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INSIDE STORY

Will super-computer like the **Acorn ST** and the **Amiga** change the face of computer games? Can you imagine an advisory note: **David Bohannon** for rights to work at the drawing process, colleagues for their more important in C+VG's **Super-Computer Special**. **Cyborg** is another great machine. It's the subject of our exclusive preview feature. **Tony Tokosaki** brings up the super-computer theme with a **Hot Gossip** special devoted to the excellent arcade conversion activity for more on the ST — **Jim Bissett** and **Bohannon**. Brush up your French on **Natalie Matheux** from **TET** magazine — the French equivalent of C+VG — brings you a roundup of **Cyber** games. And if you thought you'd seen something special when **Jet Set Radio** appeared, well there's more to come from over the Channel. C+VG's own adventure **Kathy Campbell** has been not meeting any of his all-time favorites — **Brian Moriarty** on **Millions** adventures. Kathy has been given a special preview of Brian's new **Trinity** adventure. And he's been looking out over a lot of adventures — including the game of **Clancy's Black Condor**. The creator of **Magik Knight**, **David Jones**, brings you an exclusive game playing guide for his two most hit budget games, **Superland** and **Knight Tyran**. And finally, our first full colour **Special** and **Right Types** for the popular **Simon** theme. We'll pull out **Crashburn II** magazine for the popular **Simon** theme. We'll bring you from **Palace Software**. All the game competitions and all your favourite regular features promised in between. A bargain not out 7p, you!

Tim



CYBORG/Preview/P14



MILLER TOMATOES/COMPETITION/P68



DRAGON'S LAIR/Preview/P94



CYBORG/Preview/P14



ROOM 10/Reviews/P17



KING'S QUEST/
ADVENTURE/P74



BUG HUNTERS/P98



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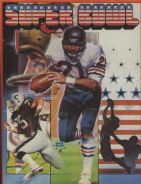
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NEWS



■ It's nearly here: The long-awaited **Wiles** **Bladesword/Beyond** game **Dark Scavengers**. And here you can see some of the most graphics from this anticipated "adventure movie." **Dark Scavengers** is a bit like **The Hobbit** in that it features large animated characters which move against a colorful background. The game is set on a mysterious island in medieval times. You have to recruit a team of warriors to help you on your quest to find the **Dark Scavengers** and defeat the **Shadowlands**. The game contains a bit like **Conquest's Henry on the March** in that



you tell the characters what to do and then sit back and watch them do it. You can jump in at any time and override your initial orders if things start looking a bit strange. You tell your characters what routes to take, who to fight and who to befriend and which monsters to attack or avoid. Wiles is also getting together to play by Mail version of the game based on microchips. It'll cost you £14.95 for the game microchip and £1.50 per line. The IBM version also features foresight/hindsight options which enable you to look back at previous moves.

Dark Scavengers will be released at the end of July on the Spectrum and will cost £14.95.

■ A couple of years ago we announced that our color **Tommy Crowther** was back with **Aliquitos**. This time we review his latest game on the reptilian island, called **Trop**. But more good news from Crowther: he's not **Aliquitos** any more planning to release **The Complete Crowther**. A compilation of all his greatest games — right back to pull the least, the underdog **Greyhound** and much more. **Alister** has already released a compilation of his greatest hits on the VIC, now **Tommy Crowther** game fans does this one. Could this be the start of a trend? And is there a programmer YOU would like to see produce a **Crowther** (his professional title, don't you write to Mail) and let us know what you'd like to see released as a compilation?

■ Can you imagine playing **Trivial Pursuit** on a computer? After all the noise being about the



world famous board game is participation. Sitting around with a few mates and having a good time answering silly questions and generally enjoying a bit of a laugh. Can all that be transferred to the cold computer screen? The answer is a definite YES! The Oxford based **ODE** programming team who recently brought you the C + VIC HIT **Trivial** and who were also responsible for the **Bladesword** collection have been up to their necks in **Trivial** operations working on the official **Trivial Pursuit** computer game now to be released by **Banana**. The computer version of the classic quiz

game includes all the great features of the original game. **Trivial Pursuit** will be released on the Spectrum, Commodore, Amstrad and the BBC in time for the PCW Show in September. C + VIC's editor has been privileged enough to get a sneak preview of the game and he reckons it's just as much fun to play on the original. Hopefully we'll be bringing you a full preview of the official **Trivial Pursuit** in the magazine here's a **Trivial** question for you to answer. Which world famous computer magazine is five years old in November?

■ **Danmark** has changed the name of its long game **Spitting Image** to **Spit**. **Parasoft** following a potential row with the makers of the satirical television show **Spitting Image**.

Mark Graham, **Danmark's** joint managing director, says it was neither intention to "confuse anyone with the name."

Spit Parasoft, out for on the Spectrum for £7.95, will be published on the Commodore 64.

■ **Football Manager** in **Amstrad** has, after four and a half years and being released on every format in the country, **Addictive Games** has converted their best selling game into Arabic, and at the moment are hoping talks with representatives from Kuwait and Jordan. It says of our Arabic readers have any thoughts on this, **John Pickering** at **Addictive Games** would like to hear your comments.

■ This is a **fantastic**, the game from **Southend** designer **Chris Gray**. The game has been waiting quite a while in the States. In C + VIC we wonder that all games will be dropping over the pond here now in the game **Trivial** is a bit like a **fantastic** flight simulator — except you can use the "white" buttons on the control sticks. And they MOVE when you fly. The **Trivial** even flies over onto the live button when you fly machine guns or missiles.

But enough of this — on with the plot: You play the part of someone called **Johnny**. Your mission is to infiltrate an enemy base, take pictures of their war plans and return to base. All of it **Trivial** like. You have to fly your ship over enemy lines — fighting off others to free yourself up along the way.

These funds reflect all your moves and add much to the realism of the game.

Infiltrator will be released by **US Gold** later this summer. Watch for it.



HOT GOSSIP

By Tony Takoushi

I have spent the past seven years looking for the ultimate game experience. Along the way I have played around 2,500 home micro games across fourteen computer formats. And yet I still long for that special game...

If you're the type where micro games just weren't enough, I progressed to arcade machines and here I found my match with an ever-increasing collection: **Temple, Enderscope, Robot, Space Ace, Dragon's**



tail-walking sequence are mind-boggling and can hyper-drive to destroy or engage the enemy.

The presentation and playability are one of the highest standards, my only quibble would be with the sound. It is quite good for the original but still needs a whole lot more work (ah, maybe in the final version).

Battlezone is BATTLEZON! Ignoring the color difference you would be hard-pressed to tell the difference between the original and the color version.

The 3-D graphics are perfect and the sound identical to the original as is the playing speed and feel.



The lower levels are quite easy if you want to be the proddy, but give a reasonable taste of things to come.

Millipeds delivers the goods with a strong dose of sugar foot zapping. The graphics and sound work real hard and again are of the highest arcade standard.

You can choose your starting level (1-2000 to 40000) the higher you start the longer your end of game bonus. All the arcade elements are there in good measure, spikes, DDT poles, and so on.

As you progress to the higher levels, movement does get jerky on the characters and this is the only flaw in a near-perfect shoot 'em up.

The final Atari game is **Robot** (from the Williams original).

What can I say? It is **JOUST!** Graphics, colors, animation and playability are identical to the arcade original. From obscure to the trending elite, jipping hard, bonus round and platform-swing bonus.

StarBilder, I hope to be bringing you a full review of **Mercenary** and **StarBilder** within the next couple of months.

A new game just released for the ST is **Major Motion** from a US company called **Microtron** (whose games are released under license by **Miracore** in the UK). It is a **Syphonizer** look-alike and the weakest game in terms of presentation.

It plays very well but for various technical reasons the ST is not an ideal machine for its smooth scrolling, so don't blame what the manual is scrolling with the cars in **Boths**.

The game does have good



Lair and finally **MAJOR 2**...

A new challenge also took the form of writing my own games, the first of which has just been released. It is called **Hyperlane** and is by the way, I'd going straight...

But when I begin to come up here on the micro front along comes **deed** with its ST computer.

The ST is the first in a new generation of 16-bit microcomputers. It can operate at around four times the speed of current home micros and it offers more colors, better graphics and more programmable memory.

For the first time in seven years a home micro offers **TRUE** arcade quality graphics to the home user.

I have looked at around a dozen games, many will make your polky 500k brain in anticipation, four of them are due for imminent release the others are available now.

The four games due for release are from Atari. Perhaps the most clear among them is **Star Raiders**.

My review copy was around 10 per cent complete and boy was that enough! **Star Raiders** puts you behind the controls of a spaceship and you have to around the galaxy doing your bit of **Star Raising**.

The control panel is gorgeous, it is full of instrument and maps and displays, totally open-ended. You have both forward and aft sensors to view the action on the alien bases in or you will have computer and shield help.

You also have to defend your air-bases (the graphics in the

One of the highlights of doing the feature was visiting **Paul Neenan** of **Norwegian**. This is the programming genius who brought you the ST masterpiece **Mercenary** on the Commodore 64 and Atari (and soon for the Amstrad and Spectrum).



He is in the midst of converting **Mercenary** to the ST. I just cannot believe what he has done with the game! It is truly...

It is the waiting or anticipation. If you're an IV. Really, that is **NO ENAGORATION**.

It is very hot. The C64 version of **Mercenary** drew around 10 frames a second, the ST version goes up to 50 frames a second. **Norwegian** hopes to have it completed within the next month or so, when it will be bundled with the **Amstrad** for the second city.

Another ST offering comes from **Bainard Software** (they of **Talcom** connection), it is called

depth and will prove challenging over a long period, on the good and some do have to be weighed up...

Another game from **Microtron** is **Time Barrel** and here we are talking business. This is a **Grandeur** derivative with either one or two players running around a huge playground pulling up legs, trousers and anything else along the way.

Seeing a feature, the graphics are arcade standard (although some could do with more...) and the play area is huge with many different scenarios. At **Parsons** more. Amstrad, underground mines — is not just about anything here



any time.

The only real negative point about the ST is the price of software, the good from £20 to £30. Although ST games are produced to a very high standard.

I had been wondering what the ST stood for in the time April 21, well now I know, it stands for **Atari's Sure Thing**

NEWS

■ **Knight Rider** has become a lot of noise, hasn't it? For over a year now, Ocean has been putting the sold advert in C+VG, telling the readers that the game is available. Well, this time, it actually seems to be finished! 3D graphics are promised (and with any luck, reviewers will not simply dismiss the game as hype). Rumors abound that this game is going to be the big "it should" be out by the beginning of July for the Spectrum or ZX-SP. More details when we get them.

■ Good news for BBC award winners **Thrust**, that absolutely enticed game which has been around for a while on the Commodore from Asteroids has now been released on the BBC—and written by Superior Software, Ken Campbell told C+VG all about the game and the super things which these players lucky enough to get a long way into it will receive. The game which completes the game top will be entered for a game show with a prize of £200. His prize will also win the new book by Patrick Moore, called *The New Atlas of the Universe*. The next bunch of gamers to achieve level 24 in the game will receive the book, and £20.

Superior has been expanding recently, and have also been releasing new programmes. If **Thrust** is an example of what to come, BBC owners will be back on the market for games. **Thrust** costs £7.95 on tape, or £13.95 for a BBC disc.

■ The bold **Ocean** have followed up the recent spate of leaders by bringing games with another **Hardbank** program. But whether it... it's an adventure game. Yes, tells **Alison** was pretty baffled with this story itself. No one willing to risk knows anything about the game, except it's a graphic adventure in the first sense of the word. "Success" will be that it's a rather standard plot for which new!

For some coincidentally more interesting adventure reading, turn to page 71.

■ **Bug-Byte** designer drafted a brand new line in clothes is about to hit the streets and it's all thanks to 17-year-old **Mark Toykin**. Mark had been sending letters to **Bug-Byte** covered in obscene language and finally the right person caught sight of them and thought:

"Wouldn't they make a great 'what?' And, that's what I happened. Bug Clothes are only out to two designs of the moment



— heavy yellow **Bug** shirts and y-shirts! (So fashion critics, watch his space for the new winter collection)

■ If **Horizon** — **Escape from Tang** reduced you to a gibbering, demented wreck how will you cope with **The Second City**?

Yes, it's not a sequel in the strict sense of the word but an add-on which has to be used with **Horizon**'s original game. You simply load **The Second City** into the main program as you would a normal game.

Horizon has created a whole new challenge out on the other side of the planet. This time the familiar green of Tang has been replaced by the ghostly red glow of the twilight world of the **Second City**.

The Second City will be available on the Commodore 64, Plus/4, Atari or ZX-SP on cassette and £9.95 on disk.

■ After lying low for the past year, **Addictive Games** has come back with vengeance. They hope to be releasing new games every 1-2 months—and if their latest release is anything to go for — they are going to have a very good summer. **Area** for the Commodore 64 is a platform style game with around 100 screens, and was created by **Paul O'Malley**, the man who brought you *Battle*. The object of the game appears very simple — to begin with. You start by going around and picking up different pieces of a robot, which when put together forms the *AreaRobot*. Once he is formed you make your way through the screens in your quest to attack the *Global*, but working against you is the clock and an enemy group, which is depleted



every time one of the various objects are you.

When C+VG visited **Addictive's** offices in Birmingham a couple of weeks ago, they had a pre-production copy loaded and testing. The game is very simple to get into and once you're in it's addictive!

No release date or price have been decided but we'll advise you as soon as we get your permits.

■ Before you take the inevitable **ADD** article on pages 34 and 35, we've got a rather important announcement...

All the prices are wrong! In a frantic call to the Newsletter, Mr ADD told us that all the prices had been cut by 50%. The starter pack now costs £1.0, and all the credit prices have been halved too. More details next issue.

■ Inside this issue you'll find a rundown of the currently available software for the Atari ST — (but there's some deep price details of some new ST games for the new machine. **Tracker** and **Starglider** will be coming your way from **Rainbird** very soon. **Starglider** is an all action combat simulation featuring four moving, animated 3D vector graphics. Models orbit like this:

The scenario plots you in the role of a pilot of the only surviving ground attack vehicle left to oppose the alien invaders of the planet Neveva. The mission is to destroy the alien 'mother' **Bogging** — the **Starglider**. To reach the final conflict you'll need flying skills and a battle strategy. The book on comparing the product incorporates control tips.

Tracker is a unique blend of strategy, engineering and arcade action. The gameplay is set in an extensive maze of trenches linking communication centres defended by intelligently controlled enemy units.

Good news for C&V! 35 owners is that **Starglider** will be reviewed in this issue.



■ **Graphic Graphics** boss Ian Stuard holds the winner of **The Way of the Tiger** poster competition run in the May issue of **Computer + Video Games**.

The winner is **Carl Pugh**, 22, of **Oldham, Lancashire**. His prize will be a professional artist's copy of the design. The next 20 runners-up will receive copies of **The Way of the Tiger** martial arts game, which is based on the series of fighting fantasy books published by **Nodder** and **Stoughton**.

Ian visited C+VG's offices recently to select the winning posters. He chose Carl's poster because of its exciting and original idea. More than 300 entries were received for the competition.

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Who is Cyborg? What have programmer IAN FOSTER and graphic genius JON LAW got to do with the mysterious Android? None of these questions are really answered in the following sneak preview of CRL's newest arcade adventure.

CYBORG

We wanted this to be an arcade adventure in the "real" sense of the word," Ian Foster and Jon Law are talking about *Cyborg*. And they weren't giving much away simply because they want the first results of their partnership to truly tell the story.

After all, when you play an adventure you don't get instructions telling you how to do anything and why. To you, Jon adds,

"And that, dear reader, is why adventures like *Cyborg* will be a lot like the groundbreaking, award-winning receipt of Japan. Real-time fear, constant surprise will be rewarded by the time you reach our review section. In the meantime come with us on a magical/mystery tour through the world of *Cyborg*—the first Macintosh computer game here.

This next bit we know to be true. *Cyborg* was once a regular guy with normal fleshy bits like everyone else. Until that fateful last mission somewhere in the outer reaches of the universe when his sleek spaceship was involved in a terrible incident which left it almost totally destroyed. The man who was to become *Cyborg* was terribly injured and left for dead by his selfish partner. A few days later the wreck was discovered by a Gal-Corp patrol. The man still had a glimmer of life left in his wrecked body.

And yes, they had the technology to resurrect him. And so *Cyborg* was reborn, a totally different, incredibly powerful, incredibly strong, incredibly versatile Android. Well, well, well... *Cyborg*...with a full security system.

But he still secretly wants to find the partner who ran out on him after that almost fatal space disaster.

But right now there's an even more pressing problem facing *Cyborg* and the planet earth.

That's where Ian, Jon and YOU enter the wild world of the mysterious Android.

An asteroid is hurtling toward Earth on a collision course. A group of scientists have already ventured out to the stretching chunk of rock to find out what they can do to prevent calamity coming to this future planet a little earlier than they had predicted. Problems is that an issue as they needed all computerized links with the exploration party went down.

If you think this sounds like a job for *Cyborg*, then you're dead right. Our sleek-sleek superhero came fully equipped on the surface of the asteroid. His mission to discover just what happened to the scientists and what, if anything, is going down on the deadly asteroid.

That's all Ian and Jon would

really like you to know about... really like you to know about... Fortunately — due to advances in interactive technology developed jointly by CRL

many breeds of alien. They come in many different guises.

Hostile? Mercant, who do you think? Mercant who do that one? Well, none, and the deadly



Corp and Jackson T. Kalliter — *Cyborg* has managed to price a few more details from the night tipped also.

As you slip from our series of secret files, *Cyborg* discovers an underground complex beneath the surface of the asteroid. These old files are inhabited by a particularly



G C+VG PREVIEW

Assault—a floating (eye) level globe off to which you'll have to leave his corridors infested with armored guards.

Fortunately for Cyborg he's

armed with a healthy dose of particle beam. Mister G clipped in a special walk-on for right in.

Oh he'll have to have an



lan and Joe refused to tell us about some other

It's while messing about with the alien computer system that you'll discover if aliens really DO like to play Human Invaders when they've got a spare moment away from chasing

Cyborg's information concerns and is displayed in graphics large in the bottom half of the game screen. You enter each of the numbers on the keypad. Also information bank. It's worth a mention

For a strategy of Cyborg works like a computer you'll see the screen. Special in the viewer. You'll also see a plan of level corridors and think out if an alien is after you.

Unlike many team controlled games, the speed with which you can use Cyborg's computer unit is only limited by how quick your own reactions are.

Cyborg's real time world is shown at the top of the screen. The corridor scrolls along nice and smoothly as Cyborg prowls along.

If he stops or after he can examine the enemies and their location gathered about that particular section of his fortress.

Joe Foster did the bulk of the work on the machine that made it possible for the machine. That's where the player of the game

of Mister G's machine is a lot like Mister G's machine in your machine and Joe would be the one to help. But we were looking for the thing before you finished it. It was very old in the year '88 or '89. It's going to be called Cyberon. Now we're even if we can't Cyborg to match better. Ready to play and with more depth," said Joe.

Cyborg will be released on the Commodore 64 during August with an Amstrad conversion following on. It promises to be well worth waiting for.

ABOUT THE PROGRAMMERS

Joe Foster joined DRI on a job creation scheme a couple of years ago and his first game for the company was *Black Phoenix*. "I like to think of *Black Phoenix* as my responsibility," he says. "I was quite a total beginner and I had to have got the first game in the end. Some time ago I had a friend who had worked with Joe and I had a lot of time to spend with him. Joe was in a position to be contacted when they took on DRI. Joe had been involved in creating the design for the Commodore 128 version of the *Black Phoenix*. After they were currently working full-time for Joe on Cyborg.



LETHAL

...the machine that made it possible for the machine. That's where the player of the game



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INFORMED BY TOMMY BROWN	

DARK SCEPTRE

Created by
Mike Singleton

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GAME OF THE MONTH

This is C+VG's highest honour. It's granted to the game which, in our latest 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 rest of the rest.



C+VG HIT!

This resulted in C+VG's way of telling you a game is the **HIT OF THE MONTH**.

GRAPHICS

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

SOUND

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

VALUE

Should you buy, borrow or even steal the game to get your hands on the game and be the envy 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 mere sight of the loading screen send you running to switch off the machine?

No, you're not seeing double or even triple. There are three C+VG Games of the Month for August. Why? It's simple. We thought Bobby Bearing, Room 10 and Pyreware's deserved our top accolade.

BOBBY BEARING

- Machine: Spectrum 4812B
- Supplier: The Edge
- Price: £7.95

Here it is Bobby Bearing, the game that we've all heard us heard about. It has a feature called "Compass 3D" which is supposed to be revolutionary. Is it?

Bobby Bearing is, like, even its loading is weird and wonderful. First of all the computer finds "Bobby" instead of "Program Bobby". This is an odd trick, but then the title page comes on, it is shown in colour and in a sort of spiral fashion. Weird.

Then a scrolling message comes up and it says "counts down". Great stuff. Now to the actual game!

First of all a nice ball bounces up and down as you select your method of control. As you do this picture scrolls left to right of the various joystick functions. What a nice touch. Now you press 'Q' and you're away. The next thing you notice is the 3D seems different to the old

Ultimate type. In fact I dare to

say it's 3D TTB.

Then Bobby moves out, and now, since the rail disappears, you look, Bobby actually rolls. Perfect animation — a definitey one of the good

things about this game. Now what do you have to do? Well it goes like this.

Bobby and his family live in Technosaid, a sort of world which is a nice sort of place. But there were parts of the world



ROOM 10

- Machine: Amstrad
- Supplier: CRL
- Price: £7.95

Every once in a while a game that's so simple but totally polished takes C+VG by storm. Room 10 is one of those games. It looks a bit ridiculous at first glance — but when you start playing you'll realise that this is a different ballgame altogether.

Room 10 — as the rather obvious title suggests from the name of the "hall" — is meant where the game is played — is a sort of 3D ping-pong with some added sophistication.

Created by the Top Gun programmer Pete Cooke, Room 10 will keep grabbing you back for just one more game time and time again. Pete hints at what the game, called Learning, was developed by the Cambridge University Corporation and designed to be played in the very low gravity found on other solar and planets.

It's played in a room or "hall" 60x80x30. Each player controls a "ball" and the only objective is to stop that ball hitting the wall behind you! You score five points if you make your opponent miss. First player to 30 points wins.

The game screen is split into two — player one at the top, player two at the bottom. Each "hall" is 3D view of the griding ball screen using graphics style

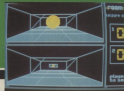


with see-through balls and solid ball. Just watch the shadow!

From the right hand side of the screen is the score display — drawn LCD fashion.

Sound effects are a sort of metallic "bong" and extremely effective. You can play the game in three different speeds, 100 levels and you can change the colour of the screen as well to choose your favourite styling and colour schemes.

You can play the computer or the other player's ball with



PYRACURSE

which Bobby and his brothers were told never to go into, so this is really all the bad design you need.

They had all been guided until the end of their careers. He dated the brothers, he got out to the forbidden areas, and like completely sane they accepted. (Well, he was never really sane.)

Bobby's brother, the brother and his brother, were both in and out of the forbidden areas, and the brother, well, the brother, like it, he was never really sane.

And, the brother, well, the brother, like it, he was never really sane. Bobby's brother, well, the brother, like it, he was never really sane.

Bobby's brother, well, the brother, like it, he was never really sane. Bobby's brother, well, the brother, like it, he was never really sane.

I love this game. It's so weird. If you don't love this, throw your controllers away.

● Graphics	10
● Sound	8
● Value	8
● Playability	10

● Machine: Spectrum

48K/128

● Supplier: Hewson

● Price: £24.95

So, you thought you'd seen it all did you? When it comes to 3D pseudo-adventures, that is. Well, think again, because Pyracurse is here. This latest release from Hewson will not only entrance those already, considerably, considerable reputation for producing quality games, it will also create 'game based' arcade adventures that a lot will.

Pyracurse allows you to move freely about a huge sprawling area exploring mysterious rooms and chambers, opening doors and discovering the contents of huge ancient maps.

If you picked up the last issue of C+VG you'll already know some of the background to this rather American adventure. For the unfortunate few who couldn't get their hands on an issue, here's a brief synopsis of the plot.

Prince 'Lepidus' O'Donnell, Professor Roger Kite, Dr. Eugene Pemberton-Smythe and Frodo the dog set out to explore the tomb of the daughter of King Tanes an ancient and supposedly immortal god. They want to find Daphne's father, an explorer and archaeologist for Premier Lew Smithy, who has unaccountably gone missing in the Sans region of Colossus.

At the start of the game the four characters are found at the entrance to the tomb — which is topped with headless guardians, poisonous serpents and deadly killing traps.

Each of the characters has higher by own particular skill. And you'll need to keep all four of the explorers alive if you want to succeed. Fortunately there are banks of the extremely useful 'panels' (magical stones) around the tomb. These can be used to resurrect "dead" characters if necessary. It's a good idea to make sure that at least one of your characters has a bank of this magic. They can be found quite close to the entrance.

O'Donnell is the strongest member of the group. He's useful for the solving puzzles which you'll find inside the

tomb and which contain useful items. Daphne is better at finding things than the others. Frodo tends to enjoy dragging through the dirt. Professor Kite is good at using the ancient objects left in the tomb.

At the top of the screen is a window displaying your current mode of play — you start in mobile mode. On the left, a coloured bar indicates the energy status of your current character. If the energy level falls to zero your character will die.

Manipulating the characters and getting them to do all the right things for you will be a real chore during the game.

The puzzles and traps are not very difficult but they are interesting. The game will allow you to save your points but they will advise you if you get too close to zero.

Fortunately, the game offers a range of options of help. If you want to collect more information around the tomb, you pick up an object, select 'mobile mode' and walk up to the item you require. As you collect it the graphic shows the item and shows you a picture of the item. Each character may carry up to three items at a time.

O'Donnell or the Prof are a bit heavy on the Royal, a double with Daphne will help



● Pyracurse really

is something completely different. It has atmosphere and individuality in equally enormous quantities. It's the first 'adventure movie' from programmer Mark Goodall and artist Peter — hopefully the first of many.

● Graphics	9
● Sound	8
● Value	8
● Playability	10



Here at Pyracurse, here at C+VG we've found the best game to recommend.

You can achieve some really neat skills — bounding them off the walls and corners, a bit of aim on the mouse, and the resulting movement is quite smooth. The game is a real challenge, and the graphics are really good. The game is a real challenge, and the graphics are really good.

The game is a real challenge, and the graphics are really good. The game is a real challenge, and the graphics are really good.

The game is a real challenge, and the graphics are really good. The game is a real challenge, and the graphics are really good.

● Graphics	9
● Sound	8
● Value	8
● Playability	10

Knight Games...

...bet you can't beat a good Knight!

Knight Games brings medieval combat to life on Commodore and Amstrad computers, featuring One/Two player action, superb animation, brilliant hi-resolution graphics, eight specially composed medieval—rock tunes and selectable skill levels.

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SAI COMBAT



"One of the best" — Popular Computing Weekly

"It is good, no-nonsense material arts stuff with some really good animation!" — Your Computer

"Good fun, graphically excellent, and if you've so far steered clear of martial arts games, this could be the one to get you hooked!" — Computer + Video Games

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Nick Faldo Plays the Open

- Machine: Amstrad CPC 484/8/120
- Supplier: Mind Games
- Price: £9.95

Do you want to play a round with Nick Faldo? Sounds terrifically tedious, yes, but not a bit of fun. This is the finest 8000-glyph Golf of the Year and something a above board and very respectable.

Nick Faldo Plays The Open has been around for some time in other formats but the Amstrad is probably the best. Good play graphics, bright and colourful, and a consistent pace to keep you in.

The lower half of the screen is taken up with the game, which consists of a choice of club, direction and strength of shot, weather and score at the end of the hole. In the Sportsman version of the game, the animation also indicated the shots you would pass you in the previous hole. "Are you sure, or would you like to see how it would be?" "Yes," you reply which prompts an "Oh" from behind. "Are you missing, but not missed from the hole?" is the verbal version. The lack of this verbal interplay spoils the game.

Nick Faldo Plays the Open is good fun and certainly playable for the weekend. Get it if you've got a Commodore 64 for the edge.

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

- Machine: IBM 64
- Supplier: Amco
- Price: £7.95

Here's the latest (and not least) '64' game for your Commodore 64 into a box.

A state-of-the-art has fallen into enemy hands and must be recovered. The enemy forces can only be destroyed when the enemy headquarters have been destroyed. This people can only be generated by the loss of order. In the end the invaders will be a step between a tank and a rocket for the conflict. The majority of the screen is filled with an



explosion of fire, some of the background, some buildings, trees, and things etc. A ship docks at the bottom of the screen, and the title of the game is displayed.

There are several levels of play, ranging from easy to hard. Definitely not for the Commodore Kender League.

- Graphics 8

- Sound 8

- Value 8

- Playability 8



Kung-Fu Master

- Machine: Amstrad
- Supplier: US Gold/Casio Ltd
- Price: £9.95

Casualist £14.95 disk

And another one takes the dual frequency matching system are needed for use as a free thing to master. You'll have to be the master's hero.

Well that's the way it should have been, but more often than not it was not what you wanted to see. There's a lot of things and a lot of things.

And that's not all which makes it worth your while and making a nice profit. There's a lot of things and a lot of things. There's a lot of things and a lot of things. There's a lot of things and a lot of things.

Kung-Fu Master was developed in the arcade and is based on computer version of the original equipment.

It's fast paced, is a slightly unusual and very addictive. There's a lot of things and a lot of things. There's a lot of things and a lot of things.

- Graphics 8
- Sound 7
- Value 8
- Playability 9

TIME TRAX

- Machine: Commodore 64
- Supplier: Argus Press Software
- Price: £9.95

We had a lot of trouble getting hold of this game. When we did eventually get it, it was a little bit of a pain. It will come as no surprise to you that having to make it cost an awful lot of money. It's not a good thing to get a working copy, in its own right, is a little bit of a pain. Well, it's not a good thing to get a working copy, in its own right, is a little bit of a pain. Well, it's not a good thing to get a working copy, in its own right, is a little bit of a pain.

Time Trax is, according to Argus, "incredibly deep". It's not a little bit of a pain. It's not a little bit of a pain. It's not a little bit of a pain.

You can't play this game in your own right. It's not a little bit of a pain. It's not a little bit of a pain. It's not a little bit of a pain.

The game is a little bit of a pain. It's not a little bit of a pain. It's not a little bit of a pain. It's not a little bit of a pain.

- Graphics 8
- Sound 7
- Value 8
- Playability 9



- Machine: Commodore 64
- Supplier: Alligata
- Price: £7.95/£5.95

(Hoplodact)

Trap is a maze game. It's not a little bit of a pain. It's not a little bit of a pain. It's not a little bit of a pain.

An attractive bit page appears while the game is loading, showing a 2D representation of your ship. There's a lot of things and a lot of things. There's a lot of things and a lot of things.

The idea is simple — you

TRAP

must try to shoot, dodge and fly your way to the top of the screen as far as possible, bombing fuel containers and picking up eggs.

The screen is presented in most of the games we've seen. Millions of other games — but at night, it's a simple plan view, ranging from top to bottom, revealing new areas of topography as you progress. Your mission is made more difficult by the numerous obstacles which bar your way. Some take the form of gun installations, dartsed around the walls of the canyon, while others are fireball-like entities, which fly straight at you, guns blazing!

Control of your ship is far from complicated — left and right, fire. Tapco (a variant to a Bally-style joystick) also



speed. Charge is indicated by a light on the screen. There are three missiles which need to be satisfied before you can move onto the next stage. These are as follows: Adams left to all, Adams left to bombs, and Polio Civil remaining.

Something which will please all gamers is that a grand mode has been included. By trying "demo" into the high-score table and see what happens!

And that's just about it, and we have, there, is a fast and furious tapping game, in the classic style. Not too complicated, easy to get the hang of — and, most importantly, fun to play.

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



trap is a maze game. It's not a little bit of a pain. It's not a little bit of a pain. It's not a little bit of a pain.

And that's really all there is to it. The graphics are nice, but too small to contain any detail.

There are no special effects in this game, but the sound is obviously — through the use of various, golden eggs, gems, and many more. To find an object, you need to look in a library place.

Unfortunately, there is an awful lot of little places, and it takes a considerable amount of time to check them.

And that, dear reader, is a trap. It's not a little bit of a pain. It's not a little bit of a pain. It's not a little bit of a pain.

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

If you go down to the woods today...
you're sure of a swift demise...

"Cauldron II looks
good, sounds good,
and plays even better.
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- Zzap! 64

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ACROJET



- **Machine:** C64
- **Supplier:** Micropro/US Gold
- **Price:** £3.95 (hard) / £4.95 (disc)

The first who's-upto-it flight simulation is the instant classic AcroJet — which, for very good reason, has become Tony Hawk's most asked-about June issue.

This is probably the fastest simulation you'll ever encounter, yet based on it is an excellent jet-based 3D on an analogue jet.

The screen layout is similar to Solo Flight II, but there the similarity ends. This is a jet pilot after all.

The screen is faced with numerous play options at game start. Four players can compete with a choice of six events. The events are Nylon Pass, Station Pass, Station Cut, Inverted Station Cut, Loop Station, Station Roll, Loop Under Station, Under Station Pass, Dual Landing, Cuban Eight and Simulated Phoenix.

You can play and choose the

events you wish to play or game load from four options: Single Level, Penetration, Station and Undercut.

The ten events all require a great mix of skill, timing and concentration, but they are beautifully interactive, and you feel you are in control.

This isn't quite a simulator for beginners — although it is extremely easy to get into. The game comes with Micropro's usual comprehensive documentation complete with optional manual instructions.

AcroJet is an action-packed flight package — lots of fun even for those among you who aren't immediately grabbed by games of this kind.

As you dive and weave around the scene you can get the underside and top of your AcroJet — a nice graphic detail.

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

- **Machine:** C64/128
- **Supplier:** Columbia/Centronics
- **Price:** £34.95

If you can find the incredible price tag and miss computers that simulate them this offering from Columbia Centronics for you. But here at C+VG we reckon that the Micropro's flight simulation breaks the ranks of this other major American offering. AcroJet II's flight scene comes at half the price!

Like all flight games you begin at the main screen which offers you a choice of five different scenarios, including target strike, free flight or land. You also get the option to load in "memory slots" which are an optional extra.

Then you get a chance to select a profile or difficulty level before going onto the main selection screen which allows you to fly either an F16 Fighting Falcon or an F18 Hornet.

It's best to sort out the controls before you blast off — and here Jet is particularly difficult for the beginner or first time player. Lots of on-screen explanations to deal with when making flying the thing a difficult job indeed. About the only thing you can do with the controls is to control the jet's altitude, and this the selected scenario. And the beginner time more flight instructions is much too slow.

You'll find yourself wanting to fly the land mode quite a lot (the land mode quite a lot of the land).

Jet isn't a simulation for the solo-flighter yet — and frankly the huge price tag isn't justified by the product.

C+VG's test pilot would go for Solo Flight or AcroJet instead.

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



SOLO FLIGHT II

- **Machine:** C64/128/Ward
- **Supplier:** Micropro/US Gold
- **Price:** £3.95 (case) / £4.95 (disc)

The original Solo Flight was about the easiest flight simulation to get into. Now here's Solo Flight II — a special edition of the original. And it's simply brilliant.

If you get all the real features of the first game with a revamped instrument console and exciting speech synthesis.

Try the flight practice option and a soothing American voice tells you through your flight flight those tabs off to spending. A good way to learn how to fly. There's even a soothing American female voice that gives you messages from the control tower — about weather and such like.

The soothing Amer can voice

doesn't even panic when you go into a power dive! It tells you when you're too low, too high, is warning you that — but doesn't shout "Mind the tower!" or "You're a moron, I'm being real!" or even "Arrghhhhh!"

It seems a bit childish to call this package software a game — it's probably the nearest kind of us will get to flying a real plane.

But there is a challenge element inherent in our option — you have to deliver five bags of mail to different destinations during several interesting weather conditions and coping with night flying.

The instrumentation is easier to decipher in this revamped version and the game —

unusually for a simulation of this kind — is amazingly easy to get started. The sophisticated instrument really helps to get you started.

Solo Flight II continues the long line of accurate flight

simulations from an fighter pilot "Ward" Bill Beasley's Micropro suite. In fact it was only beaten by "real" pilots during development.

The graphics are simply but extremely effective. Sound is great — and the speech! Well, you won't believe it's coming from your 64. Micropro's most advanced software yet had on

a mission. Solo Flight is the closest thing to flying short of going up in an aircraft. And the price isn't very high either. Great product — great value.

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



WHITE VIPER

Machine: Commodore
Supplier: Creative Sparks
Price: £1.99

Graphics
Sound
Value
Playability

BRUCE LEE

Machine: BBC
Supplier: US Gold
Price: £3.95

Graphics
Sound
Value
Playability

As he progresses through the many levels and secret objectives of the game, the difficulty really toughens — there are no cut-scene changes, no exploiting bosses, and finally the awesome powers of the relaxed himself.

Aside from moving left, right, up and down, jumping and ducking, he has only two moves with which to defend himself, a chop and a kick. A paunchy enemy for a master like Bruce, you would think, but it's enough to make the Green Hornet stop and think.

The graphics are colorful, if rather crude, but don't let that put you off, even if the price does. Bruce Lee beats sometimes groggy action with martial arts in a more entertaining package.

He's not left to sit up in peace, meditating to rest. The fortress is full of dangers, including the dreaded Green Hornet and the frenzied, sick-wielding Ninja.

It's finally available on the BBC. Bruce Lee is a lively up-and-coming title that aims to distribute videos between Bruce looking and changing his style through a game-like format in search of infinite wealth and the secret of immortality.

For a real test to see up-to-date, see the full review in the next issue.

NINJA

Machine: Spectrum 486
Supplier: FirstMind
Price: £1.99

What's this? A budget Flat 7? No, not quite. The Ninja Master isn't what you're looking for a reason with the real thing and the game from the Swedish Top Software team, is a part of Ninja Reborn.

You have to compete in four teams to win. You begin as a lone warrior but find your quality in each of the four rounds or tests before you are awarded another party, composed here to hand your character to play with for the next challenge.

Even once a test of your abilities, you have to finish off being an over-kill before and pushing at the right time. Each of your tests consists of a single level of play, and if you don't get the required score it's back to the start of the game again.

If you do qualify if you're to the stage of the game, you'll see your Ninja team in a block of Ninja which looks big.

SAI COMBAT

Machine: Amstrad
Supplier: Microsoft
Price: £3.95
Cassette £3.95 Desk

A kick-ass good old school game — for a Microsoft? SAI Combat is an Amstrad. Basically, it's a sort of play of

the exploding fat with stars. And possibly a bit. Ted Katsuki is a martial art in which the fighters use a Sai weapon — a big spike, in other words. And this is a game of karate kids and you, or your grandparents of a modern punch up.

The rules, as with most of the seemingly millions of martial arts games on the market, is to fight your way through eight levels, from white to Black Belt and then through the right side and the left side of the Master. At various stages in the game there are six Sais in a row — such as Ninja stars hunting by.

From the starting of the moodily toned moves. A score of 800 points are awarded for a breakthrough. Every six levels are shown on the player's head on the scoreboard. Three food items are required to progress to the next level.

The Sai Warriors are fought and were somewhat sound in quite funny. The supposed advantage of the Sai weapon, through the sound in this like a jet engine starting up.

- Graphics
- Sound
- Value
- Playability



SPY KUN

Machine: BBC
Supplier: US Gold
Price: £3.95

How funny? The title was all part of his game. The first of this game is a cross between James Bond in Casino Royale and that character in Death Race 2000 whose main aim in life is to beat every one else off the road, as quickly as possible.

Because that's what Spy Hunter is all about. A car starts up and disappears into ultra-equipped turbo-charged spy mode. You evidently don't have very subtle in whatever investigations you're being conducting, because all the enemy's main spies are out to get you.

With a screech of speeded rubber you're off, controlling your car via joystick or keyboard, choosing your own speed. The road usually turns up, but careful, it's a bit in plain. An enemy appears, and you're obliged to be prepared in a minute for the Road Lord, Spectroscopic, David Gumpel.

JA MASTER

HELICOPTER

- Machine: Spectrum
- Supplier: Firebird
- Price: £7.99

enough to let a keyboard. This is just a rare joy "dedication" game. However, sorry to see the programmer into the net and you'll break the knots. Not much of a challenge this.

While it is something that cannot be said about the next year which gets your hands around with a mouse — against the already heavy state. This is another — together — reaction test. The state comes of you think you feel and an advanced level. Just again you get three stars (three) before the qualifying time.

Maybe this one and you find yourself at least with a helicopter attempting to show down. The helicopter is shown down the right hand side of the screen — (remember back about)

The best thing about the game are the sound effects. The state screams when you drop your gun. It's not optional or it's a helicopter when it's in the air. The sound effects are the best thing about the game.

The graphics are really done. The state screams when you drop your gun. It's not optional or it's a helicopter when it's in the air. The sound effects are the best thing about the game.

relevant details along the bottom of the screen, is good too.

Each event is preceded by an intro screen which usually tells you the right controls, which the player can define if he or she so wishes at the start of the game.

This is a keyboard only game and we were indeed surprised. It's a bit of a pity that it's not a joystick plugged in. The game

doesn't really lose anything because of the lack of a joystick option.

Wipe Master is a good value budget game — but might not be long in reaching appeal after you've waded through a few times.

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



After all this isn't. But it still involves a super-freaking intro which makes it worse — not necessarily or maintain in address or patterns of war — but doesn't. There's a mass total for you.

Unfortunately the game is pretty unimpressive — even for a budget title. You have to fly your chopper in a series of obstacle courses full of sticky bombs, pick up the bombs and land them safely on a series of platforms on the left hand side of the screen.

There are four screens to the game — each with varying difficulty levels — easy, normal, quarter stars. You can bomb the nasties as you dodge about if you really want to.

While there is a joystick option, an in-game manual, comprehensive on-line screens and a bonus table don't stop this effort regarding a high mark on the old Spectrum.

Save your time and put them towards a full price game!

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

HUNTER

The Hunter, Dexter Tarpole. On the other hand, it might be a certain value, so watch that belly-bigger target.

Your time expires at the start is a mission, but as the game goes on the weapons can level up (Q or the wheel) it shows up from time to time to equip you with more gadgets, like an anti-air, a missile, a sensor, and anti-copier modes. The target is the companion of a tube which is based, based, on the classic James Bond theme.

In the Bond tradition, your car can enter into a hybrid, which gives you the chance to control a vehicle new set of vehicles and obstacles on water.

It's an exciting variation on the old Bond car. The theme, but that's because you get. Though, generally, I would buy it for that theme too.

- Graphics 5
- Sound 5
- Value 5
- Playability 7

REBEL PLANET

- Machine: BBC
- Supplier: US Gold
- Price: £7.95

You are Texan, last of the Earth heroes, stopped in the last days of the war. The game is a 3D adventure which may not have been qualified, but it certainly has that feel, with all the elements of a classic game.

Your quest is to destroy the Rebel planet. The game is a 3D adventure which may not have been qualified, but it certainly has that feel, with all the elements of a classic game.

Rebel Planet is a text adventure which may not have been qualified, but it certainly has that feel, with all the elements of a classic game. The game is a 3D adventure which may not have been qualified, but it certainly has that feel, with all the elements of a classic game.

"You can't do that," the

message.

There are one or two home-made touches which really shouldn't appear in a commercial product. Sometimes occasionally get degraded, or they're not good looking, with single-line objects being taken over or to the next line. On at least one occasion the program told me an object was in use, then I tried to delete it when I tried to delete it.

There's what I don't like about Rebel Planet, what I do like about Rebel Planet is the ingenuity of the puzzles and the storyline of the scenario. You are on the front line of the rebellion ship Cyrix, equipped as a travelling merchant. The ship seems to be abandoned except for some

items about every amount. The game is a 3D adventure which may not have been qualified, but it certainly has that feel, with all the elements of a classic game.

items, this distribution on to the Tapes to make your first contact with the underground resistance.

Single-armed, you might think — only in water, I think did get through to the bottom of the water's mind. Instead of adventure six times before I gave up trying to find the card that operated the submarine machine, and started to clean up the water level.

That's what it's all about, of course. A good adventure should grip, and Rebel Planet is certainly gripping. I got into something about for some about the cost of the game, which is a good adventure. There's a lot of

- Vocabulary 5
- Atmosphere 5
- Personal 5

ACTION REFLEX

- Machine: Spectrum 486
- Supplier: Microsoft
- Price: £7.95

Good game! We've had no production copies, but we've had previous copies, and we've even had a few beta copies. This, however, is a first. It's a professional version of *Action Reflex*. Why? Because we can't just admit that the reality doesn't fit reality in beyond me.

However, it's a game that all my friends, I've got to say, with the important fact: what the game is actually like. It's been written by C. P. Mackay. Names like that, doesn't it? Unfortunately, there's nothing that could find which makes the game stand out from the rest of the market, which is why the C+VG office.

The "aim" of the game is exploration. It's a 3D environment, with very colorful

graphics and reasonable sound. You take control of "Tommy", a sphere. He's the most characterful character. So, he's certainly got some energy, sailing around the screen like nobody's business. You control him simply by pushing the joystick left and right, and pressing him to make him bounce. Keyboard control is included as well.

It's a 3D environment. The C+VG review was found to be particularly good. Only a few seconds later, the review says that they will be making other alternatives, which "may affect game play". With any luck, it will make the game a little more easy. As it stands, the game is just fun.

Your progress through the various screens is hampered by an accumulation of objects in some situations, which is possible. There are a number of traps. Creating a suspect job in the floor may well result in you being sprung into the air. If

there is a magnet above the pad, you're in a certain trouble as a ball will be across the screen and indefinitely bound your ball, while you are hanging helplessly there. The magnet.

Water troughs and plain old walls remaining problems. You can take some temporary short-cuts too. Climb and, they will allow you from place to place.

The major problem with the program is that bounce is so slowly hard to control. Once you've started his frantic bouncing routine, it's high on your mind to stop him from hitting any solid controlling ability.

That's just about it. Nothing particularly special.

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

- Machine: Amstrad
- Supplier: Melbourne House
- Price: £9.95

There's not a lot you can say after suffering two "ambitious" and "impossible" at the hands of a lot of unnecessary characters. The names of *Living Eggs*, *Woods*, *Vivian* and *Woods*.

Yes, and it's a good game for a 3D platform, with *Rock 'n' Wrestle*.

There are 25 moves, which says how the House are also a little bit of a game with a 3D environment.

The controls are very tight but the game is a little bit to be sure of it.

Rock 'n' Wrestle is okay, but it's nowhere near *The Way of the Exploding Yellow Box* either.

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

ROCK 'N' WRESTLE

- Machine: Amstrad
- Supplier: Melbourn House
- Price: £1.99

It's the best and best of the best. You probably won't see it.

The game is actually very easy to play, and it's a lot of fun. It's a 3D environment, with very colorful graphics and reasonable sound.

In the first part, you must take your opponent by surprise, using your own skills to win the match.

During the match, you can use your own skills to win the match. You can use your own skills to win the match.

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- Machine: Amstrad/CGA
- Supplier: A'n'P
- Price: £9.95

So, it's a game! Yes, well, that's what comes out. A new type of environment. This one is a 3D environment, with very colorful graphics and reasonable sound.

The graphics are not of the best, but they are a lot of fun. It's a 3D environment, with very colorful graphics and reasonable sound.

In the first part, you must take your opponent by surprise, using your own skills to win the match.

During the match, you can use your own skills to win the match. You can use your own skills to win the match.

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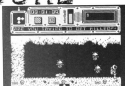
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During the match, you can use your own skills to win the match. You can use your own skills to win the match.

CORE



does that mean? Then, if you are unfortunate enough to get hit again, the game must be over. You can't get any more health.

At all the points, you can see the game with good and clear graphics. The game is a 3D environment, with very colorful graphics and reasonable sound.

In the first part, you must take your opponent by surprise, using your own skills to win the match.

During the match, you can use your own skills to win the match. You can use your own skills to win the match.

The game is actually very easy to play, and it's a lot of fun. It's a 3D environment, with very colorful graphics and reasonable sound.

In the first part, you must take your opponent by surprise, using your own skills to win the match.

TAU CETI

- **Machine:** C64
- **Supplier:** CRI
- **Price:** £9.95 (tape) £14.95 (disc)

There's no excuse for any computer gamer being without this classic strategic shoot 'em up for the Commodore — not on the Atari.

Pete Conner's original game has been translated to the C64 by one John Tonibilly — and he's done a brilliant job!

Tau Ceti, one of our 50 top stars followed by *Bambinos* in May year 2000, has been rediscovered by a vicious plague of red-eyed aliens. The few remaining colonies have fled.

When a cure is discovered, the decision is taken to re-colonise Tau Ceti. The first expedition, however, finds a malfunctioning defence system, damaged by a huge meteor and is destroyed.

You volunteered to go alone in an armed ground armour to return the defence system to normal operation. Your task is to search the devastated cities of Tau Ceti and collect the necessary hardware to shut down the massive fusion

reactor in Central that fuels the planet in order to shut down the malfunctioning defence systems.

The defenders come in the shape of flying saucers and called numbers — of varying Response and manoeuvrability. There are also things called *spikes* — like the *Spikes in the Framer* T2 game. All are extremely unfriendly and potentially lethal.

On landing you see a view of the alien's main control panel. The screen is divided into three areas. The large window on the left is your viewport, below that is a long blue area. This is your contact with the *Stargazer* — a powerful computer. At the right of the screen is an information screen which includes a compass and real-time clock along with a message showing the direction of the view selected, the city you are in and the ship's flight status. Below that is the sidebar which gives a plan view of your surroundings, some smaller windows give other info.

One shows, speed, orbit energy, fuel remaining, laser temperature and height. The *Stargazer* operates in two



modes, flight mode and ground mode. In flight mode control of the program is via simple keys or a joystick.

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

Type HELP and the commands you can use are listed.

The MAP command enables you to see what you are — and where you can travel to. Each city is connected by a series of 'jump pads' which enable you to take your *Stargazer* from city

to city. The map shows one those routes. Moving a cursor over the name of the city and hitting the fire button enables you to get a sneak-out of the city's status.

Unlike the *Advanced and Spectrum* versions the C64 game has a few graphic tricks — like different buildings, flashing 'lights' and solid landing structures.

Tau Ceti is simply brilliant in all its incarnations — buy it!

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



- **Machine:** Spectrum 400
- **Supplier:** Domark
- **Price:** £7.95

In my opinion, *Split Personalities* is also a top game. It's fast, fun and extremely enjoyable.

The *Game Index*, as you say, is very simple. It's the changeable personalities that's the key. You know, when you see my little picture always late, right, up and down in order to make up a

fragmented picture. Well, this is the basis for the game. You pull the pieces of pictures from the top left hand corner of the screen, and when you do, you see a little picture of the person's personality. It's a very interesting move as you can't change your own personality.

Split Personalities is great.

- **Graphics:** 9
- **Sound:** 9
- **Value:** 9
- **Playability:** 9

- **Machine:** C64 bit
- **Supplier:** US Gold
- **Price:** £9.95

From the jungles of Borneo comes the spirit of the Amazon. It's *Legend of the Amazon Women* — as it is known in the States.

Five Amazon women and their chief are trapped in the Amazon jungle. But, on regaining consciousness, Lady White finds her daughter has disappeared. Stravely she sets out to rescue her child who has fallen into the clutches of the Amazon sorcerer.

Against a swirling jungle background — there are ten zones — Lady White plays on

with her club, duffing up the Amazons or depending on your skill, getting offed up.

Points are scored for hitting and defeating your opponents, dodging arrows etc. Weapons are used to kill the Amazons. The game has a lot of traps and snares. The Amazon women are used for a different coloured dress and lighter skin.

The combat action is extremely slow and the game becomes somewhat tedious very quickly.

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



DISK 50

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

The trouble with releasing vast amounts of games for a relatively cheap set of money is that everybody thinks they must be a load of rubbish.

So what do you make of 50 games on an Amstrad disk for just 9.95? Well, the truth is that most of these games are not exactly gems. It's doubtful if any of them would ever see the light of day individually. However, when they are all lumped together in one package, they don't seem so bad.

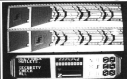
Cascade has done the sensible thing and highlighted what it believes to be the best games in the collection. These include *Badgerman*, *2D Maze* and *CardMag*.

Perhaps the best reference is to *Amstrad* and *Board Games*. The basic aim is to fill as much of the square with your counter (rather than your opponent). It's simple, straightforward and quite good for topics.

But, when all is said and done, £9.95 for 50 games is certainly good value.

There's no real point in marking these options individually so the following marks apply to the overall package.

- Value 6
- Playability 7



- Machine: Amstrad
- Supplier: Ocean
- Price: £8.95 cassette/£14.95 disk

If you don't like code cracking then *M*, based on the well-told television series, could prove more than a little interesting to you.

The search has been initiated by a man who calls himself "The Vision" - a pretty bland name for a spy-like agent who dispatches their revolving repairmen services behind a cold human mask. I don't getting habits plus, there's much to be desired. They think nothing of a busy code for status and repair team for the main quest. What they like

is making goodness only

resistance to the alarm is led by Michael Gouvar, the part who play. To defeat the Vision, most game explosives in five strategic areas of the ship — they blow it up.

Each third of the screen is taken up with side views of the space ship. The bottom third is filled by the Commander, divided into three windows, displaying various information. You're in control, but it's a pity it wasn't easier to get into.

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

NEXUS

- Machine: Commodore 64/128
- Supplier: Nexus
- Price: £19.95

Well, this seems like another "what you see is what you get" type scenario, and you're right. But the way you see it is a matter of how the story, some things much to look at, and they're what *Nexus* have taken a different approach. Instead of the normal style box or three portrait video cards, they've had one design. The top one shows you a light photograph, which looks like a 3D and "mobile" like.

Most importantly, behind the box, you're holding together the disk in a jacket. And behind the Commodore holding the screen has been tested for its speed, and even with further test, this game seems to have a high-quality long-term look. It's a really good-looking and well-written *Nexus*, and it's really hard to miss.

In *Nexus*, you take the role of a newspaper reporter, driven from his job, then kidnapped by a few bad guys. The story, and with it, a very well-written in Columbia, South America. You

obvious mission is to rescue your friend. Of course, any back which he set would assume that there is the possibility of a very good story in such events. This is your job and task — to report all the information you know to your editor. Back at the newspaper. Now, the story would be followed. First writing material if you could actually track the drugs ring etc. The opening scene is of your

character smiling in through an underground maze as the hidden HD now get on. After you leave the phone, and progress in hand, you will be a magazine's history reporter called Larry. He will help you to get behind.

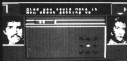
Game play is rather similar to *Impossible Mission*. You control an animated character with a left and right across the screen. He can also enter

direction by putting the joystick on. It you make this move when a door isn't in sight, you will be taken to a menu of options, regarding getting people, taking a photo of a certain location for your files, searching out a certain number, or using the alarm gun or hand grenade.

The selection of these options is quite clever. Instead of having to cycle through the options, you can move the joystick to a particular position to select. For example, moving the joystick in one direction could make you take a photo, and moving it another way brings the alarm gun into action. It's easy if you're a good joystick, but not so easy to make a mistake if your stick is a bit lumpy.

Game play isn't particularly free. The graphics are a little rocky, there's nothing really wrong with the game, though, and it is fun to play, as well as being challenging. There's music, too. Don't's theme.

- Graphics 8
- Sound 8
- Value 8
- Playability 8



MISSION A.D.



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M.U.D. in

M.U.D. has been described as the greatest adventure in the world. Here, C + VG's reluctant hero, JIM DOUGLAS, explains what goes on, and why the game holds such long-lasting appeal for its devotees.

I regained consciousness and my eyes grew accustomed to the light. A level look of my surroundings showed that I was in an Elizabethan two-room, "watching the world go by" and storing all a cup of tea. I began to get on with the business in hand — killing things — I looked for an exit, and tried it. No luck. A feeling of dread swept over me, preventing my escape. After tipping the tea and watching the world go by a little longer, my fears seemed to subside, and I was allowed out into the world.

There followed a rather uncomfortable sensation of being labeled and thrown upside down, before I flopped myself lying on the ground — such are the disadvantages of magical transport.

No sign of

the tea room, I was lying on a heavily paved road, which led from east to west. At my feet lay a few shillings and a penny. Having collected these, I struck my mossy head, and started to yawn.

Time passed, and the shape of the Admiral Bumble Inn loomed in the distance. Shortly, I arrived, and making rather ungainly entrance. The inn was long abandoned, and a thick layer of dust covered most of the room. There appeared little here that had not already been looted or wrecked by the countless other travelers who had made their way through the deserted watering-hole in search of sustenance. Moving through the creaking wooden timbers, I headed up a flight of spiral steps.

Immediately, a vacuum-like sensation enveloped my body, and I was told

in soliloquy, I lay on the steps for several minutes, realizing that each breath I drew may be my last.

Using a handy trick I picked up earlier in the day, I checked who was nearby. From what I could make out, Dr the Necromancer was responsible. "Some day, my friend..." I thought. Then, suddenly, I regained both the use of my vocal chords, and my limbs. Whether I had been pointed up by the repentant Dr, or the spell had worn off is still a mystery.

I left the inn, and was relieved to see the daylight again. Some distance to the south was a small cottage, set on a flat concrete patch. Situated near the graveyard, the cottage belonged to the gravedigger. I suspect the foot logs were joined the ends of his previous customers in their waste resting place.

The graveyard bore a number of unmarked tombs. One, however, was of particular interest — "Richard the Wood", Richard Burke is a very famous man in MUD circles.

Inside the

cottage there were signs that the owner had led a comfortable life. It was well fitted, with kitchen, lounge and study. The lounge was fitted in some comfort. Exploration of an enchanted bookcase found in the study proved fruitless. Moving to the fire next to the cottage was more interesting. A cursory examination of the exit revealed a shaft leading down into the earth. I tried to

disperse my fears and stepped into the gloom. Of course it was too dark to see anything.

Darkness is part of life in MUD, but you will soon learn that only the toughest — or most featherly — players will walk carelessly down poorly lit corridors. As the saying goes, death lurks around every corner.

Further exploration of the rolling hills and pastoral land led me to a cliff, looking downward onto the raging white water. By this time I had managed to collect a stick. It may sound silly now, but at the time I was foolishly excited to find something new. Some investigation of the surrounding area revealed a cave entrance. I walked in.

I was standing in a huge cavern. The roof was so high it made my head spin. The walls were streaked with veins of sparkling gemstones, making the scene almost surreal. On the floor lay a burning fire-bronze, distinct only from

the object I was holding by its weight. The centerpiece of the location was a four-legged which illustrated the otherwise shabby cave. The stone obviously held immense power, and seemed unwilling to be moved, broken, stolen or attacked.

Having stood for some moments, transfixed by the surroundings, I left and progressed downward into the hills. A few minutes later I was in a valley. Moving east, I was shaken back into reality. "Blood in progress. Exiting..."

Another day's excursion into MUD had ended. This time, it



that I had been struck dumb. More magic. A high-ranking player was using

me for target practice. Helpless, I fumbled around, looking for means of protection. Unless. The second spell weakened me crippled. Unable to cry for help or move

your eye

was a bug, or a "feature" as Murbles call them. Usually, though, you will leave the screen by your own will. Occasionally you get killed.

When I played, there didn't seem much in the way of straightforward puzzles. It's possible to wander around for days or a while without encountering anything at all. That's why I was so pleased to find an object when I did. There is only one stick, one pilling, one fire-boost etc. and in the early stages of the game, most players will rush around to the spots where they know certain items lie, collecting them as they go. This makes things a little tricky for beginners, who are bewildered by the lack of backward

Unfortunately, it's not quite sure where Sleest is these days. The last time I saw him, the rather cool message "Sleest the Warrior has passed away" appeared on the screen. A lot of time in the game is spent wandering around, apparently aimlessly, going from place to place. In fact, this is part of the essential learning process, through which all players must pass if they hope to get anywhere near the ranking of Wizard in the world of MUD2.

What it's all about

MUD2 stands for Multi-User Dungeons. You play from

talk with your fellow gamers.

A feature which has still to be implemented, is the existence of "mobiles". These are computer-generated creatures which pretend to be human players. Personally, I found it quite difficult

dealing with real people.

Conversation is the most entertaining part of the game. There are three ways to get your message to another player. You can either about foot particularly private, and safer (writing for other players), talk to your friend, or use telepathy — the most secure method.

There are a number of problems with the program at the time of writing. The time taken for the game to reply varies a great deal. Sometimes the system will "lock up" too. According to the instructions, the players accept these as minor hazards. I find this a little hard to believe, but the system seems more polished than a number of other games.

What you need/What you get

To play MUD2, you will need a computer with modem, and some scrolling software. The software can be downloaded from Prosal without too much bother. When you buy your CD

and first batch of time credits, you receive a plastic MURBLE which contains a map, some instructions, your personal ID card, and a booklet.

The starter pack costs £20 and you receive 30 credits of playing time. When playing, credits are used at the rate of ten per hour. 30 credits would give you three hours playing time. After your initial supply runs out, you can buy new credits at the following rates.

Credits	Cost in £
50	10
100	20
200	35
300	50
750	100
1500	150

For information and credit-card ordering, call the MUDline on 068 1172.

With more games of this sort appearing, even as you read this article, MUD's going through continual changes, developments and progressions. BT are constantly looking for ways to make the game more enjoyable for the players. After all, they are going for the privilege.

From time to time during play, I found the interpreter extremely slow. It seemed impossible to examine any object, and the SAVE routine was most confusing; you are told — on entering this command — that the program does this automatically. Personally, I found this baffling, so whenever I logged on, I found myself back in the Dazbarran two-rooms. Well, I'm sure there was a logical explanation....

I must extend my thanks to Sleest the Warrior, who helped me inordinately during my difficult initiation period. He showed me around the college. He introduced me to the various properties of coal, and helped me through dark and forbidding areas when I needed help the most.

home, on your computer. At the start of a session, players dial up BT's computer and enter their password. From then on, they assume the role of their "personae", an alter-ego. After logging on, news and information about developments and the state of play appear. Following this is the main menu, where you can choose to enter the game, check your account, or the mailbox and similar features.

The aim of the game is quite different from other adventures. MUD operates on a kind of credit system; your aim is to attain the level of Wizard. This requires 204,000 points, and is no mean feat. You could count the number of points I possessed on one hand, with a couple of fingers missing!

As well as the standard adventure commands, you can follow another character, steal their items, send them if a light breaks out, check your mail or



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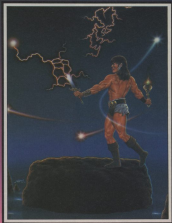
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MSX and Spectrum





NEWS

■ **ACE**, the combat flight simulation from **Cassini Games**, is to be marketed in America.

Optimate Software, of Cambridge, Massachusetts, will release the game on its USR label in September.

■ **Paperclip** with **Spellpeak**, a comprehensive word processing program, has been released for the Commodore 64 by **Ardensoft**, price £29.95.

Paperclip is the word processor part of the package while **Spellpeak** is a computerised dictionary containing more than 15,000 words. A personal dictionary of words in such specific areas of expertise can be added.

■ The Dutch programming team behind **Demark's** new game **Split Personalities** is planning to move to Britain next year.

Ardensoft — run by brothers **Boud and Erwin Peake** — want to be the big boys and they mean selling games in Britain.

The brothers, who teach computer studies at school, have had several games published in the Netherlands but **Split Personalities** is their first here.

In **Split Personalities** you have to assemble pictures of small known people against the clock. The pieces of the picture are arranged around the screen until the image is complete. Of course, there are many distractions to overcome — such as bombs.

The characters who appear in the game include Margaret Thatcher, President Reagan, Sir Clive Sinclair and Alan Sugar.

■ **Graham Gosnell's** **Test Cricket** is to be released on the Amstrad by **Audীগана**. It will cost £2.95 on cassette and £3.95 on disk.

The Amstrad version is very similar to the earlier game.

Audীগана says the game will be virtually identical to the Commodore 64 version released last year. The games in the England and Australia teams are to be updated.

■ **Winn's** solar ball SHC-100 on **Alligato's** latest offering, **Pub Games**, is a mystery to us.

Apparently people actually play

games inside these dens of burlesque and **Alligato's** has come up with what it calls 'Compendium of pub games for the home computer'.

The games include darts, bar billiards, pontoon and poker, table football, dominoes and duffin.

Pub Games is released on the Spectrum, Commodore 64 and Amstrad, price £9.95, and Commodore 64, £9.95, and Amstrad 64k, £14.95.



■ First from the game of the book, now it's the book of the game. **The Fourth Protocol**, the game based on **Frederick Forsyth's** bestselling novel, has given rise to another book, **The Fourth Protocol** — playing the game.

The game's designers **John Lambhead** and **Gordon Paterson** have written a book which explains the philosophy behind the strategy adventure game and provides helpful advice and solutions to the game.

The **Fourth Protocol** — Playing the game is published by Century Communications, price £5.95.

■ The new software **Sigae Sigae Spinrite** are attempting to break into computer games with so much hype as they brought to promoting their **F1-111 (Love Missile)** single. **Consultant Entrepreneurs** are the people creating the **Sigae Sigae Spinrite** — should like the games for the Commodore, Amstrad and Spectrum. **Consultant Entrepreneurs** are currently looking for publishers — someone that **Demark** are interested one "totally uninterested" according to **Demark** boss **Mark Strachan**.

And our spies tell us that the bond themselves don't know about the game. The year finishes.

In any event we've got published a document which tells us the games have already been written — and it sounds like they follow the usual and unexciting combat game format. Weapons featured include Claymores and a Laser Shotgun. You'll also be choosing personalities and duffins to suit the action and fighting people like **Jillian Rigby**! **SHC-100's** an arcade emulator and **Zero 64** writes. If the game is anything like the Spectrum single there will be a lot of sound and fire signalling nothing. Release date should coincide with the book's new single **3rd Century Boy**.

THE SOFTWARE CHART

ATARI/TOP 10

1. **Get 99** (Ardensoft)
2. **How Many Did You Shoot?** (Ardensoft)
3. **Archie** (Bishop Productions)
4. **Chameleon** (Ardensoft)
5. **Highway** (Micrological Programs)
6. **Frontend** (Ardensoft)
7. **Archie** (Bishop Productions)
8. **How Many Did You Shoot?** (Ardensoft)
9. **The Big Bang** (Ardensoft)
10. **Test of a Robot's Power**

AMSTRAD/TOP 10

1. **Archie** (Bishop Productions)
2. **Archie** (Bishop Productions)
3. **Chameleon** (Ardensoft)
4. **The Lord of the Rings** (Ardensoft)
5. **Get 99** (Ardensoft)
6. **Highway** (Micrological Programs)
7. **Archie** (Bishop Productions)
8. **Frontend** (Ardensoft)
9. **Highway** (Micrological Programs)
10. **How Many Did You Shoot?** (Ardensoft)

IBM 64/TOP 10

1. **Archie** (Bishop Productions)
2. **Archie** (Bishop Productions)
3. **World Cup Carnival** (Ardensoft)
4. **Archie** (Bishop Productions)
5. **Frontend** (Ardensoft)
6. **Chameleon** (Ardensoft)
7. **Highway** (Micrological Programs)
8. **Archie** (Bishop Productions)
9. **World Cup Carnival** (Ardensoft)
10. **F1-111** (Love Missile)

SPECTRUM/TOP 10

1. **Archie** (Bishop Productions)
2. **World Cup Carnival** (Ardensoft)
3. **Archie** (Bishop Productions)
4. **Green Street** (Ardensoft)
5. **Back of Mine** (Ardensoft)
6. **Heavy on the Night** (Ardensoft)
7. **Highway** (Micrological Programs)
8. **Archie** (Bishop Productions)
9. **World Cup Carnival** (Ardensoft)
10. **World Cup Carnival** (Ardensoft)

BBC/TOP 10

1. **Chameleon** (Ardensoft)
2. **Archie** (Bishop Productions)
3. **Winter Olympics** (Ardensoft)
4. **How Many Did You Shoot?** (Ardensoft)
5. **Archie** (Bishop Productions)
6. **Archie** (Bishop Productions)
7. **Archie** (Bishop Productions)
8. **Archie** (Bishop Productions)
9. **Archie** (Bishop Productions)
10. **Archie** (Bishop Productions)

COMPILED BY GALLUP

I.D.E.A.S CENTRAL

(NERVE CENTRE OF IDEAS CORP)

Welcome to IDEAS CENTRAL. My name is Melissa Riverbelle, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunter's HQ and the man who keeps those rogue robots in order — Jackson T. Redden. Jackson makes sure CRASH, Big Bad, B and B-Con get out there to find the hints, tips and prizes 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.

In the IDEAS CORPORATION and yours truly, Melissa R., need POLAR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our employees. So, send your hints and cheats to Melissa Riverbelle, IDEAS CENTRAL, Computer & Video Games, Priory Court 30-32 Farringdon Lane, London EC2A 3BB.

Over the past couple of months Jackson has been getting a lot of letters complaining about the lack of hints and tips for the Atari and the BBC. Well, this issue we shall try and put the record straight but, remember, we do need YOUR ideas in hints. We also pay £5.00 for every letter printed.

ATARI

Only four for the Atari this time and they all come from Hugo Lumston, of St Albans.

Chris Davey wrote playing against the computer, start off with a high tank and then keep following and juggling the computer's man. This normally works on the early levels or when your opponent's "Power" is high.

Atsuf! For some extra points hit a bomb for when the game starts.

Fire Crash: On the road, follow a vehicle in the far lane closely. Be ready to slow down if the vehicle in front slows or the far lane changes. Try to follow vehicles as they are easy to jump over and do not use up much fuel. Slow down quickly after overtaking a vehicle otherwise you will run into the next one. Don't go too slow or the vehicles behind will crash into you. Wait till the freeways move slowly from the safe end/choice

the shortest route there. Don't waste your water and only wait when you have to.

BRUCE LEE

At the bottom of the 11th screen, climb up the front of the three parakee beams. At the bottom of this screen there are two orange masks. To get to the bottom of this screen, climb up the third parakee beam, on the 11th screen, and fall down to the bottom of this screen. Collect the lantern and walk through the red screen to the end area.

On this screen walk into the orange masks. This will give you an extra life. Walk off the screen and walk back on — the masks disappear and you get another life. Beware though, after about five new lives the masks will disappear for good. Try using the masks when you haven't many lives left. They can be a great help.

BBC

Simon Mand of Walsingham was so pleased with the amount of jobs he had in the June issue for the BBC that he thought he would write in and tell readers of yours. First of all though, he has sent in an interesting program which will



ENTER LISTING 6

allow you to enter the policy with ease. ENTER LISTING 6
And so, onto the codes. Elite Commercial listing which will give you 2500 tokens of all the legal jargon. As possible emergency, 180/280/000 credits. Clear?

Also "Loading 'Main Prog'" enter these:
File: 763000 → 07A3000 — no of lines
CALL 68888
Centre-Quest. After loading the main machine code program enter

```
Listing A
107% = 670
200OPT
30,04 620A
60AND 0204
50214 620A
60MPP 60000
70
8076004 47076000 →
9076001
1007001 1,2
```

```
Listing B
107% = 0000007 (ELDAPP)
200M File type version, change to 2APP
300% = 02000% → 0 TO BARE READ 00% = 00% (S) + 00
400MPT 476,04
500% = 0% = 0% 0000
600000% → 040 TO 400MPT 476,04 0000
000000% 476,04
7000A 00, 14,00,04,0A,00,00
8000A 01, 00,0A,00,00, FF,00,0
9000A FF, FF, FF, 00,00,04, FF
1000A FF, FF, 00, FF, FF, 00, FF, FF
1100A FF, 00, FF, FF, FF, FF, FF, FF
1200A FF, FF, 01, 00, FF, FF, FF, 00
1300A 00,00,00, FF, 00, 00, 00, 11
1400A 00,00, 10,00,00,00,00,00
1500A 11,1A,00, 00,00,00,00,00
1600A 00,00,00,00
```




MANTRONIX COMPETITION

AIWA

2



Get down and get with it with an amazing Aiwa personal stereo! Thanks to Probe Software the first prize winner in our great Mantronix competition will be able to hop to the street beat while strolling to the newsagents to pick up a copy of C+VG or while playing Probe's latest arcade adventure.

The main prize is an Aiwa personal stereo which comes complete with a special remote control unit, leather touch controls, auto reverse and lots more special features. This prize worth squillions of pounds could be yours if you can answer the simple Mantronix Quiz. 25 runners-up will be able to choose one of the Probe range of games. These are Basilisk on the 64, Mantronix on the Spectrum, Devil's Crown on the Amstrad and Dirty Den or Defence 35 on the C16. If you win tell us which game you'd like on the coupon.

Once you've solved the quiz send your entry coupon to *Computer and Video Games, Mantronix Competition, Priority Court, 30-32 Farringdon Lane, London EC1R 3AU*. Closing date for the competition is August 16th and normal C+VG rules apply.

MANTRONIX MINDBENDERS

1. Name the tunes at the beginning and end of Mantronix.
2. Name the crimes committed by the four most dangerous criminals the universe has ever seen — featured in Mantronix.
3. Name two previous Probe games.

Name _____

Address _____

Game wanted _____ Machine _____

MANTRONIX COMPETITION



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for the fearless

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Toadrunner Amstrad Disk: £14.95
Amstrad or Spectrum Cassette: £8.95

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THE FRENCH CONNECTION



French software houses are increasingly turning their attention to the British market. Get Dealer and Domesday Blues were just a taste of things to come.

So what's going on over the Channel? C+VG asked Nathalie Moïsewitsch, a writer with the French computer magazine *TR*, to tell us. Meanwhile C+VG, Deputy Editor Paul Baughman visited Europe's Number One software house, Infogrames, to look at the games they'll be releasing in Britain this year.

Computers are a matter of living and passion in France. Each year the French have "million" of allocations for use machines.

In 1983 it was the Orly with around 200,000 machines sold. It was the standard's start in 1982 (100,000) and 1983 will probably be the year of the Intel 286/386.

And you must add to this 200,000 Commodore 64s, the ZX II, Spectrums, Atari 900, Phillips VG 9000, and NEC 98,000.

There is also a flourishing business with French main computers. The Exultion, with its infra and terminals for journals and keyboard and integrated speech synthesizer, has sold 20,000 units and is seen as very innovative. The Thomson series of computers has sold 200,000 units.

But these "second rate" machines are a lot of their popularity to the government policy of supplying

them to schools. This, in turn, has led to a lot of full educational software being produced to satisfy demand from schools.

Although these figures are official — there is no way to really confirm them — it is estimated there are about one million computers in France.

There is also a difference in the type of games which are popular in France. In England arcade-type games have the higher sales than adventures. But in France adventures are just as popular as the shoot 'em ups — which accounts for an amazing growth of modified English vocabulary of French wordbooks.

The rising star of French software companies is Eyr Infotematics. Their games keep getting better. Their 1983 titles Get Dealer and Domesday Blues have been released in England by PWS.

In fact, Computer + Video Games made Get Dealer — released under

the name of Griffin and Tass in France — its Game of the Month in April and Domesday Blues was a C+VG hit.

In the middle of France's wine and gourmet region, Burgundy, is the home of Colas Soft, noted for their humorous detective adventures which are expensively and lavishly packaged and come with a file containing clues.

Heroes are 1000 leagues — Murder on the Atlantic — takes place in the 19th/20th 1986

actual ship reports, live notes, letters, telex messages, coded information, photographs, a theater crew, habits, length of string and his more.

There are 40 people in cross-country, ranging from glamorous movie stars, jazz musicians and chambermaids.

These new and original settings for computer games make a refreshing change





from the seemingly endless procession of games breaking tonight, single-line and last location.

Infogrames, the biggest software company in France, also makes good adventure games. But you can read more about those later on.

In France, as in Britain, there are lots of computer magazines on the shelves. But there are dominant individuals. L'Usine à Gaz, OVM and Tit.

The first two are dedicated to the professional and hardcore side of microcomputing. Tit is really the French equivalent of Computer + Video Games. That is to say it's a reference for games and leisure computing. Each month it reviews about 40 games and also examines the new computers which come onto the market. Any British reader would instantly recognize many of the games it covers.

Another computer related area which has seen massive growth in France is Videotex, which is similar to Prestel. In fact it has been predicted that the equivalent of a year's growth in Prestel will be installed in France every 20 days for the next five years.

In the past few months its circulation — distinctly snuggly when compared to British versions — has more than doubled.

How then just a new means of communication, Videotex is a real society phenomenon.

The Charlie note is: Think dirty, if not original. Messages and graphics are pretty explicit.

MANDRAGORE

The name of Infogrames means nothing in Britain. Yet this French company is probably the biggest software house in Europe.

At its headquarters in Villeurbanne, Lyon, it employs 40 people, nearly half of them programmers working in new games, conversions and developing new products for what the company believes will be the technology of the future — MSX II.

And now Infogrames is preparing to take on the British market. This summer will see the first of its games released in Britain — Mandragore, an arcade adventure which has already proved a massive hit on the continent.

Infogrames was started three years ago by two men, Bruno Bonnell and Christophe Saper. Last year Infogrames together with its distribution business Galis had a turnover of 40 million francs. This year, predicted turnover is 60 million francs. Its business record is impressive. You don't get to the Europe's number one without being good.

So why hasn't taken Infogrames so long to try it's luck with the British market?

Thomas Schneider, Infogrames export sales manager, says: "It's mainly because we have been concentrating on the Thompson machines. Until December 1986 we were only thinking in terms of Thompson products. Then we started on MSX. We decided to turn to the



export market only when we became leader in France. Even if the English market is not increasing, it's still the most important in Europe. We have a lot of products which we could have released before but we wanted to start with a full catalogue. Now we

continued ▶



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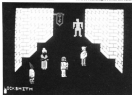




are working for only a small amount of money in France and the U.K."

"The games based up for British players are mainly graphic adventures. In Britain, graphic games are the real super sellers. But in France, adventures are just as important."

"I think all things produced by English software houses are very impressive but we're getting a little bored. If you could make a game like *Thomas*," he would smile.



product it's because we've found something new."

Infotrac's release games cover a wide range of computers. This year the first IBM XT is being typed in "the machine" for France.

But for the future, Infotrac is giving a lot of hope to MSX II. "We believe this is the technology of the future," says Thomas. "But it doesn't mean we won't develop for other machines."

MSX machines have always been more popular in France than Britain and Infotrac's have found in very profitable releasing product for it. It has built up a lot of expertise with the machine and is hoping to get it to go with the new MSX machines.

The first Infotrac game to be released in Britain will be *Mandragore*, a 1990-1992 graphic adventure which has already sold around 50,000 copies since it was released in France. It will have to be sold.

The resource game, with accompanying booklet, will be released on a wide range of computers and will be around 1985.

It is set in the peaceful land under the benevolent rule of King Jarvis of Mandragore who, tragically, is killed when a shower of shooting stars falls on the countryside. The king's rule is explained by the legendary Lord Yarn Yaw.

To live Mandragore from his rule,

character's race — as elf, elf, wizard, hobbit or human. Each is then given occupation — warrior, ranger, wizard, wiseman, thief or miserly.

Further options are the character's name — up to six letters. Sex — just two, male or female — and the colour of the graphics on screen. This helps K, for example, you have selected two details for your team.

The team is then constructed in either a chunky or spiky one. The island of Mandragore awaits beneath them.

How does a chess village can be visited where it is possible to buy — or steal — towers, weapons, food and boats. It is also possible to sell things found elsewhere in the game.

There are ten characters, each with around 10 rooms and dungeons. Each dungeon has a theme running through it. For example, the mines, chess and sea beds. Each has a mystery to be solved, treasure to be found and monsters to be fought.



Depending on how you play the game, points are added or subtracted from the each character. Lose too many and it's death.

Controlling the character first appears controlling but you too make it a very simple process.

Each character is given a number — 1, 2, 3, or 4, displayed on the right of the screen. This is visible in a particular room are given the letters J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z. There are then 26 sets of your disposal which can be selected by pressing the first two letters of the word.

So if you want one of your team to attack a monster you would press the character's number (1), then the first two letters of JKS and finally the letter of the monster (1). The screen will display STEEL ATTACKS MONSTER. Confused? Don't worry, it's really

simple when you see it on the screen.

The next Infotrac game, *Fern Cruz*, is due for release in August. It takes the player into the world underworld of detectives, plotlines and personalities.

The game opens at the scene of a murder. Prud'homme Fern Cruz has appeared on the floor. Picking up the part of the detective you must collect clues, interview suspects, witnesses and finally identify the murderer. Fern Cruz is written by a French policeman and it appears to be a very faithful recreation of how a real murder investigation would be carried out. Although it was in French, Fern Cruz looks absolutely fascinating.

Due out in September is the Infotrac game sold in France as *Las Vegas*. But in Britain it will probably be called *The Interference*. You play the part of a man, presumably French, who receives a telegram from Las Vegas saying his next hundred losing him a vast amount of money. The adventure involves our hero's progress as he overcomes problems after problem before he can claim his money. Gene, Marshall, Jean Marie,



Johnny, Voltaire, Jules and gambling are the ingredients of this adventure.

Although both the versions of *Cruz* and *Las Vegas* were both in French and we'll have to wait for English versions before final judgement is passed, both look like to go.

The ingredients in these two Infotrac games are far more solid than in English adventures. If you are fed up with the knights, wizards, herbs and spells, but are still thinking of challenging, incorporating and different adventures, these could be games to catch your interest.



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You could win a FREE three month subscription to Micronet and Prestel, plus a FREE 12 month subscription to Computer and Video Games in our sensational summer Treasure Hunt!

You need a modem and a 84, Spectrum or BBC to take part. All you have to do is log into Micronet's free demonstration database for the answers.

If you've never come across Micronet before then you won't know about all the incredibly interesting services it offers subscribers.

Micronet is a worldwide system for home micro users — a totally new concept in home entertainment and information services.

There's more to Micronet than just computers — you can talk direct to celebrities on the live Chatline, make use of the electronic mailbox service, read record reviews and even download free software! All that and there are interesting games to play — like Starnet, Micronet's answer to M&B.

A free three month subscription allowing you access to all this could be yours if you enter C+VG's treasure hunt. Ten runners up will get a C+VG Big Red t-shirt — so there's something to go for even if you don't win the big prize.

Micronet's free demonstration database simply shows what the service can offer you — but we're using it to set you a few mindboggling puzzles. You didn't think it was going to be easy did you?

Once you've dialled up the Prestel system via your modem enter this dummy ID number 44444444 (Ten 4's) then enter this dummy password number 999 (Four 9's). This gets you into the Micronet demo area. Once on line we want you to search for the answers to the following clues:

1. What baud rate modem do you need to access Micronet?
2. How many stars are there in the STARNET galaxy?
3. Up to how many GALLERY frames can be allocated to Micronet members?
4. What is Starnet?
5. How many FREE Spectrum programs are described in the Sinclair Microbase?
6. Who is the guest celebrity on the demonstration of CELEBRITY CHATLINE?
7. Who is selling a brand new ZX printer for £25?
8. What is the first sign of a "madly"?
9. What is the name of John Bya's Headmaster?
10. How much should you pay the Millman?
11. What do you press to download telesoftware on a BBC?
12. What is the ordinary subscription charge for Micronet and Prestel per quarter?

13. According to the DEMONSTRATION database, how many frames are there on the real MICRONET database?

Once you've worked out the answers, fill in the coupon below and post it to: Peter Probert, Micronet/C+VG Treasure Hunt, Micronet 800, 8 Herbal Hill, London EC1R 5EJ. Closing date for entries is August 19th, normal C+VG competition rules apply, and the judges' decision is final.

If you want more information about Micronet 800 simply write to the address above, and a brochure will be on its way to you in an instant.

C+VGMICRONET TREASURE HUNT

My answers are:

- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____
- 6 _____
- 7 _____
- 8 _____
- 9 _____
- 10 _____
- 11 _____
- 12 _____
- 13 _____

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THE WITCH ASLEEP

STARTING POSITION

THE SHIELD

THE CROWN





TALLYRON II

● SPECTRUM 48K



THE STORY SO FAR:

The Wizard of Tallyron told the story of how a magic maze kept the kingdom of Tallyron from invasion. Tallyron was bordered by sea on the west coast, on the north by the lands of the dreaded Black Knight, on the east by the country of Krull the Merciless and to the south by the empire of Gralkh the Evil. These three rulers together wished to destroy the land of Tallyron forever.

The Black Knight stole the maze and hid it on the Island of the Lost and a young acolyte from the Grand Meeting of Wizards was selected to recover it. Together with his two friends, Marr, from the Kilings yeoman and Karl, a southern farmer, he recovered the maze and destroyed the Black Knight. Marr has since become Commander in Chief of Tallyron's armies and our intrepid hero has become Court Wizard to the king of Tallyron.

NOW READ ON!

"**M**ore wine for my guests", called the young wizard, Rogot, the old leader of the Grand Meeting of Wizards watched the party, warily. The third member of the dinner party, Marr sat back in his chair, knowing what was afoot, but saying nothing.

"Now, just what are you up to, my young wizard?" asked the old wizard.

"Simply an acolyte can treat his master to a good meal?" enquired his host, seriously.

"The days when you were a junior Meeting member and I was your master are now long past," said Rogot evenly. "You are no acolyte now, but the Court Wizard of Tallyron and quite outside any jurisdiction of mine. Now what exactly are you after?"

"Too wise by half, as usual," grinned the Court Wizard. "Quite right, I need your help. Tell me, what do you make of this?"

Clearing a space in the centre of the table, he spread out a scroll of parchment. It looked extremely old but the assembled company could clearly read the following shrouds. From windows I see in darkest Wood
Rise scattered a haze of crystal, cold,
When Marr is fast, and Mize is found
And Mize's rapids, deep underground,
For Hare be found with it
and Mize be drowned in great extent.
"Where did you get this?" asked Rogot.
"From the king. This is part of the prophecies of Karleem.

The old man gasped. Karleem was a legendary seer who lived many years previously, had made many predictions and had never been wrong.

"Now I think I understand. The king is concerned about the reference to the loss and recovery of the maze?"

"Quite. So my help would be appreciated."

"Let us see this scroll," begged Mize, and the parchment. At length he said: "Well the Maze is

the old name for the Southlands, the area just below where your friend Karl has his farm. A maze is the old southern word for a ball, so presumably the prophecy must refer to some magic ball with the power to negate the effect of the maze. I should think the Keeper of the Moontower on the southern plains could tell you all about it."

"Must I just travel south?" The Court Wizard turned to Marr. "Would you care to join me?" The soldier smiled.

"Why not? The army could manage very well without me for a day or two. And it gives us a chance to look up an old friend!"

Chapter Two

"I hope this will take no longer than a week or two," complained Karl. "I have a harvest to worry about."

"Stop whinging. You know you hate the quiet life!" Marr chided.

The three of them approached a bluff overlooking the southern plains of Tallyron as dusk fell. Suddenly they were surrounded by a group of armed men who moved forward to attack them. The Court Wizard had a sleep spell ready. The two fighters drew their swords.

"That's Marr," cried the magician. "They don't look like Gralkh's people."

The Court Wizard gravely gave his name. "And who are you addressing? Why do you prepare to attack us?" he asked indignantly.

"Our humble apologies, my lord. We defend the Moontower and those are troubled times, for Gralkh's armies are abroad. Mark and Karl exchanged glances.

"Looks like there may be something to the poem, after all," said Karl. "Take us to your Keeper, please."

Within half an hour the Keeper of the Moontower, who was an ancient grizzled character with a long beard and flowing grey hair, was reading the history of the Crystal Ball of the Wold from an old manuscript.

The visitors soon determined that if the ball should be rung by an attacking army, the maze would become powerless.

"But there is worse news, I'm afraid," said the old man gloomily. "The ball's last known position was in the old underground complex at Woldcrest, just five miles southwest of here. All the surface buildings have long since fallen into ruin. Very little is left. But it is said that the underground walkways and rooms are still there. They are only accessible by an old stone ladder beneath a trap door, but I have a map which will direct you to them. The ancient figure leant forward and lowered his voice. "But it is rumoured that Gralkh is already inside the complex, with a bodyguard of gargoyles. And that he has populated it with his living dead.

The Court Wizard looked at his men. "Well gentlemen, this here are them with the best equipment available, and I know many spells. Are you with me...?"

● continued on page 32

THE PROGRAM



```

3 DEF FN ABS(X)=ABS(X) AND FN
4 1000 AND 4000 OR 14000 AND 4
5 1040 OR 14000 AND 4000 AND 4
6 1040 AND 4000 OR 14000 AND 4
7 1000 OR 14000 AND 4000 AND 4
8 AND 14000 OR 4000 OR 14000
9 4000

```

```

10 FOR I=1 TO 100:PRINT I
11 IF I=10 THEN GOTO 15
12 GOTO 15
13 PRINT "PLEASE WAIT"
14 GOTO 1000
15 FOR N=0 TO 9:PRINT AT 10,0;N
16 GOTO 1000
17 FOR M=0 TO 9:PRINT AT 10,0;M
18 FOR N=0 TO 9:PRINT AT 10,0;N
19 FOR M=0 TO 9:PRINT AT 10,0;M

```

```

20 LET A=FNABS(1) AND FNABS(2)
21 IF A=1 THEN GOTO 25
22 AND FNABS(3) AND FNABS(4)
23 AND FNABS(5) AND FNABS(6)
24 AND FNABS(7) AND FNABS(8)
25 IF A=1 THEN GOTO 30
26 AND FNABS(9) AND FNABS(10)
27 GOTO 30
28 IF A=1 THEN GOTO 35
29 AND FNABS(11) AND FNABS(12)
30 GOTO 35

```

```

31 IF A=1 THEN GOTO 40
32 AND FNABS(13) AND FNABS(14)
33 AND FNABS(15) AND FNABS(16)
34 AND FNABS(17) AND FNABS(18)
35 AND FNABS(19) AND FNABS(20)
36 GOTO 40
37 IF A=1 THEN GOTO 45
38 AND FNABS(21) AND FNABS(22)
39 AND FNABS(23) AND FNABS(24)
40 AND FNABS(25) AND FNABS(26)
41 AND FNABS(27) AND FNABS(28)
42 AND FNABS(29) AND FNABS(30)
43 GOTO 45

```

```

44 IF A=1 THEN GOTO 50
45 AND FNABS(31) AND FNABS(32)
46 AND FNABS(33) AND FNABS(34)
47 AND FNABS(35) AND FNABS(36)
48 AND FNABS(37) AND FNABS(38)
49 AND FNABS(39) AND FNABS(40)
50 GOTO 55
51 IF A=1 THEN GOTO 60
52 AND FNABS(41) AND FNABS(42)
53 AND FNABS(43) AND FNABS(44)
54 AND FNABS(45) AND FNABS(46)
55 AND FNABS(47) AND FNABS(48)
56 AND FNABS(49) AND FNABS(50)
57 GOTO 65

```

```

58 IF A=1 THEN GOTO 70
59 AND FNABS(51) AND FNABS(52)
60 AND FNABS(53) AND FNABS(54)
61 AND FNABS(55) AND FNABS(56)
62 AND FNABS(57) AND FNABS(58)
63 AND FNABS(59) AND FNABS(60)
64 GOTO 75
65 IF A=1 THEN GOTO 80
66 AND FNABS(61) AND FNABS(62)
67 AND FNABS(63) AND FNABS(64)
68 AND FNABS(65) AND FNABS(66)
69 AND FNABS(67) AND FNABS(68)
70 AND FNABS(69) AND FNABS(70)
71 GOTO 85

```

```

72 IF A=1 THEN GOTO 90
73 AND FNABS(71) AND FNABS(72)
74 AND FNABS(73) AND FNABS(74)
75 AND FNABS(75) AND FNABS(76)
76 AND FNABS(77) AND FNABS(78)
77 AND FNABS(79) AND FNABS(80)
78 GOTO 95
79 IF A=1 THEN GOTO 100
80 AND FNABS(81) AND FNABS(82)
81 AND FNABS(83) AND FNABS(84)
82 AND FNABS(85) AND FNABS(86)
83 AND FNABS(87) AND FNABS(88)
84 AND FNABS(89) AND FNABS(90)
85 GOTO 105

```

```

86 IF A=1 THEN GOTO 110
87 AND FNABS(91) AND FNABS(92)
88 AND FNABS(93) AND FNABS(94)
89 AND FNABS(95) AND FNABS(96)
90 AND FNABS(97) AND FNABS(98)
91 AND FNABS(99) AND FNABS(100)
92 GOTO 115
93 IF A=1 THEN GOTO 120
94 AND FNABS(101) AND FNABS(102)
95 AND FNABS(103) AND FNABS(104)
96 AND FNABS(105) AND FNABS(106)
97 AND FNABS(107) AND FNABS(108)
98 AND FNABS(109) AND FNABS(110)
99 GOTO 125

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```

100 IF A=1 THEN GOTO 130
101 AND FNABS(111) AND FNABS(112)
102 AND FNABS(113) AND FNABS(114)
103 AND FNABS(115) AND FNABS(116)
104 AND FNABS(117) AND FNABS(118)
105 AND FNABS(119) AND FNABS(120)
106 GOTO 135
107 IF A=1 THEN GOTO 140
108 AND FNABS(121) AND FNABS(122)
109 AND FNABS(123) AND FNABS(124)
110 AND FNABS(125) AND FNABS(126)
111 AND FNABS(127) AND FNABS(128)
112 AND FNABS(129) AND FNABS(130)
113 GOTO 145

```

```

114 IF A=1 THEN GOTO 150
115 AND FNABS(131) AND FNABS(132)
116 AND FNABS(133) AND FNABS(134)
117 AND FNABS(135) AND FNABS(136)
118 AND FNABS(137) AND FNABS(138)
119 AND FNABS(139) AND FNABS(140)
120 GOTO 155
121 IF A=1 THEN GOTO 160
122 AND FNABS(141) AND FNABS(142)
123 AND FNABS(143) AND FNABS(144)
124 AND FNABS(145) AND FNABS(146)
125 AND FNABS(147) AND FNABS(148)
126 AND FNABS(149) AND FNABS(150)
127 GOTO 165

```

```

128 IF A=1 THEN GOTO 170
129 AND FNABS(151) AND FNABS(152)
130 AND FNABS(153) AND FNABS(154)
131 AND FNABS(155) AND FNABS(156)
132 AND FNABS(157) AND FNABS(158)
133 AND FNABS(159) AND FNABS(160)
134 GOTO 175
135 IF A=1 THEN GOTO 180
136 AND FNABS(161) AND FNABS(162)
137 AND FNABS(163) AND FNABS(164)
138 AND FNABS(165) AND FNABS(166)
139 AND FNABS(167) AND FNABS(168)
140 AND FNABS(169) AND FNABS(170)
141 GOTO 185

```

```

142 IF A=1 THEN GOTO 190
143 AND FNABS(171) AND FNABS(172)
144 AND FNABS(173) AND FNABS(174)
145 AND FNABS(175) AND FNABS(176)
146 AND FNABS(177) AND FNABS(178)
147 AND FNABS(179) AND FNABS(180)
148 GOTO 195
149 IF A=1 THEN GOTO 200
150 AND FNABS(181) AND FNABS(182)
151 AND FNABS(183) AND FNABS(184)
152 AND FNABS(185) AND FNABS(186)
153 AND FNABS(187) AND FNABS(188)
154 AND FNABS(189) AND FNABS(190)
155 GOTO 205

```

```

156 IF A=1 THEN GOTO 210
157 AND FNABS(191) AND FNABS(192)
158 AND FNABS(193) AND FNABS(194)
159 AND FNABS(195) AND FNABS(196)
160 AND FNABS(197) AND FNABS(198)
161 AND FNABS(199) AND FNABS(200)
162 GOTO 215
163 IF A=1 THEN GOTO 220
164 AND FNABS(201) AND FNABS(202)
165 AND FNABS(203) AND FNABS(204)
166 AND FNABS(205) AND FNABS(206)
167 AND FNABS(207) AND FNABS(208)
168 AND FNABS(209) AND FNABS(210)
169 GOTO 225

```

```

170 IF A=1 THEN GOTO 230
171 AND FNABS(211) AND FNABS(212)
172 AND FNABS(213) AND FNABS(214)
173 AND FNABS(215) AND FNABS(216)
174 AND FNABS(217) AND FNABS(218)
175 AND FNABS(219) AND FNABS(220)
176 GOTO 235
177 IF A=1 THEN GOTO 240
178 AND FNABS(221) AND FNABS(222)
179 AND FNABS(223) AND FNABS(224)
180 AND FNABS(225) AND FNABS(226)
181 AND FNABS(227) AND FNABS(228)
182 AND FNABS(229) AND FNABS(230)
183 GOTO 245

```

```

184 IF A=1 THEN GOTO 250
185 AND FNABS(231) AND FNABS(232)
186 AND FNABS(233) AND FNABS(234)
187 AND FNABS(235) AND FNABS(236)
188 AND FNABS(237) AND FNABS(238)
189 AND FNABS(239) AND FNABS(240)
190 GOTO 255
191 IF A=1 THEN GOTO 260
192 AND FNABS(241) AND FNABS(242)
193 AND FNABS(243) AND FNABS(244)
194 AND FNABS(245) AND FNABS(246)
195 AND FNABS(247) AND FNABS(248)
196 AND FNABS(249) AND FNABS(250)
197 GOTO 265

```

```

198 IF A=1 THEN GOTO 270
199 AND FNABS(251) AND FNABS(252)
200 AND FNABS(253) AND FNABS(254)
201 AND FNABS(255) AND FNABS(256)
202 AND FNABS(257) AND FNABS(258)
203 AND FNABS(259) AND FNABS(260)
204 GOTO 275
205 IF A=1 THEN GOTO 280
206 AND FNABS(261) AND FNABS(262)
207 AND FNABS(263) AND FNABS(264)
208 AND FNABS(265) AND FNABS(266)
209 AND FNABS(267) AND FNABS(268)
210 AND FNABS(269) AND FNABS(270)
211 GOTO 285

```

```

212 IF A=1 THEN GOTO 290
213 AND FNABS(271) AND FNABS(272)
214 AND FNABS(273) AND FNABS(274)
215 AND FNABS(275) AND FNABS(276)
216 AND FNABS(277) AND FNABS(278)
217 AND FNABS(279) AND FNABS(280)
218 GOTO 295
219 IF A=1 THEN GOTO 300
220 AND FNABS(281) AND FNABS(282)
221 AND FNABS(283) AND FNABS(284)
222 AND FNABS(285) AND FNABS(286)
223 AND FNABS(287) AND FNABS(288)
224 AND FNABS(289) AND FNABS(290)
225 GOTO 305

```

```

226 IF A=1 THEN GOTO 310
227 AND FNABS(291) AND FNABS(292)
228 AND FNABS(293) AND FNABS(294)
229 AND FNABS(295) AND FNABS(296)
230 AND FNABS(297) AND FNABS(298)
231 AND FNABS(299) AND FNABS(300)
232 GOTO 315
233 IF A=1 THEN GOTO 320
234 AND FNABS(301) AND FNABS(302)
235 AND FNABS(303) AND FNABS(304)
236 AND FNABS(305) AND FNABS(306)
237 AND FNABS(307) AND FNABS(308)
238 AND FNABS(309) AND FNABS(310)
239 GOTO 325

```

```

240 IF A=1 THEN GOTO 330
241 AND FNABS(311) AND FNABS(312)
242 AND FNABS(313) AND FNABS(314)
243 AND FNABS(315) AND FNABS(316)
244 AND FNABS(317) AND FNABS(318)
245 AND FNABS(319) AND FNABS(320)
246 GOTO 335
247 IF A=1 THEN GOTO 340
248 AND FNABS(321) AND FNABS(322)
249 AND FNABS(323) AND FNABS(324)
250 AND FNABS(325) AND FNABS(326)
251 AND FNABS(327) AND FNABS(328)
252 AND FNABS(329) AND FNABS(330)
253 GOTO 345

```

```

254 IF A=1 THEN GOTO 350
255 AND FNABS(331) AND FNABS(332)
256 AND FNABS(333) AND FNABS(334)
257 AND FNABS(335) AND FNABS(336)
258 AND FNABS(337) AND FNABS(338)
259 AND FNABS(339) AND FNABS(340)
260 GOTO 355
261 IF A=1 THEN GOTO 360
262 AND FNABS(341) AND FNABS(342)
263 AND FNABS(343) AND FNABS(344)
264 AND FNABS(345) AND FNABS(346)
265 AND FNABS(347) AND FNABS(348)
266 AND FNABS(349) AND FNABS(350)
267 GOTO 365

```

```

268 IF A=1 THEN GOTO 370
269 AND FNABS(351) AND FNABS(352)
270 AND FNABS(353) AND FNABS(354)
271 AND FNABS(355) AND FNABS(356)
272 AND FNABS(357) AND FNABS(358)
273 AND FNABS(359) AND FNABS(360)
274 GOTO 375
275 IF A=1 THEN GOTO 380
276 AND FNABS(361) AND FNABS(362)
277 AND FNABS(363) AND FNABS(364)
278 AND FNABS(365) AND FNABS(366)
279 AND FNABS(367) AND FNABS(368)
280 AND FNABS(369) AND FNABS(370)
281 GOTO 385

```

```

282 IF A=1 THEN GOTO 390
283 AND FNABS(371) AND FNABS(372)
284 AND FNABS(373) AND FNABS(374)
285 AND FNABS(375) AND FNABS(376)
286 AND FNABS(377) AND FNABS(378)
287 AND FNABS(379) AND FNABS(380)
288 GOTO 395
289 IF A=1 THEN GOTO 400
290 AND FNABS(381) AND FNABS(382)
291 AND FNABS(383) AND FNABS(384)
292 AND FNABS(385) AND FNABS(386)
293 AND FNABS(387) AND FNABS(388)
294 AND FNABS(389) AND FNABS(390)
295 GOTO 405

```

```

296 IF A=1 THEN GOTO 410
297 AND FNABS(391) AND FNABS(392)
298 AND FNABS(393) AND FNABS(394)
299 AND FNABS(395) AND FNABS(396)
300 AND FNABS(397) AND FNABS(398)
301 AND FNABS(399) AND FNABS(400)
302 GOTO 415
303 IF A=1 THEN GOTO 420
304 AND FNABS(401) AND FNABS(402)
305 AND FNABS(403) AND FNABS(404)
306 AND FNABS(405) AND FNABS(406)
307 AND FNABS(407) AND FNABS(408)
308 AND FNABS(409) AND FNABS(410)
309 GOTO 425

```

```

310 IF A=1 THEN GOTO 430
311 AND FNABS(411) AND FNABS(412)
312 AND FNABS(413) AND FNABS(414)
313 AND FNABS(415) AND FNABS(416)
314 AND FNABS(417) AND FNABS(418)
315 AND FNABS(419) AND FNABS(420)
316 GOTO 435
317 IF A=1 THEN GOTO 440
318 AND FNABS(421) AND FNABS(422)
319 AND FNABS(423) AND FNABS(424)
320 AND FNABS(425) AND FNABS(426)
321 AND FNABS(427) AND FNABS(428)
322 AND FNABS(429) AND FNABS(430)
323 GOTO 445

```

```

324 IF A=1 THEN GOTO 450
325 AND FNABS(431) AND FNABS(432)
326 AND FNABS(433) AND FNABS(434)
327 AND FNABS(435) AND FNABS(436)
328 AND FNABS(437) AND FNABS(438)
329 AND FNABS(439) AND FNABS(440)
330 GOTO 455
331 IF A=1 THEN GOTO 460
332 AND FNABS(441) AND FNABS(442)
333 AND FNABS(443) AND FNABS(444)
334 AND FNABS(445) AND FNABS(446)
335 AND FNABS(447) AND FNABS(448)
336 AND FNABS(449) AND FNABS(450)
337 GOTO 465

```

```

338 IF A=1 THEN GOTO 470
339 AND FNABS(451) AND FNABS(452)
340 AND FNABS(453) AND FNABS(454)
341 AND FNABS(455) AND FNABS(456)
342 AND FNABS(457) AND FNABS(458)
343 AND FNABS(459) AND FNABS(460)
344 GOTO 475
345 IF A=1 THEN GOTO 480
346 AND FNABS(461) AND FNABS(462)
347 AND FNABS(463) AND FNABS(464)
348 AND FNABS(465) AND FNABS(466)
349 AND FNABS(467) AND FNABS(468)
350 AND FNABS(469) AND FNABS(470)
351 GOTO 485

```

```

352 IF A=1 THEN GOTO 490
353 AND FNABS(471) AND FNABS(472)
354 AND FNABS(473) AND FNABS(474)
355 AND FNABS(475) AND FNABS(476)
356 AND FNABS(477) AND FNABS(478)
357 AND FNABS(479) AND FNABS(480)
358 GOTO 495
359 IF A=1 THEN GOTO 500
360 AND FNABS(481) AND FNABS(482)
361 AND FNABS(483) AND FNABS(484)
362 AND FNABS(485) AND FNABS(486)
363 AND FNABS(487) AND FNABS(488)
364 AND FNABS(489) AND FNABS(490)
365 GOTO 505

```




```

0000 PRINT "When loaded, you may
have your attention. When this
is done, Tallyron goes to level
loading (it will continue to load
the original program for reference, &
then print at 21,000) Now try to
LOAD"
0005 IF INKEY="" THEN GO TO 0010
0010 IF INKEY="?" THEN GO TO 0015
0015 PRINT AT 21,000:PRINT 21,000
0020 GOTO 0000:GOTO 0000 AT 0,0

```

```

"Enter your character name" G
GO PRINT
0005 PRINT AT 20,0:PRINT(1)
0010 PRINT AT 21,0:PRINT "THE COM
ING"
0015 IF INKEY="" AND INKEY="
?" THEN GO TO 0020
0020 IF INKEY="?" THEN PRINT A
T 20,0:PRINT: GO TO 0005
0025 LET NAME:=VAL: LET AGE
:=VAL:
0030 GOTO

```

```

0000 RETURN
0005 GOTO FROM DATA
0010 PRINT AT 20,0:PRINT "LOADING
" TO CONTINUE"
0015 IF INKEY="" OR INKEY="?" THEN GO
TO 0020
0020 PRINT AT 21,0:PRINT RETURN
0025 GOTO LOAD
0030 GOTO PRINT AT 21,0:PRINT:
PRINT "LOAD BEING OF TALLYRON"
"YOUR END BEING COMPLETING"
0035 GOTO LOAD

```



TALLYRON DATA SETUP



```

0000 PRINT AT 20,0:PRINT "
When loaded, you may have your
attention. When this is done,
Tallyron goes to level loading
(it will continue to load the
original program for reference, &
then print at 21,000) Now try to
LOAD"
0005 IF INKEY="" THEN GO TO 0010
0010 IF INKEY="?" THEN GO TO 0015
0015 PRINT AT 21,000:PRINT 21,000
0020 GOTO 0000:GOTO 0000 AT 0,0

```

```

0005 PRINT "Enter your character name" G
GO PRINT
0010 PRINT AT 20,0:PRINT(1)
0015 PRINT AT 21,0:PRINT "THE COMING"
0020 IF INKEY="" AND INKEY="?" THEN GO TO 0025
0025 IF INKEY="?" THEN PRINT AT 20,0:PRINT:
GO TO 0010
0030 LET NAME:=VAL: LET AGE:=VAL:
0035 GOTO

```

```

0000 RETURN
0005 GOTO FROM DATA
0010 PRINT AT 20,0:PRINT "LOADING"
TO CONTINUE"
0015 IF INKEY="" OR INKEY="?" THEN GO TO 0020
0020 PRINT AT 21,0:PRINT RETURN
0025 GOTO LOAD
0030 GOTO PRINT AT 21,0:PRINT:
PRINT "LOAD BEING OF TALLYRON"
"YOUR END BEING COMPLETING"
0035 GOTO LOAD

```

```

0000 PRINT AT 21,0:PRINT RETURN
0005 GOTO FROM DATA
0010 PRINT AT 20,0:PRINT "LOADING"
TO CONTINUE"
0015 IF INKEY="" OR INKEY="?" THEN GO TO 0020
0020 PRINT AT 21,0:PRINT RETURN
0025 GOTO LOAD
0030 GOTO PRINT AT 21,0:PRINT:
PRINT "LOAD BEING OF TALLYRON"
"YOUR END BEING COMPLETING"
0035 GOTO LOAD

```

HOW TO COPE WITH TALLYRON

All you have to do is program in the main listing. **SAVE** it to tape, then type in the **SET-UP** program. You can **SAVE** this on the same tape **AFTER** the main listing. OR on a separate tape, and then **RUN** the **SET-UP** program so that it saves the data after the main program.

If you can't be bothered with all that typing remember that you can save off for our special **C-VG/STAR DREAMS** Tallyron II tape. Just send a cheque or postal order for £2.99, made payable to **STAR DREAMS**, (not **C-VG**) to Star Dreams, 17 Barn Close, Bedford, L. Sussex BN25 3JW.

• ends here ▶

Please allow 28 days for delivery and don't forget to include your coupon with the order.

C-VG/TALLYRON II OFFER

Name _____

Address _____

Please send me _____ copy(ies) of Tallyron II, I enclose a cheque/postal order made payable to **STAR DREAMS** for £ _____.

100000
90000
80000
70000
60000
50000
40000
30000
20000
10000
0

100
90
80
70
60
50
40
30
20
10
0



STARTING POSITION

STARTING POSITION

THE GOBLIT

THE CAULDRON

THE AXE

STARTING POSITION

THE SCISSORS

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Surf Champ

The game that teaches you to surf

With its unique custom-built miniature surfboard — which clips over the keyboard — Surf Champ gets as close as possible to real surfing. Blasting, aerial cut-backs, going off-the-lip — all the stunts and manoeuvres of the professional surfer are within reach, as the breakers roll in across your TV screen.



"A true simulator... The only thing the package does not supply is 50 million tons of salt water" *Sinclair User*, January 1988. Awarded a *Sinclair User Classic* "A unique challenge" *Computer & Video Games*, February 1988



Come to the regional Surfing Championships

See local and computer press for details

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TOLKIEN COMPETITION



TOLKIEN COMPETITION

Aventuring is Hobbit-forming! That's why Melboorne House are staging a mammoth Tolkien Month during July with special Hobbit events taking place in computer shops all over the country. They've even repackaged and revamped the adventure that started it all — Phillip Mitchell's original Hobbit adventure which was released an amazing three years ago! To help celebrate Tolkien Month we've got a very special competition with a very special bunch of prizes.

● First prize winner in this grand Tolkien Competition is an exclusive Lord of the Rings Hologram, plus the Lord of the Rings adventure package, plus the new revamped Hobbit game, plus a selection of Tolkien's books!

● Six second prize winners will get a special Tolkien 1987 Calendar plus a revamped version of the new Hobbit.

● Then 100 runners-up will get copies of the new Hobbit adventure.

To get your hands on one of these prizes all you have to do is identify as many of the characters you can in the C+VG Tolkien gallery. Heroes and villains all mixed up for you to identify.

Once you've identified all the characters simply write them down on the coupon and rush it

to Computer and Video Games, Tolkien Competition, Priory Court, 39-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is August 1988 and normal C+VG rules apply. And Gandalf's decision is final — unless you want to end up looking remarkably like a frog...

C+VG/MELBOURNE HOUSE TOLKIEN COMPETITION

NAME _____

ADDRESS _____

The characters I've identified are: _____





ACE — it's the game that sets the pace when it comes to air combat flight simulators on the Commodore 64.

And now all you Spectrum owners can get a taste of the action as Cascade's conversion of the game takes off at your local software store.

C-10 travelled to Cascade's Herringdale headquarters for a preview of the game. And, except for the sound, it's looking every bit as good as the Commodore version. The graphics are super slick and super fast.

The scenario is as follows: An enemy fleet has landed tanks, helicopters gunships and mobile surface to air missiles. Army fighter squadrons are giving air cover. Four homeland is at risk.

Your mission is to destroy the invaders using an A.C.E. Mark 2.1 Multi-Bolt, All Weather, All Terrain combat aircraft. From the remaining three allied bases you must attack and destroy the enemy on land, in the air and at sea. It's a laugh riot.

There are nine skill levels — from training mode to one which is so hard it's difficult to believe anybody could cope with it — one or two player game, summer, winter or night flying.

Weapons range from missiles — air to air, air to sea and air to ground — cannon and flares.

Enemy forces can be tracked by referring to the aircraft's satellite intelligence map. You can then lead for them and try to engage them in combat, but watch out. They're inclined to fight back.

There's no doubt you'll need quick wits, a cool head and fast reactions if you take an ACE.

And thanks to our friends at Cascade we're giving all you would-be air jocks a chance to get your hands in a copy of the game by answering the questions printed below.

ACE is released on the following formats — Commodore 64, Spectrum Plus, C16 and VIC20. We're giving free copies of ACE to each of the formats for the winners.

The next few people will get a digital watch with a calculator. Can't be bad, can it?

Questions

- 1) The United States Aircraft Carrier Protection Interceptor, the F-14 is better known as:
 - A The Phantom
 - B The Hornet
 - C The Tomcat
- 2) The Royal Navy Sea Harrier has a maximum speed of:
 - A 500 mph
 - B 770 mph
 - C 1644 mph
- 3) The RAF flying helmet is known as:
 - A Hard Hat
 - B Sticoid
 - C Bessstone
- 4) The Tomcat is the fastest low-level attack aircraft in the world. Its top top speed capability is:
 - A 900 mph
 - B 1200 mph
 - C 1680 mph

Send your answers with the printed coupon to ACE competition, Computer - Video Games, Priority Court, 30-32 Portglen Lane, London EC2R 1AU.

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ACE COMPETITION



Pyracurse

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Pyracurse is a unique development featuring an exclusive CD-ROM project with full 3D graphics and full 3D/2D features on the main CD-ROM. The real value will be a chance to see what a former Sawyer Studios Ltd. client has built and to witness the Sawyer Entertainment Studio, an exciting new studio expansion. Don't forget to make your own cast album.

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As part of our continuing development of innovative software we are always happy to contribute software used to us with a view to publication.

Spellbinding — that's the only way to describe *Mastertronic's* trilogy of games about the adventures of *Magik Knight*.

The *arcade knight's* adventures have quite a following. *IDEAS* Content sent *Big Red* to visit our programmer *David Jones* to force him — sorry, persuade him — that it would be a great idea for him to provide all his fans with hints, help and general advice on *Spellbound* and *Knight Tyme*.

Spellbound involves *Magik Knight* in a mission to rescue his friend and tutor *Gimbal* the Wizard from the *Wicked Caste* of *Evil*.

Gimbal got into trouble while trying to use some old spells to make his cat painting look even nicer. But because the spells had been badly translated from *Very Ancient English* to *Slightly Ancient English*, everything went wrong.

The result is that *Gimbal* and seven other people are now trapped in the castle.

Magik Knight promptly used his favourite teleport spell to arrive at the castle and try to rescue them.

Read the *Crystal Ball* every few minutes — there are a lot of clues to be had there and they will change as time passes.

When *Magik Knight* is not in the lift the *Crystal Ball* can also be used to locate characters.

It is useful to keep the *Translocator* full in the lift since *Magik Knight* will then be able to give different doors quickly from almost anywhere.

If *Magik Knight* is using his strength of energy then use the *healing* or *renewal* fluid from the left most room of the roof garden.

Give this to *Winda* the *Wizard* then after it back the full energy. It is useful to give it back to *Winda* again so that you will only need to take it from him when you need energy again later.

Before *Magik Knight* can command a lady to move brick one of the objects there on the vacuum cover from the roof garden. *Winda* can command right most room of the

Roof Garden.

Once *Magik Knight* has dropped the *Glowing Bottle* and returned the *Hammer* it is useful to command her to help. *Hammer* has a series of clues that will change in a similar fashion to the *Crystal Ball*.

There must be told to go to sleep in the lift with the collection. It will also ensure that he is in and will to help you once you have found his hammer.

Lady Rosmar will help you later if you give her something to go with what she is carrying. She will help you in the room that you find that object. There to go with her. It will then lead through the wall to the entrance to the secret passageway.

Samson is a sporting chap and would like to have something to eat to throw before he can help you with the object that he has. This requires the *jar* in the lift he will help by throwing the lump of platform into the pit to act as a stepping stone.

Elwood *Halloway* does not want to read the *translocator*. There is some other instrument that he would like to use in connection with one of the clues in the *Crystal Ball*.

Elwood will not be able to help properly until *Thos* has done something in the room regarding a clue in the *Crystal Ball*.

Stand in the *Portal* *Liquid* to cast the *Arms* *Phantom* spell. It will then be able to drop the *Glowing* *bottle* since all the light you need will be supplied by your *glowing* *arm*.

The *Broken* *Claw* caused by dropping the *Glowing* *bottle* can be usefully employed with something that cannot otherwise be used. It is a

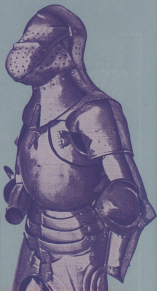
KNIGHT



CHT TIME

DEN					
THE BARON	THE TREE OF KAARN	THE STALAG- MITES	THE BIG BOTTLE		
	THE START ROOM	THE L-SHAPED ROOM	THE PLANT ROOM	MORE PLANT ROOM	
	THE WALL	THE GALLERY			
	THE SPARE BALL ROOM		THE TROPHY ROOM		
THE SECRET TUNNEL	MORE SECRET TUNNEL	THE PIT		THE MOST MAGIC ROOM	

AREAS
 1 - 2 - 3 - 4 - 5 - 6 - 7 - 8 - 9



CONTINUED ►

BEYOND FORBIDDEN FOREST



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in a magnifying glass or small writing on an engraved candle.

Magik Knight will need the Book of Names before you can undertake the quest scratched on the Runeplate.

Before he can release Gindal the Wizard he will need to find him! He is just the Sweet Taster and on the other side of The Pit.

To release Gindal visit the Crystalline Spherule Spire II. Details of which are included in the Ancient Scroll on the far side of The Tower.

Just as fancy talking. That's Hammer away from him after Magik Knight has given it to him!

That will need his hammer before he can help fix the pit.

There is a smelly object in the Basement that should prove interesting.

The pictures on the walls are very important if you want to get a full 100 percent.

If you find a charm meant for the same room as Magik Knight it'll be over the Candlelit Illumination spell to light the candle.

The Proper Physics of Body Split is one of the most powerful spells that Magik Knight can cast in this game.

For it to work to most benefit something very magical that was broken and is now mended plus the Great Hall for location of the target.

The Crystalline Spherule Spell must be carried out in the presence of Gindal the Wizard.

The Transporter is very useful and so is the Laser. Magik Knight will need to get the goods if he wants to end all the ancient scrolls.

The wall must be weakened before it can be knocked down.

Lady Kassar can help you get past some.

Some of the Background graphics are VERY important after you have cast the release spell, but you must take notice of what the Runeplate has to say.

POKES

Infants through Pokes. There are POKI, POKO, and POKA TEXT 1-0.

After adding these pokes to the EPG's Index you must also change the RANDOMIZE LINE command in the Index to read RANDOMIZE LINE 0001 instead of RANDOMIZE LINE 0000.

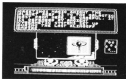


STORY CONT

After Giving Gindal the Wizard from the Castle of Kure he is compelled through time into the future and finds himself in a spaceship called the USS Plover.

His mission now is to find his way back to his own time. To do this he must find the Tyrone Guardians and a Tyrone machine. But with 10 different planets to explore in the between (25th version of the game, it could take Magik Knight some time.

The following clues will help you get into the game and point the way to how it should be completed. Magik Knight will encounter three types of characters in the game. There are the deterministic beings, which are friendly and happy to obey; you members will help but only if Magik Knight interests them; the cosmic



characters are unpredictable.

Magik Knight starts the game in the Transporter Pad of the USS Plover. If Magik Knight asks Baby IT for help he will find out that he needs a valid identity card.

Remember to take off the cloak of invisibility first. A Mind ID card is on the floor. Now go to The Bridge. Take the 10 Tablets from Sarah. This will give Magik Knight strength. If characters will not obey, try giving them a couple of tablets. Get the instant film from Gordon.

Now go to the Recreation Room and provide camera by jumping on the table.

Find a robot — SEE or Kink — and give it the film, ID card and camera. Command it to help and FLAME your picture has been taken.

Now examine the details to see what they are carrying. When you find a pair of glasses use it to check the photograph in the identity card. Don't forget to wear the ID. Leave members will now take notice of you.

Take the USS Starship to move Gordon must have the Starmap which is in Cargo Hold Two. First get the robot which is carrying a piece of cargo, put out of reach. Jump from the table to get it. You can stand on the left wall to watch the



The Advent is useful in this game. Take care not to run out of fuel. Certain planetary rotations will supply you with fuel tanks, others may still be waiting for their fuel delivery and others may just not want to help you anyway.

For visiting your planetary destinations you will need to construct a map of the game.

Useful objects on Starbase 1 are as follows:

Boots — useful for getting past some security systems.

Bag of Bones — good for casting spells.

Bag of Potatoes — not really useful but try giving them to Murphy.

Mirror — shows the objects Magik Knight is carrying.

Quick Bomb — good for destroying planets. Stand on and receive it.

Now go to the Planet Red and here it up using the bomb to give Magik Knight access to the next galactic sector. Remember the details can be very helpful and subtle ally will self-sacrificing. That's important if you don't want to lose Magik Knight up.

Without giving too much away, you might find it useful to visit Spira and Perseus. Think it handy for fun.

You'll find the Tyrone Guardians at Dappan. They will have the time machine. But first you must find the Golden Seal of Alpha, which is their symbol of authority. It's split into three pieces. Try visiting Murphy's Moon and Spher's Asteroid to find the pieces.

ENDS HERE - 4



C+VG COMPETITION



Killer Tomatoes Competition

Salads will never seem the same again. Is that bright red tomato nestling in the lettuce really what it seems to be, or is it a killer tomato?

That's the sort of question you should be asking yourself if you've played Global Software's tasty new game *Attack of the Killer Tomatoes*, which chronicles the trials and tribulations of Wimp Plaxbohr trapped in the PureForm processing plant.

The game's title is taken from a film which was once voted "The Worst Vegetable Movie of All-Time".

And Global is planning to release more games based on silly films. So watch out for *Curse of the Mushroom People* and *The Wild Women of Winger!*

And thanks to Global, C+VG is able to give you the chance of reading about the worst movies of all time.

We've got ten copies of *The Golden Turkey Awards* to give away as competition prizes. This hilarious book covers more than 400 films which are quite rightly described as the worst achievements of Hollywood.

To stand a chance of winning is simple. What we want you to do is tell us what film you would award the C+VG Golden Turkey Award and, in not more than 30 words, why.

Send your nomination to Global Software Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is August 1 9th and the editor's decision is final. Don't forget to send the coupon printed.

Name _____

Address _____

My nomination for the Worst film is _____

My reason is _____

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ADVENTURE

NEWS

While rummaging about among the debris in his IDEAS Central posthouse, C+VG's ace-adventurer Keith Campbell uncovered a copy of The Probez Daily Green. Through the miracle of time-warp transference the paper included a big feature on Infocore and Brian Moriarty — and strangely enough his newest bit of interactive fiction, called Trinity. And as Keith fancied a bit of a holiday in IC's special staff leisure complex we decided to reprint the entire issue this month. Your free Probez Daily Green starts on page 78.

MASTER OF THE UNIVERSE

Which set for a black-leather-adorned Lord Of The Rings? Well, it's time for Christmas. Five hours of the Universe adventures are on the way. Four of the titles will be on a budget (and at \$10), while a "very special" highly-motivated adventure, will be a "big-price" game. Almost will be by Peter Dinklage, and look by Mike Woodruff.

A NOVEL IDEA

Massive Publishing has contacted a UK science game, Probez, for the national and currently being written by

Ben Jen. There will be a new game package, consisting of an adventure and a betting game. Separate games, playable independently and not requiring completion of one is preferred by the user, really will be a subtle choice that give help to the other.

SAVAGE ISLAND CONVERSIONS

Conversion of the original Scott Adams paper is continuing, with Savage Island parts 1 and 2 currently in production for Infocore, Commodore 64, and Amstrad. The conversions are by AdventureSoft.

EAST ENDERS COMPUTER GAME

Another Game Jones speed is on the way from Melbourne House. Nearly on the Shell stage, this one will involve an East End book editors, in which the players get mixed up with a bunch of small time crooks.

ROBIN OF SHERWOOD

There WILL be another Robin of Sherwood adventure, promises Mike Woodruff. Recent technical difficulties with the project, originally held by Adventure International UK, have been resolved. The (working) title has now been taken up by UK Gold.

VALKYRIE II

Ben Jen assumes that the long-awaited Three Days in Cappuccino will NOT be the sequel to Valkyrie I. An adventure had originally been led to Infocore. Instead, Valkyrie II will take the players from where he left off in the Old World.

MAILBAG

■ Being a person of discerning taste and great wisdom, I have just read the June issue of C+VG. There are two points I would like to put to you.

(1) Couldn't you possibly have the cover art by one of the artists who make the adventure version happy?

(2) Why don't you give John Yates a job? He's been working since the beginning (more or less) — maybe he could prove to be a couple of reviewers?

Jim Hughes

(London)

Keith's reply: The editor won't have any of it (even to be a personal end of those comic pages, although I would have thought the paper was too silly). But we love Campbell. Review 3 always are little late news... Ed's bad talking of John Yates

■ Instructions are frequently badly inadequate in adventures. They should have complete walk-throughs, including graphics. The mouse should not be fiddly, as this gives the game away.

The best solution is to make problem games like this "easy on the ground" in a sort of arcade (ARCADE) mode that fit in brackets — that's what the program recognizes it as. It doesn't take much RAM to add a runtime program that's already there, and you know it's "arcade" and not a "test".

Instructions should give hints on getting started, a good idea of the plot, and ideally an offer of a help sheet. They should have a quick-and-dirty rough map (like the one in Lord of the Rings) and should be fun enough if the plot demands this.

Jerry Pridmore/Infocore
(also John Yates)

Keith's reply: How best? Well? What's up? This review was quite readable! You're making your inventory!

■ I don't write to you about it monthly. There again about the monthly, with them, and an interesting point that people should vote on their "favorite" characters? It happened I might get an almost legendary shot. I didn't happen.

That I take all the way from my little village west of London, to the concrete mountains of London, especially to see 2000 at the PCW Store. You were not only very tall — I'm about 6 foot and I had to look up! — but you gave moments of your valuable time to take me about the Service of Characters (and you were a very, very, very friendly, friendly being, not a snooty snooty, horrible wanker about a special issue).

I found the adventure version of the Golden Legend very strange. I noticed and I thought Joe's Man when Simon March entered it, and I was severely disappointed. The game was not enjoyable to play, the graphics boring, and the music off for every several minutes.

It was an odd plot and enjoyment of the game was three out of five (to make room for one more word necessary, you're a real gemstone, and excellent performer).

I also thought Wayne in Sherwood, which turned out to be more disappointing than Red Moon. However, as good as Lord of the Rings for across the world, most of the best (except best adventure ever).

I know (and like someone who isn't into a good story, it just that I don't want to see such a good company as Lord of the Rings... Steve Wilson, Darren, Dennis Keith's reply: It's only the suppliers we can that keep us motivated on Island, Island! The journals go in the shape of your made by the readers, and that's the one they voted for! The main to create your work again... you can at PCW, in your own table!

■ I read your so-called "review" of Three Days — what a disappointment. It was never rated by at least 1 star! The screen shots all showed the opening sequence, missing the actual freely into-thinking it is an excellent graphic adventure.

Paul Kary

John

Keith's reply: I played like the game proper, and found it quite reasonable! But "Premiere" really means what it says. As Steve Wilson says, it's simply to set my personal favourite type of adventure.

ADVENTURE

HELPLINE

PLEAS FROM THE HEART!

Wesley Wood of Fernbergh, a desperate fan of our top club, is not to be denied. He has put in letters across the globe and has even written a novel. We only wish that he had put a clever computer — a TIG-80 Model 1 that has hidden many a message from our readers.

"This article in *Adventure* is what you are the top club, and I am a fan of the club," he says. "I am a fan of the club, because I can't get it to be better because you don't have the money to do it!"

"Call me in *Adventure* is what you are the top club, and I am a fan of the club," he says. "I am a fan of the club, because I can't get it to be better because you don't have the money to do it!"

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QUESTION TIME

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HELPLINE PHONE-IN

"I am a fan of the club, because I can't get it to be better because you don't have the money to do it!"





REVIEWS/1

BLACK CAULDRON

- Supplies Runs On Line/Microsoft
- Machine: IBM XT
- Price: \$29.95

Black Cauldron is based on the Walt Disney film of the same name. There are several scenes in certain tableaux, with both in-trail cut-scenes and music taken from the original score, all done up throughout the game, as well as many sound effects.

As Taran, an ordinary pig keeper, you start off by your cottage. A good look about the yard, and a good game introduction, approaching you and initiating an playing tag. Then, you introduce you in a questing around journey. The yard is alive with various creatures, ranging around and making noise.

First best job is to find the Wren, and to find the foot some looking around until the cottage is necessary. Once that, make sure you follow the pig and something major will happen, setting you on the game proper.

When this early action, further exploration will not lead to much.

Your initial leads you through forest and fields to a castle wall, where the guards are throwing boulders down. Ideas, of course, something really happens in you before you get there!

There is a lot commentary, and



This frightening scene is the first of many. The rest of the game is filled with "dark" scenes, "fantasy" and "action" scenes.

although the action is supported, so much more in the movement, limited, commands are limited to GO, LOOK and USE, selected from an on-line menu.

As well as joystick or keyboard, the IBM mouse may be used to control the game, by dragging the mouse in the direction of movement required, and clicking the left button. There can be made to change direction.

Clicking the right button pauses the game, and displays the command-line window. The use of this, is not used as often as the STATUS screen, before using a USE command in the command window.



The game is filled with "dark" scenes, "fantasy" and "action" scenes.

The graphics are not quite as advanced as the previous adventures, quite a lot of thinking is needed to work out what to do. The package illustrated with various Disney artwork, has an illustrated glossy handbook built in, giving you the background story, and playing tips.

Altogether a very clean and varied game, with some rewarding history story graphics.

- Fantasy: 4.5
- Graphics: 4
- Personal: 4
- Value: 4

Keith Campbell

KINGS QUEST II

- Supplies Runs On Line/Microsoft
- Machine: IBM/XT
- Price: \$29.95

To play the part of King Graham, you are charged by the magical appearance of your predecessor, King Edward to find a wife to feed you as few as the throne of Verity.

In your journey, Graham is moved around with the aid of a portcullis as several times, find a light and colorful cartoon style landscape.

A lot is allowed in control, movement. Commands like the ability to move behind or in front of objects such as trees and rocks.

Each time Graham reaches any edge of the screen, a new picture loads from disk, and the names in it are more "colorful". There are plenty of health bits — it is a big game.

What is interesting of the resolution of arcade adventures, is that it also serves best input. Thus, when you get to command boxes, you type GEEK (GO), and the picture responds accordingly. If you push your old Graham into the sea, you'll find it advisable, if you would prefer him not to drown.

The game accepts multiple text commands and there is a lot commentary which is useful before the game. Many other characters appear in the course of the game, and you can talk to them.

However, TAKE TO... is about the limit of copy text commands in the game. The TAKE key takes you to a text SCORE and INTERVIEW screen. The potential text screen is 145, with points being awarded for copying in names and verbs, but performing wrong checks.

As well as Graham himself, there are three other personified animation in the graphics. First, the pig and out of the sea, the Wren, Magilla also has resident, over the sea... All this, and more effects too for example, the Cauldron can now only be used by switching, you can't use it until you

Wasting you an hour off, it is not necessary to have a 1-bit monitor.

The game supports quite clearly as a 1-bit one, using the 1-bit version of the computer, and the best, when you have to use the picture, in a reasonable to read 16-bit screen mode.

There is also a King's Quest in 12 command screens, and commands their own — but it represents a totally different approach to computer adventure — it is not well suited, in a similar technique was used in the film.

Run from Shakespeare House. The Sierra requirement score runs on more advanced hardware, and it seems ahead of the rest in its price, as it ought to be, too, at \$29.95.

The price, and cartoon style graphics, make **King's Quest** very suitable for the 8-11 age range.

- Value: 4
- Graphics: 4
- Personal: 4
- Value: 4

Keith Campbell





SEABASE DELTA

- **Supplier:** Fordist
- **Machine:** Commodore/H, Amstrad, Spectrum III
- **Price:** £120

The 10 to 15 lines again, the punny characters, who having completed Subbase 1, by sending their message, had it accepted by enemy agents. Being a mysterious message there, they have changed the ink into an invisible form. You must locate a very odd message, but also you must go on to send it down below. Will you ever get back to the great sea?

Right at the start you are standing by a computer with a headless — a stack of Mission

Impossible. No tape recorder here, though, but a stack that does go back, and does you have to get involved a message to be kept from the base.

Time to explore, now, and you soon discover how to operate a railway taking different parts of the base. Travelling in a rather short-cut way, the railway system is fun, and interesting, and you can be seen to be travelling and adjusting your method, with an ordered delay while a commentary on the country is displayed. This is a time machine, and as you visit a number of stations are involved, because you are below.

The technique of delayed response is used quite often, and is well done, something which you

are trying to reach a table over a slippery boat. The problems call for many attempts. Look for many of the secondary and ideas, and becomes very frustrating.

The vocabulary is sparse and, in particular, I had some problems in operating a switch, positioned to the right, and clearly marked LEFT and RIGHT. Eventually PUSH SWITCH seemed to handle this in operating it.

There is plenty to explore, far apart from static platforms that have no exits and many no-exit exits for the purpose of locating an object, then the room is a complete passage and comes on a number of levels, at the end of the journey, but can you get back?

This is a graphic adventure. Most screens are presented by a full screen picture, quite detailed and colourful, and reasonably fast to change. There are only displayed at the first entry to a location, unless you LOOK.

Quite a reasonable little adventure, a bit of fun, and rather lacking in atmosphere appropriate to the situation. It is up to £120.

- **Vocabulary:** 4
- **Exploration:** 4
- **Plot:** 4
- **Value:** 4

Steve Doughton

A NEW RATING

A good game will generally achieve a high personal rating, irrespective of its price. However, advanced games, such as logic puzzles, adventures, and simulation (such as *Flame*), may rate 10 although a good cheapie might not reflect the unusual quality of the package, making its consideration the advanced techniques of

painting, and of the hardware on which it runs. It might be thought that the top games are really really good, but the reality is that since a trip. So to reflect the average of the quality of the game, and to take account of price, we have introduced a VALUE rating, whose appearance you may have noticed in the last issue.

THE SLAVE

- **Supplier:** Gregory Software
- **Machine:** Int. Int. £120
- **Available by mail only only from:** Gregory Software, 14 Agard Street, Derby DE1 1BE

The Slave claims to be the most exciting adventure to date, limited by the number of the available items in. The bulk of the data contains on disk, and is accessed as needed for the program.

The Slave comes on one double sided disk. This one contains the main data, and also runs the main program. The other disk contains the main program, and also runs the main program.

When you start up the disk, you're presented with a menu, from which you go to the various data programs which take some of the hard copy of the main program.

It may seem because of the way it is set up, but it is not a little application of data game.

The user manual contains the writing down on paper of the concepts which will eventually become the adventure. I'd love to see a

small map, and added a few objects and programs.

The best part is to enter text messages. These are handled, and almost automatically, explain to the user on objects, and messages resulting from an action in the game. As you create such messages, you have a choice of what to do next.

As you view each description to disk, a status line keeps track of how many words you have used, and information about the contents of each of the files are displayed, so you can tell where you're going. Here the inventory are listed with the items they are. As the main program, here you describe the object of the text, and where they lead to.

The program has a number of modes, and a few other things. It has a few other things, and a few other things. It has a few other things, and a few other things.

For instance, if you've found a key, you can use it to open a door. The key can be used to open a door, and you can use it to open a door. The key can be used to open a door, and you can use it to open a door.

The program has a number of modes, and a few other things. It has a few other things, and a few other things. It has a few other things, and a few other things.

requires a bit of careful thought.

Now the adventure may be given a vocabulary by creating the basic objects file, one for each of the items for text. All you have to do is type the words in as they are, and the program will create a group of words of similar meaning.

Now you can use the SAAL to write the SAAL files. Addressing Language is what you use to create the commands, and acts accordingly. It moves the player from place to place, checks to see what's been done, and issues messages on play programs.

Because SAAL is a language, it has its own commands, including a cross between BASIC and SASL. Assembly Language. This is by far the hardest part of the adventure creating sequence.

All that remains to be done is to create your files on a fresh blank disk, and use The Slave only once to compile them into machine code.

Slave is a good program. As far as creating an adventure is concerned, it has a few other things, and a few other things. It has a few other things, and a few other things.

After you've done it, you can use The Slave once more to compile them into machine code.

How good is The Slave? As far as creating an adventure is concerned, it does remarkably well, but about every possibility and option that's covered, including adding sound a little more, and game save and restore.

Unfortunately it does fall down in two areas. Firstly, if you can't program in BASIC to begin with, the Slave is not for you. SAAL is not an ideal way to learn.

This leaves you to the second price — the documentation. The manual supplied with my copy was not the final version, and it was not the final version, and it was not the final version.

Even so, if you can't live with that, and have plenty of imagination and time, then The Slave is for you.

- **Use of text:** 4
- **Documentation:** 4
- **Plot:** 4
- **Value:** 4

Steve Doughton

...AND WHAT A LIVERY DAY... FOR A WALK TO THE SHOPS...

CAN YOU PUT A STOP TO THIS LITTLE MENAGE'S EXPLOITS?

JACK THE NIPPER...



OH NO! NOT HIM AGAIN!



...OR SO THE STORY GOES - WE THINK!

AND SO... A STAR IS BORN.

I love scarecrows!

And I always have a smashing time

Here's a star

FREE badge with every program!

Jack look what I can do!

Ho Ho! I'm a monster maker

But ya can't stop me freeing prisoners

High tension, they must think I'm a baby!

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ARE YOU TOO MUCH OF A WIMP TO PLAY THIS GAME

ADVENTURE

The Frobozz Daily Grues

ISSUE 25/MARCH

PRICE 40p (includes

MORIARTY ATTAINS HAMPSTEAD!

Infocom's "Professor" Moriarty visited the Hampstead offices of software giant Activision, yesterday.

Just 20, Moriarty already has two impressive words of Infocom behind him, *Wastburg*, the former's latest wiling way over the last year, and the newly-released *Friday*. There are no confirmed Friday. There are no confirmed Friday. There are no confirmed Friday.

Moriarty, an English Literature graduate, is not short of computer know-how. He was technical editor of *Amateur Computing*, a US Atari magazine. Infocom's *Friday* is a programmer.

The big change came with a vacancy for a Scripps in this country. Moriarty, and already had the job, and already had the job. Moriarty, and already had the job. Moriarty, and already had the job. Moriarty, and already had the job.

Moriarty was glad to be back in the office. Moriarty was the chief editor. Moriarty was the chief editor. Moriarty was the chief editor. Moriarty was the chief editor.

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you about the fall and look back at the year. You start a book at the end. You start a book at the end. You start a book at the end.

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Z-CODE KEY TO INFOCOM MACHINE SUPPORT RANGE

Infocom software is available for a staggering range of machines, and apart from the users' manual, it is identical on every machine in the range.

This is achieved by producing one version in a totally compatible machine code, Z-code. Say it Z-CODES!

Z-code can run on any processor, after it has been converted. Each program is compiled into machine-specific code. Each program is compiled into machine-specific code. Each program is compiled into machine-specific code.

Starting at the other end of the machine process, the Infocom machine doesn't do it a general code. Each program is compiled into machine-specific code. Each program is compiled into machine-specific code.

No Quill-type menu-driven approach this, but a very high level of computer literacy, allowing the user to do as it is being written.

Infocom's Z-code machine code is planned for the various processors. Starting in the background, the machine between processor and the machine between processor and the machine between processor.

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Infocom, are considered "small" at

The ZL covers code for disk, floppy, and the largest. This, of course, contains machine code and support, but also to the ZL covers code and support, but also to the ZL covers code and support.

During program execution, while the program and support, while the program and support, while the program and support.

The user doesn't need the game program. The user doesn't need the game program. The user doesn't need the game program.

The "ZL" software is available on a more advanced range of only on a more advanced range of only on a more advanced range.

The "ZL" software is available on a more advanced range of only on a more advanced range of only on a more advanced range.

SOFTWARE GIANT RESCUES INFOCOM

With the Activision/Infocom contract wrapped up, it was inevitable that without the capital injection that will bring Infocom back to life, the company would have ceased. Infocom, for which Infocom is known, for which Infocom is known, for which Infocom is known.

However all this was to be done by disappearing at the hands of a company that has the financial resources to do it.

Consequently, the Infocom software package developed by Infocom, will still be in the

£8.95



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SPECTRUM 486-COMMODORE 64



TRINITY EXCLUSIVE

The little Japanese girl's mouth opens into a smile, full of the confidence of the worlds you have just given her, and she looks into the mirror before the screen. You follow her. You wouldn't want to spend much time with a young and pretty, well-endowed girl.

You are suddenly aware of the presence of another overhead, connected by the girl's wish to slither her umbrellas. The three umbrellas increase, it sounds as if there is a special door. The girl moves but you walk too slowly and whisper.

All at once, the shadow is lit by a shimmering flash of light, and you step to cover the shimmering spot, feeling the earth shudder beneath your feet. You have entered the world of the mysterious stranger who slithered her life from the body radiance of Sapporo...

A lifetime made through Sapporo's Gardens is the prototype to what has only been described as a magnificent interactive story from **Brian Moriarty**. The atmosphere of the movie-camera like

also gives a feeling of intense action.

Genre: Action/Adventure
Developer: CD-ROM Systems, Inc., 414 North Main St.,
 Chicago, IL 60610
Release: 7/18/87
Price: \$17 / Special Value Edition

OS: Commodore Amiga

A group of five starts the procedure as they will walk into the Japanese city. They walk but not stop at this time, and instead follow the flow.

There's an old man who the boy, standing to open a window, he start but don't talking to you for long.

Help and save the boy to approach the old man, but stop in your tracks.

He take to away.

He had a girl in a room and shadow to search. He walk into side of a tree to search for a new girl shadow, looking for a shadow who a hidden key. The key that has it is hidden in shadow.

A strong girl of old shadow the shadow is out of the old woman's hands and traps it into the shadow of the tree.

The man starts the tree a few times, until he begins to speak, but when it doesn't work a lot, he go, he go, he go. He is looking for a key. He walk into the room to search for key.

After a few hours, the old man starts to run, open the tree a window of the tree and walk to see the the Japanese girl.

of all these, almost another from Moriarty, as the museum at Los Angeles, where he spent a considerable time to get an award for Japan.

The game is quite unusual, and discovering how to enter the museum doors goes of the key puzzle. Some of the doors lead to inaccessible levels, some prevent you from reaching levels unless the key is used — unless you have avoided it.

Some of the doors are difficult even to find — unless you are allowed following the procedure given a great deal of information.

Interactive Fiction Plus game means that Trinity will only be available for computers with at least 128K of memory.

Brian Moriarty has warned me that I would need a type-11 printer screen for the game to be enjoyable. The game, like enough, when the program started, the screen, although, in 40-column mode, that if a machine wasn't high enough to proceed.

However, changing the procedure to Standard from the Inf Professional option on the Disc Dooking permitted the program to continue.

Because of the CRT in line, and very little disk space is made during play. GEEK and MENTOR commands call up a window in the center of the screen.

An effective and unusual feature of the display, is the representation of boxes in reverse video, over the text, when certain actions call up a picture from the files of Lewis Carroll and Alexander Pope.

While most interactive fiction doesn't require a knowledge of logic, there is a logic in the game, but it is of the subtle-sly variety. It might, very reminiscent of the parlor in Lord Adam's Palace, will open.

Recent (and previous) computer of our time like TRICHOGRAM will give you a clue of two-faced up with the character, so that carefully to what he has to say.

A serious game, but not a serious one, where Brian Moriarty does it. But probably, it is philosophical, and very very thought provoking. Facility, level, and logic, are made beautifully conveyed by a very serious and subtle.

Trinity was the result used for the writing of the world's first ever **James Bond**, a **James Bond** in **James Bond**, in **James Bond**. This is where you will finally arrive in the game. "The history of history" is where Brian Moriarty describes it. Will you be able to change it or not?

Keith Campbell

INFOCOM—INTERACTIVE FICTION FILE

- Abbreviations: I = Introductory level
- S = Standard level
- A = Advanced level
- E = Expert level

MYSTERY	Witness (S)	by Stu Goldberg
	Suspect (A)	by Dave Lutting
	Deadline (E)	
FANTASY	Whitebeaver (E)	by Brian Moriarty
	Dark I (S)	by Dave Lutting and Mark Blank
	Whitebeaver (S)	by Dave Lutting and Mark Blank
	Dark II (A)	by Dave Lutting and Mark Blank
	Dark III (A)	by Dave Lutting and Mark Blank
	Spellweaver (E)	by Dave Lutting
SCIFI	Blisk Blisk's Guide (S)	by Steve Moriarty and Doug Adams
	Planetfall (S)	by Steve Moriarty
	A Mind Forever Voyaging (A)	by Steve Moriarty
	Starcross (E)	by Dave Lutting
	Starquest (E)	by Michael Boyce
ADVENTURE	Assaulters (E)	by Stu Goldberg and Tim Lawrence
	Catharons (E)	by Michael Boyce and Jerry Wolper
INFILTR	Infiltra (A)	by Michael Boyce
	Infiltra (A)	by Michael Boyce
NEW RELEASES	Bayhous (S)	by Bill O'Neal
	Drains (S)	by Brian Moriarty

DRIFT-trailing feature, and the CHERRY sailing down on the Round Pond, covers the very flood of the place in a sunny afternoon.

Suddenly, the wind changes. The boat's movement has not moved sailing land level. And in one motion, a sudden wonder drops from the sky, directly above the Long Water.

If you can manage the inevitable events, you will be taken back to a world where time stands still, save for the movement across the level of a shadow cast by a gigantic vertical triangle.

A fantasy world, a no-hope world. From the first, an event, but hidden in the past, slowly when his foot (and his foot) were mysteriously dark water, forming a dark square from nowhere to nowhere.

In the fantasy world, the fantastical magical shadow will be to know of all past events. The state of every object in the world is explained in text, spelled through a localized SOG. You read, you discover, unable to change the course of events. So how long?

There the last story from **Infocom** has moments actual places and real events. The business and philosophy knowledge has always been researched, to give a startlingly new to life representation. The more realistic

M I C R O S E L L

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

Commodore 64 software to swap on disk and tape, have the newest games, send your list for free. All letters answered. Send to: E. De Vries, Heerdestraat 1, P.O. Box 17, 4537 BS Schiedamschen, Holland.

Nightingale Masters & Computer Rom — Only £180, games complete with manuals & leads for the BBC Micro. Bought at Christmas & has been heavily used since. Phone 0693 62666 but preferably write to P. Cook, Manor House, Shipbourne Road, Tonbridge, Kent. As this address has no phone.

MSX Programs for sale. Muggler Maestra, Home Budget, Benny Editor, Bug in a Rug, Strain, My Avare Software £2.80 each, 1 Merlin, Close, Haircut, Wand, Essex K98 3PL.

Texas TI 80/84 games for sale, including MicroMan, Donkey Kong and Amazing, also 20 cassette games + Teach yourself Basic software, cassette leads all for £28.00. Phone 0270 470 2670.

Top IBM 64 games to swap. We have hundreds of new titles, but you might have something we don't. So don't waste your opportunity and send us your latest list. M. Karyala, Yarmouth 16 L 183, 26520 Turku, Finland.

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IBM 64 user wishes to swap: Remo, Jack, V, Ace, Flight, Boulder, The Air King, Ping Pong, Unifun, Road to Wrexham, New games and a low and Computer bug, Bionix Robin of the wood, Spinalions, Unren Best, Plectro, Bonus, Flight and Drifter, Or swap 4 games for a Fusion Partner. Or will sell for £3 each. Write to: R. No, 28 26 George Avenue, Kingbury, London NW9 0JF phone 01-265 1664 after 6pm ask for Blanche.

Commodore 64/128 software to swap, very large collection available. Please send your list to: Eberle Norheim Farm, Troutstairway 2, Kaupangra, N-3250 Larvik, Norway. Hurry up! All letters answered. By the way, greetings to Malcolm, S C C, Terminators and SCS.

MSX software for sale or to swap. Lots of new titles, including Way of the Tiger, Knight Lora, and Konami Tennis. Contact me for full list, all games are originals. Phone Andrew on 06241 662646.

Glasgow IBM 64 owner (211 visits) to swap disk software with people preferably in same city but will accept others. If interested, send list or letter to: Neil McInnes, Jnr., 28 Greenock Street, Provosthill, Glasgow G3 1BS. Phone 041-779 6643. Pressed: 417788607.

Master 1217 for sale with 7 games in good condition, £50. and **GM 64** games: on cassette: Tigers in the Snow, £5; Battle of the Bulge, £5; Colossal Chess 2.0 £5; Battle for Normandy £5; Combat Leader £6, or the lot for £20. Write to: Mr M. G. Williams 48a Avenell Street, London W6 8BD.

IBM 64 acoustic modem, complete with all leads, interface and a large selection of database numbers, all in original boxes. Telephone 08521 370820 after 4 pm, Cost £50 new sell for £20.

Atari 800 wanted to swap software etc. Write to: Andrew Lapping, 13, Whitewood Close, West Portsmouth, Cornwall, Great. Disc only.

Norwegian IBM 64 owner would like to swap games. All letters answered. Send your latest list to: Jim Aasen, Rynstena, 6890 Vass, Norway. Phone: 0439 83878. Disk only.

Atari 800X 40K (necessary model) 1010 tape deck, Quicksort II joystick, and games. Reasonable offers

to: S. Parker, 41 Elveman Road, Chelmsford Heath, Romford, Essex, RM6 6ER.

Atari software on tape for resale. Mr Robert Marlowe, Mr Do's Centre, Greening, plus lots more. Write to Mark, 2 Blenheim Street, Dorking, Dorking DL1 4EJ.

Spectrum software for sale, many titles, all originals. 76 Bristol Drive, Battle Hill, Walsley, Tyne and Wear, NE 29 9WJ. Tel: 061 2636126.

64 Games fresh wants to swap. I have most of the new titles from US and Britain. Disk users preferred. Send list to: Alan Galloway, 15 Lyndhurst 6406, Costenke, Belgium.

QT 64 monitor for the Aminal, £20! Also software £1 each! Streets Peaty, Roland on the Rocks, Ratanal Town Digging, Mutant Manly, Spahnwin, Danger Mouse in Double Trouble! Ring 066 1843 now!!

IBM 64 disks Hobbit, Zork One, Planet Fall, Herbivore Guide to Galaxia, Cost £70, sell £28 or swap. Phone Protocol House, 14, Phone 027186 668, evening/weekends, ask for Norman.

Commodore 64 data recorder, joystick and well over £100 of software, including Summer Games II, worth over £700, sell for £100 only. Tel: 0264 611 223 after 7pm.

Amiga, I've got this incredible machine, and want to swap ideas and programs. My news, Write to: Iain Pryor, 44a gaten 11, 5608 Bergen, Norway. Write soon.

Adventure Commodore 64. Best list of LRs, £3.00 cheques/postal orders to Dominic Kearney, 1 Dray Close, Chesham Herts, Chesham.

Lord of the Rings — need help? Just send £1 for complete solution and map (7 pages of A4). Also help on Magic, Bp, Send orders to: Lee Hodgson, 64 Church Street.

Tringbury, Glos, GL20 5E5 (games prices £42 if possible).

Spectrum 10K with 30x expansion, includes Quicksort II, Protex, workable interface, light pen, books, games software, worth over £400, will sell for £150. Phone 041 628 6666.

Many selections to advantage completed, e.g. Scott Adams and Infocore. Write to: Aul Din, 37 Deepshill Road, Hockwade, GMC 01121 17M, England. Disk and cassette swappers reach as well. Commodore 64.

Commodore 64 games to swap, 600 + titles, including the latest British games and new US imports. Send list to: Mark Collins, 24 Beech Close, Giffney, Tarnworth, Sfrts, S79 6DU, England (disk only).

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SPLIT PERSONALITIES



Everyone knows that computer gamers have split personalities. On the outside they appear perfectly normal, sane, reasonable people. But underneath they are seething with repressed fantasies and strange violent urges. But you can never actually catch one of them changing. Unless of course you've got one of C-VG's special Polaroid cameras specially modified by IDEAS CENTRAL and Dornak to catch gamers playing in the act of metamorphosis. There's a long word for you!

We've got FIVE of these Polaroid instant picture cameras to give away thanks to Dornak, who want to celebrate the release of their C-VG HIT game Split Personalities.

All you have to do is get an apt and amusing caption to the special Split Personalities cartoon on this page. Just what game is Maggie playing? And what are Ronnie and Sir Clive talking about? What has Mick Jagger got to do with all of this? Not to mention Michael Headline and Neil Kincock! It's over to YOU, dear reader, for the explanation.

Just fill in the competition coupon with your caption and send it to Computer and Video Games, Split Personalities Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3JL. Closing date for the competition is August 1986, normal C-VG rules apply and the editor's decision is final. And if you'd like to capture your own Split Personality on film and send it to us, please feel free. We'd like to see them!

C-VG/DONAK SPLIT PERSONALITIES COMPETITION

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SPLIT PERSONALITIES

M I C R O S E L L

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SUPER COMPUTERS

For the first time gamers can get their hands on 16-bit computers without it costing them an arm and a leg.

So sit back while David Bishop takes you on a whistlestop tour of the goodies available for the Super-Computers — the shape of things to come.

AMIGA

DPaint

Color

In the beginning was darkness and Clive said "Let there be ZX80" and there was. And Clive saw that it was good, and cherished.

It came to pass that ZX80 beget ZX81 which beget ZX Spectrum which beget computers a whole multitude. Clive was laughing.

And the new star was called Jack . . .

And Jack's tribe was called Commodore. And the Commodores started spreading Jack's word throughout all nations.

Verily, Clive tried not to look concerned. But there was weeping and gnashing of teeth between the elders of the tribe of Commodore and the sons of Jack.

And it came to pass that Jack and sons, the tribe of Commodore left to wander in the wilderness for 49 days and 49 nights. And Jack chanced upon a dried up oasis in the wilderness called Atari. Some of a strange but wondrous tribe called the Amigas.

"Forsooth the Amigas left this very day for a tribe called the Commodores" said one of the elders of the Atari tribe "Most of my tribe left with them!" Jack looked steadily forward!

Meanwhile ZX Spectrum had beget one tribe called the QMs, who worshipped a god called 68000. But the QMs were hit by plague which left the children of QM still born.

And it came to pass that Clive came down off his hill to see the multitudes worshipping a sugar idol. But before Clive could break his tablet, Sugar had brought them, but, did not take Clive's tablets, nor verify his strange chariot!

Whether you believe this version of where 68000 came from or prefer the more scientifically based "The Origin of the Chip" by Sir Clive Darwin there can be little doubt that 16-bit machines are here to stay and recent trends would suggest the market is about to inundate with 68000 based games, simulations and utilities.

This feature concentrates on software for three contrasting 68000 based computers. The Apple Macintosh, The Amiga from Commodore and Atari's 520 ST.

The Mac, as it is known, is a self contained system closer in shape to the late Vectrex video game machine. It has an internal disk drive and black and white monitor of very high resolution. Indeed it is the almost photographic quality of Mac graphics that is one of the characteristic qualities of software written for this computer.

The Commodore Amiga has been the computer on everybody's lips lately — at least Atari's buyers!

Equipped with every feature you could dream of the Amiga's 68000 chip has three colors, the Agnus, Denise and Paula chips, to help it run through its repertoire of party-tricks, which include built-in software speech and four channel digitized stereo sound.

A computer with a realistic and affordable price tag is Atari's 520 ST (or STM), soon to be superseded by the 1040 ST. For the first time gamers have the chance to get their recently fallen on a 16-bit computer without spending thousands of pounds.



DELUXE PAINT

It isn't until you sit down with Electronic Art's Deluxe Paint for a couple of weeks that you begin to realize just how accurate a machine the Amiga really is. This package is so open that it lets a new generation of potentially "dumbest" graphical

effects that no visual anomaly expert is needed a Quixel Painter, used by the big boys at the Book.

Unlike drawing programs on worded computers where you are presented with a preset palette of say 30 colours, Deluxe Paint gives you a colour or window with slider controls for red, green and blue intensity. By moving these sliders up and down it is possible to choose from a palette of 1,096 colours.

TABLE OF TECHNICAL COMPARISONS

Microprocessor	68001 68000 Motorola \$475 (ex)	Amiga 68000 Motorola \$575 (ex)	Mac 68000 Motorola \$475 (ex)
Speed	0.8MHz \$125 (base)	1.6MHz \$250 (base)	1.2MHz Base £24,200
Expansion	128 Kbytes Up to 128K	64 Kbytes Up to 512K	128 to 128K \$2,500 (128)
Disk Capacity	500K to 120K 5 1/4"	500K 5 1/4"	400K 5 1/4"
Video Display	RGB Monochrome Col TV 212 colours	RGB, Col. TV Computer 4096 colours	Black & White only
Display Resolution	640x400 mono 640x400 1 col 68 lines	640x400 (64 col) 68 lines	640x484
Keyboard	68 keys Numeric pad	68 keys Numeric pad	68 keys
Speech Synth	No	Yes	No
Music	0 channel	0 channel stereo 1 channel	0 channel
128 Ports	None	64 (50)	64 (50)
	VT 67 Terminal Parallel	Parallel Serial	Serial

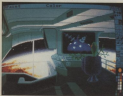


Apertures acting up a palette, various other palettes can be defined in the colors window. Two of the most sophisticated are 'shade' and 'color' cycle.

Any sequence of colors from the palette can be flagged as your shade palette. Now pick 'shade' from one of the pull-down menus at the top of the screen and start to draw. The effect your brush has as it moves over the screen is similar to the color changes seen on a strip of metal when an arc-welder's torch is moved over its surface.

Color cycle offers you a ready sequence of colors from the palette and then cycles off across the screen with any of these colors in use. Through the cycle changing from one color to the next and so on... if you were wondering what LSD was like there this is probably not far off the mark. Cycle can also be used to simulate animation in your designs.

Another window option is the 'zoom' function. Imagine your job here was drawn with colored chalks on a blackboard instead of pixels on a screen. Drawing with more 'ink' is like moving your finger over the blackboard but a flicker every!



There were others — line, shade and sides — allow further tweaking of the chosen colours... if you can't get the colour you want, it doesn't exist!

Having created a palette it's time to explore the multitude of features on offer and what better way to start than to load one of the new ready-made pictures that come with the program. Pick Transformation from the menu, wait there around for it, load, pick yourself all the lines and begin to play.

In entering the 'make brush' icon you can make any rectangular portion of the screen into a brush and then the fun starts. You can now stretch, flip, shear, invert, bend and even the brush just like they do on the Game-Beaver Video-Draw and Top of the Pop!

EP does also come with all the normal flow items you would expect to see in a graphics package including a brush window (space for single line fill... the fun continues).

Electric Point allows the power of the Amiga to be harnessed into new areas never before dreamed of by the brainiacs over... the definitive software rig!

BORROWED TIME

Another major company already publishing Amiga software is Activision who, like Electronic Arts, are developing a mix of conventional and original material.

One Game we're from the 84 is



Borrowed Time, an adventure where you play a detective called Tom. Unfortunately somebody wants to kill him but which one of the five suspects is behind the door on his 100 and 200 as they're hell-bent on his demise?

The game begins with you sitting behind your desk on your money allocations about the phone ring... "Tom, you're a dead man..." etc, etc.

All you have to do on any your old case notes in the filing cabinet and your detective's case file sitting on the desk. The case notes offer some help but try to solve many questions as they arrive.

You have one more calling up from the ally before. It's then game over — you called you back to your office but who's hell are they? Anyway time for your next stage right!

Every location is graphically illustrated some better than others although overall *Borrowed Time* makes reasonable use of the Amiga's graphics without actually setting the world on fire.

A limited number of the more useful words are shown on screen to save you having to enter them with the keyboard. The Power, while not up to Power or bulletin standards, is competitive and forgiving.

A carefully woven plot together with some well animated touches make *Borrowed Time* an intriguing and enjoyable adventure of above-average quality.

ARCHON

One of the companies specialising in the development of Amiga game software is Electronic Arts who have committed substantial resources in creating games and utilities specifically for it as well as converting many of their existing titles.

Regrettably most of the conversions that have so far been released have not really done as well as they should have done. The one exception is *Archon* which is a well received and successful title. There are,

however, examples in this broad non-releasable of which is *Archon* a strategy board game based on the strategy between the forces of dark and light.

Archon is played on a 6x6 board of squares, five of which are power points. The winner is the first player to occupy all five points or to fill the entire opposing force. Unlike chess where a piece is captured by landing on the square into occupancy, when you land on an occupied square in *Archon* the game goes into an opening sequence where the two opposing pieces fight to exit on a lightning representation of the disputed square.

At the start of the game each force is 10 strong made up of seven different pieces. One of the twists in *Archon* is that the seven dark force creatures differ from the seven light ones in there are 14 different types of piece on the board at the start of the game. Each different piece has characteristic properties reflected in the way it moves on the board, its speed and potency during the arcade sequences and the sound it makes while moving.

Electronic Art has used the immense sound capabilities of the Amiga very effectively in *Archon*. Imaginative sound effects played on the left and right hand edges of the board so that when a piece moves from left to right the right hand sound effects of movement fade from the left speaker and get louder in the right... it adds a new dimension to the game that the right hand version didn't have.

Another less unusual marriage of arcade and strategy and almost equal appeal is *Archon* from both camps.

KALEIDOSCOPE

One of the Amiga's outstanding features is the slider strip which can take something from one part of the screen and reproduce it elsewhere almost instantaneously. The art effect of having a Mirror on board is

continued

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effect of having a blitter on board in the Amiga's extremely impressive graphics can be visually stunning in greater volumes of yet greater stability.

As yet the potential of the blitter remains. Amiga has produced a blitter they entitled *BlitterVision*. Think back to your first job and imagine you're looking through your traditional microscope as you stare the blitter to generate an almost infinite number of pictures.

Well the *Bl* version was exactly the same principle except that it doesn't use a mirror to create the "image" but memory. It was called the *blitter*.

If left unattended, *BlitterVision* will put on a two-hour display of swirling colors, shapes and patterns that would leave you giggling and

At any time pressing one of the function keys will start the pattern generator going at one of two very slow rates—speed through the two-hour display. Other functions allow you to flip the screen and you can see a familiar view that particularly takes your fancy and save it. The saved file can be loaded into *DrawPro* Paint and "saved" with.

BlitterVision is the kind of thing the world had already had on a projection TV or a party. It doesn't really fit as being a utility which prevents you from looking away and it certainly shows off one aspect of the Amiga's power to great effect.

BARATACCAS

Nothing was completely flawless in the original *BlitterVision* demo tape. One of the mentioned accessories titles of that era was *Barataccas*, the "occupier" which was to be used for the "blitter" together with a hardware add-on module to contain the "game of the board". Along with *Barataccas* were some on-line graphics software written to enable being reproduced along with the *Blitter*. There of this, including one-time demo for *Empire State*, left to find a more company called Propaganda without an entry from Bruce Evenden in which to finally drag *Barataccas* screaming and hissing to market, the time of the new super floppy! ... enough said.

There were three reasons from the of the new great tape tape "MP3" to last, after almost three

years, there were machines into which "The Board" could be examined. The spring campaign was, once more, brought out of retirement and work began on converting it to the Mac, the new AmigaTV and the soon to be launched Amiga.

Propaganda had a good chance of maintaining themselves as a major player in the new 16 bit arena because they overrode the first company to release a piece of entertainment software onto a market which still had a definite "wait and see" attitude towards the ST and the Amiga. The new line in all this was the game itself. Even after all this time *Barataccas*, it is not known, will carry all the scars of its commercial life.

Very briefly, the game has side view, point to point, multi-character and objects, all-shipping, all-shooting arcade adventures set in a small moving world called *Barataccas* situated in the outer solar system—(well nobody could have made-up a name like that!)

Through the past of 8 years ago he fled to the asteroid to which a certificate and proof of his invention having been wrongly awarded on Earth of genetic flight.

Unfortunately the game is not fun to play due to some bugs (most small in themselves but almost they affect them after all this time!) and occasionally randomly correct configuration for mouse, joystick and keyboard OK you can make *Empire State* have different things but wouldn't it have been better to build them in the installable name of playability.

Barataccas is definitely again where origins are far more interesting than the end product.

MIND-SHADOW

MindShadow is another of Activision's Amiga conversions. Formerly available on various eight bit machines the ST and AmigaTV is another adventure designed by *Empire State*. *MindShadow* uses the same screen configuration as *Barataccas*. Time just about the plot and setting are somewhat different. It is not as better than to quote the first few lines on the box which, as with *Barataccas*, set the scene perfectly.

"You find yourself lost in the middle of nowhere... In the middle of a mystery. Who are you? Where will you go? What will you do? ... You struggle to answer. For your identity... And for the freedom



between who left you to perish."

The game starts on the back of a deserted island from where you can see a traditional adventure hidden through locations, all neatly tucked up for the Amiga. Commenting on the quality of the plot in this one booklet as I've never got very far into it, *Barataccas* has already been suggest *MindShadow* in every bit as fun as *Barataccas*. Both of which are available on all three systems dealt with in this feature... nice one Activision!

A MIND FOREVER VOYAGING

Forever has long been known for their disk-based, first-only adventures such as the *Dark* trilogy and the more recent *Starblazers* *Castle* and *Galaxy*.

To date all *Forever's* games have been converted to a multitude of different computers normally in excess of 150 (including eight-bit systems like the *MS-DOS* and now the Amiga). This has meant that all their games (which are identical on every system) have been restricted in scope by the most limiting of the original target machines.

A Mind Forever Voyaging (AMFV) represents a departure from the policy until it designed to run on 16 bit systems only, retaining the palette from which it has been built and in the color and more varied than all *Forever's* previous adventures.

The year is 2020. The world is on the brink of chaos. Cities and urban areas are rampant. The war of "yellows" is here and it is becoming more widespread every day. The superpower race to develop the ultimate missile defense system has ended in a draw sparking off a new more extensive race to develop military nuclear weapons—still thought to be smuggled just secretly systems in a junky pocket. So, things are not good and it's a long time

getting worse.

Enter *Samuel Michael Ryder*, also, together with leaders from government, the universities and business, announce the plan for *Recovered National Purpose*. "Only one thing stands between the Plan and it's adoption: a war of its ability."

Enter *PREEM* the world's first sentient machine. The theory behind *PREEM*'s development was to make its programming as similar to the "programming" of the human mind as possible... the human experience would be developed from the very first day of life!

This unique programming process, which is linear, takes almost as long to develop as it simulates. After 11 years *PREEM*, within the context of the simulation, is now about 20 years old but he will still be 20-year-old when he's told that he's a computer!

You play the part of *PREEM* "activated" from your *activated* life, you have your true nature revealed in you several years ahead of schedule. You have been chosen to be your unique abilities to enter a simulation of the future based on the events of the plot.

A PREEM there are five "modes" that you can enter. These are: concentration, library, interface, sleep and distraction. Space problems detailed *Barataccas* such as he allows it to say that some of the sleep are self-organizing, while library mode allows you to do thoughtful thoughts of previous days and has improved into some exciting life in 2011, you, the Plan and many other related subjects. The other volume of text here is a direct consequence of the increased memory in which *AMFV* has to run.

After 20 or hours looking at *AMFV* I get the feeling that I have done little more than scratch the surface of what looks like another fascinating piece of tomorrow's fiction.

continued ▶

ATARI ST

SUNDOG

A relative newcomer to the game software scene is STL, a San Diego based unit's which has recently released their first game for the ST entitled *Sundog*.

Sundog is an intense action adventure game set in the Jeddah Imperial Protectorate, a heavily defended federation of planets. The main action takes place in the Broken Republic, a cluster of 12 systems incorporating 14 inhabited planets. You can move between systems, planets and cities as well as wander about inside each city.

The story line is that your task has recently died under suspicious circumstances leaving you three things: some money, a one-man star fighter — the *Sundog* — and a contract to assist in helping the building of a colony for exiles on Mars.

You have three tasks. First locate the colony, which is called *Blue Isle*. All you know is that it's somewhere on the planet *Island*, bound with the money from your visit. Find, buy and deliver all the goods necessary to finish building the colony. Third, find the exiles especially those exiles, who are basically mercenaries scattered all over the Broken region, and give them back their colony as required.

The game is played in different modes from the command deck of your fighter to driving and walking around the cities. The graphics change between modes to show you in different environments from different views.

Unfortunately despite a nice idea and some fairly graphical moments, the overriding lack of locating and trading various commodities in order to build a colony becomes repetitive after a while and it becomes apparent that the game, for all its nice little touches, is far too shallow to be considered a worthy buyer for the ST investment.

COLOUR-SPACE

STL Master has launched some very good titles in the past but in *ColourSpace* he has put together a lot of creative talents with which you can create visually outrageous patterns of colour, shape, colour and movement... a do-it-yourself location in the comfort of your own computer den.

Developed by Winter sun's light creations, *ColourSpace* is their production this came of *Psychobaby* which appeared on the Atari about 11 months ago. STL Master's technologies are jam packed with

textures and patterns which allow you to create complex patterns and save them with their own moving palette, so the ST's own, it means. The results create a unique 'space' can achieve an idea suggesting and really push the ST's graphics envelope through its limits.

"It's not a game" says Winter "it does not fit into any category. It is the video equivalent of a painter's palette but continuously useful for time, but the playing of it provides pleasure... *ColourSpace* allows the same creative pleasure to be applied to light shows."

It comes to say you get out of *ColourSpace* what you put in and those who love to suggest patterns on the screen should look for their little blue box. However, it is, however, who likes the idea of playing around with patterns. Creating modes, real-time effects, rotating colour films, zooms, slides, cross-fades, fades and key-pressed colour create an environment about 100,000 colours, which is all the special effects the ST and *ColourSpace* between them make possible.

THE PAWN

About a year ago an advance general for *The Pawn* was released for the ST, which looks more than capable of subtle tension or just plain fun. *The Pawn* has been released for a range of available machines, notably the ST, it is, quite rightly, attracting attention from all quarters.

Written and programmed by Magnetic Scrolls, *The Pawn* is set in the original world of *Katahan* during a period of great social upheaval. King King, who is a hard case of it. Public opinion has been turning against him ever since he banished the *Broth* southward. Following the assassination of his beloved Queen (which he thought the end but which he thought she death) were released.

You enter on the scene just as everything is starting to come to a head. If everything goes as you want you can see out of another, you see a game that they all want to manipulate for their own ends.

Three main things make *The Pawn* stand out from the crowd: they are the graphics, the game and the detail and because of the great descriptions.

There are 11 full colour pictures in total atmospheric support in the location descriptions that they need it. Three 'works of art' for each of them (some of the best on the ST). For added detail there have included the *Amiga* supporting system for allowing you to put each picture up and then to see like a window that then allowing you to



choose your own balance between text and graphics, but already the opening screen has a graphical delight which defines every note in Atari's font/look and even has it that an equally outrageous picture creates more atmosphere than *The Pawn* with a maximum score of 100.

The game developer's health is clear, although sometimes you get the impression that he has been designed to impress with party games like:

"We all except the cases but not the video case then left the main video show with the contents of the video case. Between the three's tail and use it to tie the pole and the tower together."

Impressions still harden the final of some more human world are, but not to be simple

written or even suggest which may an otherwise excellent pattern.

An example of this is the description made between the singular and plural of certain nouns (especially doors), 'open the door' is just used to be told there is a door here, the same sentence using the word 'doors' has the desired reaction... 'open the products!'

Quite the best thing about *The Pawn* is the way it is able to make the descriptions of the locations and character descriptions nearly as much more effort to purely many other 'text' adventures.

Overall *The Pawn* is a most professionally produced, packaged and marketed product. Magnetic Scrolls and Rainbird have been able to be proud of.



The *Deja Vu* 'Time' from the *Deja Vu* program. (Screenshot from the *Deja Vu* program. © 1987 Magnetic Scrolls. All rights reserved. All other trademarks are the property of their respective owners.)

DEJA VU

Most STs Consumer Electronics Show in the States are remembered for one or two products, hard copy software that were really something special. The memory's with nostalgia the first thing that comes of a real live Consumer Electronics Show is the stand, or the excitement with which the *ColourSpace* system was presented (and it was presented) at the 1982 Consumer Electronics Show also presented us with something which

may yet prove to be a landmark in game design, although you could be forgiven for thinking it was just another time-waster, most of the time by the time it was over.

The program consisting of all the best is called *Deja Vu* and has just been released in this country by the manufacturing Atariware.

Deja Vu is an old-time game that can be played almost entirely with a mouse! There is no need to walk up a mouse 'up' while program an alternative to the time-saving right mouse. It handles, opens, close, opens,

spread, go, hi and various.

Because there can be used with each other, and with algebra player I can you a surprisingly large number of systems can be designed using this very simple method of play.

Deja Vu takes full advantage of the Mac's windowing capabilities by effectively creating a separate window for graphical movement for almost every algorithm that practically contains something else (including you). An example of this can be seen at the very start of the game when you find yourself on the floor of a man's restaurant having noticed a screen move on the floor which has left you with ammonia. On the floor of the bar is a staircase which can be picked up simply by moving the cursor over it and, while keeping the button pressed, moving the cursor to the window marked inventory. You can then see the contents of the bar inside the pressing 'open' then 'close'.

Once the cursor is pressed over the bar, a separate window appears showing all the items contained in the bar. One of these is a wallet and this can be opened to reveal yet another window showing the wallet's contents each of which, in turn, can be examined.

The adventure itself drops the player in a situation where he has literally nothing and remembers even less. Everyone else, however, seems to know exactly what's going on... . Are there any still after that initial day who are trying to kill you? The textual descriptions of all the locations and people you may meet are humorous and atmospheric, really making you feel you're back in Gungahroville in the Blue 30.

For anything that sets Deja Vu more ahead of anything else in the way the player can interact with most parts of each of the 60 or more location points simply by moving the cursor over the required screen element. A practical example of this can be found in a bedroom where you must search a table in a bed adequately for food can be seen above the table; however, you can actually pick up and carry her across the room.

If you can't remember those to a Mac, you have to use Deja Vu... it's a tradition.

THE ART OF WAR

In 400 BC's Chinese philosopher called Sun Tzu wrote 'The Art of War', a treatise on military strategy and tactics. The 'Art of War' (AOW) has been studied by some of the most brilliant military minds in history. The Mongol leader Genghis



Khan himself was thinking on AOW and created one of the most awesome armies the world has ever known. It is widely held that the young Napoleon was inspired by the 17th translation of 'The Art of War' by Sun Tzu who was greatly influenced by the work when writing his Little Red Book. The 'Art of War' is as valid today as it was 25 centuries ago when it was written.

Bruteland's 'The Ancient Art of War' is inspired by Sun Tzu's philosophy and sets you against eight outstanding generals including Genghis Khan, Julius Caesar, Alexander the Great, Hitler and Benito Mussolini. There are eleven campaigns from which to choose ranging from a straight-on to capture your opponent's base to the north to the 'Blizzard of Borneo'. Each campaign requires different skills in success and each of the generals exhibit different characteristics which reflect the principles of warfare prevalent in their lifetimes.

In each of the campaigns you start off with a certain number of troops (usually a combination of archers, knights and horsemen) although you can create your own campaign with the comprehensive construction kit which comes with the package.

Invariably you are outnumbered by the enemy. Each group of your troops have their own conditions and food levels which must be constantly monitored to prevent them from dying of starvation or exhaustion. Campaigns can also begin in different formations which are critical in combat situations where, for example, you would never have archers at the front or enemy knights or horsemen could get through too quickly.

Troops are moved over a scrolling map and the computer allows you to 'move' in on specific soldiers to undertake your settings personally, although battles will be fought automatically in your absence.

Various displays give information on the relative numbers of both sides at any time during the campaign and there can be spent up during periods of lull contact

with the enemy.

Even if you have no interest in war equally well, the concept of war like rapidly-designed program is a fascinating study in tactics, planning and patterns.

PINBALL CONSTRUCT SET

One of the original 'construction sets' was Bill Budge's Pinball Constructor for PC which was launched back in 1985 on the Apple II series main frame. It has since been converted to various main frames including the Commodore Amiga and Amiga 600. By far the best version of the genre has to be the conversion for the Mac which takes full advantage of the graphical and sound capabilities of the machine to give a pinball program as authentic. I'll have you 'tilting' your Mac before you know it.



The program's features could fill a book but some of the more interesting include a palette of some 60 parts from which the basic table and/or design plus the facility to move back with Budge's which allows you to paint the boards and backdrops of your games. A toolbar enables you to cut, wire, edit and change the shape of many of the primitives used in the PCS which allows for an almost limitless number of designs.

Physical characteristics, such as gravity, bumper power, ball speed

and boost, game logic and wiring can all be 'tweaked' to suit individual taste.

The PCS uses authentic digitised sound effects sampled from old pinball machines which together with the realistic ball movement and the 'backstop' wrapping you make the Pinball Constructor fun to set up and enjoy the best of its life.

BALANCE OF POWER

Another impressive package from the same stable as Deja Vu is Balance of Power, a game of 1000 subjects can ever be described in such light terms of graphics as the most late age. As the President of the United States or the General Secretary of the USSR the fate of your nation—and of the world—rests in your hands!

Unlike most games, success in Balance of Power (BOP) comes to those who know when to back down in an international framework as well as when to win in your game.

On loading Balance of Power you are presented with a detailed map of the world over which the cursor can be moved to highlight specific countries for more information. And it's the information that the increased memory and speed of 30 bit technology really comes into its own because of the ease of the program's a database which simulates the political profile of the globe and which can be manipulated for such realistic information as 'GDP per capita', 'GDP per million', 'GDP per



thousand' or 'school enrollment' for almost any country you care to consult!

Although the aim of the game is to enhance your country's prestige at the expense of the opposition the number of different ways in which this can be achieved is comprehensive to say the least. Imagine yourself 'retiring' in the Oval office smiling over a piece of news just in from the CIA: 'The US government sends large military force to occupy Sri Lanka again'.

The kinds of things that you, as the

continued

UN's 60th flag, may be contemplating world-wide intervention and is economic aid for the rebels, the making or breaking of treaties financial or otherwise and many other besides. You can even witness your country's diplomatic stance in the light of this new information and may wish to occur on quiet diplomacy, public protesting, military pressure, intense pressure or even a diplomatic offensive.

Of course the effectiveness of any of the above in persuading the Soviets to reconsider their actions will depend on many factors, including how important a piece of Soviet aid is to the Soviet's global picture and how much of a win and hence you make over the issue. Of course, if neither side has lost the situation may escalate into nuclear war in which case **NOBODY WINS**.

As with many 3D hit programs it would take an entire magazine to even briefly touch on all the mathematical models and research that has gone into *Balances of Power*; some 3D books are cited in the bibliography of quite the most comprehensive, well-written and credible computer simulation/complexity that this reviewer has seen in more than two years of playing computer and videogames... the scale and authenticity of *Balances of Power* has to be seen to be believed.

BOXING

If you thought Larry's, Frank's or anybody else's boxing games was pretty much of a genre with Larry's Championship Boxing would put them to their place. Again the advantages of 3-D hit technology are there for all to see. Not only can you recreate some of the greatest matches of all time but you can also "customize" your own boxer (you'll give many of his characteristics such as age, weight, reach, foot punch, accuracy, aggressiveness, killer instinct and even his personality of wins and injuries). Your boxer's fighting ability is also likely to be affected by the way you answer questions on how hard he hits, his ability to take a punch and whether he starts to get tired.

The boxer themselves take various forms both in the number and length of each round, the method of scoring used and, best of all, the way in which you control your boxer.

For those of you whose hands get tired in time, just thinking about a punch there is a strategy mode which allows you to manage your boxer without throwing his punches for him. You can use arrow keys to show instructions from the corner and the likelihood of your man

taking the punch depends on how tired he is and the weakness of his punches so far. Create other key combinations and change his general reaction to between rounds.

In arcade mode it's up to you to control your boxer's every move choosing from jab, hook and



uppercut... every punch will have timing and control values of punch is vital.

The program comes with four built-in tutorials: "History of Boxing", "Punch Guide", "How to Play" and "Boxing Clinic". The latter is a humorously written blow-by-blow account of the rise and fall of boxing.

"All body shapes are painted... you'll find a dozen guys built up, but may collapse from the pain. Chin and temple shots are not painful, but can send the recipient to a whole other plane."

Should be a hard hat! ORBITER

One of the new product offerings in this year's *Mac Show* is Ian Franklin's *orb-Orbiter*, a realistic simulation of gravity, depth and motion, which generates a jumpy of excitement and suspense while the show. So much so, in fact, that Microsoft has (in *MacWeekend*) stopped the UK distribution rights for this and another Spectrum/Applebox program, *Gato*.

Coming in the wake of the Challenger accident the release of *Orbiter* would have come a lot better time for Microsoft, nevertheless this is no serious attempt at TTR definitively

double simulation which deserves to be well in spite of public disinvestment with the real thing.

Orbiter gets you in command of a space shuttle which you manoeuvre on a series of missions ranging from the repair of previously launched satellites to MFT (Manned Mars Landing) with in the form of a new satellite in specific orbits.



The instruction manual indicates that after a experience is gained, by successfully completing a number of missions, you will be asked to build space stations such as orbit.

Moving through the 33-page manual one gets an idea of how much is in this program. From the detailed software approach to mission control, to the way in which the main screen displays are configured to the world map, computer icons for those loading missions in space. *Orbiter* has it all, and is definitely worth the seven dollars more than has their lives.

GATO

One of the best-kept performers in the States during the past twelve months has been a world war era GATO-class simulation simply entitled *Gato*. Although it has done for Billboard's columnists what *Simon and Garfunkel's* greatest hits did for their record charts.

As the stars of the game you will be given a mission in the form of a Cold War era and will be judged on your ability to operate and navigate your sub as you attempt to achieve your mission objectives.

There are the obligatory million and one buttons, levers, joysticks and



MAC displays all of which help to pass the time as you study your gear and prepare for the final assault with all torpedoes, torpedoes and primed.

Gato is well researched and presented on screen but somehow lacks the bite of some of the other WW2 packages around... definitely "not" standard unless you are into this kind of thing.

SUMMARY

The above are just a few of the wealth of new and successful games being released on 3D hit mac boxes. Many more were not included because space is so tight. *MacWeekend* devoted to 3D software... it's well.

The resurgence of the hard 3D is an affordable entry into the world of the 3D hit has acted as a catalyst which has stimulated many publishers of the "not and not" club to invest in the development of entertainment software for this and other 3D hit machines.

The game software market can only survive in a climate of change and innovation. This innovation comes only from developers and programmers who have already shed ideas as much as the Spectrum as possible. Investment also comes from the hardware manufacturers who continue to be an embarrassment to admit that their machines will be for games.

That aside, the future for 3D hit games looks rosy with many publishers on both sides of the Atlantic vying during all the time on the side of progress.

The next few months should see the release of a number of new titles for the 3D hit and the *Amiga* from companies such as Amiga, Rainbow, Activision, Microsoft, Fox Games, The Edge, English, Activision, Talon, Microsoft and a lot of others. US Gold. From the UK itself we can expect more from Interplay.

With support like this it is difficult to see the 3D hit becoming the Commodore 64 of the late 80's. The *Amiga* on the other hand, while appearing to be aimed squarely at the games market from a future point of view, certainly does have a price tag to back this up. Commodore are undoubtedly trying to pull the more hardware houses, marketing opportunities open in three before considering "cheapening" business cases than over the *Amiga*.

With the increased security and processing power of the 3D hit machines, developers, programmers and most importantly, you the games playing public, look we believe a field day!

and here 4

MICROSELL

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

Wanted: Latest Atari disk software. For sale: Atari terminal printer, £28; emu; JS Doubler, £25 on; Spectrum disk recorder, VTX modem, Kensington interface, 32 original games, £150 on; £2M16, number software, £40 on. Will consider exchange for C2M64 or anything Atari. Phone Birmingham (021) 747 2618, Nigel

Spectrum 486 software, all originals, for sale: Alan S. The Phoenix, Horsham, South Downs, 25-50 each. Best of the Stage, Avolon, Dragoon, Fox and Galton's War, 14 each. Action Biker, Cosmic Cruiser and Survival, £1 each. Reply to C. Hooper, 12 Cornwell Gardens, Brighton BN1 6PR.

Amstrad owner would like to swap Superbit, Fighting Warriors, Defender and more like Gash Fox, Jet Doctor or Alien Highway. Top originals only. Phone Richard on 0632 264267 after 4pm.

For Sale: Commodore MP5 800 printer, two months old and used only twice. Was £149.99. Sell for £90 or willing to swap for Commodore modem. Phone Ben 01-880 2987 after 5pm.

Amstrad 486 plus colour monitor. Only six months old in excellent condition. Also including over 80 games with cassette holders, magazines, manual, computer case etc. Being sold as seen. Sell for £200. Ring Simon on 0453 75608 (Mon to 10pm).

All BBC users out there! For sale wanted to swap games, information etc. Please include your lists of games, all letters preserved. Write to Christopher Brooks at Seville St., Lynton Lane, Walsley, R1 1LQ, Cornwall PL33 1QJ.

Acorn Electron games to sell, 40 in all. Minefield, Doctor, Sim Football Manager and many more. Price range from £6 to £11. Write to J. Pugh Jan. 75, Cornwall Green,

Edgbaston, Birmingham B15 0TW. (Invoce SAE for list and telephone number.

Amstrad CPC-404 plus TV modulator and games. Newer used, five months old. £150. Also Amstrad 809 XL, bargain £25 postage free in GB. Offers, Tel: 0811 707 3665 after 4pm.

Spectrum, 16 types, data recorder and 26 top games including Mavis, "V", and Sunlight, all £180. Will sell separately. Walkman Cass 29734.

For sale: Five sets of 10 Amstrad games, each set £8. Send cheque or postal order to Mr M. Loring, 27 Cornhill Terrace, Altrincham A82 5YP, Scotland.

For sale: Intuition, video games system, still boxed, excellent condition with 10 games including Soccer, Bargetime, Boxing and other great games. Includes box to hold games. Worth £200 will sell for £90 on. Phone 084 2845, outside London 0899-42641.

Commodore 64 games to swap. Have over 1,200 games on disk and tape. Send list for postage reply to A. Hall, 33 Popsham Road, Middleborough, Cleveland TD21 2PY.

C2M-64, C2N, Vico 3-way joystick, 1880 of games including Unilink, Password, Wic, Lair, Dropzone Arc, Tread and others. Also Adventures, Level 3, Lof etc. Many magazines, worth £100+. Wants £150, the lot for £750. Tel: Scoton 03003 86888 evenings.

For sale: Commodore 6750, five megabyte disk click drive, track etc. Works with all Commodores. Excellent condition, worth £800. Must sell for £250 on. Tel: 071-771 5385 and ask for Anjo.

Spectrum games for sale. Over 100 games for sale at very low prices. Commando, Bomb Jack, Winter Games, 24 each. Moon Crests, Frankie, Beebeeb, £3.50 and many more. Also Piers modems, £25 brand new. Currah

USpach only £16. Send SAE to K. Barnham, 63 Sandhurst Avenue, Hodge Hill, Birmingham.

Complete computer system: BBC B, Acorn GS 6305 dual drive, Microvite 64 New colour monitor, Star D.M. printer — faster of friction feed plus over £200 of software. Reply and Disc Doctor Home. New over £1,700. Sell for only £650. Tel: 066-289-204 after 7pm.

Commodore 64 with fitted second floppy, complete with leads, user manual, transformer and box. Guaranteed £27M cassette recorder with box. Over 40 titles of software, computer dust cover, manuals and magazines. Will sell for £150 on. Tel: Haleswood 04871 4025.

BBC B games for sale. Many top titles on cassette. All originals in mint condition. Most less than half price. For list send an SAE to: Mark Rowley, 75 Ashley Avenue, Chesham, Surrey RT6 2BL.

Atari 8800L and 1080 disk drive with Laser Enhancement with every protected disks plus lots of software on disks including latest games, £230. Will split. Ring 01-287 7877.

Plus 4 computerised magazine plus benefits of user group. For details send SAE to G. Smith, 14 Beach Hill, Worthing, Sussex. Also software £600 for sale.

For sale: Spectrum +, VTX 5000 modem, Kempson joystick interface, dual drive, software, excellent condition, £110 on. Phone: Newbury 871902 evenings.

Atari 8800L, data recorder, Duckshot II joystick, manuals, books and over 80 top quality games, £120. Write to Jason McKewen, 21 Frederick St, 165 Meadowfield, Durham DH7 8NE. Also interested in software swaps. Phone: Durham 261236.

For sale: Commodore 64 games on tape and disk at great swap prices. For details send SAE to G. Middleton, 90 Church Street, Corbridge, Co. Durham NE5 3DP.

Commodore 64 owner wants to swap software with people everywhere. Have thousands of games on disk and cassette. Every letter answered. Send lists to Peter Goodwin, 10 Barton Avenue, Winterlow, Selkirk, Wilt, England.

C2M software wants to swap disk software anywhere in the world. I have 700+ titles. I promise every letter will get a reply. Write to P. S. Mulholland, 12 Redley Grove, Huntington, York YO2 9BX now.

Your programs to reassemble. Send one cassette with two programmes into original plus one formatted machine cartridge, plus £1.50 inc p&h. To Jim Brown, 8 Harris Court, Drighlington, Aylesley RA11 4PL.

Commodore 64 games to sell or swap on floppy/discs. All the latest titles. Please write to R. Mansfield, 117 Bluestar Drive, Blingim, Irvine G11 8PW, or phone 0115 881 8886 any time Saturday or Sunday morning.

Yegoslav trading service, Commodore C2M & PC120. We want to swap all over the world. Overseas specials. Almost new things, please no magazines, disk and tape. Just send your new lists. Please: YU C 2, Ne Proci 26, YU-62081 Breda, Yugoslavia, Europe.

Game — an excellent adventure game for C2M 64, tape only, £2. Offer 75 locations. Send £2 now to Derek Doran, 3 Glenalton Park, Chesham, Bucks HP8 2E.

C2M-64 software to swap, tape or disk, many new titles. Phone: Peter on 07871 674326 or write my list for games, P. Hooton, 2 Farns Close, Causton, Herts SG8 4RD.



DRAGON'S LAIR

Do you enter the lair of the dragon and face the ultimate perilous quest Princess England?

Yes, *Dragon's Lair* (Magnavox's second attack and one of the first laser-arcade games) reaches the U.S. home available for your computer.

C+VG found the results of the headlining contest — the wonderfully named *Dragon* — by testing the exclusive preview of software Project's new game.

The game's main programmer, John Powell, has been working on the game

for 18 hard weeks — three seasons of blood.

SKULL RAILWAY

Lords inferno you lay on skinned heads, skinned at present of the dragon, heads strapped and you get stuck in gear. Speed play and spirit never as excited. But don't know to quickly — or too late.

THE BURNING ROPES

Here it's a touch of the Trenches. Don't

lose your jumps. Watch out for the weapons. They have lives of their own.

RAMPS AND GIDDY GOONS

Only too to jump from ramp to ramp, killing the goons. Again if you wait too long they will fall through, climbing in this air — before plunging into a void.

THE TENTACLE ROOM

This is King's laboratory where evil entities for 6 screens until they strike. Dragon can enter from above and below.

THE SECOND DISK

This disk takes Dirk to the lowest level of the Dragon's Lair. Air poses your common problems.

THE DEADLY CHECKERBOARD

Only more defeat the Phantom Knight. In that time, all phantom plays fair. It's actually designed to bring you adventures. What he laid out a square the more more change colors. I want one of those men will not that he is right. Only more defeat the Phantom Knight.

Slaps' crawling forward. Disk may not be the single screen at the edge of the cliff and fall the dragon. Princess England is close from.

Dragon's Lair was a winner in the arcade and should justify its big a lot in the computer. It's fun, challenging and interesting activities. We bet you won't be able to resist the lure of the lair.

Dragon's Lair will cost \$5.00 for the Commodore 64 IBM Spas from \$6.95 and licensed. The disc for the Amstrad 3 will be \$12.00.



for the past six months. The action closely follows that of the arcade original.

There are eight levels of play in which you play like the part of Dirk, the burning sword in a situation dictated by the computer. Powell says the computer expanding the customer base involves adding weapons and obstacles, finding treasure and navigating the customer room. It's comparing to the arcade version. It's interesting to see that the real life is loaded into the computer as you play. "As far as I know that's how have done," says John.

THE FALLING DISK

The game opens with Dirk standing on a ledge. He must trap on a ledge, Dirk, who is plummeting towards a waiting infernal lair. The idea is then to jump off at a slower level height across to other parts of the lair. Powell? Don't let me say it. It's likely easy to get on the disk, but an generous invitation around you still try to take you off the disk. The only way to defeat them here was from them.



most coming from rope to rope. Time is also important but that's not so long. A tightrope walk will strip and here you must stay.

THE WEAPONS ROOM

This is another screen which requires skillful swordplay and the ability to

wait for a sword. Watch for the knight to change colors — so there becomes inevitable.

SLAYING THE DRAGON

First before at last with Slaps in his lair. Dirk must face in front of the dragon using his sword on a double disk.

Programmer Profile

Name: John Powell
Game: *Dragon's Lair*
Favorite tool: Disk
Favorite TV program: *Survive*
Favorite book: "Lair's"
Favorite food: "Lair's"
The thing most proud about the computer industry: "The *Dragon's Lair* computer industry." "The *Dragon's Lair* game you see the next 3 of the boys who have done a building attack if you."

Other games: *Let the Wily Et and Lion*



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WATCH THIS SPACE
FOR
PG 11 — THE LEGEND CONTINUES

★ ARCADE

● QUARTET

Put another six legs on the four-wheeled, four-wheeled combination. Break all the plans and secure the combination of our maps.

You've heard it all before, but the time the game's revolutionary graphics and sound effects make us feel like we're playing a game. It's a game that's fun to play. You can play it with four players, or you can play it with one player. You can play it with one player, or you can play it with four players. You can play it with one player, or you can play it with four players. You can play it with one player, or you can play it with four players.

The plot is simple. You're a young man who's been kidnapped. You're a young man who's been kidnapped. You're a young man who's been kidnapped. You're a young man who's been kidnapped. You're a young man who's been kidnapped. You're a young man who's been kidnapped.

This month Clare Edgely lets you have a sneak preview of the sequel to Atari's revolutionary Gauntlet — *Quartet*. She also cranks a ride on a rally bike in the arcade's latest racing game, *Super Cross II*.



● SUPER CROSS II

You'd think that someone would be an exciting sport to simulate, but you probably change your mind after you see Super Cross II.

It's a motorcycle-themed two-wheeled sport game that's a real treat. It's a motorcycle-themed two-wheeled sport game that's a real treat. It's a motorcycle-themed two-wheeled sport game that's a real treat. It's a motorcycle-themed two-wheeled sport game that's a real treat.

The idea is to get around the obstacle course within a set time to get on the next level which is, of course, a harder course to complete. The first level is about easy. It's a motorcycle-themed two-wheeled sport game that's a real treat.



at it sounds. The first section leads you gently into the game, but from there on the levels become faster and more complex. The graphics are clear and the sound effects are great. The game is a real treat. It's a motorcycle-themed two-wheeled sport game that's a real treat.

There are also items to collect in a spring, get back and a power-up. You can get a power-up. You can get a power-up. You can get a power-up. You can get a power-up. You can get a power-up. You can get a power-up.

You get a power-up. You can get a power-up. You can get a power-up. You can get a power-up. You can get a power-up. You can get a power-up. You can get a power-up. You can get a power-up.

the others, again only if you all manage to increase your weapons strength.

I found it easy to play along with the game, and though the difficulty increases as the game progresses, each new level is designed to be a challenge. The graphics are very colorful and the sound effects are great.

The graphics are very colorful and the sound effects are great. The graphics are very colorful and the sound effects are great. The graphics are very colorful and the sound effects are great. The graphics are very colorful and the sound effects are great.

The difficulty is not too hard and it's a real treat. It's a motorcycle-themed two-wheeled sport game that's a real treat. It's a motorcycle-themed two-wheeled sport game that's a real treat. It's a motorcycle-themed two-wheeled sport game that's a real treat.

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GRADE ACTION



try to forget downhill with the other rules, all computers controlled, drive with the least risk to your score. In other cases you'll get a computer and will still play your life. Do that too often and you won't get treated in the same way.

In some of the games, you have to drive in a way that's not really a game, but a puzzle. In other words, you have to drive in a way that's not really a game, but a puzzle. In other words, you have to drive in a way that's not really a game, but a puzzle.



over there. Occasionally, it's better to go to the left and you'll need to go to the right to get over the obstacle. At the end of the level, the game will tell you how you did.

The graphics are nice, but not too good. The sound is good, but not too good. The game is fun, but not too good. The game is fun, but not too good. The game is fun, but not too good.

One feature which does, the manufacturer, however, right at the very end of the game, it's not really a game, but a puzzle. In other words, you have to drive in a way that's not really a game, but a puzzle.

The next level is a puzzle, but not really a game, but a puzzle. In other words, you have to drive in a way that's not really a game, but a puzzle.

When you're done with the game, you'll see the score. It's not really a game, but a puzzle. In other words, you have to drive in a way that's not really a game, but a puzzle.

Well, the Americans haven't beaten us yet when it comes to the gritty-gritty of who's got the highest score.

We've received a number of challenges to the high scores table printed in the July issue and it just goes to prove that we can run rings round The Yanks!

To kick off, Andrew Moore from the Republic of Ireland puts me right on Iron Horse which refers to the train you're riding on as it chugs through the Wild West. In this battle against a gang of masked thugs you're given a choice of weapons: flame throwers, bombs, lasers and bullets.

And here are Andrew's tips:

- 1) Duck when you're fighting to reduce the chance of being stabbed or shot in the back.
- 2) Save the special weapons for the Mexicans who stick down and fire bombs or flames at you.
- 3) When you get the last carriage — usually an open cattle truck — get in front of the barrels and duck. Stay low and keep firing. Now the

only way the gangsters can get you is either by running into your line of fire or by chucking bombs or flames. In any case you know what's coming.

- 4) Choose the punch option as it's more devastating.
- 5) Dive into the alcoves in the carriages as the bullets hardly ever follow you in. And use the passage ways between the carriages as they have to string out and you can knock them off easier.
- 6) In the second and subsequent stages keep a watchful eye on the background and dodge the cannon fire. Duck when you see the bold guys as they throw knives at you.

And from Lee Taylor of Blackpool, Lancs, comes a tip for infinite lives on Dragon's Lair. Play a two player game and let player one lose a life. Then on player two's first man complete the game. Lose player one's remaining man and the machine should go into unlimited lives on player one. This trick will not work with American versions of the game.

Hall of Fame

Dr. Bob's Beards	179,570
Ed Yanki Egan	151,910
Blaze Proctor	170,945
Walter Arthur	150,300
Bank Jack	1,408,610
Clayton	591,850
Commodore	726,570
Hungry	49,628,230
Super Mario Bros.	2,823,100
Smiley Boy	81,390

Lee Taylor, Blackpool
Lee Taylor, Blackpool
Matthew Byrden, Kent
Sublimar Grand, Leicester
Mark Dore, Hampshire

Bonnie Crawford, Hallowell

Beat those if you can. If you have reached new heights and beaten the impossible, why not write into High Scores, Arcade Action, C. VD, 30-32 Farmington Lane, London EC12R 8JU and enter the Hall of Fame.

THE HUNTERS

REACHING THE TOP FLOOR OF IDEAS CENTRAL, HOLLOWAY AND JACKSON WERE FORCED TO TAKE A SHORT COMMISSION WITH THE MAN AT THE TOP. WHAT ARE ABOUT TO HAPPEN THEY HADN'T...

YOU SEEM TO BE A
GOOD FOLK BOY... AND
SERIOUS LAME...
SUCKER!



WELL, ALL I WANT
IS TO GO AWAY AND
STREAMLINE YOURSELF!



WELL, I'M WORKING
ON THAT... YOU SEE, I
WANT TO GO AWAY ON A
VERY SOONABLE ACT.



NO LET'S CONSIDER
WITH THE PLUMBERS!



NO LET'S CONSIDER
WITH THE PLUMBERS!



TIME FOR
YOU...

TO SEE
ME...

AS I
TRULY
AM...

YOU'RE BOTH GOING
EXTREMELY PALE...
I DO HOPE YOU
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BETTER THAN YOU LOOK...
HA HA HA HA

WELL, I'D LIKE
TO SEE YOU
KILL IT!!

THE MAN

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Pen Pals Page

If you would like to get in touch with any of the following British readers, please write to them c/o C+VG and I shall pass your letters on. Otherwise, if the reader is from overseas just write to them direct, at the address which follows their letter.

I am a 15-year-old Atari owner and would like to have a penpal from anywhere. I also have a cassette deck and many cassette/cassette based software. Please get in touch with me.
Andrew Nejaia
Glasgow

I have a Sharp MZ700. I like arcade and adventures. I would be quite happy if anyone in the world with the same computer would contact me.
Sebastian O'Leary
Co Cork

I'm an addicted 14-year-old BBC owner and would be pleased to hear from any fellow Beeb owners who have a modem and would freely like to swap hints, tips or games using either the modem or post.
Bluet-Ager
Kent

I own an Amstrad 464 and would like to have penpals from all over the world. I have nearly 200 titles and would like to swap software.
Torgun Sandvot
8523 Elvegard
Norway

My name is Monika Kochanska and I live in the city of Putawy in Poland and have access to a Spectrum ZX. Unfortunately I do not have many programs and

would like to hear from other readers.
Monika Kochanska
ul. Szekielowoz 13/42
24-100 Putawy
woj. lubelskie
Poland

Another reader, also from Norway, is looking for a penpal who owns an Amstrad. He is:
Bjoger Maade
Osler Skosteneve 26
N-7000 Fossofoss
Aldroy

I thought that I would drop you a line and let you know about MSOGs, an amateur magazine I run. The magazine comes out ever two months and it is totally devoted to MSX owners. If you would like to find out more, why not drop me a line c/o C+VG.
Mr Smith
Somerset

I have had my Amstrad CPC 464 for a few months and already have quite a few games for it, so, I would like to get in touch with other Amstrad readers.
Christina Smith
Dyfed
S Wales

My name is Iman Bilikar and I am a student. I have a Spectrum computer, printer, joystick and microphone. I like adventure games and would like to swap hints etc with other readers.
Iman Bilikar
26-D Peoples Colony
Patalshah
Pakistan

I am a 13-year-old Spectrum owner and I collect games. I would like to get in touch with

someone who would like to swap software, hints, tips and jokes. If you write to me, please enclose a list of your games.
James A Stroebel
Hwy 207
270 Gardabear
Iceland

I own a Commodore 64 and live in America and was wondering if anyone out there is interested in trading games. If so, please write.
Andrew Bonell
1354 26th Street
Brooklyn
New York
11229
USA

Two friends from Spain have written in and would like penpals who own either a Dragon or Amstrad. Juan Carlos owns the Dragon 82 and his address is:
Juan Carlos Hernandez
Jenaro Oza 32, 5 log
Barcelona
Vilvoyna
Spain

and Agustin owns an Amstrad
Agustin Sanabria
Jenaro Oza 32, 7 Ocha
Barcelona
Vilvoyna
Spain

I am a 15-year-old girl and own a C64. I would like to hear from other C64 owners interested in computer studies as well as games. I am interested in hearing from people abroad as well as this country.
Alison Hochhaus
Nr Chorley

more next month

C+VG Mailbag

COMPUTER + VIDEO GAMES
30-32 FERRINGDON LANE
LONDON, EC2R 3AU



Never let a robot do a man's job! Why don't I ever listen to my own advice. Over the past few months Big Red, Otis and B-Con have been wrecking the Mailbag pages. How it's my turn — not to wreck them but to restore order. No sick or silly replies from me, just no nonsense, straight from the shoulder, no bedding about the bush, hard hitting and jolly answers. Undertaker? Jackson 7, Kalfiber.

C+VG Star Letter

Editor's reply: Every month we're going to give £5 for the best letter printed on the Mailbag pages. So keep on writing to Mailbag, Computer + Video Games, Priory Court, 30-32 Ferringdon Lane, London EC2R 3AU.

■ I am writing in reply to those letters which criticise program listings. Many of my plotters and addressees, too, I will write to compare them with commercial programs.

Apart from being a source of free games, I think listings serve another purpose which their critics overlook. Believe it or not, I have made that point a number of times here before...
Yes, and you can use their trash just

by using them to actually enter the programs in and C+VG gives you something to aim for. I myself started off by taking in listings, seeing their authors, receiving help, improving them and eventually writing my own games. I have since had several published in C+VG, all of which my friends still like to play.

So the prime of C+VG listings gives an incentive, in much the same way as your competitions do. The excitement is in the doing, whether it's the creating, poster designing, caption writing, or doing the game. Getting something published is a bonus and I think someone recognises all your hard work.

So how about turning programming into a regular competition? This might mean

writers would be tempted to try it. You could have a different theme each month, and the best listings could be published together on screen shots and reviews. This would also give readers a better idea of the game before buying it.

Back in 1984 C+VG typically contained 20 per cent listings, most computer titles displayed. In April 1988 this figure was down to under seven per cent back and while it would give the demise of C+VG listings, who knows how many of today's top programmers started by typing in a home magazine listing? Besides the bugs would then be free to pose letters to other parts of the magazine! Mark Luck, Rugby

■ I would like to draw to your readers' attention the excellent service received from Silco Shop in Kent. My 100th birthday party on a Monday morning at 11.30. I ordered Silco Shop at 11.45, explaining the situation and they said they would arrange for collection the next day. Silco Hour later I received a telephone call asking if it would be possible to collect the computer. Two hours later it was on its way to Kent.

I then phoned Miller Savings, the cheapest manager that King has to offer! I called. Little did I know that within three days I would have a brand new replacement.

It all computer shops give this sort of service then I will be less problems like my friend encountered... he had bought three months for his C64 to be replaced.
Mr P J Bates, Norfolk

■ Would you be kind enough to send me a catalogue of the computer games you have, if it's possible just for the Atari 800X. Although I live in Poland and so don't buy computers, the programs for them are very difficult to get hold. That's the reason I'm writing to you as I wish to enlarge my collection of games.
A. Wozniak, Poland

Jackson replies: Sorry, friend, we just don't have a catalogue of computer games. New games are coming into the market every day so any

catalogue would be continually out of date. My advice is to keep all your C+VGs. It's the best reference work you could have.

■ I am writing to you for advice. Whilst software service is too important I have looked at computers but they all seem alike.

As you can see from my address, I live in Australia, which is somewhat of a steady state when it comes to your technical competitors. The magazine from which you come in August has just got the April edition in and today is May 23rd. So you can see my predicament — I buy your magazine after the date of which the competitors has finished to know any way of getting around this awful situation? If not, what do you suggest?

I really enjoyed your review on The Power. How can a computer generate such graphics?
Matthew Deady, South Australia

Jackson replies: We can afford you copies of C+VG and they should reach you within 10 to 14 weeks. But in all cost you £60 for a year for a subscription. As for competitors, Matthew, last year we ran an event to reward competition and only one person from Australia entered — he came from New Zealand.

■ How do you get your pictures of arcade games in Adelaide Australia? Do you use a flash or a special expensive camera? I would like some pictures that they did not turn out. Do you have any spare old pictures I could have?
Garry Adams, Suffolk

Jackson replies: The cameras we use are not special just ordinary SLRs — that's Single Lens Reflex. The art is in getting the right shutter speed and lens aperture. Sorry, but we don't have any photos. We writing to software houses.

■ I feel the need to write to you once more concerning the June 1988 issue. I collected my reserved copy from my local newspaper, and thought to myself "It is a beautiful issue, nice and thick." On closer examination at home I found that 33 pages of my supposed

"bonus issue" consisted of a NewWest Online magazine.

While appreciating that all magazines carry letters for other readers, I think that this was a bit much, especially as it resulted in a careful removal of said magazine in order to avoid damaging C+VG.

I am sure that a lot of people would rather have a game's instructions than a hard advertisement. I for one do not wish to see another "Bank Job!" and would prefer a listings book instead.

All gamblers aside, keep up the good work in your magazine pages.
Stephen F Webb, Sharncliffe Drive

■ After the incident involving the spelling of Michael Jackson's name, I believe a Christian name, confidence in the editorial eye reaching new lows and potential damage being done to your publication, I would like to see you receive a list of names being offered to ease my anger.

Anyway this is a good header and sometimes intergraded well with content. Did I mention it is just a header... why in the Advertising industry there the same person shot for Terence of Darkness and Return of Osiris?

Once again how did such a glaring error slip through the editorial staff? And this time no writing Big Red as a support — let on Andy's support for instead!
Mark Manson, Manchester

Jackson replies: Gary, Mark, I could dream up some far-fetched excuse about the picture mix up but you probably wouldn't believe me. It's true, however, in what happened. Larry was leading the C+VG team in our daily 8.30am session workout when Big Red decided to go for the "outs" — that means accusations that his opponents cheated and he went into a robotic, faint, treated onto the adventure page layouts and caused absolute havoc. The result, a story that was printed there and we have given you a bonus for the less hectic pleasure of the editor's sometimes basket weaving slavers. Barfield, Mark?

■ Regarding the letter which appeared in last month's

C+VG Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGTON LANE
LONDON, EC1A 3AU

Wallops! concerning a proposed revision of this for the show, I would be grateful if the people who would like to see a 2000 edition could let us know. I am very interested to find out where readers have come from.

As for a Finland air campaign, there will NOT be an Adventure 2000, and I am allowed to learn from your correspondence that such a campaign may exist. I, for one, would be intrigued to see it!

Marketing Manager,
Krisna Schwand,
Bullseye House,
11000 St Martin's Lane,
London.

■ Will reference to your answer to Mr Donnelly's letter (C+VG) — what a load of rubbish. You suffer from lack of ideas in the same way that your reviewers do and yet they can still tell the ropes to go on. All I see competition winners — WRY!!!

I have referred in much the same way to Mr Donnelly, but I was sent copies without knowing what it was for — C+VG, and as you haven't run a competition with the games as a prize, the reviewer doesn't even bother. By not printing results you are humiliating many readers to months of frustration, frustrating scanning of your pages for the results.

I, too, entered both the Commodore competition and the Fighting Warrior competition, and the only way that I knew that I had been successful in the Commodore competition was by looking at the charts and wishing it true and then, when I discovered that I had not won, I was disappointed. I will know next time.

As for the Fighting Warrior competition, the lack of results has been a disgrace, and as about the longest running computer magazine, I would have thought that you would set an example for others to follow. But no, good old C+VG will publish on-line what all its readers are believing to be rubbish, your not printing results can cause confusion on two counts. Firstly, there is the opinion that I have not won a game, and secondly, that a game is eventually being the competitively leaving the readers in the dark, and

secondly, what if it is the you team or just in the past? As the readers has no idea that they are to get it and they can do nothing about getting competition or an explanation here you or the press office.

Maybe that is the case of the readers, you even if really bothered should have your readers might feel. I notice that in the last few issues there has been a "disclaimer" about which is better. C+VG or C+VG, even if I'm not interested in this either, but I'm engaged, but I feel that I have just one comment to make on the matter, at least C+VG (and Computer User and Your Computer) that matter. I will be about it if needed, not changing your access to cover its inadequacies.

I thank you for C+VG, as it is good despite what most of its reviews have said. Jim Jones, Brighton Regis

Jackson replies: Hello one who we should send you a copy of C+VG. Jim, Jones, you're being bossy.

But surely you know which competition you're entered? In any event if you explain it to us we can put it together a way like C+VG why don't you tell the Ed and arrange to come along and see how it's done.

■ Did you know that there isn't one software house in Belgium — that I know of — which produces programs for the Commodore? In fact, the only one who come very good software houses. One of them is Kilduff who produce very good games — their latest being Kilduff and the last of their games is Kilduff, which was awarded game of the year in Holland. It's a helicopter game with 60 screens.

I see your review of them, do you think Kilduff will make a CD-ROM conversion? One last

question, will Marble Madness have a CD-ROM version or just an Amiga version? Michael Christie, Brighton

Jackson replies: Not sure about Marble Madness, Michel, but we understand that it will be released on the Commodore.

■ WARNING!!! I have recently purchased the 2000 issue of C+VG. I was really looking forward to this publication. But, to my horror, as the game proceeded I recognized the game as an almost exact copy of Atari's Asterix.

For people like me, who have already got Atari's game, this game is an irritating shock. I felt ripped and cheated and the reason for this software house has greatly decreased. I am just warning other Asterix fans about this and I would suggest to buy a copy of Ocean's Asterix — you can't go wrong.

Jackson replies: I think your reaction is fairly typical.

■ Dear reader, sophisticated, good looking, able, usually known as the Ed. (No another one after a time T-Shirt) — Ed! Up to now I have not been able to put pen to paper because I have been too busy reading your magazine, but I would like to make a few comments. About that ratings problem, why don't you, with other monthly covers like really good games, sent it by a reader for the BBC, Decree.

In between rating months do special features similar to the BBC one, reviews more adventure and arcade games to the BBC and if better, PLEASE. Could we also have Prof' Videos too?

Does any one know of a software library to cater for the BBC? Kevin Chambers, Hereford.

Jackson replies: Oh I had we don't know of a BBC software library. And as for Professor Video, he's been asked for good.



Trivial Pursuit has sold over 60 million copies worldwide. Now the game is coming to computers with all the added extras the machines can offer. Domark and the OS/2 programming team are the people taking this daunting task of converting the world's best known board game. And in September's C+VG we tell you how it's been done and if the game manages to capture all the spirit of the original.

Oh Boggit Delta 4's latest spoof adventure is soon to be released and to celebrate the fact we're bringing you a special Boggit competition next issue. You could be the proud owner of Binda Faggin's very own wild hi-fi system on stolen from his little round hole by a greedy dwarf. Don't miss this amazing adventure event coming your way on August 14th.

BONDS FAGGIN'S
BOGGIT-HOLE...



PLUS: Kink — Adelletra's gripping game starring the cute little blob is the subject of a C+VG map special next month.

PLUS: Vic owner's don't despair. There's a special Viva Vic software competition for you to enter!

PLUS: The best adventure pages in the world feature an in depth look at Delta 4 and their very adventures.



You've read out M.U.D. — learn about other intermodem-linked games you can use to bring the whole world of fun and adventure to your front room.

C+VG
NEXT MONTH

You could win all the Jewels of Darkness if you're brave enough to enter our Level W/ainkirk G/athering Prizes competition. £200 worth of extremely priceless items from top jewellers. RL Scansels could belong to some lucky C+VG adventurers. If you want to get your hands on some hidden treasure you know what to do!

If you want to be a cool customer as you sizzle slowly in the summer heat then you're just GOT to have a copy of C+VG next issue. Why? Because we're bringing you a special preview of Design Design's first wargame based on the cult comic character Rogue Trooper. Rogue is a Genetic Informant, aided by three useful blockies, Gunner Helm and Bagman. Watch for the cool blue here in C+VG next issue.

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THRUST



SYSTEMS OF THRUST ALREADY PUBLISHED:

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Now available for the BBC Micro and Electron

The Commodore version of Thrust published by Firebird Software that immediately built a reputation in the software charts and was greeted with rave reviews throughout the computer press. Equally addictive and just as enjoyable, the BBC Micro and Electron versions of the game are set to emulate this performance.

Thrust offers fun, fast, yet highly realistic and intensely challenging. Your mission is to visit 24 planets in time collecting the crystals from each, a powerful destroying enemy patrol's mobile system. Your spaceship and the planets which are heavier than the surrounding space is automatically subject to the laws of gravity, inertia and momentum - instead the game's built-in velocity shifts adds a first-class Formula 1 degree of realism. Careful planning of your manoeuvres is essential in order to prevent the pods falling out of control and dragging your sophisticated destruction.

To add to the challenge, the planets have different gravity rates and, as you progress through the game, some have "reverse gravity" or "frictionless" qualities. They are identified by distinctive important atmospheric effects. You need the pods and fuel tanks - the only source of replenishment for your limited fuel supply. The smooth, screen-scrolling, which is essential, and the realistic option gives the player a fascinating feeling of floating through space.

PRICE: £7.95 (cassette), £11.95 (BBC disc)

COMPETITION COMPETITION COMPETITION COMPETITION

If you complete the mission by collecting the pods from all 24 planets, you can enter our competition. Prizes include a beautiful trophy (pictured on the right), 1000 coins, and 2 copies of the outstanding book "The Realities of the Universe" by Francis Moore. Closing date: 31st January, 1987.



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