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THE ALIENS/P18



DRACULA PREVIEW/P88

NEWS & REVIEWS

22 REVIEWS THIS ISSUE:

GAME OF THE MONTH: This issue is Dement's brilliant Trivial Pursuit. C+VG RETN go to Dradd, Snap Shoot, Descent, Star Wars, Atari Smash Hits, WAR, Conquistador and Nightmare Roddy. Plus the best of the rest!

73 ADVENTURE

Ruth Campbell, due from the grave to fanily unexpecting adventures with a tale that will freeze your soul. Don't look and blinding the island. **Bad Wife** is the man who is out for the Coast. Plus: Rumble-competition, news and get more reviews.

8 NEWS/NOT GOSSIP

Are you ready for World Games, Academy, Labyrinth, Judge David, Baseball, C+VG's Computer Game Award, Customized Computers, Astronauts, Top Gun, Last Kings, Star Wars, Atari and Tony Tolkachev's software about Crystal Castles and Montezuma's Revenge!



W.A.R./REVIEWS/P36



THE C+VG TEAM, FROM TOP LEFT: PAUL, STEPHEN, TIM, CHRIS, JIM, KEITH, LEFT, RITA AND GRAIG

INSIDE STORY

It's exactly five whole years since C+VG took its first faltering steps into the brave new world of computer gaming! Yup, sure, if C+VG came into being at around the same time as the DOS 1 was revolutionizing home entertainment. So this issue we've decided to have a bit of a celebration with a bunch of little birthday features.

Keith Campbell, the only writer featured in that very first issue who is still going strong today, looks at adventures through the ages. **Clay Happy-Monster**, **Robert Schiffrin**, brings you a look at the five ages of computers, subtitled *These You Have Lived!*. There's our own birthday tribute for long serving software people and our first editor looks you C+VG's story — how it all began. All that and a preview of the game of the month **ALIEN**. Plus a preview of C+VG programmer of the Year, **Steve Crowe's** latest called **Paradise**. **Gregorio** rises from the grave to favorite adventures thanks to **Red Pile** — the game is reviewed and there's a competition from beyond the grave. There's a special Spectrum listing from ex-*Life* & *Parade* (see **Steve "Broggator" Turner's** deal! It's a murder mystery — and there's a special tape offer as well. All this and much more inside your special fifth birthday issue of C+VG. Don't miss out on the party...



SCOOBY DOO/P8



INSPECTOR GADGET/P8



RAMPAGE/P23



EDITOR
The Monthly
DEPUTY EDITOR
Paul Thompson
EDITORIAL ASSISTANT
Garry Walker
ILLUSTRATOR
Dennis D. Jones
DESIGN
Garry Williams
ADVERTISING WRITER
Keith Campbell
REVIEW EDITOR
Steve Thompson

ADVERTISING CORRESPONDENT
(London) M. Bennett

RECORDS
Steve Ingley

SOFTWARE CONSULTANTS
Tony Edwards

PUBLISHER
Marcus Rich

ADVERTISING MANAGER
Garry Williams

ADVERTISING EXECUTIVE
Kathleen Lee

AD PRODUCTION
Robbie Pearson

REPRINTS
Bills Lewis

COVER
Gary Ward

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Room 1001
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NEWS

■ In all the computer rooms in all the world, you had to come into mine. And it looks like I'm going to love you.



Here's a look at what's coming to be on the Spectrum from **Mikrosphere**, the people who brought you the "Good" games.

Combat Sam Crutcher draws his inspiration from old black and white private investigator stories. We've only seen a smattering *demo* of the game so it's impossible to say how well the game plays. But it looks excellent and will probably sell for £7.99.

And for fans of the "Good" games, watch out at Christmas.



■ **Ardozoth** is a intriguing a quest of various experts with two of its most talented — **The Cardhouse** and **The Challenge of the Goblets**, based on the **Horro-Barbaro** plays.

The Cardhouse is a unique set of three men, made of powerful by "Tachyon" units which they attack advanced mobile weapons.

Together they must fight the evil Dr. Tantor and his wicked thing Harker, and save the world from their terrible hands.

In **The Challenge of the Goblets**, **Ardozoth** forces on the planet **Ardozoth** have been forced to flee. They are led by the

rythmic Cy-bill, the redneck Graham, the cold-blooded Cops-Tor and the Goddess of Chelony, Zed.

Both games should be released in December for the C64/AT/386, Spectrum and Amstrad.

■ At last a dragon makes good. **Thomatos**, **Duraff's** latest Spectrum release, has a dragon as the good guy.



You must control the dragon — **Thomatos** — in a battle against the evil forces of the underworld. He must fly, run, walk and burn his way across seas, mountains, break into the castle of the dragon, rescue an archer, while fighting off hordes of monsters.

■ Watch out for the next generation of **Rebel Pursuit**! Following on from the

considerable success of the original **TP**, **Rebelmark** will be releasing the Young-Players edition very soon. Just like the original board game **Rebelmark** plan to release several different editions of **TP** — as presented in our previous couple of issues ago. Thanks to C64's innovative multi-load system which enables one tape to carry code for several different computers. Watch out for the future **TP** generation!

Quite simply, this is brilliant. Start queuing if you expect software companies right now to make sure you get a copy. **Patric Software** plan the **Second Anniversary of Amstrad** as weekly gaming. Normally the prize magazine comes by their creators is probably exaggerated. However, **Patric** could be expected of **Amstrad**.

The game plot is as follows. The year is 2000 and the world is on the brink of collapse. Disappointed talks have broken down. Tensions are mounting. And then it's inevitable. **Patric** — a holocaust and the planet is plunged into a nuclear winter for hundreds of years.

After several centuries a new race has emerged on earth. They are tough strong and powerful — and when **Patric** comes from them, and set them to work, ruling this beautiful people from inside a volcano.

A character is chosen from the people — **Tal**. To save his people he must find the **Legendary Second Anniversary of Amstrad** and use its technology.

■ This here's **Breakthrough**, the next in our series of **Breakthrough** action from **W.K. Gold** and **Edna Gold**. It's based on the



coin-op machine of the same name and is a set of **Commando** on wheels. Four missions to destroy a revolutionary flying which has been captured by the enemy and is hidden 400 miles behind their lines. You are driving the world's most sophisticated ground vehicle equipped with **Rebel** style armament.

Breakthrough is coming soon for the C64, Amstrad and Spectrum on tape and disk at the normal prices.

■ **Mike Singleton**, from **Amstrad** many new projects, is working on another new idea, this time for **Mikrosphere**. Called **Thomatos of Fire** this will be an original one in two player game. It'll have a screen display similar to **Star Wars**, so that there will be a split screen effect with lots going on in all the windows.

The game will be completely impossible and will be a real mix of **Amstrad** strategy and adventure in true **Singleton** fashion. The game is being developed on the C64 with Spectrum and Amstrad versions on the cards.



The above demo makes their value.

The "second anniversary" is, in fact, an anti-nuclear comic which has survived from the old days before the nuclear disaster.

■ Meet **David Bernick**, the proud owner of C+VG's **Amstrad** Spectrum. David entered our **Amstrad** design competition and his winner by **Edna Gold**. **Edna** designed the C+VG Spectrum and presented him with the real thing at the event. **Personal Computer World Show**, **David**, from **Amstrad** in **East**, is a lot of an **Amstrad** and enjoys messing around with computer graphics.



■ First came **Commando**, then there was **Bombay** and **Secret Agent**. Now meet **Blaster** (IBM), the two-headed hero of the game of the same name.

64 percent should cheer up their pixelated souls now! It will be out for the new **Amstrad** label at £24.95.



Graphically, **Amstrad** led a revolution. It's the only attention to detail this address. For instance, the characters in one of the screen shots. On a television it's a ghost but here on a monitor it's a beast of an.

■ Mark "Twister" Cole, a formerly with many C-128 regular, has announced a new game which is "like anything you can see on a computer." Which could be the many of **System 3's** games, many of which have yet to be seen on computer. Well, it's called **Disaster** and features the Silicon Slayers, whereas they might be. Other games "on the way" from Mr. Cole's studio are said to be **Demigod Knights** and **The Last Ninja**. Meanwhile **Amstrad** Software, has done an amazing job on the ST version of **International Kona**.



■ A **Land of the Kings** creates great! Withers picking up C-128 games relate from all such a creature being depend up by **Solitaire** number one for **Mike Singleton** in conjunction with **McDermott House**. Interesting...

Inspector Gadget is the hero of a British action series, which many of you have probably seen on TV years already. Now he's been transformed into a computer form by **McDermott House**. The Inspector is a real bouncer, often saved from disaster by his dog or cat. He has a whole lot of gadgets — hence the name — like telephones, helicopter rotors, and much like. The game comes in three parts and features big cartoon style graphics. It's out in the stores which is **Mad Professor** type is using to cover for his plot to destroy the world. But in the first part of the game, you'll see him as an — and **Gadget** has to keep the chips going, as well as throwing the **Mad's** most plan. **Gadget** hits the 64 in November.



■ **Games** who is about to move in from the **Windy City** **Bugby**, that's who. He's a blue rabbit trying to build himself a nice little career in organized crime in the 1930s. And the people behind this bit of **Bugby** business are those wonderful bodies from **St. Eclair's**...

■ C-128's spin gets a great look on **Soundset** or **U.S. Gold's** plush new HQ. The Commodore and Amstrad versions look brilliant so you can see that from our screen shot. The Amstrad version was actually available at the time of our test — and it's extremely addictive right from the box you touch the pixels. A sure fire Christmas number one in the making are confidently predict. We also caught a glimpse of the **Atari ST** version of the game under development and as you'd expect it's enough to make you go out and buy an **ST** for.

Which brings you special **Counter Games** **Players Guide** coming about way ahead issue and keep an eye on the shelves for the control of the game itself in December 1st.

Soundset will have a tough challenge from **Electric Dreams** **Soundset** — the American version of this is looking good.

They claim **Bugby** will be the definitive animal rabbit story.

The gameplay of this graphic adventure is an entire control career in minutes, in which you must help **Bugby** work his way up from petty crime to the managerial levels of criminal enterprise.

Bugby will be published by **CBS**, price £7.95.

■ **McDermott House** will be trying down the line in no uncertain fashion with the release of their long-awaited **Judge Dredd** game. The cult comic character has been long overdue on the games scene and this Australian team has come up with a fast and furious bit of arcade action well suited to the style of the character from **2000AD**.

The game is set in **Mega-City One** and it's **Dredd's** job to clean up the streets. Armed with his steady **Inspector** he patrols the city — picking up messages from the **Head of Justice** which tell him where the crime is taking place. The game is a sort of cross between **Golden Bolt** and **Missile** **AD** with excellent graphics and promising gameplay. Watch for the 64 version of the game coming soon.

■ **Peter Cember's** eagerly awaited sequel — or is it prequel? — is the amazing **Box Car** is coming your way extremely quickly. Pete has almost completed the game and given C-128's spin a great look at the recent **Personal Computer World Show**.

It's called **Boxcar** — and as we told you ages ago — the idea behind the game is to become a really nice **Shimmer** point. To do this you have to pass through the

Goal Camp Academy which trains would-be space war by sending them to tough missions anywhere in the galaxy.

The completely finished version should have an amazing 20 — yes 20 — different scenarios.

■ Thought you'd seen all the dot matrix people think up for new graphic techniques? Wrong! Here comes **Masterblaster**, a new scrolling 3D-style from programmer **Max Slings** for his game called **Blaster**.

Masterblaster machines released with



graphics master **Solo**, a synthetic man, and **Hero** a human baby, as they fight their way to freedom through the nightmare zones — fire, fire, tech and rage — created by **Warhead** the machine warrior in house for ghostly flesh experiments, the **Gladiators** and **Blaster**.

Solo has to look after **Hero**, steering, feeding and protecting him as they make their way through intelligent mazes, laboratories, strange geometric buildings and complex regularities created by **Warhead**, who, as a machine being, is a moderate toward organic life. **Prodigy** will be released in September on the **Electric Dreams** label for the **Spectrum 486/128K Amstrad** and **Commodore 64/128** at regular price.



■ If you want to buy your little brother or best friend a Christmas present, then you couldn't do any better than buying **U.S. Gold's** series — **World Games**.

The **Atari ST** version will be released in October on a price of £24.99 and the Commodore will follow in November at £29.99 or £14.99. The game will also be released on the **Spectrum**.



NEWS

■ **After Jason Holland and Lee Hamilton** — Big Red's number one fans, Jason actually painted Big Red on his bedroom wall — as you can see from our picture (top, left, is 15 and lives the Big Redman but it was 13-year-old Lee, right, who first told us about Jason's white endpapers. Both are great owners of a special C+VG Big Red's album — and we're thinking of asking Jason to do one (these must be old Red) on the outside of C+VG Central here in London. Start saving up for the paint boxes...



■ **Computer + Video Games** teaches the parts other magazines can't — all over the world!

We've just been given a World Wide Press interview: **Combat Zone**, the outdoor war and strategy team game, which celebrated its first birthday recently.

After C+VG featured **Combat Zone** back in January, they received enquiries not only from the country but also from abroad.

Combat Zone's Peter P. Ryan says: "It went up for export, it's had people from Holland and Belgium — even Australia."

Other awards went to the best **Combat Zone** team of the year, organizer of all year and/or local prize owned.



And just to prove C+VG's selling power here's a picture of **Dennis Jim O'Brien and Mark O'Brien**, both 18, who decided to sample the pastime and winning delights of **Combat Zone** after reading about the exploits of the C+VG team on the book's recreation pages.

■ **Monty Walker**, his of **Back to the Future** and **Bugger** fame, is again releasing his latest game in the **Electric Dreams** label next month. **Colored Chessman** it has an original theme. Chessman possesses the ability to change its parent to the form of nature. The game is set in a vast realm, each of which is ruled by one of the four elements, these give 120 scenes of wondrous landscapes, featuring 30 characters.



released in November, **Chessman** will be available for the Commodore 64/128 systems (R14.99) and 654 (R14.99). Versions for Amstrad and Spectrum coming soon.

■ The P-14 Topcoat can claim 3.5m million, can climb to 30,000 feet in just 60 seconds and enters along with the speed of sound with accuracy of weaponry on board. A mass machine by anyone's standards. Any price could find yourself in the cockpit of one of these high-tech aircraft courtesy of **Osborne**. They are bringing out a game based on the movie called **Top Gun** which went down big in the states and is sure to be released over here. The film tells the story of the U.S. Navy pilots training to be super-planes.



■ Here's the moment you've been waiting for — the second coupon in our **Cyborg** free games offer. Thanks to CB, we've got 200 copies of their new **Commodore 64** game, **Cyborg**, to give away for absolutely nothing.

All you have to do is collect the free C+VG/Cyborg Coupons. The first was printed in our October issue.

How send the coupons to CB — not to C+VG — and the first 200 to arrive will get a copy of the game, the address to send the

■ Hellfire me old gods, me old goddess, welcome to an everyday story of computer folk.

C+VG's most amazing editor **Tim Malsbenden** delivers a feature analysis by posing often moments with **Jack Haffley** and **Eddie Gundry**, two of the stars from **The Archers**, the world's largest running radio serial.

Jack and Eddie — authors **Arnold Peters** and **Trevor Harrison** — were at the show to promote **Moscow's** new game based on the radio serial.

The thriller game has been written by the **Archers** scriptwriting team and the program written by **Larry R.**

The Archers will be available on the Spectrum, Commodore 64, Amstrad, Atari and MSX, prices ranging from £9.95 to £14.95.



■ **Torison**, — **Moscow's** new arcade combat adventure is due for release in November.

Based on the hero created by **Edgar Rice Burroughs**, **Torison** is set in the sprawling jungles of Africa, the game centres on his quest for love, his mate, who has been kidnapped by hostile natives.

Torison will be simultaneously released on the Spectrum, MSX/128, Commodore 64/128, Amstrad 484 and Atari 78, BBC, B.



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NEWS

HOT GOSSIP

BY TONY TAKOUSHI

■ They're listed. Two of my all-time favourite games have been licensed for release in the UK.

Crystal Castles — (originally an Atari computer game)



Montezuma's Revenge — A Parker Bros game, have been licensed by U.S. Gold and Danbyco.

Crystal Castles was written by a company called **Wondersword** and it has been on the underground software circuit for the best part of two years.

Montezuma's Revenge has also been around for the best part of two years but it was a casualty when Parker pulled out of the UK home video market.

Crystal Castles is a totally rewrite for the Commodore 64 and BBC Micro systems, with Specto and Amstrad versions to follow. It will retail for £29 on tape and £14.95 on disk. U.S. Gold have a November release date for it.

Montezuma's Revenge (EP ROM tape and £14.95 on disk) is a Danbyco product. Whoever you are, live well.

In fact, it's totally playable, the graphics aren't image-shaking and the sound isn't horrible. BUT it is fun to play and boy, it really zips along and keeps you on your toes.

The game is available on the Commodore 64 and Atari machines.

Montezuma's Revenge gets you venturing around a real underground temple collecting treasure. You also have to collect keys along the way to open doors

and gain access to the lower chambers.

Your character is Pannus (a cat and his name around the screen beautifully). He can leap over gaps in platforms, climb up and down ladders and cross ledges which have the nasty habit of disappearing.

There are many rooms to reach, level and when you have collected the right number of keys you can progress to the lower depths.

Dangers along the way include rolling balls, these also bounce along the platforms and you have to slip/SHOOT them, flying lines (these can be captured), speedy spiders (they really move), wandering platforms and conveyor belts that drag you along where you don't want to go.

In the lower levels you face a mixed bag of all the dangers. When you get to the **FINAL** level, your former foes are about to get BWA! (scary).

There are in fact three other versions of this game. It appears that the original **Montezuma's Revenge**, called **Profound Mystery 148**, featured a character called Pedro and he looked different.

■ I have just my nice new copy of **Montezuma's Revenge** for the Commodore 64, but I am having trouble time trying to review it. I feel better explain.

The **Amiga Montezuma's Revenge** broke it did not use the word.



version) is unimpressive. There is a PC companion to any other format.

For the good news, this is the real deal for all Commodore owners. Forget the rest that were all pretensions to the crown and cheap imitations at best.

The best news is that it will not bring on a sense of anxiety on the graphics front.

The aim of the game is to guide a monster through six different platforms. Each platform has different dangers in magnitude and a time limit to make it for ensure you do not die while along the way.

You play the game on a set difficulty level (there are no options beyond two players, one later). The six levels to work through are: Practice, Beginner, Intermediate, Aston! Billy and Ultimate.

As you start each level you are given a time limit to complete it. 30 for levels one and two, 50 for three and 45 for four. That's as far as I get!

If you collide with a wall or the course play stops and your Montezuma is destroyed then result out of

which wastes valuable time.

You guide your Montezuma around metallic (this full of windows, mechanisms, and down-right nasty obstacles).

At the end of the first level, you get a speed and try to knock you off platforms. You get 1000 points for every one you reach time.

Unlucky! There have I really had problems to start with. On certain levels there is only ONE way to pass a gateway or an obstacle. You do not have any money in these situations so it is a case of do or die.

Articles told me that there is a **SECRET** level in **Montezuma's Revenge**. It is called the **Water Moon** and it is definitely difficult to get through. Access to this restricted is done (just doing) a particular action at a point point. But no one out there finds it. If you do, let me know as I will personally congratulate you!

The other speedy this month is **Crystal Castles**. It is a faithful copy of the original game has been released as 90 Pannus.

Four different rooms were many different 3D crystals collecting game — and bonus points from bonus point.

Crystal Castles has excellent graphics a great little tune and is very, very good.



Each screen has a title, the first is simply called "Get The Game". There, as with all the screens, you have to collect gems scattered over the platform of different crystals.

Getting in the way are various obstacles. There are three — you tread. You read me right — a column of lava, and green worms like characters which stay a room.

There dangers appear throughout the game. The first screen has some extra but various blue balls trailing you. If caught a score you lose one of your four lives.

The second screen features those "crazy" lives. Here you are on an angled square 10 block with obstacles, pathways. The team chase you madly around and all the gems are gone on your life.

Another nice touch I discovered were "secret areas". When you reach certain scores a secret message appears telling you where the eggs are.

For example, on reaching level seven you are given the message "Jump at left back corner of first screen". If you do this you get 10,000 points and are transported to level three.



There are some places in the universe you don't go alone.

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ALIEN

Just when you thought it was safe to go back to your keyboard there appears a game so terrifying, so awesomely gruesome, so gut-wrenchingly exciting that you need to sit down and have a comforting MacDonald's chocolate milkshake before even contemplating the very fact of its existence. **ALIEN8** is one such game. It will be creeping up on your computer very soon. So prepare yourself by studying carefully the next couple of pages. They may just save you from a fate worse than playing another dodgy game...

AL I E N 8 the movie is currently having a bit of a totally frustrated film fans. As its steadily burning stars, if you haven't seen it at least three times by now — you must either be an *Alien* devotee, add-on or simply too scared to come out from behind the sofa. **ALIEN8**, the game of the movie from *Black & Orange*, promises to be just as enthralling and exciting as the film. Created by veteran-game designer **Mark Ryles**, the game puts you right in the hot seat on the *Alien* home planet of *Neomorph*. Big trouble — in the place of those evil little devils who like nothing better than a human foot to help them grow — is brewing on this remote and inhospitable alien ball in space.

For the uninitiated let's take a quick look back at the events which lead to your arrival on the *Alien* home world...

BETA READOUT ... BACKGROUND

Remember that at the end of

the original *Alien* movie *Star* and Officer *Ellen Ripley* escaped the doomed space freighter *Nostromo* and scattered the insecticidal alien beast by spooking into an escape pod along with her cat *Jones*.

ALIEN8 finds her floating in her sleep capsule a mere 57 years later and being discovered by other space travellers. She is taken to a space station orbiting right above Earth where she is told that to leave that the planet *Neomorph* — where the crew of the *Nostromo* mysteriously disappeared the year after launch — has been colonised by foolish colonists. See what happens if you stay in bed too long!

Ripley attempts to persuade her superiors of the danger lurking on the planet. But, like most people, they didn't get where they are today by behaving in irrational plans. *Ripley's* forecast isn't accepted for this terrifying story.

But then all contact is lost with the colony where space engineers and their families are working on a next atmospheric processor set up to make *Neomorph* a suitable for humans. *Aliens*, of course, aren't really bothered what they eat and would even eat in the smoking sections of a bar if there were some healthy humans to sink their teeth into.

Ripley agrees to go back to *Neomorph* with a squad of heavily armed and highly trained space marines to investigate what is going down on the remote planet. And that's when the nightmare starts all over again.

On arrival they discover the colony deserted and signs of a savage struggle. Then as night falls the aliens come out ...
Yeeeeeeeee!

GATA READOUT ... THE GAME

You have arrived on *Neomorph*, landing near the engineers' base. You set up a mobile

tactical operations base (**MOOB**) in the marines' massive armoured personnel carrier.

The game centres on the **MOOB's** screen which shows you the view from the small portable vid-cams strapped to the helmets of the six members of your crew as they move about the base under your control.

Once you have selected one of the six team members they activated their spotlights in the small personal screens similar to the bottom of the screen. You can then control their movements and the *MOOB*. Can they are armed with: You can see the gunights on the screen. These smart guns are computer aimed, video targeted automatic weapons.

Your job is quite — as — simple! You must regain control of the earth colony by fighting the *Alien* P.O.s and shooting away the *Neomorph* golems as they appear on the walls of the base. A number of golems will start to fill with

DATA READOUT ... THE CREW

Ripley: Flight Officer. Sole survivor of the *Nostromo*. Fiercest of the *Aliens*. You cannot out-fighting when she gets threatened.

Watts: Corporal. A Colonial Officer. He has a talent for survival and leads his in an emergency.

Vasquez: Private. Not a tough, reliable and means well under pressure.



Buck: A security man. More interested in money than the loss of his companions.

Gorman: Lieutenant. He is no change. Unfortunately this is his first mission and the crew is showing.

Shaw: Executive Officer. An android. Better than any human and top-viable.

E N S



Face-buggers and Eggs

Moving the crew members around is easy. You simply line up the gun sights on a crew and hit the space bar. If there's no clear line from your character, don't move.

As well as moving crew members through doors you can also move them to move to S, A, or W. But the command has to be followed up with a number between 1-8. This tells your character how many corners to move through. If they reach a dead end they will stop. Once you've reorganised one member of your team you can go away and talk to another, leaving the first to carry out your orders.

If you blast an Alien and don't kill it then they are YDU (in big trouble). A wounded alien is bad news. Remember at all costs to avoid the Alien Blast which consists of a powerful organic acid which can kill through almost anything. If there's any blood in front of a door don't try to get through it.

You can seal areas of the base off by shooting out the bulk mechanisms. Only a Queen or a group of Alien Warriors will be able to break through. Also Warriors can also move around outside the base so a sealed door may not be much help to you. If you try to move outside from the poisonous atmosphere of the base you will quickly kill your team.

A member of the crew may be captured by Aliens. If they do not fight back, they will be moved and will then be imprisoned with an Alien Enemy. If you are able to reach them before they are imprisoned you may be able to save them by killing the Aliens that have captured them. If they have been imprisoned then you will have to kill them. If a crew member has been incorporated, or is dead, then their picture will be replaced by the picture of an Alien. Their helmet video cameras will continue to function until they are dead.

You will be unable to control a captured crew person.

DATA RELOADOUT ... SPECIAL ROOMS

The Armory

You rarely see the true armoured state.

The Control Room

If you do not keep back the Bio-Mechanical growths that are coming through from the ducts then the lighting in the base will fail.

The Generating Room

Sometimes in this room you must keep the walls free of growths or else the power and lighting will fail.

The Queen's Chamber

This is where the Queen lays her Eggs. Also contained in this chamber is the Blomach Device. Its duty cycle will be running over it. The next time you flip your Smart Gun the Blomach

Device will be activated and the next few rooms you enter will be free of Bio-Mechanical growths. Once used, the Blomach Device decomposes and vanishes. It will then be replaced by another one in the Queen's Chamber.

Exit from the Base

Aliens may bypass the computers by making around outside the Base Complex and entering through a doorway to the inside. If you walk outside the Base you will be rapidly poisoned by the atmosphere.

To take a break from the action you can pause the game. The armoured vehicles blast screens will shut down and you'll see a status monitor indicating staff see the number of Alien Quants you have eliminated, the number of Face Buggers and Eggs you've destroyed and the number of the attack wave you're reached. The screen also reports the number of attacks waves.

■ Name of crew person. This will flash red turn another colour if an Alien Queen or Warrior is in the same room as the crew person.

■ Amount of illumination left.

■ Number of rooms where power currently operates.

■ Doors.



■ Bio-Mechanical Growth = Healthy
Yellow = Threat/Captured
Red = Incorporated/Regenerated
Black = Dead

■ Locations of selected crew person.

■ Picture of selected crew person.

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C&VG Game of the Month August 1986.

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GAME OF THE MONTH

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



C+VG HIT!

This symbol is C+VG's way of telling you a game is the **BEST OF MONTH**.

"We write your reviews?" That's a question our readers often ask. Name the guilty ones, they demand. So that's what we're doing. Satisfied now?

C+VG'S REVIEW TEAM

LESLIE WALLACE: Early brings a gentle touch to the C+VG review team, the expert GORED games, whatever they are. But nothing has really come close to his favourite game *Barney* — yet anyway. ...
TIM METCALFE: The reviewer Ed has been around with C+VG almost since it started and he's getting on a bit now. When he does useful things like bookkeeping, but he has been known to get stuck into a good about-face. Generally it's the more brightly games like *Flight-sim* and such like. Leaving the more strenuous stuff to the rest of the team. Typical. ...

NEAT TREASURE: The mysterious Nicky reviews book games from her country retreat in Dorsetshire. An enigmatic figure Nicky is another avowed adventure fan — but does enjoy a bit of martial artistry from time to time.

- **Machine:** Spectrum/Commodore/MAC
- **Supplier:** Dornak
- **Price:** £14.95

They said it couldn't be done, but Dornak has done it! Turned the world's best board game into an entertaining computer challenge. If you've been finding your head under a stone for the last few years you won't know that *Trivial Pursuit* has sold almost 20 million copies in board game form worldwide and entertained at least twice that number of people who enjoy answering fairly trivial questions.

Dornak's version, programmed by the Oxford-based GDE team, follows closely the spirit of the original. But it uses the capabilities of the machine to present more interesting trivia questions in a way the inventors of the board game never dreamt of. These are pictures using computer graphics — and sound questions, too.

The game has a neat, 4-level chess called TP, and the game takes place in the study of the computer's Oxford home. Everything else needs its test your knowledge in there — a screen to present graphic questions, a 4-5 to play the trivia and all the best reference books. He also gets to enter a different list for each difficulty question category — a screen for history, a list for art and a master board for science.

The game begins with the set up screen which allows you to enter the names of the players — up to six — and how many questions, from the sound effects, music, set a time limit for answers — and even turn off TP on and off at the answer you! Then it's on to the board screen where TP throws a dart in place of the dice to get you moving. If you turn him off, the numbers on the board flash rapidly telling you it's time until you hit the five corners.

Once you've chosen, you can select which of the six categories you want to answer questions from. Once you've

THE DOUGLAS: Jim "Crocker" Douglas is first and foremost an adventure junkie — but he is also a fan of arcade adventures, the BBC, and extremely badly dressed. Jim is a wonderful mix of who reviews as they you could not yourself in them.



done that, TP wanders off to his study where he asks you the question. The time is represented by a candle on a shelf. If you've got the time in burning down, TP will ring around impatiently tapping his foot. ...

You have to say your out loud for your voice to be heard before pressing the fire button. TP then gives you the correct answer and you have to tell the computer if you were right or wrong. He cheating player! Then it's back to the board screen for another go.

The computer keeps track of how many questions you have answered, how many you've got right, and in which category. This is another thing

the board game can't do for you. Also an indication of what areas you're really strong at. Your ratings appear in a neat form, and you can call them up at the beginning or end of a turn from the board foot. ...

These questions you've got to answer from *Trivial Pursuit* are included. They also contain a number of computer generated questions. Like *Who's the richest 2.5M?* or *Which British car? Toyota*.

The board questions are a bit tricky on the Spectrum version — you have to obtain your name to enter — and they are fun. Especially when the time is played backwards!



PAUL BOURTON: C+VG's smooth, easy and sophisticated deputy of a well-known for his jinx skills. Paul has a quiet type and enjoys all those sport simulations which require you to totally destroy the stick. Which he does. Frequently.

DENNIS GUN: The junior jinxed jockey Chris "Oldman" Gun has nothing better than an arcade adventure or a good old run-up against mounting packs of fairy crits. The Commander is his favourite machine — but he has been known to actually touch an Internet.

The best thing about the game is that you can play with a whole bunch of people. No longer do computer games have to be solitary pastimes. And it means the game really deserves the PC title.

Another good feature is that you can enter a new player who comes along after you've

started a game. Simply go back to the main menu screen and enter his or her name and you're away.

ODE have developed an amazing new multi-load system which means you can go on and on to load question modules into any computer. This means that they can be continuously

updated.

Donnet will be having a Young Persons Edition, and a Baser Release Edition. But the system means that the game could go on forever adding new modules.

What *Pursuit* on computer is as much fun to play as the original — and the graphics and

sound add a whole new dimension. *PC* will make a far more vivid addition to your games collection.

● Graphics
● Sound
● Value
● Playability



- Machine: C64/128
- Supplier: Virgin
- Price: £9.95

Now as I pointed out, *Dan Dare* on the 64 is a totally different game from the Spectrum/Amstrad versions. Not just that, it's just as good, in fact it may be better.

In 1942 you don't need last month's machine (any more!) here is the latest storyline. Dan is about to receive awards for his valiant service and during the last few years when the Mexican City, that little green spot, shows up on everybody's telly demanding control of the earth and a palace of 1000 floors.

Anyways, being a super-spy hero, Dan can't let the British Hall of Fame go to the Mexicans and the spy goes out with his friends, who are Digby, First Playboy, and Digby's twin pet Perry, to save the world.

First off, Dan thinks it would be a good idea if the friends split into groups to cover more ground. Off he goes with Digby, and Digby goes with the First Playboy. Dan goes to the cockpit, the boss, the officers get captured by the Mexicans, who are the Mexican's helpers, and now he must rescue them, as well as saving the world. What a day this is going to be!

The game is best thought of as having four sections. These are Dan Above Ground, where Dan must find a way into the underground city. Two: The Mexican Complex, which is where Dan's ultimate mission takes place. Three: The Laser. Dan must use the laser to destroy the computers controlling the exterior. Finally four: The Mexican. Dan must destroy the Mexican's home.

Above ground Dan must solve various puzzles in order to find an entrance to the City. There is more than one entrance and Dan need only visit one to get in. But he must find the others to complete the game with 100% ease.

The puzzles include an arch-fied battle which Dan must solve, and the other has to visit a lot of ways to breathe under water.

Believe me, I'd like to tell you about the control method. Normal keyboard/gamepad controls are just plain and simple, but selecting actions is

DAN DARE 1942



a real joy. When a captain appears in the screen it will be in one of four colours. If it is red, it will say something like: "A Tense is coming!" and you must try to avoid him or, for the most part, you can challenge him in a test of reflexes.

If the captain is either green or green, it will display a message that is relevant to the situation at that time. To make it a little clearer, if you are standing on a hatch it will say "Dan has found a hatch".

Now if you decide to do something with this hatch, you can select your own option with the stick and then choose the one you want.

The only captain left is white, which tells you the outcome of your actions. Now, back to the game.

The next part is the prison. Here Dan runs up and down ladders, in and out of doors and has the odd punch up with a Texan or two.

Now must get past cards and use them to open the prison doors to get his friends out.

The laser is all set to fire and if Dan hits the button it will do so, but if Dan looks further he will see reflections in other parts of the complex and using them he can guide the laser's path and use it to destroy the control computers. Here Dan will find the Mexican.

The Mexican sits in his large

chair, all ready to kill Dan by firing energy bolts at him, so saving his grenades Dan must destroy the energy and get back to his ship with his friends. Will he? No? Only you can decide.

One thing that makes the game a little difficult is Dan will not leave without his facilities. You must rescue them to get out alive.

The screen graphics of all locations are excellent. They look like cartoon landscapes and the characters are very good too. Digby leaps about doing his own version of the impossible Mexican cartoonist and he makes a good part of saved which, although good, can get on your nerves at times.

The sound is fairly poor though, apart from a great jingle at the beginning which is repeated when you power the game.

Of course no arcade adventure could be complete without a timer, so your mission ends at 1500 hours, and you start at 1200.

Dan Dare is a superb novel game which deserves all the credit it gets! Well done Virgin.

● Graphics
● Sound
● Value
● Playability



- Machine: Spectrum
- Supplier: ETS
- Price: £7.95

Who says the 64 has all the best about 'em up? Not on the basis of *Pursuit* because it's a version of the Spectrum arcade game, 1942.

1942 is a sort of airborne Commando. You're flying a twin-tailed fighter-jet armed with bombs and rockets. Anything that strays across your path.

The enemy sends several sorts of aircraft after you — all of them have cannons, rockets — so watch out and don't let them get too close.

There's also aircraft which are negatively easy to dispose of. Black fighters are simple enough. They can be fired by single shots and destroyed. As, of course, that is you, and you only have four lives to complete an amazing 32 levels!

Red fighters are the ones to watch out for. A red squadron carries one of the useful POW capsules which, when collected, gives you fighter extra capabilities. They can boost your firepower or act like SAMs or bombs, destroying all the enemy aircraft near you when you hit them up.

You are flying from an aircraft carrier and you land back on board ship after completing a level where you get a chance for a breather and earn a log point.

This is an extremely satisfying and very playable lot of arcade action.

● Graphics
● Sound
● Value
● Playability



C+VG NOV Software REVIEWS 3

GO FOR GOLD

- **Machine:** C64
- **Supplier:** Americana
- **Price:** £4.99 (disc)

Go for Gold must be the ultimate sports simulation to love, play and jump into. The C+VG affirms this month.

This game has six events: Springboard Diving, 100 Metre Sprint, 110 Hurdles, Archery, Long jump and Weight Lifting. It's just onto the closing book, then, for an energetic bout of air-to-air flight. You can choose which sort of dive is most suited to your own particular abilities. According to the instructions, the jump in this world is pretty useless, and you can achieve a good score by other methods than merely a good dive...

Next up is the 100 Metre Sprint. This event is pretty straightforward, as you have to be in touch the day (OK) left and right before that poor opponent in order to win.



110 Hurdles is next on the list, and is great fun. It's a 100 sprint all over again, except it's ten metres longer, and there are large wooden things in the middle of the track which you must jump over. Movement is left and right with the joystick, and up and right at the same time is jump a hurdle. It is

possible to run straight through the obstacles — providing you have the strength to keep up movement.

Archery comes next, and pretty interesting it is too! You are given a view down your own aim, and through the sight of the bow. You must clear lanes the price, and endeavour to

hold it steady while the wind gusts rise to and of course. You are limited against a handful of targets at varying distances, and must release your arrow at exactly the right moment.

The penultimate event is the Long Jump. It's not just your little character that runs full-on down a simple track, before leaping himself into the air. More left-right, left-right movement in this event, really, is the key.

Weightlifting. You have to take a bar across here, while the 25kg (at the beginning) weight sweat around in your hands.

Go for Gold is quite a nice mixture of the tried and tested "sports" simulations.

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

SHORTS SHORTS SHORTS

EL TORO

- **Machine:** Spectrum
- **Supplier:** US Gold/Americana
- **Price:** £2.99

A sick "game" becomes a sick "game" thanks to the Spanish Olympic programming people. They've taken their nation's passion of bullfighting bulls in public and turned it into the nastiest bit of "sports" I've seen for some time.

Just like the real thing the idea of the game is to get your intendant to butcher the bull in the most "brutal" manner possible.

The people who created this game is left to have their ears chopped off — and US Gold ought to be ashamed of themselves actually releasing it.

If you use this on the shelves of your local computer store get them to take it off and put it where it belongs. In this bit, it's a sick and barbaric game that should never have been released.

	Tim
● Graphics	0
● Sound	0
● Value	less than 0
● Playability	0

OLYMPIAD '86

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

Olympiad '86 is a brave attempt at a budget Olympic-style game which doesn't quite come off.

It's nicely presented with a good soundtrack and instructions for each of the five events on screen before the event begins — but the events for the events, leave a lot to be desired.

For example on the sprint and weight lifting events you have to wait until the starting "blast" or a clock-like powermeter lines up with an arrow at the top of the clock before hitting the "action" keys.

Quite why the programmers didn't simply use the tried and trusted ten large being hammered at once method to get things going I don't know. This sports what otherwise

could have been a good budget offering. As it stands Olympiad '86 looks a lot in the playability stakes and misses out on a medal in any event.

	Tim
● Graphics	5
● Sound	4
● Value	4
● Playability	4

THINGY AND THE DODDGAHS

- **Machine:** Spectrum
- **Supplier:** US Gold/Americana
- **Price:** £2.99

Thingy and the Doddgahs is one of the best of the bunch of nine Americans budget releases for the Spectrum from US Gold. The game is a pretty basic dash about the many collecting objects and avoiding nasty gahs. You've seen it all before — but the game is at least playable.

Thingy is a really — not one of them! Well, it's understood — just a bit of a jerk who has broken his Spectrum. He sets out to collect the 100 he needs to buy a new one, chased by all sorts of refugees from Jet Set Willy's mansion.

Thingy will keep your interest for a couple of hours — but I reckon that it's about £1 too expensive even so. The graphics are very basic and so is the sound. Save your money for a better budget game.

	Tim
● Graphics	2
● Sound	2
● Value	6
● Playability	6

SCRIZAM

- **Machine:** Spectrum
- **Supplier:** US Gold/Americana
- **Price:** £2.99

There stuff here the Spanish Olympic team has arrived in the shape of a space age cruiser on a quest to free a beautiful princess from a bunch of wicked aliens.

Armed only with a sword he plunges into the passages of the alien fortress and races often that not comes a cropper in the first couple of seconds.

This game looks as if someone's got a quite finished the first typing before it was released. Unless come at you so impossibly quickly that your three lives are used up in a matter of seconds — however long you persistence trying to get past the game.

Amusingly at the pictures on the cassette they look as if the person who was taking them didn't get any further into the game than this. The main scenes about whenever your character gets trapped by an enemy — which happens with frustrating regularity.

	Tim
● Graphics	6
● Sound	6
● Value	3
● Playability	1

SHORTS SHORTS SHORTS

ALLEYKAT

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ALLEYKAT

- **Machine:** C64
- **Supplier:** Newson
- **Price:** £9.95/£12.95 disc

Andrew Braybrook's latest game, *Alleykat*, looks set to be every bit as popular as *Crulium*. The game takes place in a futuristic world, where at first you become the top racing pilot in the Alleykat trials.

What probably saves the game from a lamely short lifespan is the way in which you can vary the size of the game. As well as choosing the type of landscape on which you race, you can decide if you want to try your hand at endurance, demolition, speed trials, obstacles or random games.

Each of these gives you a series of points by different means. Demolition is reasonably straightforward. Basically, you must destroy anything in touch with your team gun. In the Speed trial, you must travel at full velocity all the way.



The different landscapes all have different properties. *Alleykat* is mainly a for relaxation. Lots of things are shoot. There are also Aqueducts which are made up of pools. Most there is a waterfall. Graphics, Music and Technique are all there. All have their own songs. *Alleykat* is an amazingly tough combination.

or popular property.

Your track, the Speaker, is really more fun. It's got a very hardy laser cannon with which you can destroy just about anything if you hit it enough times. You can shoot it and right, poking up the money between as you go. You can also accelerate and decelerate, loop

the loop and even make a loop in another track.

The graphics and sounds are up to the Commodore standard. The screen scrolls from top to bottom, and your Speaker — although small — is very well animated. Apparently, you are lucky enough to have "40 degree viewpoint with the light perpendicular to the Speaker screen." So there...

There are a couple of special features which I28 owners will be able to use. You get more points, more Katter Kites (your biggest problem) and more cash.

Alleykat is a cracking game. There is detail, speed, graphics, and enough depth to keep you coming back for more. If you liked *Crulium*, then *Alleykat* is the next game for you.

—Jim

- **Graphics** 5
- **Sound** 5
- **Value** 5
- **Playability** 5

ASTERIX AND THE MAGIC CAULDRON

- **Machine:** C64/128
- **Supplier:** Melbourne House
- **Price:** £9.95

Those with good memories may well remember this game being talked about some years ago. I, too, have Asterix fan for eyes. I've played this game for weeks, hoping that the excitement of

Asterix's best friend and let's very strong. His strength is derived from the fact that he fell into Getafix's cauldron of herbs, and the super strength potion had a permanent effect.

Getafix is just about to take some of the potion when Getafix grabs the label and says, "You can't have any, you don't need it." And reminds him why. Becoming strong, Getafix made the cauldron and, to

salute of "Vital down, and starts a search for the pieces of cauldron, making Getafix with him.

Having found one piece already, Getafix receives enough potion for one and gives it to Asterix to take on his quest. So begins the game.

You control Asterix. Getafix himself does nothing. You walk around without anyone looking for the pieces.

Walking around will instantly introduce you to some of the interesting features in the game. This is the fact that the screen, although very good graphically, takes an enormous amount of time to draw.

Having got everything I wanted all around and found myself in a Roman camp, Camp Campidone to be precise. It was here that I had my very first fight with a Roman guard, which is another feature which should have been developed a bit more.

Fighting consists of Asterix and opponent engaged in a window at the top of the screen. The opponent has each other. One of the rocks, I say that, but the Roman will have a large stick which he will quite frequently beat you over the head with. What a mess.

Having the pot, left and right with the fire button. Press down will cause Asterix to punch in that direction, and you may also jump and duck to avoid an early retirement.

Fighting doesn't usually last

for very long, and the most common result is Roman 1 — Asterix 0.

If by some miracle you do win, you get nothing and just continue with the game. The large window also appears if you fight a wild boar. You need to kill them for food. Although it is usually the boar who gets a few for the player.

During the trials I was locked in a dungeon, which I quickly escaped from, only to find myself in the gladiator's ring facing a large — and mean — large — gladiator who was much more powerful.

Thinking things like "Oh, my God," or something to that effect, I quickly died. The potion went to Getafix. I became super strong and with three trials, I am the strongest winning creature back to hell. I



being able at my hands would go off the top of the screen, but they go back. Anyway, here's the story.

Everyone was playing up for their nation of Getafix's magic strength potion. Who should be next in line? Getafix, Getafix, for the uninitiated, is

everyone's hero, a charming man.

"What have you done," shouts Getafix, "What of the druids." "We won't be able to find up much longer against the Romans without the potion."

Suddenly, Asterix appears,



DRUID

- Machine: C64/128
- Supplier: Firebird
- Price:

Firebird claim that the game is not a Gauntlet rip-off — so we'll have to believe them.

The aim of the game is to be the last Druid in the world. You must set about destroying four skulls which form a chain of evil around the land. Do something like that. To destroy a skull you must use the Chaos Spell, which is one of the many spells you must find in order to complete your quest.

Now, you remember that I mentioned that this game could have two players, who play at the same time. People seem to be treating this theory as revolutionary, but I must remember giving each skull a *Law* and *Spells* as they which did the same thing ages ago. So much for the new ideas.

The second player comes in the form of a Golem spell. This spell will create a huge monster, a Golem, which can be controlled by a second player.

This creature is used as protection for the Druid, as it kills



able to do level two. If you can manage to get all the way through the first level, then it is time a level has been cleared of all its evils and as all you must make for the evil and get to the next dungeons.

The first screen is a little boring, it is a sort of forest, but the more maps are made more like the arcade classic. As the quest the Druid will be attacked by a horde of creatures, including demons, slime, ghosts, skeletons and warlike

that the amount is just right.

When the Druid gets attacked, his energy will deplete rapidly. To recharge with magical power you must stand on a holy symbol which will spin and recharge you.

When you reach a skull, you may be presented with a problem. To kill it you must use a chaos spell, but you have to be standing next to the skull doing. The problem is the skull has incredibly fast touch-sight, like a Druid after all with.

What do you do? Try this. Use the system as a shield, and walk up to the skull's mouth. When you get there, it will attack and get near to it. The skull will be distracted by the Golem giving you little to deal a chaos spell and dispose of it.

When you have killed or completed the game (if it you will be presented with a ending, a bit like this. The browser is called, which speaks for itself. Having said, you get Aggravation. Another item you have to get, Spirit Master and so forth until you reach the ultimate title, C+VG revisionist, otherwise known as Light Master.

The graphics are not amazing, but they do look good. It is a strange pleasant sort of way. The sound is quite good with a nice noise when the Druid walks, and a lovely lightning sound when you use a chaos spell. But the music at the start is a bit of the worst.

I've found it great, and those of you who like Gauntlet can have real fun without getting bored with the usual machines. Me, I'll wait for the official Gauntlet.

Chris

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



presumed in game from there. On waking I found a piece of evidence, followed by another and another. Things were starting to get right. After more more fights, longer walks and hard work they I discovered five or six pieces of the evidence.

Just when I was feeling so pleased with myself, a horrendous shock rearranged my body structure and the game came to an end.

On playing the game several more times, I found I couldn't get as far as before, which meant quite strange.

At last I found a good story-line — the only thing in fact is playability. Even Gauntlet's Atari fans like me will get really bored with the game after only a few days. What a shame...

Chris

- Graphics 9
- Sound 8
- Value 8
- Playability 5



ghosts, slime and demons with a single blow. This allows the Druid to save his energy.

But before you get to understand about the Golem, it's not instantaneous. Every time it kills something it loses energy.

Do not feel single joystick gamers, as the Golem can also be controlled by player one using the Commodore key. Pressing this will select one of three commands which the Golem will carry out instantly.

These commands are Walk (forward), Follow (move more forward) and Kill (send the Golem in the direction the Druid is facing).

The second is a general Gauntlet style map, but it has chests which the Druid must open and choose a spell from.

Four spells include the Golem's ability, in the shape of Law, Water, and Electricity spells, keys — you must take the key from the first chest to be

which look like Druids, only black.

He must choose his weapon, gather strength and fight to the death.

Unfortunately, not all weapons are that effective on different creatures. First time I tried it with one blast, but you must use three shots to kill a Demon.

Now onto important things, like control. The Druid is controlled by joystick, with eight directional movement and five Golem activated weapons.

The Golem is very difficult to control in a one player game, as you may not see his real use until you have a friend round. Walking up and down the stairs is fine, but the doors are sometimes a bit tricky to get into.

The Druid has energy, which must be topped up to keep him alive. I don't think you get enough energy, although Firebird's Paul Watson argues

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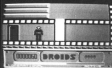
- Machine: IBM pc
- Supplier: Anglosoft
- Price: £7.95
- Cassette at £9.95 disc

Edward is such a nice friendly name, don't you think? But it's more hard for most anyone — or thing — called Edward as poor quality money.

But in *Droids*, there's no time for sentimentalism about the Environmental Defence Force which is controlling a nice monster space warship called *Armed*.

Contact has been lost with the ship following a massive solar flare. The Intergalactic Law Enforcement Agency (ILEA) fears that all technologies and weapons on the ship have been destroyed. The fear is that Edward thinks the ship has been attacked and has switched to defence mode — meaning it will destroy anything within range of its weapons.

And within 24 hours the



DROIDS

NIGHTMARE RALLY



- Machine: Spectrum
- Supplier: Ocean
- Price: £8.95

This is a spring game with a difference. It has some odd mechanical features which add a lot of originality to what otherwise could simply be an overtop-driving challenge.

You are in control of a super rally-car and your aim is to complete all the stages of the strange nightmare rally by reaching the target score for each stage without destroying your car.

You get three to start with. Damage is indicated by the "lives" icon changing colour. Red spells imminent danger, of course!

You can drive a manual or automatic car — auto is better to start with as it's one less thing to worry about when you're learning how to play.

Each stage is packed with obstacles — some dangerous, some useful. Picking up the symbols dotted around the screen adds gadgets like turbo and even a hyperboost-gas to

your car. Yes, hyperboost — told you this was a different driving game, didn't it?

Other unusual objects which have strange effects are Sanding Stones and the Poisoning Eye. You'll have to find out what!

Nightmare Rally is a one for race game buffs. It has enough quirky bits to keep your interest and it's pretty playable.

Joystick and keyboard versions appear a bit to be desired and the choice of mounts on some of the stages aren't the best for the style of graphics being used. But overall this is an interesting level on the driving game theme.

The only real gripe is the poor old Spectrum's sound. The car sounds a bit like a steam-train whistle. Still, *Nightmare Rally* is well worth checking out if you're a driving game freak.

- Graphics
- Sound
- Value
- Playability

Paul
7
6
7
7

CONQUEST

- Machine: Spectrum
- Supplier: Melbourne House/BBG
- Price: £7.95

Talented artist And that I And that! But I'll have this copy of *Conquest*, thank you very much. Why? Because it's really neat, fun to play and seasonally addictive!

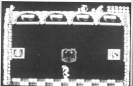
Which is all very strange really as *Conquest* is programmed in BASIC software from... Again, isn't very original in its design or even its theme. It just looks very nice and plays very better.

Enter the world of *Conquest* and you become Medusa, battle-scarred champion of a thousand conflicts. Armed only with a bow and a limited supply of

arrows, Medusa is on a quest to find the missing blue flowers, stolen from the world by the Lord of Magicians, Kelson, and hidden in the Mountain Citadel.

Medusa has to explore the citadel in search of all enemies which may, or may not, contain the jewels he seeks. Stories give them extra weapons, others have beneficial potions, but some contain horrible secrets which can do things like turn him into a pig. I must admit.

The magician's plot: warlords fill many rooms and caverns. Medusa can zap them with his bow — but as arrows aren't short supply it's a good tactic to try and kill them by swinging on their heads. It works — believe me! There are also dogs created which scuffle about



GLIDER RIDER

- **Machine:** Spectrum
 ■ **Supplier:** Quicksilver
 ■ **Price:** £5.95

At least 4 decent games on the most respected and best reviewed Quicksilver label. Since Apple took over the name, not much of worth has appeared under the once legendary Quicksilver banner. But Glider Rider could change

all that.

You begin the game with just nine grenades — but you can find more on the island if you are smart enough. And if you aren't smart enough to qualify as a secret agent, you're going to be smart enough to ride this storm. As isn't you?

But the first necessary skill is to find out the way to disaster: the defence base is on the island

— *Can these things fly you to it or only whether you're in the air or on the ground?*

There's a free packet of Mula Hodge awaiting the first person to climb the GL with the paper!

Transforming your blunder into hang-glider is no mean feat. First you have to find your way to the top of a plastic hill. The higher the better if you're a beginner. Then you drive the little fast-downhill pulling back on the joystick will make you spread wings — and wheeeee! It's a bit, it's a panel! No — it's a major time taking back to the world's fastest wind. Practice makes perfect.

The graphics are really nice — just one colour, but extremely effective. Sound isn't bad on the 64k machine and the 128k version has a real soundtrack making the most of the machines extra soundchip.

	Tim
■ Graphics	8
■ Sound	7
■ Value	7
■ Playability	7



planet Venus will come within range of Argos's weapons and... need I say more? I bet you're already getting the message.

You've been teleported onto the top deck of the Argos, and must shut down each of the craft's decks by entering the correct code on the keypad.

Control under Eternity's indirect control panel the touch and must be destroyed before you can attempt to shut down a level.

Graphically Eternity is quite nice and the sound is quite pleasing but the idea of the game is not particularly original. As for you can remember this is the first game we've seen from Argos and it's a credit to a not bad.

■ Graphics	8
■ Sound	8
■ Value	8
■ Playability	8

TADOR

the lower regions of the castle to deal with.

And then there's the brooding, the breathing dragon Glaumung and Kullback the Master Magician deal with...

You find yourself being killed off pretty easily to start with — this is a deceptively easy looking game to play.

However, although it may look like pure other arcade adventure you've played, it turns out to be much harder than you think it's going to be!

Jumping about the many platforms of the many rooms is easy. But then has a real spring in its step which means it's frustrating attempts at jumping to other important things when a enemy is coming at you.

The graphics are large, colourful and well done. Mostly very colour classes at all. Animation isn't bad.

Breaks in the little green golems — they shoot at you on sight. A good tactic is to let them shoot at you and then leap out of the way of the arrow. Do them with one of your arrows when you find. Computerisation business inside adventure which would guess even the most serious gamers can't believe it looks good, sounds good, and by golly it does you good!

■ Graphics	8
■ Sound	8
■ Value	9
■ Playability	9

ATARI SMASH HITS

- **Machine:** Atari 400
 800/XL/XE
 ■ **Supplier:** English Software
 ■ **Price:** £9.95 cassette/
 £14.95 disk

English Software continues its... personality — successful recycling of its back catalogue of games. My version on this tape offering is far from out of the world's best.

The package includes Master Game mode / Chop Suey and Kickboxing.

Let's deal with the one I can't get on with first — *Master Game*. When I first reviewed it I complained that I just couldn't get anywhere with the game. The idea is to find the Good Medusa and a time-out to prevent a nuclear fallout. I will save it for another time if I do it. I do it and very what happens, I'm vaguely impressed.

Kickboxing. This is a graphically excellent high speed rate action with a handful such as boxing, jiu-jitsu and spinning kicks. The controls are very fast and smooth, and the game play addictive.

Chop Suey. Eight levels of martial arts fighters with a choice of first option to add in the spots. Both fighters have points much the standard range of punches, kicks, somersaults, and the like. Points are based on how well you fight, whether the move is done, whether the opponent is hit.

Quadrangle. This is probably the oldest of the games here. If my memory serves me well I think it was originally released by Ltd Good. First Ltd Good has been accused of creating games that never existed.

everybody is used to get here. To prove this, however, has most from the world. But remember all the great ideas, and not to get here. There are only three levels to the game but remember it's still very playable. Graphically it's not brilliant, though.

	Paul
■ Graphics	7
■ Sound	7
■ Value	8
■ Playability	8



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**WARGAMES
SERIES**



FUNGUS

- Machine: CBM 64
- Supplier: Players
- Price: £2.99

My heart sank. Not another Players game. Space Invaders was an orbital. Surely it was someone else's turn for Fungus. But the moral of this review is never judge a game by the software house's name. Fungus is a fun game.

The plot, about Pungus growing the Great White Mould (a remote part of the galaxy), is irrelevant.

The graphics start from right to left. You control Pungus's (a strange little man in white) appears to live a space helmet. He aims about collecting mushrooms, eating eggs, avoiding aliens and jell up the galaxy.

There are seven sections to complete, various difficulty levels and the ability to save the screen shot. Although this was my personal favourite.

Not amazingly original but the game play is surprisingly addictive. Without fear of contradiction I can say Pungus gives on this.

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



- Machine: Spectrum
- Supplier: Spenters/CSD
- Price: £1.99

Dangermouse could be a great computer game title. Unfortunately none of the games released with this name attached has matched up to the potential of the character.

Making Whoopee is no exception. It is a pretty basic arcade adventure maze game with some platform concepts thrown in for good measure. A nice idea which doesn't quite work.

The scenario is that Pungus, DM's faithful assistant, has been kidnapped by the evil Baron Greenback who is out to corrupt the United Nations by making enough whoopee partners to fill all the seats in time for the next congress meeting. He hopes the characters will create such confusion that his plans to take over the world will work.

The first screen of the game shows DM in his car at the top and a play view of the maze like screen below. Controlling DM's car is difficult to say the least.

You must aim for the dead mole where you'll find antiraptors to the platform screen where where you'll find a car and use to get past an obstacle in the maze.

Graphics are average, sound the game and game play basically flapping. Nice idea — shame about the game. Tim

- | | |
|---------------|---|
| ● Graphics | 6 |
| ● Sound | 4 |
| ● Value | 6 |
| ● Playability | 6 |

DANGERMOUSE IN MAKING WHOOPEE

- Machine: Spectrum
- Supplier: Martech
- Price: £7.95

Now here's a funny thing. A game that's completely different from version to version. The 64 bit is (Museum-ish and not terribly original).

But the Spectrum version is something else again. OK, so it's still a 2D sight-and-shoot 'em up but thanks to the "different" graphics and original small screen layout W. has a really nice feel about it.

War will be fighting it out with the alien in his released Spectrum version variations — but about 'em here might like to have both.

Oh yes, you do get that cute flapping effect — but in this case it's more like the 64 bit fighter's roll.

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

- Machine: CDM 64
- Supplier: ORL
- Price: £7.95

Room 10 must be one of the most obscure titles ever for a game. It tells absolutely nothing about this new and excellent variation on the ball and ball game.

The name actually comes from the court of "ten" where the game is played in a futuristic future complex.

Not that this is explained anywhere on the cassette packaging for either Spectrum or Commodore version sent to us. It assumes ORL forgot to include the instructions.

The players — two can play — control a floating ball and all they have to do is stop the ball hitting the walls. Points are scored and the line to 10 wins.

The screen is split in two allowing each player to view the game from his end of the court.

The Spectrum and Commodore versions play virtually in the same way.

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



Room 10
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- Machine: Spectrum
- Supplier: Piranha
- Price: £7.95

Hey! This is the most fun I've had with my Spectrum since I used to use a trampoline. The Trap Door is truly a fun game with a capital B! For Berk, stupid. No.

I'm not calling you names. Berk is the hero of this crazy game which is the closest thing to an interactive cartoon I've ever come across.

Let's take a look at what The Trap Door is all about. Well, firstly it's probably a good thing to note that it's a game based

on a now animated TV show coming your way this autumn.

Berk lives in the lower regions of a dark and gloomy castle. Here he saves the castle of the cruel Lord Tempered Thing.

Berk's clothes make compelling links with the Thing. Usually these links are silly and difficult.

Berk, a big, blue kindly character, has two mates — Thing and Grail. Berk is a stall and Grail is a sort of spider thing.

The centre of Berk's world is The Trap Door — if he opens it lots of things happen, monsters appear from the depths, things fall in and get on forever — but the trap door is essential if Berk is to complete the tasks set by Thing.

In the game, Berk sets out to complete five tasks and earn a safe full of food. Thing's commands appear on the screen one by one and you only get a limited amount of time to complete each of them.

But the game doesn't end if you fail to complete one task. You can carry on — although the results of your failure can take an rather dangerous form.

For example, a monster could escape the trap, the open trap just when you don't want it to — and it stots around by playing you for the rest of the game.

The characters are huge and colourful, the animation is excellent and if there are any colour clashes they are so silly as to be completely irrelevant.

The game play may be a bit simplistic, but when you get the headwindingly impossible quest chasing you while you are trying to get together a dish of boiled brains for Thing, and there is a spoon drifting around, and Grail is eating all the brains, and Thing's Angel Meria is glowing, and, having a fit of the giggles, you'll suddenly realise that you're having fun!

The Trap Door is a brilliant game — one of the most original and entertaining I've seen for ages.

- Graphics
- Sound
- Value
- Playability



TRAP DOOR



STRIKE FORCE COBRA



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

Three are heroes and there are heroes. But before you visit Heaven and Jerusalem Father Stern is in a league of themselves. Intelligent, fearless and tough, they are the backbone of Strike Force Cobra. All right, it's time to become an intergalactic spy. The digital picture of Major van Heusen at the beginning of the game is the Anti-Cyber Stern is some other man C+VG's editor of assistant Larry Weller.

The other profiles of the Strike Force Cobra team belong to various tanks and facilities of the computer game. But we don't really want to talk about them, do we?

Strike Force Cobra is from Piranha, mainly responsible for some fairly decent games, Colour of Magic and the graphically wonderful Legend. Unfortunately, it's not a good.

The plot is hardly new and exciting. The world is under threat of nuclear blackmail by an evil genius known simply as The Enemy. He has developed a computer 'hacking' system which has enabled him to take control of all the world's defence systems.

To build the system The Enemy has kidnapped top computer experts and imprisoned them at his fortress. Each has a code which must be collected before access can be gained to the main computer system.

Rather than give intergalactic football plan, Supreme Allied Command has put together a crack unit to smash The Enemy's plan.

That's where Major van Heusen and Father Stern come in. You must select the Strike Force Cobra team from eight candidates. Each has special skills. Van Heusen, for instance, is an expert with explosives and Father is a specialist in close quarters combat.

The four members of SFC, armed with sub-machine guns and grenades, find themselves in the The Enemy's fortress. Killer robots, guns, automatic weapons systems and deadly traps face the players.

You can switch from controlling one member of team to another as you attempt to crack codes, explore the fortress and defeat the enemy. The animated figures are very realistic and agile. They can jump, climb, crouch, stand up, kick etc. It's a good fun to get them to dive through windows, machine gun blazing.

The fortress is a 3D maze.



quite fun to explore, but graphically quite crude.

On the copy of the game I found I could not revert to the menu to change my team of fighters without re-loading the game. Not a major price, but it did become a little annoying.

- Graphics
- Sound
- Value
- Playability



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2. 规模以上工业增加值	10.2%	10.2%
3. 规模以上工业增加值中：轻工业	10.2%	10.2%
4. 规模以上工业增加值中：重工业	10.2%	10.2%
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资产总计	2,000,000.00	2,000,000.00	2,000,000.00
流动负债合计	1,000,000.00	1,000,000.00	1,000,000.00
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负债总计	2,000,000.00	2,000,000.00	2,000,000.00
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200	0.99	1.00	0.99	0.98	0.97	0.96	0.95	0.94	0.93	0.92
300	0.98	0.99	1.00	0.99	0.98	0.97	0.96	0.95	0.94	0.93
400	0.97	0.98	0.99	1.00	0.99	0.98	0.97	0.96	0.95	0.94
500	0.96	0.97	0.98	0.99	1.00	0.99	0.98	0.97	0.96	0.95
600	0.95	0.96	0.97	0.98	0.99	1.00	0.99	0.98	0.97	0.96
700	0.94	0.95	0.96	0.97	0.98	0.99	1.00	0.99	0.98	0.97
800	0.93	0.94	0.95	0.96	0.97	0.98	0.99	1.00	0.99	0.98
900	0.92	0.93	0.94	0.95	0.96	0.97	0.98	0.99	1.00	0.99
1000	0.91	0.92	0.93	0.94	0.95	0.96	0.97	0.98	0.99	1.00

1. *Journal of the American Medical Association*, 1997; 277: 1039-1043.

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Following the success of C+VG's War Games Special in July, Dr Stephen Badsey, formerly of the Imperial War Museum and a reviewer on the BBC's *Soldiers* series, is back to test his expert eye on some of the latest war games on the market.

IWO JIMA



- Machine Spectrum/CEM4
- Supplier: PPS
- Price: £7.95

At *Iwo Jima* in World War Two there was only one kind of Japanese casualty — the dead. Of the 22,000 defending the island against American invasion only 216 finally surrendered. In this PPS game the player, taking the Americans, must land and wipe out all opposition.

Developer John Bethell has employed the same game mechanism as for his *Falklands 82*. It is a slow, plodding system, and works better at representing the grim attrition of the US Marines across the island than the British counter-attack in the Falklands. But it hardly makes for a challenging or exciting game. The key to winning is

controlling indirect fire from aircraft and ships off shore. But to accomplish this the computer offers the player as a target, for each of his own units, every one of the twenty or so Japanese units on the island in turn. For a game lasting 30 turns not unlike a whole afternoon — there is no save mechanism.

To compensate for this awkward playing mechanism the designer has had to ignore historical realism to speed the game up a little.

The American force is not in short a third of its true size, the Japanese defence randomised, and an improbable Japanese submarine added to the game.

The result is not much like *Iwo Jima*, but the slow grind to destroy all enemy units gives a fair idea of what Marine tactics in the Pacific had to be.

Iwo Jima is included as part of the *Strategic Wargames* series (an odd title, the game has little to do with strategy) the idea of which is to provide beginners with an easily played wargame at a low cost.

If not enough, but there's no reason why beginners should be taught hard habits which they will only have to unlearn later.

- Graphics 4
- Playability 5
- Action 4
- Value 6

half a century or so and fire their smoke-laying rockets.

The graphics, which are very impressive, actually show the happening, allowing the player to judge the state of his troops.

The scenario is quite simple, but expands well into covering the history of World War II in Russia, China, and many other fields of war.

A player needs patience, persistence,

JOHNNY REB II



- Machine Spectrum/Amstrad/CEM4
- Supplier: Lakeside
- Price: £8.95 (Am) £12.95 (Am)

I've never read the original *Johnny Reb*, but its successor is a good, interesting game of intense tactics in the American Civil War, for one or two players.

The scenario offered is of a small Union force attacking and then retreating, but it seems to be about eight regiments defending a bridge and two forts against considerably larger forces of Confederates either on their own or in the company with reinforcements sent to their rescue.

The terrain and forces are pre-programmed, but the Union player can shift his field of vision and observe the sounds and response of his

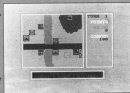
troops. His cannon, fire crew, transport the enemy — the designer thought of that one!

Unfortunately this defence mechanism, which takes up a large part of the program, isn't really needed by the Union force, who win against the computer at the start.

The computerised Confederates always attack in the same three phases: one unit at a time, rather than employing smaller tactics.

If there was ample memory available, it should have gone into something like this, which for serious players really makes *Johnny Reb II* a two-player game only.

The playing mechanism is a very straightforward and fast-paced system, easy to use at high speed. The game can be set for real time, in which it grossly takes the history of both sides about



and a determination not to be defeated in getting his men to stand before the enemy—all good qualities for a general.

Quantitative abilities in the equipment of units also can be traced to a common factor: error in the instruction booklet. "The Confederate Army had a better industrial base than the Union



force?" This is a bit like saying that in 1861 the First Corps had a better industrial base than the American

■ Graphics
■ Playability
■ Audio
■ Value

2
7
4
7

THEATRE EUROPE

■ Machine Spectrum
■ Supplier PPS
■ Price £19.95

The strategy situation happily... "Warzone online" ... The war computer I talking to me ... "Civilian casualties will be minimized where possible. Thank you for your attention" ... The day may be tomorrow, although I hope not. "I want First non-optional forces have attacked western Europe from Denmark to Italy.

The player can take either those of the NATO forces opposing them, with the general winning this war without blowing up the world, or the forces of the industrialists of gas in the battlefield, a deep air force of the against the enemy war regular, and strategy modern capable of destroying cities. Any one used too early, or in the wrong place, may trigger a nuclear exchange which will destroy Europe for ever.

The Spectrum version of Theatre Europe, last year's "Strategy game of

the year", is now out. The graphics are a bit flawed this version, but with a nuclear arsenal over a city isn't meant to look pretty.

For those who can't make over World War Three seriously the program has a built-in option of "action screen" allowing the player to shoot down aircraft and destroy tanks in true arcade style as part of the battles.

I hate it, but non-swinging friends thought it was the first part of the game. For the rest, the player controls land operations in Europe of Corps and Army levels, and has some realistic decisions to take about how to deploy



No airplane, and the moment when to start decide to go nuclear. In this version of a better war the

First forces are virtually unstoppable by conventional means, perhaps eventually so.

The ability of the Russians to drive through Yugoslavia to southern Italy in ten days raised some eyebrows, as did the American tendency to attack the twice from the unexpected reason.

The game also includes the threat of strategic chemical rockets for gas attacks on cities, which neither will actually harm and a truly horrible war warning alarm which we hope neither side will use.

On my last effort with the NATO forces I finally failed the First drive just west of Berlin. Three European cities had been reduced to radioactive rubble. West Germany had been devastated. In 1945 nearly as many people had died in Europe as in the whole of World War Two. It was a victory.

■ Graphics
■ Playability
■ Audio
■ Value

3
4
3
6

AUSTERLITZ

■ Machine Spectrum
■ Supplier CML International
■ Price £19.95 (also £14.95 with)

The tale of Austerlitz was over the battlefield in modern Czechoslovakia on 2nd December 1805 to show, through the morning mist, 40,000 troops of an Austrian-Russian Alliance confronting 26,000 under the great Emperor Napoleon.

By the end of the day the Allies were in a bloody retreat, and Napoleon had won what is always regarded as his greatest victory. He won it with superior training of his troops, with superior maneuverability, with superior coordination of infantry, cavalry and artillery, and above all with the superior leadership of his Marshal of France, such commanding one of the 1st Corps of his army.

The aim that was lost the attacker

and carried the fight to the enemy.

The Austerlitz game which bears the same name as the battle offers some of these features, at least in the Spectrum version which I tried. No artillery is shown, and cavalry fight is exactly the same manner as infantry. The combat mechanism given in full in the booklet gives the greatest advantage to troops holding defensive positions, and the only way to win with the French is to place them behind their trees.



There is a very promising system of directed command, whereby the player as Napoleon gives orders orders to his Corps commanders, who use their own



initiative and personalities in carrying them out.

But it simply doesn't work. Marshal of France's elite superior numbers with fractions of their own forces, much in the wrong direction, and generally believe in a manner which would get them off reduced to respond, if that, in about five minutes. The computer-controlled enemy, on the other hand, shows a persistence and desire to fight well above that of the real

Alles.

Any resemblance between the Austerlitz and the battle of the same name, or any other Napoleonic battle, is a coincidence. Indeed I suspect that this is wrong.

■ Graphics
■ Playability
■ Audio
■ Value

3
3
3
3

TENNIS

- **Machine:** Spectrum
- **Supplier:** Imagine (retail version)
- **Price:** £3.95

You cannot be serious? Another tennis game? Aren't there enough already?

Well, not quite. Imagine's conversion of the Societal Studio game is rather good, despite not being its fully original.

The players are drawn in a sort of outline cartoon style to avoid the colour clash problem and dash about the board perspective court pretty quickly. However it's surprisingly difficult to tell exactly where and how high the ball is, despite the "shadow" effect the

players have. The computer player starts out to have the habit of floating over a few unpredictable ones if he's in trouble. But he's not unbeatable, and this makes the game even more playable.

Scoring follows the normal real life game, you can play advantages and deuces which can add to the tension of a hard fought match. Calls from the judges appear in a little window at the "back" of the court which is also occupied by the scoreboard. Individual scores appear in small boxes superimposed on the right hand side of the screen.

You can't argue with the judges — the computer will put

players to control two players — if you get the drift. Things can get quite hectic — and lead to real life arguments if your partner insists a crucial shot. Well, it can add to the excitement.

There's a two player option for the singles, and you can redefine the control keys to suit yourself. The sound effects are pretty good for the Spectrum — despite the coin quality. In falling little bits over the video screen.

The action flows fast and follows without any irritating delays or glitches. Tennis is a neat put together game — it's great and looks good. If you're a sports fan, check this one out.

Five

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



program seem to help you. It also seems all too easy to run up to the net and play lots of close in shots to defeat the computer controlled opponent. But these are minor gripes really, the game is pretty

good on the Spectrum despite all your gripes! It really original touch is the doubles feature which allows two people to play against the computer. Shame the option didn't extend to allowing two

- **Machine:** Atari
- **Supplier:** Addictive Games
- **Price:** £7.95

Glorious, glorious, it's the fact that scored a thousand goals — good and storm times.

Just when you thought you'd seen the last of Football Manager it pops up again.

If you haven't seen the game here's a quick rundown. You have to try and win your team to league or cup glory. You can pick your own team, enter the transfer market, look after the weekly financial bills, play

matches and fight promotion and relegation battles. This is football as it is.

Football Manager has also been packaged across all its other formats — Spectrum, the 32 + 128, Commodore, C64 Plus Four, BBC Model B and Amstrad.

It all goes to prove that you can't skip a good game once

Paul

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

MOONLIGHT MADNESS

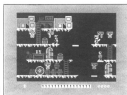
- **Machine:** Spectrum
- **Supplier:** Bubble Bus
- **Price:** £7.95

John Carr had a lot of success with the budget-price Shogun. But if it's doubtful whether Moonlight Madness will repeat the success.

It is hard to see a budget game — and I wouldn't mind betting that's what it was intended to be — Moonlight Madness might have got a better reception. But at £7.95 it's a right.

And that's a shame because Bubble Bus has put out some nice product over the past year, including a great budget title called Clash! Monsters on the Amstrad. Graphical Clapnet cut the music at this point.

It tells the story of a visiting lad who arrives outside the old oak door of a mansion demanding:



"Beh a job, Master." Could he be a suit to be any chance?

The door has been opened by an ancient skeleton who promptly collapses, gasping "My life."

Your task is to get his life saving pills out the pill which can only be opened with 10 keys and then by cracking the combination (see the idea? A succession of screens packed with ladders, platforms and puzzles follows.

The puzzles are fairly entertaining, the graphics are fairly crude. There's nothing really new here.

Paul

- **Graphics** 6
- **Sound** 6
- **Value** 5
- **Playability** 6

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DEACTIVATORS

- **Machines:** C64/Spectrum/Amstrad
- **Supplier:** Amstrad/Amstrad
- **Price:** £8.95 (tape) £14.95 (disk)

There's nothing like a droid. Not when you're playing *Deactivators*. There isn't if you haven't got one or two of these wily little things that you've studied.

Impersonators and lights— warning.

To remove the bombs from the mission you will have to learn to play them and those them out. There is not always a direct route out of the building, so you will have to throw the bomb between a number of droids to remove it.

The exit route is the only route with a door which leads to the outside.

Certain elements in each

establishment — so they need different grenades in some rooms, and some of them just have to be destroyed or upside down.

This makes controlling the droids and the timing things about reasonably difficult. Oh, very difficult! You see as soon as you enter an upside down room your joystick controls get reversed. Which makes life interesting until you come to terms with it.

All the bombs in a building are set to go off in a sequence. If you are carrying an active bomb you will see the time flowing in the status display. Be careful when throwing bombs as they can only withstand a limited number of impacts before they will explode.

Great control things appear in the icon window. They are:

Droid select: Enables the selection of another droid by moving joystick left or right and pressing fire. Control is switched to the droid.

Throw: Enables the droid being controlled to throw a bomb or about bomb.

Look: Allows you to view all the rooms in a building.

Movement: Allows you to

movement control of the currently activated droid.

A droid can only carry one object at a time. Trying to pick up a bomb whilst carrying anything else will cause the bomb to explode. To pick up either a bomb or a droid board you move your droid over it.

To throw, press the fire button to open up the control icon window and select the bomb throw icon by pressing fire.

The display is replaced by a meter showing the angle and direction at which the throw will be made.

When a new level starts, you will be placed in droid select mode. This is shown by the flashing highlights on the map. By moving the joystick left and right, the cursor can be moved over all the available droids in the building. Pressing the fire button selects the droid. If the

cursor is over two droids, then the droid shown hovering is the one available for selection.

In plan mode, hovering the joystick in any of the four directions will move a cursor over the building map. Releasing the joystick will display the highlighted rooms. This mode will enable you to plan your routes and keep an eye out for any guards which might be lurking in adjacent rooms.

In building flow, no plan mode is available until one of the droid boards is replaced in the computer's memory.

Beginners may find the game looks complicated. It isn't so. Don't be put off. Take time to read the instructions and pass through the first level which is really a training session for what comes later.

Using the icons is pretty simple — and gets simpler with practice. Don't try to pick up a droid board when you're in building a bomb — or the other way round — because you'll end up on a droid less if you do.

Throwing items around between different grenades is an art which again comes with practice. But you'll soon learn to position the droids effectively to catch items. Control passes automatically to the latter.

Successfully complete a building and you get an active droid which can be placed at will in the next building to give you an extra edge.

Graphics are good and the sound on the Spectrum is superb. Playability? Well it goes all the C+VG units.

Deactivators is a demanding, challenging and original game. It requires quick thinking and fast reactions. It was hooked from the moment I started playing. *Deactivators* is destined to become a cult game. Car it.

Tim
84 *Spain's Army*

● Graphics	8	8
● Sound	9	7
● Value	9	9
● Playability	10	10



This is one of the most original games to come from Amstrad — and it's brilliant! Programmed for the people who brought you the *Maze* series, this little number will grab you, shake your senses upside down, and then do it all over again. Not an easy game to put down once you've started.

The basic idea is this: You are in charge of a bunch of droids — the *Deactivators*. Your mission is to remove terrorist bombs from five different buildings. Level one is a four by four building — later levels get much bigger and more complex.

The display at the top of the screen shows how rooms at a time. In the centre of the lower part of the screen there's a map of the building showing the positions of your droid team and the bombs. On the right there's a status box which shows anything the droid under your control is carrying.

The map window can be replaced by the droid control icons. But I'll tell you about those later.

As well as bombs you'll find droid boards scattered about. These have to be replaced in the building's computer in order to get certain things in the building — like *Prother*

building will not function until you replace the corresponding droid board in the computer.

There are lights, matter transmitters and laser or window openings. Some droid boards are dummies and have no effect and others switch off electrifying bombfields.

You can move around the building in a number of different ways. Through the doors, dropping through hatches, sliding up and down poles, or using the matter transmitters.

Believe me, it won't be quite easy if it were not for the *Guard Droids* who have only one aim in life. To capture you. Fortunately for you we've got a games guide to teach you the things you found stuck to the front of this issue — and it tells you how to deal with the guards in no uncertain terms!

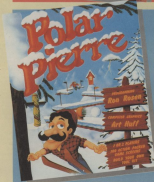
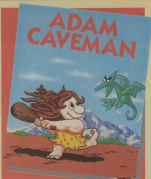
What with the guards, droids, and droids — rooms, locked exits and entrances and different grenades in each of the rooms things tend to get a bit weird from time to time. Most of the time it's to make games.

You see these buildings being in a top secret research





The mountains are waiting to claim you. Travel with us back in time to the Prehistoric Ages. Here you must guide Adam in his quest to rescue his wife from the clutches of the hostile mountain men. She is well guarded, the desert is crawling with mighty beasts, prehistoric birds roam amongst the caves, rugged savage mountain men will try to kill you as you enter the dead lands. There is no turning back from this nightmare journey. Can you succeed or will you perish like all those who went before you. A full colour 3D cartoon action packed arcade strategy spectacular.



Polar Pierre is a one or two player arcade game where two can play at the same time. Guide Pierre or his cousin Jacques through an icy obstacle course, racing through ski jumps, mystery chalets, lifts, electro-generation, shooting snowballs, springboards, stomps and thunder and lightning. Polar Pierre also includes a construction set so you can design and play your own screens.

Both games available for:
Commodore 64/128
cass 9.95 disk 14.95
Atari 400/800/XL/
XE 48K ram
cass 9.95 disk 14.95

Available from all good computer stores or post free from:

Databyte

15 Wolsey Mews, Kentish Town, London NW5 8DQ
Telephone 01-482 1755

Adam Caveman and Polar Pierre are the last registrations. © 1988 Registrations.

DATA BYTE

HEAD COACH

- Machine: Spectrum
- Supplier: Addictive Games
- Price: £8.95

How do you get what it takes to win the Superbowl? If you're smart enough to say: "Yeah, of course," then you should try Head Coach, it's a challenging experience.

Kevin Toms creates Addictive Games and is trying to do for American Football what Football Manager has done for US soccer. Well, the latter is a bit far for as long as Kevin is original! Only time will tell... but there's no question about the time, effort and detail that programmer Steven Davies has put into this strategic simulation.

Head Coach is entirely menu driven. You begin the game at the master menu which allows you to do stuff like check your offense and defense line-ups, check skill levels, or simply go to the next match of the season. Or yes, when you first start playing you can choose which team you wish to manage from the seven US divisions.

For the first "season" you are given a team to play with. Subsequent seasons allow you to actually set up a team of your own from scratch. You choose your offensive and defensive linemen for the next match after checking up on your scout's report of your next opponent.

Getting the balance between offense and defense is crucial to success — so study your scout's report well.

Once the team is established it's out onto the arena for the action. This is depicted in similar fashion to that other popular US Football game from Interleaf Games — you see the grid, see plays and line players shift about on it at your command.

You have a limited choice of defensive and offensive plays which appear in menus here at the bottom of the screen. This is where your standing report comes in useful — you should have a good idea what plays the opposition are likely to use against you. But beware — sometimes they throw in a surprise or two.

The interesting thing about this part of the game is that you only get two chances to move the ball ten yards — rather than four as in the real game.

Addictive say this is to speed things up. But sometimes you get carried away planning your game plan to the final yard that it's a real job to find your bit of extra just two inches.

During the game you can also call up info on how your game plan is working out — have your moves failed or succeeded. This helps if you find yourself in a tight spot.

After the match is over it's back to the master menu where you can check up on your game



statistics.

As the stage you also get offside advice players by other teams in a tedious sequence — but you can't quite put any old player off your opposition, your offer can be rejected. And don't take just anyone from the other means either. Check those statistics before agreeing to anything! This is a useful stage if you've got an injured player in your squad.

The aim of the game is, of course, to reach the Superbowl. For this you must win your division, get into the playoffs, emerge successful from this stage and go for the big one! It's a long hard road and fortunately you can save the game at any time.

After the first "season" you move into the "colleges" stage which enables you to

rebuild your team during the off season. This is quite a tricky stage — again, study the stats. Then it's back to the action again.

Only a couple of games — the two "seasons" instead of four, irritating music and it would be nice to have a few real player names in the line ups instead of making ones.

Head Coach will appeal to American Football fans with strategic minds and owners of Addictive's other classic soccer simulation. But then a \$18.95 score for a decent mode American Football game, are you learning our lesson?

Tim

- Graphics
- Sound
- Value
- Playability

7
8
9
9

SPIKY HAROLD

- Machine: C64
- Supplier: Firebird
- Price: £1.99

Spikey Harold is a helpohop. And being a helpohop, he must prepare for his boss' when winter comes. While watching his pocket belly, Harold hears the weather man say something about a thingy frost coming later and that all helpohops should be asleep by now.



Unfortunately, Harold isn't. With only 24 hours until winter, Harold must trek along the hedgehog picking up food to eat, as he doesn't hibernate. Just to make it interesting, his path is blocked by unfriendly things, such as bullfinch clouds, bawling birds and peeping partridges.

You must guide Harold through the cliff doors (about 50 in all) and help him in his quest

for food.

When the game starts, you are treated to a nice version of "Flight of the Bumble Bee" which keeps you in a jolly mood through the game.

On seeing a piece of food, you get a lovely piece of animation as Harold's jaws open and "munch" does an H. On your first trip you will find things such as grapes, apples, pears and even the odd glass of wine. If Harold drinks the wine, all his money is revealed. This means that Harold is one slumped helpohop!

The graphics are quite nice and well defined, but rather cartoonish. Harold is completely white, which is a bit strange because I thought all

hedgehogs were brown. All the other creatures follow suit, although in different colours.

Sound is not of the highest quality but the tones are very good, although the drums sound a bit strange.

This game has been converted from the Spectrum and it is easy to tell. This may not please C64 owners at first for £1.99, you can't complain.

A nice game, if you like running around collecting things.

John

- Graphics
- Sound
- Value
- Playability

8
7
9
8

BIGTOP BARNEY

- Machine: Amstrad
- Supplier: Playmex
- Price: £2.99

There are times when you wish you were a little bit like this

VELOCIPEDA II

- Machine: C64
- Supplier: Players
- Price: £2.99

Players, a reasonably new software house, has launched a game with a rather unusual title, *Velocipeda II*.

While the game is loading, you have the chance to play another little game, which is quite simple, but fun nonetheless.

It was one of those "point the squarer" types and proved to be more fun than the main game in

the end. Funny that.

The main game is all about a man called Mr. Magellan who has just taken up a new hobby — juggling. However, an evil wizard has stolen his magic beans and very dangerous the roads have to be frequented by the usual nasty bugs, aliens, and general silliness.

Not wanting to die young, Mr. M. has developed a new vehicle with a plasma cannon. Very handy... as you have probably worked out, you can use this vehicle to blast one of the low-lying which hinders you.

Now what you have to do is control Mr. M. and his vehicle through four different scenarios, and get him safely home. Mr. M. also makes his cycle do jumps which will help you to cross various obstacles like trees, ponds, and larger holes in the ground. It, however, you do manage to get home, you go through the vehicle chase

again, only harder.

The scoring starts and ends at a hole shop. When you start, Mr. M. checks his pride in you out of the shop and keeps upon it. You finish the scenario when you reach the next hole shop.

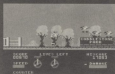
All the shops, by the way, have different names, like Mr. M's Shop and Bill's Cycles. No wonder those names

paraphrase I write on this game. It's not going to hold the fact that the game is really sad, and I mean SAD!

The graphics are colourful. Not a little lovely, and the sound is in the form of a strange noise, which gets on your nerves extremely quickly.

Just a boring left to right scrolling game. Better left alone.

	Chris
● Graphics	5
● Sound	5
● Value	5
● Playability	2



- Machine: C64
- Supplier: Mastertronic
- Price: £2.99

Hoping for a hole in one was perhaps a little optimistic. But I had hoped for long as you were under double figures for each hole. Figures golf just isn't my game.

In fact I hate the real thing, so it's funny why I quite like playing the various golf games that are around. Mastertronic's *Hole in One* included.

Unlike *Amateur's Golf Construction Set* and *Amateur's Golf* (US Gold), *Hole in One* has just one course to play.

About the top two thirds of the screen is taken up with a look of the course and the golfer. The graphics are simple, but isn't that Golf?

The lower part of the screen is taken up with details of hole distance, par, club and wind direction.

There's a choice of 18 clubs,

which are used to choose from. Perhaps part of my problem is that I haven't the faintest idea what each individual club is supposed to do. It can, for me, means absolutely nothing to me.

You take aim by moving an arrow left and right across the top of the screen. Pressing the fire button fixes the direction the shot will hopefully go in.

The position of the ball in the swing is made by moving the pointer to the left and then to the right. The time lapse

between the two movements affects the amount of back or slice on the ball.

When the ball is 12 yards in under from the hole, the screen changes to an overhead view of the green.

The one major criticism of the game I have is that, although you're supposed with a course map on the map card, I kept losing my sense of direction,

especially after heading away at the ball in a clump of trees for a

few shots. It would have been nice to be able to call up a map on the screen which shows your current position. Sorry, what can you expect for £2.99?

All in all, *Hole in One* is fair fun for those who look back in fondness to the days when golf fours were fashionable. (The G.S. for instance, or those who like to get their head stuck between their

designer), or for those who just like a simple round of computer golf.

	Paul
● Graphics	7
● Sound	6
● Value	8
● Playability	8



after playing *Bigtop Barney*. It's simple, boring, and graphics are, but enough of the complaints, let's get down to the action.

For control Barney, a little joystick will do just as well as "death-defying" skills. Three touch screens, or under the old school method four buttons —

through buttons.

And once you're the clown walking along a tightrope, leaping through loops and jumping over really tall mushrooms with my camera.

And then we have, including in a sort of platform fun (Barney), collecting balloons. And there has Barney riding a

unicycle over an array of sorts of wooden platforms. And finally, get that has Barney on a trampoline, bouncing high and low to another, jumping on ropes.

It's all very basic, but the graphics aren't too bad. And though four years ago it's all very outdated and

cheap budget software a hell yes. *Bigtop Barney* I highly recommend, there like.

	Paul
● Graphics	6
● Sound	6
● Value	6
● Playability	4

NEXT

It's freebie time again and Commodore User is set to add value to your favourite magazine by giving you 24 extra pages of your favourite columns — Play to Win.

This column has established itself as the leading hints and tips column in the business with scoops so far this year on *Ghost and Goblins*, *Druid* and *Mercenary* the *Second City* to name but three.

Play to Win III is 24 pages of full colour maps, hints and tips of the toughest games around.

For security reasons we can't say what the games are going to be but they will be big, tough and frustrating.

Our crack team of tipsters have been beavering away through the Summer backed up by our regular game reviewers. Miss this one and we can guarantee you will be disappointed.



COMMODORE USER DELIVERS!



SCREEN SCENE

The Christmas launches are beginning to arrive. We already have copies of *1942*, *Jack the Nipper*, *Demolition*, *Shoots 'n' Goblins* on the C16, *Paperboy* with lots more promised. The November issue will have a mass of Screen

Scene — copying most of the extra pages left over by Play to Win — which is appearing as a super free booklet.

TYPE-INS

C16 type-ins are back. We are giving away a free game from Robcom's Ring Size 66 Game Pack. Robcom reckon you'll like the sampler so much you'll buy the company — or sorry, the tape.

TRIED AND TESTED

Little red boxes to control your home? Tried and Tested investigates. *Hot Shots*, *Into the Valley*, *MS Hotline*, *Buzz* and all your favourite regulars.

On sale
October 26. Yours
for
a pound.

MONTH

P.S. Our previous
Play to Win issues
sold out. Order your
copy now.

Asterix

COMPETITION

Okay, Asterix fans, here's a competition with a difference — 14 of them, in fact.

We've been waiting a long time for Asterix and the Magic Cauldron, Melbourne House's computer game based on the famous cartoon character. But now it's here, we're celebrating with this most of difference competition.

Printed here are two pictures of Asterix and his faithful companions Obelix and Dogmatix. They appear the same but, in fact, there are 14 differences. All you have to do is find them.

Printed below are two specially-cased Asterix books plus a six foot Asterix banner for your bedroom wall.

The next 20 runners-up will get a copy of the game — which is available on the Commodore 64 and Spectrum.

Send your entries, together with the printed coupon, to Asterix Competition, Computer + Video Games, Priority Court, 26-32 Farringham Lane, London EC1A 3AU. The closing date is November 30th and the chief barbarian's decision is final.

Asterix and the Magic Cauldron is an action-adventure ranging across 58 screens. It starts with Asterix quarreling with other villagers to get a share of Getafix's magic potion, without which they would fall under the power of the Roman army.

Obelix, who fell into the magic potion when a baby and now is permanently under the potion's influence, becomes angry when Getafix refuses to give him any. He kicks the cauldron which shatters into eight pieces and flies in all directions.

Asterix and his pals must find the pieces. It means they will have to venture right into Roman camps and strongholds. And that could prove very dangerous.

ASTERIX COMPETITION

Name

Address

Please indicate which computer you have.

Spectrum ☐ Commodore 64 ☐



Any more realistic and you'd need insurance to ride it.

There are two gaps in front. One coming up from behind. And another just off your elbow. The screams of the bikes are deafening.

The wind is pulling your face off your head. Your adrenaline is pumping like Hoover Dam.

You kick your bike to the right. He's

humped. He's flying. You push on.

Take your eyes off the road for a millisecond, and you could end up a part of the road.

It's all a blur. No time to think. You've just gotta pump it. The next turn's the steep one. Bank, bank! The curve's wide open, but the screeching wheels of the

bike in front are kicking gravel right in your... your...

You hear a phone. A phone? Hang wait a minute. This isn't a bike. It's a chair. It all comes back now. Yes, you're home. The pizza's here. The computer's on. Looks like it's going to be another quiet night after all.



On Super Cycle® if it were any more realistic, you'd need insurance to ride it.

Commodore 64	Disk	\$14.95
	Cassette	\$9.95
Spectrum 486	Cassette	\$7.95
Amstrad	Disk	\$14.95
	Cassette	\$9.95

SUPER CYCLE

Manufactured by the EPYX Group from Epix by
C. J. Gold Limited

Unit 2, 3, Reddy Way, Reddy, Wrexham, SA 2XX,
Wales. Telephone: 01546 2581.

Price is subject to change without notice.



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and compatible
ANSI/ISO C++ compilers
and C++ 1.0
with IBM 486/486



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ANSI/ISO C++ 1.0

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PRICES:

\$14.95 CASSETTE

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\$19.95 DISC ANSISTRAD

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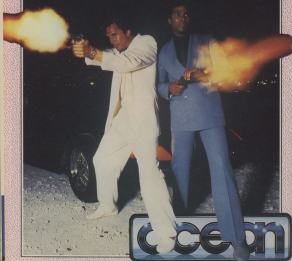
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COMPADORE 64

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AMSTRAD

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MIAMI
VICE

Crocker and Tubbs have heard the word on the streets — a confrontation is due in town. Get in the right place at the right time and you'll find your contacts into this underworld. Be a mean, mean shoot first and you'll see the head. But keep your finger on the trigger or you'll be the head!



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OCEAN SOFTWARE, 6 CENTRAL ST. MANCHESTER M13 9PL. TELEPHONE: 061 833 9033. TELEX: 660077

HARRIET'S LAST BATH

HARRIET'S LAST BATH



Ground Floor



First Floor

HARRIET'S COUNTRY HOUSE

```

1004 INPUT "FORM WHERE? ";A: IF
A<25 THEN GO TO 1004
1006 CLR : GO SUB 4000+A+A
1008 GO SUB 515
1009 INPUT "PRESS ENTER TO LEAVE
";: EXAMINE "JAB
1010 IF AB="" THEN GO TO A0
1015 GO SUB 1000
1020 RESTORE 9000: GO SUB 1025
1021 IF AB="" THEN GO SUB 50
00: GO TO 1000
1022 GO SUB C+C+3000: GO TO 1000
1025 LET AB=STR$ A+AB
1027 LET C=0
1028 READ R#
1029 IF R#="" THEN GO TO 105
0
1040 IF R#<0 THEN LET C=C+1:

```

```

GO TO 1020
1050 RETURN
2000 PRINT "0. DOCTOR";1. JENN
16";2. HEAVEN";3. WILLIAM &
LILY RANG;4. HURRICANE";5. ARTH
UR";6. GEORGE";7. BERRIE"
3000 INPUT "AND DO YOU WANT TO Q
UESTION? ";A
3020 IF A=0 THEN GO TO 3070
3030 GO SUB 4000+A+A
3040 GO SUB 515
3050 INPUT "WHAT DO YOU WANT TO
ASK ABOUT? FINANCE,WORK,FEELING
&SUSPICIONS,WHEREABOUTS WHEN NO
DY FOUND, HORRORS,PROBLEMS OR
ANY OBJECT YOU HAVE SEEN ..ENTE
R AT LEAST 3 LETTERS OF SUBJECT
";AB

```


HARRIET'S LAST BATH

```

2024 IF R#="" THEN GO TO 2025
2025 GO SUB 2026
2026 RESTORE 7026: GO SUB 1025
2027 IF R#="END" THEN GO SUB 90
2028 GO TO 2040
2029 GO SUB C=2020: GO TO 2040
2030 INPUT "DO YOU WANT TO KNOW
ABOUT HER HEALTH,MY OPINION,MY
EXAMINATION OR ANY SPECIFIC CAU
SE OF DEATH?" :G#
2031 IF R#="" THEN GO TO 10
2032 GO SUB 2026
2033 RESTORE 7026: GO SUB 1025
2037 IF R#="END" THEN GO SUB 90
2038 GO TO 2040
2039 GO SUB C=2022
2040 GO SUB 525: GO TO 2030
2105 FOR 2=1 TO 3: FOR 0=1 TO 3:
FOR H=1 TO 4: BEEP .25,24: NEXT
H: PAUSE 50: NEXT 0: PAUSE 50: H
SET 2: FOR 0=1 TO 3: BEEP .4,10:
BEEP .7,14,0: NEXT 0
2107 LET S=0
2110 INPUT "Who do you want to a
nalyze?" :I#
2111 LET A=0: GO SUB 2026
2112 INPUT "What method?" :I#
2113 GO SUB 2026
2114 INPUT "What item was used?"
:G#
2115 GO SUB 2026
2116 INPUT "What motive?" :I#
2117 GO SUB 2026
2118 INPUT "What item did only t
he murderer know about?" :I#
2119 GO SUB 2026
2120 IF S<5 THEN GO TO 2105
2120 CLS : PRINT "WELL DONE!
YOU'VE CRACKED IT! YOU ARE A FIR
ST CLASS DETECTIVE! FARE AND PRO
MOTION IS IN STORE FOR YOU!": GT
OP
2121 LET R#="OH DEAR! PRISONER R
RELEASED WITH APOLOGY! YOUR CASE
IS NOT STRONG ENOUGH!": GO SUB 55
0
2122 LET L=L+1: GO SUB 2120:L=0
0 TO 7
2123 LET R#="THE CHIEF IS NOT PL
EASED!": RETURN
2124 LET R#="THE CHIEF IS FURIOU
S!": RETURN
2125 LET R#="YOU ARE THROWN OUT
OF THE FORCE IN DISGRACE!": GO SU
B 525: STOP
2200 RESTORE 7026: GO SUB 1025
2210 IF R#="END" THEN LET S=0:
1
2211 LET A=+1
2212 RETURN
2220 PRINT : PRINT A# IF L#H 4#
03 THEN LET A#A#03 TO 3: RETU
RN

```

```

4000 LET C#="YOU SEE BOOKSHELVES
,TWO WRITING TABLES,CHAIRS,THREE
WITCHCHIPS AND BETTER,ALL WITH C
USHIONS, THERE IS A DISPLAY-CASE
ABOVE THE BOOKSHELVES ARE STACKE
D BY FIREPLACE ": RETURN
4001 LET R#="YOU SEE TWO LARGE R
OUNE TABLES SURROUNDED BY CHAIRS
,DISBOARD,COCKTAIL BAR,SERVED
TROLLEY AND BEVING GLASS COCKS
LEADING TO BACKTRAIL ROOM": RETU
RN
4004 LET R#="YOU SEE PHOTOS ON W
ALL,HICHER CHAIRS ARE AROUND SHA
LL LOW TABLES,DRINKS AND GLASSES
CABINETS ON ONE SIDE AND A SLAS
S SIDE OF ROOM LOOKS OUT ONTO RO
SE GARDEN!": RETURN
4006 LET R#="YOU SEE 2 SETTEES,
SEVERAL ARM CHAIRS,2 SMALL BODIC
AGES AND SOME PAINTINGS ON WALLS
-TV,VIDEO AND HI FI EQUIPMENT!":
RETURN
4008 LET R#="YOU SEE EASY CHAIRS
WITH CUSHIONS,COFFEE TABLES WIT
H MAGAZINES AND ASH TRAYS ALSO A
CARD TABLE AND CARDS,A CABINET
IS AGAINST WALL!": RETURN
4010 LET R#="YOU SEE PORSEIDE CH
AIRS WITH CUSHIONS,A LARGE,LOW C
ENTRE TABLE AND A CHESS TABLE W
ITH CHESS SET PIECES STANDING ON
IT,A SMALL PIANO IS ON THE CORN
ER!": RETURN
4011 LET R#="YOU SEE SMALL LOUNG
E CHAIRS AROUND THE WALLS,A TROP
HY CABINET AT ONE END, SOME PHO
TOGRAPHS ARE FRAMED ON WALLS ALS
O SOME SEAWARDERS FROM TRAVELS.
THE ROOM OVERLOOKS SIDE PATH AND
SHOUBS!": RETURN
4014 LET R#="YOU SEE A SETTEE AN
D 4 EASY CHAIRS,RADIO ON SIDESBO
RD,SMALL TELEVISION,COFFEE TABLE
AND FISH TANK!": RETURN
4016 LET R#="YOU SEE A STATUE IN
CORNER,TWO HUGE POT PLANTS ON E
ITHER SIDE ALSO A GRANDFATHER-CL
OCK!": RETURN
4018 LET R#="YOU SEE USUAL FITTI
NGS,FURNITURE AND EQUIPMENT WITH
DOORS TO REAR GARDEN TO SERVANTY
AND TO KIDDOY!": RETURN
4020 LET R#="YOU SEE FOOD WAREWE
S,CONTAINERS AND CUTLERY AND CRO
CKERY WITH LARGE HATCH TO DINING
ROOM!": RETURN
4022 LET R#="YOU SEE A DOUBLE BE
D WITH CABINETS AND LAMPS ON,DR
ESSING TABLE WITH STOOL, DRAWERS
,2 ARMCHAIRS,2 SMALL UPRIGHT CHA
IRS,LINEN-BASKET AND HUGE CUPBOA
RD ACROSS ONE SIDE OF ROOM!": RET

```


HARRIET'S LAST BATH

19M

4004 LET EX="YOU SEE THE BATH ME ET TO WINDOW,HIGH WALLMIROR OVER TUB,CABINET,LINEN-BASKET,CHAIR, WASHBASIN AND W.C.L.PORROR.THE WED BODY IS STILL IN THE BATH WITH THE HEAD SUBMERGED. AM ELECTRIC FIRE IS IN THE WATER". RETURN

4004 LET EX="YOU SEE HANDBOWEN WITH HERROR,CABINET,W.C. ETC". RETURN

4008 LET EX="YOU SEE A BATH SIDE ETC". RETURN

4008 LET EX="YOU SEE A PRIVATE D HOWER ROOM,SINGLE BED,LOCKER AND COMBINATION WARDROBE-DRESSING TABLE AND CHAIR WITH JACKET DRAPE D OVER IT". RETURN

4002 LET EX="YOU SEE SHOWER ROOM,BUILT IN CUPBOARD,BED,LOCKER,SETTES,ARMCHAIR TELEVISION AND RAD IO". RETURN

4004 LET EX="YOU SEE SHOWERROOM, BED,DRESSING TABLE AND CHAIR AND CUPBOARD". RETURN

4005 LET EX="YOU SEE THE SMALL B LEST ROOM WITH WASH BATH,WARDROBE,DRESSING-TABLE,SMALL CHAIR AND BED". RETURN

4008 LET EX="THE ROOM OVERLOOKS EAST LAWN,BED,DOORSIDE CABINET,D DRESSING TABLE,WARDROBE, AND CHAIR COMPRISES FURNITURE.IT HAS A S HOWER ROOM". RETURN

4040 LET EX="YOU SEE A BED, BEDS DRESS-TABLE AND WARDROBE". RETURN

4042 LET EX="THE ROOM IS A LARGE DOUBLE ONE WITH PRIVATE BATHROOM,DOUBLE BED AND SUITE ALSO SMALL TABLE AND 2 CHAIRS". RETURN

4044 LET EX="CLOAKROOM HAS WASHBOWEN,W.C.,HERROR AND HOOKS FOR C OATS". RETURN

4046 LET EX="THERE IS A LIGHT FALL OF SNOW OVER THE LAWN AROUND THE HOUSE. THERE IS A PATH RUNNING ALONG THE WALL OF THE HOUSE BY SOME FLOWERSBEDS UNDERNEATH HARRIET'S BATHROOM WINDOW". RETURN

4047 LET EX="SHE IS NEARLY 21 YEARS, TALL, BRUNETTE, WELL BPOKEN, POLITE AND SMARTLY DRESSED, VERY P OISED AND INTELLIGENT. IN A QUIET WAY IS FIRM AND CAPABLE. SHE LO OKS STUNNED BY THE DEATH". RETURN

4049 LET EX="HE IS A SMOOTH,CARE FREE,TALL AND GOOD LOOKING MAN 3 R EARLY TWENTIES,JONES A LOT AND IS A CASUAL BUT TIDY DRESSER. D UDDOCK SPORTING TYPE". RETURN

4001 LET EX="HE IS IN HIS MID 40 S IS FAUNCEY WITH A HON-PECHED LOOK. WELL DRESSED, SPEAKS WITH E DDERGATED FOSH ACCENT. UNIMPRES SIVE ALTHOUGH TRYING ALL THE TIM E TO IMPRESS. SHE IN HER LATE 30 S IS A HANDSOME CRITICAL, OF A LL AROUND HER, SHE HEARS TOO MUCH H HANG-UP. SHE OVERDRESSES IN EX PENSIVE CLOTHES". RETURN

4005 LET EX="HARRIET'S SISTER H AS A SNO,QUIET,SHIMMY ABOUT HER, OBVIOUSLY NOT ABLE TO MATCH HER SISTER IN LOOKS,DRESS OR ABIL ITY IN COPING WITH LIFE IN GENERAL,PLAIN IN ALL WAYS". RETURN

4005 LET EX="HE IS A FLASHY EXTR OVERY DISLIKED BY MEN BUT ATTRAC TIVE TO WOMEN WHO LIKE HIS ABIL ITY TO TELL A TALE AND MAKE THEM LAUGH. GOOD LOOKING,TRICK AND FIT

FOR HIS 43 YEARS. LOUDES ABILIT Y AND CONFIDENCE". RETURN

4007 LET EX="HE IS A FLASHY EXTR OVERY DISLIKED BY MEN BUT ATTRAC TIVE TO WOMEN WHO LIKE HIS ABIL ITY TO TELL A TALE AND MAKE THEM LAUGH. GOOD LOOKING,TRICK AND FIT

FOR HIS 43 YEARS. LOUDES ABILIT Y AND CONFIDENCE". RETURN

4009 LET EX="SHE IS A YOUNG 50 Y EAR OLD A PERFECT COMPANION FOR HARRIET. PLEASANT LOOKING AND S POKEN WITH A FRIENDLY HELPFUL, W HICHER TO ALL. NEVER PUSHY BUT ALWAYS SUPPORTIVE AND LOYAL. VERY C OOL AND CAPABLE". RETURN

5000 LET EX="HOMAN'S PRINTS UP T O BLUES ARE SMALL AND FRESH.THE Y DO NOT RETURN. MAN'S AMONG SHR UBS ARE LESS DISTINCT AND ARE A GOOD HOME,MAN'S PRINTS TO AND F ROM LOOSTONE ARE SIZE 11. ANOTHER MAN'S SET OF PRINTS,SIZE 9,LEA D AWAY FROM THE WALL". RETURN

5002 LET EX="FOOTPRINTS GO BACK AND FORTH - LARGEL REYNOLD-BEASTR IED BY SOMETHING". RETURN

5004 LET EX="YOU MAKE OUT A FIGURE BEHIND A BUSH...SHE STEPS OUT ...IT IS HARRIET! CAME TO FEED HER AND SHUT LOOSTONE THAT WAS LEFT OPEN". RETURN

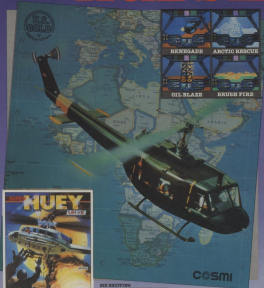
5006 LET EX="SNOW BETWEEN SOME B ROCKS BENEATH HARRIET'S BATHROOM WINDOW APPEARS SCUFFED AND DIST URBED". RETURN

5008 LET EX="A SWANNE LIES INHIBIT". RETURN

5010 LET EX="PHOTOS ARE OF HOLIO AND ARNOLD. ONE SHOWS GEORGE,HARRIET AND ARNOLD IN CLOTHING SNOW ,ANOTHER WITH THEM HOLDING HARRIET'S RIFLES". RETURN

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HARRIET'S LAST BATH

5022 LET BR-"A SMALL BOTTLE OF S
TACHNINE FALLS OUT"; RETURN
5024 LET BR-"A WATPIN HAS BLOOD
ON IT"; RETURN

5026 LET BR-"CIGARETTE SHAPE ON
WALL IS NOT IN LINE WITH BLOWPI
PE. A TINY PIECE OF LEAF IS IN E
NO"; RETURN

5028 LET BR-"IT IS FROM A LAUREL
"; RETURN

5030 LET BR-"YOU SEE LABELS IND
ICATING THAT OBJECTS ON DISPLAY A
RE BLOWPIPE AND DARTS, AND THE M
ASIC IMPLEMENTS OF A WITCH-DOCTOR
(A NOTE REFERS TO A MARK ON COE
STADL LOUNGE WALL). THE DOOR OF
DISPLAY-CASE HAS A LOCK"; RETURN

5032 LET BR-"IT IS UNFORCED.THE
DOOR OPENS"; RETURN
5034 LET BR-"INSIDE IS A HOOK FR
ON WHICH HANGS SMALL KEY...YES,I
T FITS THE DISPLAY-CASE IN LIBRA
RY"; RETURN

5036 LET BR-"CLOTHES ON HANGERS
PUSHED ASIDE, SOME HAVE SLIPPED
TO FLOOR. STRONG SMELL OF LAVEND
ER"; LET BR-"I"; RETURN

5038 LET BR-"INSIDE IS A WITCHC
TORS MASK"; RETURN

5040 LET BR-"YOU SEE USUAL TOILE
TRY ITEMS AND AN OLD PHOTO OF BR
RIET AND GEORGE TOGETHER BOTH W
EARING SHIRT EXPENSIVE CLOTHES I
N FRONT OF A CATHEDRAL"; RETURN

5042 LET BR-"UNDER SOME CLOTHES
IS A COPY OF A WILL"; RETURN

5044 LET BR-"WELL MADE OUT TWO D
AND ADD.PROPERTY AND NEARLY ALL
MONEY GO TO NEDDE,JEANNE,WITNESS
ED ARE SOLICITOR AND DESSIE"; RE
TURN

5046 LET BR-"ONLINE ONE CLOTHES
SHOES LOOK DISTURBED"; RETURN

5048 LET BR-"SOMETHING GLISTENS
INSIDE A SHOE AT FRONT.IT IS THE
NECKLACE BELONGING HARRIET"; RE
TURN

5050 LET BR-"ON IT YOU SEE A LET
TER "; RETURN

5052 LET BR-"YOU FIND CIGARETTES
AND LIGHTER IN ONE POCKET AND A
BELL FROM A BOOKWORM FOR EYES.
THERE IS A SLIGHT SMELL OF LAVEN
DER"; RETURN

5054 LET BR-"IN HER DRESS SHE HAS
T HAVE HAS STRIKING LOOKS. THERE
ARE NO OBVIOUS MARKS BUT ONE HA
ND IS RAISED BY HER NECK"; RETURN
N

5056 LET BR-"IT IS NOT MARKED AN
D THE FIRE LAYS SUBMERSED IN POA
TY WATER WHICH IS AT A HIGH LEVEL
"; RETURN

5058 LET BR-"YOU FIND ABOVE ITEM
S OF CLOTHING A LETTER FROM HARR
LET TO MYTHAM SAYING SHE WILL NE
VER MARRY HIM BUT ASKING HIM UP
FOR THE WEEKEND TO TALK"; RETURN

5060 LET BR-"IT WAS FLIPPED ON A
ND ON UNTIL FUSED BLUNT"; RETURN
5062 LET BR-"FLASHLIGHT IS OPEN AL
SO MAIN WINDOW SLIGHTLY Ajar. RU
DOY AND MET MARKS ARE ON GILL";

RETURN

5064 LET BR-"ON STUDYING IT YOU
REALISE IT HAS RED FLUID ON IT..

YES IT IS NOW BLOOD"; RETURN

5066 LET BR-"YOU SEE ONE HAS MOE
N MOVED IT HAS A RED TOP"; RETURN

N

5068 LET BR-"THE LIGHT FALL OF S
HOW SHOWS SEVERAL FOOTPRINTS OF
AND DOWN PATH. YOU NOTICE SOME C
ATPRINTS"; RETURN

5070 LET BR-"PATH AT SIDE OF HOU
SE HAS SEVERAL FOOTPRINTS BACK A
ND FORTH.THE STRETCH PAST THE BI
LLIARD ROOM TO LGS STORE HAS ONL
Y ONE SET OF FOOTPRINTS LEADING
TO AND FROM THE STORE"; RETURN

5072 LET BR-"THERE IS A LIGHT PA
TCH BELOW AN EMPTY HOOK WHERE A
WITCH DOCTOR NOSE HUNG"; RETURN

5074 LET BR-"YOU SEE A TINY MOUN
D,AN IMPACT BITE"; RETURN

5076 LET BR-"UNDER ONE YOU FIND
A PART USED PACKET OF CIGARETTES
"; RETURN

5078 LET BR-"IT IS TO A FRIEND O
CONTAINING VERY JULY REMARKS ABOU
T HER SISTER HARRIET AND REVEALIN
G JEALOUSY AND HATRED"; RETURN

5080 LET BR-"SOME FEEL PRESSING
AS IF RECENTLY PUT THERE"; RETURN

N

5082 LET BR-"THE SMOK IS ALMOST
MOLTED ,THERE IS A MARK PRINTS A
ND CIGARETTE"; RETURN

5084 LET BR-"THEY ARE HALF AS BE
G AGAIN WHERE THEY WERE PARTIALLY
MELTED"; RETURN

5086 LET BR-"IT LOOKS LIKE A FUR
RETURN KEY. TO TRY IT WAVE THE I
TION OF FURNITURE"; RETURN

5088 LET BR-"YES IT FITS"; RETURN

N

5090 LET BR-"YOU SEE NOTHING OF
ANY SIGNIFICANCE"; RETURN

5092 LET BR-"THERE IS A SUIT INS
IDE AND A JACKET"; RETURN

5094 LET BR-"ON A SCRAP OF PAPER
IS A LIST OF FINANCE COMPANIES"
; RETURN

5096 LET BR-"I HAVE ESSAY IN SAVI
NGS. I CANN A MODEST SALARY AS L
IBRARY ASSISTANT"; RETURN

HARRIET'S LAST BATH

7001 LET ER="I AM A LIBRARY ASSISTANT STUDYING TO BECOME A HISTORICAL WRITER" RETURN

7002 LET ER="I AM Aavid READER, I LOVE HISTORICAL OR OTHER NOVELS ABOUT HUMAN RACE, I LIKE AND PLAY TENNIS, I LOVE THE COUNTRY AND MOUNTAIN EXPLORING" RETURN

7003 LET ER="I LIKED HARRIET, SHE WAS VERY FOND OF ME, I LIKE MERVYN IN SPITE OF HIS LACK OF STABILITY AND KNOWLEDGE, I GO OUT WITH HIM A LOT BUT WE ARE NO MORE THAN GOOD FRIENDS AT PRESENT" RETURN

7004 LET ER="I SENSE THERE'S BEEN FOUL PLAY BUT I HAVE NO IDEA OF ANYONE NISHING HER HER MUM" RETURN

7005 LET ER="I WAS IN SHOCKING LOSS AT TIME OF HARRIET'S DEATH WITH MERVYN FOR ABOUT HALF HOUR BEFORE" RETURN

7006 LET ER="I HAVE NO PROBLEMS OR WORRIES, MY ONLY REGRET IS BEING PARTED FROM MY TWIN SISTER WHO HAS BEEN ABROAD FOR MANY YEARS, BUT I AM SAVING TO GO AND VISIT HER" RETURN

7007 LET ER="I LAST SAW HARRIET YESTERDAY EVE BUT HEARD HER TALKING TO BESSIE EARLIER THIS MORNING ABOUT THE HEATING" RETURN

7008 LET ER="I LAST LOOKED AT THE SCRAPBOOKS WITH MERVYN YESTERDAY, I KNOW NOTHING ABOUT THEM" RETURN

7009 LET ER="HARRIET TOLD ME YESTERDAY ABOUT IT, THE ONLY OTHER PERSON WHO KNEW WAS BESSIE, I WAS STUNNED AS THE OTHER RELATIVE I HAD BEEN DAMNED ALSO HARRIET'S HUSBAND WHO HAD BEEN SO GOOD TO HER IN THE PAST" RETURN

7010 LET ER="MERVYN PUT IT ON AND MADE ME LAUGH" RETURN

7011 DO SUB Y000 RETURN

7014 LET ER="I HAVE NO SAVINGS I BELIEVE IN USING MONEY" RETURN

7015 LET ER="I AM UNEMPLOYED -THAT ELECTRICAL FIRM I WORKED FOR WENT BANKRUPT, I WAS AN ASSISTANT MANAGER" RETURN

7016 LET ER="I HAVE NONE" RETURN

7017 LET ER="I HAVE NEVER HAD A DEEP RELATIONSHIP WITH ANYONE BUT AM VERY MUCH IN LOVE WITH JENNIE, I LIKED HARRIET AS SHE WAS SO FRIENDLY TO ME ALTHOUGH YESTERDAY EVENING SHE SEEMED UPSET, I DO NOT KNOW THE OTHERS MUCH" RETURN

7018 LET ER="I AM CERTAIN IT WAS FOUL PLAY, IT'S FUNNY THAT HARRIET'S HUSBAND TURNED UP YESTERDAY OUT OF BLUE ALSO THE EX BOY-FRIENDS BUT THEY DON'T SEEM KILLERS" RETURN

7019 LET ER="I WAS IN SHOCKING LOSS WITH JENNIE WHEN THE DEATH OCCURRED, IF I HAD THEN GO TO NY" RETURN

7020 LET ER="MY MACH CONCERN IS GETTING A JOB, BUT I AM INTERVIEWING RECENTLY, I JUST WANT JENNIE TO SEE HOW SERIOUS I AM" RETURN

7021 LET ER="I WAS LOST WITH HARRIET TOGETHER WITH JENNIE YESTERDAY, I FELT SHE LIKED ME, I WAS NOT AT BREAKFAST BUT WE WERE ALL UP TILL LATE YESTERDAY" RETURN

7022 LET ER="I LET ER="I DIDN'T SAY ABOUT THE DEBT BEFORE I WAS AT PROUD OF IT, I'LL HAVE TO SORT IT OUT SOMEHOW, I WAS STUPID IN THE PAST BUT NOW I HAVE MET JENNIE I'VE CHANGED" RETURN

7023 LET ER="I HAVE SIZE 6 SHOES YES THEY ARE MET, I WENT OUT FOR SHORT STROLL EARLIER" RETURN

7024 LET ER="I DIDN'T TAKE MUCH NOTICE OF THE DISPLAY" RETURN

7025 LET ER="IT WAS VALUABLE -I WAS ALWAYS NANNING HER ABOUT NOT LOCKING IT AWAY" RETURN

7026 LET ER="I THOUGHT OF GETTING MORE LOSS AFTER I TOLD THE BAD NEWS TO THE OTHERS, IT WAS COLD" RETURN

7027 LET ER="I WAS IN THE JEWELRY SHOP UNTIL RETIREMENT" RETURN

7028 LET ER="I AM A KEEN TRAVELLER, I LIKE HIKING MOTORING AND I LOVE INDOOR GAMES SUCH AS CHESS, CARDS, SNOKER, ETC, I READ A LOT" RETURN

7029 LET ER="I HAVE NO REASON TO SUSPECT ANYBODY BUT ARTHUR IS A GOOD-LOOKING JENNIE'S YOUNG MAN AS WELL.....FARMED WITH SOME BRUSH" RETURN

7030 LET ER="I LOVED HARRIET IN SPITE OF OUR SPLIT A FEW YEARS BACK, WE STILL SAW EACH OTHER FROM TIME TO TIME, HER DEATH IS A GREAT SHOCK AND TRAGEDY, I AM NOT CLOSE IN ANY WAY TO ANY OF THE OTHERS" RETURN

7031 LET ER="I HAVE NO PROBLEMS, JUST WANT TO ENJOY MY RETIREMENT" RETURN

7032 LET ER="I BROUGHT THEM BACK FROM THE COMBO, THE PYROMAN USED THEM TO PARALYZE ME" RETURN

HARRIET'S LAST BATH

7033 LET ER="I HAD COME OUT OF MY BEDROOM AND HEARD A CRASHING NOISE. I MUST HAVE BEEN THE FIRE FALLING ON INTO THE BATH. I KNOCKED AND CALLED BUT THERE WAS NO RESPONSE. BUBBIE WARRIVED AND WE FOUND THE DOOR WAS UNLOCKED AND WENT IN TO FIND HARRIET LYING IN THE BATH. DEAD." RETURN

7034 LET ER="I LAST SAW HER ON THE LANDING JUST BEFORE SHE WENT INTO HER BEDROOM WHEN I CAME UP STAIRS AFTER THE OTHERS HAD RETIRED." RETURN

7035 LET ER="I KNEW THAT IT HAD SOME WORK. I SAW THE HEATING FIREFIRE WAS ARRIVE. I WENT TO FRONT DOOR AND SHOWED THE MAN IN WHEN ALL WERE CALLED AFTER THE BOOTH AND FLOOR. THE CENTRAL-HEATING IS NOW REGULATED BY THERMOSTAT. I KNOW LITTLE ELSE ABOUT IT." RETURN

7036 LET ER="I ALWAYS KEEP IT LOCKED AND HIDE THE KEY. AMONG THE CONTENTS IS A DEADLY WEAPON FOR ONE." RETURN

7037 LET ER="IT IS OF NO GREAT VALUE. IT SHOULD BE ON THE WALL IN THE COCKTAIL LOUNGE." RETURN

7038 LET ER="I HAVE SOME CAPITAL ACQUIRED WHEN I WAS MADE REDUNDANT BY AN ELECTRICAL ENGINEERING FIRM. IT GIVES ME A SMALL INCOME. I SOON WENT TO IT WORKING AT CARROLL. I HAVE NO OTHER ASSETS EXCEPT A HOUSE LEFT BY MY LATE WIFE." RETURN

7039 LET ER="I AM A TRAVELLING SALESMAN NOW. PREVIOUSLY WORKED AS A TRAINED AS ELECTRICIAN, EVEN MORE NOW, BUT I SOON GOES MURDER ON THE PORCH ON OLD CLOTHES." RETURN

7040 LET ER="I PLAY GOLF AND LOVE CARD GAMES, GAMBLING, HUNTING AND MOTORING AROUND. I AM AN EXCELLENT MOUNTAINBIKER." RETURN

7041 LET ER="I'M STUNNED BY HER DEATH. SHE WAS THE ONLY WOMAN I WOULD HAVE MARRIED IF SHE WOULD MARRY. SHE LOVED ME BUT NOT ENOUGH FOR A PERMANENT AFFAIR." RETURN

7042 LET ER="IT MUST HAVE BEEN AN ACCIDENT. I CAN'T IMAGINE ANY ONE HARMING HER. SHE WAS PERFECTLY FIT AT TIMES BUT OTHERWISE SO CAREFUL AND GENEROUS. SHE WOULD NOT HAVE KILLED HERSELF." RETURN

7043 LET ER="I LEARNED OF THE BAD NEWS WHEN PLAYING GOLF WITH WILLIAM. WE WERE TOGETHER EXCEPT

FOR A SHORT TIME." RETURN

7044 LET ER="I HAVE NO WORRIES." RETURN

7045 LET ER="I LAST SAW HER ON THE COCKTAIL LOUNGE LAST NIGHT. SHE WAS COMPOSED BUT SEEMED DEPRESSED." RETURN

7046 LET ER="I HAVE SEEN THE STONE BEFORE BUT NOT LATELY. I KNOW GEORGE TREASURED THEM. I HAVE NO IDEA ABOUT THE CASE BEING OPEN... DIDN'T KNOW IT WAS LOCKED." RETURN

7047 LET ER="I TAKE A 10 SHILL. I STEPPED INTO A DEEPER PART OF THE SNOW WHEN OUT WITH A CLEAN CAR AND GOT MY TROUSERS WET." RETURN

7048 LET ER="I KNOW LITTLE ABOUT HEATING. I HAVE NO IDEA WHAT IS WORKING WITH IT." RETURN

7049 LET ER="I KNOW NOTHING ABOUT THE LOCKING BEING IN MY ROOM. SOMEONE HAS IT IN FOR ME." RETURN

7050 LET ER="I WAS A GOOD SALARY BUT HAVE HAD SOME BAD LUCK ON THE STOCK EXCHANGE. MY WIFE WANTED TO FORCE ME TO WATCH MY SPENDING. LILLY HAS SOME SAVINGS BUT NO INCOME." RETURN

7051 LET ER="I HAD A CHEMIST'S SHOP WHICH I SOLD OFF. IT WAS LEFT BY MY FATHER. MY WIFE WAS NOT KILLED IN THE PROFESSION BUT SHE HELPED SERVE AND WITH THE BOOKS." RETURN

7052 LET ER="WE BOTH COULDED HARRIET. WE HAD A ROW WITH HER YESTERDAY OVER AN OLD LOAN. GEORGE WHO WAS THEN MARRIED TO HER, HAD TOLD US TO FORGET IT. SHE WAS ONLY ASKING FOR IMMEDIATE SETTLEMENT. IT WAS SPITE AS SHE DID NOT NEED IT." RETURN

7053 LET ER="LILLY SUSPECTS MURDER. SHE MADE TOO MANY CRIME BOOKS. IT WAS OBVIOUSLY A STUPID ACCIDENT." RETURN

7054 LET ER="I WAS PLAYING SNOKER WITH ANOTHER WHEN GEORGE CAME FROM WINDOW CARRYING LUGGAGE AND THEN RAN INTO DOOR FROM LIBRARY TO TELL THEM ABOUT THE DEATH. LILLY WAS IN HER BEDROOM." RETURN

7055 LET ER="HE DON'T KNOW MUCH ABOUT THEM." RETURN

7056 LET ER="I GET £2000 PER YEAR PLUS FOOD AND A ROOM FOR HOUSEKEEPING AND BEING A COMPANION TO HARRIET. I HAVE A MODERATE INCOME FROM SAVINGS." RETURN

7057 LET ER="I USED TO BE A PRIVATE SECRETARY BUT GAVE IT UP DUE

HARRIET'S LAST BATH

TO BAD HEALTH": RETURN

7051 LET ER-"I HAVE MANY PASTORS
S AND LIKE TO TRAVEL. I HAVE MAN
Y INTERESTS": RETURN

7052 LET ER-"HE GOT ON ALRIGHT B
UT I KNOW WHEN TO GET OUT OF TH
E WAY. I ALWAYS GOT ON WITH HER
SISTER": RETURN

7053 LET ER-"IT WAS STUPID TO PU
T THE FIRE ON A SHELF BUT SHE HA
D CARELESS LAPSES, SHE HAD ONLY A
SHORT TIME TO LIVE, PERHAPS SO
LOW SHE CONSIDERED THE "ACCIDENT"
": RETURN

7054 LET ER-"15 MINS BEFORE...SH
E ASKED FOR AN ELECTRIC FIRE AN
D FOR AN ENGINEER TO BE PHONED A
S THE CENTRAL-HEATING WAS ONLY L
EAKING. I WENT TO THE COCKTAIL
LOUNGE FOR A FINE...SHE LEFT THE
KITCHEN DOOR Ajar": RETURN

7055 LET ER-"NOT REALLY ALTHOUGH
I FELT I WAS IN A RUT HERE": RE
TURN

7056 LET ER-"AFTER GOING TO PHO
NE THE ENGINEER I ARRANGED FOR FI
RES TO BE LET AND LOSS TO BE BRO
UGHT IN. I MISSED BREAKFAST. I W
AS GOING UP THE STAIRS WHEN BOOB
SE CALLED ME AND HE FOUND HARRIE
T DEAD": RETURN

7057 LET ER-"I KNOW GEORGE HAD A
SECRET HIDING PLACE FOR THE KEY
SOMEWHERE BUT NEVER UNDERSTOOD
THE FUSS OVER THOSE SORT OF KE
YS. I WAS NOT AWARE SOMEONE HAD
BEEN AT THE THING, THEY WERE AL
L THERE YESTERDAY ": RETURN

7058 LET ER-"THE ENGINEER SAID I
T WAS THE THERMOSTAT. ONE OF THE
WIRDS APPEARED TO HAVE BEEN LOO
SE": RETURN

7059 LET ER-"I HAVE NEVER WORRIED
I DON'T KNOW HOW I'D MANAGE WITH
OUT MY SISTER": RETURN

7060 LET ER-"MY HEALTH PROVEN
TO BE FROM GOING MUCH. I'M NOT A
S LUCKY AS SOME PEOPLE": RETURN

7061 LET ER-"I HAVE NEVER BEEN C
LOSE TO MY SISTER BUT AN UPSET B
Y HER DEATH. I HOULDN'T TRUST AN
Y OF THE OTHERS. I AM SURE OF FO
UL PLAY, HARRIET MADE A LOT OF P
EOPLE UPSET BY HER WAYS AT TIMES
": RETURN

7062 LET ER-"WELL IT LOOKS LIKE
AN ACCIDENT TO ME, MY SISTER WAS
CARELESS YOU KNOW": RETURN

7063 LET ER-"SHE WAS IN THE CORNER
LOUNGE WHEN GEORGE CAME BY THE
DOOR FROM THE SIDE ENTRANCE AND
TOLD ME OF THE DEATH. I WAS ON M
Y OWN": RETURN

7064 LET ER-"I WORRY ABOUT HOW

I WILL MANAGE NOW AND ABOUT THE
WILL": RETURN

7065 LET ER-"SHE LAST SAW HER LAST
NIGHT": RETURN

7066 LET ER-"SHE HATE IT. IT ALWA
YS FRIGHTENED ME...I AM SURE IT
WAS THERE EARLIER THAT MORNING W
HEN I WENT TO THE LIBRARY FOR A
BOOK TO READ. SHE KNOWS NOTHING
ABOUT THE OTHER THINGS": RETURN

7067 LET ER-"THERE WERE LOOS IN
THE LIBRARY AND CORNER LOUNGE WH
EN I WENT IN THERE. SOMEONE SHOW
ED ME AN": RETURN

7068 LET ER-"I ONLY HAVE A WARR
M 10000 PENSION AND A ROBERT SM F
ROM STOCK INVESTMENTS. I HAVE ON
LY A SMALL AMOUNT OF CAPITAL HAV
ING LOST A GREAT DEAL ON TWO INV
ESTMENTS": RETURN

7069 LET ER-"I SAW THE NECKLACE
ON HER NECK LAST NIGHT AND IT WA
S ON THE DRESSING TABLE WHEN I
TOOK THE FINE INTO THE BEDROOM":
RETURN

7070 LET ER-"SHE MADE A MULL. I
HEARD HER TELL SOMEONE VERY LATE
ON THE LANDING, "ITS NO GOOD...
I HAVE LEFT EVERYTHING TO HARRIE
T, THEN SHE SAID I WAS TO GET NO
MORE OUT OF HER": RETURN

7071 LET ER-"I HAVE A GOOD INCO
RPORATED CAPITAL INVESTMENT": RETU
RN

7072 LET ER-"I TAKE A 7 OR 8 SH
O, THEY GOT WET WHEN I POPPED OUT
FOR SOME LOOS BEFORE I TOLD THE
M THE BAD NEWS": RETURN

7073 GO TO 7066

7074 LET ER-"I COULD NOT FIND MY
CIGARETTES AND WENT TO MY ROOM.
MUST HAVE BEEN JUST BEFORE THE D
EATH": RETURN

7075 GO TO 7024

7076 GO TO 7032

7077 LET ER-"SHE HAD BEEN INCUR
ING ILL FOR THE LAST TWO YEARS A
ND WHEN SHE HAD ABOUT A MONTHS T
O LIVE": RETURN

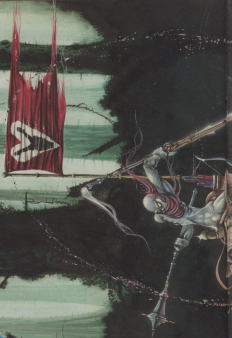
7078 LET ER-"HER DEPRESSIONS WER
E WORSE OVER THE PAST YEAR UNDER
STANDABLY, HOWEVER THERE WAS NO S
IGN OF DESPAIR ASSOCIATED WITH
SUICIDE": RETURN

7079 LET ER-"IT COULD HAVE BEEN
AN ACCIDENT OR MURDER": RETURN
7080 LET ER-"THERE ARE NO MARKS
ON THE FACE THAT WOULD SUGGEST T
HIS": RETURN

7081 LET ER-"I CAN'T FIND ANY PHY
SICAL SIGNS OF THIS, BUT YOU WO
LD HAVE TO WAIT FOR THE AUTOPSY T
O BE SURE": RETURN

7082 LET ER-"THERE IS NO MEDICAL

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Of course, we don't know *ALL* the answers, but then I'm sure the place within makes more interesting reading than a long list of dubious names and references.



In his post-house apartment in the IDEAS Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAS Corp. was establishing itself, makes himself at home with an intricate and time-consuming task.

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

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

ADVENTURE

HELPLINE

TOURISTS HELPLINE!

After completing my fifth Adventure column last month, I flew off to Portugal for a well-deserved holiday. Imagine my surprise, on arriving in my hotel room to find an envelope bearing the greeting "Tourists Helpline" and a local phone number. With it was a gift-wrapped bottle of Tupperware, complete with instructions. The gift was from Vasco Vasco da Oliveira, who, with his friend Nuno Miranda, heads of Cascais, has written many a letter to the Helpline over the last year.

There is an 18-year-old son of yours, who had some written to me: "You really should visit our

instructions — standing while you read is the order of the day.

Yours showed me a copy of *Forbes*, with a wonderful letter, and you would take it for the real thing. Absolutely top and all! "What about games with Leonardo?" I asked. "No problem! There's money there too!"

Later in the week, I met Vasco, who is a great admirer of the work of Jerry Bruns (the C-VO artist), who among other things, designed the Big Red T-shirts. "Was there the only case in Cascais. They'd better be!" he joked. He concluded that he was thinking of visiting Vasco's to abroad, so that his really was a success!

For those of us spent an evening in a Portuguese — drinking, dancing, all around. "The software I brought you is virtually worthless!" I asked. "Oh no," explained Vasco, "it's a

Glenn, and it's a game (the Portuguese) for the Portuguese."

"And they are English!" complained Vasco, who is reading the opinion of the Portuguese (C-VO), to write his own adventure, already planned, in Portuguese, English, and French.

There's English is sure to go good that he (Vasco's) English leads into Portuguese. For reading, he likes science fiction, and as there are very few Portuguese sci-fi books around, he reads them in English as a matter of course.

There's interest in adventure started when they began playing *The Rules*, and became hooked. "We were going to try bridge about that," I heard, "but that was long ago, before we had found C-VO!" Vasco added.

Amongst the adventures they have played is *Florida*, although they admit they only played it in a way with the prize. "It was not very logical," complained Vasco. "We often miss Denmark for a day, and they are not to leave us to the two Portuguese adventures!" explained Vasco.

The second time of our own holiday was our last evening when Vasco's parents invited my wife Ruth and myself to dinner at their home. We were treated to a typical Portuguese meal — accompanied by Vasco Verde, and completed with a 1981 Vintage Port, carefully selected by Vasco's father, a sommelier. (What's that? Tell him to be a little bit!)

It is always a little bit leaving a place in which one has enjoyed a holiday. It is a lot more difficult when one has been given so kindly a welcome to such charming people. I cannot speak freely in writing for C-VO, through which I have come to make such nice friends. (Vasco's Mom, Vasco, Vasco, Vasco, a Mom, Rio hope.

Miranda has been a large credit to Cascais. He is, like me, doesn't know what to do with it. Also, when letter came in October, upon three hours writing it, and also mentions the fact that the Commodore leading system of the game has a rather nasty spelling error — in the title of the game!

There's Vasco's recent loss of *Nautilus* problem, in a position of his own making, says Hugh Walker of Birmingham. "He has killed the woodman in the sea. The only way for the sea is to give it to the woodman!"

What's our Vasco's solution of *Orkney* that *Wendell* and *Judy* in *Orkney* (C-VO) tell?

John King of Poole in *Upper Channel* succeeded by chance, which explains the hand, but made in the morning. What was, on the night, good?

How to make the rules in *Casale Of Torres*, was a question I put to Vasco King a short while ago. He was very in the mood. King at the time, but his wife told me: "I thought you broke the space to make the rules." That, indeed, is what everyone is just trying to do!

However, John pointed out that the game is very easy to win in that *Orkney* has to be done in a set order to be successful. It is easier that if the space is not ready to be broken, you will not be able to do it!

The fact is a game adventure game that except up from time to time. Joseph Olvi of Birmingham is having trouble because all his characters are getting killed. What should he do with them? Ruth and Judy are in the last together — one of this most difficult problems!

I suspect the most useful strategy is to control the rate, and not necessarily to try to win individual things. Has anyone completed *The Rules*? What is the best way to go about it?

Jeffrey Moore is stuck with the idea of the dream. "I know what to do now — I have thought of everything for me. What should I do next, in *Orkney* (C-VO)?"

Due to a problem made in a puzzle game, Andrew East has no instructions for *Remains of the Day*. And he needs to know how to get the last 10 or 11 points! Well, Andrew, I don't if the instructions would help, but perhaps C-VO readers will be able to.

Mark Carter of Birmingham, has solved an incredible number of adventures, including some



• Vasco da Oliveira and Nuno Miranda

beautiful village if you were want a good holiday."

Since Portugal is Vasco's short stay, and this past is the 1981 anniversary, it seemed a good time to visit the country, and the Cascais must be our choice.

Armed with a C-VO computer full of software and magazines, I met 14-year-old Vasco at his father's bookshop in the Avenida Vasco.

Before long I was in trouble as I had the local computer store. The Portuguese machine market is almost 100% Spanish, mainly Vasco's reason, and a new top selling game costs about £1.

But of course, for that you don't get the thing as

many of your people seem to actually own a genuine original!

C-VO is read by nearly all their friends with computers, they told me, and is by far the most popular computer magazine in Portugal.

"We are not saying that because we're saying that," Vasco answered me. "But he said he still couldn't believe he was!"

Both speak excellent English, and Vasco put his hand down to his computer. "I have learned that my English through my computer — by playing adventures," he said. "There are only two Portuguese adventures, *Orkney* (C-VO) and *The Light*

PROBLEMS AND TROLLS

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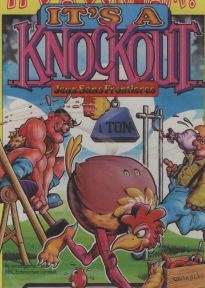
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Jf the name Rod Pike is not familiar to you, you may be forgiven. To date, he has only had one adventure published, *Pilgrims*, a text adventure, (reviewed June 88) was his first attempt at writing a game, and he was thrilled at the enthusiastic way it was received by reviewers.

He wrote *Pilgrims* for his own amusement, using the Quill. Although conversant with Basic, machine code is something Rod is convinced he will never grasp. However, his use of the Quill in *Pilgrims* is so subtle that I failed to spot it as a Quilled game.

When finished, Rod sent *Pilgrims* off to Silvernail to see if they would publish it. It was his lucky day. Silvernail was in the process of going bust at the time, and they kept clinging him along with promises, promises, but no action.

They eventually disappeared without publishing *Pilgrims*. The luck came in the form of CRL, who picked up the pieces of Silvernail, and eagerly snapped the game up.

In conversation with CRL, ideas man Mike Hodges, Rod's abiding interest in horror came to light. Among his favorite authors is James Herbert, and his obsession with horror stories comes from an enjoyment of "being scared to death in the comfort of my own living room," as he puts it. These facts, coupled an expressed desire to one day write a full length Gothic horror novel, led Mike to come up with a project to turn Rod's remarkable talents and interests to good use. This would be a text version of the novel *Dracula* — with plenty of text, too.

Rod went to his local library, and ordered a copy of the

With Halloween approaching, Keith Campbell set off in search of horror. He found it at CRL's offices in Brentford, London, in the shape of Rod Pike. Never heard of Rod? You will. ...

from fiction story. "Being a Victorian novel, it was fairly good, but it was full of mistakes... the Victorian was too proper to describe anything unpleasant in detail, but they lived at a beautiful time."

In the idea of the Dracula adventure, based closely on the original storyline, was born. It was to be given the same Gothic horror atmosphere that came over when Rod read the book. "We are in writing the game has been to score the parts of the player," claimed Rod.

Part of the game have been developed away from the storyline, otherwise the player would have nothing to do. It follows the main thread, and Rod has tried to keep the problem logical and relatively easy, especially at the start. "I've put in a lot of text, and want the player to read and absorb with the story — not to be put off by getting stuck for what is too right at the start," explained Rod. So in Dracula, he has attempted to grab the attention of the interested adventure right from the start, not merely the interest of the hardened adventurer.

He has paid special attention to the problems, and tried to make them occur as naturally and logically as possible, at the same time keeping the game cluttered with irrelevant or unnecessary objects, which might distract from the atmosphere. The dilemma, as author has in setting the problems, is that he cannot easily determine how difficult the player will perceive them to be. To this end, he has carefully studied other people playing the game, and made changes where they found the going too tough.

The end result, Rod hopes, is an interactive story that, when read or played, will make the adventure shudder with fear and apprehension.

Rod's first excursion into adventure came with **Mansion Adventure**, a fairly small 30-location game, played on his first home computer — a Dragon. Locations are a subject on which he has clear definite views. "There's nothing worse than trudging miles and miles through locations where nothing happens. That is just boring." To Rod, every location should

have a definite purpose, and he points out that in just one of Dracula, there are only a handful, and yet there is still plenty to do!

When the writing was on the wall for Dragon Data, Rod quickly acquired a Commodore 64, and starting playing adventures in earnest. Dracula, he didn't like at all — particularly the responses obtained when he typed GET ALL. "It just isn't a logical game," he complained. His favourite adventure is Lord's Cultural Adventure, despite the fact that he will have complained at November, when he gets the occasional spare moment, he will go back down the grating every

hour or two. "I don't like humorous adventures, although that's not to say there is no element of humour in what I write," he explained. He has plenty of ideas up his sleeve, and his enthusiasm in his subject is infectious.

If you hadn't heard of Rod Pile before, then one of his names. I am sure you will be hearing a lot of him in the future. And if you're playing a particularly spooky game into the small hours — can a look over your shoulder from time to time. That flickering shadow you thought you noticed, that slight creak in the floorboard, could just be Rod creeping up on you, to claim another victim!



now and again, to see if he can get just a bit further.

Spare time isn't a commodity that Rod has a lot of. As Industrial Engineer by profession, Rod has a full time job as a Works Manager. Writing *Mansion* wasn't too demanding, since he wrote it at his leisure, and was able to take his time about it. But Dracula has been commissioned, and is being written under contract — a contract with a deadline. The approach of Halloween was too good an opportunity for CRL to miss at a release date for a game of this sort.

Arriving home from work at about seven each evening, it is eight o'clock by the time he has eaten and settled down to his keyboard, where he will then work until about midnight. His wife, and his 18 year-old daughter Julie, are very understanding, and didn't even object (too much) when he took his 64 on holiday to North Devon recently — to work on Dracula!

Rod hopes to continue with adventures in a similar Gothic

environment in playing the game may need to be heightened, although it will only be of minor help in completing it.

Despite the volume of text, I rate often more than a weekend of narrative follows a command — it is not viable an entry in a room. Examining things often reveals what is not noticed at a first glance. I've always believed that **CLASHING** is a crucial command in an adventure. Without it, everything must be taken at face value, and the player is left to the mercy of an author's not always logical thinking. In Dracula, the command is handled well.

Author Rod Pile believes that adventure problems should be situation driven, and not rely on traversing hundreds of locations to get object A to location B. Certainly Dracula is quite full heavy on locations, there are a more so in the first part. For example, for getting through to the end of it is an five minute job, and it culminates in a problem somewhat reminiscent of the shooting gallery problem in *Mystery Fun House*. The answer is no obvious, that it is all by starting you in the face, but will you think of it?

Although an impressive text adventure, graphics are also contained in the game. Unfortunately, these were not the enough achieved for me to see, and CRL were being apparently nervous about what they had up their sleeve. CRL's own script game programmer, Jon Lane, is working on them, rather than leaving them to the mercy of The Electronic. Something unconventional is promised, but nobody was saying anything, except that they believe what they have in store

DRACULA

- Supplier: CRL
- Machine: Spectrum 48K, Commodore 64, Amstrad
- Price: £1.50

"The moorland, a rough looking fellow, stands before me. He has spent most of the journey complaining about his hard life, becoming his headmaster's outwitting on the one hand, then running down who had better believe. I suspect that he could be a villain, and probably a double agent."

So starts Dracula, and the above text, written from the game, serves well to illustrate the storyline, and atmospheric nature of the game. Arriving at your hotel, you must behave naturally, and do what is normal at a hotel. In order to spend a quiet night in preparation for your onward journey. The next day, however, it pays to watch what you say. You wouldn't want to suffer from nightmares, would you...?

The game is based on the original Dracula novel by Bram Stoker — written some hundred or so years ago. If you have read it, your



has never before been done in an adventure. To add a further dimension of creepiness to the pictures there will be accompanying sound.

Already in its second test form, Dracula is shaping up to be a first class adventure of its type, and will be released in three parts in two sessions, on Halloween.

- Vocabulary 7
- Atmosphere 8
- Personal 8
- Value 8

Keith Campbell

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● COMPETITION

Look into my eyes. I know they're red but that's nothing to be afraid of. You are feeling sleepy, your eyelids are beginning to droop. Sleep is enveloping you. Don't be alarmed. I only want to bite your neck. Nothing wrong with that, is there?

Talking of biting, C+VG's core band of vampire hunters has put the bite on CRL and we've managed to get some absolutely gruesome and ghastly Dracula competition prizes. They're horrific, in fact.

First prize is a coffin full of goodies, or should that be *hushies*?

The winner gets a VHS video of Dracula starring Bela Lugosi plus the ultra creepy *An American Werewolf in London* (also VHS). Not only that. He or she will get a copy of Dracula by Bram Stoker, four Stephen King horror novels and a his or hers Dracula mask. Oh yes, and a copy of the game.

The ten runners-up will get a copy of the games and a vampire hat. We tried to get five hats but we can't fit them in envelopes.

So what do you have to do to win these prizes? Just answer the following horrible questions and send your answers, together with the printed coupon, to Dracula Competition, Computer+ Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AE. The closing date is November 15 and Van Helsing's decision is final.

1. What is the name of the area Dracula comes from?

2. Name two methods of killing a vampire.

A. _____

B. _____

3. Name the famous British actor best known for his portrayal of Dracula?

4. What's a vampire's favourite drink?

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REVIEWS/1

LEATHER GODDESSES OF PHOBOS

Supplier:

Infotrac Activities

Machines:

Commodore

64/128, Atari 800

Price:

\$24.99

Does only on all machines.

If you're under 18, or not very little minded, you shouldn't even think of playing this game — in fact, you shouldn't even be reading this review.

Right, now we've got rid of the old fogies let's get down to the juicy bits...

Leather Goddesses — the first really adventurous — is a wacky romp around a few planets, in search of parts to build a machine capable of destroying the Goddesses, who plan to turn the Earth into a vast pleasure playground.

LGOP can be played in any of three modes: Tame, Suggestive, or Lured. Default mode is Suggestive, and even the computer seems if you switch to Tame. This leaves you no choice, and I took it. Surely, you understand, to be able to win you have to — it is a two person!

To start with, the game has to determine your sex, and it does this by giving you the urge to visit

some into a very comfortable cell, unless your ordinary clothes.

But don't worry, the Goddesses have thoughtfully provided you with a brass knuckle, — or a brass knuckle if you want to be the 'ladles'.

You have limited freedom to walk around the building, and to your boots, observe what must surely be your own fate.

Some poor wretch is being heavily experimented on — anatomical experiments on uncomfortable parts of his body, involving some plastic tubing, and a Yolk. For your heart out hell blower.

Turning up with Trent, your body from the cell across the way, you are not to destroy these friends before they can do any more harm. Especially to you!

Then, although not very bright, comes up with an original design for a Super Paper Air-Less Leather Goddesses Machine, which he switches down on the back of a machine. All you have to do is to get hold of the parts.

Later, and that there is an Infotrac adventure, especially when the parts are as diverse as a six foot length of rubber hose, a

snail, that are not much broader than the Goddesses.

To start with, there's a mad scientist who writes in conducting research into whether the one above is in the mind or the body.

Give him half the chance, and he'll murder you and Trent and the bodies of a pair of orange garden in his laboratory.

For fear not, a quick step into the circle at the time of his study will allow you to read the fate.

Only inside it, you spot a length of rubber hose in the cage, and it's just about six feet long. What's more, there's no way of getting it out of the cage from the outside...

Every time you get out of this predicament and solve the main problem, there is some tricky thinking to be done to uncover the latest hint, and you have to use your own body, too, and with all your possessions!

Must not be a whole lot better, although if you enjoy a spot of crawling, and do, you're in for a new career on the floor. Being thought from back to back is not too hard, despite the rather rudimentary controls, but taking

it's also instant death if you try to escape, or fail to answer.

For the promise of spending an hour in the secret recesses of the inner brain, with one of the Infotrac 8000 writers, in return for the correct answers, around any Infotrac's investigative intent.

Remember my wife? Well, now, before long I was with wife number 10, who, unlike the other partners, lay naked on the luxurious floor and allow the husband to play.

I must tell you about what a little like to find a crawling thing like it was a lot down at the end.

With all this nonsense, LGOP would hardly be complete without the worst of the many advice that confront you, and so here, with five adventure games with added control.

Included in the packaging is a 'leather' 1/2 inch card, and if you want to sample a small moment in the game, all you have to do is type 101111, and the computer will respond with the number in speech. Some of them are absolutely amazing!

Although the Infotrac games are as good as any you'll get, the more I play Infotrac games, the more I discover that it isn't quite as simple as it's cracked up to be. The more I read it is to recognize a machine that seemed perfectly reasonable — the 101111 FROG AND COAST.

The responses to impossible actions are usually helpful, by telling you not to bother, and there's a chemical COME AGAIN if you press RETURN without entering any characters.

I played the game on a Commodore 64, and must report that it is painfully slow, making lengthy data screens for relatively simple commands. This, of course, will not be a problem on other machines, but I cannot imagine that any drive can be slower than the 1011.

Well, all this talking isn't getting me out of the Infotrac window before it is not, there's a 1001 Ford parked outside, and it's got a loose headlight. I just gotta get it!

Keith Campbell



the toilet in four bars, where you are full to bursting with cheap beer. Then you've made your move, there's no ink change available unless entering the white gates.

Finally, THEY arrive with a blinding flash, the shoes come and start you off in Phobos, one of the moons of Mars, where you are

part of cotton balls, a Cleveland phenomenon, a picture of Jean Harlow, and a few other bits and pieces.

That's enough to put you in other planets, by means of a teleport system of black wires. Based on this, and you'll find through to another world, but there are characters around on the other

side that make the most interesting requires a careful analysis of the geometry of the canal, and the meaning of the control buttons.

That's called My Kinky Dork, and it's the gateway to the Saloon of the Saloon. The Saloon has a coffee for strategists, and it's instant death if you get it wrong five times.

● Vocabulary	5
● Atmosphere	10
● Personal	10
● Value	9

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Based on a concept
and story by
Ian Livingstone



Game written
by Ian Livingstone
Discussed by L.A. Gold

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But beware! Each step may take you closer to your doom.

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REVIEWS/2

ZZZZZ

- **Supplier:** Mastertronic
- **Machine:** Spectrum 486
- **Price:** £1.99

There is one of those strange adventures that accepts text-only input, but also has provision for joystick selection of a number of items.

The icons represent some of the most common commands. Since it is necessary to input most commands in text, using the joystick means changing back and forth from the keyboard. For instance, an improvement over keyboard-only input. Changing over from text to another is an instruction in the flow of play.

As the game starts, the player falls asleep, and can then only escape his dream by passing through a border post to the game.

The game is a truly little effort, with a number of relatively uncorrected problems, although adjusted locations such as a beach and an igloo, and mentioned

events.

Dig in the sand with the handily positioned spade, and from under a bush you'll spring the banana. Why not 'Thankyou' for Heaven's

the instructions on the story are about microscopic in size. Were it not for the pocket magnifier helpfully supplied by The Fiend some time ago, to read his

Almost as fast as the keyboard response. The characteristics have been changed, and the rate of repeat is fast and unpredictable.

A short detour up on each letter is required, to ensure that only one character is entered. For some reason, apparently at random, the program takes it upon itself, every now and again to decide that ENTER has been pressed — usually when you are not looking at the screen.

This results in wasted spite commands. But for some unaccountable reason, it does usually give a bright hint of what!

Not a game to get up a good typing speed on, but this nevertheless, and extremely good value if you're enough patient with its quirks.

Edith Campbell



what? and he will run off into the igloo. See what I mean?

Starting off with the worst part, for

any existing letters, it probably will be struggling with the issue now!

- **Vocabulary** 7
- **Atmosphere** 5
- **Personal** 4
- **Value** 5

MORON

- **Supplier:** Atlantis Software, 28 Station Road, London SE20 5AG
- **Machine:** Spectrum 486
- **Price:** £1.99 Mail order — add 50p for P&P.

This is about a race of people known as the Morons, who, while overriding its spars, standard space and state the three Pillars of Time. The ship's captain, deciding to keep them for himself, removed them from the ship, and hid them around the ship.

When the ship was discovered, the Morons were killed, but, being hidden, they began to revive him first, so he had to learn where the Pillars were hidden. Thus, while searching for them, they lay the ship still-out of control into a collision course with Earth.

Your job is to respond to the ship, find the Pillars, and get away with them. As the game starts you find yourself in a teleport room, all set to go.

The ship is a big one, and can

work level within it, there is a large network of corridors and rooms. Some of them are mighty strange, too — like the examination room which has three lenses ranging from Heavy to Very Heavy.

There's the usual stock room, electrical room, and many others, including the ship's cinema.

Being a Moron-Ship, it appears to be first first, how else can the pile of mud and ribs found in the first store be explained? This is a multi-ship game — you will need to find out what's around, before going in for the kill.

All the while you are searching the ship, and deciding what to do with the various diverse objects that you are obtaining, you are consuming oxygen, and battery power.

Scattered around the ship are spaces. They cannot be visited, but can be changed on the spot with the help of a Moron Robot.

It pays to keep a careful map, so as to lead in the right direction at top speed, when the warning is

given that a replacement is needed. The number of moves allowed when the warning is given is fairly small.

Morons is a 3D graphics adventure, and by having relatively short text, packs a lot of objects and locations in its single lead. Therein comes the puzzle — fitting the right object to its puzzle. Because of the diverse nature of the objects and puzzles, the game's looking a little in atmosphere,

but don't let that put you off.

It has to be said, Atlantis have done it again! There's plenty of adventure there for your £1.99, and it's worth playing!

Edith Campbell

- **Vocabulary** 7
- **Atmosphere** 6
- **Personal** 6
- **Value** 6



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AMIGA 500. to swap or sell, 1 Duke Deluxe Paint, One On One, Hacker and many more. I want to get in contact with other Amiga owners in Europe and USA. Send your list or a few disks with new games to Johnny Kristensen, Jorgen Bromlundvej 6, 3100 Vejle, Denmark.

ATARI ST: I am looking for Software and information from 20 Users all over the world. Please write to: Andreas Schreyer, Flugplatz 7, 8440 Straubing, West Germany.

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IBM 84 software for sale, all originals, including Commando, Int. Krato, winter games, chess service etc. Also five adventure international to swap. Phone Karl or Gareth on 05354 75179.

IBM 84 user wishes to swap Software. Contact: Del, 3, Clover Court, Manston, Sittingbourne, Kent, ME16 3JW.

COMMODORE 1641 disc drive for sale. Still in box, hardly used. £50. Tel: 0406 87528 20403 ask ask for Julian.

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THE LAND OF THE BASILISK a play by Mail Fantasy Game send an ask for rulebook, example: slides, status and results sheets (+ 3 free turn to project Basilisk, P.O. Box 84, Bournemouth, Kent, ME12 3QL).

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COMMODORE 64/128 USER32 Contact the LQA (License Destroyers' Army). We want to swap or buy the newest software. (disk only) no copies. Arjan v Zalen, Eggenier 11, 6501 CL, Haalen, Holland. Tel: 04759 2644.

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COMMODORE 64, 1541 disk drive, two data recorders, speech synthesiser, 38 inch colour television, extensive range of software, books and magazines. Total value exceeds £850. Accept £200. Lovden 0450-81 255.

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FOR SALE: Atari 800 Computer, 1080 disk drive, 410 program recorder, disk + cassette software, Ram board, manuals, books (mapping, compute, etc), magazines (antix, analog, computer), £240 o.n.o. Tel: 0495-245781 or write to: Morgan, 2 Byron Place, Coopersmead, Crumlin, Hereford, Gwent, NP1 4DP.

TOSHIBA 80X + Toshiba joystick + over £100 of software including: Yie Ar Kung Fu II (lost), Hyper Rally (lost), Red Moon, Sorcery, Mario Mirror, will sell for £150 o.n.o. Or exchange for Spectrum + and joystick interface + software. Write to M. Morgan, 30 Holly Way, Claverly Rd, Morley Tyne, CF47 6SL.

COMMODORE 64 owner wishes to hear from others with a view to swap disk based games. Many titles available. Please ring Paul on Luton 05952 495251 after 5pm.

AMIGA USER wants to swap the latest news only. Write to: Wolfgang Waidmann, P.O. Box 386, 4130 Meers, Germany.

TI-89A COMPUTER. Was tape based, disk cover, a pair of joysticks, all manuals, extended basic cartridge, 16 games cartridges, 8 tape games — 5 basic and 4 extended basic. £750 o.n.o. Will separate. Phone 0352 71 1467.



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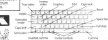
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C+VG's STORY

It's five years ago that the first fun computer magazine was launched. Pioneer editor Terry Pratt boldly looks back at what everyone else wants to forget—the early days of your favourite computer magazine and the crew that piloted it on those first faltering missions into the unknown . . .

Enginnering. Deep into the transporter beam, inside. We're heading back five years to a time when everyone's favourite computer looked like a cross between Friday and graphing (mean black squares in different sizes . . .). Besides, deep the heady vapours of time as we materialise in a dingy office, three floors above a barbed wire in London's EC1 and somebody's talking about . . . (bored?)



It was the first computer program I ever saw, spread out across 10 pages of an *American Atari* magazine. "We want a magazine like this but featuring this new British thingamajig." No problem, I surveyed the C+VG flightdeck and planned a first issue-based around this super British program.

The office equipment budget didn't stretch as far as an Atari—more like a packet of paper, plus, for not cheating whole steps, would wait and wait longingly.

Obviously we set about translating the Atari code into a Z801. Let's . . . This was the stuff, no body go where no piece of moulded plastic had gone before.

Danley (inventor) Susan (computer) into communications (office) into the magazine. "What

. . . if I'd said that to GORDON 2000 . . . what did you say this was, Machine Code?" Gradually the game began to take shape. A complicated affair of long and short range scans, vectors and hostile Klingers. Then there were the graphics, mainly white-outs.

"It's all quite logical Captain, the luminosity of the line white glass on the screen is a perfect representation of the star Beta Centauri as seen from Earth." Science officer Elizabeth Jones applied with her scanner, a black and white TV given to the publisher's prize—a week earlier and already doing sterling service in the computer room, in between episodes of *Emmerdale* here.

Starline 1555H: Science officer still in the vicinity of line 13 and only two weeks to press time. The crew are close to finally over playing for their own coffee. We decide to bring in a computer expert as great expense to help the translation along. Enter chief engineer John Selkirk.

Error in line 18. "The memory I'll not take a Cap'n. She's crying out for more power." Horatio seems 18, doesn't go very far. Time to search out more oblique crystals.



"We spend six hours making that one card to put in Star Fleet Commander Tim Maloney (number 1 to level 10) as in a 104 RAM pack . . . you see it's made the computer 10 times more powerful. Just imagine . . ."

We agree to take our case to the Federation.

Starline 1555H: The issue is starting to take shape as it's time to prepare the shuttle for a trip to the printers. We set phones on stall, it promises to be a long discussion on the revised copy deadline . . .

"I'd love to head the first at school, it's not bought a Starline 2000. We thought about the 10 but when the Z801 came out . . ."

Joseph Klingard!



We return from Southern with a RAM pack borrowed from the production manager's van and the knowledge that we funded our first—no search out new crystals.

Starline 2078H: One week if possible. Starfleet Command seems concerned about copyright problems. I assure him I have been given full permission to use the name "Starfleet".

That night I try to get the communication and tell to Warner Bros press office. Two days later Lieutenant Commander gets an urgent communication, a letter tucked through the office door. "We have the first issue of C+VG." We know nothing about this. Starfleet protocol. No permission has been given. We cannot repeat NOT since you to prohibit.



Looks like we are in breach of the Federation Treaty. Damage reports are coming in from all sectors: our 104 RAM pack has an inherent fault of losing the program. ("No line readings Cap'n") The science officer is behaving illogically over an adventure column from planetary engineer Campbell ("Strange Captain it seems he actually enjoys playing computer games"). The flightdeck is full of Klingian designs.

McGarry promises new settings for the science officer and coffee for the captain. He can do nothing about the Klingian designs and offers little comfort on the subject of the RAM pack ("It's terrible" Jim.)

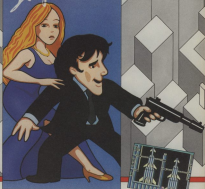
Starline 2498H: Ahead/Keep Factor Four, we've funded out another Z801 using, Space Bomber, which runs in 16. We deactivate shields, our problems are over.

Three have been the 10 pages of the Starline C+VG. It's five year mission, to seek out new games and new challenges. To build . . . Ensign

Behind on the phone. Seems they never game you permission to use the digital pictures of the *Starline* crew on page 8 of the Oct . . .

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EPYX
COMPUTER SOFTWARE

The true story of the last five years.....

... well almost. C=VG goes out of control on this page as **Juan Hu Noxa**, alias computer guru **Mal Croucher**, takes a highly individual — warped and eccentric, in other words — look at the micro world. Any resemblance to truth is purely coincidental.

Five years ago, when Norman and Norman Norman thought that the Digital Computer was a rubber glove, that CD stood for Cerebral Diplomats, that a poplite was something to do with insects, that Boyd Bots referred to Forty Political Resolutions, **COMPUTER + VIDEO GAMES** to the shelves.

In the most valuable, hilarious, fastest and dangerous industry ever conceived by human sapience, C=VG has remained constant as the Northern bloc, with Tim Matoculis' twinkling light and stable as Polar's light.

To call him a pillar of the establishment is hardly adequate, (besides, pillars are meant to be lolly, slender and upright) but I can't think of anyone else in the computing world who has given us five years of continuously spirited service. Happy Fifth Birthday C=VG. Happy Birthdays, Tim, with many thanks, and my very best wishes for the next five years.

Right? That's collected 'em up enough, let's see if they'll print this load of 'Belous, agnosticism, crummy garbage ...

FIVE RANDOM THOUGHTS FROM THE PADDED CELL

- When cars were first produced, they ran on electricity, petrol, steam, diesel, paraffin or chicken manure. Computers are like children: massive lumpy winded, messy and prone to consumption. In five years time they will be so-stink.
- In 1981, 18 of popular computing memory cost £84 + VAT, from the Chairman of Meats. Five years on, 18 of popular computing cost 78 pence, from an ex-laborer boy. In 1971, grapes will be eaten forever; free, by visual-ops.
- In 1981, beetle tables were used by an innocent founder of British microsoftware to display our moses to you, our

public. The cost £12.55 per line, and I shared my four tables with Minkings, Ginkings and Aric. It was great fun. In 1988, several software houses paid over £50,000 for stands to display their wares to you, our public, at Olympia. It was totally Croucher's first love of Economics, reads "TYPE = £000 + \$".

■ "Everyone's A Wally" shall be given away free to the marketing personnel for the Oric, Jupiter Ace, Lynx, Enterprise, Dragon, and all those other machines whose names

coffee, 69,000 word youth grow hairy palms and get blind within the week.

1981: The Year of the Monkey

- Olive Sanchez invented mass microchipses 1/K computing.
- Yuseful Enterprise invented mass ready.
- Rod Croucher was born in a lovely stable, near Belshamus.
- Everyone played Ping Pong (some old talent, new balls).

1982: The Year of the Flea

- Clair Sanchez invented mass colour 485 computing.
- Several thousand homes formed software houses.
- Jeff Minkins was exiled from Hooli help by Drucks near Belshamus.
- Everyone played Asteroids, Oct. Health Warning: "A star

■ Clement Chambers grew out of the Cowboy Quiff and opened a Post Office Savings Account.

■ Everyone played Decoration. Catty Thompson became a one-inch high weekly.

1985: The Year of The Pig

- Alan, Expulsive, Sagan, Robert-Matc in-swall and April to the Hooli divided up the computer world.
- The price of software halved.
- David Brown was born in the US Gold.
- Everyone played compilations. Old software never dies, they just change the packaging.

1986: The Year of the Bitch

- A great funeral game was constructed from the corpse of the original computer industry. From the ashes, prodigious dogs arose, sniffing out another like again season at Crafts.
- Mal Croucher wasbourne kicking and screaming by the man in white coat.
- Everyone played King Fu. You can make lots of programs from King Fu.

1989: Home computers are banned by the Revolutionary Provisional Government, and micro parts are rounded up in football studs, hooped to watched video recordings of the Great Space Race. Hardened users are featured in solitary confinement by copies of The PM's Corrupted File.

1990: The Ultimate Breakthrough in home computing entertainment is produced for the masses, by the Ministry of Pleasure. It involves a lightweight sphere, two manual manipulation units, a symbolic division between East and West, and a smooth rectangular, 4-dimensional playing area. It is called Ping Pong.

1991: Computer + Video Games celebrates its Tenth Birthday. Sir Timothy Matoculis receives a house (Timothy Croucher in call of Kamei) used in Parington Road, DC1.

■ Well are we all in this industry five years and because, gentle reader, we live in

Mal Croucher.



we forget MSB fails to qualify, due to the current alignment of Mercury and Uranus.

THE TRUE HISTORY OF THE NEXT FIVE YEARS (by five Krystal-Balls)

1987 Olive Sanchez changes his name by deed poll to Alan Sagan, and loses a fortune with his Electronic toilet roll. Alan Sagan changes his name to Olive Sanchez (as he says so, and is represented by Queen Margaret to clean our streets of Richard Branson).

1988: The Interactive Computer Disc is launched, enabling any player to participate in any fantasy, with true-to-life graphics, bilingual stories, touch, smell, and fresh ground

old can seriously damage your health.

1983: The Year of the Rat

- Accountants, wholesalers, lawyers and sundry for the words proceeded to rip off all anyone who hoisted.
- Matthew Smith was invented by The Sun.
- Everyone played Dungeons and Dragons. Cus staged protest marches outside Hobbit.

1984: The Year of The Sheep

- Confusion of ruff computers went on sale in the high street multiples, and a low was devised that they all be named after cutting, but or near-cutting animals.

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ADVENTURE THROUGH

From small beginnings, mighty adventures have grown. Keith Campbell, probably the most knowledgeable adventure writer in the world, looks back over five years of brain-busting, mind-bending machine action.

Mythbusters Adventures were written by a friend from Alabama, a telecommunications engineer from Maryland, named Brian Schwartz. What caught in the name, alas, although with slightly less bite than Scott's series, they were certainly the most fun to find, and *Golden Bats* was soon followed by *Time Machine* and *Know-It-Boats*, eventually pushing into a series which included the classic (in its book, at least) *Diogenes*.

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started—the Graphic Adventures. No matter that the Hobbes program was going to crash if fed certain complex commands, it became a pastime in need for players to overcome these errors.

The case of a complex partner was not rare. In fact, a 40-year-old woman, who had a BSC, brought in three separate parts, running from disk to screen such as TBI-80 and Apple, and it had a very advanced person instead. Not only that, a woman! This development was little noticed in the US, where disk drives were a relative rarity amongst computer owners. But in fact TBI was available in the UK as early as 1980 — well before C- or PC was even thought of.

While the success of the graphics adventure, Indiana Jones' policy was to ignore it, concentrating on improvements in text, to produce *Interactive Fiction: The policy paid off handsomely in the UK, where the top ten games list took nearly half to include one from Infocom. But the incredibly cheap Spectrum, without a standard disk drive, and the low-memory W-ii seemed to attract people in Britain with low cost graphics-oriented content.*

Nevertheless, in the U.K. there is little doubt that computers attracted many people to the adventure game, who might otherwise have ignored it. Unfortunately, this fact becomes an excuse for those responsible for accepting failure for the field in the long run since, in instinctively report anything without pleasure, overlooking those enthusiasts who preferred the mental pleasure that imagination gave over real adventure.

However, there was an exception, as always. When the SAC party arrived, it met not only many followers, but in fact by the SAC party had to, to meet a large number of the audience members. People naturally wanted their kids to have the same education at home as they had at school, but with the same type of memory. It was understood in the companies with the overwhelmingly popular Spectrum. There wasn't enough memory to add people to an adventure game. Perhaps this was a good thing, but a whole series of other things were going on. It is by Peter Kilduff, head of mobile new designs.

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

[illegible]

There came a major turning point in the popularity of the *Advantures* — the arrival of what has almost certainly been the last sailing *advantures* ever... **The Rainbow**

This made use of the color graphics capability of the Spectrum, and featured an advanced parser, which encouraged conversations with independent characters who moved around of their own accord within the game. But perhaps more importantly, there was a picture to go with every location.

graphics, and disk drives becoming available at ever-diminishing prices, so the adventures evolved. Some readers' adventures might seem like a completely different genre, but think carefully about them, and you will see that they all have their roots in the Adventures format.

Redbreasted nuthatches are common in the mountains in this area. They eat mostly gray-birds but also flycatchers, chickadees, titmice, and other small birds. In some locations, they also eat insects. In some locations, they also eat small mammals. In some locations, they also eat small reptiles. In some locations, they also eat small amphibians. In some locations, they also eat small fish. In some locations, they also eat small invertebrates. In some locations, they also eat small plants. In some locations, they also eat small fungi. In some locations, they also eat small bacteria. In some locations, they also eat small viruses. In some locations, they also eat small parasites. In some locations, they also eat small predators. In some locations, they also eat small competitors. In some locations, they also eat small symbionts. In some locations, they also eat small mutualists. In some locations, they also eat small commensals. In some locations, they also eat small parasites. In some locations, they also eat small predators. In some locations, they also eat small competitors. In some locations, they also eat small symbionts. In some locations, they also eat small mutualists. In some locations, they also eat small commensals.

Little more than a decade that this was the start of a series—some of them identical like *The Count*, *Sham-Tara*, *Mystery Fun House*, and *Forever-64* *Claymation Castle*—which were today destined to be remembered for their expense. In those early days of C-192, when half of the *Adventure* page consisted of a manual on programming an adventure in BASIC, there were only sufficient existing games, plus new ones appearing, for one average per month, with the prospect of turning out after a

There was a light on the horizon, however. As well as an occasional news release from the FDA, new advances were appearing for the first time from a US source.

five years ago today, the world's first ever full-on-line magazine appeared on the Internet, and starting at 11, was the world's very first online reference volume.

Home Computers, in late 1981, were still emerging from the era of relatively expensive machines, such as the PET, Apple, and TRS-80, affordable mainly by enthusiasts, to become more widely and speedily disseminated machines, such as the VIC-90.

Fortunately, Jones rarely criticizes more highly interested in the tribes companies could get up to, and writing the program to his team. Each people often worked in maintenance, installation, and wiring in a maintenance in the USA, was an important little program full of people and points, written for his to illustrate and maintain other people working on the system. It was this called Colored lines.

The virus was shortly followed by a similar game called simply **Spore**, on a MICROSOFT platform, becoming located on both these outlets, a phenomenon working on different projects took the format and derived a smaller and comparatively different game. The three titles were released in the same period, the first and in a more full strategy of standard 700 MB, derived from large. They used a comparable design. The title, the future (see <http://www.3d.com>), and the title, **Microspore**, started off with a long introduction to the UK, probably the most popular

IX was the start point of this revolution, and as leadership evolved, with many a change

Abstract



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BIRTHDAY HONOURS 5

Welcome to Computer + Video Games' Birthday Honours celebrations.

As you may have guessed by now, we've been around for five years. That's some achievement in the fickle, fast-changing world of computers.

But we're not alone. There are other survivors and, at the Personal Computer World Show in London, we presented them with our own special awards — a Big Red Baked birthday cake and a bottle of champagne.



The Review C+VG GOT Wrong — Monty Mole by Gremlin Graphics

■ C+VG's Deputy Editor Paul Boughton presents Gremlin Games' Joe Stuart with his cake and champagne while explaining that our less than kind remarks on *Gremlin's*

number one smash, *Monty Mole*, were "fair comment."

■ "Fair Comment," says Joe as he expresses a culinary criticism on C+VG's cake.

Longest Surviving Software House — Level 9

■ C+VG's own adventurer Keith Campbell explains to Level 9's Mike Aspin the proper sequence in which to

blow out the cake's candles. Get throwing and the cake explodes and the champagne turns to vinegar.



Longest Surviving Software House — Hewson

■ Seen on the left, a beaming Andrew Hewson provides central support for his relaxed team — delighted Debbie Salinas and jolly Julia Coleman. C+VG's editor Tim Matocoff refuses to smile, preferring to concentrate on the more serious business of trying to stand up.

Longest Surviving Software House — Mikro-Gen

■ Spot the woolly, Mikro-Gen's Mike Mack decides champagne and birthday cake are the next best thing to spending Three Weeks in Paradise, while Tim explains why he should have been the sole model for teenage hero Rocky Steele, star of Mikro-Gen's latest offering, *Shogun's* steel.



Most Innovative Software House — Ultimate

■ The ultimate cake for the Ultimate software house, LG Gold's boss Geoff Brown accepts the trophy on behalf of Ultimate who take the cake

as the most innovative software house of the past five years. Play the Game, says Geoff. Only if you remember to send it to us, replies Tim.



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5 YEARS OF COMPUTERS

It's amazing how many micros and games machines have come and gone since C+VG's first issue five years ago. If you walk into your computer shop today, you can choose from around 14 different computers.

But if you wanted to buy one of every computer and games machine that has been around during C+VG's lifetime how many do you think you'd end up with? Twenty? Thirty? Forty? More?

Robert Schiffrin decided to look back through the past 40 issues of the magazine, at some of the computers and games consoles that featured in C+VG. It's not really surprising that most of the hardware he found is no longer available. Cast your mind back and see how many of these YOU remember.

MICROS PAST

One of the first games magazines, C+VG was for *Yorkshire Adults* in 1981, the first machine was £170, had 16 of RAM and an integer version of Basic. Integer Basic means that you could only write programs that used whole numbers.

If you typed a command like `PRINT 1.2`, you would get a result of 1. Because this machine couldn't handle the minus sign half

The advantage of working only with integers (whole numbers) was that the Basic interpreter itself was smaller and would take up less memory.

When I first joined C+VG at the start of 1982 one of the few computers we had in the office was the Apple II. In fact, it was my primary machine.

An 800 keyboard keyboard, with the 100MHz 16K, could have cost you £150-plus. For £181, you got 16 colours, 8 *light* brightness, upper and lower case display type, raster to three pages, 120 x 180 pixels of graphics, sound, and a speech port.

I remember when *Reynard Software* was first formed. I was involved in testing their 8.5 inch disk game for the Am II. You could load up a game with various goodies, but avoid being caught by

the green, alien dog that was spreading the planet.

Remember the Adam? That poor, small Micrologix 1, mostly Colson, who made a laptop for us. I have almost managed to forget it, but not completely.

Like today's modern PCs, the Adam had a separate keyboard, mouse and main system unit. The system unit held the inner workings of the machine, along with two high speed floppy drives.

There were many disks which were actually under the control of the machine, so there were no software games. Colson himself tried to talk down, but even the Commodore 1281 was lost by comparison.

As with most test machines, Colson went to a friend's place to use it. I don't know. Normally, when you get a new machine, we try to keep on it. A little company phone up made for it. We made up excuses. Right the Adam, we actually called Colson and asked him to take it back. Eventually we managed to persuade them.

The Atari VCS is surely the best selling video games machine. Normally, any new game arrived in the C+VG office, beyond there it into the computer lab. Depending on what machine it was for. The Atari VCS has seemed to use few very simple of words with it. And Colson both brought out new titles for it. In November 1981, the Atari

would have not produced 195.

The Commodore VIC is another of that small group of machines that featured in the very first C+VG. The basic machine cost £110 and if you wanted a monitor to go with it would cost you back another £140.00.

The VIC had 16K of RAM, but the Basic interpreter used 128K in total, which left 256K for the user to enter programs.

Within a few months of launch, there was 32K, 64K and 128K expansion packs for the VIC. What memory life difficult, though, was that not all the expansion system were the same.

If you had a VIC machine, for example, you made it more difficult to use a program that was designed to run on an 8K machine. Sure that's what I call planning a Commodore.

Apple II, like the Adam, Adam II, the main circuit, the rest of the case was empty.

If you wanted more memory, graphics, sound, disks, printer interface, 80-200 later that and more, you had to buy extra cards to that. By the time you had filled up the slots, it was almost impossible, the whole thing had to go in but that you had to run it. The last of it stop it from working.

The two Super 8000 and 16000, who designed the Apple, were the of the industry people in computers. They designed their first micro in their garage while they were still students. They took one to school, everyone liked it, and eventually a company approached them and offered to put them in business.



As I can see it now. Happy memories of sitting in the C+VG computer room in the middle of the night, playing *Smurfs* on the Atari. The Commodore games console was the first to bring really high resolution graphics and decent sound into the living room.

While the Atari was selling for under £100, the Commodore started at £190. To be able to reach the cost of the Commodore from the video game, it was worth every penny. I like how that came back to me these days.

Although it's still officially available, you watched it easy to walk into a shop and buy an Apple II. The early machines cost around £100 and came with

There's only been one real failure from the Apple stable, and that's the Lisa. It was too expensive and people didn't buy it. The out-of-line version of the Lisa became the Macintosh.

Commodore's Pet was the start of this country's personal computers. In fact, was a little ship, so used in the book. The machine was designed by Chuck Peddie, who also designed the 6502.

Pet, by the way, stood for Personal Electronic Transactor. The PET stood for Video Interface Chip, which was at the heart of that particular micro.

The Pet itself looked like a tank — it was really built in very heavy metal. A monitor was included, while the earlier versions, a cassette recorder was built in next to the

keyboard.

The Seventh Empire, Co-EG's own play-by-mail game, was controlled by the office Pot. This involved typing in around 4000 names and addresses when the game was first set up, and entering a thousand words of type every month. I got to know the Pot's keyboard, very well, but managed to retain my sanity with hourly diversion to the Colón to keep Scurlocks from the land of Gorgonol.

The Commodore K1000M was a direct copy of the Superboard II from TMS Scientific Inc. of America. It was made in Illinois and, with an American counterpart, was one of the most popular computers around the United States (the C1600 and II). The machine came with an 8K, basic ROM and 16K of memory. There was a cassette interface and nothing else. Its graphics were speaking of, and it could do it all.

Over six years many computers have been quietly introduced and quickly and just quietly, killed away. The Dal was the first of these. It was introduced some time in 1981 and, just as people noticed that it was there, it went away. The basic model was 48K of RAM was priced at \$1495 at that time, which explains why.

The earliest mention of the Dragon in Co-EG came in August 1982, the same year that the magazine's first cover story Spectrum listing.

For just under £200, you would get a 16K micro with Ram, video, sound and joystick ports. Only a few games were ever made for the Dragon, and most were boringly slow.

Right from the start, Dragon's advertising department had themes—yep, it was hot water. There was a trap (page 16) even now Co-EG headed "Where this subject, in your wife".

It was all about confrontation between a man and his wife. He wanted a Dragon. She wanted a washing machine and to tell him to "get a job" or "get off" that's what she'd said.

What everybody knew was that the Dal, and the ad was changed. They couldn't have helped, really, as the magazine was supposed to sell.

Naturally, people'd write a Simon program in any hour (even though as one such right mind would want to). In 1983, there was a dedicated Simon machine that was only popular with those who had the chance to keep things straight to hold on.

From the outside, the machine was just eight colored lights. The machine would make a sound, but not light up, in a particular sequence. Your task was then to

press the buttons in the same order as they had lit up. Now that's what I call multitasking.

The Simulacron produced the C1600. It was 256K, had a memory of 1K and used integer Basic. This meant that you could only write tiny programs, and those programs could only use whole numbers. There was no sound, very crude graphics and the most important that anyone had ever used.

The reason for producing the C1600 became clear in 1980, when the C1601 was launched. It had 16K of memory, but a 16K expansion pack was promised and, what's more, it arrived.

It was just about possible to write games for the machine, though the graphics were still awful, and there was still no colour or sound. The keyboard actually moved, unlike the C1600, but was still slow to use. The machine was a massive success. After all, compared to the C1600, it was much better machine.

In 1984, Co-EG was the only magazine that still published listings for the Tross C1600/16. The software companies had long since given up, as we were about the only source of software for it. The only other software was available by buying imported cartridges but, at around £100 a time, they were out of reach for many.



Added to the time of the Q1, launch, Commodore introduced the Plus II and the Commodore 16. The 16 looked like a VIC, but in a time the same colour as the 64. It had 128K of RAM and could produce hundreds of colours. However, very few good quality games were produced for the machine and it slowly faded away. My local computer shop was selling the Commodore 16 last year, complete with cassette recorder and software, for around £100.

The Plus II was Commodore's answer to the Q1, although the Q1 was a very good question in the first place. Like the Q1, the Plus II was equipped with a word processor,

spreadsheet, database and graphics package.

However, while each program on the Q1 occupied around 10K, the Commodore programs were built into a single 128K ROM.

From the launch, everyone realised that Commodore's so-called business software just wasn't. Even in those days, some wanted a word processor that only handled 40 columns.

Although some to think of it, the Q1 had 8K of memory and no two thought they either.

Remember the K1000? Or was it the Plus? Or perhaps the K1000? The machine was announced in 1982 before being available, but they

never got. What they were actually doing was looking a way of one of a number of pocket arcade games. One of the best sellers was Galaxy 1000, a small invaders machine with little graphics but lots of sound. Fair value at around £10, and a popular Christmas present at the time.

Game and Watch was another in the pocket machine line-up. The machine looked like a flat calculator, with a large LCD screen around two inches square. Like the Galaxy 1000, you could play invaders, but there were other games available too.

And after a hard night of playing with it when you were supposed to be asleep, someone would usually shout up the stairs "hey, stop playing with that thing. Don't you know what time it is?" Luckily for you, the makers had built a clock in to the machine, so you could shoot back the answer.

Just about every home computer over the past five years has used Basic as its language. Now computers don't invent a product unless they've done their homework, and are confident that it's what people want.

If you don't do your homework, you end up producing a machine like the Jupiter Ace. The machine was sold in the United States, where it was a complete language, although much faster than any version of Basic that was around at the time. Its few machines were sold, but they are still available today. As the last word, they were going for around £100 as a stand at a recent Sinclair show.

Believe it or not I didn't, the Commodore was around for less than one of Co-EG. Preserving exactly was my favourite pastime on the Colón, then building handpumps was what the Commodore was made for. Dragon Time was the name of the game and our first-generation Commodore was somewhere in Mexico, thought the little chief was no rule that sleeping taking the machine home at weekends.



One of the reasons why computers have advanced so far in so short a time, is that each manufacturer is always trying to make his machine the best. This competition is what keeps new machines coming out nearly every month. The only missing part of all this, is that machines are rarely compatible with each other.

You can't put a 3.5-inch disk drive on a Commodore 64, for example. And even if you could, it wouldn't read disks from any other make.

So in 1984 there were no other Japanese came up with MSX. It was twice standard for microcomputers, with each MSX computer being able to run a particular program from any other.

There were about 34 companies making MSX machines and, what management meant, was that none of them could improve on their machines because that would make it incompatible with all the others.

Needless to say, the public weren't impressed and MSX flopped. In Japan, though, MSX is all the rage. When I was lucky enough to go to Tokyo at the end of last year, MSX was still fairly strong.

Just as the Spectrum was announced, so was the Oric. Which was very fortunate for the computer magazines, as they could all publish articles on which was the best buy.

Overall, the Oric lost the keyboard war since more resemble than the Spectrum's. Most important, though, was that hardly anyone was producing software for the Oric, while thousands of games appeared for the Spectrum.

When the Oric version two came out, things didn't get much better for the poor company. They now had not only a grey and white computer that wouldn't sell, they had a black and red one too.

The Sharp-M2-80K was also around at the start of C+PG. Like the Pci, it had a built-in monitor. Unlike the Pci it had sound, but no video control. However, we were sitting through Sharp listings in the office, my first job was to locate the SOUND commands and remove them, otherwise we'd get complaints from the school next door.

MICROS FUTURE

If you hadn't realised before, you will



certainly appreciate now just how far the home computer industry has come in the last five years. But what will we be writing about after five more years? Commodore's new Amiga can produce graphics almost the same resolution as a normal colour television. It has stereo sound, a synthesiser and sound sampler. What will come next?

Acorn will be producing a BBC machine some time next year. This one's a special chip, with what's known as a Reduced Instruction Set, which is why the computer is known as an RISC.

The benefits of RISC technology is mainly an increase in speed, but will soon price it too high and stop it selling!

A not dissimilar version of the disk is due out soon. This will, it is rumoured, include a disk drive and monitor, along with a computer built as a combination of a book and an Electron. The idea is to take an Electron, but run them away!

Amstrad, meanwhile, have just launched the PC-163. This is an IBM PC clone, known within Amstrad as the NBO (the Amstrad IBM Big-Old). This machine uses an operating system called MS-DOS, which is one of the most popular systems in the States, where IBM PCs are used heavily as home computers.

Trying to predict what will be happening in five years' time gets harder as you know, looking about what has gone before. One thing's for



certain, though — the games player won't go short of machines for years to come.

MICROS PRESENT

So much for all those old-fashioned game machines. What is available now? Well, at the moment, there are five major companies in the running

Acorn.

The Spectrum is certainly the best-selling/home computer of all time. It's in the country and abroad firms already topped a million.

Amstrad launched their first micro in 1983 and finished selling well.

Commodore's 64 is still in the running, but has recently been eclipsed by the 128, which is an upgrade of 64 in a real sense. C64 sales have been the first time at the 1984 show, September.

One of the most interesting programs that C-128G ever published for the book was written by Mike 'Lord of the Night' Simpson. It was the last 1983, but C-128G went into the third dimension. There was 3D graphics programs for the book as well as the Commodore and Atari.

The program presented static images in red and green, they viewed through the special glasses that were given away on the cover of that month's magazine.

In the November of 1984, we tried to get hold of other magazines which had printed 3D pictures, to see how well they worked. At the time, the only magazine that had had the program was one of the two options with with a warning about not



for your money. Acorn, Amstrad, Atari, Commodore and Sinclair. Have you noticed how many computer magazines begin with the letters 'A'?

The reason for this, as everyone knows, was that the company would appear at the top of one alphabetical list of magazine companies that was published.

Acorn's Spectrum is almost on the way out. It will be replaced by the new one, though, and the 16-bit boards are now only selling at £149. An upgraded Spectrum, with licensed the Book built in, is being planned by

showing it to others.

Links, who had only been started, got in her life. But the only person who would volunteer to print and buy a copy.

Personal level that, following the failure of the QL, Chris Smith decided to take the money and run. Unfortunately for him, he fell in a CB and the money pocketed up at the end of the road. Steve said, at least he achieved the ultimate objective of being successful at Spring Design, along with much more personalisation as a company and an MS-DOS interface level.



ocean

DIGITAL
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They sold a

MILLION

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put together FOUR
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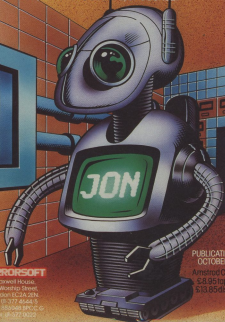
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WHY, IT TRIES TO ESCAPE, OF COURSE!



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PUBLICATION
OCTOBER

Amstrad CPC
£8.95 tape
\$13.85 disk

FIRELORD

Steve Crow, C+WG's Golden Joystick Programmer of the Year, has been hard at work since our award ceremony. He's been creating the wicked and wonderful world of *Fleeced* — his first game since the award-winning *Starquake*. Here we take a first look at Steve's exciting new arcade adventure. The wicked queen of the land of Torot has tricked a friendly dragon into pacting with his powerful firesteins. Now she is terrorizing the land. Now let's listen to our hero Sir Galahad as he takes up the story of *Fleeced*...

lowest. The very air-breathed the
scent of the forest land.

The review told us that as well as the ghosts there were a host of people who might never be heard.

"I think I know the villages and towns well although they are often small," said the voice. "I've met some of the Goblins, and I'm helping a friend who's a Hobbit or some such character. The *Fable Ward* will keep objects safe and sound."

Wishes and Wards have spells available and the Dragon's mouth may be slain. Weapons can be obtained from the Knight and the War Owl. Max is a useful source of information as is the Hermit who is rumored to live in the forests.

"Dogs tend to be quick and greedy on it, pay to be try and get them. Just as is administered by Kerosene, who may be helped if it is with a reward."

"Princess Eleanor is held captive by the Evil Queen and she may look kindly on those who are trying to help her."

Suddenly the Callahan realized he was alone once more. A feeling of mystery filled the forest. The very air of the place breathed the secrets of

The above information must be received if the
 information is to be used.

HELP FIGHT

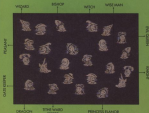
It's a good idea to use a parent, teacher or coach to help you understand the ultimate goal of the program. The goal is to help you understand the program's purpose and how it can help you.

THE VILLAGE

For the first time, however, the two sides have met on equal terms, with the U.S. negotiating with the Taliban, rather than the Taliban negotiating with the U.S. "I would like to see the Taliban come out of the shadows and stand up from

At the top of the screen, your score is 0. On the left, the number 100 is flashing in just red. On the right, the words "Energy, wisdom and balance point" flash. These distractions are designed to mislead the player.

2. The findings can be entered
into a database and more around
can be developed in line with it.



The path now deeper through the forest, including one that leads into the thickening shadows, it once spoke out in the darkness above.

"My son, you have returned to this land of Tard, to discover its hidden secrets. You must seek out the sacred Firestone and return it to the Dragon's lair."

I trembled with fear as I watched him. The First Queen had seized the Firestone and used its power to curse the land with fire and bloody apparitions which defiled the streets in

pleasantly surprised that the more happy and contented

At one time the people had seemed lively; but now they had in their houses. The Evil Queen's price for the release of the Prince was for some brave warrior to slay her the four charms of eternal youth. I was the chosen warrior. The nature of my quest blended with fear and bewilderment.

"That not," said the voice, "for the answer lies within the kingdom. The wise enchanted crystals and told not."
A halloo of amazement filled the



KAYLETH

Now, Apple's uses the Coprocessor with maximum power, using an Apple Executive System to send down to powerfully array of protocols to ensure the Coprocessor and force them to ensure that the subterranean needs to extract the maximum use.

FIG. 1 Inset. Zimmerman, from another capture being brought in, and the mother of the 10-month-old child. Zimmerman, 10-month-old child, and mother. Zimmerman, 10-month-old child, and mother. Zimmerman, 10-month-old child, and mother.

With no hope on the horizon - all that's left are dreams

The INHERITANCE

Panic in Las Vegas



Things couldn't be worse. No money, no food, no hope. Until the day of the telegram.

Now you must get to Las Vegas. And why? To win a million dollars, that's all.

It won't be easy, you may not even get out of your hotel, let alone survive the ordeal of the airport. And have you the skill, and the luck, to win in the Casino of Las Vegas?

Available on: **Amstrad** (Tape & Disk)
IBM 64, **MSX** and **Spectrum** (Tape only)

EXTRA BITS

SOFTWARE UTILITIES

Some interesting software goodies have been arriving on my desk recently. Although they can't be classed as hardware add-ons, they are designed to make more out of certain parts of your micro so I don't see why I can't mention them here.

For the Commodore 64 comes PrintMaster. It's a utility that lets you create banners, signs, greeting cards, calendars and personal stationery on the screen, and then print them on a dot matrix printer.

There are some 111 different icons which can be printed in a number of different sizes and patterns. Add some text of your choice and the job's done. If you want to design your own icons, there's an editor that lets you do just that.

Your dealer should stock PrintMaster. If not, tell him it's from AtariSoft and ask him to order it. And you may as well stock up with printer ribbons while you're there.

Also for the Commodore comes The Newsroom. It's like Fleet Street Editor, and allows you to use your micro and printer to produce newspaper articles.

This package comes on two disks and includes a well written manual to guide you through all the processes involved. You start by designing a grid for your page, which splits up the page into

six, 16 different grids, into each area you can then put a story, a picture, a big headline and so on.

The package contains a number of pictures, and you can add your own if you want. There are also some clever features which will, for example, run a story around a picture on a page.

The Newsroom is from Springboard, who are based in Minneapolis, USA. You should be able to get a copy from your dealer.

MAGIC DISKS

Robotek have produced something called a Magic Disk II, although I can't imagine why anyone would want to make magic disks!

Actually the kit consists of two disks for the Commodore 1641 or 1670. The first disk is a cleaner, which has some special cloth inside a normal floppy disk cover. The manual recommends that you play this in your drive for about 30 seconds every week.

Personally, I would recommend that you NEVER

use a cleaning disk, except as a last resort if you are having great difficulty loading programs.

The other disk contains programs which will, says the manual, realign the heads on your drive.

If you have trouble with a disk drive that's under guarantee, take it back to the place that sold it to you and ask for it to be repaired or replaced. If the guarantee has run out, then Robotek's package may be the answer. But don't try it on a drive that is guaranteed, as no one will repair under guarantee a drive that you have damaged by making a mistake with realignment programs.

AMSTRAD PC-1512

As I sit writing this column one sunny Saturday in August, Amstrad are just about to launch their new computer. By the time you read this, you will know more about it than I do at the moment. Basically, it's an IBM PC-compatible machine that uses an operating system called MS-DOS version 3.2. It is also supplied with GEM and

a mouse, an advanced disk-based Basic, a monochrome monitor and a single 5.25-inch disk drive, all for £269 plus VAT.

For another hundred pounds, you can have a colour monitor or another disk drive.

This machine certainly looks like being a massive seller for Amstrad. Sources tell me that they have had OVER MILLION copies of the manual printed. They obviously hope to break all sales records with this one.

More details next time, when I've managed to play with the machine myself.

PCW JOYCESTICK

Cascade Games have launched a joystick adapter for the Amstrad PCW micros. It's called the Joystick Interface (jifit) and it costs £24.95.

The interface plugs into the edge connector on the micro, and gives you a standard 8-pin connector that will take any Commodore or Atari-type joystick.

Your local dealer should have one in stock, or be able to order it.



● JOYCESTICK

TEA FOR TWO

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KETTLE

Illustration from
Orange Juice
1984

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Test your reflexes against mysterious forces. Pit your wit against your determined
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"Action packed. Never tiring excitement set in an unusual game scenario.
You've never seen a game quite like this before!" Tony Crowther

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Tony Crowther

CHEAP MONITORS

Yes, I know that monitors aren't cheap, but some are cheaper than others. Thomson seem pretty good value to me, and are now beginning to make an appearance in this country (they're French, you know).

Commodore-compatible ones start at £189 for green screen and £279 for colour.

Philips also produce a range of monitors, including a helpful feature that tells you which monitor is compatible with which mono, and the type of head that you need to connect them.

DISKS IN A HURRY

Have you ever spent ages perfecting a program and then realised that you haven't got any more blank disks to save it on? You probably have to do what I do, and delete an old file to make some space.

Disking, who sell disks, have a special hotline that's open 24 hours a day on 0428 722963. If you call them during the day and give a credit card number, they'll have a box in the post within 4 hours.

CHEAPER CALLS

The way to a faster's heart is to pay his phone bill. If you're unlucky enough to have to pay your own, you may be interested to know that your phone bill may soon be cheaper.

Mercury Communications is a new company who are competing against BT to supply telephone lines. At the moment, their service is only available to businesses. But within the next few months, you'll be able to give up your BT phone line and rent one

from Mercury instead. The benefit? Cheaper phone calls, so they say.

For the latest information, and a copy of their very glossy brochures, write to Mercury Communications and 80 Long Acre, London WC2.

C64 TAPE TURBO

Finally for this month, news of a Turbo Tape for the 64. It's a short program on tape which, once loaded, allows you to save and load programs on a Commodore cassette recorder ten times faster than normal. It won't work with protected software, though. Still, what do you expect for only £4.95. The tape is from Hobbit, and your dealer should have one.

Fright, that's it for this time. See you next year, in January's issue.

ELECTRON ROM GOODIES

A new range of ROM expansion units for the Electron was launched recently by Bigger. With any company wants to call itself Bigger baffles me, but I'm sure there must be a good reason somewhere.

Their Rom Box plugs into the back of the computer and holds up to 8 ROMs, which

can be 8K or 16K types. You can plug any Acorn interfaces into the back of the ROM Box if you want.

Now that you have a Rom Box, you'll want some ROMs to put in it. Guess what? Bigger produce a whole range. Surprised? No, not me.

Their list includes a machine code monitor and debugger, a sideways ROM manager and a ROM-based Word Processor. With so many choices, clearing out Electronics for around £20, this may be a cheap way of getting into computing.

Call Bigger on 0634 611834 if you want more

details, or a copy of their catalogue.

MORE COLOURS ON THE BEEB

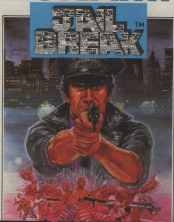
Wild Vision are producing an extended colour card for the BBC and Master models. It gives you a choice of 4096 colours, of which any 16 can be on the screen at one time. The PaletteMate Graphics Card costs 149 plus VAT, and details can be had by calling 021 256 5446.



● ROM BOX

The Latest Smash Hit
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KONAMI



Screen shots from Arcade version

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MSX CARTRIDGE £15.95

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Tel: 01 228 6730

SOFTWARE SPEECH

Speech synthesizers get mentioned quite frequently on this page and here's a news of two more. What's most interesting is that the package consists of just a program on disk or tape, and no extra hardware bits.

The programs are from Superior Software and are for the Commodore 64 and 128, and also the Amstrad CPC range. They cost £9.95 on tape. The Amstrad one is also on disk for £14.95.

The programs add a SAYS command to the machine's BASIC, which means you can write programs that will speak just about any word that can be made up from the 49 sounds the program can produce.

PAPER AND THINGS

If you still use a ZX Printer or an Alphacolor one and you're having trouble getting the special paper, Microsigns tell us that they still stock it. They're in Marryatville, so give them a ring on 061 600 3070.

FREE MUD

Yes, it's true. I've found a way of playing MUD on the Essex University computer that's totally free, apart from a phone call. You don't even need a P001 account. You'll need a 1200/75 baud Micromodem. Dial 01-631 61 61 and you will get a prompt on the screen. Type LOGIN H.H. and press RETURN. Then, to connect to Essex, type CALL ADDRESS 49608080 (that's a '4' followed by 4 nines followed by 486 followed by 5 more zeros.)

You will now be connected to Essex university. Type HOST 1 and press RETURN, then LOGIN 2663,2663 and RETURN again. You will be asked for a password, which is usually GUESS or GUESTS.

Before you reach for the dial, remember that this free

account only works between 2am and 7am, so you'll need to either get up early or go to bed very late.

Incidentally, if you're trying to get through to the demo number for ST MUD as mentioned in September's CI+VO, you may be having trouble with the identity code, the 01 is MUDGUEST, and not MUDGAMES.

MORE SOFTWARE

Remember the article last time about a printer ribbon that produces iron-on transfers? Well here's something else that no budding clothes designer can do without. It's a program for the Basic called SOFTWARE which will generate knitting patterns.

Using any art package (like AMOS Art), or the program's own built-in system, design a colourful picture on the screen. When it's done, the program will print you out a knitting pattern on a printer. Follow the pattern exactly, and you will end a jumper with your pattern on it.

The company are currently working on an interface to a knitting machine so that, once you have designed the picture, the machine will knit it for you as well.

Call Newlight on 01 637 3148 if you want to look very strange this winter.

CASPER

If you're tired of playing MUD for free, try Casper. It's not a game, but an electronic version of the yellow pages. You dial it up with a modem, and browse through it on the screen. If you pay £3 you can apply for a private mailbox on the system but you can, if you want, use it for free. At 1200/75 baud, it's on 01 724 8000.

REMOTE CONTROL

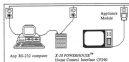
Remember the Aquarius computer from Mates? No, not many people do. One of its best features was going to be the ability to plug special devices into it that would let you control any electrical appliance in your home. The idea was good, but unfortunately the system was never launched.

Now, though, you can do the same thing with a Commodore, Apple or IBM PC. Powerhouse is an American pick-up which uses special 15-amp adaptors and the computer's RS-232 interface. There's a menu-driven programme to program exactly what you want to turn on and off, and when. You could, for example, turn on the lights or the central heating just before you get home from work. There's also a thermostat controller which you can program to go on and off.

If all this sounds like fun to you, write to Powerhouse, 2-10 (USA) Inc. 1654 LeGrand Avenue, Northvale, NJ 07657. You can call them in America on 212 321 764 5008.



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3	POWERHOUSE	COFFEE POT	3	1000
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Amiga 686	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 786	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 886	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 986	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 1086	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 1186	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 1386	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 1486	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 1586	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 1686	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 1786	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 1986	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 2086	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 2186	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 2286	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 2386	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 2486	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 2586	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 2686	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 2786	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 2986	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 3186	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 3286	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 3386	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 3486	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 3586	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 3786	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 3986	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 4086	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 4186	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 4386	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 4486	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 5086	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 5186	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 5386	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 5986	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 6086	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 6186	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 6286	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 6386	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 6486	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 6586	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 6686	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 6786	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 6886	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 6986	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 7086	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 7186	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 7386	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 7586	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 7686	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 7886	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 7986	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 8086	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 8186	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 8286	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 8386	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 8486	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 8586	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 8686	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 8786	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 8886	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 8986	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 9086	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Amiga 9286	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 9386	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 9486	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 9586	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 9686	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Amiga 9786	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
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Rampage has hit the arcades. **Clare Edgeley** reports on the game that's going to become the biggest cult game of the year.

- SPEED RUMBLE

It's a pretty average game with a low amount of actual play being a car chase or a battle; destroy the building, rescue the hostages and bring peace to the backwoods of white-belted southern states. What happens is he is. And in all parts he changes in 24 hours, from mid-time to home.

But what about you choosing the formula, the idea a car runs through the maze of streets avoiding traffic conditions, and the parking of dismounted vehicles that drive in your way. Your car is equipped with navigation system and sports are needed for finding the groups of passengers from their jobs with business and home and health. Finding that just change through the drive and not have to drive the careful through. Blue drive are business, health and social. Blue with comfortable drive, capable on coast and are capable of turning you into a coach.

And even though, if you're quick enough, it is possible that someone without training could do your assessment or perhaps it wouldn't. Of course, you can't tell if someone with a little extra training can do it. I thought you ought to know that.

[illegible]

The resource is incredibly handy and an indicator shows just how far you have progressed through each time you're killed. However, it doesn't show the close-up of the weapons you can be weapon, or the wrong for him. And about the time being around, you can't see the

Other brands include railing and studs with mounted cameras, and others on your list reported to recognize a vehicle instead of a face. There are also environmental options for the game, such as different scenery and border colors on your level, changing into a new scene.

Does that article make sense to you? Or does it just seem like a bunch of gibberish? Well, it's not gibberish at all. It's just a very simple sentence that makes it impossible to hear. It's a sentence that's been written in a way that's so confusing, it's almost impossible to understand. It's a sentence that's been written in a way that's so confusing, it's almost impossible to understand. It's a sentence that's been written in a way that's so confusing, it's almost impossible to understand.

London is a beautiful city, but the military games, toward Bladder, is a truly dangerous sport in very difficult to play. It doesn't have much the same chance of

...and it's definitely worth a look.

● RAMPAGE

Although the members get by the name of Lewis, Ralph and Gary had three grandchildren it is their families who themselves are obvious. Ralph's Mother's 1. Kumpage is a beautiful lady, Gary and his wife, you'll have to guess to play. It's the last two I've seen. I've seen the support in the of business on their part. I've seen the way the night-time club, the club and the club.

Things are now well past the point of homelessness crisis. Homeless is gone for many of which you can find no sign at any time — more likely when your pockets are empty. Both players taken on the unrelenting pathos thousands of times (King, Louisville or Wolf Man, and then there are ones paid to ruin the city to the ground.

Phys. Chem. Chem. Comm. 1999, 2, 1005-1006.

quite noisy, and getting the hang of the controls is a work, but once the camp is under better control, making the yardstick in terms of night directions. However, the side of the building and power lines in its direction, but make sure that when it starts to rain, you jump away, otherwise you'll end up in a heap, as the ground is quite a way away from the ground. The camp is now under better control, and your life will be shortened.

It is even suggested to stop your American Express card(s) and not to travel. I suppose there is nothing more you should do there, including standing, but one will have to wait till they stop into a hotel room.

After naturally, you can have fun shopping and counting back which things are definitely under your belt. And let's see the company from the 1950s, 1960s, 1970s and 1980s.

Obviously when you are falling the slowest method is to risk it, not damage your economy, but to get back your strength and not any of the qualities found in the distressed windows of the company. That is if you don't possess them, or

I wish a more meaningful word than "quite a bit" were in circulation, as I feel that what I am looking for is an ethical





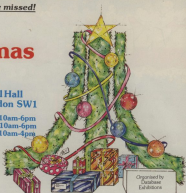
An event NOT to be missed!

Atari Christmas Show

Royal Horticultural Hall
Westminster, London SW1

Friday November 28 10am-6pm
Saturday November 29 10am-6pm
Sunday November 30 10am-4pm

The first ever Atari Show last spring was an outstanding success. From all over Britain Atari enthusiasts flocked to London to find out all they could about their favourite machine.



Soon the record-breaking Atari Show will be back - with three days devoted to the exciting developments in this expanding market. Make a note in your diary NOW to make sure you don't miss this great Christmas extravaganza!

- ★ All the latest software from publishers in both the UK and USA
- ★ New hardware releases from Atari and other major companies
- ★ Experts from Atari User and Atari ST User to answer your questions
- ★ Experience the fascinating world of computer communications
- ★ Everything on show from stocking fillers to complete Atari systems

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Play by Mail games are played from home using the postal service to carry orders and results between players and a central referee/moderator. The games played can be moderated by a human or computer. Domination is done entirely by computer.

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This means that you can get the results back in less than two weeks if you and the other players are quick at returning orders.

If anyone desired it, we will run fast turnaround games. Which will have a deadline period of between seven and 12 days (please specify your preferred turnaround time and we will match you with other players who want a similar time).

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The first person to get and keep control of 25 or more cities for three turns is the winner. In the very unlikely case of two players achieving this at the same time, the player with the biggest total of points of ships and armies wins.

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So how do you join up? Just fill in the coupon below and send it to the address indicated. The first two turns are absolutely FREE—after that it will cost you 50p per turn. This should be prepaid two to five turns in advance. Foreign readers may have to pay a little more.

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BL. HOT C+VGI**

A long time ago, in a far off world system there was a planet known by its inhabitants as Daxat. Daxat was a bit like earth but had very advanced technology and was ruled by one government. But all good things come to an end — and when a power rebellion got out of hand, grew into a massive civil war most of the Daxatians were wiped out by the powerful weapons used by both sides.

There were a few survivors and the most great civilization began to rise from the ashes. First the survivors formed tribes, then they created settlements — which became towns and cities.

Most of the population of Daxat centered on the cities and these evolved into city-states each ruled by a Governor and guarded by its armies and navy, becoming something like Ancient Rome on Earth.

Travel beyond city boundaries was forbidden for a long time after the bad because of "imperial" trading in the backlands" available outside an unimpeachable invention. This was a reference to various mutated creatures which appeared just after the war.

In time, travel outside cities did take place and merchants started to journey and trade. Soon they were the only people who had any real idea of what the outside world was like. They often made but allowed to come into town to use their skills. Since the reputation the monopolized trade between all of the cities and soon became very rich.

Strange fruits, vegetables, minerals and weapons were moved in trade across Daxat's land and sea. City-states which hadn't made direct with other cities were stopped by the all powerful merchants. This was possible as only the merchants had maps.

Merchants could "discipline" major cities by stopping luxury goods reaching the people. After a short while, the people would revolt and a new city governor would take over. One who was

happy to welcome the merchants back. The previous Governor was usually punished by starvation, a death through quite outside for his crimes.

This situation continued for many years until one day, a quarter century after the Daxatote city militia discovered an underground network of vast proportions underneath the city. Many teams of militia were sent in and large amounts of relics of the old civilization were found and brought to the surface. These included a vast library of technical books and though time had damaged many of these books survived to allow understanding of the equipment and to make use of it.

The Quatone city governor was an ambitious man who wanted to remove the strangeness that the merchants had imposed.

Despite precautions and secrecy, word soon got about the discoveries and the merchants tried to prevent this knowledge from threatening their monopoly, firstly stopping all trade with it and thereby sending spies in to try and acquire the secrets themselves.

The expected reaction of the Quatone people did not come. The governor took advantage of the hole generated against the merchants and persuaded the citizens to do without luxuries, the promise that they would rule the world, "in 10, 20 or 100 years" and luxury would be theirs forever.

Preparations began straight away and the next 50 years saw an unsurpassed period of social, cultural and particularly military development. In a very short period of time, Quatone, and then other city-states, transformed from an agricultural economy to one based on heavy industry. Population increased massively due to extensive efforts of the rulers, needed workers and therefore rewarded large families. Officially, the type of government was unchanged with a one-man dictatorship ruling each state. The city-states met now governments small countries, but each country was still ignorant of

the rest of the world as maps were forbidden due to the mutual distrust of each other. "If one had a map, a spy could use it in the hands of an enemy, then we would be conquered", said the rulers.

The merchants by now had gone into decline from their once great glory. Working among themselves was the cause and they split into 30 smaller city states. Despite their quarrels, they banded together from time to time, usually when one of the 18 major countries tried to invade their territories.

As the major countries' populations increased, these nations became more frequent and to stop it "The Legion of the 34" was formed. This was a permanent defence force, maintained by all of the 34 city states and big enough to defeat any invading army.

By its presence peace was kept but it was expensive to maintain and after 100 years of peace, some of the smaller cities argued that it was not needed and stopped paying for it.

In the next five years the 34 became the 20 then the 12 and finally the legion was disbanded, at precisely the worst possible moment.

After 50 years of containment and huge population growth, the 18 major countries had become an immense, barely waiting to explode into global war. When the legion was disbanded, at precisely the worst possible moment.

After 50 years of containment and huge population growth, the 18 major countries had become an enormous bomb waiting to explode into global war. When the legion was disbanded the last was lit and very soon after, full scale war broke out.

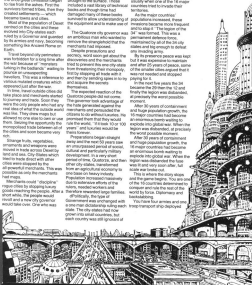
This is where the story stops and the game begins. You are one of the 18 countries determined to conquer and rule the rest of the world by force. Diplomacy and backstabbing.

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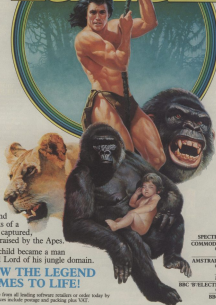
around your city. They rest of the world is unknown to you, all that you know is that there are 18 other players like yourself and 34 major cities.

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1. *Journal of Management Studies*, 1990, 27, 1, 1-14.

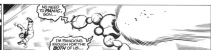
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ATARI GAMING 2 disks. Centurion 24K war game, Downhill 32K Arcade, Paris Express 48K Arcade. All 3 for £10. Write, enclosing first class stamp, to J. Ferguson, 56 Thomas Muir Ave, Bishopcleeve, Glasgow, G64 1SR.

ATARI 1025 printer unwanted. Send me as many games as possible and the person with most best games receives it free: disk or cassette. T. Jenkins, 4 Talman Grove, Stannmore, Middle, HA7 4UG. No better deal!! send for it now!!

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VIC — 20 C2M, 16K Ram (available), Quikshot II plus Thimblet, Cartridges — Omega and Rat Race, 4 Adventures, Sargons, Machine code, Monitor, Many tapes — Sub and tank Commander, Matrix, Star defender, Arcadia, Rockman, plus mastering the VIC — 20 (book). Cost £800 +, sell for £500 or more, ask Olive on Luton 0482 505484 9pm-9pm.

ACORN ELECTRON with tape recorder for sale, £130 worth of software including Exploding Fish etc. Excellent condition, worth over £250 will sell for £150. Phone Luke on 011 485-9172.

FOR SALE, 1575 disk drive, 3 months old worth £175 will accept £125 only. Anytime interest please contact Nick on 029884 546 after 6pm.

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whole lot as one package for £650 only. Fourth approx. £1000! please contact Richard on 01 581 8019 (evening) or write to 63 Silverdale Gardens, Hayes, Middlesex, UB9 3LN.

AMSTRAD 48K, green monitor, colour modulator, magazines, £200 of games, computer desk, + other bits, all for £225. Phone: 0256963 607.

ATARI software for sale or swap of originals. B. G. Cassette: Softline Ace, Hacker, Electroglobe, Worm in Paradise, Kennedy Approach. Cartridges: OX, Oni attack, Sabotage, RoboRaid 2000 phone: 0833 — 74037 evenings or weekends.

ATARI USER! an Icelandic Atari user who wishes to contact other Atari owners anywhere in the world. Just send a see to us, and we'll contact you as soon as possible! All letters to: A. H. Gunnarsson, Alfrethelms 3, Reykjavik 104, Iceland.

SPECTRUM +, Cassette player, light pen, £280 worth of software and more, worth £680 sell for £100 only, telephonic 074627 after 4.

AMSTRAD software for sale: who darts wins 2 £7.00, Ghostbusters, 30 Moving, Pyramenon, and Sorcery £4.25 each, House of Usher, Master Chess, Poland On The Run, Electroglobe, Hammer Attack, Test Match £3.50 each. Telephone: 0782 518236 and ask for Jason.

FOR SALE: Light pen £10, Mirage microdrive £20 or swap both for Multiface 1 (40 version), £745000 modern £200. Spectrum Kung Fu master £5. Will swap Master for Spectrum or Moscom. Tel. 0532 623181 and ask for Edward.

48K SPECTRUM for sale with tape recorder, programmable interface + joystick, £150 worth of software etc. all for only £140. E. Bennett, 47a Northmoor Road, London SW11 1ND.

ACORN ELECTRON, cassette deck £100 software joystick interface. Very good condition. Only £70 phone 02773 754803.

SPECTRUM cassette joystick interface and games including Rambo, Commando, Green Beret, The Goonies etc. £100. Multiserve 080 one hour for £180 phone Leicester 867654.

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M2 700 game for sale. Called Sharp Land. Price £2.50 including postage and packing. Make cheque/postal orders payable to M. Drisley. Write to 12 Milton Terrace, Mount Pleasant, Swanssea, SA1 6DP. Also looking for a M2 700 pen pal.

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UNWANTED GIFT — FODI disk drive and interface for the Amstrad. Free to the person who sends their 15-18 best games on a tape to 12 Lindians Ave, Meriton, Blackpool, Lancs, FY3 9LB. Winners name will be published in this section next month. Also 10 pack of games — £5.00, 15 pack of games — £7.00. These include — Ping Pong, Yo Ar Kung Fu, Raid, Bruce Lee and other great titles.

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Pen Pals Page

If you would like to get in touch with any of the following British readers, please write to them via C+VG and I shall pass your letters on. Otherwise, if the reader is from overseas just write to them direct, at the address which follows their letter.

If anyone is interested in trading games for the Commodore 64, 128, Pet, Atan 800 or TRS 80 please write to:
Francis Mignone
1357 John St
Brooklyn
New York 11226
USA

I am a French Spectrum owner and I would like to get in touch with someone who would like to swap software, hints, tips and papers. If you write to me, enclose a list of your games and utilities.

Thierry Maquet
27 rue de l'Écluseur
75010 Paris
France

I have a BBC computer and would be interested in swapping games, hints and tips. So please get in touch.
John Miller
Edinburgh

I own an Amstrad 464 and my whole spare time is devoted to it, so I am looking for budding Amstrad who are willing to swap software and ideas. So why not drop me a line via C+VG.
Jon Tyler
Somerset

I am an Italian reader of your magazine and I would like to get in touch with readers.

C64 and Plus4 owners worldwide wanted. I am an Italian boy who owns a plus4 with tape recorder, disk drive, hundreds of games and utilities, memory maps and Rom disassembly. Please write with all your information. All letters answered.
Aldo Bordini
Via Moscotti 19
20129 Milano
Italy

I own a CBM4 and a Spectrum 48k. I would like to correspond with computer owners from all over the world. My interest lies in adventures and combat simulations.
Zafer Demireli
Cemil Topcuoğlu Cadd.
Dr. Ruzin Çakay Sok. 5/5
Zeynep Apt.
Göztepe/Beşiktaş — İstanbul
Turkey.

I own an Atari 800x, tape player and would like to hear from someone with typed in games on blank tape to improve my collection. I have program listings and original games. I am in dire need of adventures.
Philip Borden
Ireland

Please help a lonely V6 owner who is looking for some fellow users to swap games and ideas. All letters answered.
Anon.
Dyfed.

I am a 10 year old Spectrum owner who would like an overseas pen-pal. I have an interface 1, 2 and microdrive. I enjoy playing arcade games and my other interests are cricket and swimming. Please write to:
James Russell
21 Haining Road
Kohimarama
Auckland 5
New Zealand

I am a 19 year old Spectrum owner and would like to have a pen-pal of roughly the same age, who either lives here in Britain or the USA. Please get in touch.
R Noble
Lancs

I am a 17 year old Norwegian boy who would like to get a pen pal in the UK. I own a ZX Spectrum and I am a fan of all sorts of games, but most I prefer Northgrahic adventures. I would like to exchange hints and clues and games. Please send a letter to:
Jan-Ivar Hansen-Bergli
PB 137
N-3482 Tofte
Norway.

I own an Enterprise 64 and think it's sound and graphics are great. I would like to get in touch with other Enterprise users.
John-Magnus Hopon
Skovsøvej 126
2000 Nyborg
Denmark
Norway

more next month

MAKE YOUR OWN ALIEN

Yes, you too can make your own cuddly Alien creature! Be the envy of all your friends! Scare your family out of their socks! Thanks to model maker Gary Ward we can present C+VG's very own monster construction kit. And there's not a squeeze bottle or bit of sticky back plastic in sight. Now, over to Uncle Gary...



■ **There are many plastic dies in modelling clay and roughen the several propellers. Luckily, there are also several wooden ones.**



4. Casting the road to lava is the very last. Water gain, is added in as you fill the basin. And, once already a third later, but in the same Golden age. The later is poured in to the road, creating the base surface and the water filled tank, into a last. The road is poured in, creating a thick road.



✱ If both sections are then wrapped to shield themselves one side of the head first and then working on the other. Plastic wrapping using the *in an a double* between the plastic and wrapping back to give an *entire is the "other"*, a rounded *over* natural shape *over* both can the exposed sections either side of the *time*.



11. The movie pulled from its model. This line was especially true for those theaters in the U.S. that were struggling. Most of it's filled with a desperate and somewhat nihilistic go with anyone.



It's the United swappers. Theirs made from an acrylic modelling material, they have featured in the game and (fitted today) – as Alex trademark – taken five ratings of five today, have been funded in with the previous to give the creator (it's 'Toby' mentioned) 'agreement'. The large swapper on the right was and from some other 'agreement'.



7. The flaxseed head, *Amelanchier*, is an important seed source in all colors and depths. The flaxseed is usually black, but it makes it a little more interesting if used in variety of gray tones around the face and body. Some hand painting is required in flax of the coloring. There is one only seed to give a better effect in the coloring. The head is colored in their various and above.



■ 4. (months 1-3) contained The items within its aluminum "New study for trading (see 4. second, 10. tenth) and later (see 4. second) and in "bottle" at plastics added. The other across two purposes. In prevents plastic from getting under the container and making it impossible to use (see the model and it shows you to judge the lower of the model to be building up, these using material is included in, available in your own building.



It's the final picture, I make no other "hand" following the same sequence and a background before learning the language, although it goes in that order... keep and it's how you get off and make your own.



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