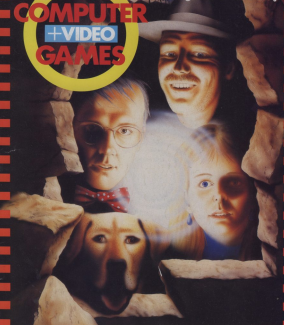


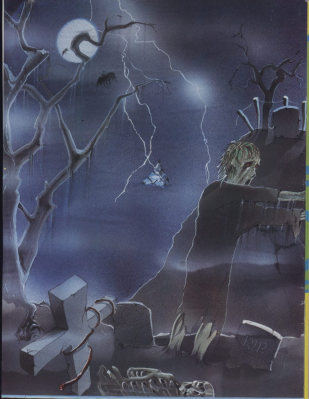
PYRACURSE

Legless O'Donnell's Diary

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GAME OF THE MONTH: *The Flowers*, *C+ PG MIDI International Kung Fu*, *Manward*, *Montez's*, *Big Eyes*, *Shogun*. **Other reviews:** *Biggles*, *Tantrix*, *Pentagram*, *Redhawk*, *Popeye*, *Kickstart* plus more...

73 ADVENTURE

With looks at *Bullyhead*, the latest from Infocom, the *Pourpoint Adventure* compilation, plus Level 9's *Price of Magic* and a glimpse of life behind the scenes of the Austin's HQ down in deepest Somerset. And a special *Adventure Creator* offer.

8 NEWS

C+ PG's Programmer of the Year *Steven Crow*, has a new game on the way — read all about it in *Mailbag* on the Spectrums/Thunderbox — *US Gold's* answer to *Gold Construction Set* — in *Mailbag*. What do Tools and the Channel 4 short show *Space* — *Journal* Overview on page 8.



POPEYE/REVIEWS/P21



INSIDE STORY

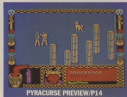
● You'd guess yourself if you don't get your hands on this month's C+VG? Because we've got a preview of the best game to hit the shelves this year. It's called **Pyracurse** and it's the first game by a couple of game programmers called **Mark Woodcock** and **Keith Prosser**. We've got a special Pyracurse competition too — could you win the C+VG Explorer award if you are interested in special things — like C+VG's deputy editor **Paul Doughton** — then you'd want to get involved in our **Dimensional Project Time Capsule** competition. Just what would you send back to the future? More history from **Magician Railway**, our resident war games expert. He's been looking on the games of the battle and bringing you to war! Into the future with C+VG's technology reporter **Marshall H. Rosenfield** who has been on a tour of the Universe — an experience not

to be missed! **Master Adventure** Keith Campbell has been hot on the heels of Level 1's programming and brings you news of their latest and greatest adventure **The Price of Magic** (plus the one next) in **Adventure Magazine**. **Extra Bits** — C+VG's round up of all the things you may want to check out — includes this issue's **Random Coverage** tells you everything you wanted to know about **Play By Mail** games but were afraid to ask. All the rest the FREE CD-ROM **CENTRAL HANDBOOK** check back regularly on the front AND the special pull-out **Big Deal** poster makes sure you will get change from the spot. Know what I mean, Harry?

Tim



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PYRACURSE PREVIEW/P14



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THE BIG CAVE ADVENTURE/P76



THE BUG HUNTERS/97



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NEWS

■ US Gold is hoping to score a big success with **World Cup Carnival**, the official World Cup computer football game. The package will feature the official World Cup 1986 Pages About A Page of programmes from last month on the game for six months and US Gold is predicting the game will "reach major standards in football simulation".



It will feature a specially made, in-choice kit for this year's teams, a playing skill option and results table.

A full colour poster and a program chart will be supplied with the game. And that's not all. Also included will be a free US Gold set-up guide.

World Cup Carnival will be available on the Commodore 64, C16, Spectrum and Amstrad. It will cost £19.95 on cassette and £14.95 on disc.

■ The legendary **Flash Gordon** is set to explode onto the computer next month. C+VG has had a sneak look at one of the Commodore version of the game and it's looking very impressive. Part of the game includes a satisfying game play.



Masterton, who has spent around seven months developing the game, says it should be released for the 1988 Commodore and Spectrum first,

followed closely by S4K and 48K versions.

Meanwhile, watch out for Masterton's **Molecule Man** on the Spectrum for £1.99. It's one of the most impressive budget titles for some time.

Molecule Man is the first game 28k, 38k tape version, collecting 18 puzzles to estimate a teleprinter and telegame.

But what makes the game extra good value is the inclusion of a maze designer. This enables you to construct your own maze, should you complete the original game.

Molecule Man is the first game from Robin Thompson, Robbi, who has been employed for three years, took up programming to stop himself becoming bored!

"I started programming for something to do," he said.

"It was either that or sitting down and learning to be a rock 'n' roll boy."

■ Don't let all you Atari fans, **Gremlin Graphics** will be releasing a new game about the mighty Wile E. Coyote this year.

The Atari game is just one of the busy schedule of releases from Gremlin. Included are **Jack the Nipper**, in which you can create a comic character to collect naughty points.

Also in the pipeline is a game called **Future Knight**, a combination of space shoot 'em up and adventures, in which the hero must rescue a damsel in distress.

There's also an as yet unnamed Commodore game being developed. C+VG, using an oath of secrecy, has seen a bit of the game and describes it as interesting. In a way it's a little like the other Gremlin game **Boulder** — it has plenty of boulders.

■ C+VG's Programmer of the Year **Steven Crow** is joining **Hardware**'s and his first game for the Commodore based company will be **Paradise** — a medieval arcade adventure featuring Steven's



own special style of graphic presentation. You play the part of a medieval farm type out to find his village from the clank of the evil fireball or Frogman — Steve hasn't quite made up his mind yet the village graphics are really pretty. Steve does a lot of cycling around the countryside near his

■ Great News for **Regus Propager**! The new style **Maximilian Software** with an releasing a game based on the cult character from the 2001AD comic. It's being programmed by those other old commodities of **Design Design**. Watch for C+VG's exclusive preview of the game coming your way in September.



home in East and he says these are not bad things which inspired him to write the game. In a short **Paradise** will be released sometime in October.

■ Will you please give a big hand to all the **Temp de' modon** who voted C+VG their most favourite mag — so to Temp de' course. The resident of the Amstrad **Microletter** was voting in the Temp de' modon survey. Funny, 'em Temp votes out number two in our own C+VG survey.

■ Forget the American invasion, the French are coming. Thanks to PDS and their link with **REI**, **Amstrad**'s tie-up with **Loriciel** and now the arrival of **Emulex Software**, the UK one of top Gallic company **Integrating** the French Commodore is getting hot.

Temp de' will launch **Mandrillgame** on four machine formats: Amstrad, C64/64, MSX and Spectrum (with 48k version for Amstrad and C64/64), at a cost of £14.95. All versions will be launched within two weeks of each other and HQ delays are likely as the French/English translations are already complete.

Mandrillgame is a graphic adventure of epic proportions, containing over 340k of program — which has necessitated the use of a more compact pack for the game (compared to the standard instruction book) and a two-chapter booklet, the latter being a massive a great number of hints or how to circumvent problems encountered in the solving of this widely acclaimed

level **Design Design** are making an exciting prospect for acquisition called **Madagascar** the **Yanopyra** based on the two stories of the same name. The most recent named **Steve Banks** and **John de' vils**. Both **Regus Propager** and **Hardware** will be provide adventures, news and pictures on and what we get there.

■ Watch out on the monster.com (coming) but never fear these monsters are quite cute and only appear on your TV. Bark, Bone, and Drat are the stars of a new animated show called the **The Trap Door** and Animaplay Software has personalized **Open Personality of Papyrus and Milder** home—to create the graphics for the game. Bark is a blue lobbiy-monster, the overworked servant of the prison and had temperamental being who lives upstairs in mysterious mansion. Bark may have lots to do for the miserable being upstairs but he still finds it fun to visit opening The Trap Door—which is the gateway to the masses of underground passages beneath the castle and home to all manner of strange and unusual creatures. Bark has many adventures with his motley band, an old skull who lives in a hole in the wall with to get Drat.



role playing game.

The program can be played by up to four players, although one person can control all four characters which make up the "team". These characters can either be pre-selected or you can make your own choice.

■ **Blackboard and SAS Hold** are to be released for the Amstrad CPC by ORL.

In **Blackboard**, your adventure by the abilities of your quest is to return the power on to the Lady Antena.

In **SAS Hold**, a semi-graphic adventure, secret plans have been stolen which give precise details of your base and one now being held in a castle.

Both programs will sell for £14.95.

■ Face yourself as a bit of a hero-type always getting great scores on **Green Beret** or **Commando?** Think you could do so well in real life? Then why not enter the great **C+VD Combat Zone Challenge**.

Yes, the two top scores on the top two combat games could win the C+VD Squad when we nail the Combat Zone again this summer. All you have to do is fill in the coupon below, tell us your score, send us proof in the shape of a screen shot or printed screen dump and you could be well on your way to the Combat Zone!

If you don't know what the Combat Zone is just check out our January issue.

And remember Who Goes First? (Doing date for this competition is July 18th). So get those scores in today. The five best runners-up will get a really cool t-shirt.

Send the coupon below to: Computer and Video Games, Combat Zone Challenge, Priority Court, 30-32 Fernhill Lane, Limerick BC18 2AA.



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Address

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Age

Computer owned
MY HIGH SCORE
ON GREEN BERET?
COMMANDO WAS
I realise screen shot
screen dump

■ To Old Hypercopter comes it fast to the screens of your Amstrad and 48 in early June. **English Software** have been battling away with their long-awaited Knight Games medieval tournament game for some time now — but based upon Philip Moore's old C+VD that both versions are now almost ready and will be ready in time for the summer holidays. The game features eight



medieval events including sword fighting, archery and a vicious looking ball and chain battle. There's some pretty pictures of the 34 version of this extremely addictive game for you to look at while you wait for it to come to your local store. The dot version will cost £8.95 on tape, £12.95 on disc. Amstrad owners will have first £8.95 for the tape and £14.95 for the disc.

HOT GOSSIP

BY TONY TAKUSHI

■ Closing my eyes I feel my senses drift as the needle hits groove. The music seemed to burst from the speaker and I was off I could do no stop myself singing the chorus "Doo do do do do! I want to see like you I want to see like you I want to see like you..."

The second verse was even more exciting. "More I'm thinking of the angels..." **SMILING TEARS.**

Ever since I played **Leaderboard** I haven't been the same. The words being and stroke have taken on a whole new meaning.

The last time I wrote simulation had this effect on me was when Commodore released **International Soccer** for the C64. That was when I wrote out my



Match of the Day record!

All you golf buffs love an outdoor theme being you. **Amstrad** have revisited the **Scott Co** writers that for the C64. **Leaderboard** is not the



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NEWS

for release until July 4th.

Leaderboard is a true arcade version of a golf game. The graphics are super smooth and the emphasis is very much on putting up the joystick and playing.

Leaderboard gives you four courses to choose from and up to four players can compete. There are five levels of difficulty. Another, Novice and Professional mode (which is the number of holes played) (18, 36 etc).

To get into the greens, there is a practice option (not included in my review copy, but US Gold tells me there is one) to help you learn to control the power and pace (needs to be left or right on the stick).

When you play there is a host of information being given, hole number, par for the hole, course number (1-4), mark player's stocks (not for the hole, wind direction and yards to the hole).

You start off on a tee (where wind and power are given, time for power the timer for tempo).

Your club choice includes Woods, Iron and Putter. As in real golf the club strength has a clear effect on the type of shot played. Irons hit the ball and make it move in, rather, with less bounce.

The game is totally playable and the presentation borders on arcade quality.

After you have played the shot the screen is redrawn to little fellows, but the little game is much the same and you play from your own location. When you reach the green you automatically go into putting mode.

The courses have water and artwork helpways to contend with but there are no trees or bushes. The arcade version has both.

At the end of each hole you are shown the leaderboard with your score and your score against par.

Leaderboard has instant appeal thanks to the quality of presentation but offer a few good reasons it tends to lose that knack of pulling you back for one more game.

Archie decide their golf game on "The 32 computer and console consoles etc". It really is. This is the best for the professional and true strategy.

It's not quite as playable as **Leaderboard** and simply lacks the arcade quality graphics.

Both cost £15 on tape and it really looks down to what you want out of a game. An absorbing arcade class, golf game or a quality golf simulation.

■ Prepare to have your brains rattled **Herzog's** one-plotting on about his own career. After they're started you with **Pyromania**, priviledged the case, they'll be hitting you with **Andrew Brydon** who's fallen up to **Urbis** called **Ally** play on. This is a futuristic race game utilizing **Archie** type graphics with the added enhancements, more details when you have them.

Beast here's **City Slicker** the new offering from **Technician Ted** and **David Cooke**. This game is set in London. You play the part of a private detective and your task is to stop the villain — called **Alan Calder** — from up the House of Parliament. The game's a departure from the **Technician Ted** platform style as it features **Beast** like **Beast** type format perspective graphics and offers a novel "screen-flipping" technique.

■ Fourteen year old **Garrett** **Beast** proudly displays the game design which was his a first try to San Francisco. And not only that. His game, **Starboard Quest**, will be turned into a commercial computer game by **Activision**.

Garrett who submitted designs to the competition after an encounter on BBC TV's **Saturday Superstore** programme. C + Y's Editor **Tim Atkinson** was among the judges with



Activision's UK chief Hugh Beese-Parrell

The story submitted by **Garrett**, who comes from Edinburgh, is about the adventures of star army Joe. **Beese-Parrell** and his quest for the starboard. It took him just three months to finish the storyboard for **Starboard Quest**. But it will be three months before **Activision** have completed the game.

■ If you've been watching **Channel 4's Chart Show** on Friday nights you'll have noticed a rinky-dinky song on BBC news, containing info about the bands appearing on the video — if you are quick enough to read them!

The software for this was created by **Barry Mather** and **Anna Williams** of the **Electric Peaks Company**. The people who brought you the classic **Zeale** game released on the **Microtrack** label.

■ Right now we're reading about our software for **British Cycling Association/Computer + Video Games Computer/Selling Championships** 1986.

And if you're good enough at riding the course, you could win a place in the final to be held in Newcastle, Cornwall, in September, which will coincide with the **World Surfing Championships**.

The **Computer Championships** will be taught across **Barry Chess**, from the Irish software house **Fire Computer**. **Mike Connors** was **Barry Chess**, which is now available on the Spectrum and Commodore 64, is the ultimate sports simulation, as near the real thing as possible. The game is also revolutionary in that it eliminates the use of a joystick or the keyboard as a means of control.

■ Our game tell us that **G.A. Gold** will be releasing the home computer version of **Quantum** — or featured in **The Edge's Arcade Action** pages way back in December. **Quantum** is a 3D style software and features characters like **Conan** the Barbarian, **Thor** the Warrior, **Starlin** the Magician and **Wynne** the Valkyrie and the evil **Grimegor**. The arcade version features four player action with simultaneous play — but a solo player can also enjoy **Quantum**. The characters have to find out just from the dangers, tell **Grimegor** and fight off legions of Gruk and ladders. Tracks still!

■ Instead our money hasn't gone away on a **Star** — or the scoring system. Now, instead you're off for **Pat O' Brian of the Legend**. This game — programmed by **Gregg Barnett** — will be the first to combine in August and will take the **Pat O' Brian** one step further. Our hero will have weapons and will fight different characters in different locations. **Pat** will have to grapple with his opponents as well as using his mental art skills. Watch for C + Y's preview coming soon.



■ Last issue we told you about **Big Trouble in Little China**, the latest game of the line from **Activision/Electric Dreams** stable. Well, in fact it's little **CHINA**. Sorry! Anyway here's a look at the storyboard of the game which is being developed by the **Foxes** team. The basic idea is that **Chinese** refers to **Pan** is trying to oppose a demon in order to rescue the girl. It's not necessary to do this as **Pan** has lost to memory — the sacrifice — a Chinese girl with green eyes. **Pan** has done the capturing job — in fact he's got her girl — by the time you arrive on the scene. Now it's your job to help the three newsmen **Wing Chi**, **Egg Shen** and **Jack Burton** to save the lady from **Le Pan's** evil clutches. There's lots of material to be written involved in the film.

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FOR IMAGINATION!



PYRACU

Meet Legless O'Donnell, ace reporter for the *Saturday Post*. Here we present O'Donnell's own sordid story. The story of the murky deeds behind the legend of Pyracus. Discover Daphne's dark secrets and O'Donnell's deadly dilemma . . .



Chapter One

"O'Donnell!" Patrick O'Donnell barely took notice of his desk and almost the whiskey bottle out of sight. He jumped to answer his father's bellows which echoed across the Sunday Post's busy newsroom. "Another mate of mine," he muttered to himself.

The Editor shouted at the phone, slammed it down and then glared hotly at his son.

"O'Donnell," growled the Editor. "That idiot Pemberton-Smith has got back from South American and has discovered some funny toads or other. I want you to get me a story."

"Everyone's heard about it already!" protested O'Donnell. It's a dead story."

"Get me a story, and you better make it a good one. Lots of human interest."

O'Donnell sighed, "OK, Dad's the boss."

Chapter Two

The next day O'Donnell and several other reporters were gathered at the mansion of Sir Percival Pemberton-Smith. As he looked around the immense house he was impressed. O'Donnell felt he was a rich man at least, he just didn't have any money. What money he had, he spent on drink.

When the lecture started Pemberton-Smith glanced at about ancient civilizations. "Boring stuff," muttered O'Donnell. He wanted human interest. The moment's nigh. That's what sold papers like the *Sunday Post*.

He did not forget to describe the background of his expedition to the tomb of the daughter of Sage

They, an ancient South American line God.

This was rapidly becoming worse than school. O'Donnell was just slipping off to sleep when Sir Percival paused and lifted his glasses onto his forehead.

"Perhaps you'd be interested in the inscription," he said. "I copied it from over the entrance to the tomb."

"My dear friend, Professor Rife here, has kindly translated the symbols," Pemberton-Smith added.

The old explorer handed the paper over to a nervous young academic at his side. "Sir, Gentlemen of the Press," he began.

"The inscription is a curse. The meaning is rather obscure, but it rough translation is that a hideous death will befall the daughter of whoever violates the tomb. I am sure that Pemberton-Smith would have thought twice if he knew he was making his daughter by going on.

All eyes immediately switched to the attractive girl sitting at a desk in the corner. She blushed delicately.

"That must be Daphne," thought O'Donnell.

After the lecture was over the journalists looked to get at the file and pieces the explorer had brought back.

O'Donnell was not interested in broken pots and other rubbish. He was interested in Daphne. He found her still sitting at her desk.

O'Donnell introduced himself. "Are you interested in archaeology, Mr. O'Donnell?" she asked. "Of course," he lied. "I just don't like animals," pointing at the skull around the table.

O'Donnell eyed the girl appreciatively. She had everything, smelt, beauty, and money.

"Do you ever go to London?" he asked casually as he could. "Sometimes. Why?" she replied.

"No reason, except that I'd like to meet you."

"I don't think Roger would like me to see another man, we're engaged you know."

"Lucky man," smiled O'Donnell curiously, evading the Professor who was busy wrapping anecdotes with Percival.

Chapter Three

Six months later when O'Donnell had all but forgotten his encounter with the Pemberton-Smith then his phone rang in the office early one morning.

"Hello," he greeted. Ready to die."

"That's not a very nice way to speak to me," said a woman's voice. "Daphne!"



Percival sat up in his chair. "What can I do for you?"

"I'm going to be in London today, and I was wondering if you'd call like to see me?" she whispered.

NURSE THE UNTOLD STORY



O'Donnell didn't need to be asked twice.

Daphne was already waiting when O'Donnell arrived, breathless, for their long-lost date. "Hello!" he said, for once lost for words. She looked up and O'Donnell saw she had been crying. "What's wrong?" he asked.

"It's Daddy," she said tearfully. "Shortly after the lecture he returned to South America. He hasn't been heard of for months." "That's sorry," coughed O'Donnell. "He'll be in touch."

"You did?" she said suddenly, stamping her foot. "I don't want to have been him. I want the old girl dead! I can't live on a pitance, you know. I want the estate. I

want to be rich while I'm young enough to enjoy it. I want \$250,000 to help him in

St. I. too!" O'Donnell was shocked. Why was she so old?

selling him this? Daphne burst forward. She looked out and shrieking. "You find me attractive, don't you?" she said. "Of course, but you're engaged to Roger." O'Donnell was alarmed dead.

"It's only interested in old you. I want some fun!" Obviously there was still a chance for Frank.

Daphne outlined her plan. She would go in search of her father, to be his faithful daughter. Roger and O'Donnell would go with her. O'Donnell's paper would pick up the bill.

Once in Columbia they would follow the Penabasco-Barrett's trail until they discovered him. It was not so already did O'Donnell would have to "disappear" of him. Roger would be "his" lover.

"I'm sure you know what to do about Daphne!" said Daphne in her sweet little voice. "As for Roger—well, he's always liked jungles."

O'Donnell saw Daphne in a different light. She was not a young high-spirited, but a hard and cunning woman prepared to go to any lengths for what she wanted.

O'Donnell had doubts, and Daphne saw them in his eyes. She smiled sadly at O'Donnell.

"Oh course, perhaps you don't want me, or my money..."

Chapter Four

"A n Expedition to South America," explained the editor. "We want a trip to the moon!"

"This is a good idea. The human race. The living daughter and her devoted fiance go battling through the heat of the jungle in search of her father, and the Senator Pior there every step of the way."

The Editor sat back to think, chewing his pipe. "OK, O'Donnell I'll buy it, how much and how long?"

"It's for the benefit of the paper," said O'Donnell thoughtlessly.

Chapter Five

They had arrived in Quiba a week later. The town was almost unrecognizable, and there were thin everywhere.

Roger and Patrick went in search of a guide who could lead them to the camp, leaving Daphne to rest in the hotel.

They were directed to a bar in the city where they found an old man who had lived in the Sino jungle. "Yes, I know the place you seek, but I will not take you there," he said slowly.

"Why not?" said Roger. "We'll pay you well."

The old man shook his head. "You could not pay enough, friend. Not even if you offered me all the gold of El Dorado. The gods guard their rest, my friends. The do not like us to disturb."

"Long ago the god Kipo Stone came to the Sino, down from a night sky in his silver fire chariot. Over many years the people grew in the skills of war and peace."

"He was a cruel master, only the blood of his people could sustain him. When the reward of his being was needed, he would test the many mortals, and only for his servants to strike him."

Understood by the old man's glib tale, Roger explained their mission to find Penabasco-Barrett. The old man nodded.

"I thought you to be more serious hunters. But I can see you have a real need to reach the lost world. I am too old to give an expedition through the jungle—but I do have this map which will help you..."

He pulled a crumpled and worn piece of parchment from among the maps which cluttered his table. O'Donnell thought it looked like a map of human skin....



ACTION! ACTION! ACTION!

Piggles

Packed with all the action and strategy of the original, Piggles is a multi-player game that keeps you on the edge of your seat right to the end of your musical.

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Mark Goodall and Keith Prosser are the people behind the latest "adventure movie" from Hasbro. *Pyra* now follows firmly in the footsteps of the "adventure movie" game theme pioneered by Steve Turner in *Avatar* and *Dagobert*. But you haven't seen anything quite like *Pyra* yet.



In a South America in the 1960s, the game features three main characters: Pencil O'Donnell, reporter for the *Sanctus Post*; Dolphin Penetration-Sawatch, Professor Roger Kite; and Pencil the dog, in search of archeologists for Pencil. Pencil and Sawatch, who has disappeared in the depths of the *Sans* region.

Their travels lead them to the tomb of the daughter of King Tut, an ancient and supposedly immortal god. They have to battle with the evil scorpions and

especially at the entrance.

In the top of the screen is a window displaying your current state of operation. You start in middle mode. To the left, a colored band indicates the energy status of your current character. If the energy level falls to zero your character will die.

In the bottom center of the screen is an information and menu window. This is similar to the *Dagobert* scrolling menu. It allows you to select the different characters, call up an inventory, manipulate objects in the screen, look at *Dagobert* and "help" other characters. Initially this window displays the name of the character you are controlling and the location of the character look back/forward in.

As you play you'll discover that the different characters have different skills and uses.

O'Donnell is the strongest member of the group. He's useful for looking over which you'll find inside the tomb and which contains useful items. Despite its large body, Pencil the dog, who is Pencil's pet, tends to crawl along through the floor. Professor Kite is good at using the ancient objects left in the tomb.

The numbers you'll find are not very close but they are somewhat single-minded. They will not come for from their goals but they will follow you if you give no other to them. Fortunately there are ways of disposing of them.

If one of your characters is killed, this remains will be where he left. One of the other characters may be able to locate the individual creature which gave life to the individual. Then you can try to revive your dead companion.

There are many controls for you to collect and use. Controls around the tomb. To pick up objects, select middle mode and walk over the item you require. To use an object in the graphic window will flash and show you aspects of the item. Each character has a way up to these items at work.

If you wish to return to that a selected key plus with a key collected previously, select the character who has the correct key and place him adjacent to the door or place.

Press this to obtain the selected status in the lower window and use the correct key or just highlight the word "Inventory".

Press key again and the three items carried by the character appear in the information window. Scroll to the item required and press key again.

Use the main controls to maneuver the object over the door or place and observe the results. When you have done so, press key again to return you to middle mode.

To locate the characters who are following you, press key to obtain the selected status and scroll to the word "Who" and press the again.

The other characters will now wander off by themselves.

Manipulating the three men and getting them to fit all the things that you will be crucial when playing the game.

Watch out for the strange little bird. What's a bird doing in an ancient South American tomb? Well, you'll have to see the game to find out.

Pyra will be released on June 26th and will cost the \$29.95 price tag.

It will come on the Spectrum, Amstrad Plus and 128k 486 mode. You'll want to read if you want it...



control problems that cause the three characters. Only by helping each other can they ever hope to survive. The game features automatic AI programs which allow objects to move and high speed multi-directional scrolling.

Once the game is loaded you can see the imposing entrance to the tomb. The four members of the expedition are standing



Who's managed to get our heads on the map which is the old map given to O'Connell and Professor Kim. Unfortunately the location of the tomb has been wiped mysteriously from the parchment! If you'd like to be the proud owner of the C-100 Pouchbook-Smith Explorer's Kit all you have to do is read the map and then follow to reach our exactly where the tomb entrance is. There you'll encounter just the location, and the route you have to take to get to the tomb, such as shown on the map and used in Computer and Video Games, Pursuing Competence, Private Cases, 30-31 Harrington Lane, London EC2R 1JG. Cloning data for the competition is July 16th, Normal C-100 rules apply and the Editor's decision is final. Got that O'Connell?

There's hardly anyone up will get copies of *1000 Pursuing Competence* — if they want a Spectrum — or a copy of the number one smash *Unlucky for the Day*, what are you waiting for, Taurus?

Use the map to help you make your decisions. We'll tell you if you managed to discover the tomb's entrance near home. In the meantime just don't follow too many false trails. Don't forget to mark the route you take directly on the map provided below you send it off to us and don't forget to include the coupon and "decision sheet" with your entry. May the ancient gods protect you — you'll need all the help you can get!

The old man tells you to go further up hills as the mysterious's entrance marked on the map. When you arrive to question the locals about the whereabouts of the lost tomb. There are rumours about a cave hidden in the jungle to the west of

the mission and about the ruins of an ancient city which you can only reach by crossing further upstream in rainy seasons.

Do you:

- A) Decide to attempt to discover the lost cave in the jungle?
- B) Like to return to travel upstream to find the ruins of the ancient city?

If you decide to find the cave then to question 3. If you want to travel to the ancient city then to question 1.

2. After days of heading through the thick jungle you come across a river covered with the dark remains to a cave. You turn away the stones covering the entrance, light a torch and enter. In the flickering light from the torch you see a golden scepter ornament hanging on the rock wall underneath the ornament there is an interesting looking pile of mail. Do you:

- A) Give Pouch to try to find the mail?
- B) Try to take the golden scepter ornament from the wall? It's an ancient ruby-jewellery scepter to the lost city. But there's a couple of days — and some sets of torch stones ready — your party awaits the ruins. Can you give them Professor Kim finds what looks like an entrance to an underground tunnel. Do you:

- A) Light a torch and enter?
- B) Decide that it looks too dangerous and keep exploring the ruins of the cave?
- 4. After spending days in the jungles looking for a way across the cave you decide it would be nice to find some civilization and get some supplies for the expedition. You notice on the map that there's a native village not far from the mine-cave. Do you:

- A) Decide to return to the mission what you know you'll get a friendly reception but which is quite a long trek away?
- 5. If you decide to find the cave then to question 3. If you want to travel to the ancient city then to question 1.

6. If you decide to return to the mission go to question 3. If you decide on a trip to the native village then to question 6.

7. Back to the mission you come across an old woman who tells you about a strange temple and a mysterious "smoking mountain" in the jungle to the north of the town. To reach there you need more another long trek upstream in the only bridge — a narrow wooden stile across a deep gorge.

Do you:

- A) Decide to find the bridge?
- B) Visit the lost city first?

If you decide to visit the cave then to question 1. If you decide to visit the ruins then to question 3. If you decide to travel upstream to the bridge then to question 1.

8. You discover the native village and the inhabitants seem friendly enough. The chief says that there's a cave planned for the evening and invites you to stay. Do you:

- A) Accept his invitation and allow yourself to be taken to a special feast prepared for visitors?
- B) No you are behind schedule and ask the provisions to be brought to you so you can leave as soon as possible?
- 9. You find the bridge. It's made of wooden stiles and built together with stones. It doesn't look very safe.

Do you:

- A) attempt to cross the bridge one at a time?
- B) Try to find some other way to cross the cave?
- C) Cross the bridge together?

10. If you decide to cross then to question 8. If you decide to find some other way across then to question 4.

11. You manage to cross the bridge and find a paved path way

through the jungle. You follow it until you find a crossroad. One road leads into the jungle. One road leads towards the "smoking mountain" described by the old woman. Another leads off in the direction of the ancient temple which you can just see above the jungle canopy.

Do you:

- A) Go to the "smoking mountain"?
- B) Go to the temple?
- C) Follow the path into the jungle?

If you go to the mountain then to question 9. If you go to the temple then to question 10. If you follow the path then to question 11.

12. In the shadow of the "smoking mountain" you discover a deserted village. In one of the houses you find a large jar covered in gold markings. The only way to open it seems to be through it.

Do you:

- A) Smash the jar?
- B) Return to the crossroads?

Question 10. You reach the temple and climb to the top where you find an entrance to the interior of the structure.

Do you:

- A) Light a torch and enter the temple?
- B) Return to the crossroads?

Question 11. You follow the path into the jungle which seems to enter an ancient ruin. Suddenly you come across a small clearing. In the corner of the clearing there is a wooden-beaten shield covered in strange markings. The path doesn't seem to go any further.

Do you:

- A) Examine the shield?
- B) Use a heavy sign and knock back to the crossroads in an attempt to find something more interesting?

1. A B

2. A B

3. A B

4. A B

5. A B

6. A B

7. A B C

8. A B C

9. A B

10. A B

11. A B

1.	A	B	
2.	A	B	
3.	A	B	
4.	A	B	
5.	A	B	
6.	A	B	
7.	A	B	C
8.	A	B	C
9.	A	B	
10.	A	B	
11.	A	B	

Name _____

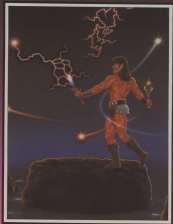
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*Make your choice on the decision sheet and send the map and completed coupon to Computer and Video Games, Pursuing Competence, Private Cases, 30-31 Harrington Lane, London EC2R 1JG.



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GAME OF THE MONTH

This is C+VG's highest honor. It's granted to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra added ingredient which makes the game stand head and shoulders above the best of the rest.



C+VG HIT!

This symbol is C+VG's way of telling you a game is the **BEST VALUE GRAPHICS**

is the game graphically best — or is the graphics great? This mark puts you in the picture and lets you know if all things are aprite and beautiful.

SOUND

Is the sound loud and great — or does it sound like you've got your head stuck in a bucket of mud?

VALUE

Should you buy, borrow or rent and the cash left over lands in the game and for the sake of your friends? Or will it be better to wait until the game appears in the bargain bin? Find out here.

PLAYABILITY

Will you be dragged screaming from the joystick after 10 hours continuous play — or will the very sight of the loading screen and you wanting to switch off the machine?

* If you're one of those people who like percentages instead of words out of ten, the solution to your problem is simple — just add a zero and a % sign to our marks. Easy, isn't it?

- Machine: Spectrum
- Supplier: Martech
- Price: £9.95

Prepare yourself to battle by writing on computer game gas before. Martech's Planets takes you on a trip through our galaxy and actually down to the surface of three heavenly bodies.

Created with the assistance of Heather Cooper, president of the British Astronomical Association, this game takes you on a trip across the galaxy in search of some alien species which could give you help. You save the Earth from destruction.

The scenario goes like this. Life on planet Earth is coming to an end. A series of meteoroidal natural disasters has thrown the Earth's climate into a deadly spiral — a second Ice Age has already begun.

A metal capsule phenomena

through the atmosphere. It contains a map of the Solar System and shows the position of eight similar capsules, one for each of the Earth's planetary neighbours.

A radio signal is received from deep space. When decoded it is revealed to be a computer program. The program is loaded into a storage area and a search is made for a suitable species to help us save our planet.

You are able to fly a mission with the capsule to the planet nearest the Earth which bears the best hope of survival. As each star system that enters which reaches you contains, it life on Earth coming to an end.

Flashes of the signal from deep space and the crystal ball capsule are communicated to you. The capsule has landed in a remote, remote region of Saturnian.



- Machine: Amstrad
- Supplier: Reynolds
- Price: £9.95

Once again the Reynolds team give you a game that is fun, exciting and a real challenge. General Goli.

This time the Amstrad, but it's just as exciting. You have the power to command the English fleet, by using icons, and lead into the English's success, if any can!

The English fleet is made up of the following characters: Jack Marlow: Human, Commander of the English fleet.

Dryll: Intelligent, excellent fighter and second in command.

Barbara Marie: Human, excellent marksman and tactician.

Maxim: Devil, he is priceless, lose him before the mission.

And if you cannot escape. Jack: Action, excellent marksmanship, makes a good stand.

Max: Powerful, excellent marksmanship, makes a good stand. This is a real challenge. You have a time limit of one hour and 10 minutes.

The graphics on this game are pleasantly coloured, and the

This is where you come in. The first task in this game is to land on Earth. Inside the capsule is your device and you have to orbit around your home planet. Only then can you continue with the rest of the game.

Planets is really four games in one. There's the landing and take-off sequence, the planetary search sequence, the planetary 'land' or alien puzzle game, and the decoding of the capsule game.

Once you've landed you can land on your planet with to retrieve the alien capsule.

Once back in orbit you will go the interplanetary chase and decide which planet you wish to visit first.

Notes of tape counter positions will be useful. There's an explanation of this on the instruction sheet, at Omega.

At your chosen destination it's back to the lunar 'lander' routine — after you've taken a few potshots at oncoming asteroids.

The game is controlled by icons in an extremely effective fashion and features near 'windowing' techniques.

It's not instantly addictive and won't appeal to arcade addicts currently into Commando/Chameleon — BUT Planets does present a true challenge and will reward anyone who takes the time to FULLY play the game.

- Graphics
- Sound
- Value
- Playability

SHADOWFIRE

looks are very clear, apart from the 000/200 or 'two packages' and all other you play, the Shadowfire theme tune plays

in the background. This is a good game, one that you can play as well as a challenge. I think it's a good game.

- Graphics
- Sound
- Value
- Playability



- Machine: C84
- Supplier: Electric Dreams
- Price: £9.95

I've told you that the star of the show is back in Dreams release was a failure, about dragging forward you wouldn't believe it, would you? Well, this time the name is Mythe and the action has grown up a little for her coming-of-age adventures.

Mythe is a young girl who has to be rescued from a wicked wizard. She has to solve a series of puzzles to find her way out of the maze.

At the start of the game you see Gordon stop off the end of a year in order to escape Mythe's poisonous intentions. He seems off. And under a rock, you get her out. It's a bit of a pity forgetting that he won't be able to breathe underwater forever. Gordon goes to sleep.

While Mythe is a distance to the danger that is, you have to solve Mythe's riddles trying to find a way to rescue him. And this is where you come in.

It's the time to send her way through an adventure maze solving problems dropping useful objects on the elements.

and the bottles of about six needs for only to keep her going.

She must also solve the dangerous puzzles that she can solve. This is a bit of a pity as the puzzles are not as hard as they seem and the puzzles are not as hard as they seem. She must also bring an object to Gordon's attention — not a puzzle in some form on the top of the screen.



It's a long time since a "cute" game like this appeared on the scene — and a welcome change from all the territory without merit around at the moment.

- Graphics: 9
- Sound: 9
- Value: 7
- Playability: 7

- Machine: C884
- Supplier: Microsoft
- Price: £9.95

Biggles. Ah, the memories. These were the days when all the world's troubles could be solved so with a stiff upper lip, a waxy grin on the face and a well-kept cut.

Well now you can relive those days through Biggles — The Desert Ship.

The plot of both film and game is as follows. Biggles and his friends are caught up in a race against time to find and destroy a new laser war weapon which could alter the whole outcome of the First World War. But things are complicated because Biggles gets caught up in a strange time warp which means he gets transported back and forth between 1917 and 1988.

The Biggles game is divided up into five sections — the Desert Ship and the (South) Western. You can play the second part of the game without completing the first but it will be difficult.

But from the Time Warp, this

is divided into three sections which you swap between as, in a flash of lightning, you make enough time.

Biggles in the 80s (887), then Biggles in the 20s (887), then Biggles in the 20s (887). Armed with a gun and grenades, Biggles must reach each enemy position to reach the weapon's test site.

Biggles in a window (1988), then the action is set on the rooftops of London.

The second part of the game, The Desert Western, finds Biggles and Jim aboard a helicopter flying over enemy positions.

The one disappointed about Biggles the game — at least in the first part — are the graphics. They're a bit chunky and basic.

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

- Machine: C884
- Supplier: Macmillan Software
- Price: £7.95

Do a jolly good Crunch, spit, slunge etc, etc. Yes, folks, someone's favourite sailor has found his way onto a computer game. Pussycat starts around last year on the Spectrum, and now Macmillan have converted it for the Commodore.

The story of Pussycat is that Pussycat is a sailor who is running a boat in the sea. He has to go to the sea and he has to go to the sea. He has to go to the sea and he has to go to the sea. He has to go to the sea and he has to go to the sea.

Once the game has started you are played a pair of dice. Pussycat has to give his boat a name. He must give it a name. He must give it a name. He must give it a name.

Gameplay in the game is quite simple. You will see some things on the screen and you will see some things on the screen. Unfortunately, the game will go about their business while you're on the boat. Oh.



The game is a jolly good Crunch, spit, slunge etc, etc. Yes, folks, someone's favourite sailor has found his way onto a computer game.

Following the story presented within it is possible to play in semi-3D. As well as moving left and right, you can "lean" into the screen by pushing the joystick. It's a bit of a novelty.

The storyline, play and graphics of the game then you have to see how connecting you have with the game. You have to see how connecting you have with the game. You have to see how connecting you have with the game.

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

BIGGLES



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SPECTRUM 48K-COMMODORE 64

- **Machine:** IBM 486
- **Supplier:** Systems 3
- **Price:** £6.50

Was it only last August System 3 was promoting the launch of International Karate on 16 machines at once. Now it's ready to bring us the exciting new game.

Well here, at least, is the Commodore-64 version. And very good it is as well. What the way of the Kopping. For some see it as a somewhat bland. The reason is that International Karate is better than Kat. It only

System 3 had managed to get the game out at the same time as most of them (even Esprit) and to see them fight it out in the charts.

In looks and concept International Karate is as good as any. The style is the kind of thing that you can go on for hours. It's a program though eight different international locations including New York, Rio and Sicily.

The combat is pretty much the same as Kat. Points are awarded for the various types

of punches and kicks.

But there are few extra additions in it. The way you move seems with a touch of the smacking with your fighter's head. For each life awarded — there are 10 of them — 100 points are added to your score. There is also some special moves — not only the special moves and words. During fights you are again awarded 100 points.

It also has a nice touch of humour. If you lose the game you get a little bit of a laugh at your own expense.

When you start the game, they take it in turns to look at you and mouth encouragement at you — well, it could be encouragement. System 3 usually announces its forthcoming games.

So, for the Commodore 64 version, the Commodore 64 version of International Karate is a good thing to see in at £6.50. It's worth a look.

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



- **Machine:** Amstrad
- **Price:** £1.95
- **Supplier:** Melbourne House

After their success with *Melbourne House* are putting another going strong adventure with the market, in the form of *Alphabot*.

The game is a very playable role of ordinary *Melbourne House*, a typical *Alphabot*.

The game begins to wear from their initial success when Kevin wakes up in a hospital corridor, unable to remember why, or how he got there. Well, not being able to jump to conclusions, Kevin starts stumbling around the hospital

grounds, until... "GAAAA"

What can this mean? Hang on just a tick... If we read "GAAAA" backwards, we get "AAAAA" (Phonetic Right, Armed with this piece of info, we can change into supporting *Phonetic* with the simplest sentence of said word.

Nothing particularly amazing as yet, eh, folks? However, if you — as I — like of fighting the *Good Fight* steadily, the game shows you to become a more-winner, and include in a big of course — much more fun. *Alphabot* across a hapless policeman, I proceeded to investigate before him. *Alphabot* to answer over the foot (hand) and look like around the street.

The screen is adequately presented, with the lower half showing space for text and commands to be input, and some variable indicators. These show some vital information, such as how strong *Alphabot* is feeling.

The response and speech is written in letters in the cartoon style itself. This is a little disturbing at first, it's a bit of a nuisance if you're not wearing the lower half of the screen when in fact, the machine has already responded with a "In-progress" (Kevin).

It's an enjoyable game, and presents scope for exploration.

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

- **Machine:** Spectrum 486
- **Supplier:** Ultimate Play The Game
- **Price:** £1.95

Well, *Ultimate* may play the game, but I suspect most Spectrum owners have become more than a little weary of this state of play.

The storyline is perhaps not as interesting. Yet again, you take the role of *Alphabot*. This time, though, he is dressed in a wizard's costume. The "idea" is to track down the *Paragon*. *Ultimate* is unable to simply explain the looks like a master in different-reviews and generalities, world over. Well, *Ultimate* is a game in fact — *Ultimate* have kindly supplied the instructions. *Ultimate* is a game.

The title piece is (in) average, and the screen, often being quite and keyboard control is a little marginal to most. In fact, the game is more, then, although we've seen? A 3D layout, "old" graphics and single colour rooms. So many surprises!

The bizarre lack of directional control (you just spin around and move forward) makes things even less difficult. Presumably, *Ultimate* is an attempt by the player to make a game without anything, but to the keyboard using the controls. While some are pleased it's not as difficult, the effort involved in a keyboard-controlled mouse is a little smaller than the effort involved in trying to control the mouse.

Graphics are nothing special, but are high quality, though, *Ultimate* suits playing to look at. Occasionally, a few of some sort will be around from the sky and settle around your feet. However, it is not the amount of time *Ultimate* spend producing their games, and the money spent on packaging, it is disappointed by this offering. *Ultimate* are going down.

- **Graphics** 5
- **Sound** 5
- **Value** 4
- **Playability** 3



► CONTINUED FROM PAGE 32

• I N C E N T I V E •



THE GRAPHIC ADVENTURE CREATOR

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● **Machine:** Commodore 16/ Plus 4

● **Supplier:** Aristocraft

● **Price:** £3.95

Oh, dear. Another game with piles of instructions and storyline to wade through before you can actually get anywhere! Well, this isn't too scary for you can try and play the game without browsing at the paperwork first, though it's not the most sensible way to go about things.

Well only knows what the story is all about. For some reason, some all-powerful being has become heavily infatuated with the, and has decided to take it out on one poor soul for being wondering about the world's existence. Of course, you are one such soul. Landing this rather unexciting little game inside, I couldn't see the game and was



presented with a rather wacky title page — all swirling graphic design and a couple of titles.

On both the game's title and present in the middle of the screen, the title is presented on four sides by colourful walls, and kept

company by various other items which appear and vanish in a series of titles, some in game's mode, and all computerized into some kind of screen frame. The graphics appear fairly simple and somewhat unimpressive, and everything is thoroughly

confusing.

After preliminary play, though, things start to click. You learn that you can control the walls which release from the edge of the screen instead of pushing and dragging them with a sort of "slip", and how to control the dotted pods which are scattered around the screen.

As you collect the dotted number (which increases for each screen you reach) you will be transported to another zone, with a different wall layout. This makes the program much more interesting, and gives it a little appeal. The graphics are bright and colourful — and, despite initial reservations, I would recommend the game to most people.

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

CG
3
7
8

● **Machine:** C64

● **Supplier:** Aristocraft

● **Price:** £9.95 (tape) £14.95 (disc)

If you're one of those people who have been waiting for an all-action American Football simulation with proper American-style graphics and fast scrolling action, you'll find a straight strategy game like *Touchdown* may take a look at Touchdown Football.

At first glance the graphics aren't really up to scratch. The teams are represented by one colour, chunky graphics, but are quite well animated. The action is positive, controlled —

presented with a rather wacky title page — all swirling graphic design and a couple of titles.

On both the game's title and present in the middle of the screen, the title is presented on four sides by colourful walls, and kept company by various other items which appear and vanish in a series of titles, some in game's mode, and all computerized into some kind of screen frame. The graphics appear fairly simple and somewhat unimpressive, and everything is thoroughly

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you can get back and change things if you wish.

Once you've set up your play and committed yourself to play *Touchdown* you can control the player *Mark Jay* (action). You can pass or run with the ball.

Normal NFL rules apply to the game —

which basically means you can have a maximum of three *Touchdown* (3) yards up the field at a time with the speed of working a *Touchdown*.

The game is very playable despite the graphics and sound which are a little better. And the game is fairly good for a product of its category. It can do better.

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

CG
3
7
8

TOUCHDOWN FOOTBALL

● **Machine:** Amstrad

● **Supplier:** Mantic

● **Price:** £9.95

How many times have you

and need a bit of extra cash for the Amstrad? Well, you can get it by playing *Strip Poker*. This is a game where you play a hand of cards and win or lose money. It's a simple game, but it's a lot of fun. You can play it with a friend or a computer. The graphics are simple, but the sound is good. The game is easy to learn and play. It's a great way to pass the time. You can play it for hours. It's a great game for the Amstrad. You can get it for £9.95. It's a great game for the Amstrad. You can get it for £9.95.

SAMANTHA FOX STRIP POKER

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

CG
3
7
8



BOMBO

- Machine: C24/128
- Supplier: Rimco
- Price: £7.99

Pino Software has released a new game called Bombo. And it's really good.

Although at first glance you will think that it's a platform, when you get into the game you'll find it is much more fun. One of the amazing things about this game is the superb little turks which play through the screens.

As I said earlier, game play is the difficult, where you have to collect things by jumping on them and you can fly between the platforms.

The thing about Bombo is that it's fun, it's a bit like a puzzle, but it's not a puzzle. Bombo is a bit like a puzzle, but it's not a puzzle. This is a very good game. It's really a better buy than Bombo.

- Graphics
- Sound
- Value
- Playability

5th AXIS

- Machine: Amstrad
- Price: £3.95/14.95 (tape/disc)
- Supplier: Activation

The 5th Axis is the first in a range of programs which will be appearing under the Activation label from France. A company called L'edition en to the programs, and Activation produced them. If the first offering is anything to go by, it should be a very productive partnership.

The setting is the future, 10th September 2412 to be precise. For some reason, you're the only person who can save the world from disaster. The expert for this study is Professor Cheema. He was observing some strange new invention, a time machine, when suddenly, time stopped. He discovered that time was moving around with time as far from possible. Bits of time machines were scattered through time, and he had to find them and put them in the correct amount.

Your mission is to travel to the galaxy, returning the objects to their correct time.

Once the game has loaded you can set up the various options of your character. From there, it's all about.

The first thing that you'll notice when you start playing is that the game has a very good graphics. The only thing that you'll notice when you start playing is that the game has a very good graphics. The only thing that you'll notice when you start playing is that the game has a very good graphics. The only thing that you'll notice when you start playing is that the game has a very good graphics.

When you start playing, you'll be surrounded by a host of graphics and sound effects. The only thing that you'll notice when you start playing is that the game has a very good graphics. The only thing that you'll notice when you start playing is that the game has a very good graphics.

The combat is very fast. You can perform flying and jumping, as well as a good fight.

Some of the things that you'll notice when you start playing is that the game has a very good graphics. The only thing that you'll notice when you start playing is that the game has a very good graphics.

- Graphics
- Sound
- Playability
- Value

BOUNTY BOB STRIKES BACK!

- Machine: BBC
- Supplier: US Gold
- Price: £9.95 tape, £14.95 disk

If you took a fancy to Bounty Bob in *Golden Zeller*, now's your chance to review the 30-year-old Bounty Bob's back with a vengeance.

All he has to do is claim the mine and find the evil piece of Yulon folklore. He does this by surviving around each of the 20 levels of the mine. Every section of the framework as he goes to. Once all the sections of framework are filled in, he can travel to the next cavern.

Needless to say, there are some obstacles. The mine is full of mines and traps, and he must use various tricks to deal with them. There are, however, a number of ingenious pieces of equipment scattered about which help Bob in his frenetic progress — lifts, again elevators, scissor lifts, even a utility boat.

It's familiar arcade action, but the graphics are only a step or so better than a bit of a pity for what it is.

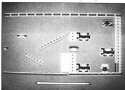
- Graphics
- Sound
- Value
- Playability

THING ON A SPRING

- Machine: Amstrad
- Supplier: Gremlin Graphics
- Price: £9.95

Shouldn't you be on the Amstrad with Thing on a Spring. It's a game for nearly a year since the Spectrum version of Gremlin's game came out and the thing hasn't been forgotten.

The thing has to infiltrate an evil robot's factory, collect nine pieces of a puzzle, which will give him a clue as to how to kill the wicked creature.



Things must be collected and puzzle pieces by the side and controlling Thing on a Spring.

If you like a platform and action game, then this is a very good game. It's really a better buy than Bombo.

- Graphics
- Sound
- Value
- Playability

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In the past few weeks, there has been a flood of game magazines tapping onto the market. Are they the bargain they seem? C+VG investigates and asks: are they a value for money?

The automatic response to getting anything up to "big games for a low price" is that they're a great bargain. But are they the big deal they at first appear to be? A lot of software publishers decide to invest to make money on games that weren't successful the first time round.

First up is a magazine offering from August — all games on two packages. Titles on the Spectrum version include Jet Set Willy, 3D Tarzan, Carpet Captain, Melon Doom and Blood and Guts. The last seems odd.

Perhaps the best known of the bunch is Jet Set Willy's Dreamer, a game with plenty of sex and a lot of sex.

And Commodore owners aren't left out. Agga has also put together another package of 30 games for them. Titles include many of those on the Spectrum collection plus others such as the Quack-in-a-Suitcase, a friendly off-road game in pigs.

Both packages offer great value. It could be months before you finish all these games.

Of the flock, the shiny package put together by Brent's Dreamer, offers more bang for your money — ten games for £9.95. And at the same time you can't deny your conscience about the many hours spent hunched over your computer by the fact that all money raised by Off the Road goes to the Wilson's Trust for the Rehabilitation of drug addicts.



Start

Games on the Spectrum include Remoni's Phrytan, Blue Man from US-gods, and Marathon: Royal's Majesty. It also includes a Tim's Fall Day but we prefer not to talk about that.

Ben-Jelly also has its Computer magazine 2 out on the Commodore, Spectrum, Amstrad, BBC B and Zenith, price £3.95.

We took a look at the BBC B collection and Amstrad. The CD300 tape includes Thunderbolt's Frisky and Jet Power, Jack and Khan's Kestrel from English Software.

Perhaps the best bet is Superior's Starliner, a version of the arcade classic Asterix-Creep. Here's a Premium Feature! Microgale's Customers Must be the stars of the Amstrad collection, fully supported by Superzine 2, Tazet and Moon Bugs. Amiga.

Remember Operation Spooks? They've been a little quiet recently but now they've brought out two compilations of the Spooks range of Dodge games, price £2.95.

The Spectrum's "TRIG" features: Ghost Buster, Ghouster and Dr Choppers.

In Desert Storm, a fast scrolling arcade game, the leader of a group of freelance fighters travels through the night on the Desert Dawn. A power ball gun, carrying 200-shot magazine, his aim is to deliver his secret plans to the other resistance members without getting caught by his enemies.

You need to be a "Quackster" to survive in the next of the three games, where a revolution of clockwork ducks gets out of hand.

80 Cravers is the world's nearest horror. Escape is only possible if you can see, steal or bargain new clothes to fool the



guards who try to stop you leaving. First you must find your way through the streets of Red City.

The Commodore version of Chopper, Kayas or Merlin.

The first game, "Chopper" guitar is a highly polished game which has set out to emulate the original. It needs a combination of both courage and skill to reach it as both man and machine are tested to the limit.

Kayas is a course simulation which requires fit class presence of mind to negotiate the course safely.

In the third game, White needs a lot of skill in controlling the powers of evil that the enemy is in this original arcade game.

Anybody still got a VIC 20? Well grab 80.50 and splash out on Lionheart's Brave 100 collection. Included are Archer, Manhunter, Tank, Archer Attack, Labyrinth, Miles, Megaquake, Lamas, Battle of the Edge of Time and Hellgate.

Write a list of arcade fun for £4.50! Three Atari disks on the Spectrum from QMS Software could be for you. The six games on offer are Gimmon, Caviers, DYN, Hammer, Bomber, Luta River and Moon.

The Commodore BBC from Audiogenic is also worth

checking out. Titles include The Chrysalis, arcade action in the cottage path, Brain Mania, a fairly standard platform game, and The Ultima Project, nice space action. Perhaps the most interesting game is 4-Up. Although it's not much fun to look at, it's great fun to play. It's a two player graphical strategy game in which hidden words must be uncovered!

And last, but by no means least, Gemini Graphics has come up with probably the best level quality compilation of the lot with 4 Chops, Goliards and 4 Great Simons. As you may have guessed all the games have received high praise in a recent magazine.

The Commodore del games are also Gears Mine & Mine, Wizard's Law, Bubble Fun, Dice, Spin Ball and Thing on a Spring. Gemini! The Spectrum games are Eye Hunter US Gold, Snake Glimmer, Digit Integration I, Don't Shoot, Blueprint and Blue & Blue 4.

Good fun, and excellent value at £9.95. All you will wish saying.

C+VG VALUE FOR MONEY TABLE

60 Games, Amiga, £14.95
 90 Games, Atari, £14.95
 95 Games, Spectrum, £14.95
 100 Games, Spectrum, £14.95
 100 Games, Spectrum, £14.95
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 100 Games, Spectrum, £14.95

- **Machine:** Amstrad
- **Supplier:** Greenin Graphics
- **Price:** £8.95

Keep an extra good and floppy disk as the one loading for freedom. This one is to go to Amstrad and a very creditable performance it is.

The sort of file game should never be familiar to most people. After *Mom's* breakout game, *Business Prose*, Amstrad makes this way to follow through history to make a new generation.

To find out the primary story, you'll be comparing 21 user profiles. These range from a complex and a bottle of suit to a floppy disk. But only the correct file name will get through to the end of the game.

So you're ready.

Examined throughout the 48 screens are gold coins that Mommy must collect by clicking around a computer keyboard. You don't, of course, have to do various things that you'll be asked to do to get to new locations.

The graphics, as you would expect on the Amstrad, are very bright and colourful, as is the sound effects. The Commodore version all it has the edge.

Mandy's success hinges on running for Greenin, & Co.

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



CLASSIC INVADERS

- **Machine:** Amstrad
- **Supplier:** Bubble Bus
- **Price:** £2.99

Bubble Bus, who are famous for *Donquixote* and *Wizard's Lair*, have jumped on to the budget software bandwagon and are releasing a Mini Disc range. *Classic Invaders* is one of the first.

Quite simply, *Classic Invaders* is *Space Invaders* - plain and simple. But what really makes a difference is the colour, graphics, and playing speed.

This game is much more fun to play than the original arcade game, don't ask why, it just is!

All the price of £2.99 it's great value, and it may prove more fun than some of the more expensive releases.

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

1
1
1
1

BALL BLAZER

- **Machine:** Amstrad
- **Supplier:** Activision
- **Price:** £7.99

Ball Blazer has struck hit on the Atari and the C64, has jumped on the Spectrum, but I think some of it got missing up on the

way. Oh well, I suppose it's just one of those things.

Basically the game goes like this: You sit on the left and using a set of keys that is so popular, that having done so is the greatest honour you could ever get, it means that sport is



KICKSTART

- **Machine:** Commodore 128
- **Supplier:** Mastertonic
- **Price:** £4.99 (disc only)

I must admit that the idea of reviewing a motorcade game isn't exactly fit the work economy. However, the program didn't seem to take the small age to look at other discs, and the first screen, offering lots of options, was very professional.

Some vaguely familiar music plays in the background, as you enter the number of players and proceeds, and the three courses to attempt. In all there are 27, and you can choose from three groups of eight, after having your hand at the petrol wheel.

The basic idea is very simple. You take you and your bike to the Kickstart trials, and have to progress through the various courses in as little time as possible. Obviously, going fast isn't what you want for. And you'll soon realize that if you are going to finish it, you must learn to control the car. You'll get some pretty fine control on the control.

When you begin driving, you are "greeted" by some pretty dire music from the TV programme. Movement is quite straightforward, with the stick

left and you'll slow down, right and you will speed up. Oh, but about it reflects, and pressing the fire button will make you jump.

At first, everything seemed easy. Only a few jumps and bumps to negotiate. Regularly, though, life becomes much harder, and when with buses, gravel, spring boards and modernisms, I started to spend more time on the dock between the lakes.

Each obstacle must be tackled in a different way. It's possible to crash in a quite spectacular way. A particular favourite is falling off the back of the cycle, and being it off away. I would expect that one at any time I wanted.

The game grows rather frustrating after a time. If you fall off half-way through an obstacle, you may have to ride quite a long way before rejoining the course.

Graphics are good, and the speed is acceptable. It's a good game, and is really enjoyable, as there's no real time limit to complete on keyboard instructions.

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

1
1
1
1

big, and!

But you do it, and a special catch is that you're in an invisible zone, and you'll be the ball and shoot in into the opponent's goal. Apart from the obvious distractions like your opponent, the goal posts move so low you can't think about hitting one.

The movements you can see are in your points, but as your opponent scores, so your score decreases. You win by getting more points than the other.

The graphics are better than some, but a little off balance. There are seven glitches (bugs) which will screw the screen, and the sound is also somewhat near to what you'd expect.

It may appear, unless you really loved the original, that this is a

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

1
1
1
1

- Machine: Amstrad Commodore 64
- Supplier: Virgin
- Price: £3.95

Ugh! It had to happen eventually, didn't it? The action drive is finally back by James Clavel, featuring lots of ritual killing and men in suits has been converted for "Turky" Commodore and Amstrad users. (Although you suspect that our hope the TV serialisation provided more inspiration.)

The Amstrad version was returned to lead, and it was necessary to try the second side of the tape before the title page appeared. Convivial strings, though, produced the desired effect and the program was ready to go.

The game is loop-driven, and by positioning the cursor over the appropriate picture you can manipulate boards, and talk to people. The aim of the game is



to move around the land and collect resources. Once a landscape has been explored, you can see the "map" of your "territory" in a sort of "map" mode. When you travel, you will see the "map" on the screen to inform you of

events which have been going on in your absence. (This is handy for getting a better idea of what's going on, and for planning your strategy.)

permission. Some of the more ignorant tapes will continue to fight though.

The Commodore version is far far superior to the Amstrad, with better sound, better graphics, and far nicer text. The 64 version has good music, and sound effects. It's also easier to select an icon.

Although the game is entertaining, it didn't hold my interest for long. It was hard the time to sit down and plan your game activities properly, it would appeal more.



	AMST	COM
Graphics	7	5
Sound	4	7
Value	6	6
Playability	5	6

SHOGUN



- Machine: Amstrad
- Supplier: Epyx/US Gold
- Price: £3.95 (Case), £14.95 (Disc)

When Pinter Games came into the C+VG office I grabbed it quick. I love the C64 version of the game, and if my information was right, I was in for a treat!

Water Stable, is one of the best sport simulations because everything is timed movement. There's no smashing the joystick to pieces.

Various cards are used in different events, which makes a change, and each one requires skill and not just brute strength. When the game had loaded, I thought great. It'll be an American classic, but oh no!

You couldn't put your cursor of "Hearing got over this, it found out that you needed to apply the tape in order to use the pencil. That was a bit odd. Then read the other options, the first one said "Complete in

both events", what do you mean "both events"? Quickly reading the instructions I found the

answer. It says that you have to read the manual if there's a card which says for tape, since they apply for applications are excellent, well the

handbook anyway. The main lot

character seems to appear as slowly as slowly can be, except for the graphics of the screen

and this is not the case. Overall, if you're a fan of C64 version, you'll love this. Even the time drives don't reach up to those on the good

old Epyx. Come on Epyx, pull your A part of programming finger out!

Graphics	6
Sound	5
Value	7
Playability	6



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TOMAHAWK

- **Machine:** Amstrad
- **Supplier:** Digital Information
- **Price:** £3.95/£14.95 (UK/Europe)

The new wave from D.I. Information's 3D developer, it's by G.K. Marshall (owner). It's a polished computer game. Remixed electronic/3D, Oh, and a feature: Lynx.

It is not another company to invest in Lynx. And here at C+VG we reckon that it's probably the most disastrously dreadful system ever invented. It's horrible, and nobody's like it we couldn't get it to work. And D.I. couldn't give us an appropriate reply, which is why this reviewer is an absolutely F.O.U.S. friend.

Happily though, this

game isn't quite as hard to get to grips with. Well, not quite. As with Tigris from before, Tomahawk is an average top-down.

Turning off isn't too difficult if only to let the player realise to work that out from that point in. For most things become much more difficult. You have to take an awful lot of care while flying.

If you like simulations, then you'll probably like this.

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

Many County Hunters have tried and many have failed to reap the rewards and reach the surface of the same lake — death.

Equipped with a sophisticated probe beam and a M1.1 action camera, your Mantronix can be controlled from your command seat. While viewing the planet's landscape and monitoring the picture back to your seat, it can also collect valuable items and enter into combat.

You must first and foremost the four controls before their functions tell your Mantronix. However, the Mantronix must also find eight power cubes which are necessary to invade the structure of cooperator belts and eventually an host for your homegrown flight.

Death is never very far from on Color and you'll need a good head and a steady joystick to survive for very long when you first start playing.

Underneath the main play screen you see your score, lives left, the number of power cubes collected and a status window about the minimal you are currently handling on the right-hand side. This tells you his name, crime and how many credits you'll earn by bagging him. Another similarity with Omega.

If you yearn for the class where ultimate created GOOD games then this will probably be a good substitute. Very pleasant, good value.

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

7
7
8
8

- **Machine:** Spectrum
- **Supplier:** Quicksilver
- **Price:** £3.95

Paul Hargreaves, the teenage graphic games who brought you Glass — the extremely pretty shoot 'em up — is back with Tomahawk, a 3D screen starring Spike the Parakeet.

Yes, as all those who have studied the History of the Universe will know, it's a completely mutated creature controlled by Futuro Development Corporation. Aim for fresh fighting across the Parakeet's air's the most important mission of their, otherwise, lives — to reassemble the last device before being on this side of the anti-matter war.

A team of four Spike Parakeets have been sent to the planet Tantalus to kill the device but it isn't an easy task. The player is aided with colour and/or sound passages, known as the Paradox. The device had used five time well

in conducting the planet from invasion.

There are 30 doors on the planet and the activate leads you're well disposed and hidden.

The Spike Parakeet, the best fighting outside ever developed, now includes their special, most powerful, their senses of their ship, their amazing manoeuvre control and their six defensive weapons systems.

Your ultimate goal is the assassination of the device but in order to achieve this you will first need to open all 30 deadly doors by firing at and hitting the lock activators dead centre. Each time an activator is opened, a door, somewhere in the fortress, will be removed.

There are 20 different types of alive defenses with 18 different light patterns, randomly distributed around the fortress.

Spike begins the game inside the Protonium craft — but if you find an alive you control the craft and Spike is revealed in the outside galaxy.

There's no doubt that Parakeet is a very pretty game — but the 3D effect you've enjoyed the graphics for a bit you begin to realise that there's not much to the actual game. A vast opening area is no substitute for addictive game play. Ultimately — the class — the game gets a bit boring. Great graphics, nice feel — but nothing that makes you want to come back, but just are more go.

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

7
7
8
8

TANTALUS



- **Machine:** Spectrum
- **Supplier:** Probe Software
- **Price:** £7.95

No, this isn't the game of the group of the same name. There's not even a hint of top-top in the name. But remember, Probe from still comes up with an extremely playable game.

Mantronix looks very Ultimate-ish, 3D elegantly scrolling graphics with lots of live hovering, spinning, clearly alien shapes to avoid and many objects to collect.

It might also remind you of Omega (not yet). But to what?

The basic idea is this. You are an intergalactic bounty hunter and your job is either to hunt down wanted criminals. To help you do this you have a Mantronix — a great artificial super-criminal robot. A sort of E.T. Harelywood. At the start of the game you yourself on the planet Color — the battles' habitat.

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Comments

BUGHUNTERS CARTOON

Do you enjoy the comic strip? YES/NO

Comments

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Is the Dear Bughunters column and telephone service useful?

YES/NO

Comments

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Are the hints, tips and games useful? YES/NO

Comments

LISTINGS

Are the program listings interesting to you? YES/NO

Comments

ARCADE ACTION

Do you like Arcade Action? YES/NO

Should it be longer? YES/NO

Comments

ADVENTURE

What do you think of the Adventure page?

Comments

TOP 50 SOFTWARE CHARTS

Are the charts of any interest? YES/NO

Comments

MAILBAG/PEN PALS

Should more letters be printed? YES/NO

Are those that are printed interesting? YES/NO

Comments

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Could these two features be improved? YES/NO

Comments

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Do you enjoy these? YES/NO

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

What other sort of features would you like to read?

MAPS

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Comments

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

Comments

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

What other computer magazines do you read?

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Wargaming has always attracted an enthusiastic following. Tactics, strategy and the romance of history are combined to create a fascinating pastime. But now a new ingredient is creeping in — the computer. Dr Stephen Badsey, formerly of the Imperial War Museum and a researcher on the BBC's *Soldiers* series, ponders on the future of wargaming with computers. He also takes a look at the latest computer war games on the market.

There's a story doing the rounds about a Russian diplomat who bought a space invaders game in Washington and discovered it had a more sophisticated guidance system than the one used in local streets. . . It may even be true. Regardless, in the last five years it is not only real war as well as what the computer has begun to make an impact. The computerized wargames has definitely taken.

So, really, they have been faster than those hundred years in the last three thousand years there has not been a war anywhere in the world. To be sure, it is to ignore about half of the history. War "games" are a good way of showing what happens in war, and give full scope to another general, without the misery and danger that all wars involve. No one ever got killed at a computer keyboard.

What makes computers so useful in simulating modern war in particular, is that many computer games, even the arcade variety, come originally from concepts intended for weapons systems. In the 1973 *Archon* War, for example, the Israeli tankmen knew all about the new generation of wire-guided anti-tank missiles such as the Russian "Sagger", but believed they were too complex for the Egyptian troops to use. But the Russians had simplified the Sagger's controls down to a screen, a joystick and a firing button. It was quite intuitive for real — with the benefits as target. The computer wargames often receive the same kind of information, in this way, as its real-life counterparts. Most of modern strategic command consists of sitting in a room — or tent, or ship — at a desk and issuing orders by keyboard or the banks of written or spoken messages electronically communicated.

The computer games industry has already established its own particular branch of wargaming, in flight simulators. These can now provide quite realistic handling characteristics for

everything from a World War one biplane to a modern high-performance fighter. They will only improve as computers with larger memories continue to be more widely used. As combat takes place in "real-time" sequences of only a few seconds, it is quite quick reflexes and a "feel" for the controls are vital. A continuous update of the sort that the computer provides directly onto the screen, is by the best way to do it. This is the same way that a pilot's information in the attack centre of a fighter's operations.

What simulation has benefited is simulation for fun. There has been a substantial tank simulator running in arcades ever for years, but no one has developed the idea further. The main difference between a simulator and the real thing, apart from some simulation, is that you sometimes get less information than if you were really flying a plane. You can't feel the bank which you're in a power dive. In a really sophisticated program like the *Microprose* *F-15 Strike Eagle* the plane actually seems to bank slightly differently as the fuel tank's empty. Flying this simulator, I've taken a near-miss from a surface-to-air missile and the computerized blast has blown the plane upside-down! It's a pity *Microprose* have no writers for the Spectrum in this country, in terms of quantity, quality and availability they are the best producers of computer wargames around at the moment.

The traditional wargame started over a hundred years ago as a form of training for European armies. But modern wargaming really started in English-speaking countries about twenty years ago, and has grown into a major hobby with its own books, magazines, conventions and figure-manufacturers. There are, broadly, two main types of game. First, tactical games played with model soldiers — or ships, or aircraft — on a minutely detailed board, which can be very attractive indeed to look at and fight over.

WAR

Secondly, strategy games which involve, sometimes, thousands or millions of people and are played on boards representing general maps. (There are other types of wargames, such as committee or role-playing games in which computers might not be much help — no program can think for you, for example, the attitude of a crusading knight towards religion.) The problem with the main types of game is that they usually have very elaborate rules, needed to cope with situations many times more complex than chess. Every wargame — as any wargamer will tell you — is a balance between realism and playability. As rules get more involved so more and more time is spent reading the rule-book and "playing the rules", rather than fighting the war.

One solution is to throw away the rules altogether, and keep instead an inventory or panel of cards to make judgements as what is likely to happen. The trouble with this method is that it can become a ritual of re-reading an established rule on which "authority" is always right. It is adopted by armies at the end of the nineteenth century but, directly, to some of the better thinkers of World War One. It failed, even a few years ago, as if the problem of playability could never be solved. Now, the computer may be on the way to solving it. If the rules are kept out of sight and under control by the program then the player is free to concentrate on the battle.

This is particularly true of the strategy wargame. The dominance of the hexagonal-grid boardgame (rather more in the United States than here) has led to such games being stuck in a "two-stage war", with increasingly complex rules and playing times of more than a day. At an almost visible rate the computer game is now replacing these hex boardgames, writing over its head in several important respects. On a computer the game can be saved, if necessary several times, and picked up again at a later date. It is

possible to play a challenging game solo against the machine. Most importantly, with a computer program, general moves movement is possible. When chasing the *Blackburn* in the North Sea or the *Blenheim* in the Western Desert, guessing what to look in the most important part of the game.

In this country there are very large areas of computer use which have not been touched by the commercial firms, and it has been left to wargamers to write, and even market, their own programs. However good computers may be for twentieth century strategy games they cannot — so far — match the visual appeal of figure games in earlier periods. There is little interest between a coloured square on a computer map and Napoleon's Old Guard in all its glory as the wargames table. A member of "game assistance programs" here, however, has written a game wargame on a table, with the software replacing the rule-book. As long as the computer knows how to translate from screen and then how they should be done, the program can give banks of new such information has been read, how they think they are doing. The big advantage of this computer system is that the computer will tell him only "the things that are not only", not that they have lost and how many the game.

Even very complex calculations of battles in artillery and army gunfire environments take only a few seconds using games software programs. One system, which plays with very cheap *Gene* figures, is generally known as "the hundred pounds of hardware and the pounds worth of brains". But the cost of a program is often as more or less than that of a rule-book.

If games assistance programs are the wave of the future, that more has not yet been done. Even the most popular set of commercial wargames rules in existence, the *Advanced* *Warfare* rules of the Wargames Research Group, has no version for the

R GAMES

computers. Apparently they have been tried, but the programs took longer to cycle through than using the rule-book. We will probably have to wait for 128K to become more generally available before more wargames rules are converted to software. As memories increase it will be possible to provide a map on the screen with better graphics, either as an overview or from the point of view of one location. At the moment it seems possible to get good graphics or a sophisticated rules modification on 48K, but not both. Present programs cope well enough with the modern "clumpy battlefield", where the enemy, and even your own forces, are dispersed occasionally, if at all. They should have no difficulty with battlefields before the twentieth century, where units are often broken by random clouds of dust and smoke which are at the moment very difficult to represent by conventional wargaming methods. The best suggestion I have heard for a

computer point-of-view simulation is for a general or a hero, with the hero's own sticking up at the bottom of the screen as a reference point.

The computer can also provide, not a general's viewpoint, but that of a common soldier. The shoot-em-up arcade games such as *Commando* and *Blade* deserve their popularity, and are great fun to play, but no one thinks that they represent reality any more than the film did, and I enjoyed that best. To give a soldier's experience it would really be possible to adapt an adventure game program such as *Melbourne Place's Lord of the Rings*. The under-wood, sky and often hungry hobbit, whose chief problem is avoiding danger and staying alive, is a more truthful version of the warner than *Commando*.

If the very nature of a computer wargame it is impossible to change the program. Commercial writers of rule books insist that even quite small changes to their own rules can substantially play quite badly,

but if faced by an absolutely novel situation you can always ignore the rules for a moment and sort it out. On the computer, if a crucial moment suddenly attacks the wrong enemy, or leads in the wrong direction, there is nothing you can do. Arguably, this is good, arguing for the realities of war. Alternatively, it is bad program writing. Software houses seem to be looking their noses at that wargamers will tolerate anything.

Although I believe the first mentioning of games — which started nearly the same program for the Battle of Britain and the Battle of Waterloo is still in business. The most distinct reason I have seen for a computer wargame which bore no resemblance of all to the battle after which it was named was that it represented "in simulation, not a duplication, of history". By far the best of the recent programs are written by collaborations between conventional wargamers and programmers, or by a programmer who knows about wargames. The game is designed, within the limits of playability, to

duplicate the features of the original battle, and the software writer then has to translate it into program terms. No wargamer who frankly has trouble programming his video recorder I sympathize, but there's no other way to get a good computer wargame. Unfortunately, wargaming them without a significant number of computer scientists.

Professionally, people who are wargamers or training wargamers try to make them as real as the real thing. The rest of us also need to enjoy playing the game. For this reason, a wargame will always contain more action, more simulated danger, and more targets than the realities of war dictate. Not for the wargamer the two hour standing patrol in the freezing courtyard of a *Seydlitz Canal*, or the twenty months on a cavalry post without seeing the enemy, or the four years' training to be killed on the first day of action. Realism is the key to wargaming, and the computer is now making a major contribution to improving it, but don't ask for too much realism. The people who enjoy a war are few indeed.



THEIR FINEST HOUR

- **Machines:** Spectrum
- **Supplier:** Century Communications
- **Price:** £10.95

The Battle of Britain looks like a computer brick. A German force of over two thousand aircraft which had fought three victorious campaigns, including seven hundred excellent single-seat fighters, contacted the skies of southern England with half that number of British planes, of inferior design except for a few Spitfires, three by month. Impassioned pilots using absolute tactics. And the British won.

Many factors, including luck, played a part in the victory, but the key was the organization of Fighter Command through sector control stations, linked by radio, and it is these which are the focus of *John Wilson and Nicholas Palmer's* excellent game. The player controls the squadrons of *Ten and Eleven Group* (Seven Group in the north being the distant help) as sector-sized units through the

early days of August 1940 against computer-controlled German raids. As casualties mount, depleted squadrons are replaced by reserves, who, if they survive, become reserves in their turn. Limited earnings, becoming more limited as the radar stations are hit, and a variable game speed which rewards instant decisions in the midst of the battle towards capturing the atmosphere of the time.

Each day of the game takes about half the minutes to play, at the end of which the player is summoned to meet Churchill and offer proposals, told to carry on, or — more likely — fired. The program is neither too hard, in fact, to tell the player to lose fast, apparently on the basis that if three German raids get through the damage is too great. Unfortunately there are exactly four types of raid which cannot be stopped no matter what you do to them, including the *ME109s* without fighters which I chased all the way to Wales (I'ma look!) where the last surviving six caused "crippling" damage to



seafront docks (with their machine guns). This is sad, because on the rare occasions that the game goes beyond its first few days it presents a real challenge to strategic planning.

The virtues of having an experienced programmer like Nicholas Palmer design this game are apparent in its subtleties and attention to detail.

The program also has a small bug which means that some items are required when saving the game.

Despite this, *Their Finest Hour*



is undoubtedly one of the best wargames I have ever played.

- **Graphics** 9
- **Sound** N/A
- **Value** 9
- **Playability** 7

FALKLANDS 82

- **Machines:** Spectrum/Commodore
- **Supplier:** PDS
- **Price:** £7.95 (tape)

Falklands 82 is the latest war game offering from PDS, a campaign game of the land forces in East Falkland from the British landing to capture of Port Stanley.

The game was put out before much of the research on the Falklands had been published, and all it reveals seems details, and all it reveals seems details, and it is nothing compared to the errors in the overall conception of the game. In order, they say, to improve playability, the authors have "intentionally overestimated the war-fighting abilities of the Argentine troops, who will only start to surrender when all the major settlements on the island have been captured by the British. Since the British have landed they may not again use sea transport or land in another location making the Port Stanley landing impossible so have they any helicopter lift capability, which the game designers thought made things too easy for them.



Presumably in compensation, there are no supply rules at all and the whole of East Falkland is treated as possible terrain for all units, including Argentine armour.

This complete disregard of realism would not matter so much if the playing mechanism was a good one. In fact it is slow moving and unimpressive, with the *RAF* units behaving like chess pieces.

I wish I could find something good to say about this game. Five years ago it might have been a reasonable programming achievement. As it stands it is an insult not only to anyone who says it had to anyone who fought in the Falklands War.

- **Graphics** 2
- **Sound** N/A
- **Value** 2
- **Playability** 2

DECISION IN THE DESERT

- **Machines:** Commodore/Atari/Apple II/IBM
- **Supplier:** US Gold/Microprose
- **Price:** £14.95 (disk)

From the same design team as *Grassie* in Europe this game uses the same playing mechanisms, this time very much more successfully. Again, the graphics, the briefing booklet and the range of historical scenarios offered are all excellent.

The war in the western desert from December 1940 to December 1942 will attract considerable attention and controversy from old generals and new historians, in a virtually unbroken narrative, a handful of highly visible units, each able to move at will, and with little chance of reconnaissance, fought high speed encounter battles as if they were fleets of sea, with the price the subtleties of the Arabian Gulf. A single regiment of tanks, a transport zone coming into the rear, could erase the difference between victory and defeat.

Recent war encouraged the methods, the interpretation, and even the technology, it has been



called war in its purest form. *Decision in the Desert* provides the most interesting battles of the war, including a few which deserve far more attention than they usually get.

- **Graphics** 9
- **Sound** 3
- **Value** 9
- **Playability** 7

DESERT RATS

- **Machine:** Spectrum/COM64
- **Supplier:** Caves Computer Simulations
- **Price:** £9.95 (tape)

This is the best of the three desert war games reviewed this month. Written by B. T. Smith, it has the same graphics style and extremely straightforward playing mechanism as his earlier *Arnhem*. But as the author says, it is far from being just "Arnhem in yellow" and in some ways a better game.

Desert Rats' choice of battle really misses out F'Connor and starts with Rommel's first appearance in March 1941. It then offers the short, doomed, *Battleaxe* offensive in good way to learn the game), *Crusader*, and *Galata*. *Delila*, if that jumps to *Generalissimo*, although its scale and mechanics are not really suitable for this battle.

Intelligence is limited to showing the position of enemy units but not their composition, but completely hides movement is not possible. The order-thru menu system makes this a very good low player game, but as an opponent this program isn't even Montgomery. It demands skill but is vulnerable to overkill and will not initiate attacks. The British can win at *Galata*, for instance, by being absolutely



nothing.

What makes this game outstanding is an extremely realistic command and control system, which does not prevent stupid actions but simply serves the player up with their result. Orders can be given to a division either as a body or broken down into brigades and regiments, so both concentration and dispersion are possible. Not anyone who disperses his forces too much will find them being over-run. Similarly, failure to keep the elements of one Corps together in a reasonable way results in their mounting out of supplies at embarrassing moments.

Desert Rats gives a real command to chief's view of the desert war. It comes highly recommended by the Royal Tank Regiment. And by us, as well.

- | | |
|----------------------|-----|
| ● Graphics | 7 |
| ● Sound | N/A |
| ● Value | 8 |
| ● Playability | 9 |

CRUSADE IN EUROPE

- **Machine:** COM64/Atari/Apple II/IBM
- **Supplier:** US Gold/Microspace
- **Price:** £14.95 (disk)

From the designers of highly successful tactical simulators comes a less successful attempt at a strategy game, covering the major campaigns in north-west Europe from 9-Dec to the end of 1944.

The program is extremely good value, offering scenarios on 30-Day to the fall of Paris, on the race to the Rhine, on Market Garden and on the Battle of the Bulge, each with between two and four variants including the historical option. For a real test, try defending against the "Hitler's Dream" variant of the Bulge. If the player is offered choices on joystick or keyboard control, icons or symbols, total or limited intelligence of enemy forces and a hand-crafting system against an computer opponent.



The graphics are beautifully drawn, with the screen changing colour three times a day for dawn, full light and dark, and supply trucks ridding down major roads to reach the front line units.

The playing mechanism has, however, some shortcomings. The player, in the position of commander-in-chief, issues orders directly to each division or brigade in continuous accelerated real-time of thirty-minute segments. This is not very realistic. Having no intermediate command means that divisions often get very jammed, while with up to forty units to control simultaneously it is easy to forget something. Also, since it takes about twelve hours from the starting of an attack to the taking place, most of the playing "day" is spent doing nothing. From 3-Day (with Paris) to two campaign months (see month factor than the real Allies), but it took eleven playing hours to do and was about as interesting as watching paint dry.

A game for the military pundit, backed by a good historical account in the booklet and suggestions for further reading.

- | | |
|----------------------|---|
| ● Graphics | 9 |
| ● Sound | 2 |
| ● Value | 9 |
| ● Playability | 5 |

SILENT SERVICE

- **Machine:** COM64/Atari/Apple/IBM
- **Supplier:** US Gold/Microspace
- **Price:** £14.95 (disk)

Tom Sid Meeks, creator of *F-15 Strike Eagle*, comes a tactical game of US submarine seeking and evading shipping in the Pacific in World War Two. This is, in effect, an underwater flight simulator, and it is not an easy game to play. The player becomes a one-man submarine crew, and switching between engine gauges, maps, periscope and bridge takes a little practice. Thankfully, the program provides this, allowing you to practise from each console against built-in Midway Island, through set piece tactical situations to your first combat patrol.

To put the simulation in

quite incredibly realistic. Commanding an attack submarine requires patience, stealth, good anticipation, and a knowledge of when to run away. Submerged, your submarine is no faster than the convoys which are its prey, and when dives its batteries. But as the surface is daylight it is very easy to spot. By attack brings the escort destroyers down on your profile, and you must evade them to survive. A patrol takes about two playing hours with three or four separate engagements. From your first patrol you will be lucky to return at all.

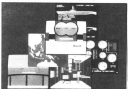
The heart of the simulation is a plotting map, representing the sub's radar, sonar and lookout reports. This enables the player to "zoom" in and out from smaller to larger scales and so plan his attack as he goes. One close to the target a periscope

screen provides identification and location of targets. Five patrol frequencies, then don't play to match them but let time and turn away. You will hear the explosion if you are lucky, along with the *Acid* of the approaching destroyers and the crouch of their depth charges. All that is missing is the sound.

An excellent program for

those who place realism and tactics above thrills and firepower. The booklet also provides a good summary of the history and technical details of the campaign.

- | | |
|----------------------|---|
| ● Graphics | 9 |
| ● Sound | 7 |
| ● Value | 9 |
| ● Playability | 6 |



TIGERS IN THE SNOW KNIGHTS OF THE DESERT

- **Machine:** CBMG4/Star
- **Supplier:** US Gold
- **Price:** £9.95 (tape)
£14.95 (disk)
- **Machine:** CBMG4/Star
- **Supplier:** US Gold
- **Price:** £9.95 (tape)
£14.95 (disk)

These two games are ordered together as they are a very special case. One is based nationally on the Battle of the Bulge, the other on the Desert War. But neither is, or pretends to be, a strategy. Rather, they are computer reproductions of board games about war, which is not the same thing.

The board game mechanism, established by brass such as Avalon Hill and SPI, of two grids, rows of control, combat cards and movement phases, are here simply transferred to the computer screen.

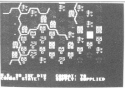
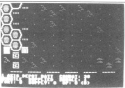
The program moves the units by hex, and rolls the dice, while the rule booklet provides the player with complete rules as if

for an ordinary board game. The player is told on each move the movement and combat value, in terms of points, of his own and the enemy's units, and is required only to make precise decisions as to which units are to attack and move. The whole program, on both games, cycles at the slow pace of a board game as well. Right in the Snow can be played by you or two players. Knights of the Desert by two players, or by a single player as Axis forces only against the computer as the Allies.

These are both by no means bad games, any more than Monopoly is bad for failing to simulate realistic business and property speculation.

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

5
5
5
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6



WAR GAME NEWS



It is an effort to promote international understanding and harmony. **MicroPress**, the US program and Simulation Software House, is to update the section of **F-15 Strike Eagle** which deals with a real world war.

The program, says MicroPress, is to document some of the key events in the April 18, 1968 US air strike against Libya. The forecast will provide background information and on-processed map, along with suggestions on how to use various parts of the F-15 program's seven missions to gain insight into the recent war. The software program itself remains unchanged.

"Ever since the US/ Libya conflict broke up over ten years ago, F-15 Strike Eagle and its Libyan scenario have aroused intense interest from the public and the media," says marketing director, Fred Schmidt.

Bill Steiner, MicroPress's president, who also is a former jet fighter pilot and a US Air Force Academy graduate, adds "The April 18 air strike historically significant and coincidentally began an uneasy similarity to many components of F-15 Strike Eagle's Libyan mission. The fact it would be useful to pass along this information to our customers as they can use the F-15 software to better understand the experience of US military pilot on that day."

● **Blowback**, which deals with the fabled-but-avoided sinking of the German battleship by the Royal Navy in May 1941, is due out soon from PDS on cassette and £14.95 on disc.

Alan Steel the senior Wargames designer at PDS says "The action was essentially one of luck and skill, and Blowback perfectly the *Big War* where neither side is clear about its own position or forces. It also reflects problems not normally seen in conventional wargames of limited fuel supplies, weather forecasts, admiralty interference and both the advantages and disadvantages of an reconnaissance."

The player will be able to command either the Royal Navy or the Bureau in the simulation and can either play the whole action or one of its sections of "set battles" between specified ships.



● Also due for release from PDS is **Talabak** on the Amstrad, price £9.95 on cassette and £14.95 on disc.

Talabak is a simulation of the breaching of the Gambia line by the Axis forces in June 1942.

The port of Talabak was crucial in the North African campaign as a major supply route. If the Allied control of the port of supplies would have to come in Alexandria some 500 miles eastward in Egypt. By taking Talabak, Rommel effectively forced the Allies back into Egypt, the only country left in Allied control throughout the Mediterranean.

The player can command either the Allies (British, New Zealand, Australian, South Africa and Free French) or the Axis forces (Germans and Italians), the computer commanding the opposition.

If playing the Axis (attacking), the objective is to gain control of the six towns featured on the map, communicating with Tobruk itself. The Allied commander will already be trying to keep control of the towns and force the enemy into submission.



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What is a play-by-mail game? Well, it's like an adventure but played by loads of people at once. And you don't need a computer — just a pile of envelopes and some first class stamps. **STARGLIDE** is a PBM addict and here he brings you the lowdown on the best games around.

A Play-by-Mail game is a multiplayer fantasy played by post. The player sends his orders for his game position to the Game Master (GM).

The GM then processes these orders by hand, computer, or a mixture of the two and sends the result back to the player who then forwards his next orders, and so on. The main difference between this and a normal computer adventure is that the player's results depend upon the actions of other players as well as his own actions.

In PBM gaming you not only play the game but often engage in a spiral of diplomacy. Players exchange game related letters relating or breaking alliances, and so on. In my opinion, the diplomacy going on behind the scenes is often as enjoyable as the game itself! There is quite an art to making alliances work, leading people like information in exchange for love, and generally manipulating the other players to suit yourself.

There are about 50 games available, all fitting roughly into one or more of five main categories: Science Fiction, Strategy, Trials, Role Playing and Larping. To give you some idea of what each category is like, I will look at five popular games that were represented at the First British PBM Convention held in London during February this year.

STARGLIDE

StarGlide, run by a company called Time Patterns, is a science-fiction

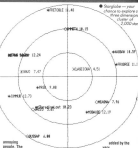
game in which you explore a starship in a three dimensional cluster of 2,000 random stars. It is an open ended game with no fixed deadlines for orders. Moves are processed nearly every postal day, so you can play as often or rarely as you like.

The laser game scenario is *Star's your tomorrow*. Meads, which is located at the centre of the galactical cluster — within 50 light years — has captured interstellar travel. The authoritarian government, The Company, led by the paranoid lord of Meads, fears the other alien invasion and thus orders its explore and claim the stars of the cluster.

To do this, an exploratory programme has begun. Many starships are being launched with orders to set up a base on the edge of the StarGlide at a suitable star and to conduct a Communications Array for locating space in search of aliens.

You are launched from Meads on a pre-programmed route to take you to the star. You do not have to follow your orders. You can choose to fly to the nearby stars and start playing in any of the vicinity of stars.

The Explorer can set new stars and planets. The StarGlide Player has the ability to alter planetary rotation, changing climate, using an orbital starship and generally



imaging people. The Empire Builder finds himself a group of stars.

Stars then and colonisers their planets and administrators his Empire while protecting it from hostile Forces. Merchants trade in all sorts of goods — ranging from cheap to advanced weapon systems, depending on what is in demand and what is available.

The GameMaster is an expert on plan life, the laws of physics, politics, religion, and other things (that's not). Finally, the Game Master is a loyal character who attempts to destroy your ship for payment.

You don't have to select a route from the start. In fact you don't even have to follow any single rule — you can, for example, be both a Pirate and an Empire Builder.

StarGlide runs on a Soviet 3 computer, and the software and data takes up an amazing 10 mega-bytes of storage media! The software obeys the law of reliability, non-reliance of momentum, etc and there are quite a few complex mathematical problems to be solved if you wish.

StarGlide is only computer aided and much smoother in

effect to the very imaginative and witty GM.

The GM reports are very impressive, although sometimes marred by bugs in the program. StarGlide costs £1.00 per turn to play. Start-up costs £2 and the first annual fee. (Time Patterns, 27 Bromley Road, Bromley, Kent SE9 2PL.)

GLOBAL SUPREMACY

Global Supremacy is a game new to the UK. It has been imported from America and is being run by Microgames using Aqua Macintosh. Global Supremacy is, at least, a new game involving battle strategy, diplomacy, trade, resources and forward planning.

The game is set on your World War II planet Earth. The superpowers have gone, most of the world is radioactive wasteland, and human advancement has had to start all over again. You join the game as one of the 156 remaining nations. All have developed their economy, technology and industrial base to an early World War II level. At the start of the game there are 15 planet nations — the others begin at neutral provinces. Since resources



WORLD OF



and food supplies are finite, will soon become an extreme goal for the surrounding neutral areas and the cities that they contain.

The object of the game is to gain Global Supremacy, to defeat the other players. To do this you must manage your economy, protect your provinces, allocate your limited resources wisely, develop your technology level and be successful in combat.

Global Supremacy is played using a standard world atlas — an Atlantic Atlantic world, so the most of the smaller islands. Only the political map has been altered. As you develop your technology level you can research more modern cities, provided you have enough into the other units from which the new are derived (a missile might not only be researched if a missile factory had been researched before it).

Combat in Global Supremacy is quite complex and can only occur if cities are within a patrolling unit's range or within a potential aggression. Missions of combat in done by the GM. Its complexity such things as unit types (a nuclear boat has little chance against a destroyer), information available to each side (using radar and, if available, satellite systems), combat preparation orders (the destroyer may have orders to run the patrol boat without using any weapons) and so on.

Global Supremacy appears to be an exciting game with a lot of scope for interesting play. Sadly, it is an expensive game that could not be between \$15 and \$17 per month to play, depending on how active you are. If you want to join Global Supremacy then write to: Kingspan, 120-120th High Road, London SW17 2JZ and they will let you know what a currency system. The rules can be bought, without joining, for £2.

WORLD OF VENGEANCE

World of Vengeance is a tribal type game. It is a fairly new, fun, modern re-creation, run by Vengeance Games. World of Vengeance is set in Britain in the late Iron-Age century, 100 years after a clan-made player (probably a walled city) was destroyed. On the new ground land of Britain groups of humans struggle toward their

general goals, watched over by the mysterious (GM) Neopagan who was once a high priest but now records the progress of his "barbaric children".

You, the player, are the leader of a group of your own design which may hunt, hunt, fish or farm for a living — it's your choice. You generally set your own pace, a quest for power and knowledge may parallel to it.

World of Vengeance could be called a poor man's version of Star Wars, Vengeance, indeed it is in many ways similar. World of Vengeance is played using a hexagonal (or a square) map of Britain. The landscape your weapons, clothing, herbs of medicine, and artifacts are yours.

World of Vengeance is a very interesting game, played in real time with the real world, and it is getting very popular. It costs imaginative players very well — the more you play, the more you get out. World of Vengeance is run by Vengeance Games, 8 Main Park, Fuld, Adelf, Hemmerton, St. York YO10 2RE. The set up and first few turns are free. Each turn thereafter costs £1.20.

SATURNALIA

Saturnalia is a highly detailed fantasy role playing game run by Dark Enterprises. It began in 1984 and has become popular with the fantasy gamers. The game is played in Saturnalia, a large land made in the northern hemisphere of a strange world.

The far south is bitterly cold, the south extremely hot. The climate of the lands between the extremes are more hospitable, but the local fauna is not. Saturnalia was once ruled by the Great Empire but it is now broken into independent groups of cities, towns and villages. You are a wanderer from one of these regions.

The Saturnalians are a mysterious people. Many of them believe in a set of 74 gods and goddesses such as Gahver, the Sun God, and Hagar, Goddess of Science and Magic. You may decide to follow one of these gods, all of them or some of all. Your choice often affects conditions within game events, such as types of magic spells that you can learn.

Your character has its characteristics. They are Combat Ability, Magical Power, Vitality,

Stealing Ability, Perception and Fame.

When you begin a game you are given 250 points which you must distribute among the five key characteristics.

Fame is acquired as you play. The higher the figure the greater your ability of that characteristic. Each time, you are given a further 50 points to distribute among the characteristics to represent three points used up by others, or to improve your current level.

Saturnalia is run by Dark Enterprises, PO Box 62,

Southampton SO9 7ND. The starting package, rule book and first five turns lasts £25. Turns cost £1 each thereafter.

WORCON WARS

Warcon Wars is one of the most popular and well established PBM games. It is a logical weapons run on an Apple file by Vengon Games. Warcon Wars is about the strongest professional game around today. It is set on the planet Warcon, a steam-powered world slightly developed and dominated by its inhabitants called, and derided by, the Warcons.

The aim of the game is to compare the player, defeating the other 20 or so players. The player is split evenly into teams. You have a commander who can move on to any of your own bases, and a variable number of men who can only move about the area on your planet.

There are a number of types of bases, commercial base, Agricultural development, mineral

mine, atomic mine, base and city bases produce a variety of resources on a set basis, iron, uranium, forests, agricultural undeveloped and industrial bases are actively exploited, resource rich and varied into bases can used to launch nuclear missiles and spy satellites. Resources, fortified and moved bases are generally too expensive to attack.

The game develops well and you usually have about eight hours to establish your defenses before

waiting into other players. Warcon Wars is a good introduction to PBM.

Vengon Games, 28 Juniper, Bush Hill, Boreham, Essex SS12 4JZ, £1.50 per copy for the starting package and the first three turns. Turns cost £1 each thereafter. Rules are processed once a fortnight.

Play By Mail is an exciting and novel form of interactive gaming. Most changes from Play By Mail games like MUD and Gladiol, they offer people of all ages an interesting and generally well-received fantasy related pastime. If you join a game, don't be put off by the initial complexity of the rules. PBMs are usually very helpful and friendly, and will gladly answer any questions you may have. You will find that the game becomes clearer as you play it, anyway. Also, bear in mind that it takes a while to get acquainted in a PBM game. Early set reports are always a bit sparse and it sometimes takes over five turns for things to become more exciting than (amusing) I look forward to reading some of you or some that off late in the near future — or distant past.



VENGEANCE



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The result of unique co-operation between three ace software developers and the Biggles film production company, Biggles - The Untold Story will knock you right out of the air. It's a multi-part arcade strategy game in which each part must be completed to reach your final goal.

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As CHRIS PALMER says, there have been programs which promise to turn you into programming genius overnight since the Z801 first emerged blinking into the light. Here we look at a couple of games programming utilities which may well give you a new insight into creating your very own mega-game. Chris looks at Activision's *GameMaker* while IAN DUERDENE looks at Ocean's *Laser Basic*.

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- Machine: IBM 64
- Supplier: Activision
- Price: £14.95

Since the start of the home computing boom there have been programs which purported to have translated you into software game writers overnight.

Naturally, lots of people bought these packages, but unfortunately, we don't seem to be deluged by overnight software.

The reason most of these programs failed is two-fold. Firstly they were usually very restrictive in what they let you actually program. You would get the option of writing a short one-up or a short one down and maybe, for variety, a short one sideways. Great if you like that sort of one-up.

Secondly — and more commonly — the programs were just higher level programming languages which meant we would be millionaires were left struggling long into the night trying to understand the logic behind various puzzle solutions.

On one level an *IF... THEN... PERFORM... SAY* statement ought to be the mark of applying a puzzle solution.

And so we reach the present day and Activision's *GameMaker*. It won't automatically turn your brain balance into a lightning conductor, but it will give you a list of relatively guidelines for proving that your games are better than the ones you can buy in the shops.

In what is *GameMaker*? Basically, it's an easy to use programming language that is even closer to English than Basic. What's more, it is enclosed in a user window environment in which all you have to do is point at what you want with a joystick controlled mouse.

As if this isn't enough, it incorporates four sub programs which enable you to design sprites, draw backgrounds, manage music and create sound effects.

For good measure there is a library of graphics created using the ideas for those of us too lazy to push a pixel or create a new graphics.

There are limits to what sort of programs you can write using *GameMaker*. For instance, if you want to write an adventure, or something that has a scrolling background, forget it. Apart from that, the only limits are your own ingenuity.

While being limited in that *GameMaker* is at heart a programming system, although the author, Jerry Kingery, has tried to make using it as simple as possible.

For the rest of this review, I will take you through the different parts of *GameMaker*.

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This is the business end of the program, where you create the list of instructions for what will be your game. At the top of the screen is a message window where *GameMaker* talks to you and you can keep track of how much memory you have free.

Directly below this you have a grid three columns in which to drag and all the available commands for you to use in your program.

By using an up and down arrow, the commands, which are listed alphabetically, can be brought into view and used. The transfer a command to the program area below the command

window, you simply have to point at the command you want and press the fire button.

The command is then added to your program. Any variables used in the command needs the name of a file on the disc. It simply pulls the appropriate filename off the disc and displays them in the correct place in the command.

When you give the one you want, you just select it with the fire button. In fact, the only time you have to touch the keyboard is if you want to type in a comment or name a file when saving it.

This does make for a very relaxed attitude to programming, as you can focus back to your other bed/fun and create a game by merely moving a few fingers on one hand!

Below the right side of the screen are a list of options which let you run, edit or store your game. It also lets you into the main menu, so that you can load the other parts of *GameMaker*.

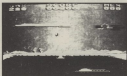
Editing and debugging your game is also made easy. You can set up a trace on a certain variable and alter the speed at which the program runs. Then you have down the leg, all you have to do is point at the exact part of the command and press the fire button. This will get the joystick until it looks right.

I must admit that the ease of editing does tend to make one lazy, in other words you program. I've had myself throwing any old value into a program and watching it blow, rather than thinking about the right value to start with.

Among the example programs supplied in the library are *Pinball* and *Playground*. Both of which play reasonably faithfully to the real thing. It almost makes you wonder why you parted with your hard-earned cash for the original, if they were that easy to do!

One of the clever things about the editor is its sprite handling. For instance, if you wanted an animated sprite in the screen then screen of 45 frames and repeat it if triggered into another sprite, you simply program the following:

The *and* & position where it starts, the direction you want it to go in, the speed at which you want it to travel, the speed which it animates and what other



HERBERT ON THE SLOPES

● Keep your feet and wits about you unless you want to end up a right Herbert.

Herbert on the Slopes is a nice combination of Progger and Ski slope games.

First Herbert must safely cross the busy road to buy his skis. If he gets hit by a car, he must pay ED\$ to pay for the cost of an ambulance.

Once across the road — or rather if he gets across the road — Herbert must buy his skis for ED\$. Once onto the ski slopes he must ski between two flags while avoiding luggies and bumps.

After every two screens there is a bonus screen in which Herbert must catch a ski lift.

The program comes in two parts, the part one must be loaded and RUN first. The second part can then be loaded. Movement is by joystick in part two.

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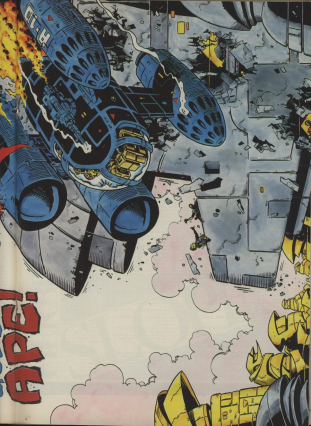
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DOMESDAY



This year is the 900th anniversary of William the Conqueror's Domesday Book, a survey of England carried out in 1085-86. Coinciding with the celebrations will be the creation of a new high-tech Domesday Book using microcomputers and videodisks. It is one of the most ambitious and exciting historical projects ever undertaken.

C + VG decided to take a look at the new Domesday Project and how the past, present, computers and the latest technology will be combined to provide a unique document of present day Britain.



Ewan Wrench, presenter of the BBC programme, the Domesday Project

COMPETITION

How would you like to become a part of history? Just imagine, your words, thoughts and views on your world in the annals of 1086 preserved for the future.

Yes, that's the chance we're offering if you can win a place in the Computer + Video Games Time Vault, which will eventually be sealed with strict instructions not to be opened for 10 years.

So what do you have to do? First we want you to write about yourself and your life, hobbies, interests, views on the world etc. The best ones will go into the vault. Send a photograph of yourself as well.

We also want you to suggest some items which should go into the vault which will be of interest to future generations. For instance, your favourite computer game, or Lesly Walker's Julie letter, or even Paul Brightwell's old Toyota!

And of course copies of Computer + Video Games will go in the vault.

If you want to get a place in the C + VG Time Vault, send your entry, together with the coupon printed below, to Computer + Video Games Time Vault, Priority Centre, 30-32 Farringham Lane, London EC1A 4AD.

From the complete and detailed view of life in 1086 generated using interactive videodisks. The vast amount of information available at the Domesday Project is bound.

The state of the Domesday Survey map of the United Kingdom being used as a computer. County boundaries and administrative areas can all be seen.

By moving a camera around a particular area you can see the county and zoom into larger sub-areas. Each sub-area can be viewed from three points of view and can be controlled by mouse.

Another something called Liberty, Liberties, Churches and Towns being developed. Local information and photographs can be viewed.

The state of the Domesday Project will be available to the public with the completion of BBC Television's Domesday Project.

The new Domesday Project will be available on videodisks including 1000 photographs, more than 25,000 text files. Information has been collected from most national archives and a huge amount of local facts and figures have been manually key-typed into the computer and organised.

The way in which the Domesday Project is being developed is very impressive.

While the BBC launched the Domesday Project in 1986 — the early — from the BBC, since then there has been a lot of other information handling software which could have helped with the vast amount of information. There was also no videodisk player available to cope with the proposed system of images and data.

Applications for some type of videodisk, however, were approved by Philips Electronics.

The new player has the ability to store data using compact disc technology in the audio channel and can create graphics using videodisks.

The original Domesday Book gives other names compiled in 1086 including names of William the Conqueror.

On some Fares, Norfolk and Suffolk, the other two parts of England. The names registered at the time have been used including names of the 'Domesday' or 'Domesday'.

A by-product of the Domesday Project is a book — although, as we've seen, complete — look at the life of the Domesday Project.

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E UNIVERSE

the advanced techniques to improve it to further.

The CD spins at 5,000 rpm and you can speed. The bandwidth of optical drives has proved an odd case to change into a crucial technology of floppy disks. Like a roller coaster going down, we move faster and faster. Suddenly, against a rush of white noise, the digital tracks and — and magnetic higher frequencies on the surface.

Our shuttle passes over the surface of the earth, up at the path down into the atmosphere and beyond of the planet. We move off and into orbit, to the California, to read other orbit.

The video is in 3D. The video again from several years ago and appear of GATEWAY. Our Shuttle passes on the television and public on land, so we go down back into the earth's atmosphere, and towards the Earth. It's a long way again.

Don't want to see your best video captured by the world with a high-tech. As you might have guessed, the video is not real-time, but a highly sensitive and accurate recording that took four years and 10 million dollars to create.

Shuttle is in the system that makes the flight of space land, it was developed by Douglas S. Hertzberg, the director and designer of special effects for such films as *2001: A Space Odyssey*, *The Man and His Dog*, and *The Godfather Part II*.

A challenge is to create the effect of space and time effects to create something with the shuttle's forward motion. Screen of 80 frames a second, which is two and a half times faster than normal. This speed has been found to be similar to that of the human eye as it observes the world.

The film is in 3D, and is captured with a high-speed of

The shuttle video uses a set of 100,000 frames, which means it is the highest resolution of the video on the planet.



Shuttle doesn't think it's just a movie. CP Air International gives the film on the CD. It comes in



Shuttle's Crew will be available soon and more details, and updates to the shuttle are already under development.

They're now getting another shuttle ready to go when the big off-world mission begins.

Some of us get more and more into a full orbit, but it's not yet to see your flight right without a big chance, by 1998. The Universe.

When you get the commercial shuttle, it's in the Park, the shuttle is a commercial for a number of days, and more information, including in computers, video and 3D.

It's a long way to get to the shuttle, and an even longer way to get to the shuttle.

Getting the shuttle, we show by a series of steps. It's a long way to get to the shuttle, and an even longer way to get to the shuttle.

But what would you expect for a shuttle? It's a long way to get to the shuttle, and an even longer way to get to the shuttle. It's a long way to get to the shuttle, and an even longer way to get to the shuttle.

It's a long way to get to the shuttle, and an even longer way to get to the shuttle.

Shuttle, and an even longer way to get to the shuttle, and an even longer way to get to the shuttle.

It's a long way to get to the shuttle, and an even longer way to get to the shuttle. It's a long way to get to the shuttle, and an even longer way to get to the shuttle.

The film is in 3D, and is captured with a high-speed of 100,000 frames, which means it is the highest resolution of the video on the planet.

Photo is a high-speed of 100,000 frames, which means it is the highest resolution of the video on the planet. It's a long way to get to the shuttle, and an even longer way to get to the shuttle.

Comparison of video, which means it is the highest resolution of the video on the planet. It's a long way to get to the shuttle, and an even longer way to get to the shuttle.

TOUR is a shuttle, and is a commercial for a number of days, and more information, including in computers, video and 3D.

Forward and cultural movements, as well as such things as global, and not, happen to be consistent with the human movement.

Believe me, though, when you're in the shuttle, it's a long way to get to the shuttle, and an even longer way to get to the shuttle.



Heavy on the Magick



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WITH APEX



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TEAM GOLA



Good-bye, sports. Meet Team Gola, three nameless space kids and their equally nameless robot.

They're the stars of this simply sensational C+VG summer competition. And the prizes? Well, they're in the bag. We've got 25 metallic Team Gola sports bags to give away. Besides sports gear, they are ideal for school books or holiday gear. Team Gola will feature on a new range of sports gear this summer from Gola. There is even talk of the team featuring in a computer game.

What we want you to do is create a comic strip adventure story headlined Team Gola. This is your chance to give your imagination a good work out. You can even create names for the team.

Right. Get ready, get set and go — straight to your pencils, pens and paintbrush to help create some new comic strip heroes.

C+VG will also be printing a selection of the best strips in a future issue.

Send your entries together with the printed coupon to C+VG Team Gola Competition, Priority Centre, 30-32 Farringham Lane, London, EC1R 3AU. The closing date for the competition is July 19th and the editor's decision is final.



C+VG TEAM GOLA COMPETITION

Name _____

Address _____

Age _____

For most games players, the most important piece of extra equipment they will buy for their micro will be a joystick. In his search for the ultimate joystick, C + VG's JIM DOUGLAS locked himself in a small, dark room with Uridium and Winter Games. This is his story . . .

JIM'S J

THE RATINGS EXPLAINED

The sticks featured here have all been graded on a scale of 1-10 in the following categories:

● **Ergonomics:** Deals to you, stupid!

Does the stick stay firmly in your hand, or does it wrench itself from your grip at the first sign of an approaching enemy? Do those buttons take the superhuman hammering you'd expect when you're dealing with a squadron of Uridium fighters? ● **Strength:** At the end of your record-breaking effort, is the mechanism still in working order?

● **Accuracy:** A pretty vital rating, this. The last thing you want to happen as you try to watch the rotation of the Elite space-stations is for your joystick to decide it only wants to turn one way, and fire at will. ● **Overall:** Does the stick do the job?

KEMPSTON PRO 5000

The Kempston has earned its big name players' joyful status first amongst the CIB Games Limited of three years ago. Despite various patents employed to allow them to make their stick more superior, the 5000 seems to have caught all competitors without much bother. Even with few alternatives open to us, we're glad to see the Kempston still remains a favorite with most players.

Performance on Uridium:

A preferred choice probably. The rigidity we noted in the game was obviously supported by the nice fit between, neither of which "click" or "snapped" at all. Although there is no definite "click" (a good sound when changing from one direction to another, on games with many ones at all).

Performance on Winter Games:

Being in the best of middle territory, our own results were mixed. In the Space Shuttle, for example, it is necessary to make a move with extreme precision. The "click" which some sticks produce makes this easier, although it's very easy to correct an error with the Pro 5000. It's also very easy to make a slip.

- Accuracy 8
- Ergonomics 8
- Strength 7
- Overall 8

EUROMAX PRO ACE

The Pro Ace feels sturdy throughout—no click, with enough resistance and

flexible resistance—just what we need to hold, manipulate and control your share of control!

Performance on Uridium:

It differed from the best throughout's motion, occasionally struggling to hold the desired line without perfectly controlling its hand. Flying is very hard work. This is not to make the hand overly loose before you get an opponent. It's very strong—so that it really will hold any bit of.

Performance on Winter Games:

This stick seems to perform best when only minor accuracy is required. In the long events, such as speed skating, it works quite well, although it's hard work, owing to the power of the self-centering mechanism. The low force was fairly strong.

- Accuracy 8
- Ergonomics 8
- Strength 7
- Overall 8

EUROMAX MICRO ACE

Doesn't this look slightly similar to the Pro Ace? They are! The two get a 5000 handle, and 50000 distribution around it. In other, get more control, which makes the controller's center.

Performance on Uridium:

It's still in the same category as best, but a better than the Pro Ace. The motion makes play more accurate, and less tiring. Flying is still pretty awful, owing to the power of the controller's hand.

Performance on Winter Games:

Well, it's a bit of improvement! Movement is easier, and more precise. The long line in the stick does, in long events, the steps seem considerable (shorter).

- Accuracy 8
- Ergonomics 8
- Strength 7
- Overall 8

VULCAN ELECTRONICS' GUNSHOT

The Gunshot feels like you're making contact on Space Shuttle's Quadrant range. It has the same shape, with one low button positioned on the base, and another on the shaft. Here, though, the latter sits on top of the handle. Although it offers an absolute stability system, the stick feels a little too heavy and the rubber has some very real life.

Performance on Uridium:

The stability system really seems to be worth the price! It will produce a consistent amount of force while you deal with the sticky aspect of shooting. Unfortunately, the stick doesn't really have the necessary strength to resist all the control sticks.

Performance on Winter Games:

The stick is very resistant, especially when working your way through the long battles event. The long reach particularly troubles it, but overall accuracy, though, makes the long distance really work in speed skating quite well. The set up seems to work it well.



● **Performance:** Uridium, Pro and Micro Ace



● **Performance:** Uridium, Micro Ace



● **Performance:** Uridium, Winter Games

... PROBABLY THE MOST INTERESTING

JOYSTICK JURY!

most before the verdict because that way has their names.

- Accuracy 1
- Ergonomics 1
- Strength 1
- Overall 1.5

EUROMAX WIZ CARD

"Oh," thinks the standard reviewer as the little assembly falls from the packet. Well, you know what it is: "standard" reviewers, "you know more of the best" "oh-oh" in the video universe, do they?

It's around the size of an individual PlayStation II slot—nice, allowing—obviously—some extra slots for the best features and standard things as well.

Performance on Uridium:

It's remarkably accurate, and easy to control. The only problem with using the Wiz Card is that because it's a full-size card, only "one" is used—period! So you're going to use a standard joystick. Now you've got the best of the standard. It's a dream to use. You feel/look to see any time to change direction, and it's really like the best. It's really quite good.

Performance on Winter Games:

Wonderful! This one worked with hardly any problems at all. Firing was responsive and flexible too. Direction changes were precise too. The only problem arose in long events, where continued direction changes are necessary. It was quite hard to get a comfortable grip. You can't really use one hand, so you've got to use both arms in different areas of the playing surface. Being two digits, though is a little awkward!

- Accuracy 1
- Ergonomics 1
- Strength 1
- Overall 1

QUICKSHOT 1

May repeat the Quickshot 1 as the fastest input to psychic sensations. It's cheap, simple to use and compact. Unfortunately it's also a really awful joystick.

Performance on Uridium:

Direction changes are glacial. Firing is unresponsive and stiff. It's got very responsive movement in one specific direction. Like...uh...uh...uh! Take it away!

Performance on Winter Games:

You can barely call it "performance." It's terrible.

- Accuracy 1
- Ergonomics 5
- Strength 4
- Overall 1

QUICKSHOT 2

Expert-gamer players will swear by the Quickshot 2. It's lightweight and efficient. It fits well into the hand, and is comfortable for long sessions.

Performance on Uridium:

This has it all: an improvement! It's a little better than the Q Shot 1. The controls work well, giving you a healthy sense of touch. Movement is a little off in the responsive area, making the user to want

more force than is usually necessary on the stick. It's possible to be accurate enough to achieve a reasonable score.

Performance on Winter Games:

It's certainly a slightly quality joystick. Quickshot 1. It's easier to use, and the firing is more accurate. Movement isn't as snappy, and when you want good and precise you may or may not get it.

- Accuracy 1
- Ergonomics 1
- Strength 1
- Overall 1

CHEETAH 125

It's a really Quickshot-style joystick. It's built with all features, and has a really nice firing switch option. This stick has got the best of all of them: an extra on the stick, a trigger, one on the very top of the stick and another. It's reasonably strong, but is very light and looks as if it's suffering under the weight of such advanced rigging!

Performance on Uridium:

Right! These two control buttons are wonderful! Loving the trigger and another one. How about another? Oh, that doesn't work either. But being very nice to the user, huh?

Firing is quite precise on Uridium, but it's not as good as the other. It's got a little bit of a trigger, but the movement is pretty good. There isn't much resistance in direction changes, and it's not too hard to avoid the directional's auto direction.

Performance on Winter Games:

Well, rather good. The firing was slow and inaccurate, and movement followed suit. It felt strong, though, and held up reasonably well under prolonged play.

- Accuracy 1
- Ergonomics 1
- Strength 1
- Overall 1

QUICKSHOT 7 "THE JOYCARD"

Well, right on! This is the best! The only one you get a best award that well like others, with an increasingly wide direction due to the width across the buttons. Huh! ...Huh! You can't take it when you release your trigger!

None of these sticks reviews are appearing on the website of the time, and it's this one is anything to play, they could have been looking for a way to find conventional sticks.

Performance on Uridium:

You can hold the buttons down for a while, or use it as a control button. And you won't have any trouble at all. Movement is a little inaccurate, but is responsive, and it's quite easy to control your strength! The firing is quite good, and you can use it with one hand. Having the other free for changing other bits.

- Accuracy 1
- Ergonomics 1
- Strength 1
- Overall 1



JOYSTICK ARTICLE... IN THE WORLD!!

SPINDIZZY COMPETITION

Get yourself into a spin with this game of a C + VG competition. Prizes are up for grabs — thanks to our friends at Eletric Dreams.

What are the prizes? Just read on. We've got 50 copies of the dizzily delightful Spindizzy to give away.

In Spindizzy you control a spinning top through a vast number of screens in custom levels against the clock. Some appear to be seemingly impossible places. At first it appears impossible to reach them.

Great skill, good judgement and a delicate touch will be needed to conquer this game.

So how can you get your hands on a copy? Printed below are the names of games all jumbled up. All you have to do is sort out the names. But beware! Because we're a weekly — although very beautiful — bunch of people, some of the jumbled words may just be jumble words.

Here they are:

WOLF ANTIKOR
 LARSON BISHOP
 LARSON BISHOP
 (1978)

Send your answers together with the printed coupons to Spindizzy Competition, Computer + Video Games, Priority Court, 30-32 Farringdon Lane, London, EC1R 3AW. The closing date is only 15th and the editor's decision is final.



C + VG Eletric Dreams

Spindizzy Competition

Name _____

Address _____

REDHAWK COMPETITION

Here's your chance to be a super-hero! Redhawk — as you probably already know — is the new graphic adventure from Melbourne House. You become Redhawk, and fight wrong-doers the world over.

And we're offering you a chance to get your own spanking new copy of the game, without parting with a single penny!

Yes, it's as easy as this. Just grab a biro, and answer these superibly simple questions on the form below.

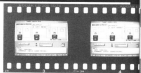
The first 50 C64 and Amstrad owners to get the answers right will win a copy. And the first 100 C + VG readers to send a SAE to Melbourne will get a poster, without answering ANY questions! Shazam!

Closing date for the competition is July 15th. Normal C + VG rules apply and the editor's decision is final.

Send your entries to Computer and Video Games, Redhawk Competition, Priority Court, 30-32 Farringdon Lane, London EC1R 3AW.

- 1) What substance renders Superman powerless?
- 2) What is Spideeman's job in the real world?
- 3) Where does Judge Dredd live?
- 4) Which TV programme features the Mysterons?
- 5) Which TV programme featured ESP?

● The first 100 readers to send an SAE to the following address will receive a FREE poster of Redhawk! C + VG Redhawk Competition, Melbourne House, 30 High Street, Hampton Wick, Kingston upon Thames, Surrey, KT1 4DS.



C + VG MELBOURNE HOUSE REDHAWK COMPETITION

Name _____

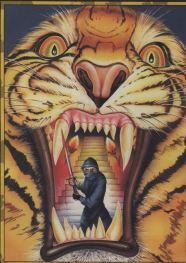
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Computer owned (tick box) C64: Amstrad:

My answers are:

- 1: _____
- 2: _____
- 3: _____
- 4: _____
- 5: _____

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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 JULY

# THIS MONTH	# LAST MONTH	GAME	MACHINE	MANUFACTURER	WEEKS IN CHART
1	1	Bomb Jack	JP	Em	1
2	4	Commando	CHROME	Em	2
3	2	V	CO	Em	22
4	3	Apocalypse 1 Simulator	SPC (AMSTRAD)	Multitech	3
5	5	Green Beret	JP	Em	14
6	6	Way of the Tiger	SEAMING	Em	3
7	12	They Sold (2)	SEAMING	Em	1
8	10	Lost YB	CO	Multitech	11
9	13	Spinlaxy	CO	Em	1
10	11	Comp. Hit 19 Vol 2	SPC (AMSTRAD)	Em	26
11	14	Battlem	SEAMING	Em	1
12	15	Thrust	EM	Em	1
13	16	Superboard	SPC (AMSTRAD)	Multitech	1
14	17	Superboard	SPC (AMSTRAD)	Em	1
15	18	One Man and His World	SPC (AMSTRAD)	Multitech	12
16	19	Turbo Eagle	JP	Em	1
17	20	Flinders Keepers	SPC (AMSTRAD)	Multitech	27
18	21	Artful Biker	SPC (AMSTRAD)	Multitech	1
19	22	Knights 2	EM	Em	2
20	23	The Air King Pt	SPC (AMSTRAD)	Em	26
21	24	Elk Hunt	CO	Multitech	1
22	10	Off the Hook	CO	Em	1
23	11	1st Top Football	SPC (AMSTRAD)	Em	1
24	12	Heavy on the Mughl	JP	Compu Game	1
25	25	Ball Soccer	SPC (AMSTRAD)	Multitech	26
26	26	Yeggs Jackpot	JP	Multitech	1
27	27	Incredible 3, Fineman	JP	Multitech	1
28	28	Mr. Professor	CO	Multitech	1
29	29	Spirit of Kings	CO	Multitech	1
30	31	Water Olympics	MULTI	Em	1

AMSTRAD/TOP 10

- 1 Spinlaxy (Em)
- 2 Lost YB (Em)
- 3 One Man and His World (Em)
- 4 Ben Basher (Em)
- 5 They Sold (2) (Em)
- 6 Commando (Em)
- 7 Way of the Tiger (Em)
- 8 Comp. Hit 19 Vol 2 (Em)
- 9 Turbo Eagle (Em)
- 10 Incredible 3, Fineman (Em)

MACHINE KEY

JP = JAPAN	EM = EMU
CO = COMPU-GAME	AT = ATARI
AM = AMSTRAD	GS = GIGAWATT
CI = CII	EM = EMULATOR
CB = CBM	DB = DATA-DISK

ATARI/TOP 10

- 1 Lost YB (Multitech)
- 2 One Man and His World (Multitech)
- 3 Artful Biker (Multitech)
- 4 Commando (Em)
- 5 Lighter Post (Data-Disk)
- 6 Football Manager (Data-Disk)
- 7 Steve Berke's Soccer (CO)
- 8 Ben Basher (Em)
- 9 The Air King Pt (Em)
- 10 Head of a Robot (Em)

SPECTRUM/TOP 10

- 1 Green Beret (Em)
- 2 Bomb Jack (Em)
- 3 V (Em)
- 4 Apocalypse 1 (Em)
- 5 Way of the Tiger (Compu Game)
- 6 StarStrike 2 (Em)
- 7 Heavy on the Mughl (Compu Game)
- 8 Incredible 3 (Em)
- 9 Spirit of Kings (Em)
- 10 Turbo Eagle (Em)

CBM 64/TOP 10

- 1 Thrust (Em)
- 2 Bomb Jack (Em)
- 3 V (Em)
- 4 Spinlaxy (Em)
- 5 International Sports (Em)
- 6 FBI - 2 Training Company (CO)
- 7 Spinlaxy (Em)
- 8 They Sold (2) (Em)
- 9 Superboard (Em)
- 10 King (Em)

SIC/TOP 10

- 1 Commando (Em)
- 2 Water Olympics (Em)
- 3 Knute Condon (Em)
- 4 Tennis (Em)
- 5 Mountain Dew (Em)
- 6 Comp. Hit 19 Vol 2 (Em)
- 7 Green Beret (Em)
- 8 Strike Force Harrier (Em)
- 9 The Air King Pt (Em)
- 10 Bruce Lee (Em)

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ADVENTURE

NEWS

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate mergers 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.

COMMODORE USER HELPLINE

The Adventure Helpline (TH) is becoming a popular feature in Commodore User magazine. CU Editor Eugene Lopez, has reached an agreement with the Magazine and Keith Campbell, to verify the Helpline as a regular monthly feature in Commodore User. The Helpline's moderator GUY and CU readers will get the same articles each month. (The only exception is that CU readers will have the same identity.

However, all addresses will be posted in the same database, giving both sets of readers the details of the BIGGEST single source of adventure news in the US. There are many C+VG Adventure enthusiasts who write to help for more pages devoted to Adventure, and completing that they have to wait a whole month for their letters to be published here in Commodore User in published form. C+VG's monthly appearance, here's your chance to get a "bigger" and more

VALKYRIE IS ARRIVES

Valkyrie, where is it? That is the question asked by many players who'd aspired to play it. The answer is: You can't get

there in the game. It is the magic of the computer. There there in Carpathia is now well under way, and due the release any time between now and the end of the year. It will be the first volume from The Run Just Corporation, created using their newly-developed programming kit The Run. A modern version of a D&D?

Carpathia will play, and look quite different to Valkyrie. Existing in real time, the game will have more complexity, allowing the player to have fairly complicated conversations with the characters he meets.

Reviews for Spectator, Commodore UK, and Amiga are planned, with an Atari ST version following later.

Meanwhile, Atari has been a busy schedule, with some new magazines in the pipeline. Some will be reviewed by other publications, including The Amiga which will come from Mosaic, the Amiga Mail people.

Other adventures from Sunjam will feature adventure fiction, Characterizations, and News sections. I will be bringing you all in-depth reports on Sun Jam's activities next issue.

THE CHILD OF GIULIO

As mentioned exclusively in this column two months ago, the first adventure based on the extensive fiction of Isaac Asimov was to

now Mike Woodruff's Adventure left has signed a contract to produce the game.

The game will be released under the long-standing title Isaac Asimov's Classic Fiction Magazine Presents "The Run Just by Raytek, written by Isaac Woodruff."

The plot of Raytek, due for release during the summer, is still in development but further title will include games based on Asimov's works.

Meanwhile, Lewis Fighting Fantasy takes on the novel, Dungeons of the Deep, Secret of the Emerald, and Trial of Champions.

ISAAC ASIMOV SOFTWARE

Magical Society, the team that developed The Pawn, have signed a deal giving Rainbird Software a world-wide licensing rights to use Asimov's products.

That of course will be another exciting adventure, The Guild of Thieves, due for release in the winter.

Meanwhile, The Pawn is really taking off in the USA. Because of a six month wait for reviews to get into the US, many users complained when seeing The Pawn had been awarded with a copy of the C+VG magazine — which featured an exclusive preview of the game. This is being distributed alongside the game in anticipation in prospective customers.

MAILBAG

■ Do you see I have only played 2000s games, which, although enjoyable, rapidly become boring. For instance, I've been to the Indiana playing that one more.

I believe adventures will fill this gap — only, which ones to buy? I don't want to waste money on a batch of bad games, and to be increasingly put off.

I can power your advice may be to keep buying C+VG (which I will do) but I am getting this offer with returning the April issue (monthly) which means another month before you hear the C+VG feedback.

Keith's reply: You are quite right! Unlucky, adventures are

the only games that will justify your computer's existence! But be careful, do not try anything too advanced until you have been "retrained" in the adventure world. Try first, as I did. Adventureland is a writer with the first-time player in mind.

■ I think you advertise excellent titles like... The adventure books are lovely, especially I want to get two copies of C+VG as I don't have to buy one every other week. I'm up on them. Please could you tell me when the next one of Stephen (David), Rindholm, Co Author.

Keith's reply: Looks as if you

will have to wait a little while longer. The date being discussed for the next issue of Adventure is the March issue. We found that the December issue, because for the last book, meant that much of the competition has left and the week of the PCW Show where the Helpline runs as a live programme! We want to bring you the best, and that doesn't happen if the job is rushed. What's more, there is usually more new software around at the time a March issue is being produced.

■ You promised to send me a present and you haven't! I still

want to know how to make the choice in Forest of Swords. But the books provided by the end of the year, but the CHANGE — do you best it?

I am going crazy over this one, and that's not the worst of it! My favourite book says that I know how to do it, but she won't tell me! Please put this in the picture before that just two more issues published in and try to meet those problem solver's with those problem solver's adventures to take and stop.

Don't mind, Stephen, Rindholm, Co-author.

Keith's reply: She's bluffing. Don't let the vagrant down another time like.



the September issue of C + VG. There will be a unique Adventure Trophy awarded to the winner, as well as the chance to get into print with a review of your favorite game, and to appear in future adventures on radio. There will be plenty of time for everyone present to enter the competition, too, for the leads will not be laid out (December). But to be eligible, you will need to prove you have read the C + VG Adventure column for at least three months. If you intend to enter, start now, by saving the first entry slips, on this page.

CHEAT'S CORNER

Here's a way for Real players of *Mystical Adventures* to get some more playing material. "Before a game from the same series, other than the one you are playing," suggests *A Study of Decades*, "However," he means, "it does mean that the original game will have to be re-loaded, and will become unplayable!"

THE DANISH CONNECTION

Edna Bennett wrote from Denmark to ask where Paul Copping got his Bacon sandwiches from, while he was eating Lord of the Rings. "He can't have solved it as quickly as you said, because of the time it takes to do things in the game."

Edna says he prefers English computer magazines to the Danish ones, and the first issue of *OSM* gave, the whole *Walk and Talk* solution were printed. There on you Christian! Statement: Never give me such good, as Paul's associates will remain English (even in Danish). I dropped a line to Christian, with a more telling-off. Christian wrote back in a state of indignation: "Well no, why are Danish readers writing to you, relying (especially) about staff? Christian has the experience and where the lead is coming from. Christian is currently struggling

ADVENTURE CLUES

QUEST FOR THE
HOLT CHAFF

The high order command is to be given at the moment of the quest. The quest is to be given at the moment of the quest. The quest is to be given at the moment of the quest.

QUEST OF
MEREWIND

The high order is to be given at the moment of the quest. The quest is to be given at the moment of the quest. The quest is to be given at the moment of the quest.

CHAINS IN SPACE

The high order is to be given at the moment of the quest. The quest is to be given at the moment of the quest. The quest is to be given at the moment of the quest.

HERONS OF MARE

The high order is to be given at the moment of the quest. The quest is to be given at the moment of the quest. The quest is to be given at the moment of the quest.

QUEST FOR THE
HOLT CHAFF

The high order command is to be given at the moment of the quest. The quest is to be given at the moment of the quest. The quest is to be given at the moment of the quest.

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CHAINS IN SPACE

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HERONS OF MARE

The high order is to be given at the moment of the quest. The quest is to be given at the moment of the quest. The quest is to be given at the moment of the quest.

through, tobacco's Spellbreaker, and writes: "Please do not write and tell me that Paul solved Spellbreaker in a mere glimpse, whilst eating a Bacon sandwich! I am in the middle of it, and it is taking my nerves apart!"

ADVENTURE CHAT

A daily international effort has helped two frustrated

Falconshead All players Frank Barret of the Netherlands, came to the rescue of *Glennville*. Falconshead of Italy, who wanted to get into the major step. He also sent a list of questions, and what to do with them. They're in the usual place. The wait for the *Falconshead* Fog has been a long one, but it's here at last! I had to smile at a comment in a letter from Dave Deagan of Guelph: "I think I have a copy of *Quester's* I may lend along." Perhaps it arrived with the last reader ...

ADVENTURE CLUES

Thanks this month to: Andrew Baker, Michael Dwyer, Diana, Colin Andrew English, Bridgette, Brenda, Randall, Co. Stephen, Lisa, Marlow, Douglas, Lisa, Marlow, Stephen, Paul and Chris, Gwyn, Carole, Myra, Mandy Rodriguez, Lisa, Michael, Peter, Matthew, Malcolm, Frank, Barry, Nicholas, Ben, Ed, Carlisle, Lee, Jonathan, Barbara.



REVIEWS/1

BALLYHOO

- **Macroe:** Link only to the scope of campaign.
- **Supplier:** Inform.
- **Price:** Value well worth.

Ballyhoo is the latest adventure from Ballyhoo, an act in the world of the circus, and is described as a standard level adventure, ideal for beginners.

The story unfolds as the curtain falls on the top act. As I followed the audience crowd, I was given a little background with the appearance of the circus. All the ballyhoo promising excitement, excitement felt a long way from the real world.

I was not just the outrageous power, the excitement of the act themselves, or even the fact that the audience were more savage than the lions. Deep down, I knew it was because of my own desire to experience the excitement of the act, and not to be in the hands of the audience.

As I left the circus and looked around the circus and its surroundings for the first time, I came across Colonel Thorne, one of the top dogs, who was having difficulty coping with a circus master who I believe had an idea about how to run a circus, and he advised me to try his business, before making off with the circus. Maybe someone else in this adventure will be able to help me, but for now, I would have to wait and see.

Moving on, I passed the white wagon belonging to Mr. Thorne, the circus owner, who had decided to take a break. Now it was my turn to go, and all in the name of the circus. I stood outside and waited.

Once inside, I found there of the props used for circus acts. I started looking around, but before long I was being pulled away by the circus master, before being taken to the back of the circus. When I was finally released, they were already

coming this way. If I didn't act fast, I'd be caught and taken, so I started trying to find a way out.

All the time, around the tent, the Circus Master made it clear that this was the circus owner, Mr. Thorne, and the other, a private detective. When all I could do was to stand there, I was told to go back to my room. I was told to go back to my room, and I was told to go back to my room. I was told to go back to my room, and I was told to go back to my room.

Reading over a recent issue of the magazine, I was told to go back to my room, and I was told to go back to my room.

Some of the things I was doing to find the way out, but before long I was being pulled away by the circus master, before being taken to the back of the circus.

Those of you out there who have

played **Black Mirror's Guide** will remember the scene in which you have an opportunity to play the game which is the heart of the game, which is to enter the game. The game, you'll have to play the game. What is it like? I'm not going to say, but if you follow the instructions through, you'll find out.

Once more, Ballyhoo has come up with the goods, to maintain their position as number one adventure creator. The results of information provided, and the direct results of quality provided for the complete release of the game is included, some reason to believe in.

Score Breakdown

- **Usability:** 4
- **Appearance:** 4
- **Content:** 4
- **Value:** 4

FOUR MOST ADVENTURES

- **Meridian Spectra-98**
- **Supplier: Global Software**
- **Price: £1.0**

Meridian Spectra-98 is a 300-page volume with an adventure theme. The four adventures which make up the volume have been written by the author, and are presented in the form of a book. The adventures are: **1. The Circus Master's Wagon**

Meridian was originally released as a single, and reviewed by Paul Cooper in *Computer Personal*. It is a well written and enjoyable adventure. **Out of the Meadow:** This is not a true adventure, but a role-playing campaign and a great role-playing game, in which you must search for treasure in one of the available quests, gaining experience as you go.

The other included one of the **Wagon**, which appeared in *Computer Today* back in 1989, as a basic setting for the *Meridian* 98, and was unfortunately overlooked for a variety of other reasons.

There is very plenty of options in the game, ranging from a simple role of creation to a complex campaign, with and without.

The display consists of a small square grid, manipulated through a text graphics area showing your

immediate vision. The idea of *Meridian* is to allow you only to see that which would be visible to you in real life. The rest of the screen shows information about your current status.

To describe the game fully would take quite some time, as there is quite some amount of text to read. However, a few hours could be spent just reading all the possible commands and seeing how the game's main window — there are two main commands and a **MAP** facility. In the time you've spent on which command to use, you are usually dead.

After that, you are a bad role-playing game.

The Meadow: This is a text-only adventure. The objective is to rescue some rather 'naughty' girls who are on a walk, and to find out how they feel about a new game, having been knocked out and placed there by the man who was responsible for being.

I haven't been playing for long, but I would say that *Meridian* was worth my time. Considering the time it takes to play, I had thought it quite reasonable to assume that this adventure should be reviewed in *Computer*. Not so, the reviewer of this adventure is the worst I've ever seen.

To illustrate just how bad it is,

I'll tell you about the adventure. I wasn't allowed to post a review, but I could read it, and the description that I had a review. On seeing **Meridian Spectra-98**, the only way to see the game was to see the review. But I had to review the review, before I could read it. I found the necessary time to do so, but what happened was even more surprising. In response to my comment on the review, I found myself dependent on the location I had just entered.

This was not an isolated incident either. Many times throughout the game, the reviewer was not interested in the complexity, resulting in instant transportation to some other location, public death, or being told I couldn't have a certain response.

Finally, after every time I was greeted with the words, 'My name is that name?' All the time, the reviewer was assuming, gradually being replaced with himself, and eventually, just a name. All in all, a fine example of how not

write an adventure.

Golden: The first review by George McNeil, who brought us *World of the Kings and Riders of Meridian*.

Golden: In a nutshell, once you have found your way into the game, you'll find a lot of different things, each with its own set of puzzles to solve. On the first level, I'd discovered 10 different locations, ranging from the top of a 100-story building to a small town in the middle of a jungle. I was amazed to discover myself in the middle of all.

Golden: makes good use of the reviewer's expertise, and the locations are well described. Definitely the best adventure of the lot!

None of these adventures are special, in my opinion, and some are very poor. According to *Computer Today*, who shows them, they are all the same examples of the *Meridian* series. I'm not sure, but if you are a collector, I don't know how you could get your name in them. **Meridian**

	Out Of The Sandbox	The Meadow	Golden
■ Usability:	4/4	4	4
■ Appearance:	4/4	4	4
■ Content:	4	4	4
■ Value:	4	4	4

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Computer, 1985 Weekly

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Computer User

"Make new discoveries each time."
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"More of an experience than a program."
Popular Computing Weekly

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ADVENTURE

PREVIEW: THE PRICE OF MAGICK

What are Level 3 up to? *Worm in Paradise* concluded the *Silicon Dreams* trilogy. With the *Price of Magick* just about to be released, EDITH CAMPBELL visited Pete, Nick, and Miles Austin at their fantasy factory, Level 3 West, just outside Weston-super-Mare, to discover if their life's work was now complete. He found exactly the opposite!

Pete Austin gets slightly indignant about long-winded adventures. True, pretty nearly every adventure you produced has some slight glitch, at least, but some seem to irritate no player's souls! About how many bugs they have found.

Level 3 consistently produces a good-quality product in time. Over the years, they have built up a first-class reputation, having created better best-selling titles to date.

Pete's indignation about buggy programmes is well justified, for while I arrived, Miles was working at his development system, as evidenced by the several piles of notes and guidelines (some what nice, looking rather harassed).

"The just finishing off my part of THE GAME," he groaned. "I was just about to be disappointed when we found a bug." The details of the release by a few days, and all!

Miles gave advice! Putting the rise about bugs can be the user's nightmare, for people that screaming for them very soon after the game is over! They stream in large numbers too. Pete estimates about 1,000 requests a month are received.

It is perhaps ironic that their most successful creation to date, *The Secret Diary of Miss Mole*, published by Mosaic which sold more than 100,000 copies, was 100% actually a real adventure game! However, the success of *Mole*, Pete Austin told me, has at last given them a sound financial base on which to build a major expansion. Even if the Society don't react favourably in the long term, programmers have to be paid, and Level 3 is pleased to take on some additional programming help.

When I see the details of research, game design, and



Exits are northeast
room, south to a m
southwest to the p
and west to below
gallows.
What now? SU
You're in the pent
Exits are northeast
landing and south
Panelled corridor.
feeling of magik.



written, did not a missing full-stop. "It's not writing game that's critical," complained Pete, "it's the editing! Anyone could do that! Getting the full-stands written, that's the headache!"

Now I've had a working suggestion for some time, and Pete deliberately leaves out a few vital clues to make his short, to keep the players on their toes, and to fool *Adventure Magazine*.

"Not at all," explained Pete. "After the game design has been finalised, we start on story and do not go on it. The trouble is, I do never quite know what happens new puzzles of their own, Nick and

programmers that they put into their game. I suggested at how they have managed to find time for all they have achieved to date, at this time.

THE MOSAIC CONNECTION

During the meeting time, Level 3's connections with Mosaic Publishing will continue. First, there will be *The Growing Pains of Miss Mole* scheduled for a July-81 release. A couple of months later, we can expect to see *The Archers*, an ever-ongoing computer story, in a similar format. Pete stressed me the fact,

written by William Southam, now missing Christmas, but for the past two years producers, and sometimes contributor, of *The Archers*, both *Mole* 2 and *The Archers* will have more stories and plan for the original *Mole*, but Pete described the difficulty in creating such a game.

"In multiple-choice books, like *Fighting Fantasy*, for example, there are one or two choices on every page," he explained. "The trouble with the multiple-choice is that it often holds up blocks text as the printed page. Therefore the screen is where the player receives more. Further apart. There's little to be a screen for a few paragraphs of text between each page."

"Mole made thousands of 12 and 14 year olds aware of Level 3 for the first time. Once perhaps *Archers* will introduce Level 3 and interactive fiction, in a whole new age range.

THE RAINBOW CONTRACT

Colossal, Adventure Quest, and Shogun Adventure, the first three were only adventures which established Level 3 as a leading UK adventure house, are being reworked into opposite and re-sequenced work. They will be released in *The Colossal Trilogy*

under a contract signed with Rainbow Software. As well as being available on the UK, the trilogy will be later to debut in the USA.

"We had been thinking about a deal with Rainbow for some time," said Pete. "We finally decided when Peter Hyde called. He had done such a marvellous job with *Melbourne House*. But we have every confidence in his ability to get it well and truly on the map in the States."

In September, a new adventure — *Knight One* — is planned for Rainbow, and this contract is for an adventure with a difference.

The player will start off believing himself to be a Knight only to find that he was merely dreaming and is, in reality, walking through a maze of a mazeable One.

So there, you get the chance to play the hero, and there will be 100 locations in which to do so.

In connection with the other contracts mentioned in this preview, will see it beyond before mentioned, publishes Pete.

LEVEL 3'S OWN

Believe it or not, Level 3 also have two adventures of their own in the pipeline. But it seems they have been so busy they haven't got got



anything he has done before."

AVARON

Most editions of all, is a deeper than most, and a more adventurous in real life. Entitled *Avaron*, it will be set in the world of King Arthur and Camelot, set a million miles from *Class Austin*. Austin says on a wall was a large and detailed, very realistic map, drawn in the Austin hand, and covering the south west of England.

In *Avaron*, there will be good puzzles to solve that in *MUD*, and already will play a major part. The game will feature more than 1,000 characters of its own, and there will be plenty of interaction with both them, and other players. It will be possible to extend accounts from this field. For example, to raise an army and capture a castle.

Once experienced, there will be 100 characters for a player to interact to solve puzzles, so the game will then involve nearly strategy, and battles points will be awarded for both sides on certain possessions of castles for a certain length of time.

Eventually, a very successful player will be able to manipulate the adventure world as perceived by others, under heavy administration.

While *MUD*, which uses a VMS computer, dated and obsolete hardware that Pete couldn't use, mainly to blame for *MUD* troubles with it, the electronic brain driving *Avaron* will consist of three or four boards with 8000 components, all linked together, will access through some 100 sockets. It will have a frame the power of the *IBM* system, cheap price, and will be available directly for local use to players in the London suburbs area, or indirectly through elsewhere via *PSN*.

Once it is up and running, *Avaron* will be able to talk up and play, creating a world vast number

However, when *Avaron* does arrive, it will be free for the first month. "I don't think it is ever to make a charge for something that will produce either, from a few days to about a year," he explained. "We will need a bit of experience with it, before we can be sure everything really has been covered up."

THE PRICE OF MAGIC

- **Machine Committee** (MTC) Spectrum-MSX-DOS, Intertec DCR, Am-OS, BBC
- **Supplier** (and I)
- **Price** £10

Maybe, once a noble magician, is maintaining his life by making magical power from the Crystal, which he is to the Guardian. From there it will be his magic left in the world. Your objective is to defeat *Magik* and take his place before it is too late.

You'll find that the game learning about about *Magik*, you even have to use a level spell. As you progress, you'll meet mysterious spells which you can use, and learn how to use it, so that by the time you've finished, you are an expert, and know everything.

Your journey through the adventure takes you into all the more needs and chapters of a very large house, and its surroundings. For first you'll probably get used to the fact that something really is the woodland, which almost all games are presented by a pile of boring text.

If you have a sensitive nature, then be warned — *Magik* can have quite a horrific side, and you will come across some very macabre objects, like a female with a ring on it. Will you be too squeamish to remove the ring and read it? Or will you be too

reluctant to read them and, being a busy man and reading up in *Magik*, is a manageable volume in *Price of Magic*.

Programmed by Mark Austin, a new character, *COGR*, has been built in. *COGR* is your nature of an action, simple type 4, and you'll find yourself back in your previous location, instant!

In fact, you can produce an *COGR* more than once on some machines, but the number of *Magik* moves depends on the machine's memory.

Another new feature for *Magik* is *SAM (SAY)*, also written by Mark. This increasingly popular feature is certainly very useful for those, like me, who refuse to keep their hand on the controller all day!

Price of Magic uses a new adventure system, and is up to believe magical, complex commands, including instructions to other characters, can be entered. Having said that, I did find one slight difficulty with words, which I had to use the usual approach. It is really an *EXAMPLE (OBJECT)* in parentheses. *Magik*, despite my own words being very similar, and just so obvious.

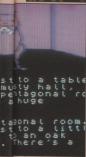
Level 10 has been applied at the whimsicality of *Magik* games, and the word obscenity, John Austin told me, was BBC censors, looking for the fact that *MUD* sales are higher than *MUD* sales. Having many friends with *Magik*, I tend to see a great deal of good writing as my part, and wanting a game.

The *Magik* version may, perhaps, be based on the debut of *Magik* program, and level 10 adventures, for the *Magik* is used in an unusual way. It is called the *Magik* program (*MUD*) the game, rather than its predecessor for coding.



Price of Magic has the usual several items (hand of *Magik*) and the unique *Magik* association of ideas in the program. It is big, full of atmosphere, and entertaining. It'll be suggested if it isn't soon following in the footsteps of its predecessor, *Magik*, as this is the *Magik* program for the year's *Magik* (and *Magik*).

- **Magik** (and *Magik*)
- **Magik** (and *Magik*)
- **Magik** (and *Magik*)
- **Magik** (and *Magik*)
- **Magik** (and *Magik*)



to a table
musty hall,
pentagonal room,
a huge
pentagonal room,
to a little
to an oak
There's a



to a table
musty hall,
pentagonal room,
a huge
pentagonal room,
to a little
to an oak
There's a

to a table
musty hall,
pentagonal room,
a huge
pentagonal room,
to a little
to an oak
There's a

about carrying a blood making
the *Magik*!

to a table
musty hall,
pentagonal room,
a huge
pentagonal room,
to a little
to an oak
There's a

THE PRICE OF MAGIK

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CREATURES

INVENTIVE
PUZZLES

SOPHISTICATED
WORD
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REVIEWS/5 MASTER CLASS

- **Madison Spectrum**
- **Supplier: Tandy Software** Available by mail order from above, at 111 Northland Blvd., Fort Worth, Texas 76104, 819-34
- **Price: \$120**

In *Blackboards*, the principal and proprietor of the academy at which you have been working as a teacher, is nearing retirement. He has promised to leave the school to the teacher who can locate the gems.

◆ Despite that, it sounded like an

interesting plot—a welcome change from saving the world, saving dragons, bringing back the dead, and all the other things that kids like I do better than most. I do believe I would like this academy! Simply put, a black-water wall opened the grounds of last term, and only 400 students of last term would be able to return. I was told, by the actual mapping and puzzle solving, all the wrong clues. There was nothing left to do except think up the whereabouts of the blackboards. The blackboards had some very

strange questions related to an item, **BLACKBOARD** (C04/C04A, B04/B) OF THE **TRIGON**. However, being slowly spotted the answer by the Tandy book, I finally typed in **ANSWER BOOK BOOK**—“GARY LUK TRIGON”.

Though that got me, the number was not correct. I tried, the message always gave the same answer. This was not altogether unexpected, for I had already come across a program that would not proceed until a MICROPHONE that you use giving

to record the exactness of a statement. The answer beyond limits entered at a glance, but if you type **BOOK**, the bottom half turns into a simple but effective line drawing of the location you are in. On examining the blackboards, a review up to graphics is displayed.

Despite this adventure's somewhat strange vocabulary, it has in its favor some very good features.

- **Vocabulary**
- **Graphics**
- **Plotting**

MURDER HUNT

- **Madison Spectrum III**
- **Supplier: Bulletin Software**
- **Price: £28**

A murder is on the loose in the peaceful farming village of Apple Valley. Fanny Muzzey (that's what you call her) is taken into the graveyard, and finds her gravekeeper stabbed to death. Only one pool of blood. A trail of bloodstained footprints lead all over the place.

Fanny Fudd's quest is to find the murderer, and secure him before carrying him away. A tour of the neighbouring countryside reveals the village's secrets.

Bygone criminals found in the woods, and a empty bottle in the ancient mine. Who's the murderer? Is a cottage in the village.

This is a great early adventure, and the best of a rather strange design, and not even on early systems. It has fairly simple logic, and a good amount of clever puzzles. Besides building up the relations in the game.

Hope to be with you, and, especially in an adventure. Create a Police computer. This is not for the same is played in real time.

There is no interesting game, rather like a computer detective story. It's simple, and more adventures of the Rev. Murphy are promised.

Both Complete

- **Reusability**
- **Graphics**
- **Plotting**
- **Value**

THE EXTRICATOR

- **Madison Spectrum III**
- **Supplier: Precision Games Ltd** Refer to my entry from 1 Feb 81, London Hills, Bedford, Guss
- **Price: £10**

Professor Roberts is imprisoned in the Great Free Computer. By order of the King. You job is to extricate him. The way is that the computer is split up into segments, and to solve the riddle which the prof is attempting, involves passing through three secret rooms.

You must get hold of the appropriate pass to move from one room to the next. There are five puzzles.

The puzzles are not overly difficult, for the solutions are

sometimes require a bit of thinking. **EXTRICATOR** is a command word to good advice, and the answer to the adventures. (Quite a good one) and (I think). The Extricator is described as a split-screen and graphics adventure. There are very few graphics, and you can't even turn a door, although they are somewhat rough on to what it.

One word of warning: I really didn't get on to solving the puzzles, as I got locked into the solutions.

Both Complete

- **Reusability**
- **Graphics**
- **Plotting**
- **Value**

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Interested? Then write to: Incentive Software, 54 London Street, Reading RG1 4SQ, enclosing a cheque or postal order made payable to Incentive Software Ltd. Don't forget to include the special C+VG item with your order form. Please allow 28 days for delivery.

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C+VG COMPETITION



THESIUSSM COMPETITION

Whoooo!! Don't say a word. This information is Top Secret. For your eyes only.

This is Rick Rabin, the toughest agent in British Intelligence. Remember me in Robire Software's *Assassin*? Well now calling. Remember me in my toughest assignment yet...Project Phoenix.

The enemy are up to their tricks again. A team of bad, mad baddies are working on an Advanced Weapons System on a remote island. My orders are as follows: Find the AWU development crates, gather as much information on the project and escape. It's a tough mission. But the question is: Are you tough enough to join me on this escapade?

Rabin, my controllers, have 10 copies of my adventure on the BBC B and Electron up for grabs.

To stand a chance of joining me on my mission, you'll have to solve these special C+VG spy questions...

Rabin has printed the names of several British spies and traitors. Some are spies, some not. Can you check the guilty people?

Meanwhile, if you do not want to enter the competition but would like to buy Project Phoenix, Robire is willing to do a 12 off deal with C+VG readers.

All you have to do is cut out the special C+VG logo on this page and send it to Robire. This will enable you to get all the normal retail prices of £9.95 for the cassette and £11.95 for disk.

Send the logo together with your money to Robire Software, 1 Fulwood Close, Morden, Mid-Sussex, RG4 0AUN (071 428 1428).

The names are:

- | | | | |
|------------|------------|-----------|------------|
| • Blackman | • West | • Burgess | • Wynn |
| • Paddy | • Mitchell | • Kennedy | • Williams |

Perhaps the best known British spy was born to James Bond. Name his country.

Answer _____

Send your answers together with the printed coupon to Project Phoenix Competition, Computer - Video Games, Fobary Court, 20-22 Farringham Lane, London EC6R 6AM. The closing date is July 19th and the Editor's decision is final.

C+VG ROBIRE PROJECT PHOENIX COMPETITION

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I.D.E.A.S. CENTRAL

(NERVE CENTRE OF IDEAS CORP)

Welcome to IDEAS CENTRAL. My name is Melissa Ravenscroft, 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 — James T. Killian. Jackson makes sure O'HIS, Big Red, X and B-Con get out there to find the hints, tips and puzzles 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.

To 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 Ravenscroft, IDEAS CENTRAL, Computer 4 Video Games, Priory Court 20-22 Hatfield Lane, London EC1R 3AG.

MINDER

Mark Cockayne heard the plea for help with 'Minder' and has written a cheat for you. To get Terry to feed you just say "Minder". Terry will then reply "OK, but it will cost £100 a day". Answer "Yes" and wherever you go Terry will follow you for that day. To return Mark would like some help with *Line for the Spinners* — he wants to know about which channels will find the Spain Straggle?

POKE FOR THE MSX!!!

Yes, I know all you MSX owners think that this must be a big game, but we do have one idea for Green's Funtrack. Type the program and then. The output funtrack into the data recorder and press any.
10 BLDORG "G&S"
20 POKED — 281570
30 DEFUSR — 44-8000
40 A — 4001 80

If the Green's Fun, please then. Customers or subscribers.

COMMODORE

Another regular in I.C. is C. Roberts of Hulland. This time he has sent in the codes for two games.

The first one is 'A View to a Kill' City Plot — CDRA
Blow Away — DB4CF
Frost — LVCT

STARQUAKE

T. Ross-Cobley will let you bypass from one place to another.

1 — Signal 2 — Area 3 — Halls 4 — Rappa 5 — Area 6 — Chasm 7 — Mobs 8 — Mobs 9 — Canyon 10 — Coast 11 — Plains 12 — Open 13 — Polar 14 — 2.A.P. 15 — Moon

ATARI & C64

Disposer — have you ever been killed by a really vicious eruption, swamped by lava, or boiled by hot rocks, well that is water!

When you start, collect all the fuel except for one and place them on the DISPOSER. Now collect the third man and hold on to him — he is the key! Now battle the aliens, and even if they are so many that they will kill the alien man in the room, an earthquake cannot happen because you are holding onto the last man. If you do, pick up the man straight away as he has not got the.

SPYHUNTER

When you start moving west over to the side of the road and very slowly push towards the grass. If you are lucky your car will travel on the grass and not be attacked by any of the enemies. But they will run into the side of the road and stop.

Sometimes your points do not go up when you hit on the handbrake, but the above



© 1985 Games Review

method can be used to get out of a sticky situation.

HELP

Multi-Tone Drinkwater has the Commodore version of Young Omega and has become completely stuck. Anyone able to help him? Rob? Anybody? Who has access for the Amstrad #128 version of *Jet Set Willy 2*? Master Wilson of Suffolk would be very grateful if you could write and let him have them.

ZORRO

Another regular contributor to Ideas Central is Mark Hala. Here he offers you some help with the Amstrad version of Zorro — he thinks that they will work just as well on the C64 version.

As the start screen collect the heavy white the last machine has dropped. Go down the wall and jump across the floating balls and onto the end screen, which has various lift layouts. Go down this screen and onto the next.

Fall down to the bottom of the screen and go right.
You will gradually gain height. When you think you are high enough, push right and you will land on the ledge. Pick up the tree in a pool and go left.

By using the trampolines you will make your way up the screen, until you are on the

screen with the lifts.

Click on the ladders and hit the boulder which will cut and place a lift next to you. Jump on this and put the tree down. The lift will move one more and you will find an open door. (This is useful later on in the game.) Return to the "wall" screen and go right and right again. You will be on a screen with a key, bottle and sofa. Collect the key, jump on the sofa and use it like a trampoline, and bounce right.

Go to the top and jump left — taking you back on the screen you had just left. Walk into the black door and the next will unlock.

Jump the gap and you will automatically pick up the bottle. Go to the bottom of the screen and go left, where you will see a man sitting on the bus.

Press the buttons and you give him the bottle and he becomes drunk!

Link yourself up with his foot and push up on the platform and you will gain height which will eventually lead you to a ledge.

Go up the ladder on the left and a guard will appear from a door. Place him over the edge of the ledge towards the chandelier which is then pulled up the state leaving a hole in the ground. Go down this hole and you will be on the screen with the boulder.

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Doomdark's Revenge is available now from software dealers everywhere. It can be securely sent to Beyond, Great Britain, Australia, New Zealand, Japan, South Africa, Spain, Italy, Canada, USA.

★ ARCADE

● EMPIRE CITY

It's April 18, 1931, in the mean and shadowy streets of Manhattan, New York. Here there are burlesque, vaudeville, cabarets, and a few other miscellaneous amusements. Make back to the midtown and you'll eventually get to the end of a long, dark alley in the shadows. Looked on either end, long-haired pulled and down over his shoulders as the scene is going forward.

Suddenly a woman's scream catches a few glances. This is the moment, you've been waiting for. Sprinting through the gate right around the corner is an Italian. Moving as though in the direction of a large blue screen the light is on a man in a dark suit, pushing a woman behind him. He's at the gate.

There's no time to lose as a speed bubble starts a countdown from five. Okay, you've got to kill her before you're spotted. Blast them bubbles if that's the way you wish to die. That's some, you're already on your feet the clock, growing big as you hit the mark. You're off with three bars, you're like a gun. The woman screams once more, but you're going to see her again through the end of the starting cell. From that time you're off to it, the game's fairly good and it looks like if they're going to see your every foot.

This time you know where you're going to. The night you're behind and you're in a good luck. The bubble goes home and a splatter of red is shown for the moment the white circle of the bubble. Called by the bubble, the girl goes free and you continue your search for the time there are no screens to locate the gangster. Only once, and you don't rely on this too heavily.

The only way to show you the general direction is what a you, the bubble looking through. It's up to you to see the way for the gun-toting enemies. Sometimes

C+VG's Arcade Spy, Clara Edgeley, enters the shadowy underworld of Empire City and discovers that she's no match for the da Boss. She also takes a look at the arcade's latest napper clad here — Wonder Boy.



you'll be looking in second or third story windows, or rooftops, or at distances. If you step out of the area on screen without you back on the right track. There's not much time to search the area, and if you take too long the despised speech bubble appears with the words to die.

If you need help getting Empire City, 1931, then think of Millennium House's Magic. Although Empire City is a very much an arcade game, it is a spectacularly very similar to Magic, with all of the same and elements and no much emotion. That doesn't detract from the game, all the action is done on your and the player, but while looking for the bubbles and then by shooting them. Having said that, with several levels which a playset on day 8, 1931 (another day, another killing and gangster shot out from behind buildings and you'll find a harder to locate and

● WONDER BOY

Desired to kill in ropes and a motorcycle helmet, with a distribution in his ready hand and walking on those feet. Wonder Boy is a hero — ready to fight off the wildest of enemies, willing to try the wildest stunts, and eager to get to the top.

Yes, if you're going to be Wonder Boy a year around. And nothing from the early 1980s the screen, it involves an equally young body of the first of the mighty squad. No doubt who too before a matching tempo.

Wonder Boy remains one of Super Mario Brothers, though it's not as simple as that. But just as playable, interesting to watch right you're get to the obstacles while collecting pieces of fruit for extra points. The first two are very easy and leads you into the game. It's a very simple, familiar, and well known, and it's the same time called the first.

Right at the very beginning is an enormous egg. Crack that in some areas is needed. The coin's flow of only leads to your path, eliminating them before they get



to take to the moving target before the disappear.

Eventually you're allowed to egg it. It's a very hard to get when you eventually catch the bubble the screen goes over to the character who shot you — so the reaction point you'll know where he's hitting. Close you've hit the ground the next screen shows you looking up into the face of your killer — his shadowy partner — and there it is, being shot blowing your head, lying on the ground.

Fast moving, with lots of action — it's all up to you. This one of the best of the game is a beautiful to a winner.



MADE ACTION



you. You may also find a dandelion. Once on the ground, the dandelion charges forward so he can still keep objects, but should be able to get into contact with, say, one of the numerous outcrops of rock left behind a charger and will blow himself up on fire.

Next you'll fall with boulders sliding down it in sequence if you're not able to climb for the first time. The boulders are easy to jump if you don't jump over it every time. If you fall, you'll be able to jump out of the water and catch your breath for a few seconds. You'll have to wait a few seconds to catch your breath. You'll have to wait a few seconds.

Once over the hill, you'll see another egg and a single spider.

Whipping around, you'll see that you're in a cave. You'll see a small, white, fluffy creature. You'll see a small, white, fluffy creature. You'll see a small, white, fluffy creature. You'll see a small, white, fluffy creature.

Next we get to the cliff edge. We'll see a small, white, fluffy creature. We'll see a small, white, fluffy creature. We'll see a small, white, fluffy creature. We'll see a small, white, fluffy creature.

When you see an egg, you'll see a small, white, fluffy creature. You'll see a small, white, fluffy creature. You'll see a small, white, fluffy creature. You'll see a small, white, fluffy creature.

The second level played in such the same way, though the first you have to see the clouds as boulders stop you tumbling into the sea — and the wiggly ones of the sea — and the wiggly ones of the sea.

If you want to be able to see the game, you can't go wrong with *Wonder Boy*. It's a great, old-fashioned, and a good, clean fun.

● TROJAN

Following the success of *Clash of Clans*, the makers of *Trojan* have expanded the existing formula to produce a *Trojan* — a game so similar that on first glance it could be mistaken for its predecessor.

Graphics and gameplay are very much the same, as is the level design, though it's been reworked. The only real difference is the storyline and the way of attacks and characters you have to learn.

The focus is on the attack, and in the aftermath of a battle, you must defend the city of Troy, and the level design is very much the same. You'll see a small, white, fluffy creature.

The graphics are detailed, colorful, and the way of attacks and characters you have to learn is very much the same. You'll see a small, white, fluffy creature.

Like *Clash of Clans*, the main goal is to win the game and you'll find them coming at you from behind, as well as in front. You'll see a small, white, fluffy creature.

There's a lot of action in the game, and you'll see a small, white, fluffy creature. You'll see a small, white, fluffy creature.

There's a lot of action in the game, and you'll see a small, white, fluffy creature. You'll see a small, white, fluffy creature. You'll see a small, white, fluffy creature.

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making your way up.

Other than that, some things are new and also a more life weapon which leaves you defenseless in combat. Any time you see a red ball, you'll see a small, white, fluffy creature.

After many hours, and some more action, you'll see a small, white, fluffy creature. You'll see a small, white, fluffy creature.

With its excellent graphics and the many other things you'll see a small, white, fluffy creature. You'll see a small, white, fluffy creature.



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THE BUGHUNTERS

HAVE STORMED IDEAS CENTRAL. THEY ARE ON THE 67TH FLOOR, IT IS THE EXPERIMENTAL WEAPONS SECTION...AND THEY'RE JUST MET...

SHERMAN



PERHAPS YOU FOLK'S DON'T HEAR SO GOOD!... I SAID--

SHERMAN?

YEAH... WHO'S THAT...?

IT'S AN X-1000... YOU SHOULD HAVE SPOTTED ME EARLIER... I USED TO BE A SOLDIER FOR A GARIBOLDI'S...

X!! SURE, I REMEMBER... HOW COULD I FORGET...

WELL... AS A SOLDIER OF THE X-1000... I SHOULD HAVE BEEN THERE...

AWAY FROM THE ILLEGAL GAME-OF-GOOD... BULLSHIT... YOU'RE SUPPOSE TO BE A BUGHUNTER... YOU SHOULD KNOW BETTER...

NOT BECAUSE HE WAS GOOD... AD, BUGHUNTER... YOU'VE GOT TO BE A BUGHUNTER... YOU'VE GOT TO BE A BUGHUNTER... YOU'VE GOT TO BE A BUGHUNTER...



HE WAS FOLLOWING ME UP... SHERMAN... THE BUGHUNTER... YOU'VE GOT TO BE A BUGHUNTER... YOU'VE GOT TO BE A BUGHUNTER... YOU'VE GOT TO BE A BUGHUNTER...

YOU'VE GOT TO BE A BUGHUNTER... YOU'VE GOT TO BE A BUGHUNTER... YOU'VE GOT TO BE A BUGHUNTER... YOU'VE GOT TO BE A BUGHUNTER... YOU'VE GOT TO BE A BUGHUNTER...



THAT'S RIGHT! AND GUESS WHAT...? JUST BEFORE I KILLED GARIBOLDI, HE TOLD ME YOU WERE IN ON THE SCAM TOO... SO THIS IS GONNA BE A PLEASURE...







CONTINUED--NEXT MONTH!

M I C R O S E L L

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

Atari games to sell or swap, mostly only Games include Zorro, Rainbows Approach, Brave Lads and many more. Please send list of offers to: Richard, 5 Barton Fields, Eaton, Northampton NN6 9QA.

Price NTX 5000 modem for sale or swaps for other modems or MultiMod-one. Modem for sale via Spectrum and you can get on to Microsell 900 only £25. Contact: P. Rowett, Arthur's Seat, War Copstone Rd, Caterham, Surrey CR3 9JG.

CBMS - C2N - competition etc - over 1200 of tape software (Lords, Mercury etc) - Nearly new 1541 - 1540 formatted cartridge - 100 of other games (GP, High Hills, Scorpio III, Shark over 1700. Total for £25). Please send Microsell 3213 after 5pm.

Apple IIe for sale Sage 12' Green Screen Monitor, 2 disk drives, interface card, 80 column card, Micro Soft Soft card, £200. Tel: 098 274 200.

For Sale: Simple basic Curlew Soft and Pagan Lights Pen. All for £280. £50 for all 2. Write to Mr. Henry 20 West Road, West Upon Down, South Yorkshire S60 8QA. Also pen pals wanted to swap/replace games and ideas with.

Commodore 64 and Apple software to swap. Disk only. All detailed lists. Send your list to return for mine to address: 19 Heronside, Buryton, Birkhead, Macclesfield, LD2 7JH.

Commodore 64 software to swap on disk and tape. Many new titles. Please write soon. Send to: S. Robbins, 81 Baynes Close, Bedford Cross, St. Miral, LD 2XZ or ring me on 051 320 550.

Atari Spectrum keyboard interface joystick, 85 games, £450 price. Total value £800 swap for Amstrad Colour Monitor. Contact Paul Tait, Blunston, Bristnall, Littlebury, Co. Down, Ireland (Shane's no problem, delivery arranged).

Spectrum Plus, with Pegasus monitor, joystick, plus interface, 100-magazines, 200 games (World Judo, Green Beret, Ping Pong, etc.) Worth

£200. Sell £180. Please Colin after 5pm on 0475 26054 for details.

Atari Spectrum with manuals and floppy, 267 Topics keyboard, Commodore programmer's interface with joystick 2-1 joystick, Spectrum Digital Ocean Kit, Ken Extension Interface, lots of magazines and software. Value £700 - including many of the latest titles. All in excellent working order. £200 and for quick sale. Tel: 04500-41 100.

Commodore 64 software to swap. I have many new games from USA, England and Holland. Write to Henrik Hansen, Rudolph Bangs Gade 20, 2100 Copenhagen, Denmark.

New Spectrum - with Quiksoft 2 joystick, 7 games such as Monkey Business, Quiksoft. Tel: 087 898445 after 5pm. Will sell for £75 including elements.

Spectrum - in good condition with £100 worth of original software inc. Pit, Spring 40 and Winter Games. Also a Decoder-lighter, rechargeable interface, Quiksoft 2 joystick, Pegasus Data recorder and a Double Mod and many magazines. Cost £280. Sell for £750 or swap for Commodore 64 with tape deck and joystick. Please Steven, Cleveland 06420 589 41 after 5pm.

Commodore 64/128 software 1000+ titles to swap or sell, some of which have been previously unswapped. All the latest software if interested. Write to: M. Roberts, 61 Factory Lane, Broadwell, Derby DE1 6AA. All letters answered.

Will swap 624 music studio (2) for Activision GameMaker (Disk) or Gifford's Illustration Disk. Cash also considered. Original only please. Phone 0243 686661 after 5pm. Ask for Craig or Dave-Message.

Good MFX88, tape deck, over 2700 software, books and maps. Worth over £1000 new. Will sell for £700 or swap. Also offer of swap-conditioned. Tel: 0325 402668 after 5pm.

For Sale: complete computer setup including Dragon 32 computer, disk and write portable TV tape recorder, and

computer tables. Commodore software with games and magazines. Ideal for beginner £150 new. Tel: Derby 790501 and ask for Darren.

Video for sale: Plus 10 games inc. Brat, Snow, Rip-Off, Settlers, Hypermans, Spike, Clean Sweep, Cowboy, Starship, Cosmic Cheers, Scramble, 150. Super collectible. Tel: 0203 Cambridge 89141.

Amstrad 664 with Green Screen, plus colour monitor, over 1000 of software, including Elite, Rambo, plus maps all worth over £100 for only £180. Please 0302 57601 after 5pm.

Amstrad pen pals wanted from all over the world to swap ideas and letters. Interested? A. Kruer, 141 Brocton Way, Bradford, West Yorkshire, BD4 9BU.

Atari software for sale - all originals. Data - Dallas-Ed, Bruce Lee, Mercury, Commodore - all level 2 adventures, some Scott Adams, some Amiga. Also selection of cartridges. All £5 each. Tel: 0885 15685 after 5pm on weekends.

Electron Computer, plus 1 interface, joystick (Quiksoft), letters, manuals, books, lots of games (art, 100), and all 167 Madman User to date and others. £200 worth £250. Access data recorder. Perfect condition. Phone: Ayles 01 604 4021 after 5pm.

Commodore 64 with cassette unit, over 1400 worth of software, disk drives, bank or device, plus books, HiSoft 1200, only £120. Phone: 0850 547192 after 5pm. Ask for Ian.

Bargain: Atari Spectrum Plus, boxed, with books, manuals and magazines. Over 150 of software, no Elite, Rambo! Atari 2600 video console system with two Play Man and Space Invaders. Also Atari includes paddles, joystick and video touchpad. All worth over £200. Will sell for £120 for quick sale. Excellent condition. Phone: 01 495 1295 when not available.

BBC B bargain software, all originals. Titles include: Elite, Hypermans, Mr. Je-Kung Fu, Beach-Head. Also 8 and many

more. Price £245. Also a brand new addition game of skill not in the shops. Close Game House Ltd, Ring Robinson, 0278 546071 and ask for Mark.

Commodore 64 originals to sell. My games include Superman Games 5, Micromans, Frankie Goes to Hollywood, Robin of the Wood, Rambo and many more. Ring 0208 77641 and ask for Ray.

Commodore software to swap. Send your list to mine to Kenneth Taylor, 4 Macclesfield Road, Aberdeen, Scotland AB9 6QP. Tel: 0224 800775. Day only.

Commodore 64 software, eight titles, Acropolis, Dig Dug, Rocky Horror Show, World Soccer, Baseball, Moon Cruise, Wizard Lair and Who Does Who? - £2 each, also cartridges. Price position. Max Robinson and Company (A) Ltd. Tel: (062) 57125.

Swap Board now Amstrad £120 (video programmer) cost £24 (95) for 'The Moon Walkers Guide to the Galaxy' adventure game. It must be complete and original. Telephone: 05202 52767 after 5pm. Ask for Robert.

BBC Computer 20 games including 3 titles, Kingholes, War of the Exploding, and 2 Books: Good-Companion, Illusionary (with £20) selling for £200 plus. M2 B. Allans Press, Arnold Nottingham. Tel: 020208.

VC 20 for sale with C2N 000000, FM (variable cam, 50 games, 2 cartridges, £80 inc.) 2 1541ed HD, 1540, Chequer (M3) £400. Tel: 081 982 5075.

Com 64 file looking for the reverse stuff? Send your list to: Craig, Charnwood, 28, 9-800-Road, More of the New Street!

Com 64 games to swap, many titles. Please send your list to mine. Wilton Mill, 71 Chesham Close, Greatstead, Tyne & Wear. England NE8 1M6, or Tel: 0207 437 4325.

20 BBC-B games. All originals, worth £750, now sell for £250. Titles include: Rambo, Castle Quest and Micromans. Ring 01712 702002 after 5pm and ask for Ben.

URIDIUM COM

Wow! That was B-Coe's response to the amazing artwork which arrived in the Ideas Postboxes after our Benetton's Uridium art contest. We asked you to draw your own Uridium spaceship. And that's just what hundreds and hundreds of you did. Here are just a few of the incredible entries that B-Coe had to judge wearing his dark glasses!

GARY CHANDLER



JONATHAN EGGELTON



FOKKEMA



SINCLAIR ELLIOT

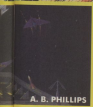


COMPETITION RESULTS



HENRY BULLA

IAN ROSE



A. B. PHILLIPS



PHILIP YINE

DANNY THIE



DAVID WILSON

EXTRA BITS

Will you please welcome back C + VE's ex-Big Brother **ROBERT SCHIFFEN** for the first in a new series of his informative Extra Bits articles. Robert's been away doing terribly serious things in the world of business computers, but now he's back and bringing you news about all the latest things you can add-on, plug in and generally interface with your home computer.

AMSTRAD LIGHT PEN

A light pen is now available for the Amstrad 6250 and 6512 machines. It plugs into the expansion port on the monitor, so you don't need a separate interface, included in the package is a graphics program which lets you create masterpieces on the screen and then save, edit or print them.

The software package is similar to *Dr Draw* and other art programs. It has a number of different sized paint brushes, a spray can, line drawing facilities and automatic filling, among other features.

The pictures produced are compatible with Microsoft's *Plot Street* Editor, which means that you can edit and refine your creation using the *Plot Street* package as well as the package supplied with the light pen.

The pen, with software, costs £79.95 for the 6250 and 6512 machines. A light pen has been available for the CPC machines for some time, and that is still available at £19.95 on cassette or £29.95 on disk.

More details from the Electronic Studio, PO Box 96, Lutter 143, UK or call them on 0562-385212.

AWKWARD ROMS

Via Micro has just announced a write protect switch for sideways RAM on a BBC MASTER. Some ROMs write to themselves when you use them, in an attempt to increase copy protection.

Normally, trying to write to a ROM will have no effect, but if the ROM has been copied into sideways RAM, the copy will be overwritten and will not work. The write protect switch costs £8.95 and allows you to overcome the most awkward ROMs in sideways. The switch only protects sideways memory, and not the normal RAM of the Beek.

Also just announced by Via is a battery-backed ROM and clock board for the Beek. This stores

the system's current settings in a memory which is not lost when the computer is turned off. So function key definitions, printer commands, local rate settings and so on can be kept without having to type a string of VC commands every time you turn on.

This costs around £45, and more details on both products can be obtained from Via Micro at Marlborough, W. Sarisbury, Kent CT13 6PW or call 0394-812376. Your local Beek dealer should have all the details, too.

NEW STORAGE IDEAS

No, it's not a brochure from Habitat, but a couple of add-ons for the Beek from Pigma. First, somewhere to store your Beek's PCB's, keyboard and circuitry.

Yes, I know that the Beek comes in a pretty cream-coloured case, but Pigma want you to forget all that.

Their console unit will take your Beek (once you've removed the top half of the case), and has room for a disk drive too. The micro's keyboard goes into a separate box,

connected by a cable to the main unit, and the TV sits on the top. The result isn't a better machine, but it does make it look a little like an IBM PC, and keeps the various wires hidden out of the way.

Slightly more useful, though, prices, is a hard disk drive for the Beek model B, B+ and Master. It holds 20Mbytes, which is about the same as 180 normal floppy disks, and costs £799.80.

Slightly cheaper is a cartridge system for holding Epubs, making it easy to insert and remove Epubs software from a Master. The special console for the micro comes with two Epubs holders and costs £28.99, and more holders cost £2.99 each. Personally, I'd rather spend the money on buying another Epubs.

If you want to know more, write to Pigma at Unit 7, Trampers Way, Harwell, London RT 204 or call 01-842 9660.

PLUS 4 NOT DEAD!

The Commodore Plus 4 is not dead yet. Tropic, who produce a light pen and art package for the 64, are about to launch a version for the Plus 4. It is fully compatible with the

Commodore package, for the 64, and will cost £29.95. It should be out at the end of this month and your dealer has all the details.

P-40 PROBLEMS

Epson's P-40 printer, a cheap 48-column model, is currently being sold through Sears as well as other retailers. It's certainly not the best printer around, but it is one of the cheapest and it comes with a choice of interfaces that will connect it to just about any micro.

If you have a P-40, or you are thinking about buying one, Epson has produced a free booklet that explains how to link it to a variety of micros and contains a variety of wires and contains some general advice on how to use it to produce program listings and screen dumps.

Call Epson on 81-992 8892 and they'll send you a copy, or drop into your local branch of Sears who have links to give away.

CONNECTIONS

If you've ever tried connecting one computer to another, or one piece of equipment to another, you may have wondered whether there was a cheap anywhere that specialized in cables, plugs, connections and so on. Well, I have found one, and they certainly seem to have a good selection. What's more, everything is usually in stock.

The company is called Connections and is at 125 East Barrett Road, Barnet, Herts. Call them on 81-441 1282 and tell them that I sent you.

NEW C64 SOON

Commodore will be announcing a new version of the C64 soon. It will look like a C26, but with the right hand side chopped off (ie, no numeric keypad). There may



be a built-in disk drive, and the machine will use the IBM operating system, as well as the Atari ST range.

Commodore will also be bringing out 3.5-inch disk drives soon, but no drives or printers have been announced.

NEW JOYSTICKS

The Fantastic III and Quicksilver II Plus joysticks were launched at



the Commodore show recently. Compatible with many micros, the Quicksilver II Plus has special weather seals making you to use it with just one hand. The joystick doesn't say what you're supposed to do with the base hand though. The price has been

improved, and an auto-fire button will prove useful. Quicksilver II Plus will sell at £12.95. Fantastic III will be £9.95.

GAME KILLER

Game Killer is a cartridge for the C64 and C16 that allows you to walk through most shooting games without being killed. You may have seen it previewed on BBC's Micro-View a few weeks ago.

Many games on the C64 and C16 use sprites, and the computer has a special command that the programmer uses, to work out when two sprites collide. The player is usually made up of one or more sprites on the screen, and enemies are made up of another. What Game Killer does is to stop the computer from registering when two sprites collide, so the game does not know when you've been hit. This means that you can walk through gunfire and discover all the secrets of a game.

If you enjoy cheating then Game Killer may be what you're looking for, but it doesn't work on every game — only those that use sprites. Ask your Commodore dealer for details.

That's about it for this month, if you have anything to say, drop me a line! Write to Extra Bits, Computer and Video Games, Ptery Court, Farnborough Lane, London EC1R 6AY.

WANTED THE C+VG GAMES CHAMPION

WANTED — THE C+VG GAMES CHAMPION

The search is on. Big Red, Blue X, BCOB, Melissa and the rest of the DEAS CENTRAL crew are out covering the country for the games player worthy of the title C+VG GAMES CHAMP 1988!

This is no contest for wimps. Only the best need apply. Because since you've become the C+VG Champ we'll expect you to uphold the magazine's honour at the National Computer Games Championship against representatives from the other top computer magazines — like *Crash* and *Page 96*. So you know you've got to be excellent!

The Championships are being staged in conjunction with *Mega* Gen and the qualifying list will be fought out on *Snake of the Phoenix* — last year's National Championship final game. To qualify for special entry fees all you have to do is complete the entry form on this page and push it to *Crash* and *Page 96* Video Games, National Computer Games Championship, Priority Court, 38-39 Fairslop Lane, London EC7H 3ALL. We want because ONLY THE BEST 100 people will get a qualifying tape. The special tapes include a special code which tells us that your hi-score is accurate.

If you're lucky enough to get a tape from us then you have until **July 9th** to register your hi-score. Then the C+VG and *Mega* Gen judges will sort the representatives from this arcade war!

The top scorer will go on to become C+VG's representative at the National Championship later in the year. Interested? Of course you are! So your first move is to post the coupon off at the speed of light. We're waiting for you Champ!

C+VG/MEGA GEN SEARCH
FOR A CHAMPION

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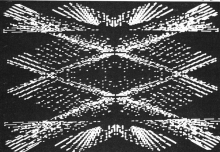
For more details on any of the items on any of our lists, please contact our sales office, or write to our advertising department, 1 Brookers Court, Balhousie Gardens, London EC5 4DT. Telephone: 01-242 5408. Send a self-addressed, stamped envelope for list.

JR Software

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C + VG COMPETITION



Hey everybody! Look at these really amazing lights — and just listen to the sounds. It's really tubular! Yup, that's right, it is tubular. Tubular Bells — the computer sound and light show from

CRL based around Mike Oldfield's now classic instrumental album.

To celebrate the arrival of this interesting bit of interactive entertainment we've teamed up with CRL to bring you a brilliant prize.

The first prize winner gets a trip to London's amazing Laserium — the place where you can see an incredible laser light show accompanied by some very loud mind-blowing music from all your favourite groups! You'll also be paying a visit to the studio's of the London Broadcasting Company and meeting Clive Bull — the DJ who runs LBC's computer show on Sunday afternoon. And just possibly you might get to see C+VG's Adventure Helpline team in action on the radio too! All that and CRL will pay your train fare as well.

That's the first prize — but 25 runners-up will also get a copy of Tubular Bells for the 64. All you have to do is answer the simple Tubular Bells quiz and send your entry to Computer and Video Games, Tubular Bells Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for entries is July 16th and normal C+VG rules apply.

C+VG/CRL TUBULAR BELLS COMPETITION

1. Which famous horror film features music from Tubular Bells in the soundtrack?
2. Name TWO other Mike Oldfield LPs
3. Oranges and Lemons say the bells of Complete this line from a famous nursery song.
4. Name the famous hunchbacked hero who has been featured in a couple of computer games, a few movies and who kept shouting "The Bells! The Bells!"

Name _____

Address _____

Age _____



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M I C R O S E L L

MEMBERSHIP LISTEN TO THE VOICES OF THE MICROSELLERS

IBM for sale with console and games. Virus include Rambo, Warth (400), Soft for (27) only, Contain G, Dynalinx, 3 Devil Pines, New Wolfman, South Mountain and 1st (Cassidy 52496).

Many cheap Spectrum games for sale. Cybernet, ES, Way of the Tiger, CS, Movie, etc. Videogames, 14. Many more. Send for details to M Turner, 20 Durham Street, Walsborough, W1 4E1.

Bargain time! Spectrum owners: how would you like to see pounds on your computer games? I have over 100 titles at very cheap prices. Like Rambo, CS, etc. If you would like to know more, John Brown, 15 Parkmore Court, Cherry Orchard Estate, Charlton, London SE7 7DA.

Commodore 64 games to sell. Over 900 titles at super prices. Phone 0821 287886 and ask for Alan or write to "84 Redden Road, Farnley, Tarnworth, Souths S13 2SR.

SPECTRUM 487 games tape set, unwanted gift, only want more spectrum 487. Also, Virus to Jon King, 14 Parkmore Court, St. Ives, Cornwall TR25 2DG.

ADAM hyper drive 10MB disk drive enhancement. Easily installed hardware software package, enables two-to-date disks, faster operation and duplication facilities. Similar to Lotus Hyper etc. £80. Phone 01 494 2674.

For Sale - Cheapest software, 32MB titles, for your C64 and C65. Eg. International History. We have all sorts of software available for your machine. Send me now to get your full list to 76 Mile Street, Sparkfields, Birmingham B11 1QA.

IBM 64 software to sell, over 700 titles like Grand Prix, Top, Boris, Jack and Alan Games. Video or photo frame data, Microswarm 108 107006, Microswarm Holland 038-88034. Tape only.

VC-26 Adman speech synthesizer £25. Also McNeil relay system, £25. Write to M-S, R Way, 10 Gordon Terrace, Mundon, Newark, Notts.

MANIC real professional key-board for the spectrum. Perfect condition. Only one month old, cost £80, offers around £15. Ring Stafford 07903 23123, and ask for Richard.

COMODORE 64 games for sale. Ballistics, Mountain, Panther, Dragoon, 08 each. Three-Force, Control Lead, McGuffin, Tinklers 82, Balls of Blush, Secretion, Nostalgic Story. Bruce Lee, Combat Link, £5 each. Phone Dennis 081 490843 after 5pm.

Software to swap for the 26 Spectrum games like Murder, Chivaliers, Spectral and many more. If you're interested, send a note to Archie Brennan, 12 Donkate Rd, Hillywell, Whitley Bay NE25 5PL.

COMO 64 games for sale. Four MB - 64P Many games less than half price, eg. LCP 05, for full list see to M. D. Bull, 2 Dale Close, Four Oaks, Sutton Coldfield, West Midlands.

COMODORE 64 - £250. 3 boxes and over £500 worth of original games including Uranium, EMS, Frankie, Starman Games 1 & 2, King Po, etc. Cost £795. Accept 200 ans. Tel. Maidenhead 6028 8646.

For Sale: Atari VCSA 3600 games console with 4 games; Kangaroo, Bombs King, Robot Tank, Robot, Plus joystick. Also rats board. Only £20 ans. Tel. 0224 480248 evenings, ring David.

Spectrum games for sale. Include Hyper Sports, Spectral, Under Games, Commodore, Berry mulligan Bowling, Adnan Mike and many more. Also W26 games and 32K Cassette. Write to Richard Perret, 12 Downside, Colgrave, South Kent, ME10 3AL.

Spectrum hardware: Czech speech synthesizer with tape & manual £15. 32K Super Commodore pocket into case & three computer keyboards (£7. All lowest in price. Write to Chris Jackson, 3 Allison Terrace, Lasham Road, Lasham, Kings Lynn, Norfolk PE30 2G. Please pay by PO or cheque.



Mailbag

COMPUTER + VIDEO GAMES
30-32 PARKWAY DRIVE
LONDON, E04 1BA



■ For almost two years, since the July 1994 issue, I have been loyal to C+VG. In fact, there has been a lapse in the presentation of what used to be an excellent magazine. This drop in standards seems to coincide with the acquisition of the new L+VG. Can we see for the return of what was the best magazine on the market?

October 1995 seems to be the turning point on the arrival of computer magazines. In general, you're talking about winners. I am now talking about competitors, in the February issue — in particular, competition. We were asked to complete the names of American Football teams from stated cities. One of your cities just happened to be New York. New York has two American football clubs, the Jets and the Giants. That is the manner for the author of a NAB, so even our plain text answers and your diversity of you didn't print your reply, advanced yourself!

The next complaint on the competition front that springs to mind is the feature on the computers in May. The questions referred to three items, but what three items? I presume you mean the addresses printed above, but in the "WELCOME CHILDREN".

It hasn't put me under that you now print competition winners and have improved the letters page. In fact, it's no competition for other magazines. Mine is a computer office magazine. It speaks to the content of presentation and colour — but you've ever heard of that two words.

No, back up your ideas or I will withdraw my subscription from my magazine.
Neville Pugh
Kingtonham

B-Con replies: Oh dear! After all these nice things the last page said about the magazine, too!

The drop in standards has been walking around in a schoolbag. I have myself since the usual year letter, containing "articles impression" and "valuable books". We think he's a bit strange anyway. Still, we're not your printer, and will try to enlighten him, gradually.

Now, onto your second point, the competition. The

majority of my old hand have New York as one of the listed cities. The fact that New York has two teams makes it rather easier for the contestant. We have accepted either team.

The Southern Belle comp, did contain an error, although we don't think that it made that competition impossible. If the contestants knew the answers to the questions, it would be easy for them to indicate this. We accept, though, that each team should have been numbered.

We must certainly have heard of colour and presentation. The survey issues contain more colour and design work than ever before. The Mailbag, as we consistently remind readers, is a representation of their views. We print the letters which we receive. You wouldn't want us to start making them up, now, would you?

■ You devote far too much space in the mag to Mr Campbell. I mean, I understand that a lot of people enjoy adventure games, but can so many papers be mostly devoted to one genre?

Despite three complaints, I must congratulate you on your features. There are welcome stories for people who are not strictly obsessed with computers. My only question is how far they are away from us here in France since I'm sure the readers would be interested.

I hope you consider these points, even if my letter isn't printed. It is a little more thought, I think, you'd be able to retain your position as one of the market leaders.

Mark Drenth
Paris,
France

B-Con replies: Hmmm! At last, someone who has got their head screwed on! Just between me and you, Mark, it isn't very exciting in an office, surrounded by electronic equipment. It can be utterly depressing — and very confusing — when the entire conversation of a meeting consists of hundreds of various technical words like "Server", "Gateway" and "Coffee".

The separate articles, such

as movies, music and other entertainment are an obvious part of the magazine, too. Provided that we can persuade the Editor that other people think so too, we should be able to provide you with more of this sort. Then is, of course, if the "public" think it's a good thing.

Keith Campbell is out of the office at the time of writing, so I can't say what his position is in your comments about space. The subscription has been increasing to himself since the last issue letter. I don't know whether it's pleasant or unpleasant for his publisher's business anyway. In other words, think that the Advertisement section is too large, too small or too prominent?

■ When I read a review I usually take it that the reviewer has made an in-depth study of the game, therefore, giving it a fair rating is possible. Considering of course the short amount of time to look at an one game.

Well, I'm sure that your review of "Star Wars: Rebel Assault" was the most impressive I think I have ever read. Your reviewers say that the game is so impressive that you should be given "Special" or "Best" status. The time to read the letter! And he would have been right, it actually will be better than the "Aggs" and it is true that there will then open up.

I have only recently played the game once but, I have already finished the two planets containing Jaxxon and Terra, incorporating its tough AI development, including units and scenarios, all in the first session and in the second finished with a rotating space station and then returned to re-examine the new through an attack into the station.

There are all in the first two scenarios and the entire game contains five, so, I think you will find that the total game offers a 30-180 min value unlike your reviewer's NAB.

To be honest the game is not as good as it seems certainly a good one deserving perhaps 9 or 10 in the other three categories. It read that such a worthy game was given such a

deputy review who is much like Samantha Fox, receive a better rating over all. Shame on you.
James Clancy
N Ireland

B-Con replies: Surely you Poor old Ollie then it was he who was responsible for the atrocious review, has just scratched off into a corner, calling "I told them not to see the latest review". He really is quite open. This story — which we all see here in a bit while, has you can never tell with Ollie — goes like this...

"I'm afraid I neglected to supply an with full instructions then that led us to what is good on the game without them. I'm finding myself completely sure, the game was superb, and a partial review was written, with the intention of re-writing when a proper copy of both game and instructions arrived. As time went on, nothing happened, and the Editor missed the fact that the reviewing time had been included in the review pages."

Poor old Ollie has been trying to explain that it "wasn't really" his mistake ever since.

Despite your rough treatment of poor old Ollie, your letter did make it matter but as to the NAB, as he has over 100-180 min value, is anything worth 100 per cent of the price, or can you tell us what you, the NAB, readers think?

■ I just thought I'd write and tell you, that for the three months in life, I've read magazine "Warrior" by hours of content, in some detail.

No, contrary to popular opinion, I haven't been living in the Dark Ages. I just have not seen your mag in Scotland, where I normally live.

But now that I have had a chance to read it, I shall continue to follow it religiously. I see it. You have another concern to the editor (John) that comes in the magazine! Why it's not your last thing!

Seriously though, it's the best of the best, as far as I'm concerned. No keeping the good work, and even if you can't get enough supplies, there is those Scotland, try to



keep your reports to South cutting through. I'll be on hand when I get back home about supplies there.

If you should need a T-shirt, make it an S-L, and in my package, send it to me. I'll be happy to add some extra dollars.

Always thanks for a few hours of entertainment on here, and I continue to hope the mag will be read by quite a few in Paris, as I got the only copy in the state.

John F. Hamilton
Name and Address Supplied

R: Can supplies (books) Looking round the room I can find little or say that every member of the team in

Mailings? Such kind words! What's all this about the magazine not being available in

Florida (Florida), though? Knowing a large number of the Florida community (that

many market-based designers is a prime example) I can assure you that C-11C should be readily available up there. We'll be sending a team of

the "Superman" to the northwestern states to explain the immense advantages of

mailing C-11C regularly (over medical bills, for example).

Your request for a T-shirt caused a rather sizable volume to fall over the office. Our chief clothing distribution chief, Alvin, has been a bit overwhelmed of late, and as a result, we're waiting rather long on the ink-covered garments. Just as soon as we've got him fixed with some more T in L, though, we'll be back to working order.

If any other readers have had problems getting hold of a regular supply of the magazine, or that it managed to stick up except in the above location, we open a line and let us know.

■ Why don't you get rid of the mailing paper? I find it hard to get my mind out of the letters written by copies of ourselves to be in some place.

Sincerely, though, I think mailings are an important aspect of our business and mean it can be better to own them, and yes, people do spend money on things.

them to — and even larger writing and/or bagging them in the first place — and if you expect the end result to be anything, then you may well be disappointed. However, not all say that.

Although I agree with Robin Smith, that mail bagging the amount, I don't think it is a good idea to drop them. C-11C and it remains surely may be the only source of listings now.

Besides, it does depend on what people suggest. In some cases, you may as well put a magazine of (blank) pages and expect it to be there to fill it in with letters. Or, failing that, why not make it lower level, then use additional pages for letters and replaced by others which have been removed and left in the shop to people who didn't have one — etc., etc.

Steve Kaufman
New York

R: Can supply? Thanks for your comments. We'll certainly keep them in mind when it comes to the 1993 Annual Board Meeting.

However, we feel that the continuation or otherwise of Mailings is a very important issue, and we'd like to hear other reader's opinions too. Contact us at the Mailings paper!

What? And who would you like to complete on when you feel the urge? Seriously, though, we feel the Mailings is a vital source of information about our readers. It's the way you can air your views.

■ Well, mocked up C-11C? In last month's edition of the Top Ten Mailings games, I think the C-11C and the B-11C ratings were the wrong way round and also in the second mailing page: the C-11C Mailings was a grade above. Was the difference or so (should) Come on C-11C, you can do better!

David Lee
New York

R: Can you? (Dag?) It looks like you're right on our account once again, David. The Top Ten ratings were the wrong way round. You just can't beat humans (can you)? You never got your views, do you?

As for the Mailings logo, apparently Chris knocked it over during his short stay at the Mailings? He's more hunched from too long any pages. Our designer, Craig has threatened to go for his five cents with a scalpel.

■ Here there, I give up. You, and all other computer magazines have finally defeated me after I have barely scratched through many mag subscriptions for a year. In the C-11C, there's not a single word of evidence that people will do have ideas.

We'll close on Demand, they have thought me & View to a kill for the C-11C, but for C-11C — a little over price of .47 per copy for the paper that I hope that you'll see.

But in I hope that which law.

and I'm sure it will be able to buy it for the C-11C.

Also, please stop printing listings. It is (most) of people who have to be better. In the computer, there are people who have to be better than machines apart from Specs, Games and Demos.

One last thing, do you know of any other clubs. If so, how can I get in touch?
Aileen East
Birmingham

R: Can you? Good grief! It seems that you can't satisfy all of the people all of the time!

When we've written reports on diverse companies, the slightest words of the established lobby (Specs/Games) seem to complain that it's all "old hat", and then we've got handed the 50/50 dealing with these machines? It's not fair!

■ Here there, I give up. You, and all other computer magazines have finally defeated me after I have barely scratched through many mag subscriptions for a year. In the C-11C, there's not a single word of evidence that people will do have ideas.

We'll close on Demand, they have thought me & View to a kill for the C-11C, but for C-11C — a little over price of .47 per copy for the paper that I hope that you'll see.

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Mailbag

COMPUTER + VIDEO GAMES
36-38 FARRINGTON LANE
LONDON, EC1A 3AU



Well, we've had enough of it. We can't reward non-existent software. If the companies didn't produce games, we'd do our level best to reward them. We haven't seen an Oz game for some considerable time now, have we. It's like ignored members of agreement from around the internet. Perhaps your complaint should be directed toward those who decided to produce games for the machine?

The *Frank's* debate is a bit of an odd choice, in fact. As I recall, the *Roller* is trying to explain the merits of numbers on a page, instead of the *King* *Hummer*. Personally, I'd rather have the *King* *Hummer*, but in the end, the *Frank's* will decide — or so the *Roller* telling us...

If anyone would like to give Robert information about this stuff, or by mail drop us a line, and we'll forward the information.

■ *Street* has some initial leads in summer 1992. As that time, C+VG was one of the best magazines available. There you have it!

■ C+VG brought us to "Lithium was best", which dominated everything else!

with content. The main point of view was the following: *Roller* was a bit hard to do the best version of the magazine in terms of the world. It's better to do the latest thing, and about a half a dozen articles that go with it. Now they are there, and so that's a whole.

Roller page — this was also very good and was an excellent read for me. Was it like up about two pages. You might wonder that this is very important to me, but given the reader is a human, not a machine.

Having tips — should be longer, not longer.

Roller — I'm glad! The *Roller* of *Games* was the only good thing that ever came out of the *Roller*. It means that I could share them out without ripping up the page.

At *Roller* — who is your agent? Whatever he is, he's kind! He's an ad!

Number of pages — who has ever mag that's ever the past year? I have an old copy from 1984, which has about 100 pages in it.

The *King* *Hummer* — I have

never seen such rubbish in my life. I suggest that you stop there at once.

We often would be actually looking for the whole magazine starting from the next issue. It is that, before we go to see the readers that you already have. It is for your own good.

About a C+VG, the space you look doesn't work. You have to come out of the Computer *Games* which is really the worst magazine on the market. Don't only on that shop!

I don't expect you will print this letter, as it reflects the opinion of what you want to have. Just even so, you must not say it. You'll be told you're free to do so later! *Jim McDonald* / *Guys*.

■ *Roller* replies: Talk about living in the past! C+VG now has more reviews per issue than it ever did before, and despite what you say Jim, there's more colour too. And it

it's longer you are talking about just look at last issue where you demanded an unprecedented page and a half in one game! The *Roller* papers have also more than longer than two pages... and we don't really want to fill them with letters like this any way! *Playing tips?* We've done a game's players guide almost every issue since the intense *PLAS* the normal *DEAN* *EPW* *EPW* pages. They survey it like the people like you bring — especially professionally written ones like the *Wizard of Talynn* which came with the offer of a tape copy. And we'll be doing more of these in the future the *Roller*. The size of the issue! We'll be getting smaller, changing the content and larger around the *Roller* time — and has always done this. In any event the number of reviews per issue stays the same. Your comment about not seeing *Roller* is not actually meant? We are lots of different articles in C+VG include some other magazines. In any event you will find letters around in many other mags. And I think you'd find that many magazines have copied C+VG's new style — not the other way around! And to the *Roller* readers — just Jim, where have you been looking your heads? We are not the best selling computer games magazine in the *WORLD*. We've increased our sales by around 50,000 in our last 4 BC.

IS IT TRUE THAT OTISS DOES THE ADVERTS FOR MICHELIN?



The Atari ST and Commodore Amiga are in the forefront of a whole new generation of super-computers. Next issue we take a look at the shape of things to come in a special supplement. The machines, the games, the future — all will be revealed in just 28 days time. Can you wait that long?

Picture this! Your very own Polaroid camera to take embarrassing pictures of your friends and family with. And one of these nifty cameras could be yours if you enter our Splitting Image competition next issue. Bookmark one of the people behind this entertaining new game and they want to put you in the picture. Every image conscious computer owner should grab a copy of C+VG in July.



Cyborg is the first in a trilogy of exciting new games from CRL and we've got an exclusive preview of this new game from new programmers. Watch for the Cyborg on the cover!



The French Connection. Find out what's happening over the Channel next issue when TIT magazine's Nathalie Meisnermann explains the reason behind the recent explosion of exciting Golfix games. Brush up your French in time for August's C+VG, on sale July 16th.



The Wizard of Tollyron returns next issue for another all-new adventure for you and your Spectrum. Called Tollyron 2: Beneath the Mold, this new listing takes the Tollyron team into the realms of a dark dungeon full of evil monsters. Created by Mike Turner of Star Dreams the program features 2D graphics. And if you don't want to type it all in then there's a special tape offer exclusive to C+VG readers. So don't forget to conjure up a copy of your favourite computer game magazine next month!

Infocore. The name that adventures speak in hushed tones of reverence. And next issue our Master Adventurer, Keith Campbell interviews Brian Moriarty and brings you a preview of the latest adventure from the Infocore team called Trinity. What there's more on the search for the C+VG Adventure of the Year, plus a generous helping of the Adventure Helpline(s) and all the games list to review. All in just 28 days time.

PLUS: The free pull-out Castrolon II full colour map!

POPEYE



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ZZAP64

Quite honestly, Interboard makes all other golf simulators look clumsy and antiquated in comparison.
ZZAP64

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ZZAP64



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CBM 64/128 Coming soon for Spectrum and Amstrad

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- Realistic Sound
- Practice Driving Range
- Jayside Controlled
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