee.

None of the players ever get sent off or fined for drunken driving, which makes it all horribly idealistic.

The latest managerial game on the market is **Virgin's Official F.A. Cup Game,** which is great for a crowd to play — well, eight people anyway — but on your own is somewhat less demanding than finding room on the terraces at Torquay.

Once you've selected ten teams to manage, the only other decisions to make are to choose between three sets of tactics and in later rounds answer a few fatuous questions.

Meanwhile, in between rounds, the computer churns out a load of ridiculous newsflashes which are supposed to affect your team's morale. Flashes such as "There is no news about your team in the press this week" and "The club's oldest surviving player is 100 years old today." Big deal! Unless of course the centenarian is still playing.

But the biggest anti-climax is the Final itself. Having teased you with a rendition of *Abide with Me* and a picture of Wembley, once the Final is over the game stops — no cheering, no presentation, no wildly ecstatic graphics.

Now if you really wish to avoid excitement, buy **Liverpool** (mail order only), possibly the slowest and least rewarding game on the entire market and an insult to the name of that great football club. If, like Tommy Docherty, you can't cope with managerial games for very long, **Rothman's Football Quick Quiz,** with questions by the yearbook's editor Peter Dunk, is packed full of toughies, although the version I played had somehow managed to get all the categories mixed up. The non-League section was all about the FA Cup, and the European section was full of soccer trivia.

For sheer enjoyment I much preferred **Answer Back Sport** from **Kosmo,** which not only includes questions on cricket, rugby, boxing, golf and tennis as well as soccer, but also has two action games of soccer and tennis in between quiz rounds.

For this reason I can just forgive them for misspelling the name of Liverpool's immortal manager Bill Shankly.

A cheapie quiz game available by mail order from **Marksman Software, The Ultimate Soccer Quiz,** is ultimately rather simple and dull, which might explain why the makers felt bound to slip in totally irrelevant scoreflashes from a fictitious game between Spurs and Everton.

Of course the hardest part of soccer to simulate is the actual game itself — hard enough for real professionals nowadays — and in this respect some of the software

houses have come closest to scoring own goals.

Glenn Hoddle's Soccer from **Amsoft** offers routine entertainment but little more. It was far too easy just to walk the ball into the opponent's net — not one of Glenn's specialities. For no discernible reason the goalkeepers wore the same shirts as the rest of the team, a practice which was banned a mere 77 years ago.

The ball in **Bobby Charlton's Soccer** created by **D.A.C.C.** was so tiny, control was so hard and the instructions so lacking in one vital point that I had to turn to Bobby's very self-conscious message on the other side of the cassette for encouragement, before ringing the makers to find out how to proceed. If you too get stuck, the way out is by pressing Q twice.

World Cup Football, like the FA Cup game, is good for a whole crowd, especially those old enough to remember Bobby Moore, who is still featured on the cover. Hasn't anyone told **Artic** that Bryan Robson is the current England captain? Or that great footballing nations like Portugal and Hungary deserve inclusion rather more than Guyana and Tasmania.

A quick scan of the rule book would also inform Artic that a player cannot throw the ball in to himself.

Which is where Andrew Spencer comes in. He apparently knew nothing about football until he read the rule book and then proceeded to write **International Football** from **Commodore** which outscores its rivals in almost every respect. You can really hurl your keeper about the goalmouth, as well as getting your men to head the ball.

The graphics and sound are outstanding and the player's movements easily recognisable. My only criticism is that both teams wear black shorts.

International Soccer's closest rival is **Match Day** from **Ocean** which also sports good graphics and the Match of the Day theme tune.

Unfortunately the computer seems to play some odd tricks, the oddest being to make its players turn away from open goals and kick the ball into touch. This might just be sour grapes on my part however, since I seemed to be totally incapable of beating the computer in the tackle.

If you don't have a Commodore for **International Football, Match Day** for the Amstrad, BBC or Spectrum is the best of the rest.

Not all of us see soccer as a mere game however. There are some of us who delight in pouring over statistics and records, and some who use computers to help run their own leagues. Yes, people do still actually play the real game.

For such people two Spectrum programs from the **Spartan Sports Association — Club File and Tables** — are valuable aids.

I also liked **League Table** and **Champions,** both from **Football Follower,** which work out past form and list winners (useful for pools punters) and another Spectrum home-produced program called **Tables** which enable you to keep up-to-date records for the entire Football League and Scottish League, from **Football Software**.

I fear that none of these information packages will help you win a fortune on the pools, and I'm pretty sure none of them will make their creators very rich either. We'll leave that side of soccer to our boys in Mexico. Long may they be needed to endorse the next crop of football computer games.

MANAGERIAL GAMES

★ FOOTBALL MANAGER
Addictive Games, 7a Richmond Hill, Bournemouth.
Tel: 0202 296404
BBC, Electron, Dragon, Amstrad, C64, Vic 20, Spectrum, ZX81

★ THE BOSS (also The Champions)
Peaksoft, 48 Queen Street, Balderton, Notts
Tel: 0636 705230
C64, 16, Amstrad, MX, BBC, Electron, Dragon, Tandy, Spectrum £6.95-£8.95

★ UNITED
CCS, 14 Langton Way, London SE3 7TL
Tel: 01-858 0763
Spectrum £6.95

★ BIG LEAGUE SOCCER
Viper Software, Eardley House, 182-4 Campden Hill Road, London W8 7AS.
Amstrad £6.95

★ LIVERPOOL
P. M. Corbishley, 212 Walmersley Old Road, Bury
Tel: 061-764 0229
Spectrum, Atari £8.45 (£14.95 Atari disk)

★ OFFICIAL F.A. CUP GAME
Virgin Games, 2-4 Vernon Yard, Portobello Road, London W11 2DX
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Amstrad, C64/128, Spectrum £7.95

ACTION GAMES

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Artic Computing Ltd., Main Street, Brandesburton, Driffield, North Humberside YO25 8RL
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★ KICK OFF
Bubble Software, 87 High Street, Tonbridge, Kent Tel: 0732 355962
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★ INTERNATIONAL FOOTBALL
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C64 £14.99

★ MATCH DAY
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★ LEAGUE TABLE/CHAMPIONS
Football Follower, 4 Brampton Court, Bowerhill, Melksham, Wilts SN12 6TH
Spectrum £6.95, £4.95 (or £9.50 both)
Amstrad, BBC, Spectrum £7.95-£9.95

★ BOBBY CHARLTON SOCCER
D.A.C.C. Ltd., 172 Finney Lane, Heald Green, Cheadle, Cheshire SK8 3PU
BBC, Electron £11.95 inc p&p

★ GLENN HODDLE SOCCER
Amsoft, Brentwood House, 169 King's Road, Brentwood, Essex CM14 4EF
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★ ROTHMANS FOOTBALL QUIZ
Cassell Ltd., 1 St Anne's Road, Eastbourne, East Sussex BN21 3UN
Tel: 0323 638221
Spectrum £9.95

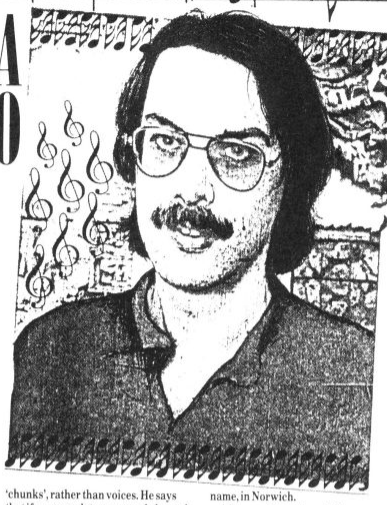
★ CLUB FILE/TABLES
Spartan Sports Association, 29 Feltham Avenue, East Molesey, Surrey KT8 9BJ
Tel: 01-941 3253
Spectrum

★ TABLES
J. Moore, Football Software, 26 Trembear Road, St. Austell, Cornwall
Spectrum £5.95

Simon Inglis writes on football for the **Guardian** *and* **Observer.** *He has written three books on football and is currently the official historian for the Football League's Centenary History. His second book, The Football Grounds of England and Wales, has sold over 20,000 copies to date and has been widely acclaimed. His latest book, a history of British football scandals, has also aroused great interest. Both are published by Collins Willow. He writes on a BBC B computer and his record score at Hopper is 28,540.*

WAP-BOP-A-LULA A-WAM-BAM-BOO

Rarely rising before midday, C+VG jet-setter JIM DOUGLAS broke the habits of a lifetime and headed for parts unknown . . . Newcastle. Why? To discover the secrets of a man, a micro and his music.



I stood alone on the platform, which was shrouded in mist. I blinked away the dawn and boarded the train. I had all the necessary equipment. Notebook, tape-recorder and Geordie phrase book.

Three hours later I was confronted by the horrible realisation that I wasn't going to need the latter item after all. The people here actually spoke comprehensible English.

This, friends, is Newcastle. The basis of a thoroughly baffling cliche about "coals" and, more importantly, home of Mr Rob Hubbard — musician extraordinaire.

For the uninitiated, Rob is probably the man behind that infuriatingly catchy theme tune on your favourite arcade game. His list of game sound tracks are as long as your arm.

Rob's "workshop" is a large room with a back wall which seems to be constructed with very thick books. A brief perusal of the titles show they are not wholly unconnected with his programming.

Rob likes to get the "mood" of a piece of work. For a recent project he bought books and records on the subject of Russian Balalaika music, and for a karate game he worked on, he played the *Merry Christmas, Mr Lawrence* soundtrack incessantly, before realising it was "rubbish", and composing his own piece!.

The name of the game for Rob is space. Sometimes he is given a handful of kilobytes to play around with. Other times, however, he isn't so lucky, and his tune has to go through several stages of compression before fitting into the ridiculous space left over after an extravagant programmer has finished.

His "brief" can be as vague as a few hopeful adjectives over the phone from a software house, or a couple of photos. Sometimes, he actually gets to see the game . . . !

One of his newer projects, *Master of Magic*, the excellent Mastertronic *D&D* game, contains a piece over five minutes long, yet Rob managed to fit it into 3K. How long would something like that take to program?

"About four days."

Solid?

"No. It'd be spread over — hopefully — about two weeks. Even so, it'd be four days of pretty hard graft.

"I like to work so that I can, like, do a certain amount and then leave it, and go back after a while to see what's wrong with it, and what's right with it. If you work in a long stretch, you lose your critical facilities. Know what I mean?"

Like any writer, Rob is a little protective about his work. Has a software company ever decided that his music isn't 'right' for a certain game?

"No. Reviewers have thought that, but nobody else!

"But you know what reviewers are like . . ."

His programs are all (of course) machine code, and extremely confusing to look at for the simpleton interviewer. He works with sub-routines and tables and raster interrupts.

This was all a bit beyond me — being something to do with 'fitting it onto the time it takes to cross the screen'. When visible, they make the Commodore look rather like a Spectrum whilst loading.

Rob's music is structured. The way he explained it made his system sound rather like Forth. One command branching to another, which, in turn, calls another and so-on.

When writing the tune, he works in 'chunks', rather than voices. He says that if you complete one sound channel, or 'voice' it's very hard to make sure the other channels are in time. If you do it piece by piece, perfecting each couple of seconds of music at a time, with all three channels going at once, it's easier to handle.

A word familiar to BBC users will be 'procedure'. This is how the 'Forth' idea works. It's really quite simple.

If your music is going to play the same set of notes more than once, write a procedure. It's easier to call it twice than to store the data twice. The more notes you fit into a procedure, the more space you save.

What with conversions, rushed deadlines and out-of-the-blue requests for certain items, it sounds like a full-time job.

"Well, I play in a band as well. Doing cover versions of other groups' records. I play keyboards. Doing clubs and that."

Which presumably helps to forget the computer for a while?

"Yeh. For a few hours I'm in a completely different place with different people. It's a break to get on stage and play with the band."

Rob works on at least a couple of projects at a time. When I was there, he had just about finished the theme for *International Karate* for System 3, and *Proteus*, for a company of the same name, in Norwich.

After searching through his disgustingly orderly box of discs, he loaded one — "You have to wait ages for this." — and gave me a demo. A fairly tame 'ching' started the tune, and then mixed with a 'woooo', a 'tcheee' and some others I can't spell, until the poor old Commodore was busting a gut and sounding eerily like a soundtrack for a rather up-market martial arts movie.

It's frighteningly good. How long did it take to do this one?

"Oh, I spent quite a long time on this, er, a couple of weeks."

With ideas for computer games being used up at a ferocious rate, I sat on the train home, wondering how long it will be before people start writing games around Rob's soundtracks.

THE ROB HUBBARD FILE

Favourite Food: *Steak & Kidney pie/ Lasagne ("a decent one . . .")*
Favourite Drink: *Coffee*
Most disliked TV show: *"Anything with Terry Wogan in . . ."*
Favourite TV show: *Fawlty Towers*
Favourite Music: *Chick Corea*
Favourite Movie: *Never Ending Story. "It was quite good . . ."*
Countries Visited: *Belgium/Austria/Italy/ Denmark/Norway/Sweden/Jersey*
Pet Hate: *Baseless "my computer is better than yours", 'debates'*

Heavy on the Magick

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OLD TROLL!

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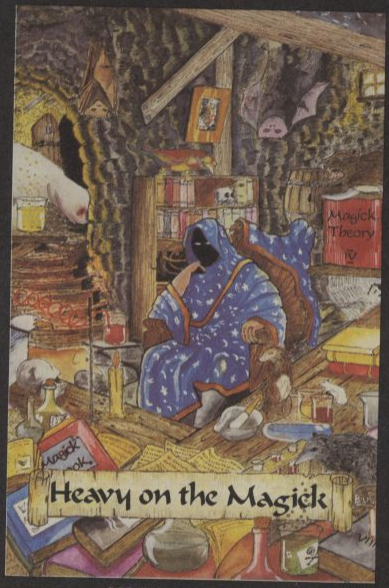

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C+VG COMPETITION

Ever wished that you could get all your favourite computer game tunes on one tape? Of course you have! And now you CAN thanks to the ace computer musicians at **Mupados**. They've produced a special audio tape called **Datahits** complete with special disco mixes of tunes like **Rambo, Ghostbusters, Crazy Comets** and the theme from **Chariots of Fire** which graced **Hypersports**, runner up in the arcade section of our Golden Joystick Awards. On the B-side is a useful database which you can use to index your games tapes, or even your record collection. **The Softwhere?** database runs on C64 and Spectrum computers — but **Datahits** will run on any cassette recorder or ghettoblaster!

We've got 50 **Datahits/Softwhere?** to give away thanks to **Mupados** — 25 for the Spectrum and 25 for the 64. All you have to do to get your hands on one is call up our special C+VG Datahit-line and identify the THREE tunes on the tape. Once you've done that just fill in the coupon and rush it to Computer + Video Games, Datahits Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is June 16th, the editor's decision is final, and normal C+VG rules apply. The number to ring is **01-251-5633**. Don't give up if you don't get through right away, this is an answerphone service and you'll have to wait your turn.

C+VG/DATAHITS COMPETITION

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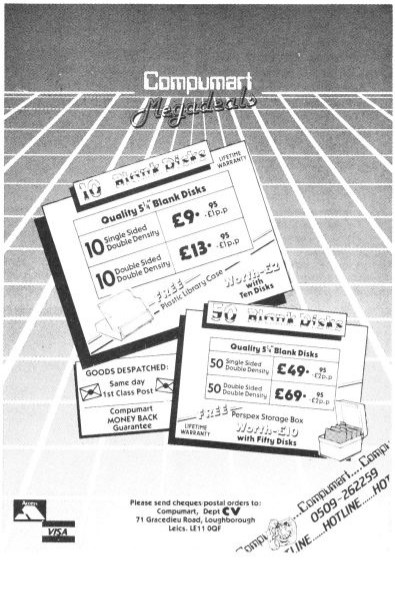

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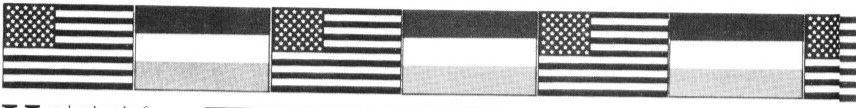
East and West are separated by the mythical Iron Curtain and numerous ideological differences. But when it comes to creating computer entertainments, people on both sides of the great divide have remarkably similar ideas. Here C+VG looks at two well known software development teams in the USA and Hungary. California's glitzy LUCASFILM operation and ANDROMEDA SOFTWARE, behind the Iron Curtain in Budapest.

EAST



How do a bunch of programmers who've never seen a golf course, let alone held a golf club, create the ultimate golf simulation? C+VG editor, Tim Metcalfe, visited the Hungarian Andromeda Software team in Budapest to discover just how they did it.

Ariolasoft's superb *Golf* simulation has been under development for many months in different locations in and around Budapest.

Not that it had to be done in secret for fear of police raids on ideologically unsound programmers. It's just how the Andromeda operation works.

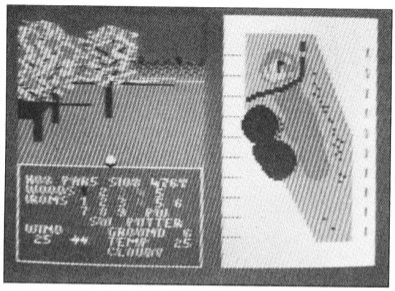
Groups of programmers work together on games designs using the Andromeda offices in a Budapest backstreet as a meeting place where thorny programming problems are hammered out with Andromeda boss Donat Kiss and his team.

The *Golf* group were just one of several teams of programmers developing games for Andromeda and the UK software labels.

Golf was the brainchild of games designer David Bishop who heads the Tigress Marketing concern, and Ariolasoft's Ashley Grey.

Their aim was to create the perfect golf simulation. Getting the game perfect has taken time. After all, C+VG first saw the game in a completely working form last September. It's taken since then to simply get the fine tuning of the program done to the satisfaction of Messers Bishop and Grey.

So how did the Andromeda programmers get to grips with a game they've never seen or even played? To begin with they were supplied with videotapes of the golf classics ferried over by David Bishop — who also supplied details of the courses, and even took a golf club and golf balls with



him on one of his numerous trips to the Hungarian capital.

David had designed the game to feature four of Britain's top championship golf courses, including The Belfry, Wentworth Old Course, Sunningdale and Royal St Georges, Sandwich, plus a Golf Construction Program which enables the player to create his own course. Either something resembling a crazy golf course or their local course.

The programming team went to work on the design and came up with the superb simulation which was launched on an unsuspecting world last month.

The main problem areas appeared to be judging the power of the players' swing and how the ball bounced. Early versions were a novice golfer's delight. The ball flew for miles with just a tap of the club and the ball bounced around like one of those compressed rubber Superballs!

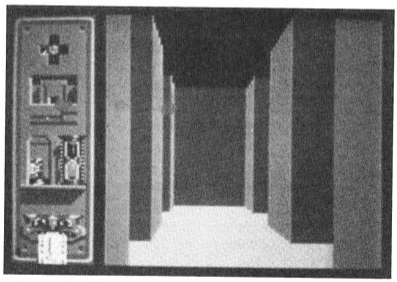
That's where the videos came in useful — giving the programmers a feel for the real thing.

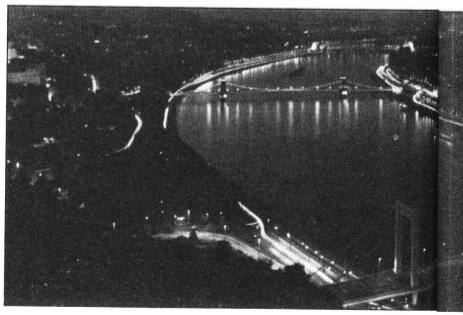
Golf is just the latest in a long line of games from the relatively unknown Andromeda team. Probably their most famous game to date came out of the collaboration between Domark and Ian Livingstone which created the adventure with the £25,000 prize tag called *Eureka!*

They also created games for the Creative Sparks label — *Bird Mother* probably being the best known — and the defunct K-Tel lable. Then came *Tour De France* an excellent simulation of the classic cycle race which was produced for Activision.

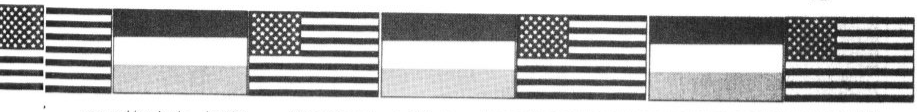
More recently the collaboration with Ariolasoft has produced the excellent *Wild West* graphic interactive adventure, *Starship Andromeda* a space strategy game, plus *Golf* of course.

Ironically there just isn't a games culture in Hungary. C16's





meets WEST



are used in schools — but the Commodore 64 is regarded a business machine and only used for games by very few owners.

This is probably due to the extremely high price of machines in Hungary. You can get a Spectrum but it will cost you in the region of £350-£400!

Computer shops are in evidence in shopping areas — some owned by the government and some by individual companies sponsored by the State. Novatrade, Andromeda's parent company, has recently opened a new computer shop which would look at home in London's Tottenham Court Road thanks to its hi-tech design and range of hardware and software available. But again its mostly business oriented.

One of the most interesting groups associated with Andromeda is Czasar studio. It was Czasar's team who produced *Wild West* and *Starship Andromeda* — and Mirrorsoft's *Ceasar the Cat* game.

Under the eagle eye of Czasar's the team are producing some interesting stuff. Like the animation system they use in their games which works a bit like a jigsaw puzzle. The computer pulls the bits of graphic it needs into the screen at the appropriate time.

Hungary has a long tradition in cartoon animation and the Czasar Studio is taking it into the micro-chip age.

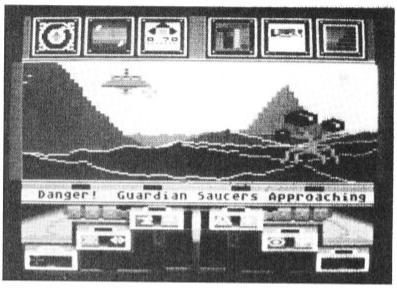
Like David Fox at Lucasfilm, Czasar is talking about games that are more interactive and that suck the player into an event or situation.

Great minds think alike they say — what could happen if East ever gets to meet West?

Horrible aliens and charismatic heroes. Space ships streaking across multi-coloured galaxies with their lasers blazing. These are just a few of the images that come to mind when you mention the name George Lucas.

Founded by the smash *Star Wars* movie his LUCASFILM empire is a company expert in stunning special effects and heart-stopping action. The same goes for LUCASFILM GAMES, a fully-fledged member of the LF family.

C+VG's American correspondent Marshal M. Rosenthal paid a visit to sunny San Rafael, California to discover a few secrets. He took the pictures too . . .



David Fox was so impressed by the special effects used in the movie *Star Wars* he decided that one day he would work for the company that created Lucasfilm. In September 1982 he was hired as one of the first programmers/games designers of the then very new Lucasfilm Games division.

Fox became involved in developing two new games to be marketed by Atari. They were to be "super" carts, 32K programs that fooled the Atari computers 16K limit for cartridges (a technique called bank-switching).

"The atmosphere was open with no set rules," says Fox. "We were free to experiement and play around."

The two projects became *Ballblazer* and *Rescue on Fractalus*. *Ballblazer* had a split screen with three-dimensional views to enhance a futuristic version of soccer. *Fractalus* flew you around a planet in search of downed pilots, fighting off gun emplacements, and even encountering aliens-in-sheep's-clothing!

Fractal graphics created quite a stir. Imagine, three-dimensional scenery which never repeated itself, yet was consistent and believable.

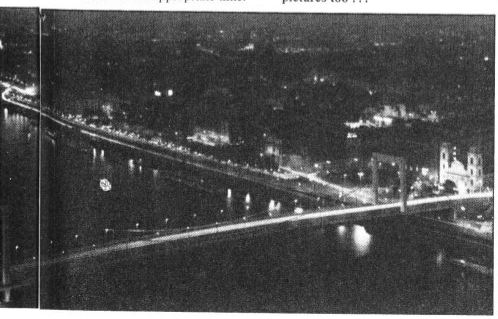
Atari was planning to release both programs sometime in late 1984, but then the house fell in. Atari went under, and both games went into limbo.

"What we did then," says Fox, "was coordinate with the Epyx company. We decided on a disk based product. Now we could use more memory for refinements like opening graphics and a high score table."

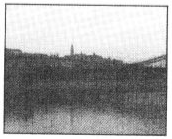
Fox mentions that a program goes through many changes before it is finished.

"George (Lucas) came in one day and saw something the rest of us didn't notice about *Rescue* —

Continued on page 78

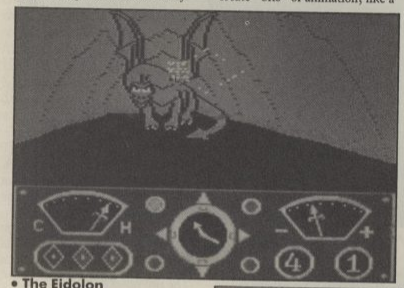


• Budapest



that it had no "action" to resolve. We were so excited about the flying effect, with all the mountains and sound, that we hadn't considered adding "shoot-em-up" elements. But by looking at the game with a fresh eye, we could see that the player needed to do more than just fly around. Though it is pretty neat! Having a weapons system improved the game play.

" Meanwhile, *Ballblazer* was almost finished, in fact it almost seemed that it leapt fully grown from concept to software reality."



• The Eidolon

New ideas becoming reality. You wonder about this as you enter the dusty old mansion, and peer at the crumbling diary left within a secret workshop. It reveals a world of wonder that can only be penetrated by a strange device, the *Eidolon*.

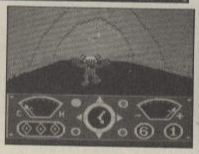
The machine sits there, adorned with ornate symbols and dials. Entering, you push the lever and are engulfed within a mesh of power as the room whirls and spins about. The dizziness ends to find you staring out at a seemingly endless cavern of tunnels and passages.

Strange balls of fire career off the walls, as colourful gems tempt your eye. A myriad of creatures pass by, some humorous while others seem not too friendly. And all the while there's the feeling that something is sneaking up behind you.

You must gather the gems and face the dragon of the cave, in order to move onward to the next level. How this is done is a mystery that each person must solve for himself.

The Eidolon is more than just fractals turned upside down. The walls twinkle with an intermittent light that evokes a sense of wonder. The program features a number of innovations, not the least being the music that plays during loading sequences — helping to remove that "waiting" syndrome.

But the most interesting of all is the large size of the onscreen characters. "We got tired of all those tiny, tiny figures," says Fox, "so we developed ACE (Animation Cell Editor). This program lets us create cell animation similar to that of hand-drawn cartoons. We can create "bits" of animation, like a

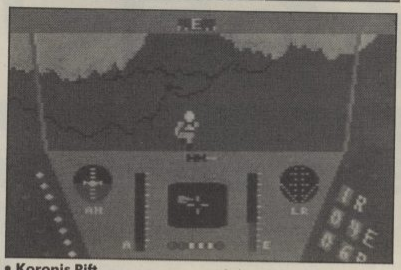


dragon's head, and merge it in place with other segments also animated. So the dragon can twist his neck, blink his eyes and move his wings all at once. Additionally, each animated segment moves along with the other sections for a fluid look."

Koronis Rift takes you out of the sky and puts you behind the steering wheel of a land rover. You are a space scavenger, searching the many levels of the fabled *Koronis Rift* for valuable deserted devices.

Pilot along zig-zagging terrain in search of artifacts, using the tech-robot to break them down into portable components. Bring back as many as you can to your ship, where a highly skilled robot translates the booty into cash, ship stores or systems to carry on the rover.

Sounds easy, but there's a catch.



• Koronis Rift

Protective devices flit to and fro on the planet, trying to fry you. Careful planning is necessary, for only experience can tell what equipment will lead to success.

"A number of changes were incorporated in *Rift*," says games designer Ron Gilbert. "We like what the fractual effect did for *Rescue*, but wanted the mountains to have a sense of distance, not just popping up on you. We created a better feeling of depth by having the landscape enlarge gradually." Gilbert notes that this realism is also enhanced by a shading technique they developed.

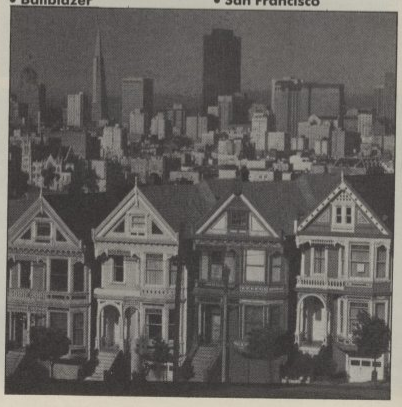
The game requires strategic thinking as well as a quick trigger finger. There are controls to monitor, directions to search, and artifacts to find and inspect. "We're very happy with the speed of the game-play too," Gilbert adds. "All that onscreen action requires a program that moves along as fast as your reflexes. *Rift* is really great."

New projects at Lucasfilm Games are shrouded in mystery. But C+VG can reveal that at least one new game is going to be based on a new movie starring an amazingly famous puppeteer. Watch these pages for more details nearer Christmas!

Author's bio: When not operating his commercial photography studio, Marshal M. Rosenthal is a journalist for a number of domestic and overseas publications.

• Ballblazer

• San Francisco



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I.D.E.A.S CENTRAL

(NERVE CENTRE OF IDEAS CORP)

Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.

COMMODORE

G Elliott of South Shields has sent in this poke for Gremlin Graphics' Thing on a Spring. Once the pokes have been entered, you will not run out of oil when you touch any sprites and when a piece of puzzle, a switch or an oil can comes on to the screen you can pick it up. Rewind tape to the start and type LOAD"" when ready tape POKE1010,141: POKE1011,5: POKE1012,128 RUN

Loading will commence as usual then the computer will reset after loading. Type:
POKE 18001,255 Return
SYS 16384

To disable the lasers on levels two, three and four you should hold down these keys while on the title page T,H,I,N,G INST/DEL. From Simon Hegarty we have pokes for Strangeloop and Who Dares Wins on the 64.

Strangeloop

Load as normal, then start game and get onto save game position and press run/stop restore. Now enter these pokes.
POKE 45486, 173 for infinite lives.
POKE 44217, 173 for infinite fuel.
SYS865 for restart game.

WHO DARES WINS 1 and 2

```
10 PRINT CHR$ (147)
20 FOR A = 272T0306:READB:
POKEA, B: NEXT A
30 SYS272
40 DATA 238, 32, 208, 169, 1,
170, 168, 133, 183,
50 DATA 32, 186, 255, 169, 0,
60 DATA 32, 213, 255, 169, 76,
141, 209
70 DATA 3, 169, 102, 141, 210, 3,
169
80 DATA 254, 141, 210, 3, 76,
174, 2
```

Make sure there are no errors then type RUN (return). When the program has loaded enter these pokes:-

Who Dares Wins 1
POKE 5748 — number of lives 1-255.
POKE 5569 — number of grenades 1-255.
SYS 16384 to start.

Who Dares Wins II
POKE 5702 — number of lives 1-255.
POKE 5513 — number of grenades 1-255.
SYS 16384 to start.

SPECTRUM

Commando pokes for the Spectrum comes from David Warner of Temple Cloud.

```
10 CLEAR 40000
20 LOAD""CODE: POKE 65524,
201
30 RANDOMIZE USR 65485
40 FOR X = 23296 TO 23312:
READY: POKE X, Y:NEXT X
50 DATA 33, 255, 254, 1, 206, 0,
126, 238, 170, 119, 35, 11, 120,
177, 32, 246, 201
60 RANDOMIZE USR 2329
70 POKE 65441, 239: POKE
65442,254
80 FOR X = 65263 TO 65278:
READY: POKE X, Y:NEXT X
90 DATA 62, 0, 50, 253, 236, 50,
254, 236, 62, 200, 50, 131, 121,
195, 199, 255
100 RANDOMIZE USR 65279
```

Type this in before you play the tape. When you have finished typing it in press Run and Enter then just start the tape as normal.

AMSTRAD

Richard Alpin, who is better known as Gremlin to readers of Ideas Central, has sent in this poke for *Soul of a Robot*. It will allow you 255 lives, you won't die when you fall too far and best of all it will allow you to jump in mid-air. To save time put it onto a blank tape. Rewind the tape and run the listing at the bottom of the page.

Overdrive

Before loading the game type, 7&FE45=10, giving almost triple the score.

VIC 20

The following routine running on the unexpanded Vic 20 will allow players of DUCKSHOOT to obtain infinite bullets.

```
10 on error goto 20:openin ""
20 call abc0:link 0,0:borner :link 1,24:link 2,12:link 3,6
30 ck=0:for t=830 to 2016: read a$:poke t,val("&"+a$):ck=ck+peek
(t):next
40 if ck<>49377 then print "&&out!":end
50 locate 1,1:mode 1:call 830
60 data 21,5,8,11,5,00,01,36,01,&0,&0,3,3c,00,21,03,00,7a,87,
28,06,00,3c,&8,25,18,r0,05,00,3a,01,00,68,&0,11,00,3c,00,77,&1,21,
&8,03,00,83,&0,00,7A,&0,00,21,5F,01,00,&8,03,00,21,03,01,00,&8,03,
3E,FF,32,01,09,21,F1,13,00,&A,00,21,9A,18,00,&A,00

70 DATA 21,22,08,00,&A,00,21,2A,01,11,&5,1D,01,10,00,&D,&0,21,48,
01,22,&6,1c,03,00,07,36,00,23,36,00,23,36,00,69,53,0F,75,00,2D,&7,
69,2D,01,2D,3c,0F,&8,0F,74,2D,75,2D,01,03,0E,05,5F,2D,4D,43,4D,4C,
58,38,38,36,49,20,62,79,20,20,20,20,47,3C,45,4D

80 DATA 4C,49,4E,2E,20,20,47,72,65,6D,6C,69,6E,20,63,72,61,63,6E,
73,20,74,68,65,20,07,61,6D,65,73,20,0F74,68,65,72,08,61,03,62,65,
72,73,20,63,61,6E,27,74,20,72,95,61,63,68,21,00,0A,00,0F,0E,43,3c,
41,43,4E,45,44,20,42,59,20,47,20,3c,20,43,20,4D,20

90 DATA 4C,20,49,20,45,20,20,0F,01,A7,01,0E,7F,3c,00,00,&2,1F,F5,
4D,&D,49,&D,79,57,0D,1E,BE,7A,30,2E,69,FF,3F,F5,FF,4D,9c,1c,AE
```

VERFIY the loader and then LOAD in the main part. Now enter POKE 5611,40: RUN. The bullet eating ducks will not cause any more trouble, as you will have an endless supply of bullets. Thanks to Mario Richard of Rochdale.

HELP

Leon Mooney of Greenock needs help on three games. On *Rambo* he wants to know if it is possible to escape from the POW camp and get killed finding himself back inside again? *In Back to Skool*, how do you persuade the frog to enter the cup in the girls' school and finally on *Frank Bruno's Boxing* he would like to have the codes for boxers four-eight.

John Melling of St Helens has had *Knightlore* for the last 12 months and would like to know of any pokes.

Finally a reader from Kent would like some help on *Jet Set Willy*. He has had the game for a few weeks and can't get very far due to the fact he doesn't know what the codes are. Can anyone help? He has the Commodore version.

STRIKE FORCE HARRIER

Some help from Mirrorsoft for would be pilots who cannot locate and destroy the enemy HQ.

Do you keep getting a red screen even though you are completely under control and your landing sites are secure? Could be that a mountain got in the way. If you are anywhere near a mountain and go into a steep dive or turn, the collision detection equipment can start to malfunction. So be careful.

Don't perform steep dives or turns in the vicinity of mountains until you have got to know your limitations. When calling up a landing site, you don't get the "Over GS" message, take off again vertically. Then use the homer to locate the exact landing site and land again. One last piece of help — it must be a vertical takeoff as you are on unprepared ground. If you need any more help here is a Harrier Hot Line 01 377 4837.

SAMANTHA FOX STRIP POKER

David Mason has been playing poker non stop with *Samantha* even since he bought the game and finally managed to beat her!! Here he tells you what happens with the following amount of Sam's pounds:

1045 She is wearing everything.
845 — takes off her gloves.
645 — she has her dress on.
445 — she removes her dress.
245 — she undoes her bra.
45 — she goes topless.

One other hint is if you are certain that you are going to win then bet as much as you can. Sam mostly goes for straights when she has got the chance.

FAIRLIGHT

First of all take the scroll near the start, and then pick up the crown from the top of the doorway (you will have to stack some objects to reach it). Now go back to the chequered room which contains a throne, avoid the monk and push the nearest panel to reveal a hole which contains a cross and store this somewhere safe.

Go to the caves and search the walls using the crown, this should open an invisible door which leads to a blue tomb room. Move the body and push one of the panels on the top to reveal a help, fall down the hole and you will be in a white tomb which contains the book of light, take the book and use the scroll. Store the book along with the cross.

Now you must collect two potions. The first is in a chequered room with two whirlwinds, the second is in a room with whirlwinds and a monk — freeze them with a hourglass and then get the potion. Taking the cross, potions and book of light, go to the outdoor location with carnivorous plants and kill the guard, take his key. Enter the tower and pass the monks by dropping the appropriate objects in front of each monk and pushing it into him. At the top of the tower you will find two nasty guards and a locked trapdoor which will be opened by the book of light.

Go through the trapdoor to find a room with the Wizard tied to the wall and a key. First take the key and go back to the exit, drop the book of light nearby and you will see the wizard change to a Monk. Quickly drop down the hole and make you way back to the beginning, where the key you have just found will open the double doors and you have completed the game. Thanks to J Blakeley of Leeds.

YIE AR KUNG FU

Here is a poke for the BBC B version of *Yie Ar Kung Fu* sent in by V. Spanner. Type in the following: 10*LOAD"YIE1" 20*LOAD"YIE2" 30?&11C4=&14 (you can change this to allow more energy) 40PAGE=&5200 50*RUN YIE 3. Save this as "YIEO". Load Yie-Ar and YIE-AR normally. Then load the above program and then the rest of the game normally.

And now to the game itself.

Bunchu — To get past him jump to either end of the screen and wait for him to fly at you. Jump so that he does not hit you and punch and kick him. Keep kicking and punching until his KO has gone.

Star — To beat her you must jump so that you are in front of her. She cannot hit back if you stay close. Only attempt a kick when she has one block left.

Nuncha — Switch to kick mode as he is dangerous when he swings his sticks.

Pole — He is one of the easiest. Just keep kicking him.

Chain — He is the hardest to kill. You must wait till he is swinging his chain around his head. Jump on hm and then start kicking and punching him. Jump back before his chain gets you.

Fan — Similar to Star.

Sword — Watch out for his sword.

Clone — Very hard to beat. Pull out all your punches for him.

ZALAGA

To get extra lives (up to 255) *LOAD the main section of code, located after the title page programme, (This might be a bit difficult for users new to the BBC system as the code is LOCKED for protection against piracy, so a routine to unlock it will come in handy here.) then enter ?&301B=&FF and CALL &4522. This will give the maximum number of lives, 255 or &FF, but this can be changed to any other number below 255 if you don't fancy playing all day.

MR. EE

To make yourself invincible LOAD the first programme in the normal way (LOAD""), then list it. Type REN. and then enter this line, 95 ?&1ECB=&EA. Now all you have to do is type RUN and the programme will continue in the normal way, only the loading title page won't appear, and when you die you get an extra life to replenish the lost one.

Another one for the BBC B from Stephen Coventry, for infinite lives on *Ghouls*. Type in Page = &2200, then LOAD"GHOULS2". Once loaded, type in List 35' change where to LI=99999. Then List 60. Edit the line changing FOR F=0 to 32 STEP 16: (etc) then List 2055. 2055 NEXT and finally LOAD"???"

A cheat move for *Three Weeks in Paradise* from Nick Gitsham for the Spectrum. Make Wally lose one life and while he is dazed on the floor hold down the keys Symbol Shift, P and D simultaneously to give infinite lives.

Melisa R

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 big-headed to think everything is perfect.

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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.

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C64 user wishes to exchange programs and tips with people all over the world. Send list to Graeme Muir, 32 Bracken Street, Glasgow, G22 6LY. All letters replied to.

C+VG ADVENTURE NEWS

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

C+VG READERS TASTELESS . . ?

C+VG readers have no taste! And that's official. This, anyway, was the news story carried by **Micronet 800**, the "magazine" within Prestel. Reporting on the **C+VG Golden Joystick Awards** ceremony, Micronet commented: "The aging comic's readers displayed their usual lack of taste in plumping for **Commando** by **Elite** as the arcade game of the year."

The adventure awards — **Red Moon** from **Level 9** was voted Adventure of the Year — came in for a special mention: "The judges pointed out that although the adventure (Red Moon) did not perform spectacularly in the charts, it still managed to get a personal rating of ten from C+VG reviewers . . ."

What judges? C+VG's readers decide who gets the awards in postal ballot! Come on Micronet — get your facts right.

SECRETS OF THE CAVE REVEALED

The unbelievable secrets of the little twisty passages of **Colossal Caves** are about to be revealed by those busy lady teachers from St. Bride's. **The Very Big Cave Adventure** is released by CRL.

Watch for our review! Also from CRL, comes an Amstrad version of the spoof Delta 4 game, **Robin of Sherlock** (reviewed C+VG April) priced £7.95.

MORE FROM MOSAIC

Snow Queen, originally to have been released by the ladies of **St Bride's School** some months ago, will be in the shops during May under the **Mosaic** label. At £9.95, this illustrated Quilled adventure, will be available for Spectrum and Commodore 64 initially, with an Amstrad version to follow.

Mosaic's summer titles will include **Story of the Amulet**, based on the book by **E. Nesbitt**, and written by the **Ram Jam Corporation**, and **Growing Pains of Adrian Mole, from Level 9**. The new Mole will, says Mosaic's Vicky Carne, have more decisions for the player to make than the original game.

DELTA 4 SILVERSOFT SPLIT!

What's this? The wacky guys at Delta 4 have decided to go it alone and split from their business partner Silversoft.

Rumours are rife as to the exact circumstances of the split. Delta 4 make it sound somewhat complex.

In fact, the departure of the two companies seems to be a good opportunity for a reminder of their products. Who needs reminding of the wickedly funny **Bored of the Rings?** Apparently Delta 4 seem to think so, as we are reminded of this and, more blatantly, **Robin of Sherlock**.

The games will still be available. They have been re-launched by Delta 4.

However, just in case you thought you were going to be able to get back to some fairly normal adventuring, Delta 4 plan to return with **The Boggit** . . ! Watch out!

MAILBAG

● A funny thing happened to Bilbo on his way to Smaug. He was trying to get Thorin into the barrel (and stay there) when two goblins entered and captured him. They captured the elf too, who then captured Bilbo which sent him back to the elf's dungeon where the goblins were waiting to capture him, etc.

This could have gone on forever, but Thorin got fed up and killed the elf. Thorin then decided he didn't want to go back to the elf's dungeon, and wouldn't go back through the magic door when Bilbo got him back there.

If there is a prize for the strangest unforseen program event (that isn't a crash) then it must go the disk version of *Hobbit*. The cassette version never did this!
K.G. Taylor,
Brecon

● Here is an offer you can't refuse. The fact that you give away t-shirts had never entered my thoughts before I read a recent issue. It was only reading the drivel you printed from a loony from Gwent, that I realised that such things existed.

Brown paper bags from Tesco's indeed! Only complete idiots don't know that Tesco's bags are white. If I were you, which I'm not, thank goodness, I would send him a brown paper bag and drop some potato salad in first, just to teach him a lesson!

But I digress. Send me a t-shirt, oh confused one, and I promise faithfully to send you a picture of myself wearing it!

Shock! Horror! Probe! Is The Fiend about to be unmasked? The answer lies in your own sweaty palms.

Shh. Yu no hoo!
Faringdon.

Keith's reply: OK — I've wiped my sweaty palms on one, and popped it in a jiffy bag! Try not to crack the lens, won't you?

● I was very interested to read your Pawn feature. The graphics must be really special to get the "Text-Only-Adventurer" raving about them. It's a shame that few users will have the opportunity to see the pictures, but with a command interpreter and location descriptions as good as you made them sound, it more than makes up for this!

I'd be interested to know when the game is going to be released on the CBM.
Des Gunn,
Hounslow.

Keith's reply: Thanks for your letter, Des. We'll report any news of the release of Pawn in the column.

● I've been in your honours list (for giving clues) three times, so don't I get a t-shirt for all the clues I've sent over the years?

At home, I've got my own book full of tips I've collected and I'm well known at school as the Walking Helpline.

I've had kids knocking on my door asking for help, as well as grown ups — that's fame for you!
Jason Nicholls,
Bradford

Keith's reply: Sorry Jason, you're quite right, you deserve a t-shirt! Seems I've been taking you for granted too long. And you're just the sort of person who should think of entering for the title of C+VG's Adventurer of the Year. See next issue!

C+VG ADVENTURE HELPLINE

HELP ME PLEASE!

Languishing in that favourite of adventurers' places, a dungeon, is **Jonathan Lee**. He tried to kill a princess. Serves him right! Mugging princesses in an occupation likely to get us adventurers a bad name! If anyone can get him out, Jonathan promises to turn over a new leaf. The game is **Adventure**, by **Micropower**, and played on a Beeb.

Andrew Bethel of Walsall, has come up with some **Ultima 3** clues this month, but also seeks help further on in the game. He is trying to find the Lord of Time, and the Mark of the Snake.

What, I ask, is **Iris Storey** up to, trying to get into a gents' toilet? Assuming she was really desperate, I helped her across the road, and prayed that I was not too late, in her **Pub Quest**!

The answers to **Mrs McKinnell's** plea on **Fourth Protocol**, has come from **Cpl D W Marshall** of BFPO 39. Proof: Fingerprints. Traitor recruited: False Flag. The rest are in the translation department in the University, to find out what SVETOFOR means," says **David Stinson** of Smethwick.

Mark Ivess lives in Gisbourne in New Zealand, and has been a C+VG reader since the second issue, back in 1981. And he is stuck in **Asylum** — who isn't?! He's got pills from the sick inmate, and that's about it! **The Institute**, from the same stable, is also baffling him. Having got the scalpel and piece of mirror, he can't leave with the bottle.

Also in New Zealand, is Andrew Dame of Wellington, who cannot open the treasure chest in **Zim Sala Bim**.

Nearer home, in March, Cambridgeshire, there is a bean crying out for water, and **Ian Fleming** isn't giving it any! Who can save us having to send him a bottle of Perrier, and help with **Ring of Power**?

"It's all a question of tickets," explains **Neil Davies** of Wirral, in reply to **Mark Evans'** problem in leaving the **Emerald Isle** beach. "He must have got there by train, and that is the way he must return. The best thing to have, of course, is a season ticket. On the other hand, if he wants to get through the spider's cave at the end of the beach, he should examine the stands."

What must it be like to be a lone adventurer, with no-one to discuss your problems with? That's the problem facing Neil, who continues: "Sorry to go on so, but no-one else in my family plays adventurers, so I've got to tell somebody!"

Come on, the Davies family — give it a try, that's an order!

A family that DOES join in, are the **Lilleys**, of Belfast. Robert sent me a rundown of part of **Worm in Paradise**. "These clues were made possible by many hours of hard work. My Dad did most of it, so blame him if they're wrong!" Hmmm! Thanks a lot, Robert's Dad!

Stephen Mulcahy of Co. Limerick cannot kill the wizard in **Sinbad and the Golden Ship**. Any help with this, or how to get the data to save for part two would be welcome, says Stephen.

Mrs Quinn has come to the rescue of fellow **Macbeth** player **Ann Stevens**. Her message is simple: "Go jump in the pond, Ann." But before you do that Ann, could you let **R. Jennings** know how to get a mummy out of the sarcophagi in the previous scene?

The **Macbeth** quest continues, with **R. Guest** of Sheffield desperately in search of herbs in part two, and not knowing who lies like truth in part four.

Hey, what's that buzzing sound? It's **Peter Jones** of Caterham, trying to get on a bus with little success in **Zzzzz**.

What's this, computer games in a jumble sale? Bound to lead to trouble — as **Andrew Rust** of Cambridge discovered, when he tried to get into Castle Oops in Hewson's **Quest**, one of the games in his job lot! This problem was having its heyday well before I started recording clues on the database! Open South seems familiar, but is there more to it than that?

A tramp and a Black Guardian are holding up Neil Tilleyu of Mitcham. In **Pub Quest** he is looking for things to give the tramp, whilst the Guardian is causing him untold misery, in **Seeka of Assiah**.

And finally, what is the password needed by the Droid, in **Mordon's Quest**? Somebody? Anybody?!

NEVERENDING MOANS!

Well, you can't win 'em all! A letter of disgust at my **Neverending Story** review came from Mr. P. Crispin of Dubba in Australia. In particular, he defends the lack of vocabulary, which I criticised, because it is mentioned in the instructions.

In particular, the reply "There is no verb in that sentence" obtained when the command THROW (object) is entered, is because the first three letters of the word are used in a different way, elsewhere in the game, says Mr. Crispin.

That may be so, but it is no excuse! The credibility of the game is spoiled by this ridiculous, and, apparently, ignorant reply.

"Surely anyone with a nine to five job and four adventure reviews to complete each month would solve **Neverending Story** in a week," he ends, implying that I am not exactly conscientious. Hmm, wonder how he knows so much about my workload . . . ?

Despite the criticisms leveled at **Sherlock** and **Hobbit**, for their bugs, there is one thing that can be said about the adventures. The flexibility of commanding other characters to do things, lends itself to some interesting possibilities and sometimes these have inexpected results.

Sunil Manghani of Mitcham has come up with an ingenious way of not paying the cab fare in **Sherlock**, and getting away with it! Simply tell Watson to hail the cab, and he will be charged the fare instead of you! "You can also get money from Lestrade and the cabbie, just by asking them!" he adds, slyly! You cunning old devil, Sunil!

Who says **Scott Adams'** original series is "old hat" and not worth considering these days? "At long last I've got it — **Ghost Town** for the BBC," writes **Guy Wilkinson**. "I have to use the school's computer, but who cares? I am finally walking down that deserted street as you and countless other adventurers have done. The wait has been a long one, but it looks worth it!"

Too many adventures are being let down with poor programming, bugs, slowness, and poor, illogical puzzles, naff scenarious, etc., thinks **John Yeates**, our perennial loony from Jersey.

John prefers space games like **Snowball**, or spoofs like **Bored of the Rings**.

"Haven't we got enough versions of **Colossal Caves** now? As for illogical puzzles, just take a tiptoe through **Philosopher's Quest**. How are you supposed to guess you must rub the ruby? And I HATE mazes, especially the unmappable ones where you don't have a clue on how to do them!" he complains.

LORD OF THE RINGS — YOUR VIEWS

Lord of the Rings has leaped into the charts, but many adventurers remain unimpressed by the game. It seems as bug-ridden as **Sherlock**, and the apparent superficiality of the play-testing that led to these, has come in for much criticism.

LoR bugs show strong signs of becoming a feature all of their own in the **Helpline** mail! For example, if you light a match you can smoke it, says **Pedro Loureiro**, of Setubal in Portugal, and when you come down from the top of a tree, the computer says "YOU CLIMB DOWN THE MAP."

Two readers took time out to question our ratings for the game, and given vent to strong feelings about the game:

• Bearing in mind the quality of the **Hobbit**, and the source material being drawn on, this should have been the best adventure game to date. It isn't.

So many players already own and know the Tolkien books, that Melbourne House's decision to package the game in a ludicrously large box with a copy of the book, at a very high price, can only be seen as gross exploitation of the customers.

It is not a particularly complex adventure, it has been a long time in the writing, and it has been released without the debugging a work of this importance deserves. Were it a car, it would be recalled for modifications.

S. G. Mitchell, Basingstoke.

Keith's reply: To be fair to Melbourne House, they HAVE to package the game with the books as part of the licensing deal with the people who control the rights to Tolkien's work.

• At first I was impressed with the package, but I am writing this letter to tell you how disappointed I am.

Graphics: What graphics?
Text: Quite long, but what are photos and gramophones doing in middle earth? This destroys the atmostphere that should be building up.
Animation: Worse than the Hobbit; characters don't understand as much. When I typed SAM "GIVE ME THE FOOD" the answer was: 'The me is too heavy for Sam to carry.'
Response Time: Nearly as long as the text, and even longer if you have to wait for other people to catch up with you.
Problems: What problems? Some tiny and boring problems in part one, and I was unable to find any in part two except how to enter Moria.
Bugs: CLIMB TREE, a natural action when in a forest, causes the game to crash. This should never happen after such an obvious command.

I hope that the second game will be MUCH better than this.

Amdreus Schnodewind, Monchengladbach.

ADVENTURE CLUES

THE HELM:
Below the griffin, and — KAZAM!

HEROES OF KARN:
Hadar's music and oiled hinges will lead to a chesty Khadin. Use a crucifix on the cobwebs of a coffin to find Khadin. Get a hero to wave a wand for a big leap.

EXODUS ULTIMA 3:
With the Mark of Kings, it is possible to travel beyond the whirlpool to Ambrosia.
Seek the ancient city of Yew, hidden in the mountains, and pray for divine guidance in a suitable place.

HAMPSTEAD:
For wedding bells, drive with memo and report, to enter the mansion.

MYSTERY OF MUNROE MANOR:
Make sure you have only one correct key for unlocking.

EUREKA ARTHURIAN:
Purchase a boat before going into the abbey — then OO from abbey via the marsh.

EUREKA CARIBBEAN:
When you are feeling nearly crushed, use the pump. The combination is on the terminal.

EUREKA GERMAN:
Use the mirror to answer the resistance.
Have a mark for a drink.
Pause for reflection before digging.

SORCERER OF CLAYMORGUE CASTLE:
The obvious way into the castle is not necessarily the best! Ferret about quickly, then walk up, for you won't stay that way for long!

FANTASTIC FOUR:
At the depths of despair, feel around a bit, and do some clobberin'!

ZZZZZ:
Ring the bell, and give it to the Sandman at the igloo. Thump a lift to cross the road.

MASQUERADE:
Get frisky twice, and press at the Squeal.

INFERNO:
Virgil is over the river and south from the start of the game. Notice what he is carrying.

WORM IN PARADISE:
Say HOME in a public place to be taken back to your tabidone.
To leave the ET system, say EXIT.
To get Kurt's helmet, put it in the dagger's barpak, wear the beotard under the tradclafs, and do it after the tousists have left.

DENIS THROUGH THE DRINKING GLASS:
Normal Fowler wants the boot polish!

FOURTH PROTOCOL:
Sveiotor is Russian for Traffic Light.

QUEST FOR THE HOLY GRAIL:
Read the piece of paper while wearing the jester's hat, for an Aramaic translation.

ZORK 1:
To speed the whole game up, kill the thief first.

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ADVENTURER OF THE YEAR!

Next month I will be revealing our plans to find the C+VG Adventurer of the Year! It has struck us all at C+VG that we have a tremendous amount of adventuring talent amongst our readers, and many are very generous with their time, in writing in to provide help for others.

There will be a fantastic prize for the winner, so don't miss July's Adventure pages! Meanwhile, read on to see just how helpful and adventurous our readers are! Could they win the title? Will you accept the challenge, and try to beat them?

I received an astonishing folder from **Bob Shepherd**, of Whitwick in Leicester this month. It contains solutions in the form of lists of commands, for 65 adventures!

"I am sending this book/binder to you, as I consider your magazine to have the best adventure section," writes Bob. Over the past few years I have read your section eagerly looking for clues to help me, and quite often they have. So I would like to return the help in the form of a present."

Play by phone adventuring seems to be Bob's speciality, as he has had help in his task from two friends, **Rod Jones** from Derby, and **Nick Carter** from Southampton. "We have finished a few other adventures, but I will be putting these in volume two!" promises Bob!

Thanks Bob, Rod, and Nick, and a t-shirt to all three of you is the least I can do!

ADVENTURE CLUES

This month's clues come with some help from: Andrew Bethel, Walsall; J. Barnsley, Stafford; R. Jennings, Kenton; Christopher Waite, Chelmsford; R. Strange, Chelmsford; Daveid Stinson, Smethwick; Mark Chan, East Sheen; John May, Rochdale; John Manifold, Ulceby; Marco Kelly, Bathgate; Jason Nicholls, Bradford; and Guy Coleman, Stratford.

ADVENTURE REVIEWS/1

MARIE CELESTE

- **Machine:** Spectrum 48k
- **Supplier:** Atlantis
- **Price:** £1.99

The Marie Celeste of this adventure is a deserted pirate spacecraft orbiting a nearby planet. You board the pirate ship with three main objectives — to find the treasures hidden aboard, locate the energy crystals with which to replenish your own ship's depleted fuel supply, and to find out what became of the vessel's crew.

As you begin to explore, it soon becomes apparent that although, at first, the ship seemed deserted, you are not alone. Eventually a two metre high android appears, hypnotises you, and throws you in the brig. Your first problem is to figure out how to escape.

Once you have regained your freedom, a means must be found to keep it as sooner or later that android will be back. The solution may eventually come as a shot in the dark!

One or two unusual items have their home abroad the ship. What would you make of a picture hanging in the captain's cabin? A holographic image of his mother, a sight so ugly that even the most seasoned pirate would be space sick! Not that the crew's quarters are any better, as the smell in there is enough to turn your stomach over.

Treasures are found in the most unusual places. Obviously the crew's mutual distrust of each other caused them to hide their valuables where they hoped no one else would find them. But even so, where has everyone gone?

Described as a graphic adventure, **Marie Celeste** has only crude graphics, but the game benefits from fast execution.

The other unusual aspect of the game is its ability to accept whole sentences as commands. This feature is not documented, and caused me quite a headache with one problem, until I discovered its existence.

On a final note, if you've played **Strange Odyssey** by Scott Adams, you may experience a little Deja Vu — there are some striking similarities.

Steve Donoghue

- **Vocabulary** 6
- **Atmosphere** 5
- **Personal** 6

THE TERRORS OF TRANTOSS

- **Machine:** Spectrum 48k
- **Supplier:** Ariolasoft/Ram Jam Corporation
- **Price:** £7.95

Villagers in Hapshall, south of the mountains of Mortran, are disappearing nightly, and it is thought that an evil Xyradd called Trantoss (Oh no! Not a Xyradd!) is spiriting them away. His powers must be stopped by destroying his mace, but no one is keen to carry out this dangerous quest. So a local thicko called Lobo and Scarn, a shady character, are persuaded.

You are they, in this game. As well as being able to SWAP between the two characters, there are some novel commands in the increasingly popular adventure format of interchangeable roles. PART lets the two move around independently, whilst JOIN makes them move together, provided they are in the same place when the command is given.

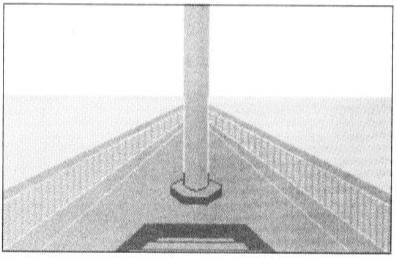
At the start it soon becomes apparent that there will be some frustration in managing to carry all the objects required.

In fact, kitting up is somewhat reminiscent of **Lord of the Rings**, especially as there is a type-ahead buffer of one character, and a nasty delay before input is accepted, after the text has screened. This quirk succeeds in preventing the fast-thinking adventurer from getting into any sort of typing rhythm, and causes lots of PARDON?s.

Eventually, the adventurer is set on his way with the help of a stranger, who drags the party at high speed through the forest to the edge of a ravine, and promptly disappears. The forest turns out to be a maze, with self-sealing exits.

If the text is slow, then it is compensated by the speed of the graphics. These are held in memory, and flash on the screen instantly. What's more, they are very effective and detailed — as good as you are likely to encounter on a Spectrum. The whole screen design is attractive, with the graphics occupying a vertical third of the screen to the left of the text area.

The problems are not easy, and whilst I would not complain about that, the



vocabularly, both input recognised and messages output, has a lot to answer for. NOT NOW is received all too frequently, and it is unclear whether this means that the command is invalid, or the action can be performed later.

The poorer features of the game are a pity, for the problems look as if they make for a good, and somewhat unusual adventure.

Keith Campbell

- **Vocabulary** 6
- **Atmosphere** 8
- **Personal** 7

PROJECT THESIUS

- **Machine:** BBC B and Electron
- **Supplier:** Robico Software
- **Price:** £8.95 Cassette, £11.95 Disk

Project Thesius is the sequel to **Rick Hanson** *(reviewed in C+VG as Assassin)*. Taking the title role, you become the toughest agent known to British Intelligence.

"The enemy" are up to their old tricks again. They've got a team of boffins working away on an island, to perfect the Advanced Weapons System. If completed, who knows WHAT damage it could do . . .

Your orders are brief: find the AWS development centre, gather as much information on the project as possible, and escape — presumably to enable the "good guys" to work on an anti-AWS system.

The game has a rather violent feel in places — the author is very proficient at writing "you are dead" messages. In the first fifteen minutes I'd been dashed to pieces by rocks, blown to bits by a booby-trapped chest, and shot by a trigger-happy woman with a rocket launcher!

There are three mazes in the game. The first is through a decaying, though populated, village. You will be told the route through the second maze if you make it to a rendezvous in time.

The program runs in mode six, and the player can tailor the screen and text colours. There is a vast amount of text — each location has upwards of five lines of description.

And the third maze? That comes in the final stages of the game. Whilst being chased by an armed guard with tracker dogs, you must cross a mined beach to reach a jetty. My lungs were bursting as I careered along the rickety wooded platform, which suddenly ENDED! The dogs were gaining fast. In true Rick Hanson fashion I crossed my fingers and jumped . . .

The game is thoroughly polished. It has a slick feel, and — more importantly — is fun to play. I never felt that the task ahead was impossible.

Jim Douglas

- **Vocabulary** 9
- **Atmosphere** 9
- **Personal** 10

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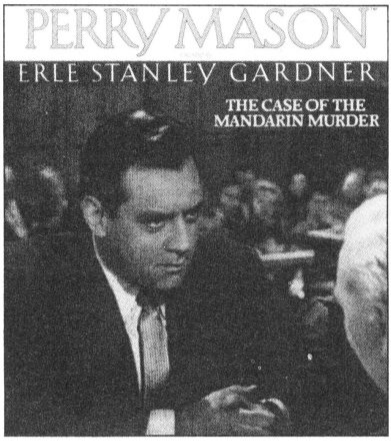
ADVENTURE

REVIEWS/2

PERRY MASON

● **Machine:** Commodore 64, Apple, IBM PC
● **Supplier:** Telarium
● **Price:** £19.95 (disk only)



Restaurateur Victor Kapp is found murdered in his luxury apartment, the day after his wife is released from an institution. His wife Laura is found in a delirious state, a gun close by. And only the day before, she had been to see me, and asked for a consultation.

I, of course, am Perry Mason, the world-famous criminal lawyer. I now have to clear my client in the ensuing court case. Luckily, I have the help of Della Street, my legal assistant, and Paul Drake, a top-notch private-eye.

So I head for the scene of the crime, and spot some useful evidence that the DA's men have missed. I sneak them into my pocket, unnoticed by the antagonistic Holcomb. Being a thorough sort, I not only examine the toilet for clues, I flush it, and get the reply: "Water flushes couter-clockwise, as it does with all toilets in the northern hemisphere!"

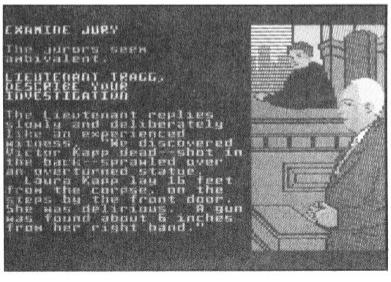
A visit to the prison, where Laura Kapp is held pending trial, is not very rewarding. Heavily sedated, Laura is somewhat incoherent, and has only vague memories of her visit to Victor's apartment that night.

Meanwhile, Paul has been working hard on my behalf, and comes up with some useful details, back at the office.

There is certainly no shortage of suspects. Could the murderer have been one of the six on the guestlist for the apartments that night? Could it have been Victor's business partner, or the self-opinionated restaurant critic who gave his food a personal rating of one? Or perhaps the attractive French cook, who seems to have been spending a lot of time with him during his wife's absence?

Time to go to court, and this is the real test. First, the expert witnesses are introduced; the police chief who conducted the investigation, ballistics expert, and medic. Then come the personal friends and associates of the deceased.

It is the trial that forms the main part of this unusual game. I hesitate to use the word 'adventure', for although the game is very definitely in adventure format, it is not the type where you move from place to place at will, solving many different problems. There is no point in drawing a map, but note-taking is essential. The objective is to get an acquittal, and, hopefully, discover the true identity of the murderer.



Thus the game takes a very narrative form, and much of the time you are gently "guided" where to go next. This does not spoil things, in fact, at the trial you will certainly need your wits about you, not only to ask the right questions as each witness is presented, but also to raise objections when the D.A. is asking questions he shouldn't.

This brings us to the packaging. The disks come in the usual lavishly illustrated Telarium double-openings flat folder, complete with lawyer's handbook.

This contains a playing guide, details of cross-examination procedures, restaurant reviews from *"Epicure Today"*, and even a student-lawyer's examination paper. It is a pity that these are all re-printed in the same pamphlet; separate "genuine" documents of the Infocom style would have enhanced the authenticity of the package.

The vocabulary used at the trial is as complex as you are likely to find in an 'interactive fiction', and it is not a question of using two or perhaps three words. Questions like: "Burns, how many guests visited Victor on Friday night?" must be asked.

To guide you in the syntax of these sentences, there is a comprehensive vocabulary list, plus a guide which indicates, in different columns, the sequence in which you can enter each class of word.

Unfortunately, the sentences used are so long that, on some occasions, there is an extraordinarily long delay in response.

This manifests itself as an ominous silence, before even the disk starts whirring, indicating that the computer is first chewing over what you have just said. I suppose that is inevitable in a game of this complexity, and, if a little trying at times, is far more tolerable than in a conventional adventure where action is the keyword. Here, you need time to think, and the atmosphere of the courtroom comes over extremely well.

This is a graphics game, but the pictures change fairly infrequently. There are thin wide-screen views of the apartment rooms, and top to bottom close-ups of each witness as he or she is being cross-examined.

Throughout the trial, you can call on Paul to work away behind the scenes to gather last-minute information and evidence, whilst Della is on hand to advise you on how to tackle each particular witness.

So how am I making out as a lawyer? So far I have managed to get my client convicted twice! Although I have a couple of very strong suspicions as to whodunnit, I have a horrible feeling that I have only begun to scratch the surface of the case.

Perry Mason comes on two double sided disks, and is a thoroughly entertaining program, coming as it does, with incidental music to heighten the atmosphere and drama.

Keith Campbell

● **Vocabularly**	9
● **Atmosphere**	10
● **Personal**	9

PILGRIM

- **Machine:** Commodore 64
- **Supplier:** CRL
- **Price:** £8.95

Pilgrim is an original machine-code adventure with plenty of text, and over 70 locations. It has a range of interesting puzzles, some to be taken in one's stride, others more baffling.

The land of Meridian has been invaded by a warlike race from Sylvian, a distant neighbour. You, a lad whose village has been pillaged, vow to seek out the Guardian of Meridian, said to live deep in a mountain. You awake in your room, straight into the problem of how to get out.

Not difficult, nor particularly original, but enough to start building the adventurer's confidence, and give him the general drift of how to approach the problems to get the most out of the game.

Pilgrim makes good use of the command EXAMINE, and this is what gives any adventure one of its essential ingredients — the element of surprise! It also teaches the adventurer to be observant. Fail to examine things thoroughly in this game at your peril!

The text is very descriptive, and tries hard to build the atmosphere. In this, it almost succeeds, but tends to overdo the narrative in "empty places". Thus the player can easily become convinced there is something sinister behind a particular description, only to find that it is just a "walk-through" location.

This, coupled with a tendency to take itself just a little too seriously, lacking that vital thread of humour which adds so much to any game, makes **Pilgrim** a little disappointing.

Setting out, then, our hero must first explore his village. There are quite a number of potentially fatal events lurking around, and these are well handled, for good warning is given, and repeated for some moves before death finally strikes.

With a bit of quick thinking, there is a chance that the danger will be overcome before the player dies, and finds he has to reload a saved game, or start all over again.

For example, an injury sustained whilst escaping the first room, becomes a problem, and our hero is warned of this time and again, before the wound finally takes its toll. There is time enough to look around and get a remedy, if he is quick!

On through the village, and into the forest, in search of the Guardian. Soon enough you find that you are not alone — another survivor of the raid also has the same thoughts as you! There is a particularly nicely worked puzzle with a built-in pitfall around the lake, and a logical but, perhaps, slightly obscure one near a cliff.

All in all this is a game that should please those who enjoys a text adventure. It is a rare event, these days, to see a new text-only adventure, (unless it has been Quilled) and rarer still, to see one on the shelf in a big store.

Let's hope the store buyers, who seem to have a horror of anything without pictures, and who influence adventure playing far more than reviewers simply by restricting availability, will have the sense to stock this one!

Keith Campbell

● **Vocabularly**	8
● **Atmosphere**	7
● **Personal**	8

ULTIMA IV – QUEST OF AVATAR

- **Machine:** Commodore 64, Disk
- **Supplier:** US Gold — All American Adventures
- **Price:** £14.95

This is the game currently taking America by storm! **Ultima IV** cannot strictly be labelled an adventure game or an arcade-style game — it's really a blend of the two.

The setting is the Empire of Britannia, ruled by Lord British, to whom the authorship of this game is attributed. **The Quest of Avatar** is the search for a new standard of life for which the people of Britannia may strive. The search, warns his Lordship, will be arduous.

Your quest opens on a warm sunny day, when walking along by a stream, you sit down to rest, under the shade of a willow, and close your eyes. There is a high pitched cascading noise, and a glowing portal appears. Almost as quickly, it is gone, leaving a circle of stones in its place. Among the stones you discover an ankh, and a book wrapped in cloth, on which is printed a map.

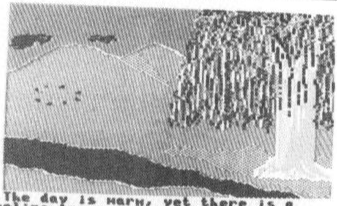
This opening sequence is in narrative form, and it continues by instructing you to read the book, the History of Britannia. The book is real — it is part of the package.

Back at the computer, you continue your pleasant walk, and come across a Renaissance fair, where a gypsy invites you to have your future predicted. Here is the player's first interaction with the game. Laying down tarot-like cards in pairs, the old lady asks you questions that cause inner conflict.

From your answers your character is assessed, and then you move into the game proper, which is played in real time. Here is a vast land, with towns and castles dotted around. You have a graphics window of a small part of the map. You move around by control keys. You are always pictured in the centre, and the map moves under you.

Commands that can be entered with a single character keystroke. Among these are attack, descend, enter, wear armour and talk.

Talk is a command that initiates a text exchange between the player and a character in the game. To do this, you move alongside, and type T followed by the direction in which the character stands. The character will tell you something about himself, and ask you what your interest is.

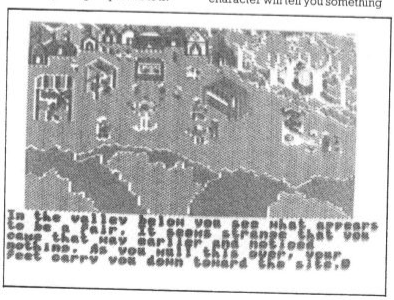


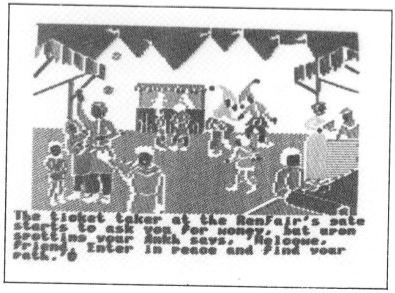
There is plenty to do in **Ultima IV**, so much, in fact, that it is contained on two double sided disks, which you are prompted to change over when necessary. As well as a certain amount of animation, there are sound effects to accompany your actions. It can be turned on or off instantly by a single keystroke, should you tire of it.

This is an absorbing game with plenty of depth, that should please those who enjoy quest-type adventures, and dedicated purists who are partial to straying occasionally from the orthodox text/graphics adventure format.

Keith Campbell

● **Vocabulary**	n/a
● **Atmosphere**	7
● **Personal**	7





ADVENTURE

REVIEWS/4

RETURN TO ITHACA

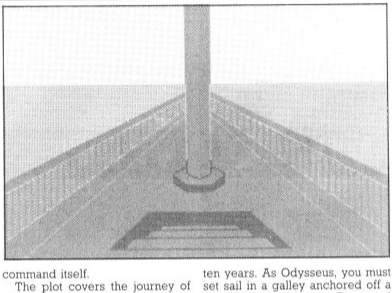
- **Machine:** Spectrum 48k
- **Supplier:** Atlantis
- **Price:** £1.99

At £1.99 this adventure is a good buy, there is no doubt. So bear in mind the low price, as you read on, for a review must be a critical assessment, irrespective of price.

This is a game that typifies Quilled games at their worst.

The recognised vocabularly is patchy, and the quality of replies to the player is taken into account in the vocab rating, too. "I can't" is just not good enough without some sort of explanation as to why.

Quite often a player will have a perfectly reasonable theory as to why a particular command should produce results, but it is the incorrect one. Some sort of explanation is required, or the player is left wondering whether it is the vocab he entered that is lacking, or the command itself.



The plot covers the journey of Odysseus back to Greece after the fall of Troy, a journey which took ten years. As Odysseus, you must set sail in a galley anchored off a beach near a burning Troy, and your journey takes you to various islands, with tasks to perform and problems to solve on the way.

The game plays quite well. The problems are quite logical, and fairly easy — but are just enough to make you pause and think awhile.

Thinking perhaps the branch was meant to blind the cyclops, barring my exit, I tried, many ways. Whether this was vocabulary or the wrong answer, I could not tell, for I CAN'T was the only response I could get.

Pity — could have been a really good game. I suspect that had it been programmed by the authors, instead of Quilled, a lot more of the detail would have been covered. But it's still good value at the price.

Keith Campbell

Vocabulary	5
Atmosphere	6
Personal	6

Oh, what a jolly wheeze. Those frightfully good eggs at CRL and St Bride's have come up with absolutely spiffing prizes for all you chaps and female chaps out their in C+VG land.

The Very Big Cave Adventure is a cracking spoof on Level 9's Colossal Adventure. It's lots of fun to play and is packed with jokes, terrible puns and lots of devious puzzles.

If you've played *Bored of the Rings*, you'll know what sort of thing to expect.

First prize is the original artwork for the game plus a copy of the adventure. The next 30 runners-up will get C64 copies of the game plus a special promotional poster.

Right, here's what you have to do to win. *In The Very Big Cave Adventure*, Trixie Trinian, the schoolgirl heroine of the *Secret of St Bride's*, is your escort through the twisty passages. We want you to draw or paint what you think Trixie Trinian looks like.

C+VG/CRL The Very Big Cave Adventure Competition

Name_____

Address_____

The closing date for the competition is June 16th and the editor's decision is final.

Send your entries to *The Very Big Cave Adventure* Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

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Amstrad CPC 464 computer Amsoft software package also included in the offer are top games; Raid, Yie Ar Kung Fu, Sold a Million. DT Supertest, Bruce Lee plus 22 other good games. All of this worth over £300, will accept £210 (no offers). Cash only plus buyer collects. Tel: 01-767 1864 between 10.30am-5.30pm.

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Sell 48K Spectrum £250 software, hackers pack, cassette recorder, joystick on/off switch, interface and magazines. Value £500 sell for £200 ono. Write to Scott Fillies, Keepers Cottage, Scarinish.

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Atari User group invites other Users and groups to contact them with a view to exchanging ideas and software on disk. We particularly would like to hear from users in USA and around the world. Contact: John, 26 Bromley Gardens, Parkside, Houghton Regis, Dunstable, Bedfordshire, England, LU5 5RL.

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Spectrum games for sale/exchange. Ex. Fist, F. B. Boxing, Zoids, G. G. Test Cricket, Archon, Return to Eden plus others. Wanted Tau Ceti, Fairlight, Battlecars, Redcoats, Adventures etc. Send SAE to T. Cripps, 85 Samuel Lewis Trust, Dalston Lane, London E8.

CBM64 software for sale (cassette) including Commando, Elite, Fist, B. McGuigan Boxing and many more, all half price or less. Phone: (03987) 207 after 6pm. No swaps please.

For Sale!! 48K Sinclair ZX Spectrum with brand new Alba R-170 tape player plus brand new Saga Emperor keyboard plus D.K. Tronics light pen for on-screen drawing plus Currah Microspeech Unit with software plus Kempston Pro joystick interface plus Kempston Flexi Extender Board plus another Kempston interface plus over 50 original games including FGTH, NOMAD, WHAM, DYNAMITE DAN, GYROSCOPE, TAU DETI, MONTY ON THE RUN, PANZADROME, ROBIN OF THE WOOD and 8 MASTERTRONIC titles. Sell for £150 or swap for Commodore 128 with disk or cassette (prefer disk). Tel: MK (0908) 648189.

Will swop 40 top Spectrum games for VTX 5000 modem or Microdive or Wafadrive with interfaces or 20 games for Microspeech or light pen or 5 games for Microslot. Also 3 games VOF Elite. Will swop games. Write to: Jonathan King, 9 Porthminster Terrace, St. Ives, Cornwall, TR26 2DQ.

Atari picture disc packed with brilliant graphics screens, includes auto picture fader. Also amazing digitized music disc, you won't believe your ears! This disc includes two extra amazing graphics demos. both discs double-sided, four sides full for £9.95 post free. P. Cunningham, 11 Berwyn Avenue, Penyffordd, Chester, CH4 0HS.

BBC games for sale, very cheap! Beach Head £4. Matchday, Frak, Jet-Pac £3.50. Zalaga £3. Mr Whizz, Monaco, Rocket-Raid, Ghouls £2, and many more games for £2. Tel: 643461 (Walsall).

Atari 400 48K with 410 program recorder, Quickshot II joystick, light pen, DE-RE Atari manual, memory map, Basic manual, assembler cartridge and manual and software — £100 ono. Phone: 0536 200038.

Spectrum Plus computer together with fox programmable Quickshot 1 joystick, tape recorder and 80 games. £80 ono. Tel: 01-863 8394.

For Sale Toshiba HX-10 64K home computer with quantity of software, and joystick, boxed, £80. Tel: Stevenage (0438 356686) after 5pm.

A for AMIGA

The Apple Macintosh and Atari ST can use their 68000 processors to create marvellous feats of computing, but only the Amiga has Daphne, Agnes and Portia. These three special hardware chips control graphics. The Amiga was originally designed to be a super-game machine. Marshal M. Rosenthal takes a look at what it can do.

Brattacus is an interactive cartoon. You play Kyne, hunted by police and felons alike, whose only chance for freedom is to brave the harsh world of Brattacus.

Kyne is controlled by the mouse in combination with various movements and the two buttons. Walk, run, draw your sword and fight.

There are over 30 different characters, including assassins, technicians and guards. Various screens depict control rooms, passageways and ... but more would be telling.

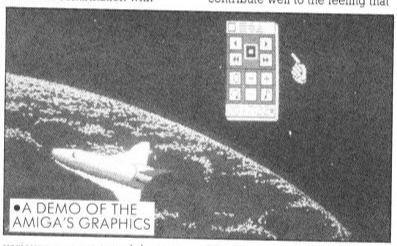
The characters are large, about ten times that of the small pixel-folk we've grown accustomed to. Everyone speaks through word balloons, and different personalities require varying tactics.

Sound effects are minimal, but strategically placed to do the most good. The folks at **Psygnosis** have thoughtfully added a HELP menu that lets you change parameters such as type of control (joystick/mouse), save the game in process or even let the computer control the whole game in "movie mode".

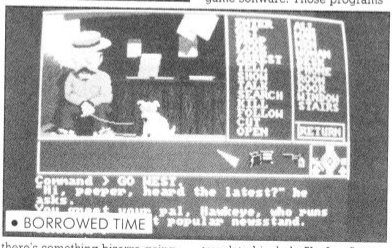
Activision has translated a number of their popular programs for the Amiga. **Hacker** delves into the mysterious world of hidden computers and spies. You have been able to gain control over a strange subterranean device developed by a mysterious power, and must try to recover information in order to save the world.

Those familiar with the game will be astounded at the detail and depth of the images on screen.

Character animation is smooth and quite realistic, owing in part to the hardware sprites as well as the multi-colour shadings. Sound effects are excellent and contribute well to the feeling that there's something bizarre going on. This is one game best played at night.



• A DEMO OF THE AMIGA'S GRAPHICS



• BORROWED TIME

Mindshadow and **Borrowed Time** are both text/graphic adventures featuring limited animation and a good (though far from great) parser to understand your typed-in commands.

Mindshadow has you deserted upon a desert island. Far worse, you've lost your memory!

Borrowed Time lets you become Sam Harlow, ace American private eye. One of your clients wants you dead, and you can bet it's your primary job to stop that from happening.

Both games features a mouse-activated compass for movement. Objects can also be picked up onscreen and kept in a special viewing window until needed.

Commands can be typed, or joined together from a list also placed onscreen. For instance, you can "show the gun" by pointing to SHOW (or typing it) and then pointing to the gun.

Those looking for high-quality text adventurers will be happy to hear that many of **Infocom's** line is becoming available. One of the first to come out is the 128K **A Mind Forever Voyaging**. This gives you the opportunity to become a human-like computer and explore a futuristic "what-if" world. The usual great collection of paraphernalia enclosed in a book-styled box makes this a game to really sink your teeth in.

Electronic Arts has made a significant commitment to the Amiga, releasing a near-flood of game software. Those programs translated include **Skyfox, Seven Cities Of Gold**, and **Archon**.

Skyfox puts you behind the cockpit of a supersonic jet fighter. You've a full complement of controls to aid you as you take on enemy fighters before going head to head with the mother-ship.

Seven Cities places you more firmly on earth as you must assume the duties of an emplorer and conquer unknown lands for King and country. There are ships to outfit and territories to map. Besides historical missions, you can also create your own world to explore.

Archon is a combination of battle and chess. To win the right to a square on the board requires you to defeat your opponents piece with your own. Strange creatures possessing weird powers live here. Beware the fiery phoenix, or the brief and fatal touch of the sorcerer.

In all cases, graphics seem to pop right off the screen and into your eager little eyes. The speed of animation is amazing. Wait till you see those jets pass by, or take on one of the players in the game arena. Sound taken to the max really makes you part of the action here, and can't be emphasized enough. These programs have been reviewed in the past, so the best way to describe what the Amiga versions do is to take all the best said about them and multiply it by a factor of 100.

Arctic Fox is new, and continues the tradition of its flying elder sibling mentioned above.

Again, animation moves at a breathless pace, with better than arcade quality. Explosions echo around you (stereo), and you had better not take your eyes off the viewscreen for even a second.

Of course there are other programs coming out for use with telecommunications, design and art. But considering the amazing capabilities of the Amiga, it's no wonder that games should be in the forefront.

● Manufacturers Information:

Activision
Post Office Box 7286
Mountain View, California 94039

Electronic Arts
2755 Campus Drive
San Mateo, California 944039

Infocom
125 Cambridge Park Drive
Cambridge, Massachusits 02140

Psygnosis, Limited
Port of Liverpool Building
Pier Head, Liverpool L3 1BY

Letter from AMERICA

Here at C+VG we think the Atari ST is the sexiest thing to happen to computers since Samantha Fox. Marshal M. Rosenthal, C+VG's Stateside spy, is pretty impressed with the machine too. Here he looks at some extra bits for this extra special machine.

Buying a new computer is often the start, not the end of hardware purchases. It may have amazing software, but a lack of peripherals can eventually lead to a ho-hum attitude.

The Atari 520 ST possesses a very small price tag when you consider what you're getting. A disk drive and monitor. The new 1040 even adds more memory (1 megabyte) and puts a double-sided drive inside the computer.

But what about add-ons? The sword of low price is double-edged, for few will be willing to pay for a peripheral that costs more than the computer did.

Fortunately, companies are developing hardware that doesn't strain your pocketbook. Exciting products that enhance the ST, without sacrificing quality for cost. The first proof of this comes from Atari in the form of their 20 megabyte hard disk drive.

A hard disk is akin to trading in your bicycle for a rocket car. The case contains a magnetically coated platter which spins in excess of 20,000 revolutions per minute. This enables information to be located and accesssed incredibly fast, in fact you could fill up the entire memory of an 520 ST in less than one second.

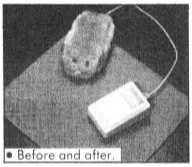
"Power Without the Price" still holds court. Most drives of this type sell in the thousand range, but Atari's retails for $600.00.

The drive doesn't need any add-on controller or interface card either, because this has already been built into the ST. It also takes its power from the computer as well.

Consider the ease in which you can access information, with the equivalent of 20 double-sided double density disks right there at your mouse/fingertips.

One justifiable complaint about the ST is that it doesn't know what day it is until you tell it. The internal clock that stores this information, as well as the time, goes dead every time you turn it off.

It can, with a little help from Soft Logik's LogiKhron clock cartridge.



• Before and after.

The ST checks to see if there is a card inserted when it's turned on, and loads in the correct time and date before displaying the GEM desktop. Retail cost is $49.95.

One of the advantages of the ST machines is their compactness. No bulky secondary box containing circuit boards, RAM chips, disk drives and the like. But it's also true that your desk can get a bit messy, what with the many wires from the various components and their power supplies dangling every which way. So to the rescue comes the ST Work Station (Miller Computer Products).

The first thing you'll notice is that now you've a stand for your monitor, as well as a shelf which the ST can slide under for the night.

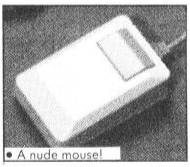
Two disk drives, and their power supplies, fit into recessed slots in the front. Or use one of the spaces for a hard disk instead.

The wire frames make the unit appear to float serenely, and consider what you could do with all that free space now that you've got your desk back. The Work Station retails for $95.00.

If a rose is a rose is a rose, why settle for a mouse that looks like a lump of plastic? The Mouse House (also from American Covers) envelopes your rodent in a warm covering complete with a pair of beady eyes and whiskers. You'll never have to tell anyone what to call it again. Retail cost for both Mouse and Mat is $9.95. (What!?! Ed)

Those who prefer an uncluttered workspace will take to the Mouse Pocket, from Kensington Microwave. The plastic pocket attaches the velcro to the side of the monitor, making for a safe storage spot for your mouse between sessions. The Pocket retails for $15.00.

There are a number of telecommunication programs out for the ST, but they're pretty useless if the computer isn't hooked up to a phone modem.



• A nude mouse!

You could shop around and try to adapt some model to your needs, but a better solution would be to use QMI's 520 ST Modem.

This plugs directly into the modem port and, surprise, the connecting cable is included (eliminating one of the usual "extras" you're forced to purchase).

The modem operates either in 300 or 1200 baud, has *L.E.D.* displays, and attaches directly into the telephone line. It's Hayes compatible (a semi-standard here in the states), and retails for just $199.99.

Hippopotamus Software is releasing their ST Video Digitizer. This is a self contained device that attaches to any composite NTSC, PAL or SECAM video source, such as a t.v. camera or video cassette recorder.

The Digitizer then creates a 1/60th of a second "snapshot" by locking onto a single video frame, which is kept in memory.

The Digitizer plugs into the ST's printer port and so requires no special, or costly, interface.

The black and white unit will retail at $139.95, with the colour model to probably be under $300.00.

Hippo's ST Sound Digitizer also plugs into the printer port, with a microphone plugging into the device. Sounds can be modified and played back as high quality "digital" files.

A one-megabyte ST will support up to 40 seconds of continuous sounds.

The unit comes with all hardware and software needed, and retails for $139.95.

Who knows what will come next? Some products are just around the corner, like Hippo's household appliance controller that enables the ST to automatically control just about everything around you. Others, like CD-ROM players and colour plotters, are on the horizon. But it's safe to bet that they too will succumb to "Power Without the Price."

• Fully clothed.

MICROSELL

MICROSELLS – It costs only £1 to advertise in Microsell!

Atari Games, eg. Mercenary, The Goonies and more. Brand new unwanted gifts. Wanted: Vectrex and Vectrex Games. Missile Command for Atari computer. Any VCS games. Also stuck on Dallas Quest, Mercenery, Goonies or the early part of Hitch Hikers Guide (Infocom) Help for less than 50p (or free). Jonathan Browning, 18 Wilkinson Close, Wylde Green, Sutton Coldfield, W. Midlands, B73 5QO.

All the top C64/128 games to swap against even newest software (I want Midi Soft) or sell on disk or tape. Write to T. Blanchot, 57 Rue Des Fougeres, 57070 Metz, France.

Spectrum Software swaps and sales. (Originals) JSW, Jet Pac, Trashman, Tizer, Astro Blaster, Vu-File, Starstrike, Plus about 100 more Great games! Cheap! Don't miss this. For a list send a tape to David Duffy, Main Street, Headford, Co. Galway, Ireland.

Hello, this is SIF. Send me your list of games for the Spectrum 48 or CBM64. Every letter will be answered, write to Thor Klokk, Hellig Olausgt 55, 6000 Aalesund, Norway. Hurry Up!

Commodore 64 games
International Soccer £2.99, International Tennis £2.50, International Basketball £2.50, Drelbs £2.50, Spirit of the Stones £3.50, Racing with P. O'Sullivan £2.50, Fire Quest £2.50, Pinball £2.50, Wizard of War £2.00. A. Biggs, Staverton Road, Hornchurch, Essex, RM11 2DH.

Atari disk owners, super Zaxxon on disk, no packaging or literature hence only £5. Cheques made payable to S. Chell, 5 Marsh's Paddock, Hickling, Melton Mowbray, Leics. LE14 3AQ.

Commodore 64 with data recorder and joystick, over £200 worth of excellent games, including Kung Fu Master, Commando, Bounty Bob, etc. Everything in mint condition. Cost £440, sell for £200. Phone: 096784 225 evenings.

Spectgrum software club hire games for as little as £1 membership, £5 life. SAE for details. Camelot Software Club, Cae Ymryson, Caernarvon, Gwynedd, LL55 2LR.

Bedfordshire Atari User Group wishes to contact others in UK and overseas. Swap programmes and ideas. Write to John, 26 Bromley Gardens, Parkside, Houghton Regis, Dunstable, Beds. LU5 5RL, England.

I want you to swap your brand new Commodore 64 software against mine. English, American and many other games and utilities on tape or disk. Write, send lists to Thomas Holzner, Linkstrasse 13, 8000 Muenchen 45, West Germany.

CBM64 I have the newest games from the USA and Holland to swap. (Disk only). Write to Sune Pajtersen, Matias Claudius STR 9, 2390 Flensburg, West Germany.

Atari 800XL, 1050 program recorder, two joysticks, and games, sell for £120 ring 01-640 4883. Mon to Sat. ask for Richard.

BBC B OS 1.2. Boxed with cassette recorder, Kempston joystick, light pen with all leads. Also with books, magazines and 40 originals including Knight Lore, Alien 8, Repton, Hobbit, Manic Miner and many more. Worth £900+ will sell for £360. Phone: 0383 725903.

Commodore 64 osftware to swap many British and American titles to swap. Phone Kieran on 061-776 1370 or Craig on 061-775 2778, only decent offers please.

For sale CBM64, C2N tape deck, 1541 disk drive, MP'S801 printer, joysticks, Currah Speech Unit plus over £2500 worth of software, £500 ono. Tel: Mike Plowman, Bicester 245711 during office hours.

For sale Epson LX80 printer in excellent condition with Atari interface but will work with almost any computer. Also Atari 810 disc drive. Call Robert on Rossendale (0706) 214449.

Spectrum 48K software, large range, from 99p, many popular titles all new. Send SAE for list. 32 Staverton Road, Hornchurch, Essex.

Atari 400/800/XL/XE. Cassette games to sell or to swap if interested write to R. A. Long, 14 Dorset Drive, Edgeware, Middx. HA8 7NT. (England).

Atri ST version of Zork 1 by Infocom for sale. Hardly used. Write to J. William Hern. Woodside of Horner, Kemnay, Inverurie, AB5 0XT, or phone 0467 42536 (evenings).

CBM64 wanted Quill and manuals to swap with Revs — tape originals only please. Write to: Ian, 12 Clewer Avenue, Windsor, Berks. SL4 3BQ.

For sale: Spectrum 48K. Murphy data recorder, Kempston interface and Quickshot II joystick. Lots of software. Altogether worth voer £300, will sell for £150 ono. Will sell as one or as seperate items. Phone: Wakefield (0942) 376563 after 4pm weekdays or anytime weekends and ask for Anthony.

Atari software wanted disk or cassette also some software on cassette to swap. Tel: 031-661 3411 before 8pm. Also swop Atari 800XL recorder software for QL, BBC cash equivalent.

For saleBBC B OS 1.2 with Ferguson Datacorder and voltmace 3B joystick, various software including Tapper, Top Ten hits, £270 ono. Tel: West Drayton 440622.

Atari 800XL 64K computer plus 410 data recorder plus 822 Thermal Printer plus Touch tablet with cartridge software plus joystick (USA Champ I) software including Bruce Lee, Chop Suey, Goonies etc. Educational software, cartridge software and books. Good condition, boxed as new, manuals included, complete with AC adapters and I/O leads. For only £480. Tel: 01-228 8890, ask about computer for sale.

Spectrum Games for sale in one large batch. Total retail price £185. Will sell for £100. Titles include Mikie, Robin of the Wood, Rambo, Fairlight, Sweevo's World etc (23 in all). All in their own cases. Phone: Pete Ramsden on Leek (Staffs) 385219.

Commodore 16 for sale. Including colour printer-paper roll, spare set of pens, cassette unit, flowchart stencil. Intro to basic tapes 1 & 2. £17 worth of software. All manuals for printer, computer, cassette. Very good condition. Cost over £257. Will sell for £125. Tel: 061-790 5528 after 6pm.

Lord of the Rings — need help? Send just £1 for complete solutions and map to parts I and II (includes two alterantive approaches for each part) to: Lee Hodgson, 54 Church Street, Tewkesbury, Glos. GL20 5RZ (cheques to M. G. Hodgson).

Commodore 64 owner wants to swap software.Large collection, disk only. No time wasters please. Send your latest list to Eddie Hall, 28 Welbeck Street, Princes Avenue, Hull, HU5 3SQ.

Amstrad CPC 464 owner willing to swap software with anyone. Girls don't be shy, a friend reckons I won't get a single reply from a girl. Write to Stephen at 34 Alicia Avenue, Kenton, Harrow, Middlesex, HA3 8HS. Please send list.

Atari software to swap. Especially interested in Demo's. Games including Eidolon, Karateca G.A.D. Write to Aaron Hardwick, 171 Bulkington Road, Bedworth, Warks, CV12 9ED.

BBC micro owner wishes to exchange information and ideas on software etc. I have approx. 200 titles on disk and tape. Write to Mark, 5 Sunnyside Walk, Aberdeen, AB2 3NZ.

Atari user wants to exchange software with user in European countries, UK and USA. Send list to Jose Francisco Callejas, C/Albalate Del Arzobispo, No. 2, Madrid 28018, Spain.

•**CBM 64 games** to swap on tape, including Rambo, Hacker, Winter Games, Frank Bruno's Boxing, Commando, elite, Spy Vs Spy II. Christer Henriksson, Flemingsgatan 20, 10600 Ekenas, Finland.

CBM 64,will swap games for CBM with people everywhere. Disc only! Send list to: Ivar Frolich, Alle Gaten 11, 5000 Bergen, Norway. Write soon!

Commodore 64 plus cassette recorder and £400 worth of software including Paradroid, Ballblazer and Fightnight for sale. Price £280 ono. Write to: Steve, 2 Lonsdale Road, Newton Abbot, Devon.

Atari games for sale or swap. Hacker, Last Starfighter, Last V8, GT American Road Race, Chimera, Mercenary and many more (cass.). Tel: 01-328 2246 for Ian or Mike.

MICROSELL

MICROSELLS — It costs only £1 to advertise in Microsell!

Amstrad penpals wanted to swap software. Write to Dave Harrison, 2 Russell Street, Bishop Auckland, Co. Durham, DL14 7PT.

Swap Commodore 64 software for Atari software disk and tape, all the latest and best American Software, write with list to: Stuart McCrae, 14 Lister Crescent, Fairfield, Liverpool L7 0HP.

M.S.X. Toshiba home computer with cassette recorder and over £120 worth of software £160 ono. For details phone Harlow (0279) 39338 after 4pm and ask for Daniel.

Spectrum 48K, VTX 5000 modem, programmable joystick interface, quickshot 2 joyustick and over 30 software titles. All in original boxes. A few months old worth over £300 for sale £180 ono. Phone: 01-729 2014 after 6pm anytime weekends. Ask for Jason.

BBC 32Kgames for sale including Frak! Zalaga Blagger, Manic Miner, Nutkraka, Golf, Chukie Egg and more worth £165. Accept £25 the lot or £2 each. Ring (0274) 602670 after 5pm and ask for Matthew.

Spectrumgames. Shadowfire, Dun Darach, Movie, Monty on the Run, Saboteur, Exploding First, Three Weeks in Paradise. £4.50 each or all for £28. Tel: Warren, Kings Langley 65104 after 6pm.

Spectrum 48K, cassette recorder, 36 titles, manuals, leads etc. Worth £380, sell for £150. Tel: Warren, Kings Langley (09277) 65104 after 6pm.

TI/994A computer. Complete plus program book. Ext. Basic book and tapes, £40. Speech Synthesizer, £20. Extended Basic cartridge , £20. Donkey Kon, Car Wars, Munchman, connect Four, Indoor Soccor, Parsec, TI Invaders, Alpiner, A Mazing, Attack, Defender — all boxed and £5 each or £120 the lot. Tel: 0904 708496.

CBM 64 software for sale, Sherlock, 4th Protocol, Red Moon, Super Huey, Bounty Bob, Tir Na Nog, Empire of Khan, Falcon Patrol II, Crystals all prices negotiable. Tel: Castor 336.

Spectrum 48K ZX printer and 6 rolls of paper, magazines, books, cases, £290 of software including Yie Ar Kung Fu, Movie Marsport etc. Joystick and programmable interface all for £125. Tel: 051-334 4111. Write to 19 Athelstan Close, Bromborough, Wirral, L62 2EX.

Amiga!!! I have this maga-fantastic dream computer and have already a great software collection but I want more. So I'm interested in swapping programs with other owners worldwide. Roger Zens, Hunsdorfer Weg 27, 4224 Huenxe 2, West Germany.

Spectrum + 48K with cassette and printer and £140 of software = £110. MSX. Toshiba HX10 64K computer with cassette recorder = £50. Phillips colour 14" remote control TV. Ideal for computers = £100. Tel: 01-501 3616.

Atari cassette software, all original, Huck, Spiderman, Attack of the Mutant Camels, £3 each. Super Zaxxon, Blue Max 2001, Bounty Bob Strikes Back, Smash Hits 4, £5 each. Phone: Bedford (0234) 768569.

CBM 64 games to swap or sell. Games include: Raid on Bungling Bay £4. Boulderdash, Poke Position, Monopoly, Galexians, Motormania, Pyjamarama, Indiana Jones £5. Indiana Jones £3. Kong Strikes Back £2. Dangermouse In Do £2. Whole lot for £13. Will swap for 2 well known titles. Phone: Manchester 795 4017 after 6 and ask for Adil Fareed.

Commodore 64 owner wants to swap or sell the latest software. I have many excellent titles. Send your reaction to: B. Goes, Kardinaal De Jong Straat 30, Amstelveent, 1181MH, Holland.

Atari 800XL, 1050 disc drive, 1010 program recorder, Quickshot IV, utilities, 7 issues of Atari User and 40 games. £220 ono. Tel: (031) 663 6278 evenings and weekends.

MSX software new games from Microteknix dominoes — first out and traditional threes and fives. Beginner to expert levels of play. Genograms —general knowledge anagrams. A competitive game for 1 to 4 players rearranging the letters of randomly shuffled words. 31 topics over 17,000 words, 2 levels of play. Each game £5.95 incl. p&p. Write to: Alan Hudd, Microteknix Software, 71 Park Road, Downend, Bristol, BS16 5LQ.

Atari games, to swap. Lots of titles. Send disk and/or tape lists to: Nick, 2 Ambleside Road, Whitby, Ellesmere Port, South Wirral, L65 9DQ.

Vic-20, C2N, 16K RAM (switchable) Quickshot II plus thirteen! cartridges — Omega & Rat Race, 4 Adventures, Sargon, Machine Code Monitor. Many tapes — Sub & Tank Commander Matrix, Star Defender, Arcadia, Rockman, plus Mastering the Vic 20 (book). Cost £600+. Sell for £170 ono. Call Clive on Luton 0582 505840 6pm-8pm.

Spectrum 48K for sale complete with joystick interface and software, including Gyroscope, Way of the Exploding Fist, Commando, and Monty on the Run, only £64 ono. Tel: 0243 692128.

Want to swap hot software with people around the world. Sell also good hardware — like Speed — or the new Dolphin Dos — to fair prices. If interested just write or order hardware list from Stefan Winter, Witthausstrabe 4-10, 4600 Dortmund 41, West Germany. All letters will be answered!

Atari programs for sale from £1.50, disks cassettes, and cartridges also US Doubler Chip. Tel: 0926 315612.

Commodore 64 for sale with C2N tape player and an micro chip joystick worth £22, also includes about 25 magazines, the computer is boxed as new complete with manual and all leads, will sell for £180 ono. Please Phone: Framinham Earl (9936) 3517. Ask for Vincent please.

Sharp MZ700, Amstrad, Spectrum, new exciting games ten pack, priced £2.95. Cheques payable to Scott Carey, Pacetapes, 40 Bainton Grove, Clifton, Nottingham, NG11 8LG.

Spectrum software for sale titles include Gunfright, Westbank Commando, Hypersports, Spy Vs Spy, Ghostbusters, Gremlins, Shadowfire, Decathlon, Fist, Skooldaze, Scrabble, JSW, M' Mole and many more Mastertronics all half price or less. Phone: 0733 208615.

For C64 users, many new titles on disk and tape. Prefers disk but will take tape. Please write to me at: 17 Sandon Grove, Rainford, St. Helens, Merseyside.

Win the Pools! Our fantastic program will help you to predict the Winners Spectrum 48K only £3.95. MSX Art — plus many features £1.99. BBC B software Sella Strategy game on disk £3.95. Send cheque/PO to Sycosoft, 13 Herne Rise, Ilminster, Somerset.

Atari 600XL Memory module. 64K never used for sale £55. Also for Atari. Back up tape make backups of your programs. £5.50 each. Write to Stephen Quigley, 4 Fortfield Avenue, Racecourse Road, Derry, N.I. BT48 8DN.

Commodore 64 software to sell or swap. Very updated games. Please Phone: 04907-2933 Heeze Holland.

Atari 64K 600XL, 1010 recorder, joystick, games ie. Pole Position, Computer War etc., lots of other games, books, mags plus touch tablet, light pen. Worth over £500 sell for £180 lot, Phone: (Blantyre, Glasgow 828777) ask for Allan.

I am an Atari owner with cassette recorder and disc drive. I have hundreds of titles on both cassette and disk and would like to contact other Atari owners to swap games etc. Phone: Mark Topping Bath (0225) 29778.

CBM64, 5 months old plus data recorder plus Kempston joystick plus dust cover plus £350 worth of original software including: Elite, Mercenary 2, Summer Games II, Pitstop II, Exploding Fist, Spy Vs Spy II, Commando, Paradroid, Little Computer People, Impossible Mission plus 33 others. Worth £575, sell for £400 or swap for Amstrad CPC464 colour or CPC 128 (colour or Green screen) plus games. Phone Tring (044282) 2936 and ask for Michael, evenings only.

CUSTOMISED COMPUTERS

Steinar Lund is an artist with a very odd sideline. He paints computers. Not pictures of computers stupid! He actually paints the machines themselves. Here Steiner tells you how it's done — and we give you a chance to win a Lund original of your very own!

When starting to customise a computer I work out a design in accordance with the clients requirements, and submit it to paper. Once a design has been finalised, I transfer it to the computer using transfer paper which can be bought from art shops.

Before starting to paint I mask off all the connectors and cover all the electronic components with paper and masking tape, and remove the section to be painted.

As enamel paints are opaque I do the backgrounds first then paint symbols or other subjects on top, having cut any masks separately so as not to mark the surface of the computer.

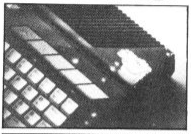
Enamel paints take quite a few hours to dry, so plenty of time must be allowed before using any masking film, otherwise the initial coats of paint can come off when the masking film is removed.

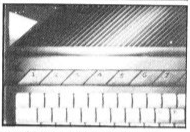
When airbrushing I always use a face mask to protect my lungs from the dust. I got mine from an industrial supplier, although some hardware stores also carry protective masks.

When I paint a computer I use Humbrol enamel gloss paints which can be bought from modelling shops. When

airbrushing I thin the colours with Humbrol cellulose thinners and use the clear sticky film which is often used for protecting paperbacks as a masking film.

Standard airbrush masking film is not sticky enough. I use a Devilbiss Aerograph Super 63 airbrush, and fit a splatter-cap to achieve a "stone" effect. To finish off, I spray several layers of Humbrol Clear Polyurethane to





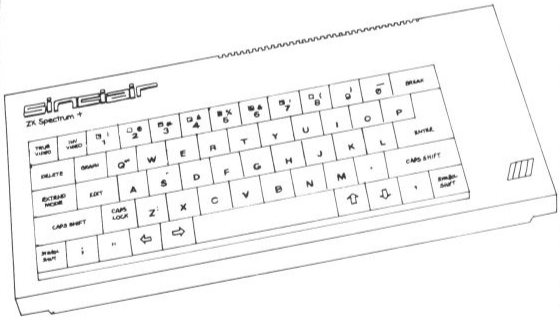
provide a protective cover. To clean my brushes and airbrush, I use lighter fuel.

Steinar Lind was born (well almost) in Bergen, Norway, in the wonderful year of 1954. After running a home for lost wooly hats for ten years he moved with his family to the port of Southampton.

In 1981 Steinar became involved with the computer games industry when he was commissioned to do the first covers for **Rod Cousen's** *Quicksilva Company*. He then attended computer shows in order to introduce himself to other game companies, one of which was *Llamasoft*. After a further meeting, **Jeff Minter** comissioned Steinar to illustrate the cover for *Sheep in Space*.

While at a Dio concert (Heavy Metal), Jeff noticed that the lead guitarist had a custom painted guitar . . . why not custom paint computers too? So in the summer of '85 Jeff asked Steinar to paint an Atari 130XE with suitable subject matter — camels, stars etc. This was followed by an Atari 520ST, two disk drives, monitor, and mouse, with special attention to *Colourspace* which Jeff was developing for the 520.

COMPETITION



You could win your very own customised Spectrum Plus, customised by Steinar Lund himself!

All we want you to do is illustrate how you would paint a Spectrum. Use the special C+VG Spectrum keyboard to draw your designs on. Go mad. Let your imagination run riot. And if you're the winner, Steinar will attempt to transfer your design to the C+VG Spectrum.

Send your design to Computer+Video Games, Customised Computer Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is June 16th, normal C+VG competition rules apply, and the editor's decision is final. Don't delay — start designing today!

C+VG CUSTOMISED COMPUTER COMPETITION

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Age_____ T-shirt size; Med/Large:_____

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Signed *Desperate*

Editor's Reply,
I'm afraid Big Red can get a bit out of hand, and as for Mellissa well there's no accounting for taste. To ensure you don't miss a single copy of C+VG, why not take out a subscription. We guarantee that you'll receive 12 months' issues, posted direct to your door on the 15th of every month.

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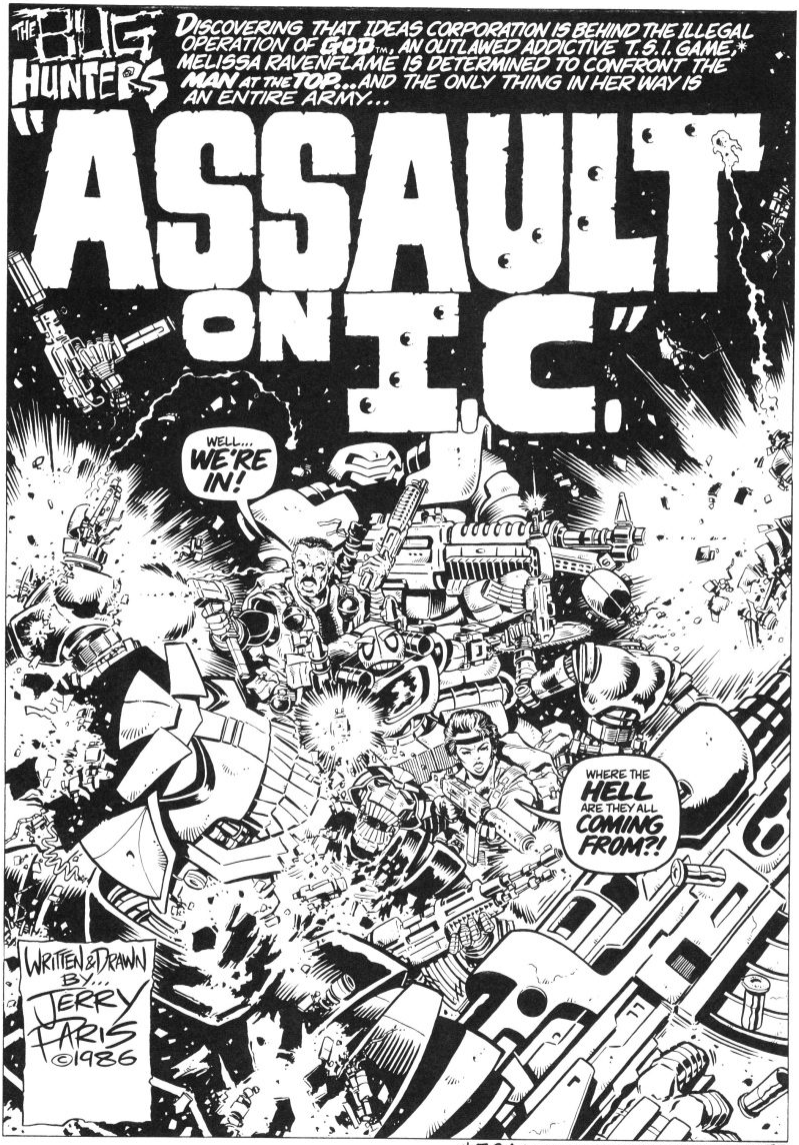

*T.S.I.-'TOTAL SENSORY IMMERSION GAME'-ED.

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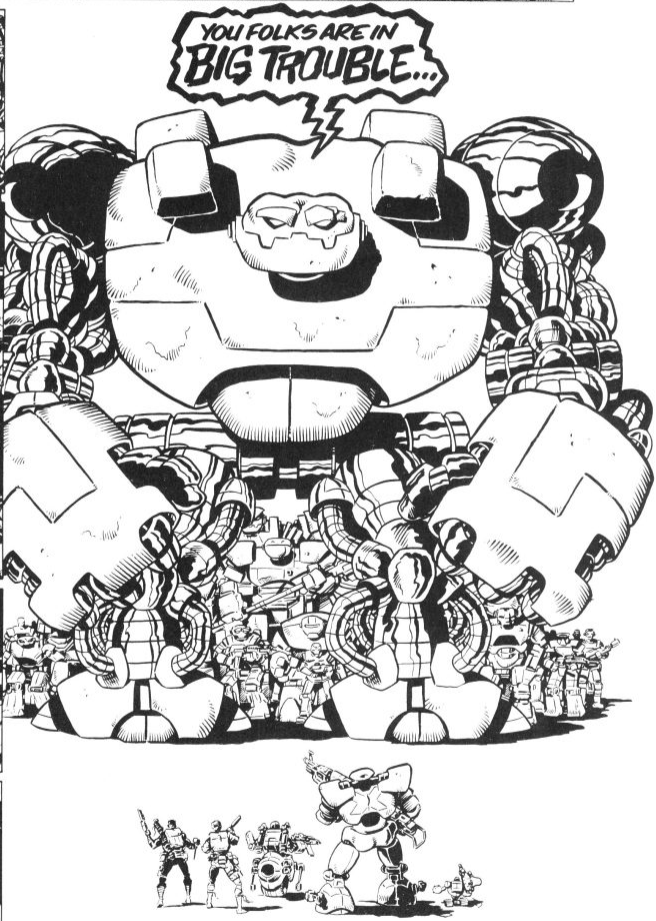
I'D START WORRYING WHEN WE REACH THE 67TH FLOOR...
WHY THEN..?
EXPERIMENTAL WEAPONS SECTION...
I DON'T KNOW WHAT THEY'VE GOT UP THERE...BUT I KNOW WE AIN'T GONNA LIKE IT!
EXCUSE ME PEOPLE...
WA-HOO!
THOOM!
SSSKKHHOOOOOO
THAT SEEMS TO HAVE CLEARED THE WAY...
SHALL WE GO..?
AHEM...BEHIND YOU, SWEETCAKES...
WHA-- JUST YOU FREEZE IT THERE, MISTER...
WHOA, NOW... EASY WITH THAT PIECE...
YOU DON'T WANNA SHOOT OL' FATS NOW, DO YA HONEY...
NOT WHEN HE'S GOT A MESSAGE FOR YA FROM THE MAN...
SEEMS YOU'VE ALL BECOME A LITTLE BIT OF AN EMBARRASSMENT TO HIM...SAYS YA LEFT HIM WITH NO CHOICES...
SAYS HE'S GOTTA BE SEEN TO DO SOMETHING... I'M SURE YA UNDERSTAND...
SO WHY NOT SAVE YOURSELVES ALOT OF UNNECESSARY PAIN... JUST REPORT TO BASEMENT SIX...
EMPLOYEE'S OWN CREMATORIUM... JUST THINK OF IT AS..ER... EARLY RETIREMENT!
PERSONALLY, I THINK THE MAN'S BEING VERY REASONABLE... AND WHO KNOWS, HONEY...
MAYBE YOU AND ME CAN HAVE SOME FUN ON THE WAY DOWN... WADDAYA SAY..?
BLAM!
I SAY... SHOVE IT, CREEP!
DAMMIT! WE'VE GOT MORE COMPANY...



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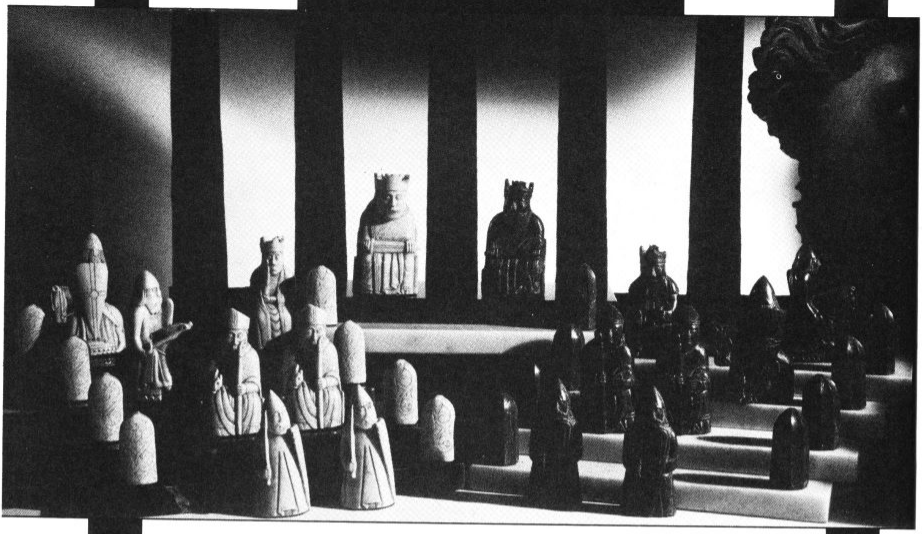

COLOSSUS COMPETITION

*It's your move in the **CDS/C+VG Colossus Chess 4 Competition**. And top prize is a replica of the famous Lewis Chess set and board worth more than £150.*

The ten runners-up will get copies of Colossus Chess 4, one of the best chess game simulations available, either on cassette or disc.

The Lewis chess set, made of walrus ivory, was found at Uig, Isle of Lewis, in the Outer Hebrides, in 1983.

Made in the 12th Century AD, they are the largest collection of early chessman found in Europe and have been described as the "outstanding ancient chessmen in the world".

The 67 pieces of the set can now be seen in the British Museum.

Pawn, Bishop, King, Vicar, Prince, Queen, Knight, Rook, Crow.

C+VG/CDS Colossus Chess 4 Competition

*Name*_____

*Address*_____

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Please say which computer you own and whether you want cassette or disk.

Commodore 64 ☐ *Cassette* ☐ *Disk* ☐

Amstrad ☐ *Cassette* ☐ *Disc* ☐

Each of the human figures were originally thought to have been made in Britain or Scandinavia.

The resin replica is molded from the originals. The pawns are 2 inches high and the other pieces vary in size between 3.25 inches and 4 inches.

Here's what you have to do to win. Printed on the left are the names of varous chess pieces, most genuine, some not. We want you to circle the false ones and send your answers, together with the printed coupon, to Colossus Chess 4 Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The closing date for the competition is June 16th and the editor's decision is final.

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ADVERTISEMENT INDEX

Amstrad Show 31
Arcade 49

Bargain 69
Bubble Bus 34
Bug Byte 32

Cascade 47
Charnwood 83
Cheetah 41
Compumart 75
Cut Price 105

Elite ..... IFC, 3
English Software 38

GB Microland 29
Gargoyle Games 73
Gremlin Graphics 26
Goodbyte 105

Incentive 13

JJB 89
JR Software 48

Livingstone 75
Logic Sales 48

Mailsoft 41
Match 105
Matrix 89
Mega Save 75
Midland Computers 75
Midland Games 83
Mikrogen 17
Mirrorsoft 43
Mosaic 41

National Westminster Bank 6, 7

Ocean ..... IBC, 60

Palace 23

Realtime 37

Shekhana 39
Software Satisfaction 89
Supasoft 75
Superior 65
System 3 10

US Gold ..... OBC, 20, 44, 52, 69, 79

BAT MAP

C+VG MAP

Holy Helpless Heroes! Batman's best buddy Robin has been kidnapped by some vile and vicious villain.

But never fear, C+VG is here to help the Caped Crusader in his bid to rescue the Boy wonder with this 151 screen mega-map of Ocean's fiendishly fantastic Batman game.

Ideas Central arranged for Batman's programmer, Jon Ritman, to journey to deepest Buckinghamshire, hideout of Dimension Graphics, to help create this vast and complex map.

Jon has also come up with some helpful hints and advice to make sure all you Batman fans help Truth, Justice and the C+VG way to triumph over this complex game.

To the Bat Cave . . .

FWOOOSH

KRSMASH

BAT MAP
WHONK
LEVEL 2
LEVEL 3
WHOMM
UNH!
IT'S JUST AS I FEARED...
SMAT

BAT MAP

C+VG MAP

SPOOR

LEVEL 4

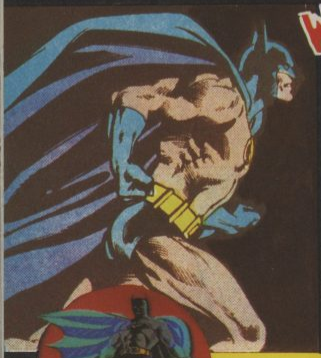
LEVEL 4

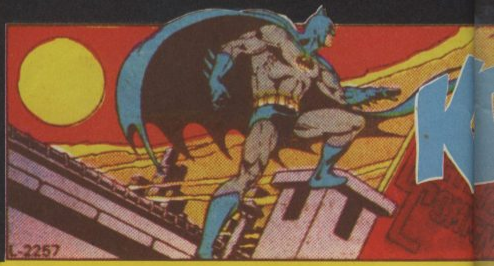
LEVEL 5

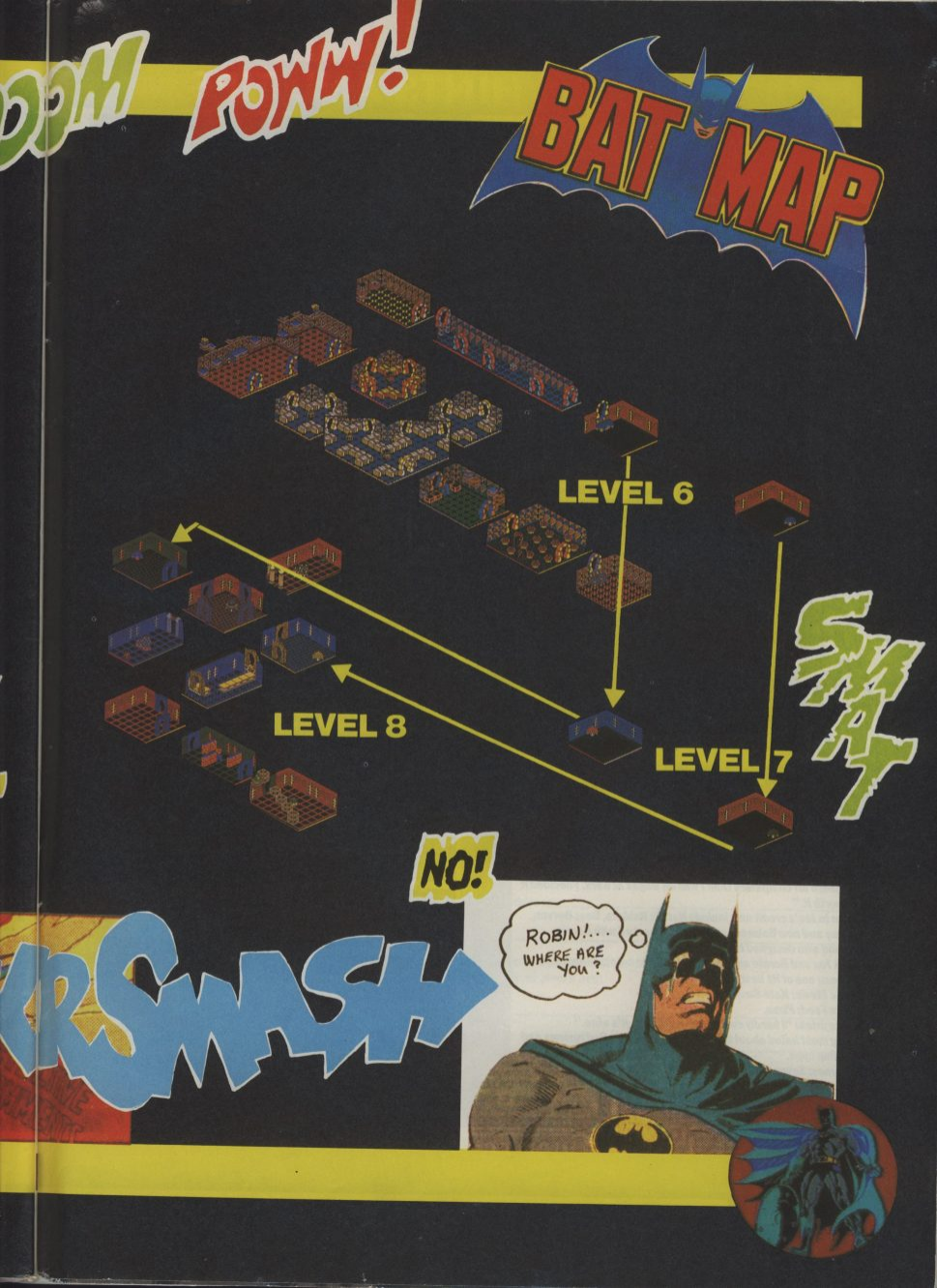
LEVEL 5

SMAT

WHONK

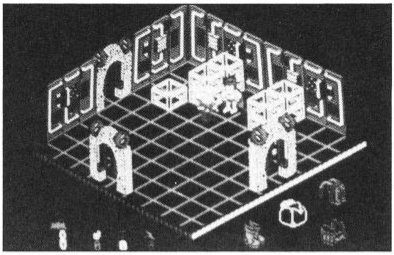





POWW!
BAT MAP
LEVEL 6
LEVEL 8
LEVEL 7
SMAT
NO!
ROBIN!... WHERE ARE YOU?

BAT MAP

HINTS AND TIPS



Batman is the game which out Ultimates Ultimate — 151 screens of amazing graphics, packed with puzzles, problems and devious tricks.

Jon Ritman, the man responsible for this marvellous offering, has taken pity on all you Batmans about to be driven Batty by giving some hints and tips to help you progress through the game. It was really amazing to see how readily Jon agreed to help after Big Red threatened to sit on him.

But he's not giving the whole game away. Some of the advice is very general and should help you at different stages of the game.

First the plot. Boy Wonder has been kidnapped. Was it the Joker, the Penguin or the Riddler who was responsible? Before Batman can find out, he must find and collect the SEVEN parts of his Bat Craft which have been scattered through the screens. So it's off to the Bat Cave to start the game.

● Bungling Butlers

Alfred, Batman's faithful butler, has bungled. He's hidden Batman's special gear. Without these four items neither you nor Batman will get very far. They are Bat Boots, to help Batman jump, the Bat Bag, for carrying items, the Low Gravity Belt, which allows the Caped Crusader to fall slowly without killing himself, and the Bat Thruster, which allows Batman to move sideways as he falls.

Each item is in a different screen, protected by a Bat Guardian. Batman must dodge these to get the items.

● Crafty Bat Craft Clues

Take a good look at the exploded view of the Bat Craft at the beginning of the game. Make sure you can recognise the individual pieces. They are hidden in some awkward and apparently inaccessible places. One section is totally hidden from view.

Everytime you manage to collect a piece of the craft it is transported to a launch pad and automatically assembled. Once all seven pieces have been found, Batman must find the launch pad — situated at the top of the tallest building — and get in the craft and face forward.

● Invaluable Effigies

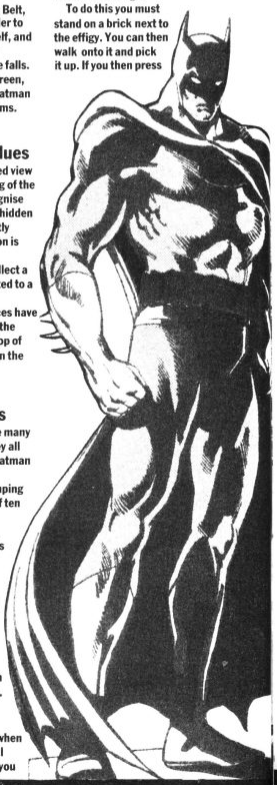
Scattered around the game are many miniature Batman effigies. They all look the same but each gives Batman special powers.

One increases Batman's jumping powers — but only for a total of ten jumps. Another gives Batman invulnerability against the avaricious creatures and perils of the game — but only for 99 seconds. There's also an effigy which gives extra lives. Another gives the Caped Crusader an extra turn of speed — for 99 steps. So keep a careful count.

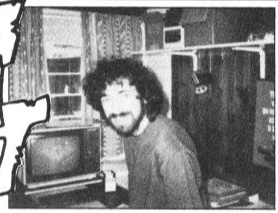
But beware false effigies. The fiend who kidnapped Robin scattered a few nasties around. These will rob you of all your special powers.

You'll quickly discover that when you touch a Batman effigy it will explode. But, if you're careful, you can pick them up and use them for a further advantage.

To do this you must stand on a brick next to the effigy. You can then walk onto it and pick it up. If you then press



SMART



Name: Jon Ritman
Born: Edmonton 1956
Game: Batman
Disgust for the standard of games available for the ZX-81 turned former television engineer Jon Ritman into a games programmer. "I thought I've got to be able to do better than this," he says.

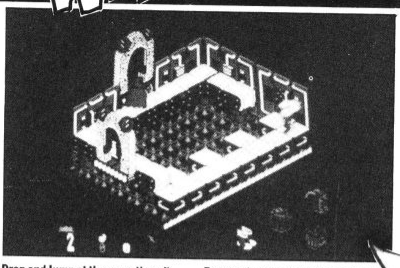
Within two months of buying the ZX 81 Jon had written his first game. "I released two more before I left work. At the time I was earning more off computers than I was on wages at work. I decided it wasn't worth it."

Games to Jon's credit now include Namtir Raiders, Bear Bovver, Match Day *and now* Batman, *on which Jon worked with Bernie Drummond who designed the graphics.*

It took Jon and Bernie around ten months to create Batman *and it gives Ocean one of its best games for ages.*
Favourite Music: Kate Bush.
Favourite Food: Pizza.
Favourite drink: "I hardly ever drink, but if I do, it's wine."
The thing most hated about the computer industry: Bad reviews and mis-leading hype.
Other games: Seven in all — including Namtir Raiders, Bear Bovver *and* Match Day.

WHAMM

BAT MAP



Drop and Jump at the same time, it gives you the power to double the height of your jump.

But if you're having a terrible time with the effigies and their powers, don't worry. They are not absolutely necessary to complete the game. They just make things a whole lot easier.

● Baffling Bricks
In many screen you'll come across bricks that move up and down. These can be jammed by putting something in their path.

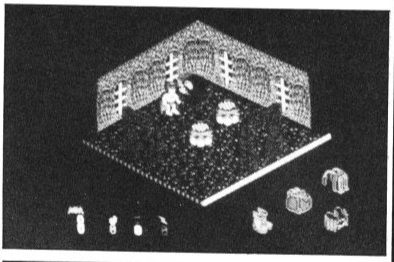
● Sensational Switches
Throughout the game there are three or four switches. And guess what? They switch things off. But they are hard to spot. So keep a careful watch for them.

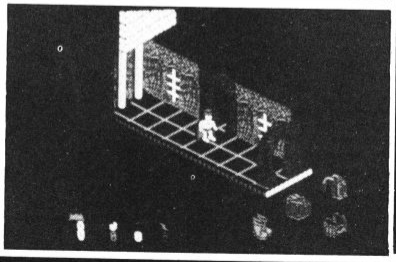
● Pass the Parcel
Beware the surprise package. They will explode and take a life. Look for something to explode them with rather than getting Batman to touch them.

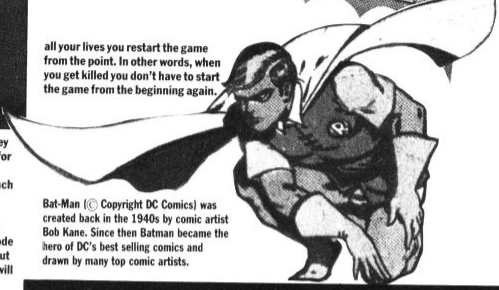
● Curious Questions
There are many curious balls with question marks on them. All explode when touched, but some will kill but others are harmless. Experience will tell you which is which.

● A Room with No View
In some screens there will apparently be nothing to do and no way out. Don't be fooled. Examine the walls carefully. There's usually a hidden exit.

● Life After Death
Reincarnation stones. These prove very useful. Touch one and it will store the state of the game. Should you lose all your lives you restart the game from the point. In other words, when you get killed you don't have to start the game from the beginning again.







Bat-Man (© Copyright DC Comics) was created back in the 1940s by comic artist Bob Kane. Since then Batman became the hero of DC's best selling comics and drawn by many top comic artists.

We've got 20 copies of *Ocean's* smash hit *Batman* game to give away — ten for the Amstrad and ten for the Spectrum — to the lucky winners of our Bat-Comp.

All you have to do is answer the easy Bat-Quiz below and rush your coupons off to us in the nearest Bat-mobile! Send your completed coupon to Computer and Video Games, Batman Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is June 16th, normal C+VG rules apply and the editor's decision is final.

THE BAT QUIZ
1. What was the name of Batman's trusty butler?
2. What are Batman and Robin's REAL names?
3. Name ONE of Batman's arch-enemies.

C+VG/OCEAN BATMAN COMPETITION

WONK

Name_____

Address_____

_____

Computer owned: Amstrad ☐ Spectrum ☐
My answers are:

1_____

2_____

3_____

Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

Uh . . . they can't threat me like this. Just cos of an unfortunate accident when I destroyed the C+VG swimming pool by diving straight into the 3ft end, they think they can give me all the rotton jobs. Mailbag! Pah! Fancy getting me to answer letters. I can't even read.

• I have a complaint about your magazine. I have been buying it for the past four years and I was delighted with all the great competitions you have been having lately. I had a chance to win a Commando machine, copies of games like *Fighting Warrior* and *Gyroscope*.

I waited months on end for a reply or to read something in the magazine to see if I had been one of the lucky winners, bu, still I wait!

I have noticed that other magazines print the winners names, so, why don't C+VG?

This has led me to the conclusion that perhaps there were no prizes in the first place and you were using it as an excuse for people to buy the magazine.

Hugh Donnelly
Belfast

Big Red replies: Just what are you saying, Buster? The reason we don't print all the competition winners is the lack of space. We run a lot of competitions with lots of winners. If we printed all their names, there would't be any space left for the good things in C+VG — such as me and the Bug Hunters.

• I am a member of a small group of Atari owners in Manchester. We spotted a karate game in C+VG about seven months ago. I saved up £6.50, but, at that time there wasn't that many shops in the Manchester area where you could buy Atari games. So, we thought we would let it wait for a month for it to appear, but, that month is still dragging on.

At least one good thing has happened — a new shop has just opened in Manchester devoted to the Atari, it is called Atari World. It gets all the new releases, but, still on one of its walls is a poster for the same karate games I have been waiting eight-nine months for. The poster states AVAILABLE SOON! By the way the name of the game is *International Karate*.

In April's issue of C+VG I read the review and found out that it hasn't been completed yet. After banging by head on the wall a few times, I read on and found out it knocks all the others for six. Would you please give me a release for this game.

Carl Farne,
Manchester

Big Red replies: Don't ask me, ask System 3. The only thing International Karate doesn't knock for six is me.

• Now, we have a reply to a letter which we published in our April issue from Stuart Yalden, who was complaining about a certain company.

May I set the record straight, further to the comments of Mr Yalden, regarding Vic-20 Software Hire and the non-delivery of his order.

No order was every received from Mr Yalden. When he telephoned me complaining at the lack of service, I assumed that his order had gone missing in the post. In these cases I provide a hire free of charge.

A cassette was posted to Mr Yalden on September 23rd and to date I am still waiting for it to be returned."

Stuart Tomanek
Manager
Vic 2 - Software Hire
Nottingham.

• I was going to buy a disc drive at Christmas, but my friend said that they were slow. After Christmas, my other friend brought into school an article from an old C+VG, which said there was a new faster 1542 disc drive being launched, but I have not seen any in our local computer shops. Could you tell me when they will be available.

S Wadrassi
Blackpool

Big Red replies: My spies tell me the 1542 has been scrapped.

• Paul Philips and P Thacker are both right, C+VG is worth more than 98p. Here in Holland I pay £1.75 and it's worth it. But, if you were to raise the price to £1.50 it would mean it would cost £3.60 which if far, far too much for us here.

After the letter from A Oskarsson I compared software prices here with mail-order software prices in England, and from now on I will only buy software in this way. Take for example *Winter Games* — £8.20 by mail order and £12.75 in the shops in Holland. *Karateka* would cost £25.80. Why do we have to pay over the top prices for these games?

Erwin Blonk
The Hague

• Not so long ago in the Hot Gossip section of C+VG, you made the now-infamous statement of Acornsoft/Firebird's *Elite* being available on the Atari and, of course, you later printed a short notice to the effect that you had made a "mistake".

I was rather annoyed by the style of the original statement; you were obviously having a subtle dig at Atari User. I telephoned Firebird and was told that *Elite* would "possibly" become available.

HOWEVER! Here is a piece of news that you may or may not know. I am acquainted with a programmer who used to work for a large Atari software company, and as a result he knows quite a few of the "star" Atari programmers — Archer D. MacLean of "Dropzone" fame for example — and he retains many ties with the software industry. He told me a rather interesting story concerning the mysterious Atari "Elite":

Firebird were to produce an Atari version of *Elite*. Due to contractual terms between Acornsoft and themselves, they have to produce a demonstration version of the game, that has to be approved by Acornsoft before the game proper can be written. This Firebird duly did, utilising the full graphical and audio facilities of the Atari, such as page flipping, colour indirection, Vertical Blank Interrupts and Display List Interrupts. That was where they slipped up.

The demonstration version, although taking up relatively little memory, surpassed all the previous demo versions. Acorn soft took it into their heads that they could not allow a "heathen" American computer run a commercially-available version of "Elite" that was better than their beloved BBC original, or that surpassed the relatively slow and (sound-wise) appalling Commodore or Spectrum versions. They therefore refused permission for a full game to be produced — quite frankly, because it showed their BBC up so much.

The proof of this story is in the currently-available versions themselves. When it comes down to the bottom line, no visible attempts have been made to increase speed or reduce screen flicker or generally "tart the game up". One would have thought that they would have taken advantage of the CBM-64's capabilities to do so. From what I have heard, the Atari version did not flicker at all — and I wouldn't be surprised.

If you plan to print any of this letter, I wish you to withhold my name and address and not to mention even the area when I live. I am not a pirate; I simply don't want Acornsoft/Firebird breathing down my neck for divulging potentially embarrassing information. However, I feel that this "scandal" should be made public.

Name and address supplied

• Recently, my mother wanted to get a magazine for the Amstrad. But, I stopped her and purchased Computer + Video Games instead. Now, to the point of this letter, I have a few complaints. The screens of the games you review seem to be getting smaller and in black and white. My second complaint is about the readers' listings, what

Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
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has happened to them? I enjoy typing in programs — even though half of them don't load. By the way, is there anything wrong with the program Asteroid Lander from the October issue?
David Naughton
Dublin 14

Big Red replies: Are you trying to pick a fight? Screen shots getting smaller? I think you're imagining it. As for listings, we're never going to print another one. Never, never, never. Over my rusting body. What? All right so we've printed a listing this month. I'm not perfect. I get things wrong.

• I have been an Atari fan since 1979 but over the past couple of years have been disillusioned by the lack of support from software manufacturers.

Seeing the Atari Show at Hammersmith advertised, I believed this to be the great revival. Alas no. To charge admission to what was not much better than a market, without anything special laid on by Atari, just a handful of software companies selling items available from any local stockist, seemed to me to be wrong.

In my opinion not only did it not help promote the Atari name, it was of positive detriment to it, and I for one shall certainly consider another system when I decide to update my computer.

Come on, Atari — pull your socks up.
K.C. Bing
Herts

• I noticed a letter from Sunil Abbi in which he asked about the compatibility of the Commodore 128 with the Commodore 64. I own a C128, and in the reply to this letter you claimed that all C64 software works on the C128.

I have found this not to be true, as some games I have tried do not work. These include *Hypersports*, *Frankie Goes to Hollywood*, *Mr Do* and the *Flintstones*. I would be happy if 12you could tell me why these games don't work. Most '64 games will work, but software companys should make sure their games are '64/128 compatible as more and more people are buying a C128.

In reply to Anthony Kemp's letter, asking how to find the other P.O.W.s in *Rambo* here is the solution:-
After getting to the chopper, you must fly down towards the P.O.W.s camp and land on the 'H' sign (by the lookout post). Now you select knives and go to the bottom left hand corner (by the box of grenades), where you will see a hut. Walking into this, will result in the door opening, and the P.O.W.'s walking out.

You must then make your way to the helicopter and fly up towards the river. On your way you will be attacked by a gunship(s) which you must shoot at until it retreats. Now carry on until you reach a wall (killing any gunships that happen to attack you) with an 'H' sign near it. Land on this and you have completed the game. I hope these tips come in useful.
Mark Hammond
Worcs

• With reference to your reply to Sunil Abbi's question about whether CBM64 programmes will all run on the 128 in 64 mode, let me tell you from personal experience that they do not.

While most of my CBM64 games and utilities (including this word processor) do work, at least two of the games in my collection do not. As these are the truly awful *Mig Alley Ace* and the almost as dreadul *Jump Jet*, I am not unduly worried but readers should take note that it is the turbo loader on Jump Jet which causes the trouble (it works well enough on my C64) while it is the actual program that corrupts on *Mig Alley Ace*. I believe that the Anirog Turbo used on Jump Jet is used on other games as well and so would suggest that prospective purchasers insist on a demo on a CBM128 before parting with any money.
A H McLean
Doncaster

Don't say we never give you anything! So far C+VG readers have enjoyed free posters, free pull-out maps, free pull-out games guides and even a free giant sized C+VG calendar poster, not to mention the free Book of Games. If you've missed ALL of them, well, where have you been? But next issue we've got something coming your way that will overshadow all the C+VG freebies that have boldly gone before. It's the FREE 24-page, full-colour IDEAS CENTRAL HANDBOOK. Inside this incredible free gift you'll find glorious technicolour maps, games tips straight from the programmers, lots of pokes and some pretty amazing competitions. Our Ideas Central operatives, under the direction of the lovely Melissa Ravenflame, have been out interviewing the programmers of all the best games around and bringing back invaluable playing hints to help you get the most out of your games collection.

NEXT MONTH

C+VG

1066 and all that comes to the pages of C+VG next issue. We take a look at the new Domesday Book Project and ask YOU just what you'd like to see in the C+VG time capsule.

I spy with my little eye something that looks like goodies. Yes, C+VG goes undercover to bring you top secret prizes in our Project Thesius competition. We've got 20 copies of Robico's spy adventure up for grabs. Rememeber — we like spies and spies like us. And, of course, we've got lots of other super prizes lined up.

War — what is it good for? Find out next issue as Dr Stephen Badsy — a researcher for BBC TV's *Soldiers* series — brings you his own, very individual, view of the current computer wargames in the first of our new Fifth Column strategy game supplements.

Master Adventurer Keith Campbell ventures forth to the mysterious West Country to bring back news of the latest Level 9 adventures. Find out what's going on in deepest Weston-super-Mare in the BEST adventure column anywhere next issue.

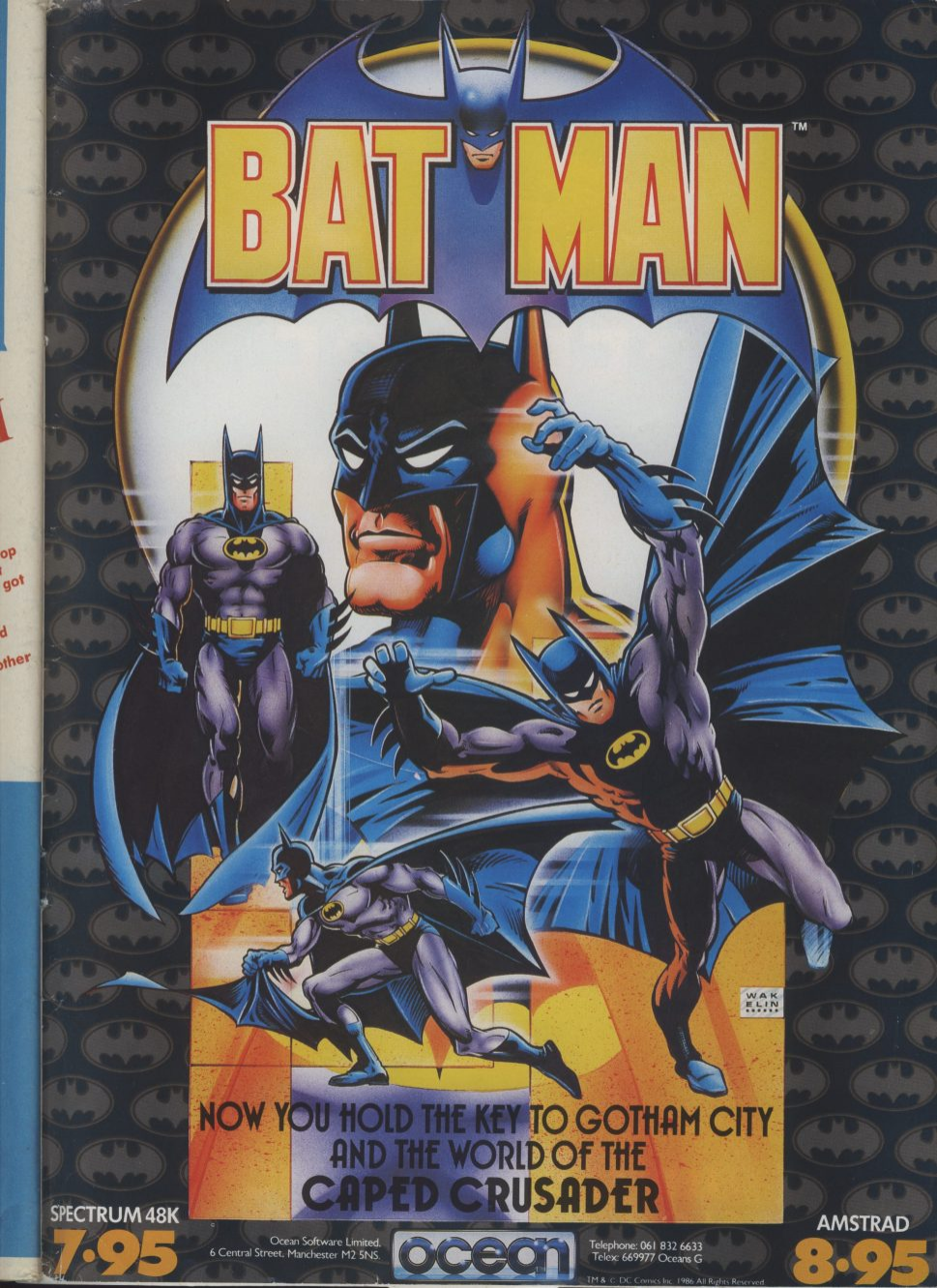
The Electric Pencil Co. tell you their Zoids secrets, Steve Turner tells you how to beat his latest Spectrum smash Quazatron, while Pete Cooke digs up some info from the Gal-Corp computers about surving a trip to Tau Ceti.

Big Red goes ape and ends up on a free full colour poster inside the July issue of C+VG! It's the biggest thing you'll stick on your wall this year!

I want my mummy! You do? Then get hold of C+VG next issue and you'll find a preview of Hewson's latest game called Pyra Curse. It's set in an Egyptian tomb and promises to set new standards in arcade adventuring. Pop down to your nearest pyramid on June 16th and dig up a copy of C+VG. You'll curse yourself if you miss it.

Are you tough enough to take on the C+VG Green Beret Combat Zone Challenge? High scorers should collect their call-up papers next issue . . .

C+VG's joystick jockey Jim Douglas brings you an indepth play test of the newest sticks around. Which stick will come out on top in C+VG's super-test? Find out on June 16th.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