

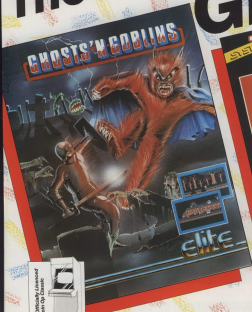
COMPUTER
+VIDEO
GAMES

ROGUE
TROOPER
GEN GENIUS



TRIVIAL PURSUIT — THE PREVIEW/RETURN OF THE FIST!
BRAYBROOK'S ALLEYKAT REVEALED/INTERACTIVE MAGIC
£200 JEWELS OF DARKNESS COMPETITION/SPUTNIK SECRETS
MULTI-USER GAMES/WIN THE BOGGIT'S MIDI SYSTEM/FREE CYBORG POSTER
KIRIL GAMES PLAYERS GUIDE/SECRET LIFE OF DELTA 4/VIRGIN CHALLENGER COMPETITION

The Arcade GIA



Critically Acclaimed
Gain Up Classics



The very best elite titles are available at selected retailers at www.gainup.com

ANTS

ERBOY



elite

CAPCOM

ATARI

Spectrum	Cassette	£7.95
Amstrad	Cassette	£8.95
Amstrad	Disc	£14.95
Commodore	Cassette	£9.95
Commodore	Disc	£14.95
C64	Cassette	£7.95

Mail Order, just send a cheque or postal order payable to Elite, or quote your Credit Card number.



Elite Systems Ltd.,
Anchor House, Anchor Road, Aldridge,
Walsall, West Midlands, WSA 6PW.
Telephone: (0922) 52165.
Telex: 326736 ELITE G. Fax: (0922) 647259

elite

CONTENTS

FEATURES

- 16 **ROGUE TROOPER EXCLUSIVE**
- 38 **JEWELS OF DARKNESS COMPETITION**
- 41 **IDEAS CENTRAL**
- 44 **FIVE STAR INTERVIEW**
- 47 **VIRGIN ATLANTIC CHALLENGER COMPETITION**
- 49 **BRUCE LEE JUNIOR — LISTING**
- 54 **CYBORG POSTER**
- 57 **ADVENTURE NEWS**
- 58 **ADVENTURE HEADLINE**
- 60 **BOGGIT COMPETITION**
- 62 **DELTA 4 FEATURE**
- 65 **ADVENTURE REVIEWS**
- 68 **ADVENTURER OF THE YEAR**
- 70 **TRIAL PURSUIT PREVIEW**
- 72 **TRIAL PURSUIT COMPETITION**
- 74 **MULTI USER GAMES/STARNET**
- 78 **KIBEL MAP**
- 80 **SAS COMPETITION**
- 82 **VIVA VIC COMPETITION**
- 84 **COMPETITION RESULTS**
- 86 **ARCADE ACTION**
- 88 **EXTRA BITS**
- 90 **GALAFORCE PREVIEW**
- 92 **CUSTOMISED COMPUTER COMPETITION RESULTS**
- 95 **INTERACTIVE VIDEO**
- 97 **BUGHUNTERS**
- 102 **HALBAG**
- 106 **NEXT MONTH**

NEWS & REVIEWS

18 **REVIEWS THIS ISSUE:**

GAME OF THE MONTH: *Jack the Nipper*, *C+ VO* *Miss! (Daddy 'n' Daddy)*, *Horway Headbanger*, *Storm*, *Foodrunner*, *Migak*, *Arms*. [Play lots more...](#)

75 **ADVENTURE**

Keith Campbell, *Adventure* explains, set out on a quest to find Delta 4 and find a world of wonderful wonders. He also reviews Delta 4's latest, *The Roggit*.

8 **NEWS**

Catch up on the latest releases from *Crystal* — including *Star Trek* — plus a look at *Allegiant*, Andrew Stimpson's latest, *Hot Computer Tony Takasashi* brings you the new arrival *Marble Madness*.



LABYRINTH/NEWS/P8



ARAG/REVIEWS/P29



FIVE STAR INTERVIEW/P44

INSIDE STORY

■ Is this issue of C+VG value for money or what? There's no need in that, it's assured that if you're reading our digital First off we've got a special, much-peeked-at Design-Designer's Rogue Trooper. Can this sub-comic hero become a full computer hero? Find out inside. Yet more games in the shape of Demost's official Tactical Pursuit — the computer version, Andrew Brindwood's Alleykatt and the long-awaited follow-up to the bestselling First Star game and the interesting new release in the pioneering Mad-Dropkick aimed for incredible new interactive video games, and Delroy Pearson

from top-blue group Five Star about his Commodore-64. And we've got some ideas for Five Star's London contest to give away Keith Campbell has been chosen to meet the Delta-4 and bring back news of the going on in their sleepy-country village. We take a look at MAGE — no, not the thing you drink tea out of stupid — Multi-User Games. It's a magical mystery tour through a weird and wonderful world. Then there're lots of competitions, and all your favourite regular features. And a free pull-out Cybering poster. And it's all yours for just 75p. Please do we do it till you know... J

Tim



ARCADE ACTION/P86

TRIAL PURSUIT PREVIEW/P70



JACK THE NIPPER/P21



KIREL MAPPED! P78



BUGHUNTERS/P97



THE BOGGIT/P62



EDITOR
 The Macmillan
 GROUP EDITOR
 David Whougham
 GENERAL MANAGER
 Larry Walker
 MANAGING
 EDITOR
 Dennis H. Dale
 DESIGN
 Craig Mackenzie
 ADVERTISING EDITOR
 Keith Campbell
 Head Designer
 Steve Simmonds
 Ian Whougham

AMERICAN CORRESPONDENT
 Marshall H. Sussman

ADVICE
 Dave Minter
 SOFTWARE CONSULTANTS
 Tony Robinson
 Chris Gyle
 PRODUCTS
 Marcus Webb

ADVERTISEMENT MANAGER
 London Matthews
 ASSISTANT AD MANAGER
 Christine Williams
 AD PRODUCTION
 Debbie Pearson

PUBLISHER
 Steve Lewis
 COVER
 Jerry White

CORPORATE AND ADVERTISING
 OFFICE

Priority Post
 20-22 Park Square, Leeds
 LS2 3PL
 Tel: 011 221 1222
 July-December 1988



JOHNNY REB II

The American Civil War is raging at its height. The Union and confederate armies are recruiting anyone old enough to hold a musket. It is a time for brave and fearless men. You see Johnny Reb—one of the bravest of them all.



An accurate full scrolling graphics battle simulation



Argus Press Software
Liberty House
222 Regent Street
LONDON W1B 7DB
01-429 0666

Spectrum,
Commodore,
Amstrad
£9.95



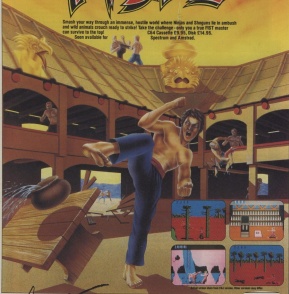
LOTHLORIEN

FIST II

Smash your way through an immense, hostile world where Ninja and Shogun lie in ambush and wild animals crouch ready to strike! Take the challenge - only you a true FIST master can survive to the top!

Soon available for

CD-i Cassette £9.95, Disk £14.95,
Spectrum and Amstrad.



from

MELBOURNE HOUSE

The Home of the Hits!





NEWS

■ Peter Jones and Trevor Larner are a pair of dodgy geezers. They were the people who teased you with *Hyperbolicus* and harassed you with *Wingspread*. Their latest enterprise takes you into the twilight world of petty criminals, as you and a wanted band out.

Dodgy Geezers is a two-part graphic adventure packed with Larner and Jones humour. C+M's very own dodgy geezer, **Keith Campbell**, will be looking on the latest Larner and Jones adventure in depth in a future issue. And he'll have them bang to rights, god!



■ Masters of the Universe

■ **Overlord** and **Masters of the Universe** lead a powerful release of US Gold games out to dominate the charts this autumn and into the New Year.

Overlord is a huge smash for Atari in the console, it now being developed by **Gremlin Graphics** for C64, Spectrum, Amstrad, MSX and Atari. Its best 16-bit version will be developed in cooperation with **AdventureSoft**.

The game consists of four characters. There's the Yellowbe who has strong arms. There's the Wizard, skilled at hand to hand combat. There's the Wizard who has the best magic of all and Queen the Elf who has the gift of speed. The key to success depends on how long you can't the onslaught of your many attackers — from ghosts to demons. You have to search through the mazes to find the exit to the next level to enter a further stage of furious action and spellbinding excitement.

Masters of the Universe is based on the highly popular television series.

There will be two different games — an arcade one for the C64, Spectrum, Amstrad and Atari ST and an adventure game which

will be available on all these formats plus the BBC, C16 and MSX.

The players must help He Man and his fellow heroes Battle Cat, Teela, Man-at-Arms and Cobra in their fight against the evil Skeletor.

The arcade game should be out in October with the adventure following in November.

Overlord (see last month's C+M) for screen should arrive first on the 64 with Spectrum and Amstrad versions following. In it you play the role of a secret agent who must stop a plan to destroy the world.

Among the **Epix** games **US Gold** will be releasing are **Super Cycle** (C64, Amstrad and Spectrum), a landmark speed motorbike race game, **Championship Wrestling** (C64) and **Movie Monster** which

■ Overlord



■ World

allows you to play the role of various characters which have starred in US-G films.

The members are *Condoles*, *Grand Wazoo*, *The God*, *Magnum Baboo*, *Demotika* and *King Cream K&R*. There is a choice of various scenarios to be played out in various cities of the world. For instance, trampling a famous landmark or just eating everything in sight.

World Games (C64, Spectrum and Amstrad) is another those sports simulation which were such a smash last summer. Events include off-roading in Alaska, building in America, log-rolling in Canada and roller-skating in Scotland. It should be available by November.

■ Super Cycle



■ Express Train

Express Train, **US Gold** is also getting in on the train for good connections with **Demotika** (C64, Spectrum, Amstrad), the shoot 'em up, and two **Game East** games, **Express Builders**, a good *Wesley* spin off, **Book and Bang**, and **Break**. There is which you control a pretty amusing jumping man through five hazardous levels.



HOT GOSSIP

By Tony Takovshi

Thoughtful month's review of four PC games would be impossible to top.

But it's actually happened! The ultimate opinion is here.

Meridian Madness has arrived. That's the good news; the bad news (unless you're a CD-ROM, 2D to spend) is that it runs on the Commodore Amiga.

It was written for the American company Electronic Arts and it will be released in late August in the UK by Artisoft—with a retail price of £29.95.

Meridian Madness is one of the few games that truly transcend all areas of arcade play, from System 16 to Amiga to laser strategics. It offers a frantic energy and compulsion to play that quite possibly few will ever experience in their lifetime. (HMMV, but honestly there is no equal access any format in terms of



arcade conversion quality.

For those of you who missed out on AMV it goes like this... The aim is to guide an Amiga through six different platforms. Each platform has different strategy to acquire and a time limit is enforced to ensure you do not dawdle along the way. If you run out of time the game is over.

To reach for the mountains, down to the valley-gully. When the game

has finished you are presented with an options page.

There you may select your difficulty level (0-7), control options, mouse or joystick options and one or two player game (runs on this one later).

The six levels to work through are Wild, Frenzied, Beginner, Intermediate, Hard, Silly and Ultimate (the MC one).

continued on page 104



■ **David Bowie** has done most things — except star in a computer game. **Artisoft** and **Corel** are about to remedy that by translating Bowie's latest fantasy novel, **Labyrinth**, into a game. The novel has already gone on the States and is due in this country sometime around Christmas.

It also stars some of biggest men: **Jim Morrison's Spacejunky Project**. You may remember **Dark Crystal** which featured his earlier ventures.

Francis' **Labyrinth** features many models of his **Meridian** studio — a stone's throw from Artisoft's new HQ. There are lots of heavy **Diogenes** and **Diogenes** themes. Bowie plays the **Golden King** who rules a vast underground complex — the **Labyrinth**. Our American correspondent **Marshall B. Rosenblatt** has been talking to

the programmer of **Labyrinth** about the exciting world he is and will be bringing you his report in a later issue. In the meantime enjoy the picture from the film

■ **Pieces of eight, pirate gold, death under the sea** — that's the program of **John Shaver's Pirates in Treasure Island**, a graphic and text adventure from **Malibuware Projects**.

The game — which fits in with the current television series — casts you in the role of **Jim Hawkins** in a race to get the episode of **Captain Jack's** treasure from its hiding place on the island.

The island itself is accurately reproduced in 3D from the original **Treasure Island** novels, with mountains, rivers, trees, beaches etc., all displayed in full perspective with approximately 200,000 locations and eight angles of view from each location giving over 1.5 million possible views. Each view occupies the top 3/8 of the screen, with the story oval below.

The game is played in real time, and has a dusk/night/day sequence to give added atmosphere.

The player must keep a careful



watch on his strength, which will be reduced by various forms of physical exertion, but which can be replenished by eating and drinking.

A series of clues are hidden at various locations around the island. All of these must be found and placed together to discover the location of the missing treasure.

The program was designed and written by **Tony Boden** and **Tony Mizer** and is available initially on the **Commodore 64**, with **Amstrad** and other conversions following shortly. The price will be **£9.95**.



■ **Watch out — Flat** is on his way back! The bone-crunching hero of the game that took the games world by the throat last summer is planning a comeback tour. **Way of the Exploding Fist** is a rough guide to follow. **Tom Malibuware House's** Amiga programmer **Greg Bennett** and graphic genius **Gregg Hoffman** come up with something even better! **PC**'s game ranged a Ninja style road on the **Malibuware House** **HC** to find out. The exciting news is that **Flat** is **The Legend Continues**.

Looks as if that that you'll own your fingers watching a copy-off of the

shades. It isn't just another karate combat game. **Flat** is a **3D** martial arts adventure.

First of all our hero has a mission. He has to find and destroy an evil wizard who hides away in a volcano fortress. But before he can do this **Flat** must learn some fast and very special martial arts skills. He learns by finding magazines or scrolls that are scattered about the 3D screens — and in martial combat with deadly opponents.

The world of **Flat** is a sprawling, hostile land of dark swamps and dark forests, of mountains and caves.

At the end of this adventure lies the volcano fortress of the evil wizard, hiding the highest level from behind a deadly defense of man-made guards and traps. The wizard can only be destroyed by a true **Flat** hero, one who has learned the fighter-fighting techniques of the once mighty warrior of the Exploding **Flat** by studying the ancient tomes.

There will be 15 different opponents. Some of which you'll encounter more than once — but the second time around they'll have different skills!

You're going to need all the special skills you learned in the original **Exploding Flat** to compete in this new challenge — plus a few more. Each different combat situation requires different skills.

Flat II will be released on August 14th on the **64** and will cost just **£9.95**. **Amstrad** and **Spectrum** owners will have to hold onto their cash for a little longer. But you can't wait! We can't!

NEWS

■ **Artifacts** has released five programs for the Amiga including the specially developed **Artifacts**.

Artifacts is a strategic combat tournament in which you save the earth from a lot of aliens.

The other Amiga releases are **Skyline**, **Archon**, **Servan** (**King of Spies**) and **Omega**—**Omega**. All titles only for £24.95.

■ **Room 10** by CBI is to be released on the Commodore 64, price £2.95. The game — a C+C PG Game of the Month in September — is named after a pub or room in a future complex of the future in which they play a ball game known as jynking.

■ **Elite**, the people behind the Commodore, **Beam** **Jeak** and **Ghost 'n' Goblins**, are to launch a new game £2.99 budget games over the next few months.

The games, which will be re-releases of former full price titles, will be published on a rate of one-a-week basis.

Elite has brought around 150 back titles from various companies. Heading the release schedule is **Bull Battle** on the Spectrum. Games to follow are **20 Beaches Chase** (Spectrum), **Speed Drive** (Commodore and Commodore 64), **Vectorix** (Spectrum and Commodore 64), and **Paradise**.

■ The time is the future. The place — space. The event — the **Alleycat Championship**! It's the ultimate race. Competitors from all over the galaxy have gathered in their race-prepared space ships to compete for the **Alleycat Championship**. Unlike earthbound races who compete on a flat track these are pilots race around specially constructed space tracks. These oval tracks are crisscrossed with



NOT GOSSIP

As you don't reach level you are given a time limit to complete a level, one to five being 60, 75, 90, 30 and 210 seconds.

If you complete a level with time to spare this is added to your time allowance for the next level. A bonus of 100 points for money scored is recorded in a table in your score.

If you are destroyed along the course you lose time as a new ball has to be formed and the old one is destroyed by a sweeping brush. All the graphics are of the highest standard and there are six ways (one per level) to play along to. The laser one is obscure and complements the game to perfection.

The play screen comes up and a steady up of pathways with an on-screen missile chase. The **Mission** is based in a December with snow balls of missiles flying around to form a ball on the launching platform.

Have the fun, aim, the ball rolls around and you have to direct a "ball" for a six-time launch ball in.

One of the features of the game is that you can play to your own style. If you are the patient (Clark Kent) type you can try to go around the obstacles, CBI really go for it trying to bring out

everything in sight (for which there are bonuses). The choice is very much yours.

As you make your way through each level some special skills bonuses are there to be kept on an your track. There is a five-ball ramp which must be approached on the right occasion or you will rebound and lose precious time. Likewise, how I hate **Sharks**, these guys start you and threaten to eat you by jumping in the air and landing with a cut of you (they aren't too far off).

There are only **Black Monday** saving ground whose intentions are to gain the way and be a nuisance. The real goals are to go on, keep away from them! They fire around and if you make contact your ball is destroyed.

The **Yacuum** areas that "what I will think around finally. These yellow "bubbles" going up to the side of the pathways and trying to hit you in course, the wiggling and the zig-zag, the **Flamingo** (as well as the **Flamingo**) are real annoy. They get out of the ground and threaten you constantly.

The really great guys show up at the ground's end. If you are calling for us then it is because you are really skilled into the air and ball formation.

As you learn to play each level you will find some shortcuts. The mechanical weapons can be destroyed as a **Warrior's** delight! You

can take the extra to extra platforms and get to the home goal quicker.

Other little tips, you have to learn by experience, like falling down the level falling to get to lower platforms, and getting on board and entering on levels at the right place to go to the final side into the victory.

Martin Madness played video games for a long time relative to me. However, if you like the best of video games from the **Ball** and **Challenge** I think they are prepared for all ball to break down.

Being the sport I am, I naturally play a fairly aggressive game and try to use my opponent into everything I might.

If you manage to pass your opponent and get a certain length ahead then the time five seconds will be over and memorabilia on the score screen or you.

The player who makes the score first also gets a five and bonus for the next level and a score bonus.

To do this game justice is almost impossible, there is no **PARADISE** if it's that simple and **TRIX** addition.

The Amiga's graphics and sound capabilities for this and anything on the home more than on previous. But it's price is a prohibitively high. The price **WII** drop and hopefully soon.

The game will, finally, be released on the Commodore 64 soon.



backwards — jets and moving. This is the background to **Andrew's "Gridlock"** **Brookbrook's** latest action thriller, **Alleycat**. Due to be the set in September. He's taken **Gridlock**, turned it upside down and came up with an original space-race game.

You have to compete in a series of **Alleycat** races which take place in eight space worlds. There are 20 different races to attempt in all. But it's take you time to try them all as there is an element of strategy built in. You have to win prize money to enter the event — and to win cash you have to win races. Cash £2.

Your space in one event per space "month", choosing carefully which race to enter depending on your particular race skills and the money you've got in the till.

The game begins on an option screen which allows you to scroll through the months — but don't expect the normal January, February stuff. Andrew has worked

out his very own alien calendar for a bit of fun.

Andrew's **Alleycat** is bound to further his already considerable reputation as an ace writer. The game will be released by **Newsam** on the 64 in September.

■ Here's a bit look at **Police** **Enforcer's** follow up to the highly successful **Goldrush II** — **The Pumpkin** **Enforcer** **Book**. They play the part of a real hard case, some secret mission to enable him to destroy alien tyrants. The Commodore graphics look excellent. Spectrum and C64 versions should be out in late



September and will sell for under £10. The game comes with a free comic book.

■ Check out **manpower** — **persecuted** **Escape** me, but I'm just practicing any kind of the jungle war strategy in preparation for the arrival of **Tarzan**, **Marshall**.

Look from their success with **Remember** this, he signed up **Edgar Rice Burroughs's** famous jungle hero for his first computer adventure. The game features some novel graphic ideas. You appear to be looking through the jungle and watching **Tarzan** jump about behind the lush vegetation. There are temples and castles to explore as well. More soon.

■ Get an eyelid of **Archie Alpha**, the new ball blaster arcade strategy shoot 'em up for the Commodore 64.

It's the first result of the new tie up between **Atari's** **Compass** company and **Newsam**, who dominated the world with **Archie**. After the initial success your **Galaxy** **Blaster** **Flights** escape into the first of the line up game played in the top third of your screen.

Archie Alpha for the Commodore 64 will sell for £8.95 cassette and £12.95 disk and will be released in mid August.

NEW

CLASSIC TITLES AT
£2.99 from 2.99



CLASSICS

AUG 18th SP



AUG 25th GBM



SEPT 1st SP



SEPT 8th SP



AUG 11th SP
Scuba Dive



SEPT 15th SP

weekly releases of
the best top games

new games...
...re-releases

available from
all good
RETAIL OUTLETS...

or order direct from 2-89-CLASSICS
quoting your credit card number,
or send a cheque or postal order
for £2.99 each incl. P+P

made payable to 2-89-CLASSICS
Anchor House · Anchor Road
Althorp · Walsall · West Midlands
WS9 6JW

Following the success of their Omega Adventure Director, **Incentive Software** are bringing us two more examples of games under the Modillion Adventure title. This will be a separate entity from Incentive.

The games in this range will all have been programmed by the people who bought and compiled their own games on Q.A.C.

The first game to be released on this site is **Winter Wonderland** for the Amstrad. Release date is October.

At the moment Q.A.C. is out for the Commodore, Spectrum, Amstrad and the BBC. There is a possibility of an Atari version in the future.

Any readers who have bought Q.A.C. will find they have come up with a good adventure, **Incentive Software** are very keen to see your efforts.

Who knows, your game could be the next one published under the Modillion Adventure range and earn you a few quid.

A "special deal" for standard Q.A.C. members is the chance to upgrade to the Amstrad/Q.A.C. plus — CPC 664 (386 clone) CPC 663 and CPC 612B.

her. He believes that she can end his years of torment.

Eventually, she faces the vampire alone one night and the Modillion dream from her family. She does, however, manage to destroy the vampire by keeping it with her until the first rays of sunlight hit the windows of her room.

The game falls into three sections. First on the castle of Dracula. I think you just realised he has been tickled by the Count. He has left the castle to his focus in Winters and starts the game in one of the many bedrooms on the first floor of the castle. He must retrieve the deeds before sunset.

The second part is set in the town of Winters if Dracula has the deeds to the house you're in trouble. He can start his reign of terror, creating an army of undead from the town.

The final part of the game is at the Mark's house. There you must get justice against anyone around the house but only what you know that Dracula is inside. He may come through a window, in the form of mist, a gull or a wolf.

The game ends when you rescue the vampire to the daylight.



Steve Tansor, the programmer who brought you such classics as **Dragonair** and **Brat** and more recently the one **Quadrant** is busy working on a new innovative Spectrum game called **Save Rome**. He's gone back to his magical **Q&A** meetings to create a new kind of game which starts a story — you see next night is long. But this little compilation didn't always keep about on her legs. Once he was a major magazine, but some evil wizard's magical up-and-out a spell to take her into a trap.

In the game you'll be able to challenge wizard's magical control on the expansion of the trouble game in **Quadrant**. Instead of firing pulses of energy along circuit connections you'll be blasting a mix on a battlefield with magic bolts. **Save Rome** is still in its very early stages and Steve says it will probably be in the shops after Christmas. And Rome is better for long — is case you were wondering.

Captain's log: Star Gate 1471/84. The man from **Raymond** have boldly gone where no software company has gone before and are to produce the first



official Star Trek

cosmobiology game.

The team designing and programming the game is headed by **Mike Singleton**. It will be released initially on four formats, Spectrum, Commodore, Amstrad and Atari 32.

Alan Peacock, Beyond's marketing manager, says "We expect this probably to be a great significant step in the evolution of the computer game."

This year was the 25th anniversary of **Star Trek** and from September onwards countless conventions will be taking place around the world celebrating two decades of the most successful science fiction television series ever.



This is a very vital **Q.A.C.** to be accurate. It's the latest from **Raymond** for the Amstrad and it looks just as busy for like **Warrior's World**. Don't you think it's a wonderful show? Set-up set inside on after industrial complex packed with stuff like Double-soft power stations and fuel supply lines.



Get on world of **Starblaster** on the Amstrad 512. **Starblaster** is a arcade style flight simulation. Conversions will follow by the Spectrum, Amstrad and Commodore 64.



Call-out even better and **Talita** will be joining your way in **Macedon**. **Wish** is a computer game of the hit TV series. Coming soon...

Tajud, the strategic shoot-'em-up created by the Olympus team, gets alongside **Knight Rider** and **Roberta** in a long awaited production. Now it's coming out on the **Amstrad** label. **Tajud** stars Colin Fry — the most sophisticated computer draw ever built (some). Colin's job is to restore to earth the mighty **Tajud** computer by rebuilding a circuit. The game will be available for the Spectrum and Amstrad.



It exists, it really does. Honestly. And to prove it here I've screen shot of **Wish**'s **January** the game on the Amstrad. Hopefully the next stage will be for the game to be released.



Watch out for Strike Force Cobra, the toughest command and control in the world. This new Phoenix game's out in the new future. Focus is composed of an elite international squad drawn from the World's top "special forces".

The mission — to penetrate the HQ of an evil criminal genius who is threatening the world with a terrifying nuclear weapon.

The HQ is guarded by a madman gang of heavily armed guards and a terrifying array of robots and electronic weapons settings.

Maximum how would you like to get your hands on a company **Control** Thriller by Phoenix will be get ten in game money. In the world who come up with the best Phoenix jobs.

For example, Where do Phoenix go mountain climbing? Answer, The Phoenix.

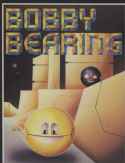
Get the latest! Send your jobs to Phoenix 3-Dart Competition, Computer + Video Games, Priority Court, 35-37 Parkville Lane, London EC1R 3NH. Closing date is September 1st and the editor's decision is final.

☐ = UK Resident Competition

Name: _____

Address: _____

The Edge...do you have it?



£7-95

Let the good times roll!

**A
CRASH
SMASH**

"I love this game...if you don't buy this, throw away your Spectrum!"

C&VG Game of the Month August 1986.

"Bobby Bearing is very nearly perfect. This may sound a bit over the top but this game deserves a whole string of superlatives."

ZX Computing August 1986.



£8-95

The Ultimate Quest...

You are Prince Kyle accompanied by your loyal warriors in this fantastical quest for the legendary Mindstone. This is the first icon-driven graphics adventure to boast the full features of an adventure and strategy game. Bound to enter the annals as a true classic in micro-adventures.



Spectrum
Commodore 64
and
Amstrad versions
coming soon.



Available now on:

SPECTRUM 48/128K
CBM 64
CBM plus/4
AMSTRAD CPC

"...superb animation...."
Your Sinclair

"Gladiator is a great game"
Sinclair User

"This combat game gets
the thumbs up from C+VG"
C+VG



The Accolades Keep Coming



"Highly addictive with that
'one more little go'
element about it"



"...Go and buy it..."

Commodore User

Screen
Star

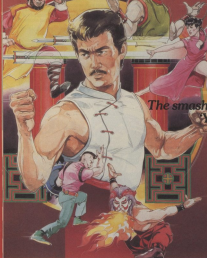
Available now on:

SPECTRUM 48/128K
CBM 64
AMSTRAD CPC

Konami.

SHAO-LIN'S ROAD™

The arcade hit...
...in your home!



The smash hit follow up to
'Yie Ar Kung-Fu'



Screen shots from
arcade version - home
micro versions may differ

Spectrum
Commodore 64
and
Amstrad versions
coming soon.

Our hero has finally
mastered the secret
martial art "CHIN'S
SHAO-LIN" but is trapped
by triad gangs. With kicks
and other secret powers,
escape from and travel
SHAO-LIN'S road to
freedom!

EDGE

Published under license by The Edge, 36/38 Southampton Street, London WC2.
Tel: (01) 831 3801 TX: 802879.



ROGUE TROOPER

PIR

Readers of the science fiction weekly comic 2000 AD will need no introduction to **Rogue Trooper**, fighting man supreme. Now — thanks to Piranha Software — the cult hero will be appearing soon on a home computer.

Briefing the perils of Nu-Earth, the planet of perpetual war, C+VG brings you this preview of **Rogue Trooper's** latest battle.

Nu-Earth — a poisoned, wasted planet of never-ending warfare fought years away from the Solar System. Across the surface of this unhealthy world of dust, decay and death strides the titanic figure of **Rogue Trooper**, one of the meanest, toughest fighting men of all time.

This blue-skinned, gasp-holed soldier has been specially engineered to survive and operate in the terrible conditions which exist on Nu-Earth. He doesn't need the special protective clothing and respiratory equipment which other soldiers use.

Helping **Rogue Trooper** are his blockip buddies **Gunner**, **Helm** and **Bagman**. Like **Rogue Trooper**, they were once Genetic Infantrymen, but they became casualties of the war. He removed the chips containing their personas and placed them into his equipment.

Gunner adds power to his gun and can fire on his own. His slightly psychopathic tendencies mean he encourages **Rogue Trooper** to take part in non-stop fighting. That's not too wild.

Helm provides protection in **Rogue Trooper's** helmet, increasing his defences when under fire.

And then there's **Bagman**, perhaps the most useful of

the blockip buddies. He holds everything **Rogue Trooper** could need —



disguises, ammo, the all-knowing war computer, vital logs, chem kit, G rations and **Scum** (See survival kit).

GAME OUTLINE

The game opens with **Rogue Trooper** standing alone among his dead colleagues — **Gunner**, **Helm** and **Bagman**. He has a matter of seconds to collect the blockips from the fallen Genetic Infantrymen to help him in his mission to find clues to a traitor who has betrayed the cause of the Southerners, one of the armies fighting on the blighted planet.

Rogue Trooper, himself a deserter from the Southerners, must press many different and hazardous territories — the **Scum** Sea, the **Doat** mountains, ruined cities and deserts. Once he has found

the clues to the traitor — contained on vid tape — he must make his way to the city of **Millicentum**.

He will face a whole host of enemies — bowler-hatted scavengers, dream-weavers who can conjure up dreadful visions, poison gas and, of course, the **Heat** foot troopers who will kill **Rogue Trooper** on sight if they are quite enough. And

there are the **Southern Troops**. These will be unpredictable if they encounter **Rogue**. They may not shoot at him, but then again they might.

On his mission **Rogue** will need to restock his ammunition from various stores in both the Southern and Northern territories. A good source of information and food for **Rogue** are the



REVIEW

domes, where both sides live. Rogue Trooper will have to use Bagman to provide disguises for him. After all his blue skin and snowhawk style of hair cut make him a striking and very noticeable figure.

THE SCREEN LAYOUT

The screen will be divided into two main areas, the larger one being a window onto part of the playing area which will show cities, seas and vehicles. The other area shows burnt out trees and crumbling walls which provide cover for the fighters.

Rogue is seen crossing the planet's surface, mainly walking. But he will be able to hijack vehicles. The remaining part of the screen is divided into three segments which provide an element of strategy to the game.

The first one is the Battle Computer which will display long range information about what is going on out of range of the main playing area.

Next to the Battle Computer are the graphics of the three blocships and next to their messages and

comment by Gunnar, Helm and Bagman will be displayed. These will appear

in speech bubbles, similar in style to those found in 2000 AD, with the tail pointing to the relevant blocship.

Rogue Trooper is being programmed for Phoenix — the new name of Magnixian Software — by Manchester-based Design Design.

Programmer Ian Waring says: "The main part of my job is to portray Rogue Trooper as accurately as possible. Rogue speaks will recognise it immediately."

ROGUE TROOPER — THE HISTORY

Rogue Trooper first appeared in 2000 AD. IPC's cult science fiction comic, in September 1991.

The clever humour of the stories together with action-packed fighting

quickly gained him a huge following.

Rogue's popularity is second only to the comic's lead character Judge Dredd. 2000 AD, itself launched in

February 1991, sells more than 100,000 copies each week — more than the Eagle, Battle or Ray of the Fovars.

The stories are complex but the central theme always concerns the perpetual war which rages on Nu-Earth.

He was created by writer Gerry Finley-Day and artist Dave Gibbons after 2000 AD's editor Steve Mellissus decided he wanted a future war story for the comic.

Rogue was a new type of soldier, genetically engineered to operate in the hostile environment of Nu-Earth without having to

wear special protective clothing or breathing gear — hence his blue skin and spague style hair for eyes. His snowhawk style hair is based on a cut that used to be worn by British American troops in the Second World War.

His battles in battle were originally going to be a platoon of identical Genetic Infantrymen. But this was dropped and it was decided to make Rogue the last of his type. His friends would be blocships with voice synthesizers so they could talk to him.

Gerry Finley-Day still works on Rogue Trooper and also Action Force for Battle. Dave Gibbons has worked for DC Comics in America since 1980 drawing Green Lantern.

Many artists have worked on Rogue Trooper over the years but the current one is Cam Kennedy.

PROGRAMMER PROFILE

Name: Ian Waring
Game: Rogue Trooper
Favourite food: Beans on toast
Favourite drink: Tattley Elder ("Handump only.")
Favourite TV programme: "I haven't got a television — not bad for an ex-television engineer."

Thing most hated about the computer industry: Charts





ROGUE TROOPER COMPETITION

● **COMPETITION**

**C+
VG**

Are you a true blue blooded Rogue Trooper fan? Then you can't afford to miss out on the chance to win these wonderful Rogue Trooper prizes.

The first three winners will each receive an exclusive Rogue Trooper clock.

The ten runners-up will get copies of the Rogue Trooper annual, and T shirts. The next ten runners up will get a Rogue Trooper annual.

Here's what you have to do. We want you to compile what you think would be Rogue Trooper's top five favourite records, the type of disks he would listen to on a desert island. Perhaps he likes Blue Moon or Song Sung Blue. Get the idea?

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



**Piranha/C+VG ROGUE TROOPER
COMPETITION**

I think Rogue Trooper's favourite
five records are:

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

Name _____

Address _____



IRIDIS ALPHA

BY JEFF MINTER

CAN YOU KEEP PACE WITH
THE POWER OF
IRIDIS ALPHA?

Enter into the world of Jeff Minter's IRIDIS ALPHA. Manoeuvre in the bizarre world of high speed surrealism. Bombard your senses with dynamic visual experiences whilst keeping pace with fast and furious bi-directional scrolling Mega-blast your way through 5 planets each with 20 different levels. Get to grips with IRIDIS ALPHA. The key to your survival is ENERGY!



No Cheques or orders for
Orders (UK) Call 0225

For all other send your
postal order to Hewson Consultants
Ltd. Order by credit card by sending
your Access/Amex/Visa number
and enclose appropriate signature.
Don't forget to include your name
and address.

LLAMASOFT
HEWSON

1000 Main, Valley Road, Milton Keynes, Bucks. MK14 6JF, UK

We are proud to announce

Trivial Pursuit™

"The Computer Game of no vital importance"



TRIVIAL PURSUIT is a Trade Mark owned and licensed by Hasbro, Milton International Ltd.
Published by Domark Ltd, Second, 200 Weyple Road, London W19 6PN, Tel: 01-862 1421.

Trivial Pursuit is a registered trademark of Hasbro Digital Entertainment.



DM
DOMARK



GAME OF THE MONTH

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



C+VG HIT!

This month is C+VG's way of telling you a game is the **BEST OF 1988!**

"Who writes your reviews?" That's a question our readers often ask. Name the publishers, they demand to know that we're doing. Satisfied yet?

C+VG'S REVIEW TEAM

LESLY WALKER: *Lesly brings a gentle touch to the C+VG review team. She enjoys 60000 games, whatever they are. But nothing has really ever done for her favorite game *Sevens* ... yet anyway ...*

TIM REYNOLDS: *The veteran Tim has been around with C+VG almost since it started and when's getting on a bit we like to do more useful things like looking wearing. But he has been known to get stuck into a good dose of *Mag*. Generally it's the more friendly games like *Right-aim* and such like. Laying the more strenuous stuff to the rest of the team. Typical ...*

NICKI REYNOLDS: *The mysterious Nicki reviews those games that her country retreat in Northumberland. An immense *Space Nifty* is another notable adventure that — but does enjoy a bit of magical artistry from time to time.*

- **Machine:** Amstrad (reasured version) Spectrum and MSX
- **Supplier:** Gnomix Graphics
- **Price:** £8.95/£7.95/£9.95/£14.95 for Amstrad disc

Good! I'm feeling positively wicked after playing *Jack The Nipper*. And what a little little-bigger hit to top. Jack's pain isn't his: it's to smash points on the "naughty-meter". This is very simple done, simply by being bad.

From a *Naughty Nipper* would be pretty irritating were the without means of ascending a passing game-over. Jack is fairly defenceless, though, in the first scene, he'll discover a jet-alike. One who-minded adult has no doubt got the offending team out of town way, atop a shelf. With a bit of childish ingenuity the team can be easily obtained.

Naughty's amrad, and ready to go. Moving through the hallway and out into the street, Jack wanders around with an air of sheer mischief. The graphics are great, and very reminiscent of the *Wesley Toddler cartoon strip*. Scenes on the hallway are tough to amass. Frustratingly everything in sight may seem to be a snail, but eventually you will find yourself being chased on a horde of snail adults. Once, shop assistants, overly confident and proud, will be there, sensitive people who believe in ghosts, and so they will see them. Logic, eh?

This sound on the game is very good, with a very realistic tone. It's a pity and please many in the background, with all the sound effects more and ping at the appropriate times.

Now, as every nipper knows, the most glorious time to befall them is this created amrad

JACK THE NIPPER



both. If you get caught with intent to commit a naughtiness, then you're in for a well dose of nappy rash. Once your rash gets to critical level, you lose a life.

As you enter the game, you will be given a rating to indicate how low Naughty you managed to be.

There are lots of nice touches. The soundings you have to enter Naughty's naughty meter, such as "naughty-naughty Naughty", there are all positions for the meter, too, advertising everything from well drinks to "jambas nuts". The real fun comes when planning nappy activities. Should you take the battery to the computer shop and lose all the goodness? Or could you risk the battery with another team, to make a more devastating impact?

It takes a lot of practice to see

the potential of a truly wonderful thought, and a lot of planning, too. Dropping objects for a height will destroy them, so you need to be careful while you are juggling the items.

The screen is shown in 320x200, and Jack can move in and out by using the diagonal nappy positions. There's a little nappy, but not difficult to use.

Watching Jack lose dangerous places, like a radiator, will cause severe nappy rash.

Jack The Nipper is very good indeed. Go and break open your little sister's nappy team and buy it!

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

JEN DOUGLAS: *The "Greatest" Daughter is first and foremost an adventure game — but he is also a fan of arcade adventures, the *Blitz*, and extremely friendly states. He is a wonderful who writes reviews as they go read and yourself on them.*

PAUL BOUGHTON: *C+VG's smooth, warm and sophisticated deputy who's well known for his jousting skills. Paul is a sporty type and enjoys all those open simulations which require you to totally destroy the stick. What is this, frequently.*

CHRIS GARD: *Our junior jousting jockey Chris "Gard" Gair likes nothing better than an arcade adventure or a good shut-out-up between smashing parties of body crabs. The Commodore is his favorite machine — but he has been known to actually touch an Amstrad.*

HEARTLAND

- Machine: Spectrum 486
- Supplier: Ostin
- Price: £9.95

Heartland continues the story of how which seems to run throughout nearly every fantasy and adventure game. It's 2000 peaceful land has been ravaged by war. It is the old story of good versus evil. What makes this particular idea so interesting is the way you become involved, and the way you can put things to rights. You come across a local witch (mistake the one as your need it, you become aware that it is far more important than a mere fairy tale. But, so you meet the final chapter... the pages are missing.

It is your task to enter a world which contains the pages, and collect the story and ending. Yes, another hunt! There are few possible endings. If you finish the book several times, random things will happen, and the Heartland will be entered into a database of very brightening events indeed. You have to collect the Light pages, which contain the story leading to the story.

Essentially, the game is presented in the same manner as many other Spectrum programs. The Micro-Gain series victory games springs to mind. Animation is flawless. You take the role of an old-old style character. All fogged up in a smart, immaculate uniform, complete with top hat. As you walk around — being handled and your hat — the little you will swing his arms and stifle about most comically. Now, that hat is pretty useful, in fact. When assaulted by a member of the 'other lot' (who occasionally want to see you) although you can swing it toward them, to defend yourself.

The ugly problem of arbitrary values runs its head over most other titles. Despite the fact that most of the colour sets is quite simple, and only occasionally you'll get "washed out" of the background scenery when you jump over it.

The sound isn't all that good, so I'll tell you about the nice sounding notes which have been included.

When you have found the book, finally draw you can start hunting for pages. These



drift down the screen — should you be lucky enough to find one — before blowing off the bottom and floating back to the top. There is a wide variety of characters that you have to avoid or destroy. Swords, knights, wizards and even gnomes! pop up in the appropriate places.

Once you have collected the pages, they will be assembled into the book. An egg timer runs constantly at the top of the screen, to indicate how much, or how little, time you have left.

There is also a large skull and crossbones type thing to show how much average you have left.

At the end of the game, you will be told what percentage you have achieved, and how many pages you've collected. Heartland is really very good.

	Jim
● Graphics	8
● Sound	8
● Value	7
● Playability	8

MURDER ON THE MISSISSIPPI

- Machine: Commodore 64/128
- Supplier: Activision
- Price: £14.99 (disc only)

Being One of the World's finest detectives can be a positive experience at times. As there is nothing there, sometimes, I can tell you. Then being called upon at an unusual hour by a hysterical lady, claiming that her prize-winning toy-poodle has been "unmolested" from her bed looking forward by a gain of animal violence!

It was after a string of such incidents that I, G. Quinlan, eventually decided it was time to take a break on the Great Delta Plains.

While strolling one bright morning, I happened to notice that the door to cabin number four was slightly ajar. There was a crimson trail of staining lying in the centre of the floor. The pool of sick, nutty liquid seeping through the floorboards led, no doubt in my mind, to the man's unfortunate death.

It's my job to interview all the passengers and crew, and try to find the person who's committed the crime.

It's a great game. A suspenseful challenge, but offering hours of associateless fun.

	Jim
● Graphics	7
● Sound	8
● Value	8
● Playability	8

- Machine: Commodore 64
- Supplier: Thor
- Price: £9.95

ICUPS is a straightforward game in two parts. Number part is particularly thrilling. In the first stage, you find yourself in a bubble, pointing towards the top of the screen. A trail of multi-coloured meteors zooms past at breakneck speed. It's very exciting.

The aim of part one is simply to survive. As soon as you leave the safety of your bubble, a swarm of enemy fighters will surround you, and shoot the crap out of you without a moment's notice! Using the controls, you can manoeuvre around the screen, dodging and avoiding the nasties.

After completing a handful of these screens, you will be automatically transported to the second stage. Here things get a

I.C.U.P.S.



lot more interesting. You are now a strange sort of alien character, with a ship. And you're around a sophisticated data system, tapping information and other strange objects.

Get the picture? Top, it's not any good at all. And for £9.95 you could get a much better game — twice over.

	Jim
● Graphics	7
● Sound	5
● Value	4
● Playability	5

Post Haste Software



The total postal software service!

Post Haste is part of GB Microdata, the South of England's software computer shop. Thousands of software titles, lots of experience. The place that goes most missing in the advert! "Normally", but not everyone has realised. So Post Haste Software was born. To bring the best together. With you again. Here's how.

No "Call" charges or "redirection" to pay. No extra in our shop for that. Why pay to buy by mail?

Orders "double your money" (usually for the 40 page catalogue. Check the box in the advertisement)

Software for other computers? In problem. QL, Apple and IBM. Ask for them. Post Haste has the lot!

Postage free in the UK. Europe? Add 50p (Europe) Add £2.00. For the whole order, add each program.

Order by post or phone, day or night. Check the order for details. Then order. It's that! Partly cheque, bank draft, PO, Amex, Visa, Mastercard, Eurocard. Post Haste is a commitment.

ALREADY SEEN SOMETHING YOU WANT ON THIS PAGE? GO AHEAD AND ORDER NOW!

Use the coupon to order on your own paper. Be sure to include all the details from the coupon. Cross cheques and POs for safety. Your software will be on its way by return. Be sure your catalogue. And your unique "double your money" voucher!

ADVENTURERS' SPECIAL EXTRA SECTION!

There are dozens of adventures in the Post Haste catalogue from virtually every major producer. Astonishing! the superb balance range in theme and setting, selection! And Post Haste raises the industry benchmark, plus hints and guide books to other adventures too! Answers to frequentists that keep you awake at night? The catalogue has them all!

THE POST HASTE CATALOGUE

The Post Haste catalogue is set "double your money" (usually "Your Money" voucher) inside! Yes, the Post Haste catalogue comes in £1.00 number boxes for your first order! How is that for value? Information, entertainment, strategy, adventures, awards. You're all there! And at a special £1.00 "Double Your Money" voucher! Programs for this site are distributed. BUK (Computerists 04-1-01) and Spectrum. You're in spirit for choice with Post Haste! And your catalogue in the gateway to huge program range from Post Haste. Over 4,000 titles spanning 10 major market! What else is there such a choice?

BIGGER RANGE!

The Post Haste range now includes programs for the Commodore C16 and the Atari ST. Send for list!

POST HASTE: WHAT THEY SAY!

It's only a few months since Post Haste was born. Now, thousands of customer letters later, we've a complimentary collection to make us proud! Here are just a few...

"This time I've not just supported but completely amazed at the speed of your response - expect plenty of orders from me!" - K.B. Hastingfield, Cambridgehire

"Thanks for a fast service - please keep it up!" - P.A. Sanderson, Norway

"I've emailed other suppliers who'd increased the date last 4 days after I sent off to you - and that includes a bundle! That's what I call service!" - K.M. Justice, Colchester, West Midlands

"Congratulations on your excellent service! For BUK orders, you're the best way of obtaining up to date software. In my case, you're the only way! Keep up the good work!" - C.B. JEFFES

"Many thanks for a superb service!" - J.C. Archer, Hampshire

"The last order I placed with you was so good that I must have been the last I ordered. Any order later than any other has I dealt with!" - R.L. Rippen, Norway

"I've not received your catalogue and I'm uncertain the quality!" - P.O. Toppin, Cornwall

"The programs I ordered arrived in 5 days. Considering the included bank charges on orders in Australia, that's fantastic!" - A.S. Whelan, Brisbane, South Australia

Our thanks to everyone who's written from everywhere in the UK and abroad the world. We appreciate it and we'll go right on working post-haste at Post Haste!

PAPERBOY (Elliott)

The top article game (super comic computer version) "The greatest article" "Elliott" version

Software £11.95 BUK £12.95 (incl. P&P)
Spectrum £12.95 BUK £13.95 (incl. P&P)
Amstrad £12.95 Commodore £12.95 (incl. P&P)
Commodore £12.95 Atari £12.95 (incl. P&P)

PERRY MASON (Telemania)

A tremendous graphic adventure. The Case Of The Missing Heirloom and you're in America, solving Perry Mason. One hit only! "Absolutely recommended!" Games Ltd. 020 80 0 95 95

MOVIEMAKER (Aristocrat)

A movie-making game! Let you get the most out of video and even film. And highly recommended! Aristocrat Software Ltd. 020 80 0 95 95

GHOSTS 'N' GOBLINS (Elliott)

Another officially licensed fantasy video adventure from the new "Elliott" version!

Software £11.95 BUK £12.95 (incl. P&P)
Amstrad £12.95 Spectrum £13.95
Atari £12.95 Commodore £12.95 (incl. P&P)
Commodore £12.95 Atari £12.95 (incl. P&P)

GAMEMAKER (Activision)

One of the most amazing programming and system! Create your own games, including logic, graphics, animation on your PC. The ultimate challenge! Game Ltd. 020 80 0 95 95

GET DEXTER (PS&S)

David Lucas Of The Month and highly praised by critics. Great reviews! Your financial will benefit you with the new "Elliott" version!

BATHAN (Ocean)

Send a £100 of 20 minutes and 1 hour 20 of the amazing! "CAGY" Agents that a detailed instruction at all times! Ocean

Software £11.95 Amstrad £12.95
IBM compatible version included

THE POST HASTE SERVICE

We can supply any program you've seen advertised. If it's released, you'll usually get it by return. If it's not, you'll get it faster when it does come out. Simply order merchandise. That's Post Haste service!

Phone Orders (04 444) (0204) 200000

TO GET YOUR CATALOGUE WITH THE "DOUBLE YOUR MONEY" VOUCHER, OR TO ORDER SOFTWARE, USE THIS COUPON!

Send your order! I've enclosed 50p (Europe) Add £2.00. For the whole order, add each program.

Send your catalogue and I need to order software too. The details are below. I've added 50p for the catalogue in the value of my order so don't charge my £1.00 "Double Your Money" voucher!

My name is _____

My address is _____

GHOSTS 'N' GOBLINS

● Machines:

Spectrum/Amstrad and Commodore 64/78

● Supplier: Elite

● Price:

£7.95/\$14.95/9.95

(tape) £14.95/Commodore and Amstrad disc

Ghost's 'N' Goblins, the most beautiful game from the 8-bit era, has finally reached the home computer. It's been worth the wait.

The plot is identical to the arcade game, and similar but large number of scenarios that have remained over the past few months. While our dwelling with your girlfriend, a demonic overlord appears down from on high, as they say, flipping his

upturned grave. The most poignant study on the first stage is the castle, a rather sad creature where you stand about it. They simply phoned around, aren't embarrassed, hoping for a hug.

This brings up another interesting point. The first time your character gets attacked, he may be trapped at his entrance. The next time you visit ... Ooh, it's all gone. You have five minutes to get in again. Because each has a new set of armor, you effectively have ten lives. This may make the game sound easy. Wrong. It's a mixture of your freedom in possible paths, and will take you dead without a second thought.

There are a large number of

enemies. There is also a small bridge to cross. Not much of a problem, until the first legs out from below and sends you slipping!

The last enemy mentioned earlier lives like the name. You can't move for more than a few feet before one of the damned things pops up and you have to jump over it. The enemies, if they're attacking great things, on the Spectrum version, things are too fast. You can fly through the air with minimal effort. Commodore version, though, have a slightly more a very difficult to clear the ground. Over the game, it's almost pressed up against you, it's almost impossible to jump over. In this situation, it's because you're stuck up in the bubble, you're walking through it.

The game has a number of levels, each with a different backdrop such as a forest. Depending on the version, you could get a number of things. On the Spectrum, it's an area with each section, in an area that prevents your progress, but by allowing you to locate. As this is far from desirable, you

Unless you cheat ...

The game involves a good deal of observation if you hope to get anywhere. Each time you lose a life, your man will be thrown back to the last "check-point." The game armor has a shield — you can't get all the way back to the start of a level if you have progressed a few way into it.

The actual physical action required to play the game is not too demanding. But you will have to improve on your reactions.

After some time playing the game, you will find you may frequently get bored and very, very determined to beat the fastest time. Always remember, some have built a reputation for being a bit snuff. It's not a good change things. The Spectrum, both versions, have the Commodore version, but the Commodore version, has a number of things that make it a very satisfactory, but not a very good.

The Spectrum/Amstrad and Commodore versions are very much the same. The Commodore version may be a bit better. The Commodore version may be a bit better. The Commodore version may be a bit better. The Commodore version may be a bit better.

The Amstrad version of the game isn't really up to the quality of the others. The graphics are not what you'd expect, but they are just too blurry to watch. For some reason, you play on a restricted area of the screen too. This results in everything being blurry. This makes for even more blurry pictures.

Made on this version is a bit better. It's not as good as the Commodore, but it's better. The Commodore version is extremely good, and makes half of the game. During play, I was glad to have a virtual control on the machine. Ghost's 'N' Goblins is a game to buy for your old or Spectrum.

Jim



always feel making a frightful die. Avoided the confusion, for watches your gut — and flutters away — leaving you in a daze. The game is very interesting. As it's been a rather boring trip at first, you decide to go and rescue her. Chivalry is built in style.

The game plays some very peculiar events once it's loaded. The screen is composed of white air, and your little man is as much as they're running for all for a search left and right across a scintillating landscape. As soon as you start, you will discover that the game is far from easy. There is a good reason for this. The game is not only a good game, it's a masterpiece of design. It's a game that you can't stop playing.

Inventive touches in the game. After your first year in school, you will be a great with a school period of invisibility. This is pretty vital, as it gives you a chance to avoid a particularly difficult attack. I had a small rock, just before the production of armor if you get killed as soon as you lose it!

There is a wide variety of enemies to avoid, and each one is a different challenge. There are a number of classic problems, like the one in the earth are

have to pay for it rather than pay for it before. You can't see how near you. This is the most tricky part of the game.

- Graphics
- Sound
- Value
- Playability

Commodore/Spectrum/Amstrad	8	7	6	5	4	3	2	1
Graphics	8	7	7	7	7	7	7	7
Sound	8	7	7	7	7	7	7	7
Value	8	7	7	7	7	7	7	7
Playability	8	7	7	7	7	7	7	7



Does your micro answer back?

- Does your micro chat to 70,000 people across the UK?
- Can your micro interview pop stars, hackers and doyennes of the computer industry?
- Can your micro provide the answer to your technical and software problems?
- Could your micro send and receive telex's worldwide?
- Does your micro do your shopping for you—and have it delivered to your door?
- Is your micro an answering machine, delivering your private mail whenever you log-on?

NO?.....Shame!

Bring your micro to life!

*Micronet
800-*

Micronet 800
8 Herbol Hill, London EC1R 4EJ
Telephone: 01-478 2342

To: Micronet 800, 8 Herbol Hill, London EC1

Please send me a brochure on Micronet 800

Name

Address

Telephone No.

Age Mins.

CTD

MISSION A.D.

- **Machine:** Commodore 64/128
- **Supplier:** Odin
- **Price:** £3.95 disc (tape to follow)

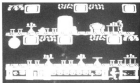
Who says death 'em-ups are only dead? Well, quite a few people in fact, but that's beside the point. Personally, I'm fed-up to the back teeth with all these involved and complex games requiring too complicated a Mission A.D. (Aer real too) it's a straightforward game of assassination, and I love it.

In the game, you take the role of a black-knitter style character in a futuristic city. Various news reports and the whole city seems to have gone berserk. Every character you see (with one exception) is armed. The unnamed guy looks vaguely Arctic, with a beard and floppy boots. You don't have much time to check out these wonders, though. You'll be far too busy slugging the creeps with the floppy-sword suits, and these few quick visits are well worth it. The main vehicle you use when you're ready and your deeper mission is given. It's very fast and genuinely

useful. There are lots of locations to explore, in search of your prey. There is an enemy cultural, a very tough night club, an office and many more. My favourite area is the statue park, it's filled with low sculptures.

To help you in your mission, a map appears in the lower right-hand corner of the screen, showing your position, and also renegade allies which are loose in that sector. You can use the map while on the hotspot to choose which destination is the most sensible to visit. By cutting through the various locations, you can drop a grey continuity level each area. (Basically, some little dots will appear to mark the position of others.)

The only anomaly I found with this is that the map uses a little too small. At times, I had to peer at the screen for quite a while in order to check what was or wasn't the little white dots left in or outside the grey area. This wastes valuable time. You're playing against the clock, too. Something terrible will probably happen to the World at the time you're not. The animation is great. Your little character looks at great



speed through the screen, allowing me to destroy that statue in the park.

Apart from your main foe — the guy you have to shoot in the main limit — a considerable problem is possibly the huge suit brigade and the robots. The man in suits steps about, appearing off the occasional sound in your direction. Robots are by far the most dangerous, though. They fly around at about chest height, firing

area inderminately!

Mission A.D. certainly isn't for the strategy and mapping hobby, but it is a real joy to get a insight into the inner workings of a living things again.

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



MERMAID MADNESS

- **Machine:** Spectrum
- **Supplier:** Electronic Dreams
- **Price:** £3.99

As an "innocent comedy" I must admit I found Mermaid Madness as amusing and strange as anything ever written in the paper with a cold ocean. Okay, I did find my teeth in one stage — I had to get them to keep on playing.

Mermaid Madness is looking for love in her ocean world. Corinna Gordon, a diver, has become the love of her life, but the ocean is not returned.

The game starts with Gordon tapping into the sea. Its entire off-number is worth to bite and

goes to sleep. Myrtle has to escape them from the ground under her tent and so embarks on a fairly straightforward, maze-style arcade adventure.

The graphics are colourful, the characters are cartoon style — Myrtle herself is big, yellow and wobbles a lot. But for ladies — or in this case mermaids — on your smile, Mermaid Madness could be just what your waiting for.

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



SPELLBOUND/KNIGHT TYME

- **Machine:** Amstrad (Knight Tyme/Atari) (Spellbound)
- **Supplier:** Mustronics
- **Price:** £2.99

Although Spellbound and Knight Tyme are available on different machines, they are very of the computer.

Spellbound is Magic Knight, a version of Magic Knight, which is a good old ball in a mission to rescue the friend and tutor Gordan the Wizard from the Magical Castle of Fairy. Knight Tyme follows on from Spellbound, but has been adapted into the future and into a space-age US. This mission has to be fast for why back to his own time and again.

Both games are made environments and with clever puzzles, and traps, lead

together with programmer David Jones' sense of humour.

Both games use a window menu system to take decisions and get information called Win-Drops. This is a little tricky at first but, once you get used to it, there is no problem.

Both these games are little gems, at fantastic prices. Our advice is simply to buy them. We should if you feel your money has been wasted.

And in case you're interested, C+VG printed a player's guide to both games in September.

- **Amstrad/Atari**
- **Graphics** 8
- **Sound** 8
- **Value** 10
- **Playability** 10

HERCULES

- **Machine:** Commodore 64
- **Supplier:** Alpha Omega
- **Price:** £1.50

Hold onto your hats. This is a single game! It's not like one. Okay, I own up. It involves that horrible little ladder character running around the bridge. How interesting. Based on the Greek myth, the story line makes complete silly sense. Involving reading that the gameplay.

Colours on the screen are rather beautiful, too. Sometimes it's very hard to read the text which pops up after you have been killed and at other times during play. It's really quite to add that even you'll be asking price of £1.50. The movement is fast, but the whole sorry package isn't much better than a four-in-one.

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

CRICKET Dragon's Lair

- Machine: BBC
- Supplier: Big-Byte
- Price: £2.99

The cricket season might be over, but that's no excuse as Big-Byte has stepped into the breach. Or has it?

Oh, Cricket is recognisable cricket. Just. There are two innings, a bowler, two batsmen, a wicket keeper and some fielders. There's a ball, a remarkably spangly oval-shaped bat and a ball-reverberating. The bowler bowls, the batsman hits, the ball does what cricket balls do, albeit in slow motion and the scoreboard displays the score. So far so good.

But the quality of the graphics... Oh! It's first-class. There are all over again. Electricity poles, rubble and plugging movement, peculiar perspectives, very little aid or assistance involved. Certainly no scoring aids. It's quite if it's not many of the programs, interesting in graphically complex as this, but that's no excuse.

It's not the John Player Lager and that's a fact. But I liked the music, and that's something you don't get at Lords.

July

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

- Machine: IBM 486
- Supplier: Software Projects
- Price: £9.99

The career ladder for computer versions of arcade games seems to have no end. Witness the success of Elite's Commando, Nemesis and Star's 7 Goblins.

Software Projects must have their collective fingers crossed as Dragon's Lair will force its way into the top of the charts.

Dragon's Lair, a single slot machine smash and one of the first laser disc games to reach the UK, presents a daunting task for any programmer. The original had cartoon graphics by Walt Disney illustration Don Bluth. They were brilliant.

Even so it seems to be the general opinion around the C+VG offices that Software Projects didn't use the graphics capabilities to the full in bringing Dragon's Lair to the small screen.

Nevertheless the game is remarkably difficult to play. You play the part of Dirk the Daring who must rescue Princess Daphne from a fire-breathing monster called Ginge, reaching to various computer-related situations, collecting coins etc.

There are nine levels to battle through, with exotic names such as The Flying Disk, Skull Highway and The Burning Hoop.

before you can reach the final screen where, hopefully, Ginge gets his just deserts.

Dragon's Lair also features a new and rather interesting multi-look system which allows the text screen to load while the game is being played.

Fans are already wondering how Dragon's Lair fit using more ideas based on the arcade game.

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

Price

7

8

8

8



HIJACK

- Machine: Spectrum 4801 28K
- Supplier: Electric Dreams
- Price: £9.99

Crisis, drama, shock, terror — a normal day in the C+VG game news complex. But today's situation is different. There's a hijack going on and I've got to crack it.

It's hard enough having the QA and PR in my back but now the President's playing us. Things are looking more bleak.

But there's nothing bleak in the future of Electric Dreams' words, strategy and simulation genres. It's a gem.

The objective of the game is to end the hijack. There are three ways to do this — you choose off. You can either try to give up or scare them into submission using military might,

As the head of the head of the Hijack Division, some sort of obscure government

department, it's your job to decide on the best plan, keep the President and press happy, organise your colleagues, fight off power struggles, raise cash and gather information. All the time the clock ticks down to the 'expire' display.

The main part of the screen is taken up with a view of the various rooms and offices of Floor 100. You can move those rooms to learn, meet various people, talk to them and sometimes options of use. A map of the office complex is useful because it's easy to get lost.

At the top of the screen are a series of 'hot' heads. These are the people in the building. They are the President, military advisor, political advisor, FBI

agent, CIA man, military aviator, political system, publicity officer, financial officer and secretary.

The heads change colour when that character is in the same room as you. If you're quick enough you can question them, receive information and give instructions.

At the bottom left of the screen is an icon displaying what useful items are available in your walk pack.

I played Hijack on a fairly small-sized television and found it a little difficult to see the

simplest icon displays but these bugs are enough to ruin bigger sets shouldn't find it a problem.

There is an end game where you have to find the scene of the hijack where you'll have if your campaign to defeat the hijacker was successful. It could mean a medal or the tank.

Hijack, for me is a breath of fresh air, in a boring month of reimagining.

- | | |
|---------------|---|
| ● Graphics | 8 |
| ● Sound | 8 |
| ● Value | 8 |
| ● Playability | 8 |

Price

8

8

8

8



ARAC

- Machine: IBM 04
- Supplier: Addictive Games
- Price: £9.95

There comes a time when surely every computer gamer wants to get away from tapping alone, manufacturing high-flying steins and having to use their brain too much — that time is now.

Arac is the new release from Addictive Games, and is programmed by Paul O'Malley, who first found fame with *Baffle*. It's another platform game and the objective is to make your way through the 100 levels to gain access to the Citadel.

Your first option is to decide whether to play the "short" or "full" game. The only difference between the two, is that on the "short" game, the *Aracoid* is already complete, but, on the "full", you have to go around and collect the bits of metal before he is formed — I

preferred this game.

Dotted throughout the screens are creatures which will help you later on in the game, but first you have to collect them.

To do this you fire a shot from the top of *Arac's* head. Once named, they appear caged at the bottom of the screen. When you are in a trap where you can't penetrate the hedgehog or climb up, it is time to recall your "captive". The icon board reveals exactly what and how many of each creature you have. They all have their own uses — which I mean leave for you to discover for yourself.

There are some nice little touches in this game — watch *Arac* get annoyed if you start him standing in your foot and when you have transformed into the *Aracoid*, he can fly up through the screen and walk along the ceiling.

The manual is better arranged for the Commodore 64, and as



for graphics, even the usage of graphics was good, though the background graphics could have been better.

The one annoying fact I found after many hours of playing, was when you run out of energy, you had to start right back in the beginning again, but that aside, *Arac* will surely give you

its wealth of intrigue and playability.

	Leads
● Graphics	9
● Sound	8
● Value	8
● Playability	8



- Machine: C18/128
- Supplier: Elite
- Price: £9.99

Let the games begin! The main menu, the ladder screen, and the trumpet wall, at 11 o'clock, I suppose. Anyway this is all to get you in the mood for tonight's game, the new one from Elite Software.

As you may have heard, *Bomb Jack* is an old medieval combat, the *Aracoid* and all that. It's a really nice, very nice platform game. Besides the obvious, it's complete in itself, it's a really nice game, and the game begins.

I found myself to be in luck with a big old knight who wanted to take me to the same world as the other knights having the same old knight moving the joystick up, I reached my position on his head. I reached four too . . .

As you proceed to battle, you can play from your opponent, which all goes up at the end of the fight. Also, your energy is made of small round top-shaped circles which are displayed on the left-hand side of the screen.

After four minutes, which is the time the fight lasts on the novice level, I had reached my opponent very hard indeed, and I had more points, I had more! This was not because I couldn't wait to get on with the other events starting with *Quarantell*.

After I had loaded — yes, I'm afraid it's one of those awful double-load jobs — pressing the button took me into the right wave menu. Remark, *Arac* is a game to start fighting again because Elite have made all the events into the same combat, with the exception of Anthony and *Quarantell*. After reaching four to death again, I thought "I go on to the last one, *Arachny*."

This was different as you had to aim the course, and that gave me a good obviously. This was quite a bit better, but I quickly went on to the next one — I had four more to go, but I was in the same.

This was really good, and probably the best playing game I've ever had. A few things I had to do, but I really enjoyed it. I really enjoyed it, it was really good, and probably the best playing game I've ever had. A few things I had to do, but I really enjoyed it. I really enjoyed it, it was really good, and probably the best playing game I've ever had.

Well as this game has good graphics and sound, it may get bought as quickly, but if you stop and stare at it, you must change your mind. Check it out before you buy, it may save you £9.95.

	Charts
● Graphics	8
● Sound	8
● Value	8
● Playability	7

- Machine: C18
- Supplier: Elite
- Price: £7.95

Bomb Jack, that little guy who has the orange body of a cartoonish looking, has decided to show up on the C18.

The basic idea of *Bomb Jack* is, as usual, to collect bombs all over the world. You, as *Bomb Jack*, can fly, jump and walk your way through different layouts of bombs, collecting lots of points.

Bomb Jack features different graphic backdrops, and at least on all the other versions it does. The C18 version really is unique in comparison, only having one backdrop.

The sound is also not up to the original versions. Unfortunately all you get is a muffled tin-tin on the start and the bells and tips, that's it. As to your actual character, well I fear that has some very bad attitude problems, most usually associated with the first batch of *Bomb Jack* games.

As the very best, *Bomb Jack* on the C18 is a terrible game. If you had to see this sort of rubbish being shown out on the C18 for £7.95, really you can't get something like *Arac* for £1.95.

	Charts
● Graphics	6
● Sound	3
● Value	3
● Playability	3



BOMB JACK

Arac



Will catch you with its web of intrigue and playability.

Computer & Video Games

An arcade adventure with 100 screens featuring some of the finest graphics ever seen.

You must guide Arac to assemble his army of animal slaves, which together with the dreaded Arachnidoid will enable him to penetrate the fortified citadel and deactivate the three reactors.

You will need all your strategy and arcade skills to get you through this one!

£9.95 for the Commodore 64

KRUL

KRUL

Krull is the 3D arcade challenge for the looking down. Control Krull's ship and his army of alien warriors to take the alien base. You'll need a lot of strategy to win. £9.95 for the Spectrum. £12.95 for the Commodore 64. £14.95 for the Amiga. £16.95 for the Atari ST. £17.95 for the PC.

FOOTBALL MANAGER

FOOTBALL MANAGER

Experience the excitement of football management with Football Manager. You'll be in charge of a team of players, and you'll need to manage them well to win the league. £9.95 for the Spectrum. £12.95 for the Commodore 64. £14.95 for the Amiga. £16.95 for the Atari ST. £17.95 for the PC.

HEADCOACH



Headcoach will become for American Football what my Football Manager has been for soccer fans — unbeatable.

Review: J. Jones

This is an American Football Manager with all the enjoyment of building a team that can climb up through the leagues to win the Superbowl.

Not only will you manage the quality of your team, but also direct each actual game play throughout every match, thus driving your creation up through the tables to success.

Weeks of enthralling entertainment.

£9.95 for the Spectrum

T-SHIRTS

It's now possible to choose your favourite team and wear it with pride. Choose from our range of t-shirts. £4.95 each.

PRINTERS

Addictive products can be bought from all good software stores. In case of difficulty, we'll be pleased to direct you to a local retailer or to print your order on-line. Please contact P & P for further details. Customers worldwide £ 1.50.

© Addictive Games Ltd. All rights reserved.



Addictive

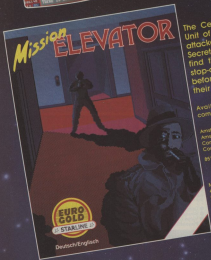
• Addictive Games Ltd •
10 Albert Road - Bournemouth
Dorset BH1 1BZ - Tel: 0202-296404

Addictive

• Addictive Games Ltd •
10 Albert Road - Bournemouth
Dorset BH1 1BZ - Tel: 0202-296404



Hits



The Central Intelligence Unit of the FBI has been attacked by a hostile Secret Service, you must find the bomb and the stop-codes for the timer before the enemy lose their patience

Available from all leading computer stores

Amstrad CPC Cassette £9.95
Amstrad CPC Disc £14.95
Commodore 64/128 Cassette £9.95
Commodore 64/128 Disc £12.95

85% Overall - Rappl Computer, Germany

MicroPool International Ltd,
4, Mercury House,
Colling Park,
Aldermaston,
Berkshire RG7 4QH
Tel: Twyler (07156) 71486



Deutsch/English

HARVEY HEADBANGER

- **Machine:** Amstrad
- **Supplier:** Firebird
- **Price:** £1.99

Harvey Headbanger, what a strange name for a game! I thought as it was thrown at the back of the room, I do hope that the game isn't as bad as the title.

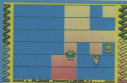
Yes, with caution, I pressed the tape into the Amstrad and sure it went. After about a minute my ears were assaulted by what I thought was a horrible version of the Monty Python theme. Unfortunately, the tune kept playing while the game was loading, so it was a 'double hit' on the sound control 'joke'. At last, it was loaded!

There I was, plonked in mid-air with no means of flight and I was quickly

filling the whole screen with red squares. I can't have that, I thought, so I moved around the screen, peering into squares at once for.

Then, welp, I found that when I moved up a square of blue squares, the price in dollars changed to four too. Also a lot of zombies appeared and as I collected them, they faded into the side of the screen filled up, I kept winning.

Then it had to happen, we bumped into each other, we both blacked out. We awoke around the screen hopelessly for a good few seconds, before realising full-on control. To win a game, you don't have to fill the whole screen with your colour, you must lay your opponent, by losing him in and filling the box with squares.



Now onto the graphics. The characters and cubes and wings around with quite good animation. There are also nicely coloured, and it quite high on — rare for the Amstrad.

Now to the music, which is quite good. It's a nice little tune, which you can turn off if you want.

Overall, Harvey Headbanger is a great game, despite its title

and horrible loading music. If we get the kind of quality for £1.99, we should get a whole quality for £9.99!

Only

● Graphics	8
● Sound	8
● Value	10
● Playability	7

C+VG
10/1



- **Machine:** Spectrum 48K
- **Supplier:** Creative Sparks
- **Price:** £1.99

Snodgits is wonderful. It's cheap, simple to pick up, hard to put down, and extremely easy!

You take the role of Benzo the Butler, servant to the Snodgers, a frightfully well-to-do couple. In the family household, some very peculiar happenings have been, um... happening. Objects have been going missing. This spite of 'Snodgits' has resulted such an alarming rate, that a team of famous, though largely incompetent, detectives have been called in to try and solve the case.

Being a more than marginally great Butler and not wanting to believe the disturbing rumours of Snodgers stealing all the household objects, you decide

to solve the case yourself.

Nothing particularly amazing so far. But I haven't explained about the graphics. They are a little like *Ultimate's* 2D

style, except they aren't, and are 3D! Your character, as all the objects, is very well animated, and decidedly 'cute'. You can walk around the mansion, going up and down stairs, in search of the object in question you are charged to restore you.

There are also various items of scenery dotted around, such as grandfather clocks, baths, bookcases, plants and books. Despite being a little glib, the animation is good.

Snodgits is well worth the money. Extremely entertaining, and easy to get going with.

● Graphics	8
● Sound	5
● Value	10
● Playability	8

TRIZONS

- **Machine:** C70/44
- **Supplier:** Bubble Bus
- **Price:** £2.99

Trizons! What an original name. I wonder if the game is as original as the title. Only one way to find out... Load it.

On loading Trizons, I was presented with a nicely coloured world, which was TRIZONS! (How amazing — 04.)

The first thing that hit me was the swirling, well-tracked. It was just as smooth as any game on

the C64, which is very rare on the C70. Then after my initial shock I settled down to playing the game.

As this is a 'Warg' based on 'space-platoon-war' type of game, I found a pulling me in more subtle. The action is fast and furious, and the combat sounds seem into it well produced music.

You control a space ship — ah yes, and you must stop the invading Trizon force from taking over or destroying the



- **Machine:** Spectrum/Weird
- **Supplier:** AristoSoft
- **Price:** £9.99 (used) £14.95 (new)

Being more than a mere idea on an old frame pays off. This

year's Toadrunner from AristoSoft. This game is your sort of 'Wally Gator Game' type, and it's a very fun to be become a toad.

The aim of the game is to walk to it... But the journey and then who knows what you

SNODGITS

- **Machine:** Amstrad
- **Supplier:** Mastertronic
- **Price:** £1.99

Storm is by far the best I've ever seen on any video. It's top-class. Mastertronic's service is to play it yourself and find out for yourself.

Storm is the first of a bunch of Counter games about built-up home-games machines. Counter just fits into the game; it's an exciting multi-player 3-D adventure. The original version is on its way from U.S. East — but not yet for sale here. It's a 3-D action game with a 3-D world. It's a 3-D action game with a 3-D world. It's a 3-D action game with a 3-D world.

The game is played by two players on a 3-D world. The player's view is from a first-person perspective. The player's view is from a first-person perspective. The player's view is from a first-person perspective.

planet. To stop them you must blast through all different levels, which unfortunately get harder each time.

The alien attack in different wave forms too, so it's hard to know what's going to happen next. This is not a reason to stop playing though. It's more like Jeff Minter's attack of the mutant cars, and the same sort of scrolling screen.

To reach the next level, you must build up your Thrusters, which is played in the top right hand corner of the screen, by tapping the aliens. But — yes, there is always a but — if you let some Thrusters slip past you, your Thrusters will be depleted.

might expect) but find you must find the same machine, and kill him. Classic scenario, eh?

Your character is, of course, the hero, a big bad who is quite outgoing — I think he may have been a pirate once.

You must also destroy several second-wave machines, to solve lots of disturbingly difficult mathematical puzzles. Great stuff!

When you start all you find yourself in a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

monsters. Pick up food and drink to preserve your energy, and discover lots of ammo to protect yourself.

Find a scroll and you can use its magic like a Gerni beam to destroy all the inhabitants of a room — but you'll have to stop the monster generator you find to stop more enemies being created.

The main aim of the game is to collect three magic brooches which give you the power to unlock the door to Lara's lab where Centine is being held captive.

As you progress you're in for some tough battles and tough puzzles.

The graphics would look good in a full-price game. Extremely colorful. You get an overhead view of each room and look down on the view when you control. Messages about each room, sometimes giving clues, scroll across the top of the main play screen. More messages about items you discover also appear there. There's even a scrolling message like "That's the best

The graphics are the best I have seen on a C18 so far. The scrolling is really smooth — yes, I know I said that earlier, and the alien attack has shadows.

The sound is about average, but the music is definitely above average for a C18 game.

So go for Storm, if you like blasting. It's a real knockout.

The Best C18 game I've seen for a long while.

Chris

● Graphics	●	●	●	●	●
● Value	●	●	●	●	●
● Sound	●	●	●	●	●
● Playability	●	●	●	●	●

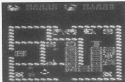
one of which is safe, the others deadly.

The feature which makes the game a little difficult is the third, a shy type who goes around pinching objects. But with all the easy types, he's a little bit and will drop whatever he is carrying to pick up something else. You can find him, but if he is carrying a vital object you may not be able to complete the game, so keep an eye on him.

As with most games you have lots and lots of ammo in no exception. You have a lot of energy which runs down a little each time you fire something hostile.

Chris

● Graphics	4	5
● Sound	4	4
● Value	5	5
● Playability	7	7



thing I've tested so far!" flashes up.

You have to travel pretty quickly to succeed in Storm — there's always some thing or somebody out to kill you. And even if you've cleared one room the monsters will return if you try to re-enter it. There's fun for the map makers out there...

The only thing I don't like about the game is that you don't get a joystick option. The

whole thing runs from the keyboard. This addition would make Storm as good as many full-price offerings around right now. A budget game that thinks it's worth the price!

● Graphics	●	●	●	●	●
● Sound	●	●	●	●	●
● Value	●	●	●	●	●
● Playability	●	●	●	●	●

STORM

BOOTY

and the original West Liberty. Leave where to carry. Let's go. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

● Graphics	7	7	7	7	7
● Value	7	7	7	7	7
● Sound	7	7	7	7	7
● Playability	7	7	7	7	7

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world. It's a 3-D world, rather than a 2-D world.

MERCENARY II SECOND CITY

- Machine: Commodore 486
- Supplier: Novogon
- Price: £5.95, Cost £3.95 (USA)

The much talked about Second City is here! You take Mercenary II is about to try your wits.

The Super Day of 86, as it will be referred to here, is a new breed, for Mercenary I, needless to say, you can't play it, if you haven't got a 386.

Now on the packaging accompanying this new disk, which has the same artwork as the first, only in red, it tells you that 86 has a new degree of complexity, new buildings, and new and all enemies have been discovered.

Well, this may be the go for it, but that no challenge was

too big and that your character has, in terms of health, status, and a job. Your second character, however, tells you about various messages you receive, I read in the instructions, and some progress up your.

It seems to me that of the same stuff is still in 86, only a bit harder. The graphics in the game are white and red, just like the packaging, which is exactly the same as the old one.

If you are interested in buying this one, check it out carefully before buying as it all seemed the same to me.

- Graphics
- Sound
- Value
- Playability



SUMMER SANTA

- Machine: Spectrum
- Supplier: Alpha Omega
- Price: £1.99

Summer Santa? I could try to be a game that didn't see the light of day when it was supposed to? That's one maybe, but it's offering from a new budget label is pretty basic, at least, pretty basic, at least — but pretty playable too.

The idea of the game is to help Santa get presents from his gnomes to the house — which is full of stockings waiting for gifts, presents and fake banking traps, rampant kitchen equipment and uncooked presents. Santa has to keep alive

and jump through around the house delivering the presents one by one. He can't take one gift from the gnomes at a time you see. You get points for delivering presents and for drinking the cherry that has been left out for you. Despite recent games, old Santa will manage to keep from falling over. Strange this — You also get a bonus made when about you have to deal with many of the gnomes in the house. You can play using English, or Spanish, and before you can know if you want, then it's hard — but well had either.

- Graphics
- Value
- Sound
- Playability

Time
5
5
4
6

SOCCER 86

- Machine: Amstrad
- Supplier: Complete/Activision
- Price: £3.95

What's this been seen one of the best sides in the recent World Cup — but this soccer simulation from the other side of the channel leaves a lot to be desired. You only get four teams to choose from, game control is pretty awful, it's hard to see the game.

The look of the game is similar to Soccer, The Development Soccer. The

game is full across the screen — but you have to wait for the scrolling to catch up with your player if you move to the side of the screen to look for the ball.

The graphics are chunky and the sound pretty average. Not the best soccer simulation on the market. Definitely not a classic, Sam!

- Graphics
- Sound
- Value
- Playability

Time
5
5
5
5

DEKORATING BLUES

- Machine: Spectrum
- Supplier: Alpha Omega
- Price: £1.99

This is probably one of the best personal look-at games and right now, it has lots of new bits, like lots of different furniture and objects, a new painting system, built-in camera and other "game over" responses. But it will never

stop it being a bit like Pac-Man in disguise.

It's a fun-looking game, with your little painter character little eyes behind a 3D camera around the different scenes — created by computer graphics. What's that has to do with the 181 items building, however, it's a bit odd. Matt O'Connell is determined to change work that Walter has done.

The device just includes, in doing the building's about to put in every day, it's going to be about all the great in look like Walter's work with his second use and he've released a enormous maze into the building's corridors. What's that about? The game can be played to improve work by persons to the floor.

Graphics are a bit small and flabby, the version had the habit

of flipping me onto the next floor, even before I'd finished going up the screen pattern I was viewing. How can that will keep you busy for long.

- Graphics
- Sound
- Value
- Playability

Time
4
5
5
5

7. How... AND PRODUCT DEVELOPMENT PRECIPITATES A MARKET POSITIONING CRISIS

Smith, White, Power, Green

How can you tell how much the market will pay for your product? How do you know if you're overpriced? These are the questions that market research can answer.

For more information, contact us at 020 7493 8888 or visit our website at www.mr.co.uk

EXPERIENCE AN INSTANT NEW SWEET REVELATION. INTRODUCING... THE SHOW QUEEN

THE SHOW QUEEN

CONFECTION AND AMBIGUOUS AMBIGUITIES

The all-natural adventure for Confectionists. Confectionists and their customers!



8. Why... SKILLS, THE PRODUCT'S STRENGTHS ARE ANALYZED BY RICHLY TRAD EXPERTS



9. How... TARGET CUSTOMER DEMOGRAPHICS ARE IDENTIFIED

10. How... CONSUMER BEHAVIOR AT THE POINT OF PURCHASE

11. How... ANOTHER CONSUMER



12. How... BUT THEY'RE ALL AFTER THESE MESSAGES



THE SNOW QUEEN

An unusually intriguing illustrated text advertisement from St Bricks's

Special Christmas Special... Guide 1999

13. How... THE SHOW QUEEN

14. How... THE SHOW QUEEN

15. How... THE SHOW QUEEN

16. How... THE SHOW QUEEN

17. How... THE SHOW QUEEN

18. How... THE SHOW QUEEN



19. How... THE SHOW QUEEN



ROGUE TROOP PLANET

BOOKS & MERCHANDISE



BOOKS: Rogue Trooper comic strip albums, 1, 2, 3 and 4, now available. \$4pp, £5.99 each, incl. P&P (except overnight)

T-SHIRTS: Full colour in small, medium and large. £4.99 incl. P&P (design excluded on left)

Send cheque or money order only to: FORBIDDEN PLANET LTD, Dept. 0200, P.O. Box 178, London W2 4RL, ENGLAND



FORBIDDEN PLANET

WHERE TO FIND US



FORBIDDEN PLANET LTD, Dept. 0200, P.O. Box 178, London W2 4RL, ENGLAND

FORBIDDEN PLANET 1

The Science Fiction and Comic Shop
23 Denmark St, London WC2H 8NA
Tel: 020 4176

FORBIDDEN PLANET 2

The Film and TV Fantasy Shop
59 St. Giles High St, London WC2H 8LJ
Tel: 079 9042

ENGLAND'S PREMIER SCIENCE FICTION, COMIC BOOK, AND FILM & TV FANTASY SHOP

DYNAMITE II

- **Machine:** Spectrum 48k
- **Supplier:** Microsoft
- **Price:** £7.95

It's billions to bank, and now the million is just next door. There's a daily one person who can stop him and that's... (Don't tell please).

Dynamite Dan. You're good. Of Dan is back and it's up to him to stop that Billion Dollar again. But as you may have guessed already, it's not that easy. (You don't say) What Dan has to do is this. First he must land his Casperite air ship on the first island.

Then he must find the record (yes the one that has money) cut it, and then locate the (block), and the record!!

After Dan has collected the record he must then find the tool to change up his explosion, and get off the island. It's that

easy provided the vast island and the same task.

The aptly for the way, can steal objects off of you to even if you collect one of the useful

objects, you may not have it for very long. (But there is an object like will stop this spirit stealing from you.

One nice feature about this



game is the fact that the controls are Auto Select. This means that you don't have to use the same old boring items, which was one of the main of the most Spectrum games. The computer will automatically select items for you. If you have the keyboard interface plugged in, Dynamite Dan it is definitely an above average platform game, it uses non-linear graphics and also some rather nice music, if you can hear it! We had the office 'toller' Larry ringing us to

win a lot from it. I mean to it Dynamite Dan it is well worth the money. It's a great challenge to play, and if you bought Dynamite Dan then you'll definitely want to get the sequel.

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

Chris
8
7
8
8

DANTE'S INFERNO

- **Machine:** CSM 04
- **Supplier:** Raymond
- **Price:** £9.95

I am the way into the darkish city.

I am the way into eternal pain, I am the way to a forewarned fate.

Just as it was that moved my great Creator, Divine-omnipotence created me.

And highest wisdom joined with primal love.

Before me nothing but eternal things were made, and I shall last

eternally.

Abandon every hope, all you who enter.

Join Pilgrim, the hero of Dante's Inferno, on a journey into the depths of Hell to reach Minos' Purgatory on the other side of the world. The perilous journey leads to conflicts with the evil magicians and sorcerers that inhabit Hell, ending in a confrontation with Lucifer himself.

The detailed and a whole heap of demonic attack Pilgrim, each more fiendish as you progress through each level. Various objects are scattered

around the game, two of which Pilgrim can carry at any time. They are displayed at the bottom of the screen.

In the first level you'll need a gold ring and a bag of money. Carry these to the outer ground and use them to reach level and descend.

You'll find yourself standing on the edge of a lake or river. A boatman will paddle by. Pay him the money and he will take you across to the other side. But don't forget about otherwise a pattern of horses will kill you.

Basically Dante's Inferno is a maze adventure. Maps are necessary to avoid being hopelessly lost.

Points refer to the amount of money you have in the game. Fall and you will suffer this same fate as the sinners on whose level you perish.

The ends are grounds about Dante's Inferno. Is the quality of the graphics. The Commodore is capable of better.

One thing you can be sure of with Dante's Inferno is that you'll be the epitome of a thousand deaths.

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

Paul
7
7
7
8



EXCLUSIVE PREVIEW

EXCLUSIVE PREVIEW

EXCLUSIVE PREVIEW

EXCLUSIVE PREVIEW

THRUST

- Machine: BBC
- Supplier: Superior Software
- Price: (£7.95 (tape) £11.95 (disk))

Thrust received rave reviews when it first appeared for the Commodore 64, and it's easier to see why. This game has class, and it's got nothing in its move to the BBC.

It's a real pleasure to find a space arcade game that's not just another ship being whacked up, off reflexes and gun-down little bits. The stars behind the game is simple. You

must visit 24 planets in turn, picking up Mytron pods by your factor beam, and if possible, destroying the planet's reactor in the process.

But never mind the storyline, what grips is the graphics. Your spaceship drifts above the planet, pulled every which way by the forces of gravity, inertia and momentum, gently. You control it by rotating right, left and a touch of thrust. This is ballet in the air. You must manoeuvre your apparently weightless craft out of the star's hostile fire, pick up fuel and the all-important pods — which are, to make things awkward,

heavier than the ship — then hug the a for the co-axes and the main planet.

It is difficult to explain the great addictive pull of this game. The graphics might be intricate, with very superior movement, but they're not spectacular to look at. It's all in that it's a game that's so addictive that it's needed to post that message. Try it.

Micky

- | | |
|---------------|----|
| ● Graphics | 9 |
| ● Sound | 7 |
| ● Value | 7 |
| ● Playability | 10 |

WINTER EVENTS

- Machine: C16/Plus 4
- Supplier: Amco
- Price: £7.95

Summer is here and the time is right for... Winter Events! Yes, Amco's long-awaited forest of fun and games in the snow is here at last.

Three events. The previous ones were top in PC, looked best of the 16-bit events. But if the remaining sports match up to the rest of the games this will be truly a masterpiece and a must for the C16/Plus 4 owners.

Okay, there is nothing dramatically new about Winter Events. There are quite a few games like it on the market but this is the one to see.

You get all the usual bonuses to the game — opening screens, choice of countries and one to four players.

The graphics are excellent and the sounds — football, but not, ah, jump, starting, no, guaranteed to ensure maximum interest to your joystick.

Great fun. Check it out. It's one of Amco's best.

- Graphics
- Sound
- Value
- Playability

Paul
10



TIME: 0.00.0

MORE TIMES: 00:00

TIME: 0.40.5 PIP PETER



- Machine: BBC
- Supplier: US Gold
- Price: £9.95

This is a compilation of three of Ultimate's best and truly funny titles: the superb Lunar Jetman and Jetpac.

After it is the one where you manoeuvre a sub-atomic robot around a vast ship invaded by aliens, all attempting to wipe out the last of a alien planet's cynegonically programmed race. It's basically Knightmare in space, with the now familiar superb scrolling graphics and imaginative features.

Second on the tape is Lunar Jetman, a straightforward arcade game in which Jetpac has to drive planet Earth by destroying the alien's missile installations, driving around in his fly-vehicle the Moon Rover.

The graphics couldn't carry up to that if standard, but better than most arcade games of its time.

On the flip side of the tape is Jetpac, another arcade game where you fly about the Galaxy amassing as much treasure for yourself as you can. As a game it's pretty standard stuff, but again the graphics are above average and the music is clearer than most.

All in all, if you're an Ultimate fan (and why not?), a good one for your shelves.

Nicky

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

COSMIC BATTLEZONES

● **COMPETITION**



Adventurers are notorious hoarders of treasure. And here's your chance to lay your hands on some more thanks to those generous people at Level 9 and Wizard. They have just released Level 9's Middle Earth trilogy as a compilation — newly titled *Jewels of Darkness*. And they want you, dear reader, to get your paws on some jewels from top high street jeweller B. Samuel. We've got £200 worth of B. Samuel's vouchers to give away to the lucky adventurers who can answer Keith Campbell's Level 9 Quiz questions.

● Two first prize winners will get £20 vouchers to spend in their local B. Samuel store. Four runners up will each get £25 vouchers. So get into your thinking mode and puzzle out the answers to Keith's quiz. Then send your entry coupon to Computer and Video Games, Jewels of Darkness Competition, Priory Court, 20-22 Farringham Lane, London EC1R 3AE. Closing date for the competition is September 18th, normal C+VG rules apply and Keith's decision is final!

KEITH'S LEVEL 9 QUIZ

- 1) Which Level 9 Adventure was named *Adventure of the Year* of the C+VG Golden Joystick Awards?
- 2) Which character, created by famous Monty Python star Terry Jones starred in a game written by Level 9?
- 3) Which famous scholar's secret diary was turned into an Adventure by Level 9?

C+VG LEVEL 9 REWARD JEWELS OF DARKNESS COMPETITION

Name: _____
Address: _____

My answers:
1. _____
2. _____
3. _____



● **COMPETITION**

DYNAMITE DAN II

The Hero Returns!

Find and destroy Blitzer's secret record-pressing plant, hidden deep in the B-island complex of Arcanum. 200 screens of crafty sprites, foot-tapping music, and totally addictive gameplay!



OUT NOW FOR SPECTRUM £7.95
AMSTRAD VERSION COMING SOON

MIRRORSOFT

Purnell Book Centre, Poulton, Bristol BS18 5LQ

£8.95



THOR

THOR COMPUTER SOFTWARE LTD.

ICLIPS



ICLIPS
©1988 THOR Computer Software

SALES 01-379 6755
01-240 9334
INTERNATIONAL 44-1-379 6755
SPECTRUM 48K-COMMODORE 64

I.D.E.A.S. CENTRAL

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

So the IDEAS CORPORATION and yours truly, Melissa B., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone solving our enquiries. So, send your hints and cheats to Melissa Rowenflame, IDEAS CENTRAL, Computer + Video Games, Priority Court 38-39 Harrington Lane, London EC1R 3AA.



Illustration: Johny Grey

COMMODORE

Bonus Helicopter is from *BladeStorm* (Midland) and he has sent in some tips for a game which he thinks is the best fight/combat simulator — ACE.

Approach the robot plane from behind with a speed 50 drop higher than the robot plane's. After landing with the robot plane never change your altitude or speed if your tank is full and you are not attacked any more. Dive down to avoid a collision with the robot plane.

Ground attack: Keep your altitude between 150 and 250. Don't use or ground missiles to shoot down helicopters. You will need them for the BMM and tanks. If you survive messages use your machine guns, but this is rather difficult and dangerous because you have to attack at low level. So be completely sure of your target when you fire it inside. Don't waste them!

Enemy planes: If the enemy planes appear on the map, climb to an altitude of about 3000. Always keep your speed at a maximum. To shoot the planes use your rockets. Only use your air-to-air missiles if you are absolutely sure to hit systems. If an enemy plane is behind you shoot a decoy flare and pull your joystick back to get behind the enemy plane.

Enemy ships: Attack the same altitude as the ground forces. Don't waste your missiles.

Landing airfields: When you approach the runway reduce your speed. If your altitude has come to 200 you're over the down. If you touch the runway the voice will say "Touchdown". Reduce your speed to zero.

On higher levels ALL the enemies will fire back at you. The best thing to do is to keep moving! For those of you who have International Karate, our master martial artist Karis Galvally says how to reach Black Belt.

When you start to play, put the game into two player mode. Your opponent will not move, and you can dash for without worry. Hit your opponent as fast and as accurate as you can trying to get full points at each hit. On the first stage keep doing all right movements when the "Can Ready" message comes up with the end of the screen, as this will be based on reaction, you will break all the ties.

On the next fight put keep hitting from hand and feet, so that you receive lots of points. The reason for all this is that you will rise by playing the computer, because you were the winner of the first player fight.

In escaping hit, the move that is most useful to the games. It's most useful move is the crouch punch. This can be used close up as well as a distance away.

When you start a fight on the green belt leverage straight into it

COMMODORE

forward, crouching, and then push the stick into a firing lock position, before your man lands. This will cause him to jump straight up and fall, so you get 1000 points.

On higher levels, never attempt a "shoot" mode unless you are absolutely sure it will do the business. This is a dangerous move. Always crouch rather than look as they see faster.

Here's some extra tips if you have the *Game Killer* cartridge, by Phoenix. Press the button to stop all split-second reactions. When you get on to the second bonus round, the very difficult one with speed, you won't be able, just stand there and collect bonus points.

A few hints for "V" from *Final Cryer* of James. To open a security door switch to security mode and get all of the store/digit the same. His will soon become very easy.

To set a bomb you take the first four digits of the clock from left to right and type them in exactly the way they appear. An initiation message should flash at.

After setting the bombs you must have all five parts of the red code formula to complete the game. Go to the air plant. To get the right code you must add up the right digits and divide by zero six. Once this has been done go back to the starting key and press up or stop.

If you don't know how to

exchange letters then press up when you are in front of a yellow and red pattern on the wall.

John White of *Star Wars* has these tips for *Green Beret*. The defenders who carry guns are able to walk up stairs. So, if you are on top of a room or a platform (basement) at all times. The defenders who don't carry guns sometimes start to jump, but to kill them, all you have to do is jump in the air and start to stab them. Try to save your weapons till the end because you have a final message before you enter the last level.

On level 2 (the harbour) when you see the man in the parachute in the sky go to the far left hand side of the screen as the bullets don't reach that far. But, beware of the defenders coming in from the left hand side.

Finally, at the end of level two when the enemy launch the moon attack on you, you will encounter a bouncing dog; use the same method on them as the jumping balloons. Beware! They will attack you from both sides!

The best way to get the *Kanards* Harry Colclough is *Kanards* FBI, and the general tips go as follows. Stay on the top and never try to fight a second in front of animals, no matter how useful or useless it is. You stand a chance of blowing away the nuts. Discovering which nuts are

Continued on page 17

COMMODORE • CO

speed is a case of trial and error. The screen now only has two shots before loading and unloading whereas it is very difficult to fire a single shot from a green or purple laser. Most tanks have useful modules and some are more useful than others.

Let Puffin decide the value of the modules, then you can visit and choose between them. Make sure you have a good power unit, generator, shield, and laser.

By switching an already installed module and seeing if another module works you may find a replacement module. This is the time to use the "add module" option, but only after time as you will just move the indicator over a blank spot and press the fire button.

Modules are not classed by colour. A tank when installed and installed on just points to a module. So, when you think you have coded a tank because there are no lights, install on a tank and if there is still no light, learn up and call the dealer for help.

Load down all the hunky load before you get killed and go straight to there in the next game. On all sites you must look like one first and then replace your vision guards with the ones that you often wish you could be killed by any tank.

The colour class is red, orange, yellow, green, blue, purple. Some tanks or different rigs tend to give you the same modules, so red fog or red tank and red rig appear on all rigs but you can modify the same coloured modules, made by the same rig.

Most useful messages go off in one and two are marked in the descriptions. Watch when you are certain you stand a chance, go straight to the laser base or all 20. If you know a tank is useless, then shoot it unless you have the dark vision, where you can learn up and get the module (learn down to the same rig again).

Here are some general tips on Firebird's brilliant Taps for the 64. Taps is a game of skill, so you will need those tips to master it.

● Count how many shots it takes to destroy the rocket power station the thing that looks like a station on each side, by doing a darning run. When you play the game properly, you should beat the station, one or two less than it takes to destroy it, at the start of the sheet. When you have got the fuel, you are advised to leave the coast, visit the stations and then run and you will collect your 4000 bonus.

● When you get ordering fuel, only activate the tractor beam when you are not enough to it, a rocket if so-called, you will

scarcely lose your fuel, which is one thing you don't want to do.

● The 10 seconds of fuel, because with a gas tank means extra fuel, and extra lives mean more playing time.

● On the third planet, you will notice there is a ledge with moon fuel pods and a gun limit. This is the only place where I recommend that you don't waste the fuel as it is extremely difficult to get it.

● When in doubt, blast! You lose no points for losing things, and as you seem to have unlimited firepower, it makes sense. Blast all limit pods, as these can be a real pain, and it gives you extra points.

● The 1000 you get around in circles too much, although this may be fun, eventually you will get impregnated by the ball you are being and it will bring you crashing into the planet.



© COMMODORE INTERNATIONAL

SPECTRUM • SPECTRUM

John Flare of Liverpool has come up with these hints for **Madhattan**. On starting the game go to Fleet Street and visit the newspaper offices. Read the sign to get the job. When the Glibbo tells you to say what you need, say "Flare", after this turn into Reynolds and visit the following places and collect the items listed:

- Flower Stall on Regent
 - Professor's House in Smallman Street (glasses)
 - 67 in Haversham Court, just off
 - Director's House in Dakota Gardens (letters)
 - Madhattan's main street
- There is also a visit to all the warehouses. Fly to the docks to get this, then take this to the Museum in Black Street, and give this to the Customs Officer. He will give you a map.

Once you have created someone — remember to get a photo of them — you will be given a police card. Drop this, change back to Kevin and take it again. This item is vital if you are to keep track of the muggings and super villains. The muggers are actually kept your popularity about the super villains are vital in tracking the game.

This is the "Torch" who kills the thieves in Side Street. There is the original of him listed last. The Pal rewards the warehouse at the docks. Drop the address.

Felix rewards the jeweller. The window protest you from from.

Blasting and loot the gallery. Glibbo change identity first.

Having beaten these villains examine them and take the cards they are carrying as they return to the bars, this can be found by following the map.

This is an art as John has managed to get as the Professor keeps killing him, but a few general tips are:

● Give Liberty the pink note on the train. Give the 50 any presents you take together more money. Keep your popularity up. Get items straight by the scientist or professor. To find out more about muggings, go into the library as Madhattan and say the persons name.

Knight Types (you came from A. **Stanley** from Leeds). First, sweater and drop both to the street and the cloak of invisibility if it is wise to disappear in the same places. Next, go to the bridge, take the Muggie food from the 64 and the key from Gordon.

Next, take the camera from the recreation room, lockers and give from the film and camera and command line to help.

Take the protagonist, and find Darty via, command line to help and the will give you the 10 reward. Now find 10 00 envelope through. This will give you the next 10.

Card which you cannot wear. Take the chocolate heart from Darty IV and give this to Sharon. Command line to help for a vital clue. Take the Advent from her and the Gas mask — drop this with the clock and stairs.

Drop the Advent in front of the airport and use it to jump up and get the Startup and the Jewel (Bardeen). Give both of those awards to Gordon and you will now be able to find the starting note by 666 to find the starting Fly to Barbara 1. When you arrive command Gordon to help and he will meet the transporter.

Using the Advent, learn down to location 81, 10, 25. Give the gun to Hector, and continue moving towards the light. When you get to the end use the Advent to end the levels.

Return to the starting by lowering to 80, 10, 20 and bring the boots with the gas mask, etc. Fuel the Bardeen and fly to Monopole safely fly to Tyler Daker 1 as the setup is less fuel. When you arrive, wear the cloak and the gas mask and learn down to 81, 10, 25.

Go towards the right and pick up the piece of rubble from the floor. Now find Hector and take the magic talisman, the piece of rubble and beam back aboard the starting. Under the gas mask and stick, and wear the talisman.

Drop the piece of rubble in a

SPECTRUM

help anchor the starting to Phoenix. When you arrive, visit the coast, loots and gemstones and beam down to 88.74.27 and find the baron, make sure you are wearing the maximum and visit the baron's baron's spot.

Now the map and take the piece of sword — now drop the baron. Beam above the starting, drop the piece of sword with the others and visit a Lightning Bolt. This will use them together to form the Golden Sunburst of Alpha. Unleash the necessary spell for to couple, enter the clock, boots and get music and group the sword.

Beam to 86.79.26 and move to the right. When you hear a booming voice, make sure you have the sword — Do not leave it! Keep moving until you find the Dancers of Tyne. Beam above the star and fly to the baron of the back hole and fly to the baron of the L203. Move to the right and you will see a very machine has appeared, memorize it by visiting a Lightning Bolt, make sure you are at Gargyle, and launch the tyne machine to end the game!

Before you will find a Star Map for Kallid Tyne which sets out in the *Star Map of Atlantis* at Turtleport Wells.

STAR MAP



HELP

Five-year-old Brian Stanley of Appleby wants an Amstrad 664. He would like some extra lines going for Mario return.

After reading the July issue of C+VG, Robert Hargrave of South Yorkshire's respective some idea to tell me the Spectrum codes for *Viva la Rill*. He also wants to know how many areas you have to go through to reach the barons in *Commander James Kinross* of *Talon*. Colford bought the 4-dimensional

game *Yabodabodoo*, but has found it extremely hard to play and just as hard to map. Does anyone have a map or any zones for this game?

Finally, Terry Walsh of Australia followed our hints for *Games of Dawn* in the October issue of *Maps*, but, after finding three of the swords he has come completely stuck and just can't find the fourth one anywhere. Anybody come across him out of this misery?

ATARI

David Gentry of Ohio has sent in a list of games and cheat combinations for *Bladebit*.

- Level 1 red jewel — 3 red fireballs
- Level 2 green jewel — 4 yellow fireballs
- Level 3 blue jewel — 3 green fireballs
- Level 4 red-green jewels — 6 blue fireballs
- Level 5 500 green jewels — 7 yellow fireballs
- Level 6 400 green jewels — 8 blue fireballs
- Level 7 300 red-green jewels — 3 red fireballs
- Level 8 — you need all 3 jewels which are floating in the barons.

On level 8 the dragon is a little more complicated. Keep hitting it with the jets until it changes colour. Do the same with the yellow, green and blue fireballs. You'll now have a fire-breathing dragon. Hit this with yellow and it changes into a two-headed one, then hit this with blue. The single-headed dragon sometimes is killed with red fireballs.

To avoid running out of energy during any dragon battle, keep leaving the spot at once for safety collected. A hit is only recorded on the dragon when it lights up the colour of the jewel you shot at it.

POKES

POKES

Now for the 1984!

The first one to be *Mutant Mandy* and remove from Britain.

Let's suppose you're in and will give you instructions. Run the program and PLAY *Mutant Mandy* on the date recorder.

10 CLEAR 128,40919
20 BLOAD "CAB"
30 POKES 23871,0

40 OPEN "001" W+R000
50 A=1000

60 Screen Display of Devon has one for *Blagger* and *Mario Wines*. To get into any screen of *Blagger*, press space bar and you'll get into that mode then press space bar to view the levels and space bar when you get to the level you want. Type on 10 Bload "CAB", F1 Bload "CAB", F1

Delux 0-84 8004,200 2,0000 *Mario Wines*. Load first section using BLOAD "MINERY". Next that use B to change BLOAD "MINERY", F1 to

BLOAD "MINERY", then type the following on BURN
10 POKES 2001,00P04
20 10 2,0000 2001,0,0

30 POKES 0,000,0
40 Delux 0-84 8004,200 2,0000 *Julian Leggett* has a short program for C64. It is C64 only version of *Speedway* which will give you infinite time. Type in the following and switch off your computer. Turn it on, load BLOAD "BL", insert the original *Speedway* disk and press

BURN
10 HIM *****
20 HIM *****
30 HIM *****
40 HIM *****
50 HIM *****
60 HIM *****
70 HIM *****
80 HIM *****

90 HIM *****
100 HIM *****
110 HIM *****
120 HIM *****
130 HIM *****
140 HIM *****
150 HIM *****
160 HIM *****
170 HIM *****
180 HIM *****
190 HIM *****
200 HIM *****
210 HIM *****
220 HIM *****
230 HIM *****
240 HIM *****
250 HIM *****
260 HIM *****
270 HIM *****
280 HIM *****
290 HIM *****
300 HIM *****
310 HIM *****
320 HIM *****
330 HIM *****
340 HIM *****
350 HIM *****
360 HIM *****
370 HIM *****
380 HIM *****
390 HIM *****
400 HIM *****
410 HIM *****
420 HIM *****
430 HIM *****
440 HIM *****
450 HIM *****
460 HIM *****
470 HIM *****
480 HIM *****
490 HIM *****
500 HIM *****

90 HIM *****

SPINDLE DISE *****

100 HIM *****

110 HIM *****

120 HIM *****

130 HIM *****

140 HIM *****

150 HIM *****

160 HIM *****

170 HIM *****

180 HIM *****

190 HIM *****

200 HIM *****

210 HIM *****

220 HIM *****

230 HIM *****

240 HIM *****

250 HIM *****

260 HIM *****

270 HIM *****

280 HIM *****

290 HIM *****

300 HIM *****

310 HIM *****

320 HIM *****

330 HIM *****

340 HIM *****

350 HIM *****

360 HIM *****

370 HIM *****

380 HIM *****

390 HIM *****

400 HIM *****

410 HIM *****

420 HIM *****

430 HIM *****

440 HIM *****

450 HIM *****

460 HIM *****

470 HIM *****

480 HIM *****

490 HIM *****

500 HIM *****

FIVE STAR interview

AFTER a hard day's work at the recording studio, Gerry Pearson likes nothing better than sitting off his chair and reading comic games on his Commodore 64.

Bobby is not like all the phenomenally successful group Five Star who have achieved worldwide hits with songs like *Let's Go to the Sun*, *I Got It Made*, and the recent chart-topping *Final Fly Fly*.

Bobby has joined a Commodore 64 for quite a few years now, after he convinced his parents to buy him one.

"When I was at school, I was taking Computer Studies," Bobby told me when I talked to him at C.B.S. Studios, London during a break in recording.

"As well as doing programming during the lessons, my school friends and I used to play computer games. You know, the kind you type into the computer from program listings. At the time, the only access I had to a computer was during my Computer Studies lessons, or going to a friend's house to play games, so I thought it would be nice to have a computer at home, which my parents agreed to."

What made him choose a Commodore 64? "It seems as though the Commodore 64 has got the best games around."

What types of games does he like? "I like to play arcade games. At the moment, my favourite game is *Pole Position*. I also like the football and Karate games like *Pro-A-Kong Fu* and *Way of the Fighting Star*."

"Like a game that offers me a challenge, something that will get my mind working and how I will plan my strategy via the joystick. I don't like games which are too easy to play."

"The problem with the majority of games, is that once you've bought them and wanted to see how you play them, you quickly lose all interest and don't play them often."

Surprisingly, while Bobby plays computer games at home, he

doesn't go to the arcade.
"The only time I have ever been to the arcade is to look for the day trips and clubs. I really don't like to go to arcades. But as far as arcade games are concerned, one of my favourites is *Pole Position*. It's nice and fast."

Also in the studio were the other members of the group, Bobby's brother, Neilson and sister, Corinne, Debbie and Maria. So I asked the rest of them, do they like computer games?

A system which played the studio, and there a voice was heard. It was Debbie who said, "Computer games are fun to watch. I prefer watching Bobby playing the games. But I feel you what I do like, it's Karate games."

How about a Five Star computer game? "Yeah, it would be a good idea and worth trying. It would be good idea to try," Bobby said.

Has Bobby ever considered getting some musical software for his Commodore 64?

"I haven't will recently, but it is something I'm looking into. Something like the Commodore Sound Expander and Sound Generator really appeals to me, as I think it would set down on the tracks of writing programmes. Like the idea of sampling sound through a Commodore 64. The 64 is ideal for the music and I'm sure I could maybe do some rough mixes on it with the right equipment."

What are the future plans for Five Star? "Well, we have our new album out which we are promoting at the moment in the UK, then later on, it's off to Europe, America and wherever else our records are doing well."

Later I thought I'd like to — with so much music now being written for the 64, would Five Star ever consider releasing their own 'cover' version, or music from a 64 game? His answer, with Bobby as help up on Computers, anything is possible.

FAMOUS FIVE COMPETITION
We've got a pair of tickets for Five Star's spectacular London concert



in September for the lucky winner of our famous five competition! And ten winners up will get a copy of Five Star's brand new LP. All you have to do is answer the questions below, fill in the coupon and mail it to: Computer and Video Games, Famous Five Competition, Pity Court, 20-22 Farringham Lane, London EC6A 2BA. Closing date for the competition is September 19th, 1983. P.S. Competition rules apply and the editor's decision is final. Now, just answer the famous five quiz. . .

1. Name Five Star's first UK hit single.
2. Name the famous five which Michael Jackson shared out with.
3. Name the author of the famous five series of books which also became a TV series.

1. I'd like to receive **FIVE COMPETITION** My answers are:
 1. _____
 2. _____
 3. _____
 Name _____
 Address _____

 Age _____

W
A
R



BEING A HERO IS EASY.
STAYING ALIVE IS MORE DIFFICULT!

Spectrum 486 1985
Amended 800-544-8788
134-54-134
MSX

8795
18-95
18-95
18-95

martech

Martech is the registered trade mark of
Software Communications Limited, Market House,
The Yards, Providence Row, East Sussex TN39 6BJ

TRADE SHOWS WELCOME! PHONE: 00213 768494 TELL: 01843 71-4400-0



AND THEY CALL THEMSELVES
ADULTS!!!

The times they've left you at home because 'you're not grown up' or 'not old enough to come to the pub' and look what they get up to when they get there! Here's your chance to find out what it's really like in those smoke filled haunts of adulthood. The opportunity to see how good you are at these ADULT?? games.

Why let the mums and dads have all the fun. Pub Games can be a laugh for everyone.



PUB GAMES

a compilation of
BAR BILLIARDS · DOMINOES
DARTS · TABLE FOOTBALL
POKER & PONTOON
BAR SKITTLES

available on

Commodore 64/128 · Spectrum 48K · Amstrad
 Available soon BBC · MSX

Alligata Software Ltd., 1 Orange Street,
 Sheffield S1 4DR.
 Tel: (01422) 752766

OUT NOW!



ALLIGATA BITES BACK

ALLIGATA BITES BACK

ALLIGATA BITES BACK

ALLIGATA BITES BACK

● COMPETITION



THE VIRGIN CHALLENGE



THE VIRGIN CHALLENGE



▲ That steamship.

A clipper which brought tea for Hong Kong.



▼ C The German ship which sank HMS Hood.



▼ D Diver Diver Diver In German, of course.



To celebrate Richard Branson's amazing record breaking Blue Bird run across the Atlantic, C+VG and Virgin Games are proud to offer you the very special Virgin Challenge Grab-Bag - packed with goodies!

■ Three top prize winners will get a Grab Bag complete with Virgin Challenge 1 of 101, a copy of the new Virgin Challenge game and a copy of the New Music 6 LP. The 25 runners up will get a copy of the Challenge game, which will be available for the 64, Spectrum and Amstrad.

■ What do you have to do to win? Simple. Use the clues to identify the silhouettes of the ships on this page, fill in the coupon, answer the trivia question and send your entry to Computer and Video Games, Virgin Challenge competition, Priory Court, 38-52 Pentonville Lane, London EC1R 5AA. Closing date for this competition is September 18th, normal C+VG rules apply and the shipper's decision is final. Max the Winlocks and launch your entry today!

Name _____

Address _____

Computer owned: Spectrum C64 Amstrad Tick box!

The breaker Name the ocean passenger liner which previously held the record for the Atlantic crossing _____

Ship A is: _____

Ship B is: _____

Ship C is: _____

Ship D is: _____



● COMPETITION

Become the hunter
and the
hunted
in

000

NEW



STREET™ HAWK

...Burn tread on the streets!

SPECTRUM LABS

7-95

COMPROMISE CD

8-95

AMSTRAD

8-95

©1994 Universal City Studios, Inc. All rights reserved. Licensed by Merchandising Corporation of America, Inc.

Ocean Software is available from selected branches of

WINDSOR & WINDSOR

LAURENCE BOURGEOIS, COMPACT
Spectrum Shops and all good software dealers.

ocean

Ocean Software
Golden House - 4 Central Street
Haverhill - MA 01830
Telephone 061 812-6633 Telex 469607 Ocean C

● AMSTRAD 464

Hey! Yahi! Pow! Krak!!! Bruce Lee Jr is in town. He must do his deeds, as they say, and rid the mines of the evil within. You must kill all the bats, but watch out for the nasty spiders which attack you.

You walk left, right, and kick by pressing the fire button and moving the joystick. This program runs on an Amstrad 464.

Program Variables:

AS = Bruce kick left

BS = Bruce kick right

SP = Speed of spiders

Level = Used to add a little more time to the game

Score = quite obvious really

Bruce = lives left

WK = wait for a kick

m,l = position of spiders

bat,batly = positions of bats

oldk,oldly = used to remember Bruce's positions

u,p = test for kicked bats

m,ba,by,bl = used to build mines

Note: On each level the time will increase, but you will move slower.

● By Anthony Guyon

```

5 REM BRUCE LEE JR BY TONY GUYON
10 BORDER 0:INK 0:0:INK 2:0:INK 3:0
4:0:INK 4:0:INK 5:4:INK 6:15:INK 7:19
:18: 8:15:23:SPED 18: 9:5:18: 9:12
:18: 10:18
20 INT 1:100:2:0:ENV 1:100:2:0:ENV
2:15:-1:10
30 GOSUB 2000:REM s,d,r,l's
40 GOSUB 1000:REM titles
50 AND(CHAN 207)+(CHAN 200)+(CHANK 2
05)+(CHAN 215)
60 LK=40:SP=20:LEVEL=0:SCORE=0:AND
:BRU=40
70 GOSUB 3000:REM DRAWING THE PLATF
FORM
80 GOSUB 5000:REM SET UP BATS
90 GOSUB 6000:REM SET UP TOP OF SC
REEN
100 EVERY 50 GOSUB 2150:REM SET TIM
ER
110 EVERY 50:1 GOSUB 3000:REM SET U
P SPIDERS
120 2010:Y=0:REM PLACES BRUCE AT ST
ART
130 REM 3:LOCATE X,Y:PRINT CHR$(20
0)
140 WHILE LK=0
150 G1
160 LOCATE 2:0:POW 0:PRINT CHR$(14
2):REM 2
170 IF 4=0 AND 4=5 THEN GOSUB 5000
180 IF BATEV(72)=0 AND 4=5 OR BATEV
(72)=0 AND 4=14 THEN 4=0:IF 4=1
AND 4=5 ELSE LOCATE X,Y:PRINT CHR$(
200):LOCATE X+2:PRINT CHR$(23):G0
500:230:G0500:410
190 IF BATEV(73)=0 AND 4=5 OR BATEV
(73)=0 AND 4=14 THEN 4=0:IF 4=1
AND 4=5 THEN LOCATE X,Y+2:PRINT CHR
$(32):LOCATE X,Y:PRINT CHR$(200):EL
SE LOCATE X,Y:PRINT CHR$(202):LOCAT
E X+2:3:PRINT CHR$(32):G0500:230:G0
500:410
200 IF BATEV(74)=0 THEN 4=0:1:G0500
:230:LOCATE X,Y:PRINT CHR$(200):CHR$(
32):G0500:230:G0500:410
210 IF BATEV(75)=0 THEN 4=0:1:G050
0:3:380:LOCATE X+1,Y:PRINT CHR$(32):CH
R$(204):G0500:230:G0500:410
220 IF 4=1 THEN LOCATE X,Y:PRINT C
HR$(202):G0501:LOCATE X,Y:PRINT CHR
$(204)
230 IF 4=20 THEN LOCATE X,Y:PRINT
CHR$(200):G0501:LOCATE X,Y:PRINT CH
R$(202)
240 IF BATEV(74)=0 AND BATEV(75)=0
AND LOCATE X,Y:PRINT CHR$(32):G050
1:G0501:G0500:300:G0500:300:LOCATE
X,Y:PRINT 48:G0500:440:G0500:320:EI
0:1:LOCATE X,Y:PRINT " ":(G0501:G050
1:LOCATE X,Y:PRINT CHR$(200):GOTO 1
40
250 IF BATEV(76)=0 AND BATEV(77)=0
THEN LOCATE X,Y:PRINT CHR$(32):G050
1:G0500:300:G0500:300:LOCATE X,Y:F
RINT 54:G0500:440:G0500:320:EI 0:1:1
:LOCATE X,Y:PRINT " ":(G0501:G0501:LOC
ATE X,Y:PRINT CHR$(204):GOTO 140
260 G1
270 LE=0
280 F1=0
290 REM BRUCE SCORE
300 APPROX=INT(PRINT#;SCORE)
310 F$T=0
320 REM WAIT FOR KICK
330 FOR 4=0 TO 99:NEXT
340 F$T=0
350 REM TELL BRUCE IS ON SCREEN
360 IF 4=0 THEN 4=1
370 F$T=0
380 REM TELL BRUCE IS OFF SCREEN
390 IF 4=20 THEN 4=1
400 F$T=0
410 REM SOUND OF BAT
420 SOUND 2:4:10:12:2:0:1
430 F$T=0
440 REM SOUND OF KICK
450 SOUND 2:4:10:12:2:0:1
460 F$T=0
470 REM DRAWING THE PLATFORM
480 PRINT CHR$(22)+(CHR$(1):REM for
0 on transparent mode
4900 G=0
5000 FOR 4=0 TO 4:G0500 1110:NEXT
1040 FOR 4=0 TO 13:G0500 1110:NEXT
1050 FOR 4=15 TO 20:G0500 1110:NEK

```

● continued ▶

```

1000 IF b4=21 THEN 1070 ELSE b4=20
1010 GOTO 1030
1020 FOR b4=5 TO 24:LOCATE 1,b4:PEH
3-PRINT CHR$(143):LOCATE 1,b4:PEH
4-PRINT CHR$(133):NEXT
1030 FOR b4=2 TO 20:b4=24:GOSUB 111
0:HEAT
1040 FOR b4=24 TO 5 STEP-1:LOCATE 2
8,b4:PEH 3-PRINT CHR$(143):LOCATE
20,b4:PEH 4-PRINT CHR$(133):NEXT
1100 PRINT CHR$(22)+CHR$(0):RETURN:
REM being off branchment mode
1110 LOCATE b4,b4:PEH 3-PRINT CHR$(
143):LOCATE b4,b4:PEH 4-PRINT CHR$(
133)
1120 RETURN
1130 RETURN
1200 REM bruce,beta,etc...
2000 SYMBOL 130-132-133-134-135-136-137
-138-139-140-141-142-143-144-145-146-147
-148-149-150-151-152-153-154-155-156-157-158-159-160-161-162-163-164-165-166-167-168-169-170-171-172-173-174-175-176-177-178-179-180-181-182-183-184-185-186-187-188-189-190-191-192-193-194-195-196-197-198-199-200-201-202-203-204-205-206-207-208-209-210-211-212-213-214-215-216-217-218-219-220-221-222-223-224-225-226-227-228-229-230-231-232-233-234-235-236-237-238-239-240-241-242-243-244-245-246-247-248-249-250-251-252-253-254-255-256-257-258-259-260-261-262-263-264-265-266-267-268-269-270-271-272-273-274-275-276-277-278-279-280-281-282-283-284-285-286-287-288-289-290-291-292-293-294-295-296-297-298-299-300-301-302-303-304-305-306-307-308-309-310-311-312-313-314-315-316-317-318-319-320-321-322-323-324-325-326-327-328-329-330-331-332-333-334-335-336-337-338-339-340-341-342-343-344-345-346-347-348-349-350-351-352-353-354-355-356-357-358-359-360-361-362-363-364-365-366-367-368-369-370-371-372-373-374-375-376-377-378-379-380-381-382-383-384-385-386-387-388-389-390-391-392-393-394-395-396-397-398-399-400-401-402-403-404-405-406-407-408-409-410-411-412-413-414-415-416-417-418-419-420-421-422-423-424-425-426-427-428-429-430-431-432-433-434-435-436-437-438-439-440-441-442-443-444-445-446-447-448-449-450-451-452-453-454-455-456-457-458-459-460-461-462-463-464-465-466-467-468-469-470-471-472-473-474-475-476-477-478-479-480-481-482-483-484-485-486-487-488-489-490-491-492-493-494-495-496-497-498-499-500-501-502-503-504-505-506-507-508-509-510-511-512-513-514-515-516-517-518-519-520-521-522-523-524-525-526-527-528-529-530-531-532-533-534-535-536-537-538-539-540-541-542-543-544-545-546-547-548-549-550-551-552-553-554-555-556-557-558-559-560-561-562-563-564-565-566-567-568-569-570-571-572-573-574-575-576-577-578-579-580-581-582-583-584-585-586-587-588-589-590-591-592-593-594-595-596-597-598-599-600-601-602-603-604-605-606-607-608-609-610-611-612-613-614-615-616-617-618-619-620-621-622-623-624-625-626-627-628-629-630-631-632-633-634-635-636-637-638-639-640-641-642-643-644-645-646-647-648-649-650-651-652-653-654-655-656-657-658-659-660-661-662-663-664-665-666-667-668-669-670-671-672-673-674-675-676-677-678-679-680-681-682-683-684-685-686-687-688-689-690-691-692-693-694-695-696-697-698-699-700-701-702-703-704-705-706-707-708-709-710-711-712-713-714-715-716-717-718-719-720-721-722-723-724-725-726-727-728-729-730-731-732-733-734-735-736-737-738-739-740-741-742-743-744-745-746-747-748-749-750-751-752-753-754-755-756-757-758-759-760-761-762-763-764-765-766-767-768-769-770-771-772-773-774-775-776-777-778-779-780-781-782-783-784-785-786-787-788-789-790-791-792-793-794-795-796-797-798-799-800-801-802-803-804-805-806-807-808-809-810-811-812-813-814-815-816-817-818-819-820-821-822-823-824-825-826-827-828-829-830-831-832-833-834-835-836-837-838-839-840-841-842-843-844-845-846-847-848-849-850-851-852-853-854-855-856-857-858-859-860-861-862-863-864-865-866-867-868-869-870-871-872-873-874-875-876-877-878-879-880-881-882-883-884-885-886-887-888-889-890-891-892-893-894-895-896-897-898-899-900-901-902-903-904-905-906-907-908-909-910-911-912-913-914-915-916-917-918-919-920-921-922-923-924-925-926-927-928-929-930-931-932-933-934-935-936-937-938-939-940-941-942-943-944-945-946-947-948-949-950-951-952-953-954-955-956-957-958-959-960-961-962-963-964-965-966-967-968-969-970-971-972-973-974-975-976-977-978-979-980-981-982-983-984-985-986-987-988-989-990-991-992-993-994-995-996-997-998-999-1000

```

```

3100 SOUND 4,2-3,4,5,6,1
3200 RETURN
4000 REM hck by spider
4010 bruce=bruce+1
4020 PRINT3,STR$(bruce,CHR$(200
5)
4030 SOUND 3,8,128,25,2,8,15
4040 IF bruce=2000 GOTO 5000:1,100
-128,8,1,5 FOR m=100 TO 40 STEP 5
5-OUT 10000,1,OUT 10000,1:GOTO 5
510 Next ELSE RETURN
5000 REM set up beta
5010 FOR beta=1 TO 250 STEP 5
5020 FOR beta=? TO 15 STEP 3
5030 FOR beta=? TO 15 STEP 3
5040 FOR beta=? TO 15 STEP 3
5050 REM set up beta:PRINT CH
R$(200)
5060 NEXT beta
5070 RETURN
5080 REM beta for all the beta zone
5090 old=old+beta
5100 and=and
5110 FOR unit=? TO 400 STEP 100
5120 FOR unit=? TO 300 STEP 50
5130 IF TEST(unit) THEN unit
=unit+1:GOTO 5110
5140 IF TEST(unit) THEN NEXT
unit
5150 REM set higher level
5160 LOCATE 3,5:PEH 3-PRINT"CONGRAT
ULATION!"
5170 FOR note=200 TO 40 STEP-10:SOU
ND 2:note=5:HEAT
5180 LOCATE 3,5-PRINT STR$(note,32
)
5190 and=and+1:IF and=14 THEN and=15
5200 [and]=and+144
5210 IF level=140 THEN level=60
5220 time=0+level
5230 GOSUB 5000:GOTO 100
7000 REM end of beta
7010 MODE 1:PEH 1
7020 LOCATE 10,5-PRINT"SORRY IT'S T
HE END !"
7030 PEH 2-LOCATE 1,15-PRINT"Never
mind, you got a score of"(score/"Do
you")
7040 PEH 2-LOCATE 9,10-PRINT"think
you can do better?"
7050 PEH 3-LOCATE 4,30-PRINT"do you
want to try again? (y/n)"
7060 and=and+1:IF and=100 THEN 7020
7070 and=and+and
7080 IF and<"?" AND and<"?" THEN
7090
7090 IF and="" THEN 7100 ELSE CALL
0
7100 CLS-LOCATE 7,5-PRINT"do you wa
nt INSTRUCTIONS?"
7110 PEH 2-LOCATE 17,10-PRINT"y/n)"
7120 and=and+1:IF and="" THEN 7120
7130 and=and+and
7140 IF and<"?" AND and<"?" THEN
7150
7150 IF and="" THEN MODE 0:REM 40
ELSE MODE 0:REM 50
7160 REM set up top and bottom of s

```

BRUCE THE Jnr

• continue •

SHEKHANA COMPUTER SERVICES

Present the following special offers to C+VG readers

Product	Price	Special Price	Product	Price	Special Price
ADAM	120	120	ADAM	120	120
ADAM 2	120	120	ADAM 2	120	120
ADAM 3	120	120	ADAM 3	120	120
ADAM 4	120	120	ADAM 4	120	120
ADAM 5	120	120	ADAM 5	120	120
ADAM 6	120	120	ADAM 6	120	120
ADAM 7	120	120	ADAM 7	120	120
ADAM 8	120	120	ADAM 8	120	120
ADAM 9	120	120	ADAM 9	120	120
ADAM 10	120	120	ADAM 10	120	120
ADAM 11	120	120	ADAM 11	120	120
ADAM 12	120	120	ADAM 12	120	120
ADAM 13	120	120	ADAM 13	120	120
ADAM 14	120	120	ADAM 14	120	120
ADAM 15	120	120	ADAM 15	120	120
ADAM 16	120	120	ADAM 16	120	120
ADAM 17	120	120	ADAM 17	120	120
ADAM 18	120	120	ADAM 18	120	120
ADAM 19	120	120	ADAM 19	120	120
ADAM 20	120	120	ADAM 20	120	120
ADAM 21	120	120	ADAM 21	120	120
ADAM 22	120	120	ADAM 22	120	120
ADAM 23	120	120	ADAM 23	120	120
ADAM 24	120	120	ADAM 24	120	120
ADAM 25	120	120	ADAM 25	120	120
ADAM 26	120	120	ADAM 26	120	120
ADAM 27	120	120	ADAM 27	120	120
ADAM 28	120	120	ADAM 28	120	120
ADAM 29	120	120	ADAM 29	120	120
ADAM 30	120	120	ADAM 30	120	120
ADAM 31	120	120	ADAM 31	120	120
ADAM 32	120	120	ADAM 32	120	120
ADAM 33	120	120	ADAM 33	120	120
ADAM 34	120	120	ADAM 34	120	120
ADAM 35	120	120	ADAM 35	120	120
ADAM 36	120	120	ADAM 36	120	120
ADAM 37	120	120	ADAM 37	120	120
ADAM 38	120	120	ADAM 38	120	120
ADAM 39	120	120	ADAM 39	120	120
ADAM 40	120	120	ADAM 40	120	120
ADAM 41	120	120	ADAM 41	120	120
ADAM 42	120	120	ADAM 42	120	120
ADAM 43	120	120	ADAM 43	120	120
ADAM 44	120	120	ADAM 44	120	120
ADAM 45	120	120	ADAM 45	120	120
ADAM 46	120	120	ADAM 46	120	120
ADAM 47	120	120	ADAM 47	120	120
ADAM 48	120	120	ADAM 48	120	120
ADAM 49	120	120	ADAM 49	120	120
ADAM 50	120	120	ADAM 50	120	120
ADAM 51	120	120	ADAM 51	120	120
ADAM 52	120	120	ADAM 52	120	120
ADAM 53	120	120	ADAM 53	120	120
ADAM 54	120	120	ADAM 54	120	120
ADAM 55	120	120	ADAM 55	120	120
ADAM 56	120	120	ADAM 56	120	120
ADAM 57	120	120	ADAM 57	120	120
ADAM 58	120	120	ADAM 58	120	120
ADAM 59	120	120	ADAM 59	120	120
ADAM 60	120	120	ADAM 60	120	120
ADAM 61	120	120	ADAM 61	120	120
ADAM 62	120	120	ADAM 62	120	120
ADAM 63	120	120	ADAM 63	120	120
ADAM 64	120	120	ADAM 64	120	120
ADAM 65	120	120	ADAM 65	120	120
ADAM 66	120	120	ADAM 66	120	120
ADAM 67	120	120	ADAM 67	120	120
ADAM 68	120	120	ADAM 68	120	120
ADAM 69	120	120	ADAM 69	120	120
ADAM 70	120	120	ADAM 70	120	120
ADAM 71	120	120	ADAM 71	120	120
ADAM 72	120	120	ADAM 72	120	120
ADAM 73	120	120	ADAM 73	120	120
ADAM 74	120	120	ADAM 74	120	120
ADAM 75	120	120	ADAM 75	120	120
ADAM 76	120	120	ADAM 76	120	120
ADAM 77	120	120	ADAM 77	120	120
ADAM 78	120	120	ADAM 78	120	120
ADAM 79	120	120	ADAM 79	120	120
ADAM 80	120	120	ADAM 80	120	120
ADAM 81	120	120	ADAM 81	120	120
ADAM 82	120	120	ADAM 82	120	120
ADAM 83	120	120	ADAM 83	120	120
ADAM 84	120	120	ADAM 84	120	120
ADAM 85	120	120	ADAM 85	120	120
ADAM 86	120	120	ADAM 86	120	120
ADAM 87	120	120	ADAM 87	120	120
ADAM 88	120	120	ADAM 88	120	120
ADAM 89	120	120	ADAM 89	120	120
ADAM 90	120	120	ADAM 90	120	120
ADAM 91	120	120	ADAM 91	120	120
ADAM 92	120	120	ADAM 92	120	120
ADAM 93	120	120	ADAM 93	120	120
ADAM 94	120	120	ADAM 94	120	120
ADAM 95	120	120	ADAM 95	120	120
ADAM 96	120	120	ADAM 96	120	120
ADAM 97	120	120	ADAM 97	120	120
ADAM 98	120	120	ADAM 98	120	120
ADAM 99	120	120	ADAM 99	120	120
ADAM 100	120	120	ADAM 100	120	120

FOR MAIL CHECKS please send cheque to: **S&S (Dept C-VG)** 3rd Floor 100, London W1B 0EH. Telephone: 01-494 1700. All cheques in £. Cheque valid postage. Cheques of over £400 to Ltd.

If you would like to pick up your discount address please bring your copy of the address to: **Shekhana, Unit 2, 225, Tottenham, Clarendon Road, London W11** (near Clarendon St tube station). Open one day a week 10.00am - 5.00pm

Answer and Postcard Order form

01-800 3156
01-631 4627

Small text below regarding order processing and postage.

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

...& HERE WE ARE!



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

JACK THE NIPPER...

And you'd better believe yourself!

Course I will! Aaaa!

OH NO! NOT HIM AGAIN!

Oh-I love in Jack, the nipper for me-or else!

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

AND SO... A STAR IS BORN!



I love scarecatics!

And I always have a smashing time!

Just look what I can do!



FREE badge with every program!

Here's a star!



Hi! Hi!
I'm a wonder maker!



But you can't stop me (freed) prisoners!

High techies, they must think I'm a beauty!



Demile Graphics Software Ltd.,
Alpha House, 10 Carver Street,
Sheffield S1 4RD. Tel: (0742) 753423.
Telex No: 547274

SPECTRUM 48K · MSX · AMSTRAD

ARE YOU TOO MUCH OF A WIMP TO PLAY THIS GAME

DRAW CODE: MANDROID

PROJECT CYBORG

DEPT: MILITARY SECURITY

DATE: 2221

SECURITY CLASS: A1 GAL CORP.

FILE CODE: TC 3 KZINTI

ACCESS: EYES ONLY

MULTI-OPTICAL MULTI-LENS VISUAL SENSORY UNIT. WIDE ANGLE, 3600, DATA RIG - LASER BEAMS. INSTANTANEOUS (MINDS EYE) MEGALITHIC DISPLAY UNIT. INCORPORATES DIRECT INTERFACE WITH COMPUTER AND BRAIN.



INDUSTRIAL LETTER EL-14. BIOHIC INSTANTANEOUS RECEPTION. ONE MILLION DOTS. COBALT. COOL. KNOWN ONLY TO DEPT. OF COMPUTER.

PLASTIC ORGANIC. SALT-METAL. RAPIDLY RESISTANT JOINT.

CLEVER METAL. SALT. SELF-GENERATING. LIMITLESS AREA REPAIR.

HEAVY DUTY PARTICLE BEAM DISRUPTOR. BUILT IN COMBAT SUPPLY. BILLYBEE. MICHIGAN. POWER. STRESS. FLIGHT. STRESS. FLIGHT.

LETHAL
CLASSIFICATION

TRUBIAN ABRASSED PLASTIC-STEEL JOINTS AND MUSCLE CELLS. ORGANICALLY ENGINEERED. TRUE MUSCLE RESPONSE. FRICTION FREE JOINTS. SYNERGETICALLY LUBRICATED.

DISPLAY AND INFORMATION FORUM UNIT. ACCESS CODED WITH LIMITED MEMORY AND ANALYSIS BRANS.

UNCLASSIFIED. APPROXIMATE



ARTICULATED PLASTIC
 MODEL. L10019
 MODEL. L10019
 STRONG COOLED.
 MANUAL OVERRIDE
 TARGETING OR
 ALTERNATIVE
 INTERFACE WITH EYE
 TRACKING AND TARGET
 SELECTION THREAT
 ANALYSIS. MODEL
 INCORPORATES FULLY
 MANIPULATIVE HAND
 UNIT.



HUMAN
 ROBOTIC
 CENTRAL
 FUNCTIONS
 ROBOTIC
 SYSTEMS
 POWER
 UNIT

ARTICULATED CENTRAL ROBOTIC
 FUNCTION AND ALSO CONTROL
 UNIT. DISCHARGE ELIMINATION
 ABILITY. SYNTHETIC MUSCLE
 GROWTH CONTROL. REACTING
 DIRECT FROM THE SUBCONSCIOUS
 HUMAN BRAIN.

INCLUDING OXYGEN GENERATION
 AND FILTRATION SYSTEM.
 ONE/TWO HOUR STORAGE
 CAPACITY. RE INFERRED SPINE
 WITH ALTERNATE BYPASS
 NERVOUS SYSTEM SUCTING.

CENTRAL POWER UNIT FULLY
 CAPABLE OF RECHARGE. NUCLEAR
 POWER UNIT. NEW MODEL.
 CAPABLE OF RECHARGE WITH
 55 WATTAGE FOR RECHARGE. NEW
 POWER INCREASE OVER STANDARD
 MODEL.



PALM LOCATED SENSOR IS
 FULL HOSTILE DANCE JAMMING
 AND PERTURBING SCAN
 AVAILABLE. CONTACT
 ACTIVATION. LINKED DIRECT
 TO ANALYSIS BARRIS.
 COMPETING TO VISUAL DISPLAY
 UNIT. OR AUDIBLE MODULE.

METAL MESH - TITANIUM BASED
 SOLID. REINFORCED.
 BULLETPROOF AND
 CUTTER RESIST.
 ENHANCED.



FIVE MICRON PLASTER-BATH
 SENSITIVE LIGHT SENSITIVE,
 PROTECTION AND HOSTILE
 ELEMENT ARMORING. FULLY
 FULFILLING UNDETECTABLE BUT
 SENSITIVE ATROPHIC BALLISTIC
 UNDER VACUUM CONDITIONS AND
 HOSTILE PRESSURES.



GEN. STATISTICS

HEIGHT	2.01m.
WEIGHT	102kg.
I.Q.	198
PREVIOUS ID: CLASSIFIED	

CONSTRUCTION:  DESIGNER: MA BROMLEY

BACKGROUND: CLASSIFIED

DRAGON'S LAIR

ADD NEW CHALLENGE TO THE MAGICAL AND ADVENTURE!

..... On the quest to rescue the fair Princess from the clutches of an evil Dragon, You control the action of our daring adventurer finding his way through the castle of the dark wizard who has enchanted it with treacherous monsters and obstacles.

In the mysterious caverns below the castle your odyssey continues against the awesome forces that oppose your efforts to reach the Dragons Lair.

Lead on adventurer, your quest awaits.

SOFTWARE
PROJECTS

Software Projects Ltd.,
Beaumont Court, Alton Road,
Woking, Surrey GU24 0JF
Telephone: 0514 289790
Telex: 627520



AVAILABLE NOW ON

Commodore 64 £ 29.95

AVAILABLE SOON FOR:

Spectrum £ 29.95

Amstrad 486 £ 29.95

Atari £ 29.95

DRAGON'S LAIR. Created by Software Projects. Licensed by permission. Copyright © 1987. All rights reserved.
Published through Copyright 1987 Software Projects.

AVAILABLE FROM ALL GOOD COMPUTER RETAIL OUTLETS

OR CONTACT THE DRAGON'S LAIR
COMPANY TO ORDER ON
Tel: 0514 289790

ADVENTURE

NEWS



In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purge which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time-consuming task.

His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems.

This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

ADVENTURE
COMPILED

■ **Extended Software** has translated Commodore versions of *Magician's Apprentice*, *Passes*, and *Level To Middle Earth* brings. At a recent Press-Conférence in their new offices in Saint Omer (France), the arrival of these new editions to the French public was demonstrated by André Bouchard and Michel Anquet.

You will be able to see these games starting by visiting, on the Thursday night at the PCW store, 101 rue de Valenciennes.

Mike Rubin demonstrated *Dragon*, *Adventures from Genesis Of Darkness*, which is a completely re-written, compilation of *Classical Adventures*, *Adventures in Chess*, and *Dragon* *Adventures*.

In these new themes, the games use the same games and operating system as *Prince of Egypt*.

In this game when the player games more original, *Level To Middle Earth* was by far advanced, and much less could be done on memory.

Being more sophisticated text compression, the screen has been completely re-written and now offers HAM 64 VL, CGPS, and graphics, as well as built-in editing.

The letter enables the player to type what the picture is not displayed, and this is through the graphics to continue with the action. Mike Rubin then said are the only adventure programs in the world to provide this feature.

In addition to all these games, the manufacturers of the games have been considerably ordered to help the player. *Level To Middle Earth*, *Adventures*, *Dragon* I have tried to make them more playable by superimposed adventures, by re-writing some files.

It doesn't seem that to be someone spend hours trying to open an impossible graphic. Despite the fact that you have described it as complex with graphics, they will still use HELP will tell them that includes object definitely has no use.

Comments are much more flexible, too. In the new versions. For example, there are about 14 different ways of highlighting text, and it will not be for the right mouse, then you have you might not even have a computer? Did handle of the games may be advanced, and Helpline will be delivered, to

ensure that any original version (especially of commands), will still enable each of the new games to be normally completed.

Prices: *Commodore 64* 128 — 6.94 \$ (two versions of one disk), *Superman*, *Animated UFO* — 6.94 \$ (two versions), *Animated UFO: P.W.* — 11.99 \$ (one disk).

THE CHATTY
ADVENTURE

■ *André Bouchard* took the three to demonstrate on the Commodore versions of *Passes*. On the Amiga there is an introductory movie created by an old friend of C+VG, *John Malley* from the band *Mainframe*. The adventure can optionally be played with simulated voice "feedback" (the text screen, if it is forced, will come up a whole new field of houses for the blind. The type is now centered in the bottom row, and the text displayed on the screen is again throughout the Amiga word system.

If an unrecognized word, or typing error is entered, then the screen simply tells you that it doesn't understand, and lists the individual letters that were typed. The 64 and 128 versions come on the same disk. *Passes* will not run on systems. The program detects the mode or machine in which it is running, and acts accordingly. There are two separate programs and one set of graphics to order by both.

The text is displayed in green, giving the effect of burning your belly into an expensive green-screen monitor. The graphics, although lacking in the graphics of color in the Amiga and XT versions, have the same detail.

You also have the rather nice characteristics of the other versions. As a result, a camera of each graphic is displayed in the top left-hand corner of all text screens, from which position it can be moved anywhere on the screen.

Both these versions, played without graphics, will run considerably faster, but performance can be varied with the following graphics commands: *NORMAL*, displaying each bit picture; the largest size (screen is covered); *TEXTURE*, always displaying the full picture; *INDEX*, displaying only the colors; and *OFF*, putting in a very fast text-only adventure.

All Commodore versions will be on display at the PCW Show, and prices are: 128/128 — 11.99 \$ (one disk), Amiga — 14.99 \$ (one disk).

GUILD OF THIEVES
— PAWM II

■ *Guild of Thieves*, the follow-up to *Secrets of the Tomb of the Pharaoh*, is also on in *Secrets*. "There is definitely NOT an easy game!" *André Bouchard* admitted, "It is not enough to get about 100 points, but from there on, things start to get tough!"

The new intelligence-policy decision, *Thieves* spend more time on top over-developing their adventure system. *Magician's Apprentice* wanted to show everything they had at it to prove its worth. *Thieves* is complete, it is the time to make a bit, so with *Guild*, the player will get a more adventure.

I explained to *André* how disappointed all C+VG Adventure were for further news and details of *Magician's Apprentice* adventures. As the team came to their eyes, she begged me to join her for an exclusive reveal of *Thieves*. If the position are not in good standing, that will require the graphics! They make even those of *Passes* seem crude in comparison! One screen, set around a stockier table with a game in progress, is in full of items that you can almost think that to play! Re-read on into an elegant layout.

"There... doesn't that say more than a thousand words?" asked *André*, (naturally, indeed it did.) A three-minute game, positioned in the center of the room, was so complete that I could even make out the texture in the wallpaper! The rest of the furnishings were depicted just as beautifully, and the overall atmosphere of the room came over, at a glance.

Even an "old" text adventure's "good" was touched by these fantastic graphics. Take back all I have said about them in the past. It seems that you produce graphics of the quality, I think I may now be interested in a picture-book! I really am quite impressed!

Returning to my old office may be the game is unlikely to arrive in time for Christmas. So save your pennies for the New Year!



What's this, then? Bimbo Figgins has been struck dumb. All his speech bubbles are blank. Somebody took the words right out of his mouth. Never mind, we're giving you the chance to make sure The Hero of Delta 4's new spoof adventure, The Dogg, has something to say for himself.



● COMPETITION



And if we like what he has to say, you could find yourself the proud owner of an Amstrad Midi hi-fi system. Yes, that's the prize in the monthly online competitions to be found inside the packed pages of your favourite mag.

All we want you to do is make up the appropriate speech bubbles to go with this cartoon from the pen of Ian Ellery, art artist and Toronto resident Person of CG. There are thirty running prizes of the game which will be available for the Spectrum, Amstrad and Commodore 64.

When you've done that, send your entry together with the printed coupon to Dogg Competition, Computer + Video Games I, Priory Court 1, 25-27 Farringdon Lane, London EC1R 3AU. The competition closing date is September 1988.



● COMPETITION

C + VG DELTA 4 COMPETITION

Name _____

Address _____

Now the great record-breaking Commodore Show moves North

Renold Building, UMIST,
Sackville Street, Manchester
Friday to Sunday, September 12, 13 & 14



The Official Commodore Computer Show - the show that hit the headlines when it attracted record London crowds in May - now moves North, supported by all Britain's leading suppliers of Commodore hardware and software. Spread over two exhibition floors will be stands featuring the very latest developments for the entire Commodore range, including a wide variety of

newly-released games, business and utilities software. It's going to be an action-packed show that will bring you right up to date with all the exciting developments now taking place in the Commodore world!

EASY RAIL TRAVEL

200 yards from Piccadilly railway station, with speedy connections from all parts of the North, Midlands and Wales.

EASY COACH TRAVEL

Bus and coach stations serving all parts of the east region are just a short walk from the UMIST campus.

EASY PARKING

No problem finding somewhere to park - either within the campus itself or nearby car parks.

On show for the first time outside London - the fabulous Amiga!

AMIGA THEATRE

Demonstrations of the most talked-about computer of 1986, showing the growing range of business and recreational software.

8-BIT THEATRE

Leading Commodore experts show how to make the most of the 16, 64 and 128 range, answering questions on games, graphics, utilities and communications.

PLUS!

Live shows from top groups - Commodore music as you've never heard it before!

Avoid the queues!

Get your ticket in advance and...

SAVE £1 A HEAD!

Adult tickets at £21 (save £1) £.....

Under 16s tickets at £1 (save £1) £.....

Total £.....

Cheque enclosed (made payable to: Dorland Publications Ltd)

Please debit my credit card account

Access/Visa

Admission at door:
£3 (adults), £2 (under 16s)

The 80th official Commodore computer show

Advance ticket order

Post to: Commodore Show Tickets,
Europa House, 68 Chester Road,
Mansel Green, Sloughport MK7 5NY

Name

Address

Signed

PHONE 0494 8855 Ring Show Hotline: 800-456 8825

Please quote order and number and full address to: 0494 8825

ADVENTURE

FERGUS McNEILL—ADVENTURE'S NEW STAR

Despite the popular image of computer games authors as teenage whiz-kids, this is not generally true. There are always exceptions to a rule, and at 17, Fergus McNeill has already made a name for himself, by authoring popular serious adventures, such as *The Hobbit*. KEITH CAMPBELL went along to find out where he is going to strike next!



Fergus McNeill

years using Quell, under the title *Dispositive Policy*, and took them along to show Terry Bridges at a Micro-Talk. To his joy, the people actually bought a copy, and successfully, he went on to write *Quest for the Holy Grail*.

All this was a far cry from the 15,000-20,000 people into a year game, were to be based at the Broom.

A year ago, Fergus was attending with both siblings a weekend party for his things, the thoughts were clear, the knowledge that there was going extremely well, Fergus



Shortly, the Grim Reaper arrived to claim Broom. The end had come!

Room 101, The Broom, read the address on the inside newspaper, I searched for some sort of building that could house a hundred or so rooms, perhaps a row of shops, with offices above, I thought.

However, this was in a small village of the British South. Could there be a great office block here?

Henry of SA, the TD WILLARD, I spoke to that "BROODER" I spoke to at that office. "What time are you left—the late afternoon?" said the Minister's aide," said the helpful lady behind the desk.

Author of *Quest for the Holy Grail*, the TD of Broom 4 advised, that — you'll proceed it — Fergus' business. Will you, it is an unusual business. No so much trouble and ease of access, in meetings, meetings, telephone and meeting equipment. The main one, naturally advised with points and topics, including a C+VG laptop computer.

Fergus came in Adventure books in 1980, when he wrote a couple of programs in Basic. He went on all happy with them, but things started to change when he tried out *The Quest*. He wrote three



Fergus went, he said, the dark, heavy of the forest was the most with, and the edge of the forest. He spoke with the man, and the local system of the Broom for help, the general idea was to be a part of the world, and the Broom was the most.

believed he could make a career of writing more adventures and, in fact, he was, because a college game.

Fergus, who had been to school with Fergus, was helping him with the adventures. He was becoming increasingly disinterested with work, but then Fergus in the long gaps between lectures there was someone to go. Often she would get moved on by Secretary (Adele), while sitting on a bench waiting

every the time in a local shopping precinct.

John believed Fergus had of with them, and tried to be in planning new things. They believe they can make a job of it, and have their eye on a small office premises, just as the most.

For some members of *Debris* it is Colin Barker, formerly following all the things in Computer Studies. He helps with conversations, particularly



Keith Collins

Conversations. Keith Collins made his time at school in a few years ago. He was a member of the staff. On one occasion, he was carefully managing all the things on a desk.

"I had the big pile of papers on the table," he said, "when I heard the teacher coming down the corridor, I managed to cover the computer with a piece of material, just in time."

"Games playing was already finished, but of course, everyone did — they were playing, then the end of the paper, and the games in the computer."

Both Colin and Fergus agree



TAKING...



...TIGER MOUNTAIN

THE ODDS ARE AGAINST YOU!

You'll have to plan for the future and use your tactical skills to take the attack-tank through to "TIGER MOUNTAIN".

"TAKING TIGER MOUNTAIN" is in 3D colour, set in a real-time battle environment, which makes it the most advanced battle simulation available.

For the **AMSTRAD CPC Range**

(Price includes VAT)

N·E·X·O·3

THE COUNTDOWN HAS BEGUN...

One man stands alone to defend the ultimate weapon "NEPHESE" from the Andromedan robot forces. He has to escape with the "NEPHESE" intact, or start the countdown to self-destruct. Time is running out, every second counts...

For the **SPECTRUM** and **AMSTRAD CPC Range**.

Selected "Design Design" titles are available from:-



MOONWORM SOFTWARE

COMET

and all leading software stockists, or direct from:-

Design Design

Design Design Software,
125, Sirendy Road, Chorlton H8,
MANCHESTER M9 3RS

Trade enquiries: 061 205 6403



REVIEWS 1

A MIND FOREVER VOYAGING

► **Supplier:** Adams/Activision
 ► **Hardware:** Real 3D, Amiga, Commodore 128

► **Price:** Various

When it's Adams's interactive Fiction-Plan system, it should be noted that this game is not available for the full range of machines normally supported by Adams. **AMITY** was the first production in this format, and provided **Teahdy**, reviewed in the last issue.

Quite a different game from the usual type of adventure, even for Adams, you play the part of PRISM, the world's first thinking computer. As such, you are not normally able to move around and do the sort of physical things usual in an adventure. But those of that ilk:

Let it be said, with the word on the lips of "Gabe" (GMA, the Grand Game of North America is frustrated with being treated as a third-rate show. This is due to last! What course delivers superior format in business. Adams has been turned to investigation of earlier weapons into separate parts used devices which can be swapped into into the heart of a city.

Crimes and urban decay are rampant. Science are vibrant, and it's aimed to civilization. So what's new? Sounds just like Theodor's letter.

Hardware is a Plan — the Plan for

PLAN ELEMENTS, and SYDEX SPECIES.

The various file can be read, or the user on the file selected for reading. The library file contains a lot of background information, and enabled the user to read up on anything and anything about anything, rather than solving puzzles.

Interface Mode gives you the capability to control external devices. By this means you can reconfigure the main-board traffic period, shut down the heating and ventilation in the building, or change the justice schedule.

Initially, at least, simulation Mode is the most important. For one of you, but needs to be moved some simulated real life experiences. An analysis against the background of the reality of the plan.

Simulation operates in "hour" advance mode, and while in simulation you are asked to conduct experiments such as visiting a movie, attending a concert in a museum, visiting your apartment, speaking to a church official, and so on.

The simulation places in Realism, Goals, Factors, and the some paragraph map of the town provided will help you find your way around. This does not give a detailed picture of the city, you can visit, but it's very helpful for getting your bearings, and deciding the most likely areas to

go next, to reveal your attempt towards National Purpose. Details: Richard Brink's job report. It is a pretty direct. It must be noted for reality before it can be put into effect. And that's your job.

Amiga/Commodore 128, the plan calls for: The site of 18th, Disintegration of water industries. The situation of water systems in your USA. The situation of government and to commercial industries. Emphasis of fundamental and traditional values in education. Mandatory cooperation for transformation and research.

In **REALITY**, there are a number of different modes in which you can operate. Starting out in Communication Mode, by a simple mode you can access any of the audio and visual scenes you recorded in the "history" recording mode of the office of President, your "You". Freedom is what is conducting the experiment to see the Plan. A clear-cut of the kind of world of the city can be played by recording the "history". What if there's something? The Plan of non-stop sport scores, news, and advertisements is a necessary reality.

Library Mode essentially simulates games. It is a series of computer files. To create a file, you need to use specific application software. The software for PLAN, DATA, for example, contains files

named **PLAN CRITIQUE**, **PLAN POPULARITY**, etc.

Once your recordings have been analyzed and loaded in to your mind, you can then read and you can play.

Quite an option on the PC, and it's selected, comes up as a page that reads: Read with the text, and a visual film screen.

I take you to the library on a PC 27, but find that even though it was written, I was not sure when simulation the AT it would not run on the 27. I opened this with Adams' Plan of Adventure, but also can make to have any help on the problem.

A Mind Forever Voyaging comes in the standard Adams package, with high-quality boxes (plastic-state instructions and background material) in the box, the Realism plan, the reality film, and a portable device. Full-point plan advancing Great Mind instruction, as well as the data and operating instructions for the system using **Amiga/Commodore 128**. It is an enormous plan, with a real amount of text, and gives you the latest information that with **AMITY**, you read can, indeed, voyage forever.

Keith Campbell

► Vocabulary	10
► Amiga/Commodore	9
► Personal	9
► Value	9

THE BEER HUNTER

► **Supplier:** Global/Software

► **Hardware:** Amstrad

► **Price:** £12.95

► **Price:** £12.95

"An adventure for Amstrad computers" is the promise to the light-hearted adventure, which says it claims to be difficult to complete.

The party you set at it is a moment-chance, a block, a block of a block of a block, and you do it to become the situation. Trouble is, the story is dead-end — not a word beyond what's drinking at. All the boxes seem have been turned into empty wine.

If you're really desperate for beer, you'll grab anything you can get your sticky fingers outside the job (it's good to have, but Adams is a hand).

Down in the valley, however, there's a very nice beer, and it's empty. Surely the landlord you see later as a member, and you're really in a bit of a mess. Your travels in search of the

beer you set at it the screen, and it's a bit of a mess of the beer. There are beer everywhere, but you don't seem to be able to get any beer.

Anyone with a taste for Real Beer

will enjoy the beer in this game.

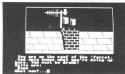
Played in the Code and Computer, you can play the game. **Beer Hunter** is a bit of a mess, a momentary you when you play it, you're really in a bit of a mess. Or at least, it claims to have been "logically developed" on the GAC, whatever that might mean.

Although the game is a simple one, it's a bit of a mess. I found the overall machinery a little boring.

However, the overall impression is of a game that is a bit of a mess, and not too difficult once you get used to repeated the design system.

Keith Campbell

► Vocabulary	1
► Amiga/Commodore	1
► Personal	1
► Value	1





REVIEWS/2

MAFIA CONTRACT II

- **Supplier:** Atlantic Software Ltd
- **Media:** Spectrum 48K
- **Price:** £1.95

This is the sequel to *Mafia Contract*, in which your boss, Don Corvino, has been threatened by your friends there. He has organised some hit-men and put out a contract on everyone he trusts — including you.

Your objectives in *kill Corvino* and *kill his gang* are laid out in a mission manual, which will give you a hint on how to do it.

There is one time to lose, for even if you miss the game, there are any number of other games to play. Out of the room, there is the *casino*, and so you can make the top of the show. There are also in the *casino* bars, where you can talk to the boss, who is always in a bad mood — get a night or two out of the machine, and you will see how the boss is feeling.

Out of the machine, you will see how the boss is feeling.



in the *casino*, making it difficult. Perhaps the boss is not out? But the game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

It is a very simple game, but it is also a very simple game. It is a very simple game, but it is also a very simple game. It is a very simple game, but it is also a very simple game.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

It is a very simple game, but it is also a very simple game. It is a very simple game, but it is also a very simple game. It is a very simple game, but it is also a very simple game.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

- **Verdict:**
- **Atmosphere:**
- **Plot:**

TREASURE TUNNELS

- **Supplier:** Pagan Toys
- **Media:** Amstrad
- **Price:** £1.50 (inc. VAT)

Treasure Tunnels, another classic entry in the *Treasure Tunnels* series, is a classic entry in the *Treasure Tunnels* series. It is a classic entry in the *Treasure Tunnels* series.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

- **Verdict:**
- **Atmosphere:**
- **Plot:**

THE ADVENTURE CREATOR

- **Supplier:** Spectrum Software
- **Media:** Spectrum 48K
- **Price:** £1.95

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

The game is not over yet. The *casino* is a place where you can win money, but it is also a place where you can lose it.

- **Verdict:**
- **Atmosphere:**
- **Plot:**



REVIEWS/3

SPYTREK ADVENTURE

- **Supplier:** American Software/ISI Gold
- **Machine:** Amstrad, SpectraM 486, Commodore (4), Commodore 386 (see only)
- **Price:** £12.95

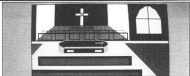
A government agent, realising he was in danger, hid some secret plans somewhere in Europe just before he was killed. Your job was to find them and bring them back.

You start in a car parked in the most comfortable place in the car in which you are travelling. It is a house, and you are in the cockpit equipped in a dashboard, you are left to your own devices to obtain the necessary information for your mission, including how to proceed. You've been asked to take action.

You play the part of Mike Madrik, a spy. And this game is from published by Infotrend, you proceed in double turn from famous episodes like Lines. The author of this title gives a Prime Time name already known for *Ballistic* and *Snake-Girl*. They work in the same dramatic style as its predecessors, the present adds "What now Mike Mike? ... " and often gives the same atmosphere describing people "Thanks, but no thanks!"

I have my suspicions that it had been used up for this job, and the program already remains below the starting point we chose to make. Indeed, if you try to use a card at the support bar, the author says with the reply: "I'm not there, Ed."

A traffic adventure, it has the wrong idea of reducing the other unexpectedly when only the location but not the time changed. There is a rather logical trigger command at the airport, is that you have to complete one action before



Sorry Mike. What's one of those?

The driver of the passing car turns his head towards you. His face turns white!
**What's in a car? It's CURTAINS for your car!
 You're in a coffin. REMEMBER!
 Press a key for another game.**

something entirely unrelated can be achieved.

The vocabulary is claimed to be large with a flexible point of view. For example, "Take the car and realize it's understood, but there are points and pieces, and it could kill in "Take all" to be treated as an unrecognizable word. "Take the key and board" appeared to be understood, but unfortunately only the first item ended up in my inventory.

Although quite enjoyable, it is too often to give the right solutions for the course.

Mark Campbell

- **Vocabulary** 4
- **Atmosphere** 4
- **Plot** 4
- **Value** 4



You are trying to a larger one again. This is the last time you will see the progress that is your progress. It's a very good game, which is better than the best of it.
What now Mike Mike? ...

CLOAK OF DEATH

- **Supplier:** Big Toys
- **Machine:** Amstrad
- **Price:** £12.95

Cloak of Death is no newcomer to the adventure genre, having first appeared some two years ago released by Amiga Press Software. Amiga have bought up the new person Big Toys name, and use it to their budget games.

As this adventure begins, you find yourself just a little to the north of that old fading down

water from your boat.

Why else should you have been there enough to make a bar that you would spend the night in a cheap old house? After all, it's only been empty for 10 years.

Strange things started happening, and I worried, but it was over the woods rather than the house! I was facing a door that instead of remaining shut when I walked through it, locking me in the room with no means of escape.

The obvious answer was to wedge it open with a suitable object, but after trying various different materials combinations and not getting very far, I decided to drop everything I was carrying and go in search of a beam of wood.

Being one of the objects I had dropped just happened to fall in the doorway - a strange way of being things that you will never again.

All things considered I found

this adventure quite interesting to play. It has only 10 locations, but each is packed with some very cleverly hidden, the answer to which may form a danger threatening than you might at first realise.

Paul Coppell

- **Vocabulary** 4
- **Atmosphere** 4
- **Plot** 4
- **Value** 4

ADVENTURE

ADVENTURER OF THE YEAR

CONSPICUOUS

CONSPICUOUS

Here is the competition you have been waiting for! All you have to do at this stage is to fill in the form, and send it off to *Adventurer of the Year Competition, Computer - Values Games, Priory Court, 26-28 Farrington Lane, London EC2R 9AE*. You must enclose three of the special tokens that have been appearing in the magazine since the July issue.

The closing date for entries is 15th October, so you have two whole months to enter. And if you missed out on one of the tokens, we will be giving out one more, in the next issue. From the entries, we will be picking out ten semi-finalists. They will be entered on *Adventure* in general, and some of the games they have loved as well.

From those, three finalists will be selected. They will be invited down to Priory Court, to meet the *Adventurer* team, and battle to become *C+VG Adventurer of 1990!*

There will be a separate competition for overseas readers, with a separate prize, so please make sure you put an X in the 'overseas' box if you are not resident in the UK.

ANSWER THE FOLLOWING QUESTIONS

- 1) Which adventure first introduced the Silicon Stream stage?
- 2) Who wrote *Yonkers Castle*?
- 3) In which game do you have to be carried through a window?
- 4) Name the odd game out, and why: *Starbuck, Curse of Crowley Manor, Ten Little Indians.*
- 5) Name the odd word out, and why: *Ruynon, Plugh, Temple, Jerry, Stonejain, Tahn.*
- 6) What was the name of the national monthly that specialised in *Adventure*?
- 7) Who writes the *Cosplayprobe* series?
- 8) How many parts has the game *Bald*?
- 9) What was the name of the first ever magazine adventure?
- 10) Which adventure first writes in 2D?

C+VG ADVENTURER OF THE YEAR

Name _____

My address is:

Address _____

1. _____

2. _____

Age _____ Overseas Reader? (Put X in box)

3. _____

List *Adventures* you've read and the machine you played them on.

4. _____

5. _____

6. _____

7. _____

8. _____

Name your favourite *Adventure* _____

9. _____

Name THREE well known authors of *Adventures* _____

10. _____

STAINLESS STEEL



Spectrum / Amstrad Cassette £8.95
Amstrad Disc £13.95

MIKRO-GEN
Unit 15, The Western Centre
Western Road
Bracknell
Berks.

stencor

TRIVIAL PURSUITS

Meet Professor TP. That's Tee Pee to you. He's going to be your master of ceremonies for the most addictive computer quiz you've ever encountered. And if you're good at picking up clues you're probably already guessed we're talking Trivial Pursuit here! The original board game took the entire world by storm — and now the computerized version is about to do it all over again.

EXCLUSIVE PREVIEW

5

Professor TP lives in a comfortable academic residence among the dreaming spires of Oxford, the centre of all knowledge. Which is quite appropriate for someone who can give you the answers to all the questions in Domain's computer version of Trivial Pursuit.

It was David Pringle, head of the CDR programming and development team, who discovered the Prof languishing among a pile of dusty old books in the Old Bodleian Library. The Prof's background in studies of tremendously obscure and totally irrelevant subjects qualified him perfectly for the Trivial Pursuit project. In



That's why, when you play the finished game, you'll find yourself in the Prof's study — surrounded by odd antiques collected by the Professor on his many adventures to dark continents.

Also in the Prof's study you'll see other items which make the computer version of Trivial Pursuit even more challenging than the original board game. There's an old slide projector which the quiz master uses to project

— for questions requiring medical knowledge. Sound and vision add a whole new dimension to the pursuit of excellence!

And you can even play the computer version on your own — which will enable you to put one over on people when you play the real thing. Just think of all the secret prizes you'll be able to get in.

The game basically takes place on two screens — there's the familiar Trivial Pursuit board represented on one — while the actual questioning takes place in Prof TP's study. This is a graphic representation of his room in a splendid Oxford house. Prof will show you slides, play you music or simply ask you text questions as in the original version.



fact the Prof reckons that he's probably got a certificate which proves he is the proud owner of a degree in Trivial Pursuits from the university.

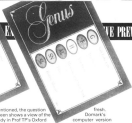
He jumped at the chance to help David Pringle and his team of programmers, and was even more delighted when they offered him a starring role in the finished product as a sort of eccentric quiz master.

So pleased was the Prof that he even offered his study as the location where the quiz takes place.



pictures for illustrated questions, and a piano or wind-up gramophone — depending on which computer you're playing on.





On loading the game, players are presented with the menu screen to allow them to set parameters and select options for the next game. You select colours for counters and enter your names; the computer will refer to each player by name from that point.

Other options available include setting a time limit for answers and allowing robots on questions. The time limit on answers can be set by the players from 5-300 seconds, counting begins when the question, including any audio or pictorial elements, has been presented in full.

If the time limit expires the answer is displayed but the player may still choose a correct answer; this is permitted so as to allow for last second answers.

The details for weighting have not been finalised but each player will be able to bet on himself or against an opponent answering a question correctly.

The other options on this screen are save/load, load another block of questions,



abandon game, turn on/off, game analysis on/off and quit set up.

The menu screen can be accessed at any time from the board screen and any of the options or parameters can be altered. This facility accommodates players who wish to leave the game or join a game in the middle of play.

When everyone is satisfied with the options selected, the Board Screen is displayed and play begins. Order of play is

chosen by the computer.

The Board screen depicts the TP board with the current players position indicated.

Beside the board is an enlarged view of the players' counters showing any coloured segments gained. The subject categories and their corresponding colours are shown underneath the board.

Two text lines run along the bottom of the screen. The lower right area of the screen is reserved for the antics of Professor TP!

The Prof's first task is to assist the player in throwing the dice. The board is, naturally, divided into six segments; these normally have decorative pictures in them but for the purpose of dice throwing, the numbers 1-6 replace the pictures.

The exact manner in which TP operates varies from machine to machine, but options include firing an arrow to hit one of the numbers on a random and pulling a lever to stop the roulette spinning.

When the dice has been thrown, all the squares that can be reached by the player's counter will flash; the player then uses the joystick to select one of these squares and his counter is moved to it. At this point TP scrolls off the board screen and accompanies the player to the question screen.

As we've already

mentioned, the question screen shows a view of the study in Prof TP's Oxford residence. Various objects relevant to the question subject lie about the place and the Prof himself enters dressed in clothes appropriate to the question subject. He then asks the question, aided by his slide projector for pictorial questions and his piano or wind-up gramophone for questions involving music.



A grandfather clock in the corner will count down the time if the timing option has been selected. When the player has announced his answer to his fellow contestants he presses the joystick fire button to find if his answer is correct or incorrect.

Everyone returns to the board screen and the player has another turn, or play passes to the next player as appropriate.

At the end of the game Prof TP bestows a small award on the winner.

The one player made contains extra features. Examples are enhanced timing facilities such as a time limit for the whole game and a points system based on number of questions answered correctly.

Once you've got the original computer game you'll be able to get hold of special additional question modules to keep the game

fresh.

Dorset's computer version promises to be as addictive and exciting as the original article.

Trivial Pursuit will be launched at the PCW Show in September on Spectrum, Commodore 64, Amstrad and the BBC at £14.95.

The story behind Trivial Pursuit is as amusing as the success of the board game. It was invented in just 45 minutes on a rally night in Montreal, Canada.

The next day brothers Chris and John Harvey and friend Scott Abbott sat down to get together the first 5,000 questions.

Creating the concept was the easy part. Convincing people that it was a good idea was considerably more difficult. They suffered five years of rejections before Trivial Pursuit finally got off the ground with the help of friends and relatives. The first 20,000 boxes of the game were soon snapped up — and the trio were out on the way to fame and fortune.

Trivial Pursuit has now sold almost 70 million copies worldwide, three million of those in the UK alone. The game has been translated into many languages including Japanese, Chinese, Arabic and even Icelandic. A factory in East Anglia alone will over 100,000 copies a week to meet the worldwide demand.

These three creators are predicted to be worth around £2 million dollars. A figure which is far from trivial!

QUESTIONABLE PURSUITS

Gold! Gold! There's gold in these here pages. And it comes faster in our special prize game.

There's gold in **Trivial Pursuit Golden Challenge**. There's gold in **Trivial Pursuit** board game, with exciting play, lasting prizes. All the time, opponents do without gold if gold is stolen by the only special escape and the insurance value is £10000.

To stand a chance of winning you must compete in **Golden Computer + Video Games Trivial Pursuit**. Other computer magazines are running similar competitions and the winners of these will receive a **Golden Final** in London during December — which, we believe, will be compared to various reality games shown on the **Tim Minchin Co-AGS Big Ed** though.

The winners of the **Co-AGS Quiz** plus four remaining winners receive a copy of **Golden Computer + Video Games Trivial Pursuit Board Game**.

But what happens in the **Golden Final** are printed questions in **Trivial Pursuit** only. All questions that answer these correctly. We also want you to make up your own **Trivial Pursuit** questions. It's your chance to demonstrate to the world in a unique format for the **Trivial Pursuit** computer game. Make sure you send the answer and the source.

When you answered the questions with them with the printed copies to **Trivial Pursuit Golden Challenge, Computer + Video Games, Floor 2, 20-22 Southampton Lane, London EC1R 3EU**. The closing date is September 10 and the editor's decision is final.

- How long did the Hundred Years' War last?
 - 100 years
 - 10 years
 - 100 years
 - 100 years
- Ballou Puffins take ecological care of who looks?
 - Ballou
 - Ballou's Mother
 - Cherry's Cat
 - Cherry's Cat
- What was King George VI's first name?
 - Bob
 - Alan
 - Charles
 - Charles
- Pronto has come from which country?
 - Brazil
 - Italy
 - Pronto
 - Pronto
- In what month and year was Co-AGS first published?
 - Nov 1985
 - April 1985
 - January 1979
 - January 1979
- How many gold medals there in the world?
 - Three
 - Two
 - Two
 - Two
- What is Emperor Qin's favourite food?
 - Can pe
 - Min pe
 - Pe and mah
 - Pe and mah
- What is the largest star in the world?
 - Yagor, China
 - Ma, Egypt
 - Yagor, Africa
 - Yagor, Africa
- How many votes did Co-AGS get?
 - Two
 - Two
 - Two
 - Two
- Anita John Brown's (1914-1994) was only published in which format?
 - Bookings
 - Bookings
 - Bookings
 - Bookings

My Trivial Pursuit question is: _____

Answer: _____

Where you found the question: _____

Name: _____

Address: _____

Age: _____



It's a MUO's life on C+VG — Multi User Games,

that is, Interactive modern-linked games are now

becoming very popular. They can bring a whole new

world of fantasy and adventure into your living

room. Kyle Jones has been mugging up on MUO's...

Multi-user games are quite a recent phenomenon, having only been commercially available for about 15 months. The first commercial MUO was the now famous Multi-User Dungeons, offspring of an offshoot of BBS, which although still five years ago, was for the first time put on a public network. Compared to Christmastide.

Since then, MUO has flourished, the author, Richard Bartle, is now in the process of launching MUD 2 which is already up and running, and is constantly being improved. Even though I say being improved, it is superbly acceptable, and is great to play. I look forward immensely to playing it again in a few months to see the developments.

A multi-user game is basically an adventure which more than one person can "occupy" and play at the same time. These players can interact by helping each other, or killing each other as the other extracts.

Some general players run up to the level of acquiring a private army, made up of many cunning hapless mortals whom I know by name. I unfortunately describe this as being high because of the risks involved.

After all, how would you see low-level character like to take on a high experienced

Legend into the ranks in MUD so and only in a hand turned will your low hands? You'd probably feel about a minute, if you're lucky.

To follow the most sophisticated single-user adventure, your opponents in a MUO are often intelligent humans, and not some totally dumb bot.

Having said this, there are the equivalent of non-play or character NPCs (for DM players) known as mobiles. The strengths of these mobiles is set by the program, and they range in type from dragons to, in one game, a *Knave*!

Mobiles are for the most totally dumb. They will normally attack on sight, with varying degrees of skill and strength. Even a novice could kill a poor mobile, but only the more adept and powerful players could slough the dragons.

Communication within the game is very simple, and normally operates on three levels. Firstly, you can MUD T a message, in which case all players in The Land will get the message unless they have a hearing problem possibly resulting from being magically deafened which will affect ALL forms of communication.

Secondly, you can SAY a message, and all players in the same room as you will hear it. Lastly, you can

communicate via a one-to-one basis by

typing the player's name and then the message. For example, *Goodell*, send me in the ratings entrance hall, MUD T to which Goodell might reply:

Your character kept in his ultimate position of power and authority, and websters were trading on the battlefield known as The Land.

In your quest for points, you will doubtlessly be killed many times. The first time you're killed in a

fight, you are in shock for about a minute before it all ends in. It's amazing how emotionally attached you become to your alter-ego within the game.

There is a lot of confusion among non-MUO players as to what exactly happens when you SAY, as you would in normal adventure. This is rather complicated to explain, so it varies so much from MUD to MUD. In the original MUD, when you say, you affect attributes (eg stamina) and your score is raised. Four professions are not.

Every five minutes in the game is "rest" and all objects, mobiles, and parties are returned to their starting status which may be random.

Points are scored by collecting treasure and dropping it in the rooms where they cannot be reached again. These treasures must be returned to the game. The same thing happens to weapons. Effectively, it is like writing off the computer and starting.

In other games, you can buy weapons and armor which you can keep even after a rest, and in GORG, you even have your own bank room, with personalized descriptions.

As you rise in rank, so you are given another room, and you end up with a nice GORG apartment from other MUD players since you have reached the ultimate rank of... that's right, a GORG, you may only create one if you are very careful.

Once a God, you are given a temple. To remain a God, you must have a lot of magical points which can only be obtained by getting mortals to offer their treasures to you.

When they do this, you see God are given half of the value, and the mortal the other half. To encourage players to offer treasures to your temple, you have to maintain rather than. This can be done in a number of ways, some of which again make Gods stand out from other MUDs.

So, for example, that you have stolen a highly valuable object from a fellow player. Naturally, you won't be rather pleased and would probably create after you with a vengeance to try to kill you.

THE A



ART OF MUGGING

You could strike a bargain with one of the Gods and use that in exchange for offering pressure in the temple. Or most could use you to kill or capture.

It could do this by having a "spell package" in your hotel room, so that the first time you logged into the game, you could go through the package and learning that the life is playing the game will be fun. This may lead to some other important questions.

What are you supposed to be? Immortal beings who do not give you treasure or give you a choice to die. In MUGG, you are virtually free to be responsible in order to survive as a God. In the feature of spell packages has not yet been implemented. I cannot say what will result, but it will certainly be interesting to watch!

Unfortunately, GODS is not run on one large system, and thus there are not every support limited number of users. MUGG and the other features each support over 10, although the game does tend to get a little crowded.

Some of you might know that there are two walls and laugh when I say this, but MUGG has now regained its fully viable and is running at almost full speed.

MUGG had earlier speed problems a while back, but the problem was finally tracked down, and the debugging literally took about two minutes.

New commands are set up on the screen, and Simon Daily, boss of MUGG Ltd who are writing the game, says that further speed increases are imminent.

Hopefully in a few months time, MUGG will have changed beyond recognition into the new MUGG's latest multi-user game.

Including the screen and general of MUGG, the American

network, Comp-U-Serve, which runs on approximately 100 mainframes will shortly be offering MUGG, licensed to them from CIG.

IMAGE, which stands for Interactive Multi-User Adventure Game Environment, is another game that is quickly gaining new members.

As to MUGG, the plan is to get to Wizard!

How ever, in DRAGE what you HAVE, you keep your weapon and armor, and when you re-enter the game you appear there where you left off, and not at the start with MUGG.

If you have followed long hours to battle your way past hundreds of evil hordes, then being able to quit and re-enter the game from where you left off is a blessing.

In this DRAGE, retains some of the features of normal adventure games.

On the other hand, if you are trapped in a room with a dragon, it would be nice to be able to quit and re-enter from a different location rather than face almost certain death by being surrounded in a circle by the whim of some angry beast, huh? It's all in the spirit of the game!

It needs to DRAGE can also create their own rooms, and will create future be able to add their own mobiles, parties, and treasures there.

If the mobile is good enough, it may even be added to the game. I have created a series of three rooms called Hell in mine. If I ever a players doing something that

I think is particularly nasty or evil, I mention him to Hell.

Even here he must type "Ragdoll report" to re-enter the game, otherwise he will be incarcerated forever!

These areas as they are called cannot be used as dwelling grounds. Make two players, dump them in a simple maze with about 10 locations, and hide in a weapons store here there.

Then you let them battle it out to the finish, the victor being suitably rewarded, and the loser being his life!

Never forget that a Win can help you, or hinder you, reward you or kill you at their whim, so it is best to stay in the wizard's "proofbooks, because they generally keep a Much-lot of advice, answering and particularly vibrant players.

Microsoft are also working on a MUGG developed from a game called Stadium which is quite similar to MUGG. Contact Mike Brown at Microsoft on 01-275-0111.

WHAT YOU NEED

● If you want to play a multi-user game, you'll likely need a modem that can handle 1200 baud. There can be gotten up for about \$70. Please Modern Users on 0195-210111 for details on modems and software.

You'll also need one of those "no phone" modems that MUGG will rip you for about \$11 to install.

Changes might say where from Dip-Dip to 02, without depending which game you play, and how many credits you buy.

CONTACTS

● Contact MUGG on 01-616-1121 for information on MUGG. Contact Compnet on 01-960-1988 for details on Compnet MUGG, and contact Paul Duggell at Veritas/Systems on 0192-2221 for details on DRAGE. MUGG does not have a contact phone number. You can play MUGG on a demo as if you have a 100-000 baud or a 1200-000 baud modem on 01-907-1422 and 01-970-5979 respectably. The I.B. is MUGG-0005, the password

PROFECT.



There's a bitter and bloody revolution going on. Intrigue, plots, counter-plots, double-dealing, murder and mayhem.

If you're not involved in this revolution, it's because you're not caught up in Micronet 800's *StarNet*.

To describe *StarNet* as just a computer controlled galactic warfare game would be less than adequate. The computer is not the enemy. You play against other players — around 500 of them at the moment — who are hell-bent on domination, exploitation or

The ships move directly from star to star. They can't stop in the intervening empty space. Travel is a friendly star and you will automatically take part in its defence if it's attacked. Travel is an enemy star, you will automatically attack it.

when there was no *Empire*, the Imperial Computer will divide the routes of the Imperial Fleet.

When — or rather if — you are *Empire* you will have to specify which star and whether you are travelling to visit your Throne Ship or to launch an advance.

That, basically, is the game. It does, however, provide a vast scope for various strategies, form or break alliances, cheat or plunder. But it could come down simply to this: terminate or be terminated!

StarNet was originally designed by Mike Simpson, the man who brought you the Lords of Misguidance and Doctor's Diary, but it proved too complicated to administer and was taken off the Micronet database. But the software was then re-written for the BBC by Micronet member

likely to begin with — you *cannot* exist in their game. But you can re-explore again the next day."

The players are drawn from a wide spectrum of people — from the marshes to the friendly.

The current *Empire* has the code name *Jewel*. He's appeared previously from south London. But whether he's out if controlled by the time you read this is unknown.

How would you like to try your hand at survival in the rough, tough, cut-throat world of *StarNet*? Interview!

What we want you to do is come up with an idea for a new interactive game which could be run on Micronet.

The person who comes up with the best idea will get a year's free subscriptions to *Micronet* plus free registration to *StarNet* and 50 free



just plain survival. The power plays range and range over a galaxy which has been divided into 800 sections, forming a 2x7x7 cube. Each of these sections contains nine stars. That gives a total of 1,980 stars in all.

To play, you have to be a subscriber to Micronet 800, the Prestel-based communications, Internet list and telesoftware network. Thousands of *StarNet* users and 50 power and each have more than 25 games.

You are then stationed in a particular star under your Star Captain code name which identifies you and your ship for the duration of your survival. At the start you have one command ship and a number of ordinary ships. Lose the command ship and the game is over.

Each sector has a magnitude of the name, type and position of each star. The mag's "B" frame has details of who's in the star, their strength, their wealth and health record.

Provision is how you decide to act or move in a game.

But like at a star are always decisions. The *StarNet* computer takes many factors into account when calculating the result. Money is very important.

Galactic Warfare are especially taxing — conquered stars and through investment of a Trade Star.

Your objective is to build up enough power and influence to star the Imperial Throne ship and become *Empire*.

They are your *Empire* and in control of the Imperial Fleet you must keep that power as long as you can!...

The longer your reign, the more famous an *Empire* you will be and your moves will be free of charges.

The Throne Ship continually scans the galaxy, collecting news and gathering ships for the Imperial Fleet which accompanies it.

The Galactic News page carries detailed details of the strength of the Imperial Fleet and which sector it will be visiting next!... At the beginning of the game,

INTRIGUE IN SPACE



Lawrence Sibly and *StarNet* was soon back up and running.

Micronet's Technical Director Mike Brown says: "The rental computer acts as a moderator, or compiler, but *StarNet* really exists out there — on the network. It's all done via Mailbox and *StarNet* Chatlines and this is where alliances are forged."

"All of it is intrigue, plotting, lies, fighting and blood — all plotted by the Star Captains themselves. It's a continuous game. If you get killed — which is

And if the idea is taken up and used on Micronet you could be onto a nice little career... Send your idea together with the printed coupon to *StarNet* Competition, Computer + Video Games, Priority Centre, 30-32 Farringdon Lane, London EC1R 3DF. The closing date for the competition is September 1985.

C + V's StarNet Competition

Name _____

Address _____

HEARTLAND



SALES 01-379 6755
08-240 9314

INTERNATIONAL 44-1-379 6755

TELEFLEX 480-COMMODORE 64/128-AMSTRAD/SCHNEIDER



Orbit
COMPUTER GRAPHICS LTD.

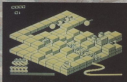
*Kirby is the cute little hero of the game of the same name. **Adren Central** has mapped out the first nine screens, with the help of **Addictive Games**, and given clues to help you battle through. Enjoy it!*

- Screens 1, 2, 3 and 4 are all in level mode, so the screen is in practice, practice, practice.
- Throughout the 71 screens you

will come across invisible walls and Sub-terraneous transporters—these provide the gimmicks to the floor and ultimately to the exit.



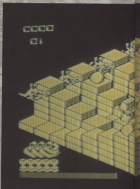
Screen 1: You only have to collect the bomb that leads to the square at the back which is flashing. This will lead you through to screen two.



Screen 2: You will see a row of bombs at the back right hand side. Run along this line, keeping the switch in the same position. You will drop down to the next line. Collect the last bomb, but watch out, as Kirby can fall down here and get stuck. When you have the bomb run back along the back edge of the board, and climb up to the exit.



Screen 3: Kirby stops with the blocks. This will enable you to reach the roof. Go diagonally across to the right hand corner, come back one square and remove it. You will fall through to the cube underneath, which if you land on it will break down the structure.

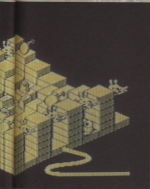


Screen 4: On this screen you are working against time. Use Kirby to jump onto the table and use this to get across to the back of the top-left hand side. Keep the top block. Carry it to the bomb. Don't side-step and don't stop to collect

anything else. Take the shortest route and go back to the exit door at the bottom left-hand side. Climb on to the top of the block on top of the exit and remove this to activate the exit to screen five.

IRFEL

C+VG PLAYERS GUIDE



Screen 4: Out of the stairs access is needed here. This is the most important. Karl must keep a Mark

in hand at all times. Otherwise he will find it impossible to climb up to the levels.



Screen 5: On this screen Karl must go and collect the bomb — quickly. After he has collected the bomb, enter the screen through 2B

aligns. He must then collect the bomb and climb back down the steps. When Karl arrives in the 2B steps and you will pass through to Screen 6.



Screen 7: Take Karl and gather single Marks to build a staircase up to the level of the first bomb. Move Karl onto the vertical transporter.

Now run and before the bomb and then use the transporter platform to the stairs again, you must then get back to the exit.



Screen 8: Rotate screen through 2B and use blocks to build a staircase up to the level of the bomb. To build a

bridge press "B" and then cross to reach the other bomb. Don't touch the wall yet.



Screen 9: Climb up and then go back down one Mark and this will help you gain access to the transporter which subsequently leads you from

bomb to bomb. To reach the exit, climb on top of the collapsible Mark 4. And that's all the help we're giving. The rest is up to you!

C+VG COMPETITION

STRIKE FORCE

Ever played right through a game and been REALLY disappointed by the end of it all? Bet you have. Well, here's your chance to get one up on the programmers by telling them just how you'd like a game to finish.

Mikro-Gen are the people giving you the chance to fit a finale to their brand new Strike Force game. It's based on the crack Special Air Services regiment and their tough training. The aim of the game is to complete six special missions.

We want YOU to come up with the seventh and final mission.

● Mission One is the raid on the farmhouse. A terrorist group's training centre has been located in a remote farmhouse. There are woods and open fields surrounding the farm. It is believed that there are seven people in the farm. Your task is to take the farmhouse and secure the arms being held in this location.

● Mission Two is the research establishment. It has been infiltrated by a terrorist group who are demanding the release of fellow terrorists held by the military. There are 25 to 30 terrorists in the block. There are 15 hostages being held in the building. Your job is to secure the building and hostages and capture or destroy the terrorists.

● Mission Three is the oil tanker. It has been taken over by terrorists. The tanker is full of grade one oil, holding about two million gallons. Your task is to stop the terrorists carrying out their threat to blow up the tanker in the Panama Canal.

● Mission Four is the airport. Terrorists have managed to take control of the air traffic control tower at the world's fifth largest airport. The Strike Force have been called in to take back the control tower before any harm is done.

● Mission Five is the hospital. The President of Outer Mica has been injured during a civil uprising. The country is under rebel rule. He is believed to be in a particular mountain hospital under guard. Before the uprising an agreement was made between the President and the Government of your country. This meant that he would take up exile in your country.

You are going in to bring him back whatever the cost.

● Mission Six is the Embassy. A siege has been going on for 29 hours. Police have been trying to defuse the situation but the terrorists are determined. Shots have been heard but the terrorists say that all inside are safe. Demands have been made and deadlines are due to run out in just under nine hours. You have to try and defuse the situation before things start getting nasty.

● The Final Mission is . . . all upto YOU! Mikro-Gen want you to design a scenario for the seventh and final mission.

Please give us as much information about the mission as possible. The location, how you see rooms, buildings, surrounding countryside, fitting into the mission you want the Strike Force to undertake.

Don't forget to tell us the strength of the enemy or terrorist forces you are up against and — if you like — the personalities of the terrorists involved. Are they mercenaries or freedom fighters?

You can either write everything down or precede with a stylusboard including the graphic details you think should be included.

The winning entry will have his or her scenario actually built in to the finished Strike Force game which will be on sale before Christmas.

The winner will get a replica of an AP 74 semi-automatic rifle and two runner-up replicas of .44 Magnums.

Interested? Then rush your entry to Computer and Video Games, Strike Force Competition, Priory Court, 36-39 Farringdon Lane, London EC1R 3AU. Closing date for the competition is September 16th, normal C+VG rules apply, and Mikro-Gen/C+VG judges' decision is final. DON'T forget to include the entry coupon with your scenario.

C+VG/MIKRO-GEN STRIKE FORCE
COMPETITION

Name

Address

Age Computer owned

● COMPETITION



AN ALLARMINGLY AMAZING COMPETITION

That's there it was! That's our message to you! We're serious...we've had it! We've got 50 copies of *ILLUMINATI*'s amazing *Viva Vic!* competition to give away to all you lovely Vixens out there. *Viva Vic!* is a collection of 300 *ILLUMINATI* classic early games—including *Abstraxion*, *Goldminer*, *Megaphonic Games* and *Hellgate*. This is an offer we self-respecting *Vix* owners should refuse. It's even worth trying to remember who you sold your old *Vic* to just to see someone...

All you have to do is write a witty caption that fits the picture of *The Boss* on this page. Something like, "If you do that again I really put the bump!" or "This is your early morning *ILLUMINATI* call." Old chest. —Ed

We're SURE you can do better than that. Can't you? We'll beed forward increasing the entries you submit! *Compuarc and Video Games, Viva Vic! Competition, Prizes Given, 30-32 Farringham Lane, London EC2B 5AU. Closing date is September 15th, normal C+VG rules apply, and the editor's decision is, as usual, final.*

VIVA

C+VILLUMINATI VIVA VIC COMPETITION

Name _____

Address _____

Age _____ My *ILLUMINATI* family caption is: _____

VIC!

COMPETITION RESULTS

Here we have the competition results from the May and June issues.

SOUTHERN BELLE

Jason Ramsburn, London. David Wilson, Surrey. Ewan Brooks, Sheffield. G J Paul, Dorset. Simon Smith, Sheffield. David Connor, Liverpool. Barry Martin, N Ireland. JMI Learnmouth, Swindon. Nicholas Thrope, Notts. Sabu Felix, Middlesex.

GOLF

Ian Merio, Ascot. Darren Broughton, Houghton Regis. James Bowden, Devon. Neil Wallace, Lancs. Graeme Johnson, Tyne & Wear. Paul Luras, Herts. Stuart Innes, Fife. Scott Griffin, Gwent. Scott Davies, Wors. M Whitby, Essex. David Greenwood, Lancs. Jason Marshall, Swindon. Jason Hagen, Birmingham. Mr P Hogg, Portsmouth. Mark Bond, Walton. Kin Tak Tsang, Northampton. Craig Micklejohn, Glasgow. Richard Walker, Dudley. Howard Roberts, Hastings. Karl Dodd, York. Mark Bagshaw, Staffs. A Keyworth, Hull. Nicholas Snape, Cheshire. David Nowik, Nuneaton. Andrew Hartley, W Yorks. David Hall, Dover. Ian Airey, Hull. Matthew Hassell, Chester. Shaun Blake, Gloucs. Philip Sayagh, Dubai. Trevor Cobbe, York. Craig Lovelace, Norfolk. Tony Salt, Wrexham. Paul Greenough, Manchester. Bag Burns, W Midlands. G Pola, Merseyside. Stephen Nicol, Edinburgh. Stephen Wicks, Herts. Simon Williams, Dyfed. Graham Belle, London. Paul Beesh, Derbyshire. Simon Warner, Devon. Niars Holland, E Sussex. M Roberts, E Sussex. Paul Hinton, Notts. Lee Hodgson, Gloucs. Kevin Steer, Cornwall. Richard Bowser, Essex. IS Munslow, Derbys. Andrew Poynter, Chyrd.

TAU CETI

Tom Williams, Avon. Phil S Irish, Shropshire. Anthony Hughes, Shropshire. Simon Watts, Berks. Martin Smith, W Midlands. Andrew Bohanon, Surrey. M Priestly, Lancs. Steven Hirst, Notts. Neil Curtis, Gateshead. Martin Powerley, S Yorkshire. Matthew Bead, Surrey. Philip Brighton, Leicester. Adrian Tanner, Germany. Sam Woods, London. Stuart Brown, London. Richard Suletas, Hants. Steven Divers, Kent. David Baker, Nr Sheffield. John Chadwick, Cleveland. Andrew Han, London. J Singh, Shrops. Kenneth Banks, Glasgow. Ian Cook, Suffolk. Jamie Sunderland, Bristol. Ben Jeff, Derbyshire. Alex Muir, East Kilbride.

BIG CAVE ADVENTURE

Xavier Pick, York. Ben Holland, Merseyside. Angus Lee, Aberdeen. Jade Davey, Hackney. Gary Smith, Beeston. Clint Evans, Gwent. Jonathan Mitchell, Bourneouth. Daniel Green, Badlett. Mark Puddafoot Eckington. Lucie O'Brien, York. Kari Vuorinne, Finland. Andrew Poynter,

Wrexham. Darius Heydari-pour, Holland. Samantha Jones, Wallington. Paul Burns, Liverpool. Lee Penwith, Anglessey. Richard Thomas, Gwent. R J Walker, Belfast. Paul Ullathorne, Gosle. Rhys Cornall, Leicester. Jimmy Lut, Dublin. Michael Andrews, Cardiff. Christopher Watts, Chelmsford. Owen Jones, Hampton Hill. Mark Wilkins, Walsall. Matthew Hoggood, Banbury. Darran Jayson, Wakefield. Jason Stebbin, Southport. Michael Atherton, Wigan. Neil McMicholl, Londonderry.

CHESS

B Davidson, Birmingham. Steven Garner, Cleveland. Kerry Overington, W Sussex. Andrew Philpott, Herts. Gary Smith, Notts. Caroline Middleton, Sheffield. M Schultze, West Germany. Robert MacCollum, Norfolk. Martin Smith, W Midlands. Tullb Yousey, Aberdeenshire. Stephen Pottage, York.

ARCADE CLASSICS

C Selva, Cheshire. Philip Butler, Nottingham. Aaron Ferris, Belfast. Lee Huggatt, Huddersfield. Jeremy Little, Bristol. Paul Prichard, Chyrd. Allanair Hogg, W Sussex. Jonathan Bidlo, Suffolk. Robert Milner, Newcastle upon Tyne. I Montgomery, London. Martin Harris, Staffs. Graham Jones, Shrewsbury. Edwin Iyawa, Surrey. Andrew Tinning, Harrogate. K Murphy, Fife. Matthew Macey, Gwent. Darren McSherry, Kent. Martin Besseling, Netherlands. Jon Tipper, W Midlands. S Kennett, Kent. James Hinchcliffe, Hull. Robert Woodley, Cheshire. Nigel Griffiths, Gwent. Philip Askew, Shaines. David Lalar, London. Antonio F Caselinas, Portugal. Mark Curley, London. Mr C Rogerson, Shropshire. Kwai Lam Li, London. PA Harlot, Holland. Neal Bailey, N Ireland. S Bacon, Suffolk. D Pinkman, Merseyside. Vincent Campion, Ireland. Kevin Chitelle, London. Jason Caro, Cardiff. Amar Shah, Essex. Dave Harry, Leicester. Philip Wilson, S Yorkshire. Andrew Hajko, Glasgow. Carl Fraine, Manchester. M Bredasen, Leeds. Nigel Ferris, Cornwall. Stephen Lewis, Nr Bristol. Jon Bond, Cleveland. Mark Holmes, London. John Laray, Cleveland. Paul Wadsworth, Kent. Jerle Olsen, Norway. Allan Brown, Birmingham.

BATMAN

Simon Wren, Hants. Layton Parslow, Bucks. A MacDonald, Essex. Christopher Frazer, London. Gillian Sparks, Lancs. Stephen Milner, N Humberstide. Antonio F Caselinas, Portugal. Mrs C Moore, Sheffield. Jonathan Hollowell, Cheshire. Mr A J Bruce, Middlesex. Gareth Dayson, Suffolk. Steven Walton, Walsand. Mrs C Middleton, Sheffield. Alvaro Cigila, London. Burak Babacan, Turkey. Parry Knell, West Germany. Martin Kool, Holland. Vibio Vincenzo, Torino. Michael Wong, Cheshire. Per Fischer Olsen, Denmark.

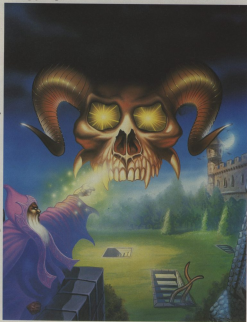
Have I won? Who's the winner? Try next time

Have I won? Who's the winner? Try next time

More Fun Than Ever! Who's the winner? Try next time

Enter Into The Magical World Of Druid. Experience The New And

Daringly Original Arcade Adventure. It's What You've Come



To Expect From Firebird... Publishers Of The U.K.'s Most Exciting Software

£7.95

DRUID

£7.95



firebird

Available now for Commodore 64 and Spectrum 48/128 and available soon for Amstrad.

© Firebird is a Registered Trade Mark of Firebird International Ltd.

1987 FIREBIRD SOFTWARE LTD. LONDON W10 2TE

LEGAL NOTICE

© Firebird Software Ltd. 1987. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior written permission of Firebird Software Ltd. All other trademarks are the property of their respective owners.



Arcade Action gets into gear once more as C+VG's Clara Edgely road tests Atari's latest racing game — **Super Sprint III**. We also review Atari's **Road Runner** — a game based on the famous T.V. cartoon.

SPRINT III

Formula One, truck racing, even street car races — see you aren't a true connoisseur to any degree, unless the Pole Position and 3D3 are remembered, either as no more than to get others, seemingly feebly, participating — *Good* (right for instance). So what if you're to see Atari's Super Sprint II, I didn't know what to expect.

It comes as a refreshing and pleasant surprise, not at the time of writing in the fastest game in the arcade. By that means it brings you lots of fun using the already successful multi-player feature pioneered in *Demolition*. Super Sprint takes you on to three players simultaneously, all in direct competition with each other. And, it's fast, it doesn't matter when you get off or leave the game.

There are eight tracks to choose from, ranging from a simple round one you are accustomed to the intricate and downright impossible. Take my advice and race on the *City One*. It takes a while to get used to the very sensitive controls.

Unusually, for the faster racing games — even though this doesn't pretend to be a complex simulation — the whole track is displayed on screen. It doesn't bother to cheat on you as you race around. That necessarily means that the cars have to be quite small, but there's still plenty of room for the track to allow for it.

The speed at which you travel is interesting, though you needn't drive like an idiot, with you fast that as the acceleration. If you're not careful, you'll find yourself being a full 200 degrees while negotiating a hairpin bend and use the rest in the competition. Your laps make up each race and they're a real test of skill.

But it's the way the tracks have been designed that makes this game really challenging. As you move away from tracks, hidden gates open and close giving access to short cuts if you're quick and agile enough. There are tunnels to drive through (and so the track doubles under itself) — either there isn't anything underneath, there are banded forts and even jump ramps.



And, of course, the usual plethora of obstacles and walls means left hand/right hand corners. Avoid them. It's heavy stuff. And you don't stay off the same level either, each time you drive over a golden switch you can gain just a little bit extra — super traction, higher speed, turbo acceleration, and it goes on until you have a vehicle which is probably so successful that it is almost impossible to control.

Unlike other racing games, there's a higher crash tolerance, so you can bump into other cars and barriers without expending an impact. It happens in the best of circumstances. If it does, the car will go up in a spectacular release of flames. And to add a touch of the weird, your own car is displayed by *Chopper*.

Super Sprint III's got so much going for it, it's a real challenge.



CLASH ROAD

Producing a bicycle racing game that really had the programming requirements, I mean, there isn't an awful lot you can do to make it exciting. The most ingredients are a bicycle, a rider and a road. There perhaps some other options to race against and a few obstacles.

And that has been inspiring. *Demolition* is Data East's *Clash Road* — though thankfully the game is saved from disaster by some pretty graphics and one or two additional features. However, nobody sees the yellow jersey in the race — especially *Clash East*.

The idea is to get as far down the road as possible ahead of your rivals without flying off the side — an action which is spectacularly avoided. For the most part, the other cyclists are pretty harmless, though they're not always reminding you of the road above them. There are two or three bugs — all machine based and huge ones — who are full of *they* bugs.

There's also an option to steer you into the verge by throwing punches as they ride past. Neatly placed, so you can get back as good as you get, though you haven't much of a chance when it's an opponent that's 100% you. Always accelerate or decelerate to avoid them. And of course you can jump. You'll need to when you see the obstacle — steering.



If there you are your own, and it's got so much fun playing against the computer as with two others. Atari's come up things again.



WAKK!

BEEP
BEEP!



Whiskers, straddles, legs and shoes — all have to be registered.

Upon points you reach, new air balloons which enable slowly across your path. And if you ride into the fence, trigger the dropouts and give you more points. Seems pretty pointless to me. Really, there's the game. The few down will really set your head, which may come long enough to feel not whether that was a good idea, thing, but having played this old game, it wouldn't surprise me if cycling round the countryside with a bird on your head was considered kooky.

There's not much more to say. The movement and background graphics are fairly simple, and the game graphics, with large red and blue horizontal stripes as you jolt further down the track. An average game.



ROAD RUNNER

Road Runner, the fastest cartoon character on the west, has just dashed into the console, and is hot pants, go always, is that old roadie Wile E. Coyote. Can you save this hapless bird from the dinner plate?

Thanks to Atari's what's known as the white cube, the Warner Bros, you can now play the original wonder whenever you want. Go on with the show.

Beep Beep! Coyote!

That's roughly the way the game plays, at least with one of the controls. You of course play Road Runner with your pointer or the computer controlling Wile E. Coyote is the other, and the coyote, out of the darkness, ready to trip him up in the trap has set you.

Coyote never loses! The graphics are wonderful as little as the road has built-up, cartoon graphics. Even the music, that silly jangle which you can't remember if it's real or not, is the same as the cartoon clips.

So with a loud beep! Beep you're off. Zig-zag up and down, turning over the job of roadie and winning points for each job you pick up. Hang around for a second and you'll get grabbed by the tail of the truck by the old white-haired, and upon from being dragged back a few



hundred feet, you're in life's well. But that's not all. Also the job of roadie and you're in the company. Number 1.

And then there are the hazards on you won't know what's hit you until the time. Little screen just at the end of the road, you're dragged in, but you're in a bad situation to the next winding cycle — and even the whole inside your head, I'm afraid you'll be left without a header and stuff into the hospital. Then there's the water which Wile E. takes on the rocks in the fall — that's dangerous, impossible to avoid, and to add to the deadly arsenal there's the dynamite, the coyote on a spring and a head of other equally

hazardous-looking gadgets. Upward down gullies, around longer hands to tame of the cliff edges, water and obstacles to trip over, more to do. Road Runner's full of variety.

The best way to get points and time is to trip the coyote into his own traps, and then watch as the game up to work. Just like the cartoon, he's just responsible by his own, a reward and exciting combination of the human race.

I think Road Runner, the cartoon is wonderful and that's done a great job on the computer. The game's so like the original, you could almost be watching it on TV. Only this time, you're the bird brain.



EXTRA BITS

BY ROBERT SCHIFFREEN

If *Extra Bits* fits in back with a crowd up of all that's new in the world of hardware and peripherals for your niche, if there's any type of add-on that you'd like reviewed here then drop me a line over the magazine. Also, if you've spent your hard-earned cash on a product that you now think was a waste of money, use this page to tell the manufacturer just why you don't think much of what they're producing!

REAL SOFTWARE

The most unusual attraction of the recent *Real* show was a special printer ribbon that lets you design and produce your own on-on ribbons for letters and other sheets.

It looks just like a normal Epson ribbon, but contains special ink. What you do is design a picture on your niche using, say, AMS Art, then print the design on a sheet of paper using the special ribbon.

Then, you put the printed on a T-shirt, hand-dyed one, and iron over it. The image gets transferred to the cloth, and it won't wash off.

The ribbon contains black ink and costs around ten pounds. If you want to produce colours, there are special pens available to colour in the transfer before you iron it onto the clothes.

Contact *Business Business Computers* on 0208 730912 for more details. *Business Computer* is that's what business people use their money for!

C64 MUSIC EXPANSION

Walk into just about any computer or hi-fi shop at the moment and you'll usually find a crowd of budding musicians around Commodore's latest offering. The *Music Expansion System* is a full 60-note electronic keyboard which turns your C64 into a pretty sophisticated synthesiser. The software allows you to write, edit and save your own compositions, and play them back. The interface, software and keyboard costs £290 and an optional sound sampler is another £20. The sampler allows you to program the keyboard with any day-to-day sound. So, for example, you could record the dog barking and then compose a tune using

the sound of barking dogs!

The whole system is very well made and sounds brilliant — just ask the person who kept trying to tear me away from it at the recent Commodore Show in London.

YOU READ IT HERE FIRST!

As I predicted in July's *G + VQ*, Commodore have launched the MC in America. This is a new version of the MC, and is expected in the US soon. By saying "new", Commodore mean that they don't want to bring in the new machine and they've cleared out stocks of the old one.

The new machine looks like a C64, with a crystal, sloping white case. The operating system used is called *Osos* which, like OS6, uses icons as on the Macintosh and Atari 3000. Bundled software includes word processor, a drawing package and communications, as well as a desktop with notepad, calculator and clock/calendar. There's no news yet on the 3.5-inch disk drives that were removed last time.

FREE WP FOR SPECTRUM

Sega's range of keyboards for the Spectrum has recently increased. The latest is the model 281 which uses infra-red light beams to link it to the computer, instead of a wire. Just like the remote control on a TV. So, for £118, you can use your Spectrum without having to sit down at the table. If your neighbour has a 2800 keyboard as well, you could stream by pointing your keyboard through his window and taking control of his computer!

Oh yes, and Sega are giving away a copy of *The Last Wave* word processing program with the keyboard, which normally costs for around £15. Sega are on 0400 22877.

COMMODORE INTERFACE

If you're stuck with a Commodore 1841 disk drive, you may think that Commodore's drive have always been slow. Actually, that's not the case. Early drives



used on the Per featured a parallel IEEE bus opposed to Comtrol's interface which was very fast and, in later models, allowed up to a megabyte (a thousand K) on each disk.

Windows Ltd have now brought out an interface that lets you use three old Per disks with the M and L80 machines. So, if you have upgraded to a M or L80 from a Per, then this may be what you're looking for.

The interface also allows you to link up to an IEEE printer, which some Commodore dealers may be trying to get rid of at the moment for pretty good prices.

The interface plugs into the cartridge port on a M or L80 and has a through connector so that you can still use cartridge disks if the interface is connected. It costs just under £30 and details can be had from **Windows** in Liverpool on 01 520 2800.

AMX MASTER MOUSE

The **AMX Mouse** is now available for the Beos. Mouses write computers. It costs £69.95 and includes a special ROM and AMX Run software. Popularity is an optional extra.

Mice are becoming fairly popular at the moment, and many software houses are adding the facility in their programs to allow you to use a mouse instead of the keyboard.

Your local dealer should be able to get a mouse for you. If not, call **AMX** on 0695 413801 and ask them where your nearest stockist is. They should also be able to supply you with an up-to-the-minute list of software that can be used with your electro-mouse.

BEAT YOUR NEIGHBOURS

If you want to get your own back on the neighbours, this may be just what you're looking for. **Chessaid** have launched a version of their Spectrum-based machine for the Amstrad. **Amstrad** costs £24.95 and will convert a CPC move into a drum synthesiser. There are eight different synthesised sounds available with the unit. Different versions of the software, to provide more sounds, will be available on cassette soon.

The unit plugs into the main and a lead links it to the back of your hi-fi or mixer. The software operates either in record mode, which allows you to compose, edit and then play a rhythm, or in real time mode which allows you to play live by tapping the keys on the keyboard.

Amstrad should be at your local dealer now, and also at **Beats** and **John Mervin's**. So open the windows wide and start playing.

ACE NOT QUITE DEAD

If you want to learn Forth, it may be cheaper to buy a new machine than a Forth interpreter. Forth, you may remember, is a computer language that runs much faster than Basic but is a bit harder to learn. The **Jupiter**

Ace was the first where to see Forth (instead of Basic). However, the machine didn't really take off and you can now get the UK machine for just £129 from **Boltfield Computing**. So, if you fancy learning a new language, you may prefer to get an Ace instead of buying a Forth interpreter for your system. It may even work on cheaper. All enquiries to **Boltfield Computing** on 0203 41170.

MORE FOR THE AMSTRAD

Remember all those interfaces from DR 'Tronics' that plugged into each other on your Spectrum and made the machine about eight feet long? Well, they've now done the same with the Amstrad CPC machines.

Each of these interfaces and add-ons is in an identical plastic box which plugs into the machine or, if you already have one in the machine, into the interface.

If you have the complete range, you'll probably have difficulty finding a desk top big enough to put your computer on!

The set currently includes light pen, MIC expansion, speech synthesiser, **Scan Disk** and **280K** expansion.

On display in a corner of DR Tronics stand at the moment

Amstrad show was a DR0 adaptor that converts your Amstrad colour monitor into a pretty good colour TV. Get all the goss on 0403 402880.

JOYSTICK ADAPTOR

If your trigger finger's getting a bit sore, here's news of an adaptor that converts any joystick into an auto-fire one. **Britanica Software's Auto Fire** adaptor costs £1.95 and, they say, works with any joystick and computer.

It contains a special program to find out how the computer reads the joystick, and then makes itself compatible. Nifty. -**BT**

Ask your dealer for more info, or contact **Britanica** direct in Cardiff on 0222 481135.

SPEECH FROM SETANTA

Setanta claim that their Speech Synthesiser for the Amstrad CPC machines is the most powerful on the market. I heard it at the show recently, and it really was attracting quite a bit of attention. If you want to hear it for yourself, ask **Setanta** on 01 733 2024 GB, and **Setanta** was a legendary hero in Irish mythology a case you wondered...

NEXT TIME

In the next gripping installment of **Extra Bits**, **ALL** the news about the major add-on branches planned by **Christmas**. And news of some Commodore-compatible monitors that are a fair bit cheaper than the official offerings.



GALAXY FORCE PREVIEW

After neglecting the BBC a little, we've found a game that looks set to be one of the hottest on the Beach this year. Jim Douglas has the story. And it's all in colour too! What more could you ask?

The hottest item of the day was getting to see. Kaelian and I sat early in the day, I was waiting for my only operational appointment in the office. It came landed on my desk. It was only paper, but it carried a lot of weight. It bore the gold seal of the Editor's Office.

I read: "Douglas, it's time to check out the BBC World. We haven't covered it much. Get away to Leeds and see what those Superior people

conceive. The main reason for my trip, though, was to see their new game, Galaxy Force, in action.

Exclusive Preview: GalaxyForce

- Machine: BBC/Electron
- Supplier: Superior Software
- Price: £7.95 / £11.95 (BBC disc)



are up to?"

And that's how it all happened. The following morning, I was sitting alongside my accomplice, C+PC Ad man "Chubby" Williams in a brain-patching parlour.

Superior Software's latest game is large, feature-rich and futuristic—the only remaining BBC software genre to have been in the market for over five years. With its BBC Electronic Games logo prominently displayed, the package is a nice surprise, not to mention the BBC's reputation for quality. The game is a nice surprise, not to mention the BBC's reputation for quality. The game is a nice surprise, not to mention the BBC's reputation for quality.

The computer has given up a lot since those days in the dim, distant past. Now they're putting the final touches to conversions from other

Written by Eric Edwards, the game seems to offer all the action and strategy which BBC means in particular seems to crave. When we started, the graphics was usually combined, and looked pretty decent. Impressions. GalaxyForce is in the classic mould of so many arcade games that have gone before it. This time, a computer conversion seems to have outstepped many of its predecessors.

It begins with a small, single-master screen ship at the bottom of the screen. It's the old "you control a bunch of alien hoppers" syndrome. The game draws on many arcade machines and BBC games too. The closest previous title is *Sidewalk*, from Amstrad which, in turn, drew its inspiration from *Galaga*, the arcade game.

As soon as you appear on the

screen, chances are you will be bombarded by a horde of nasty multi-coloured creatures, with many like on their robotic minds, other than your destruction! You are granted three sets to begin with, and these are supposed to last you through the various waves of action. For instance, if you hit an alien, you are granted a 10,000 points worth of credit to help enable you get to an equally large number of points.

The graphics in the game are great. The alien hoppers are very good, though, that it's hard to make out exactly what they look like.

When the BBC is programmed well, it can work wonders. *GalaxyForce* has written some very clever stuff in the past, writing its special leaders for various games and disc protection. This is the first game program that I have seen, though.

There are eleven waves, each made up from a collection of different alien and earth waves. In the background, hundreds of little stars twinkle away and swirl down the screen. This are fortunate to be mixed with a multi-flying-camera. You can play with either the keyboard or



joystick and the computer are connected, too.

Of course the game features all the usual features, such as flags to show how many waves you have completed, a high-score table and bonus points.

Alien are well drawn and animated. There is hardly any flicker to be seen, and they handle around the screen at amazing speeds, handling with relentless accuracy and frequency. A pleasant bonus feature away while the three made into operation, and an amazing chart is stuck as you launch into the start of each new wave.

The presentation of the game is of a very high standard. Some of the attack waves resembled me of

Atro-Blitz, the amazing video-up machine which could be found in just about every game arcade in Britain. Little blue lasers seem to flash and flick, glowing brown and yellow every second.

Conversions are common in the top of the screen. If you hit an alien in a lot of quality, better things down to watch you in a thousand colours. After every three waves, a Scoreboard entry in your will appear. This part is probably the simplest part of the game, but it's nice when about the screen before anything. They work their way down the screen with lightning velocity.

The graphics has been very tightly coded. It works in Mode 2. Now, if any of you have tried to write a game in Mode 2, you will understand quite how amazing this is. For a start, you're only got 128 bits to work in!

A problem that we found when using the game on a TV instead of a monitor was that the screen tended to jump around quite a bit. This could have merely been owing to the rather limited state of our C+PC connected TV, but it's something to bear in mind. The last thing you need as you are approaching the end of a wave is the screen to flick like that and while you start manual scrolling!



A feature which will please all parents concerned about the state of their BBC keyboard, is that you can simply hold the fire button down to produce a continuous stream of fire, instead of having to hit once every few times or so.

GalaxyForce can hardly be described as the most brain-teasing game in the world, but then it isn't supposed to be. It's simple to get into, but not this to play. It'll be in the shops at the end of August.

- Graphics
- Sound
- Value
- Playability



**WHAT?
WHO?
WHEN?
WHERE?**

BANG

THE COMPUTERS GAMES VIDEO FILMS RECORDS
TELEVISION NEWS INTERVIEWS PEOPLE PERSONALITIES
HAPPENINGS COMPETITIONS RELEASES CHARTS
THOUGHTS OPINIONS JOKES FACTS FICTION MUSIC

EXPLOSION

RESULTS

COMPETITION

COMPETITION



Back in June we featured the work of Belgian artist Steiner Land, the man who customizes computers with weird and wonderful designs. We also offered you the chance to win a Spectra Plus customized to your own design. Here's what happened.

The talented reader who will be getting a customized Spectra Plus is 14-year-old David Schwartz, of Manchester, in Texas.

Who was the winning design picked by Steiner Land out of a number of entries? "I have chosen David's design because the picture says: 'I have given a center of focus to the printing and, as the bars are hardly changed by the keyboard, it comes off as if it were a solid. This is accompanied by the fact that the design is not too far from behind the bars.'

The design incorporates the keyboard layout without having to enclose it with anything. It is a tribute to the fact that the bars are not too far from behind the bars. The design is a tribute to the fact that the bars are not too far from behind the bars.

CUSTOMIZED
COMPUTERS



• TOM MEYER



• BARBARA & BARBARA



• CHRIS LUTHERSHIRE



• LEO REISCHNER



• JAY WEBB GREENA

COMPETITION

RESULTS

RESULTS

BANG

WHAT

- • • Bang is the new weekly newspaper for Computer Kids, tying the software world of the monitor screen to the outside world of video, films and music. BANG will be aggressive, demanding, humorous, investigative, sympathetic, colourful and spontaneous and will become a focus for the best freelancers and personalities from the entire world of entertainment.

WHO

- • • Specialist Retail Press — publishers of CTW — Britain's Top Trade Weekly.

WHEN

- • • BANG will be launched amid the excitement of the PCW Show at Olympia on Sept 3rd 1986.

WHERE

- • • WH Smiths, Menzies, major news agents, news-stands, and corner shops nationwide.

**BUY BANG
EVERY WEDNESDAY**
from Sept 3rd
— 40p cheap

WE CAN BE HEROES

Mal Crowcher has always been at the forefront of computer entertainment. Ever since his first early tinkering with a ZX11, Mal's productions have always been — to say the least — different. Now he's pointing the way forward again with an entirely new concept. Don't believe us? C+VG's editor Tim Meehoff couldn't believe his eyes. . .

Ever wished you could play lead guitar with *Deep Purple*, dance along with *Phil Collins*, knock bricks out of *The Wall* with *Pink Floyd* or even play the hero in your favourite movie?

If you've got a computer, a video machine and Mal's little Black Box, your dreams could all come true. Sooner than you think. For the past couple of years Mal Crowcher has been working to create the ultimate computer controlled entertainment. He wanted it to combine real video images with computer generated graphics and allow YOU to take part in events and adventures you never thought possible.

Now Mal's idea is a reality and gets its first public showing at the Personal Computer World Show in a month's time.

The first interactive video production from Mal's new company, called Scorpio Interactive, will combine music videos with computer generated games. The games themselves are simple but remember this is just a demonstration of the tremendous potential of Mal's Black Box.

The machines featured on the first Scorpio Interactive production are *Deep Purple*, *Phil Collins*, *Pink Floyd*, *Geoffrey and Cressa*, *David Bowie* and good old *Elvis Presley*.

In each of the six "games" you take part in something relating to what's going on in the video.

The title of these games will be *See Me*, *Hear Me* and *Touch Me*.

For example, in the *Elvis* track you have to stop him getting put behind bars as he sings the classic *Jailhouse Rock*. As *David Bowie* sings *Space Oddity* you have to help keep an orbiting astronaut alive by maintaining his life support system. While images from *Pink Floyd's* epic movie *The Wall* appear on screen you take part in a serious *Breakfast game* — unless you want to become another brick in the Wall. You help *Harry and his dad* start *enjoy-erwin* and *breakers* as *Elvis Stratus* sing *Money for Nothing* and dance along with *Phil Collins* as he sings *Car's* *Harry Love*. If you fail to keep up with old *Phil's*

long music ball book appears and yanks you off the "stage".

How does all this happen? Well it all comes down to the fact that you can combine video images and a computer program on one very ordinary video tape. You can use VHS, Beta or the new Video 8 format.

The difficult part is synchronising the computer bits with the video bits.

That's where Mal starts working his own particular brand of technical magic which, understandably, he doesn't really want people to know about just yet.

If you've seen Mal's early bit of computer magic, *Deep In Machine*, the first and so far only "game" to have a synchronised soundtrack, you'll remember the combination technique which keeps the computer and video parts running in time with each other.

Mal has developed the interactive system on an MSX

machine but by the time the first public showing comes around it should be working on the Spectrum, Commodore and Amstrad.

Mal won't say how much it will cost to get your hands on his magical black box or even when it will be available in the shops. His reluctance is because he doesn't want to make vague promises and then disappoint. All he would say is it should available some time in the New Year.

Mal won't say how much it will cost to get your hands on his magical black box or even when it will be available in the shops. His reluctance is because he

doesn't want to make vague promises and then disappoint. All he would say is it should available some time in the New Year.

Scorpio Interactive has secured the rights to several major films which may get the treatment and there's the chance of a simultaneous release of a single/interactive video with a major band.

The idea of playing a part in a feature film sounds mind-blowing. The game, according to Mal, can go on for just as long as the player wants.

"This is what I wanted film to be," says Mal. "But at the time we didn't have the technology. Now anything could happen!"

Mal adds: "It's a very new field so far as I am concerned. It's old Crowcher taking a film again."

The potential of Mal's system is enormous. Imagine playing an adventure with real pictures and real sound, or actually taking part in a film. The possibilities are endless. If you've got a simple home movie the future is at your fingertips. . .



JUST FOR ONE DAY

They knew it as Hell
You knew it as

Vietnam

Re-enact one of the most bitter conflicts of modern times. One of the most controversial episodes in the history of warfare.

In the tactical warfare take charge of the combined forces of the American and South Korean armies in their bloody struggle against the elusive jungle fighters of the Viet Cong and battle hardened regulars of the North Vietnamese Army. Direct the operations of your mixed regiments - infantry, artillery, paratroopers, reserves, rangers and air cavalry in their historical encounters. Patrol dense jungle in search of the underground strongholds of an enemy who, like an opposition appears, makes bloody contact then slips away to confuse again. Relive the bitter street fighting that enveloped the city of Hue during the Tet Offensive.

The most tragic of human conflicts resulted in crushing defeat for the forces of democracy and freedom. This is your opportunity to change the history of the world, to halt the progress of the communist war machine and thrust their plans for world domination.



GSN/4 120
 cassette £9.95
 disk £14.95

AT&T disk
 £14.95



U.S. Gold Inc.
Units, 211 Madison Way, Bedford,
Huntingdon Shire, Cambs. Tel. 077 336 026

Conquest Steers You From Victory To Victory. It's What You've

Come To Expect From Firebird... Publishers Of The U.K.'s Most Exciting Software

Marvel At The Solid 3-D Graphics, Thrill As Your Action-Packed Pursuit Of



TAPE
£9.95

STARSTRIKE II

DISC
£14.95



Available now for the
Amstrad series

© 1992 Firebird Software Ltd. All rights reserved.

STARSTRIKE II
A 3D rendered scene from the game StarStrike II. A green and blue spaceship is firing a bright blue energy beam from its front. The scene is set in a dark, cavernous space with a large, glowing orange planet in the background. The lighting is dramatic, with strong highlights and deep shadows.

THE BLUE HUNTERS

THE CREATURE MUST DIE!





How much should you pay for your child's education?

Making sure your children get the best possible education can be an expensive business. Yet, by spending just a little extra in the right way, you can afford to give your child that extra edge in certain vital subjects.

A Casio scientific calculator could make a tremendous difference to your child's potential in maths, for example, science, economics, engineering, and a whole range of number-related subjects.

Yet it can cost as little as £1.95.

That's the price of the wallet size

Casio fx-250, with 59 functions (43 of them scientific), an 8-digit LCD display and independent memory. It will see your son or daughter safely through the GCSE syllabus.

For just a few pounds more, he or she could graduate to the Casio fx-850L, a solar-powered model with battery backup for memory retention and 60 scientific functions out of a total of 79. Or take the fx-920, another solar-powered calculator with 60 scientific functions and 77 functions altogether.

Casio offer you not just value, but the

largest and best-selling range of scientific calculators in the country.

So for still higher achievements, there's a whole selection of brilliant calculators like the 155-step programmable fx-3000. This retains everything in its seven memories and 8 programme areas even with the power switched off.

And with no less than 145 functions, 82 of them scientific, it costs just £22.95.

Which isn't much to pay for the chance of a better than average education.





A NEW BUG HUNTERS ADVENTURE BEGINS NEXT MONTH!

ILLUSTRATION BY [unreadable]





Mailbag

COMPUTER + VIDEO GAMES
303 PARADISE LANE
LONDON, EC1R 3JG



What's the matter with you lot? The last time I got my hands on Mailbag I thought I would become an over night sensation, a cult figure, mobbed in the streets, deluged with fan letters. Do you know how many I received? NOTHING. Zilch. You lot must do better now.

■ I read your magazine for the first time (June issue) and found it very enjoyable. I will make quick judgement later, but first, I feel that you may be able to help me. For proper reward for one of my programs that you have heard of could you please...

"Software" is now almost a cliché, as is the phrase — "a great game" but, out there, there are thousands of software titles, and I have found new software items which have no equal, they are utterly complete and undeniably brilliant.

They are both for the Spectrum, they are both from the same software house, and they are both praised by the fanatically loyal programmer — Mike Singleton. These games, if you haven't already guessed, are *The Lords of Midnight* and its sequel *Castles of the Mountains*. Late 1984, I discovered what they was to be a third and really first "real" game using the wonderful landscaping technique — *Eye of the Moon*. Eagerly I bought the software. "Hells" — *Beyond* was acquired when it was to be released, September 1985, then sold. Well, September came and went with no sign of the game. I phoned them again (later, I like to know) but never passed with no sign of it.

Then the curious events began to occur. *Beyond* no longer answered the phone, or my letters to London or Market Harborough. Nobody seemed to know where they were. I immediately assumed the total tragedy — bankruptcy — but that, in the shops, suddenly noticed a new release by Beyond and then another and

another. I am slowly going berserk! I asked for *The Eye of the Moon*. Just like an addition. Can you please enlighten me? Where is *Beyond* and *Eye of the Moon*? I have lost everything else I got then! — please help C+V thinking.

Chris replies: *Beyond* has been bought by Phoenix and have printed offers. As for *Eye of the Moon*, *Beyond* etc it won't be ready before Christmas.

■ I have been reading C+VG for about two and a half years, and have never seen a review as disapproving as your one about Permagon from upstairs. To answer for the criticism as "nothing special" is ridiculous. Ultimate were the pioneers of 3-D animation and have produced brilliant games since Knight Low rise made.

It was quite obvious to me that the reviewer was taking the review on the similarity of Ultimate's games, not on the actual game reviewed. If Permagon is such a bad game, how can you justify your marks for *Armadoric* which appears to be very similar to the Ultimate standard of games?

The Permagon review was a gross injustice to the game and it should be re-written properly! Andrew Elliott, Cleveland.

Chris replies: Nobody would expect anything that Ultimate has produced a great range of games. But, even with the threat of Big Bad sitting on his own reviewer will stick to his wand on Permagon. Obviously you don't agree, which is your right, Andrew.

■ So, you want to know the other game of Bobby Peterson. Well, being a novel Eagle reader I will tell you.

It all started when Bobby was given a letter by Martin, who told Bobby only to open it if anything strange happened. The next day, Martin disappeared, so Bobby read the note. It says that Martin was trapped in the computer and Bobby had to play 18 games and solve ultimate game. So he typed the code and began to play.

These games would then become tricky with Bobby in the action. If he won all the games, Martin would be free. But no one believed Bobby when he told them about Martin. He first convinced Alan, as a sort of in action and soon. Then Martin's name and address the computer away as they thought it was a bad thing, not knowing that Martin was inside.

Then Bobby took in some and continued to play the games. Before the computer was thrown away, he played Wizard of Woz and soon.

All former notes he passed to Martin and told him. Then came Rescue on Frigate, he won again then game. The Great American Dream Country had Peace, Prosperity and Wealth of Justice, which he won. But then, name Desert Fox, he lost. He was then sent to the nightmare zone. He had Martin, and the code was when things were killing them, but he reformed and kept on being real. Then, his next game was Desert Fox, he won. Bobby then changed the computer and he was sent to play Shoot Out in the Wild West. He won this and so returned to reality.

Next came Full of Teasing Company which he won again. The story then returned to the nightmare zone and Martin, which he found a cross chance card. He chose a game of a guessing wheel, and the game finished only if he won. He played a game of a guessing game, which he lost. Bobby is now all set to play Giant

Simon.

I hope this is enough to help you, Andrew Paul, Surrey.

Chris replies: Please checked out or something? What does this letter mean?

all I agree with Mailbag that this... creator's character to be usually punished for the claims that he made on being the only female writer, and much as I applaud unashamedly Melissa's decision to take action on the matter, I feel I must warn her that if you go to Luffton to dispute justice accordingly she will be waiting straight into a trap. A horrible, bushy and especially unattractive man.

You said it has come to my attention through e-mails I would be only too happy to arrange should you wish to meet him. He was then found that it took three or four days. She is, in fact, only a cartoon character and, furthermore, if you made the picture of her changing the champagne bottles a rather badly drawn one of that. Therefore, be warned. Lord only knows what they have got planning in what for you claim there but the three fact that they have not shown in Melissa suggests to me that it is something substantial, trustworthy and so.

If you wish to see the real human should I tell you how happy to offer the services. And so I ask for this information about the knowledge that Melissa is now aware of the massive potential is a signed picture of Melissa which I will place in a pocket of Luffton in my humble dwelling. Goodnight and good morning to you. Alex J. Barnes, Lincoln.

Chris replies: We also contacted the man in South was nothing more than the figure of someone's imagination. Funny challenging Miss Melissa to read something that she Melissa is not capable of doing for the best of your help, first conclusions or a knockout while up to her eyes neck in mud. But it's just not lady-like, is it. But never has we're working on something which will express the truth about Miss Smith to the whole world.

■ I want what would be, in my opinion, the best home computer to be put on the market. It is, of course, the Oric. Quality, but slow-marking and software problems, it isn't so good.

I'm not saying that the Oric is a rubbish computer, far from it. There are a number of major order companies which offer a wide range of software and hardware in 1984 (Oric).



problems were born online in France and number two in 1984. And today the Orb is doing very well in France—so the Orb is far from a lost cause.

There would be thousands of proud Orb owners who feel they are being left out in the cold and all along, Computer Magazine, don't want to know about the Orb. I trust that even as much as a review in the past year.

This has opened the way to create a 16-page fan-zine quality newsletter which is totally devoted to the Orb. It features interviews, news, letters, hints, tips and adventures.

Orb letters need never be left out in the cold. A year's subscription is only \$5.00 for six issues. For more details send a postcard to: Earth's Messenger, Your Orb Newsletter, 87 Jordan Gardens, Mitcham, Surrey, GU14 4JA.

PS: We would like to see that you are not responsible for the small matter that newsletter that still appears from time to time. I hope you like our newsletter. Keith Thompson, Mitcham.

Orb replies: Also, your Orb is also there. There's for the newsletter. B&B's, like would like to see you in the newsletter for the future and might appear in C+DG from time to time. (Keep you like the magazine).

With references: Robert Galt's letter, there is indeed an organization for Orb users. The Independent Orb Users Club has been in existence for over a year and although it has not managed to escape many people.

I left out the group with the small thing Orb users are responsible for. To this end I distribute our newsletter magazine (I.M.U.G. which costs only every two to eight weeks an average. Anybody who would like a copy of the current issue should send me—cash, cheque or P.O. made payable to I.M.U.G.—and fill in the stamp-addressed envelope to the address given. Alternatively people can write to me for information or magazine subscription (1-201-450 between 8:00am and 8:00pm).

An important point to note is that there is no membership fee and that members can, if they wish, order the stock at a time. As for the issue of software there has, in fact, been several new releases over the past few

months. These include *Playground 71*, *Dance in Darkness*, *Gambler* and *Knave of Hearts* from UK software and an Orb version of the *Quill* hardware magazine in the form of an encyclopedia and report is also still available.

Gary Harvey,
125 St. C,
1 Kingsway-Cres,
Barnes,
Middlesex,
NW8 5LJ.

I am a Sinclair Spectrum 128 owner. I have had a few of them and I think they are fun. I am not new to computing as I have spent 12 years experience, so I should know what I am talking about. I am getting very angry with those stupid people who write into magazines to complain about the incompatibilities of 48 and 128 games. The games that I have come across that don't work with the 128 are—*Robin of the Hood* and *Sky Fox*—I'm a good fan.

I am getting so angry that I have set up a Spectrum 128 magazine. This service is free of charge, but, please, when you write me, PLEASE include a stamped addressed envelope.

This helps me to send letters a quicker. If you wish to contact a program or website that does not look like the best way to send it is by "Recorded Delivery". This address is as follows:

Scott Mansfield,
Riverside 16, Park Software Ltd
128 Magazine
508 Leinster Ave
London
W2H 1BQ

I have been reading your fabulous magazine for the past few years, and have been building a Games Review Library CD, with the help of your diligent staff. Your magazine is one of the only ones I have seen here for us, as we have classes in the Land of Computers, keep up the good work.

My only problem is that, as I also have several copies of B&B, another computer mag which is free. I would like to do a private review of a game called *Knave* by Gordon Russell, supplied by Softex. Your April 88 Game of the Month is also a great called *Knave* by Rob Hayward, supplied by Softex.

As these two Softex copies are the same with the April version only an updated edition of the earlier version? Robert Lawrence

Reviews

Available

Orb replies: Informed sources close to nobody in particular believe the two games are different. Look at the Orb magazine just did the review on the March game.

Wise Oracle: Master of the Seven Hidden Paths, this one who is unlikely even to play the Orb-Orb would hardly be fully from there.

The link in question is *Knave of the Hood* (I have collected most of my nearby but still I cannot find the games where I want to play. Orb Blood, I say, the Wizard of the Party is at least 88 and will be no more. Imagine points then when they started at least 11.

I hope you see a favourable future in store for my dear, but you may address further than my e-mail status. Leave the Orb's history.

Orb replies: Also, Holy Blood, my Orb (Knave) is, now am I pleased with the news. But even I can write like an adventure PC.

Is your Adventure writer Keith Campbell the same referred to in the Spring issue? I The relationship between Keith's originally self and the slightly over-the-top gentleman with the beard the size of his, who walks on as they express your name, is astounding.

John Mitchell,
London,
1 Kingsway-Cres
Orb replies: Keith's real quality is to face you're thinking of Keith!

A couple of years ago I was a regular reader of your magazine. This had to stop though, when you stopped supporting the Dragon—which was really a pity since you were doing so well and looking forwardly. I bought a rare computer which is called the best in its price range, so I decided to buy a copy of your magazine only to find that you do not support this computer. I hope you have heard of the Enter price because the model is printed in your software about machine kits. So why don't you support it? There are people who think you have never heard of this computer. It is called the Gutter engine why I know it is built a good computer. The original version has 88 memory in 128 is available. This is impossible to almost 128

magazines. Physical graphics resolution is 872 by 650 and you have got to fill each one on the screen at the same time. Games sound with four voices. Fantastic editing facilities. Eight function keys. For more points users it has a built-in word processor and a fully expandable 64K-64 word interface. It can convert Spectrum programs from an 8 inch added difference and has many other features. It other readers with 10 ASCII user information from the independent end-user user group, write to them at I.M.U.G. 12 White Gates, 100 Station Road, New Barnet, Herts, EN4 7JH.

John Foster
Chesham

What's all this that I have been reading? C+DG isn't the best computer magazine in the world. What is wrong with the other best? Nothing of course, I think it makes the magazine look a bit better. C+DG is now back to a lot easier to read on the other side, so why all the moaning? There is only one more thing wrong and that is:

1—How many mistakes can you put in a magazine of one issue?

2—You spell my name wrong the last time.

3—I would like to see some Atari reviews, not a lot, just some. It would stop me buying a hopeless game just because the graphics look good. Carl Foster
Manchester

am an Amstrad CPC 6128 owner and you will have a happy one. My problem began some time ago, when I bought a software in France's label. After the game, as you have probably guessed, did not load correctly. Frustrated for a moment, but, this was failed to work. The next thing I did was to turn in the computer. In it, the retailer found a fault which wrong with it. Not long after I read that certain games designed for the 40K could not load on the 6128 due to a speed loader. This then did the job, so I was aware there was nothing wrong with my computer.

Recently I bought *Mindbenders* by Minter and it was greatly pleasant with it. I then got a software called *Knave of the Hood* by Gordon Russell. This was, unfortunately, does not load. It does not even register when loading. In this



Mailbag

COMPUTER + VIDEO GAMES
10-10 FARRINGDON LANE
LONDON, EC7A 3AU

obviously is for this, it is a bug of course! It works on the 128 if they change on the spot.

• You may think this is a lot of fuss over a budget game, but, Davey Auldrie they aren't — budget! (smile)

Another problem I have is with Knight Lore by US Gold. After completing the game the game refuses to load. Do you know why? Marjorie Taylor
Buxford

Dear: Can anybody offer a reasonable explanation to Member?

• I have a few points to make concerning the Atari computer which is becoming more and more popular.

Every month when I look through your magazine I find the vast majority of games reviewed for the Amivac, Spectrum and Commodore. I know these are the most popular games computers in Britain. Equally, the amount of Atari software is growing all the time. So why don't the following software appear in your pages? King of the Ring, Superwarrior, Battlehawk II, Arctowarrior, Great Adventure (Rogue Hunt, Knight Rider, Adventure 2, The Man and the Beast etc, etc, etc). Were they not good enough?

Secondly I have bought your mag over the past two or three years and like the way you have changed its appearance, but, there is one thing I think could be done and offer our Amiv, CIB or CIB owners would agree with is if you could send about ten to 15 pages to the other computers on the market. At the moment I think I am getting a real deal paying nearly £1.00 for five lines of news for the Atari, a token review and a couple of adventure game reviews.

My third and last point concerns two of the biggest software companies in Britain, Elite and Ocean. I'll start with Elite — before Christmas all their games were for the CIB, CIB, Amiv and Spectrum. Since then they have started producing software for other four computers. When you consider the Atari's sound, graphics, and history capabilities you would think Elite would produce

games for this computer too. Out, MD. Can you put the bug of the industry onto whatever is the Ocean's bibliography or the Thompson's description and out for the Atari. I see their advertisement in the publisher's catalogue before Christmas and contact them, but they never come. After many attempts they said the first games were out of stock. I decided to write to Ocean on a number of occasions but received no answer. The games hadn't been ordered in, my computer magazines, but when I, in Atari User Description appeared in the Feb 88 with 81 say the game that had never been released. I expect by very grateful if you could send me a definite answer to all my questions.
Michael Vep
Warrington

Warrington: We would love to contact you about coverage and have to recent months.

especially on the Atari 5200F. But in both software companies do not send out a lot of Atari games for review. Ocean tells me that Thompson and EP's Description are not available for the Atari. As for Titan, presumably the company does not think putting out Atari games would make them happy.

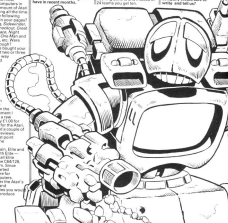
• I'm writing to you expecting an explanation, not an your part out, the part of a certain top software company called US Gold. On June 27th I bought US Gold's new release Warlord: The Campaign which cost £5.95. After playing it I thought it was not very good.

Then on June 28th, I bought a small simulation game called World War Protocol: Tiger 4 Axis Software which cost £7.95. To my amazement the two games were exactly the same but with the name from Atari you get learning screens and instead of 14 rooms you get 16.

A quote out of C+VG's July issue said: "A team of programmers have been working on the game for as long as the game will reach the standards on Amivac and Spectrum". This is not true at all. Could you explain why the two games are identical, for a US Gold. Also do they give refunds?

Michael Crawford
Birmingham

Michael: A lot of people are unhappy like you, Michael. The quote about the game is in a copy of the game — despite requests. Could it be because we — and other magazines — might have reviewed it was just a normal up and down and said so? We don't feel like having to explain every US Gold's decisions. Perhaps the company would care to reply and tell us?



SUPA SOFT DISCOUNT SOFTWARE

PRESENTING THE FOLLOWING SPECIAL OFFERS TO OUR MEMBERS!
MEMBER STATEMENT BUY JUST WHAT YOU WANT AND SAVE BACK TO YOU
FOR THE REAL BUSINESS SOFTWARE!

SOFTWARE	MSD	MSD	MSD	MSD	MSD	MSD	MSD
Account	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting II	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting III	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting IV	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting V	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting VI	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting VII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting VIII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting IX	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting X	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XI	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XIII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XIV	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XV	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XVI	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XVII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XVIII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XIX	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XX	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXI	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXIII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXIV	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXV	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXVI	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXVII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXVIII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXIX	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXX	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXXI	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXXII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXXIII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXXIV	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXXV	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXXVI	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXXVII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXXVIII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XXXIX	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XL	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XLI	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XLII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XLIII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XLIV	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XLV	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XLVI	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XLVII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XLVIII	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting XLIX	19.95	19.95	19.95	19.95	19.95	19.95	19.95
Accounting L	19.95	19.95	19.95	19.95	19.95	19.95	19.95

Members and PC/compatible only please make payable to:

DISCOUNT SOFTWARE, Dept. 3, 210 Malanda Tower, Harlow, Essex CM18 6EP

(Cheques orders add 75p per form)

(Any game which is not released what ordered will be sent on day of release)

MAIL-SOFT

SOFTWARE	PRICE	SOFTWARE	PRICE	SOFTWARE	PRICE
Accounting	19.95	Accounting	19.95	Accounting	19.95
Accounting II	19.95	Accounting II	19.95	Accounting II	19.95
Accounting III	19.95	Accounting III	19.95	Accounting III	19.95
Accounting IV	19.95	Accounting IV	19.95	Accounting IV	19.95
Accounting V	19.95	Accounting V	19.95	Accounting V	19.95
Accounting VI	19.95	Accounting VI	19.95	Accounting VI	19.95
Accounting VII	19.95	Accounting VII	19.95	Accounting VII	19.95
Accounting VIII	19.95	Accounting VIII	19.95	Accounting VIII	19.95
Accounting IX	19.95	Accounting IX	19.95	Accounting IX	19.95
Accounting X	19.95	Accounting X	19.95	Accounting X	19.95
Accounting XI	19.95	Accounting XI	19.95	Accounting XI	19.95
Accounting XII	19.95	Accounting XII	19.95	Accounting XII	19.95
Accounting XIII	19.95	Accounting XIII	19.95	Accounting XIII	19.95
Accounting XIV	19.95	Accounting XIV	19.95	Accounting XIV	19.95
Accounting XV	19.95	Accounting XV	19.95	Accounting XV	19.95
Accounting XVI	19.95	Accounting XVI	19.95	Accounting XVI	19.95
Accounting XVII	19.95	Accounting XVII	19.95	Accounting XVII	19.95
Accounting XVIII	19.95	Accounting XVIII	19.95	Accounting XVIII	19.95
Accounting XIX	19.95	Accounting XIX	19.95	Accounting XIX	19.95
Accounting XX	19.95	Accounting XX	19.95	Accounting XX	19.95
Accounting XXI	19.95	Accounting XXI	19.95	Accounting XXI	19.95
Accounting XXII	19.95	Accounting XXII	19.95	Accounting XXII	19.95
Accounting XXIII	19.95	Accounting XXIII	19.95	Accounting XXIII	19.95
Accounting XXIV	19.95	Accounting XXIV	19.95	Accounting XXIV	19.95
Accounting XXV	19.95	Accounting XXV	19.95	Accounting XXV	19.95
Accounting XXVI	19.95	Accounting XXVI	19.95	Accounting XXVI	19.95
Accounting XXVII	19.95	Accounting XXVII	19.95	Accounting XXVII	19.95
Accounting XXVIII	19.95	Accounting XXVIII	19.95	Accounting XXVIII	19.95
Accounting XXIX	19.95	Accounting XXIX	19.95	Accounting XXIX	19.95
Accounting XXX	19.95	Accounting XXX	19.95	Accounting XXX	19.95
Accounting XXXI	19.95	Accounting XXXI	19.95	Accounting XXXI	19.95
Accounting XXXII	19.95	Accounting XXXII	19.95	Accounting XXXII	19.95
Accounting XXXIII	19.95	Accounting XXXIII	19.95	Accounting XXXIII	19.95
Accounting XXXIV	19.95	Accounting XXXIV	19.95	Accounting XXXIV	19.95
Accounting XXXV	19.95	Accounting XXXV	19.95	Accounting XXXV	19.95
Accounting XXXVI	19.95	Accounting XXXVI	19.95	Accounting XXXVI	19.95
Accounting XXXVII	19.95	Accounting XXXVII	19.95	Accounting XXXVII	19.95
Accounting XXXVIII	19.95	Accounting XXXVIII	19.95	Accounting XXXVIII	19.95
Accounting XXXIX	19.95	Accounting XXXIX	19.95	Accounting XXXIX	19.95
Accounting XL	19.95	Accounting XL	19.95	Accounting XL	19.95
Accounting XLI	19.95	Accounting XLI	19.95	Accounting XLI	19.95
Accounting XLII	19.95	Accounting XLII	19.95	Accounting XLII	19.95
Accounting XLIII	19.95	Accounting XLIII	19.95	Accounting XLIII	19.95
Accounting XLIV	19.95	Accounting XLIV	19.95	Accounting XLIV	19.95
Accounting XLV	19.95	Accounting XLV	19.95	Accounting XLV	19.95
Accounting XLVI	19.95	Accounting XLVI	19.95	Accounting XLVI	19.95
Accounting XLVII	19.95	Accounting XLVII	19.95	Accounting XLVII	19.95
Accounting XLVIII	19.95	Accounting XLVIII	19.95	Accounting XLVIII	19.95
Accounting XLIX	19.95	Accounting XLIX	19.95	Accounting XLIX	19.95
Accounting L	19.95	Accounting L	19.95	Accounting L	19.95

Bank transfer available: 04- 01100, 03- 03000, 03- 01000.
 Post & Packing included in price. Charge add £1 per year.
 Cheques or credit card (VISA/MAST) by
 Mail Soft, P.O. Box 100, London NW3 5LL.
 Access orders accepted.

Compumart

TOP Quality 3 1/2 Microdisks
 BOXED IN 101 LABELS
 SINGLE SIDED 101 LABEL
 DOUBLE SIDED 101 LABEL
£19.99 ~~£24.99~~

10-AMSOFT 3 1/2 CF2 Microdisks
ONLY £32.00 + Dispatch

Same Day Dispatch
 (By Post)
 (By Air)
 (By Express)

Compumart, (Dept 670)
 Unit 8, Falcon Street, Loughborough,
 Leics, LE11 1EH

Compumart
0509-262259
 HOLLAND

AMSOFT CREDIT CARD
 Order Line
 0509-262259

that's when the music takes me — yeah, man, C+VG goes musical next month with a look at Clearer Music, the micro-musicians who do wonderful things to computers to make music for computer games — like CBI's Tubular Bells — and TV Jingles. And while we're on about music, we've got something REAL SPECIAL up our sleeves. But we're not saying a word yet because other magazines will get very jealous . . .



Crunch!
Arrrrgh!
Zank! **Banz!**
Boom etc. Yes, **Fist II**, the follow up to **Melbourne House's** renga-successful **The Way of the Exploding Fist**, is about to blast up a computer near you very soon.

But already C+VG has been bottling it out with the **Fist** follow up. Is it any good? Find out on **September 14th**.



Star Dreams, the people who brought you the **Wizard of Tollyron** games, have now come up with **Wild West**, set in the rough, tough frontier world of the railway. And if you can't be bothered to type in the listing there's a special tape offer exclusive to C+VG readers. So don't forget to make a date with your newspaper.

Ace adventurer **Keith Campbell** has cast a spell and got his hands on a copy of the **Colour of Magic**, **The Delta 4** adventure from **Piranha**. It's based on the seriously funny fantasy book by **Terry Pratchett** and it's about the extraordinary **Discworld**, set on a turtle's back, which is about to experience its first tourist. Get the picture? We might even throw in a competition for you.

We'll be venturing off to take a look at the fascinating world of **Dungeons and Dragons**. Who are the people that take part in these role-playing fantasy games? Are they real? Find out around 28 days from now.

Next month we've got a special **Melbourne House Commodore 16** competition. The top prize is the chance to win a year's subscription to C+VG. There're also games up for grabs. There're also the usual ingredients that have made C+VG the Number One computer mag — latest news, lots of reviews, competitions, **Hot Games** and the **Bughunters**. All this and more. C+VG — on sale on **September 14th**.



A MISSION YOU CAN NEVER COMPLETE?

GALVAN



...the name
of the game

SPECTRUM
£7.95
SPECTRUM

Imagine Software | 1984 Limited
6 Central Street - Manchester M2 5NS
Tel: 061 834 3939 - Telex: 667977

AMSTRAD
£8.95
COMMODORE 64

MIAMI VICE

TM



ocean

OCEAN SOFTWARE
OCEAN HOUSE, 6 CENTRAL ST.
MANCHESTER, M2 5NS
TELEPHONE: 061 532 0633
TELEX: 669977

Chill out
WE'RE COOLIN' YOUR HIGH STREET NOW

*Full text © 1984
Universal City Studios, Inc.
All Rights Reserved.

Licensed by Merchandising Corporation of America, Inc.