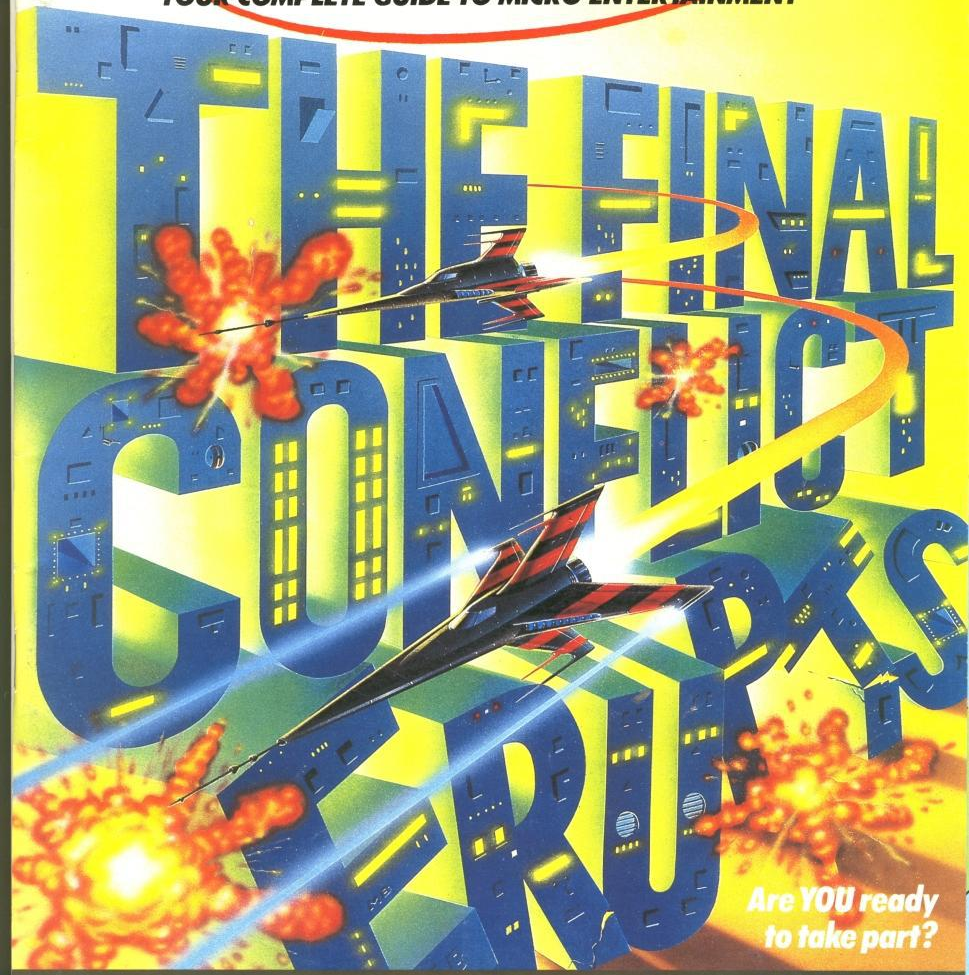
WIN 30 GAMES! 5 mammoth prizes for Spectrum, Commodore 64, Vic 20, BBC, Dragon.

Personal Computer GAMES

June 1984
75p

YOUR COMPLETE GUIDE TO MICRO ENTERTAINMENT



CHESS Our tournament reveals the most powerful program

THE LUNA Z5 FIGHTER



Will you accept this mission?

In your Z5 Luna Hover Fighter you must penetrate the 3 successive Seiddab defensive zones and destroy their command base.

The state of your fighter and its armaments along with status reports of the Seiddab defences is given below.

Good luck! May the power be with you.



·LASERS·

Short range weapon system. Iridium powered. Powered up and operational.



·MISSILES·

Long range weapon system. Radar homing duodec warhead. Armed and ready to fire.



·RADAR·

Long range, over the horizon sensors. Tuned to the plasma output of Seiddab hover fighters.



·NAVIGATION·

Locked on to the Seiddab command base. Head up path display.



·SHIELDS·

Di-lithium powered. Combat power level. Status all green.



·GAUGES·

Long range propeluene tanks. Status full. Combat shielded. Hull temperature status low.



£5.95 £7.95 £5.95

This is the latest and most difficult mission in the long running struggle against Seiddab aliens – are you prepared to accept this mission?

Available for 48K Spectrum from all leading software dealers including Boots, John Menzies, Spectrum Computer Centres, etc.

Available for other popular home micros soon.

Hewson Consultants
56B Milton Trading Estate,
Milton, Abingdon, Oxon OX14 4RX

KNOW YOUR ENEMY



·DAB·TANKS·

Robotically controlled. Ytsan missiles – armed. Susceptible to laser strikes.



·SEID·HOVER·FIGHTERS·

High power, low manoeuvrability strike craft Plodium missiles – armed. Susceptible to missile or laser strikes.



AERIAL·MINES

Contain proximity fuses, explodes on detecting hoverfighter. Susceptible to laser strike.



MISSILE·SILO

Final line of defence – self activating. Hewstron Warhead. Susceptible to laser strike.



COMMAND·BASE

Your objective – heavily defended requires many strikes to destroy – you must not fail.

Microspeech Compatible

3D LUNATTACK

TITLE SCREEN

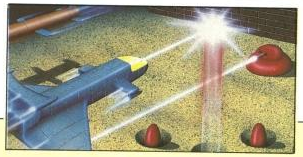
P·E·R·S·O·N·A·L C·O·M·P·U·T·E·R G·A·M·E·S J·U·N·E 1·9·8·4

CBM 64

46 A huge stack of new games reviewed including three PCG hits
92 Type in *Convoy* and defend Britain from the enemy armada

SPECTRUM

96 Breathe fire into your micro with this dragon-infested listing
54 A hit called *Trashman* – it certainly isn't junk



BBC

72 Thrilling 3D action in our Game-of-the-Month
94 Bombs away with an explosive program you can enter



VIC 20

88 Join the race to enter a great hi-res athletics listing
62 *Aaaagh!!* Look out for the Vic Video Nasties

36 CHESS CHAMPIONSHIP
We play 11 chess programs against each other and name the winner.

45 GAME REVIEWS
Page after page of them, together with screen shots and detailed ratings.

77 ORIC HIT
A great new game in which you fly to the rescue of space scientists.

110 COMPETITION
Win yourself a box of 30 games for your micro. We've got five to give away!

119 DRAGON CLASSIC
Jungle adventure is the theme of this famous Dragon 32 game.

R·E·G·U·L·A·R·S

If you don't like page numbers, you can use these round logos to track down your favourite section!

NOTICE BOARD 19
Laden this month with prize-winning riddles, plus our letter to you.

BUZZ 20
Amstrad prospects, new releases, charts, Whispering Horace and the hottest news.

BYTE-BACK 27
A page of lively letters, including the *Manic Miner* controversy.

FINAL CONFLICT 28
Launch of the cataclysmic war game everyone can play.

SCREEN TEST 45
New games reviewed in detail, complete with PCG hits, Game-of-the-Month, and Video Nasties.

PROGRAM LIBRARY 88
Four game listings for Vic 20, BBC, Commodore 64 and Spectrum.

CHALLENGE CHAMBER 100
Your highest game scores, and a play-off between two *Lunar Jetman* experts.

ADVENTURE-WORLD 106
Words of wisdom from the White Wizard for all adventure lovers.

COMPETITION 110
This month you can win 30 games by naming the five you like best.

PCG HOTLINE 115
Commander Chance reveals your comments on rip-off games and other matters.

GOOD BUY 116
The games which have won the PCG seal of approval.

BOOK TEST 123
The low-down on some of the latest books for games addicts.

To date, Atari's most astonishing game is Pole Position... If you are only going to buy one game, then this is the one you should get.
COMPUTER & VIDEO GAMES.

...Pole Position gives a very strong sense of speed as you hurtle round the track. The super-realism of the three-dimensional effect adds a lot to the game. It is a great graphics demo.
PRACTICAL COMPUTING.

Brilliant!
WHICH MICRO? AND SOFTWARE REVIEW.

...a terrific version of the arcade motor racing game...graphics are superb...sound, too is very good as brakes screech and engines rev-up.
PERSONAL COMPUTER GAMES.

Exciting, exhilarating, excellent, Pole Position takes the lead as the best Atari race game around.
PERSONAL COMPUTER NEWS.

What can we say?



We're overwhelmed. Though we should just add that with Atarisoft, you can now play Pole Position* on the Commodore 64, BBC and Spectrum computers, as well as on all Atari® systems. Oh, and we're giving away free a Grand Prix kit and full colour wall chart with every game.

POLE POSITION
***from* ATARISOFT™**

LOOK OUT FOR OTHER LEADING COMPUTER GAMES ON ATARISOFT. PRICES START FROM £14.99. *TRADEMARK OF NAMCO. ®TM ARE TRADEMARKS OF ATARI INC.

DOWN, DOWN AND DOWN AGAIN

The deeper you dive, the deeper the danger. Through cavern after cavern to find the pearls and the treasure. (It's different every game!) Sharks, octopuses and jellyfish are everywhere; and look out for your oxygen level! Staggering graphics, fantastic colour – a true arcade adventure.

Another great quality game from the house which brought you **"Harrier Attack!"** and **"Jungle Trouble."**

DURELL SOFTWARE

available from
W. H. SMITH • LASKYS • GREENS at DEBENHAMS • BOOTS • MARTINS • COMPUTERS FOR ALL • SPECTRUM CENTRES and many other retail outlets

or order direct from
CASTLE LODGE, CASTLE GREEN, TAUNTON, SOMERSET. TA1 4AB

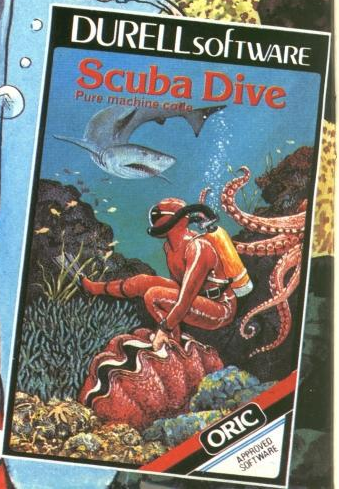
Spectrum Oric/Atmos Commodore

MAIL ORDER

SPECTRUM software £5.95 all other software £6.95
Price includes postage and packing

TYPE OF COMPUTER: .....
CASSETTE TITLES:
1) .....
2) .....
3) .....
NAME: .....
ADDRESS: .....

Overseas customers please allow £1.00 extra



A FREE SOFTEK GAME IF YOU SUBSCRIBE TO PERSONAL COMPUTER GAMES NOW!



A Softek game worth up to £8.95 absolutely free! Yes, all you need to do is take out a year's subscription to your favourite games magazine, and we'll send you a games cassette absolutely FREE. But hurry, there are only 350 games to give away, so don't miss out.

Just fill in the form below, stating which of the games featured above you would like free then send it with payment for your subscription to Personal Computer Games — and we'll do the rest.

If you prefer call Gill Stevens on 01–439 4242 Ext 226 with your credit card details.

Subscribe today, and be certain of getting your free Softek game and your copy of Personal Computer Games every month.

I would like to subscribe to Personal Computer Games.

- ☐ 1 year (12 issues) UK £9.00
- ☐ 1 year Europe £26.50
- ☐ 1 year rest of world Surface: £18.75 Airmail: £50.00
- ☐ I enclose my cheque made payable to Personal Computer Games.
- ☐ Please charge my Access/Visa/Diners/American Express Card (delete where not applicable)

Account No. _____

Signed _____

Name: _____

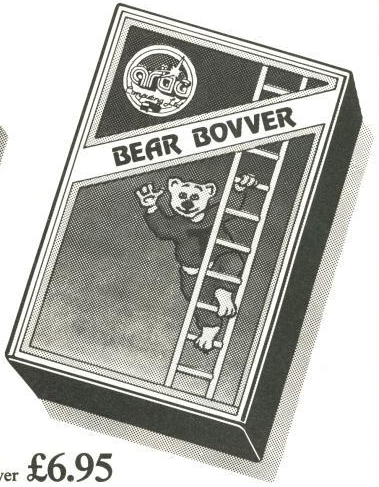
Address: _____

_____

I would like _____ Game



Jet Set Willy **£5.95**

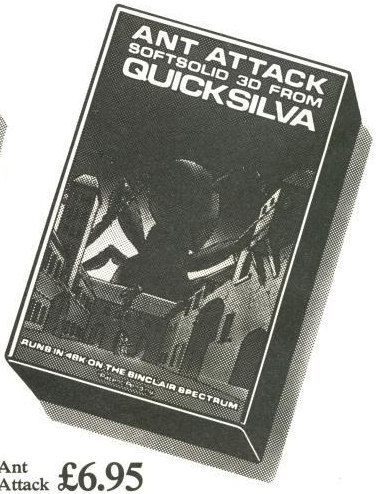


Bear Bovver **£6.95**

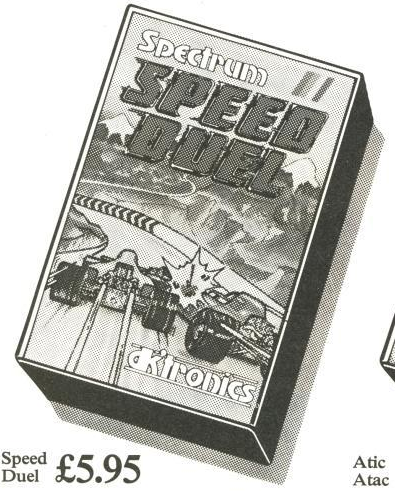
Thousands of Spectrum



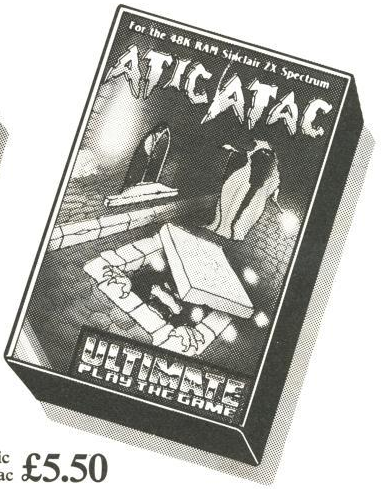
Chequered Flag **£6.95**



Ant Attack **£6.95**



Speed Duel **£5.95**



Atic Atac **£5.50**

n owners know we're in the right game

Last year W. H. Smith sold thousands of Sinclair Spectrums, making us one of the leading stockists in the country and the ideal choice for Spectrum Software.

With Arcade Games ranging from Jet Set Willy to Ant Attack we've got action and excitement just waiting for you.

Of course, our range doesn't just stop at games. As leading stockists, we can also offer you an extensive choice of educational software.

What's more, we're constantly updating the range, as new software is released so you can count on us having all the latest, most current programs.

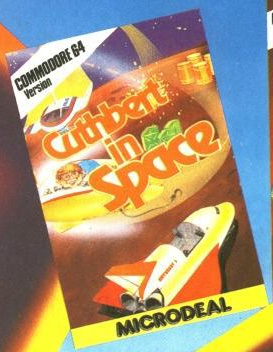
In fact, for the full spectrum, you can't do better than come to the people who know the game.

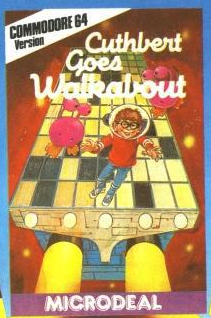
WHSMITH

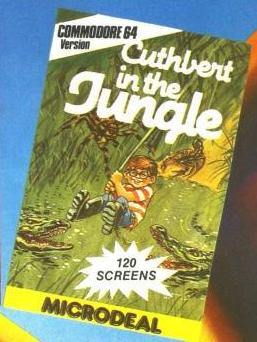
Subject to availability. Prices correct at time of going to press. At selected branches only.

NOW AT LAST!

Cuthbert ON THE Commodore 64







Yes at last those fantastic top selling games for the Dragon are now available for your Commodore 64. Avoid those Marauding Moronians in "Cuthbert Goes Walkabout". Fight for survival in "Cuthbert in the Jungle"or plunder the Moronians planet in "Cuthbert in Space". These great games are a "must" for your software collection.

CASSETTE £8 EACH DISK £9.95 EACH

Mail Order Sales from
Microdeal Mail Order 41 Truro Rd,
St. Austell Cornwall PL25 5JE

Credit Card Sales
Phone 0726 3456



MICRODEAL

Dealers Contact
MICRODEAL DISTRIBUTION
0726-3456
or WEBSTERS SOFTWARE
0483 62222

Selected Microdeal Titles available from computer dealers nationwide or from larger branches of

John Menzies Stores and Boots

POLYSOFT

**THE CEDARS,
NORTHERN HEIGHTS,
BOURNE END,
BUCKS SL8 5LE.**

SPECTRUM

Pool	CDS	5.80
Safari	CDS	£5.80
Winged Warlords	CDS	£5.80
Magic Meanies	CDS	£5.80
Timebomb	CDS	£5.80
German/fun	CDS	£5.80
French/fun	CDS	£5.80
Ant attack	QS	£5.90
Frenzy	QS	£4.80
Fred	QS	£5.90
Astro Blaster	QS	£4.80
Chessplayer	QS	£6.95
Space Int.	QS	£4.95
Snowman	QS	£5.90
Boogaboo	QS	£5.90
Atic Atac	ULT	£5.00
Jet Pac	ULT	£5.00
Lunar Jetman	ULT	£5.00

COMMODORE 64

Colossus Chess	CDS	£8.90
Boogabbo Flee	QS	£6.95
Sting	QS	£6.95
Aquaplane	QS	£6.90
Ring Of Power	QS	£8.90
Space Pilot	ANIR	£6.90

ORIC/ATMOS

ATMOS 48K Computer		£165.00
ATMOS PRINTER		£145.00
Rat Splat	TAN	£6.95
Oric Munch	TAN	£6.95
Ultima Zone	TAN	£7.95
Defence Force	TAN	£6.95
Hobbit	TAN	£12.50
Oric Base	TAN	£12.50
Oric Calc	TAN	£12.50
Languages	TAN	£10.95
Bozy Boa	CDS	£4.90

Please specify Oric 1/Atmos.

All tapes originals-not pirates.

All orders despatched by return.

All prices *INCLUDE VAT AND POSTAGE.*

SOFTWARE FOR THE DRAGON

all machine code

MAURICE MINOR — NEW
Out for a quiet drive in your Morris Minor when, you inadvertantly wander on to a race track and find yourself in the middle of a Grand Prix. To turn back against the other cars would be suicide. The only thing to do is grit your teeth, grip the wheel, put your foot down and make for the finishing line and safety. If you can avoid the crash barriers and oil slicks, drive fast enough to avoid being run over by Mario and Nelson behind you, then you can think about overtaking the cars in front. Can you make it before your car falls to pieces? Another superb Arcade style game with animated high resolution colour graphics and sound. Requires one joystick.
A very fast action with accelerator, damage report, timer, six levels of skill and hall of fame.
SUPPLIED ON CASSETTE **£6.95**

EDITOR/ASSEMBLER + DISASSEMBLER + MONITOR
Two pass global type. Supports labels of six characters. Directives: ORG, RMB, FCB, FDB, FCC, REM. Hexadecimal Arithmetic. Powerful debug Monitor includes 14 commands plus set break points, selection of useful sub-routines and Disassembler.
Altogether a powerful program package with information for the serious user or interested beginner. Supplied on cassette.
PREVIOUSLY SOLD SEPARATELY FOR OVER £40. Now substantial sales let us bring the price down to only **£19.95**

CRUSADER
A superb arcade-style game with animated high resolution colour graphics and sound. In quest of the Holy Grail you, our intrepid hero, have to overcome seven increasingly difficult stages to reach your goal, scale the city walls to reach the inner sanctum, swinging across pits, crossing enchanted lakes while avoiding deadly scorpions and devilish dwarfs. None of our testers has yet managed to get past Screen 5. Will YOU be the one to reveal the secret of the final screen?
SUPPLIED ON CASSETTE **£5.95**

DROIDS — (OPTIONAL JOYSTICK)
Stop the Droids removing lead shields to release the bombs which will destroy the world. Very fast game. Excellent Hi-Res colour graphics and sound.
SUPPLIED ON CASSETTE **£6.95**

CHESS
Hi Res display of board and pieces. 8 selectable levels of skill. CURSOR control move selection (No numbers/letters to enter). Supports CASTLING and EN PASSANT.
SUPPLIED ON CASSETTE **£7.95**

VULTURES — (uses one joystick)
FAST MOVING GALAXIAN TYPE GAME in full colour with Hi-Res graphics and sound. A flock of vultures guard their eggs. As they swoop towards you try to kill them, but watch out. Just when you think you have killed them all, the eggs hatch!
SUPPLIED ON CASSETTE **£6.95**

BONKA
ADDICTIVE Arcade style game in full colour. Climb the ladders and dig holes to trap the "Meanies" before they kill you. 4 selectable speeds and choice of 1 to 9 Meanies to start. NO JOYSTICKS NEEDED.
SUPPLIED ON CASSETTE **£7.95**

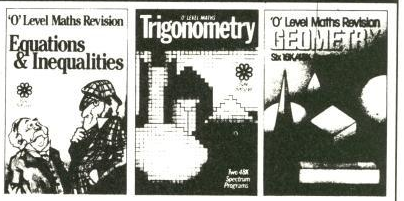
Cheques/POs payable to
J. MORRISON (MICROS) LTD.
PCG 6
2 Glenadale Street, Leeds LS9 9JJ
ALL ORDERS DESPATCHED BY RETURN FIRST CLASS POST.
Callers and Trade enquiries welcome.
Tel: (0532) 480987

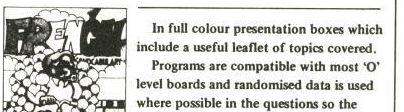
AVAILABLE FROM SPECTRUM AND OTHER GOOD SOFTWARE DEALERS

J. MORRISON (MICROS)

SPECTRUM

'O' Level Revision
MATHS and FRENCH





In full colour presentation boxes which include a useful leaflet of topics covered.

Programs are compatible with most 'O' level boards and randomised data is used where possible in the questions so the programs can be used many times.

Help facilities and full explanations are given where appropriate.

sae for free brochure

ROSE SOFTWARE
148 WIDNEY LANE
SOLIHULL
WEST MIDLANDS B91 3LH
TEL: 021-705 2895

Rose Software

£6.95 (inc p&p)

M.D.R.

"JOIN NOW — WIN ONE OF FOUR SINCLAIR QLs"

SAVE ££s — CONSULT US!

Whether you're thinking of buying a micro, peripherals, or software, for business or pleasure — consult us and we will advise you as to making the Right Choice.

ALL FOR £10.00 MEMBERSHIP FEE

- If you know what you want, we can supply all hardware, software and peripherals at a

GREAT DISCOUNT (10-20%)

Examples:

SANYO MBC 555	**£810 + VAT**
COMMODORE 64	**£143.65 + VAT**

- If we can't help you, we will give you a

FULL REFUND

Write to us at:

MDR

27 Belleville Road, London SW11 6QS

— stating what your purpose or user-problem is, or what particular piece of Hardware/Software you're interested in. Please enclose a cheque or postal order made out to MDR for £10.00.

THERE ARE NO HIDDEN CHARGES REGARDLESS OF THE AMOUNT OF TIMES YOU USE OUR CONSULTATION OR PURCHASE SERVICE

We will reply to your letter by phone or in writing within 10 days, or you will receive a Full Refund.

1 IBM PC	£2,390	Our price	**£2151**
2 ACT Sirius	£2,525	Our price	**£2249**
3 ACT Apricot	£1,760	Our price	**£1584**
4 Apple III	£2,755	Our price	**£2479**
5 DEC Rainbow 100	£2,359	Our price	**£2123**
6 Olivetti M20	£2,180	Our price	**£1962**
7 Wang Professional	£3,076	Our price	**£2768**
8 NCR Decision Mate V	£1,984	Our price	**£1785**
9 Kaypro 10	£2,595	Our price	**£2335**
10 Data General Ent 1000	£2,645	Our price	**£2380**

MDR

Credit Facilities Available

All prices quoted are with V.A.T. unless quoted

11 Spectrum	£99	Our price	**£89.10**
12 VIC 20	£140	Our price	**£126**
13 CBM 64	£199	Our price	**£165**
14 BBC B	£399	Our price	**£359.10**
15 Dragon 32	£175	Our price	**£157.50**
16 Atari 600XL	£150	Our price	**£135**
17 Oric I	£99	Our price	**£89.10**
18 Apple IIe	£750	Our price	**£675**
19 ZX81	£40	Our price	**£36**
20 Electron	£199	Our price	**£179.10**

MDR's MOST EFFICIENT MAINTENANCE/EMERGENCY SERVICE
ALL YOU PAY IS 14% of Hardware cost per year

What you get

24 hr EMERGENCY SERVICE

48 hr REPLACEMENT MACHINE SERVICE

OFFER OPEN TO BUSINESS AND HOME USERS

And if you do not use the service you get half annual premium returned

Write to MDR for more information stating machines/peripherals for cover

I enclose CHEQUE/POSTAL ORDER FOR £10.00

NAME_____

ADDRESS_____

_____

_____

_____

Tel:_____

WHICH SERVICE YOU REQUIRE

PURCHASING ☐

CONSULTANCY ☐

MAINTENANCE ☐

ALSO ENCLOSE A BRIEF EXPLANATION ON THE SERVICE YOU REQUIRE

SEND TO: MDR, 27 BELLEVILLE ROAD, LONDON SW11 6QS

1.30pm — 5.30pm PHONE 223 1613

Dear Readers

As you well know, computer games are just about the world's greatest delight. Why? Because they're continually improving. The pictures, the sound, the challenges get ever more intricate, ever more exciting. Will this continue? you ask.

Some people think it won't. They say that until a new generation of ultra-fast 16 or 32-bit computers with vast memories flood the home micro market, computer games will stay where they are.

Ah, but they've forgotten the ingenuity of programmers. Take the Spectrum. It was launched way back in 1981, but it's only now the machine's potential is being realised with games like Atic Atac and Jet Set Willy. Who knows how much it's capable of?

As for the other big-selling machine, the Commodore 64, we have no doubt that despite the avalanche of amazing games already available for it, the best is yet to come.

No doubt it won't be long before a new home computer floods the market – astonishingly, there hasn't really been a major success since the 64's release over a year ago. When it comes it'll bring a new generation of games with it.

But owners of existing machines need have no fears. The astonishing ability of today's games programmers will ensure a continuing stream of ever-more brilliant creations to keep you entertained for years to come. And we'll be telling you all about them.

Chris Anderson

WINNING RIDDLES

Oh what fun we've had, sifting through your entries to our March riddle contest. From hundreds of entries we've selected 70 people who've each won two Softek games for their micro. We don't quite have room to print all the winning entries – but maybe you'll think that's a good thing! Now, read on...

What film did the lovesick gorilla go to see?
'Kong with the Wind.'
Lee Andrews, Wembley, Middlesex.

What's President Reagan's Favourite Computer?
Elect-Ron!
R Stewart, Ulster, Edinburgh.

What comedy act partners a home micro with the computer that selects premium bonds?
Oric 'n' Ernie.
Lee Marriott, Bradford, West Yorkshire.

What would you get if you crossed the 5th round of *Manic Miner* with *Cookie*?
Eugene's Layer Cake.
Michael Wickstone, Bradway, Sheffield.

What did Wally Kong say when he reached the top?
I've Kongquered it!
Steven Chesterman, Broxbourne, Herts.

What is 32, has lots of keys but can't undo any locks?
A Dragon.
Carl Foulser, Chingford, London.

Why did the Irishman send back his Sinclair Microdrive?
Because he thought he was getting a little car.
Michael Davison, S. Bretton, Peterborough.

How would Frogger die?
He'd Kermit suicide.

Where does an astronaut drink?
At the 'Spacebar'.
Tim Simmonds, Gwent, S. Wales.

Why did the Micro drive?
Because it missed the Bus.
Ben Clayton, Wainfleet, Lincs.

What did Esmeralda say to Quasimodo?
Your face rings a bell.
Marek Chmiel, Shalimar Gardens, London.

Have you got a computer?
No. I've got a ZX81.
Simon Sykes, Malvern, Worcester.

What do you get 28 days after ordering a new Sinclair QL by mail order?
NOTHING.
D. O'Callaghan, Southampton, Hants.

Why didn't the spiders write a letter to Horace?
Because they dropped him a line instead.
Sergio Ronito, Crystal Palace, London.

What do you get if you cross *Lunar Jetman* with *Atic Atac*?
The Ultimate Lunatic.
Colin Flesher, Bradford, W. Yorkshire.

What is an Irish de-bugging tool?
A fly swatter.
Nathan Rawlinson, Bredons Norton, Glos.

Why does Thor prefer fighting to playing *Valhalla*?
You can lead a Norse to slaughter but you can't make him think.
Graham Laurence, Maidenhead, Berks.

Which policeman prints the best computer programs?
P.C. Gee.
Steven Taylor, Ongar, Essex.

What do you call a thief who pinches Vic 20s and Commodore 64s?
A ComVic.
Tony Pullen, Havant, Hants.

What do you call a fly in an Irishman's Brain?
A Space Invader.
Arthur David, Streatley, Bedfordshire.

What do you call an alien that climbs inside a Scotsman's Ear?
A Space Invader.
Pierce Nagle, Cork, Ireland.

What did Mario say when he was knocked over by a barrel?
AAAAAAARRRRRRRGGGGGHHHH...
Steven Denn, Chorley, Lancs.

What happens when you play with Tolkien's famous computer adventure?
It becomes a Hobbit.
Michael Nicholson, Woodthorpe, York.

Please Miss can I GOSUB the TOLET?
Only if you RETURN.
David Dean, Holmes Chapel, Cheshire.

The other winners are:-

D. Skeates; J. Tomkinson; Mansit Ral; Geoffrey Spinks; J. Coates; Jamie Parker; William Amedume; Edward Flannigan; Daniel Walker; Neil Shipman; Graham Pullen; Paul Brookes; Stephen Collier; David Barton; Diana Theodosiou; Richard Ackrill; Gavin Pearson; Paul Hudson; Tim Utton; Elliot Mair; G.R. Slides; Roderick Muller; Brendan Parker; James Parker; S. Tulley; Paul Berry; Wayne Smith; Simon McConnell; Alistair Mackintosh; T. Adams; Paul Smart; Darryll Taylor; Birbal Chopra; Lee Russell; David Carter; A.R. Tankard; Gregory Gallagher; Adrian Keasey; George Fox; Renato Labi; D. Taverner; Adrian Taylor; Ryan Cunningham; Richard Hutchinson; S. Chapman; Steven Kingstone.



Chris Stuart Rod Ian Steve Pete Sam



AMSTRAD ARRIVES

THE NEW AMSTRAD computer leaps into the shops this month complete with colour monitor, in-built cassette monitor, excellent graphics, stereo sound, and professional keyboard – all for £329. The prospect looks even brighter for games players, with no less than 40 titles available at the time of launch. Many of these are from well-established companies. Durell, Romik, Postern, and Ocean are all planning Amstrad releases for the summer.

Software on show at the launch included Durell's *Harrier Attack* and Romik's *Alien Break-In*. Both graphics and sound were excellent. The Amstrad looks capable of generating some exceptional software for games enthusiasts.

The CPC 464 follows Amstrad's custom, already implemented with great success in the hi-fi market, of using proven technology in a down-to-earth, plug-in-and-power-up format. Despite this the specification of the machine remains impressive.

There are four different models ranging from the basic system with mono monitor at £229 to the top-of-the-range model with disk drive, colour monitor, and Personal CP/M, changing hands at a very competitive £529.00.

Spectrum games for 64

Commodore 64 owners should soon be able to load and run Spectrum software on their machines.

Video Vault International are bringing out the Commodore Emulator for £12.95. Once loaded into your machine, it emulates the Sinclair operating system and allows you to run your favourite Sinclair games.

That means you could soon be playing the likes of *Atic Atac*, *Fighter Pilot* and *Stonkers* on your 64. 'The system works on 95% of Spectrum games,' claimed Mr Riad Kaffar of Video Vault, but exact details of the program's performance were not available at the time of going to press.

Programmed by an employee of IBM, the Emulator took a year to perfect. It was originally planned for release in April, but was delayed due to development problems. Video Vault are confident that it will be available by the time you read this.



These are not mutant camels, but the real thing. On top are Jeff Minter, author of the hit Commodore 64 game *Revenge of the Mutant Camels*, and Justin Hudd from Fleet, Hampshire. He notched up the top score at the London exhibition when *Revenge* was released, so Jeff invited him on a day-trip to Cairo aboard Concorde. Purpose of the visit? To ride a real camel. 'It was a great day,' enthused Justin.

PCG's software consultant Tony Takoushi has produced two paperback guides, covering software for the Spectrum and Commodore computers. Each book includes reviews of more than 100 games along with black and white screen shots and ratings. **The Best Software Guides** are published by Pan/PCN at £3.95 each.

Pressing for a video record

Derek Creasey hopes to be the first computer games player to enter the Guinness Book of Records. Derek, 14, claims to have set a new world endurance record by playing computer games non-stop for 23 hours and 5 minutes on his BBC.

Games played included MRM's *Castle Assault* and Optima Software's *Omega Probe*.

At one point, Derek was ferried by the organisers, Database Publications, across London in a taxi to the BBC User Show in Westminster. Even then he didn't stop playing, but grabbed a portable video game and hammered away at it in the back of the cab.

Unfortunately a spokesman for the Guinness Book of Records was uncertain whether Derek's claim to fame would make it into print: 'There are a very comprehensive set of ground rules covering endurance records' said Colin Smith from Guiness Superlatives, who publish the book. Once a set of regulations covering the new area of computer games has been agreed upon, then entries may be accepted.



Adam's Arrival

The Coleco Adam from CBS should make its UK debut this month. It will be priced at £625 which includes the computing module and basic Coleco games unit.

The Adam computer will be able to run the new super game-packs, the first of which, *Buck Rogers and the Planet of Zoom*, is included with the purchase of the computer. These games promise to set new standards for the home arcader with over 72K of game code (as against the current maximum of 24K).

A 4MHz Z80 chip runs alongside 32K ROM and 64K RAM, of which 42K is available to the user. There is no hardware sprite facility, but Amstrad say both the Basic and the screen handling have been designed for speed and ease of use. There are outputs for a Centronics printer, joystick, and stereo sound.

A brief preview of the machine revealed a standard Basic with added commands to give easy control of sound and hi-res graphics. There are three display modes, with up to 27 colours and a hi-res screen of 640 x 200 pixels.

The graphics set includes, unusually, musical notes, small human figures, and a couple of cartoon faces in addition to the usual squares and lines. Text is presented in a bold yellow-on-dark-blue format with a particularly attractive typeface.

The colour display is excellent, but if you go for the mono green screen option you can buy a modulator attachment to plug into your colour TV. Alternatively you could later upgrade to colour, using a colour monitor and the RGB output from the computer. Unfortunately you would have to get this from another supplier as Amstrad will not be marketing the system components separately.

Production is now under way and advance orders of 200,000 units have already been placed by retailers. The predicted June output of 5,000 units is planned to be steadily increased to 50,000 units monthly by November. The machine will be available over the counter in Boots, Dixons, Laskys, and Rumbelows, as well as by mail-order.

Valhalla Game of 1983

The highly innovative graphical adventure *Valhalla* has won the PCG Game-of-the-Year award for 1983.

The game, published for the Spectrum by Legend, was selected by a panel of four independent judges from a short-list which included *Manic Miner, The Hobbit* and Ultimate's *Pssst!*

The judges were impressed by the way *Valhalla* depicts moving characters actually carrying out the various events which happen during the adventure.

After being presented with the award during a glittering ceremony in London, Legend's John Peel said the game had already sold well over 100,000 copies.

It's the only game Legend has released, and was produced by a team of seven, none of whom had written a computer game before.

'We set out to produce something that could credibly be called a computer movie,' said Peel. 'It's astounding that *Valhalla* has been popular with the mainstream games market.'

The game is now being released on the Commodore 64, and Legend are pressing ahead with a new mega-game about which Peel will say little except: 'It'll be released during 1984.'

The PCG Game-of-the-Year award is one of a series of prestigious awards sponsored by the Sunday Times and our publishers VNU. They're being described as the Oscars of the micro industry.

The home computer of the year award went jointly to the BBC and Spectrum computers.

PCG's editor Chris Anderson (left) presents the cut-glass Game-of-the-Year trophy to John Peel.



Imagine games at £30!

Imagine's new releases *Psyclapse* and *Bandersnatch* should be available in July, but at a price of around £30.00.

'We're confident that at that price they'll be a bargain,' maintained Imagine's Bruce Everiss. Imagine have just had to abandon plans to reduce their current titles to £3.95 because of 'adverse industry reaction'.

The high price of these new 'mega-games' (as Imagine call them) is apparently justified by their use of new technology. What exactly this entails is not clear at present, but Mr Everiss hinted strongly that the software packages would include some kind of hardware add-on.

'We've gone as far as we can on these machines given their hardware capabilities, and we have come up with a way of increasing the power of the machine ... It is not done through software.'

As for the games: 'You don't have a score, you don't have levels, you've gone completely beyond all that,' declared Bruce, 'You wait and see – you'll be phoning me up when you get them, saying "Brucie was right!"'.

NEW RELEASES

BARGAIN ZAPS

Software prices take a dive to an astonishing £1.99 with new releases from Mastertronics for the Spectrum, Commodore 64, Dragon, Vic 20, and BBC. Spectrum titles include a version of *Centipede*, *Spectrepede*, and *Tank Trax*, where you try to blast the computer's vehicle into oblivion and stay alive at the same time. A brief look at two Commodore 64 games showed graphics of reasonable quality but simple gameplay.

STARS ON 64

For the first time Melbourne House are launching a game on the 64 before bringing it out on the Spectrum. *Star Trooper*, a relentless shoot-em-up, will cost £6.95. *Penetrator* – a very successful Spectrum version of *Scramble* – also makes its appearance on the 64 at £6.95, as does *Horace Goes Skiing* (at £5.95).

NEW MINTER GAME

Jeff Minter's new blockbuster, *Sheep in Space*, looks like a winner for Commodore 64 owners at £7.50. There's a smooth-scrolling background no less than 51 screens long, which sets the scene for an all-out mega-zap with 30 different attack waves. When your sheep runs out of juice, just zoom down to the pastures for a quick snack.

MANIC MANAGER

Mutant hoovers and giant hamsters have it in for you in Tansoft's *Harridges*, a *Manic Miner*-type game for the Oric/Atmos coming out next month. You take the part of a department store manager who moves from floor to floor emptying cash tills. You could also try swatting flies and chasing ants in *Insect Insanity* or flying helicopter rescue missions in *Rig Runner*. All three programs change hands for £7.95.

WILLY JETS TO NUMBER 1

Jet Set Willy, our May game-of-the-month, has shot straight to number one. The incredible success of its predecessor *Manic Miner*, still at number 4, ensured that thousands of copies were snapped up as fast as Software Projects could supply them.



Quicksilva's *Bugaboo (The Flea)* has hopped up to number five following its release on the Commodore 64. This program has already notched up huge sales on the Spectrum, and it looks even better on the Commodore machine as you hop about the screen avoiding Pterodactyls and scaling cliffs.

Classic Adventure from Melbourne House is a surprise entry at number 38. Not only is this a text-only version of the oldest computer game around, but it's not even a new version at that.

Originally programmed by Abersoft two years ago, it's been given a dramatic new lease of life by Melbourne House, who bought up the distribution rights and reissued it to obvious public satisfaction.

The June charts mark the end of an era, with the disappearance of *Valhalla* from the top 50, for the first time since it was launched. *Valhalla* fans should take heart from the recent release of the program for the Commodore 64, which should push it back into the charts in the near future. Meanwhile *The Hobbit* hangs on by its woolly toes at number 45, still one of the most enjoyable adventures on the market.



Price of success

I hear that the follow up to *Valhalla* is going to cost software house Legend £250,000 in development, almost four times as much as they invested in *Valhalla*. Why the huge increase? Have they purchased a Cray computer to write it on perhaps? No. It's just that *Valhalla*'s success has prompted a round of rather large pay rises for Legend staff. Well done, chaps.

Jet Set Wallies

I am outraged at the behaviour of Software Projects over their huge new game *Jet Set Willy*. Having stupidly duplicated thousands of tapes before debugging the program properly, they are now trying to pretend the game's glaring bug doesn't exist! They're putting it about that the fault which develops when you enter the attic is quite deliberate and all part of the game. Well, chaps, you don't fool Horace.

At least they haven't tried to pretend that the bug in their BBC adventure *Legion* is deliberate. Every time you try to go down from a location, the program restarts from the beginning. Software Projects' Chris Cannon would not tell me whether attempts were being made to rectify this. 'I can't stand adventures,' he said.

I can't stand bugs.

PCG SOFT HITS

THIS MONTH	LAST MONTH	GAME TITLE	PUBLISHER	SPECTRUM	VIC 20	CBM 64	BBC	ATARI	DRAGON	ORIC	OTHER
1	(–)	*JET SET WILLY*	SOFTWARE PROJECTS	•							
2	(3)	*FIGHTER PILOT*	DIGITAL INTEGRATION	•							
3	(1)	*CHEQUERED FLAG*	PSION	•							
4	(2)	*MANIC MINER*	S/W PROJECTS/BUG-BYTE	•		•					
5	(41)	*BUGABOO THE FLEA*	QUICKSILVA	•	•						
6	(7)	*HUNCHBACK*	OCEAN	•		•				•	
7	(4)	*ATIC ATAC*	ULTIMATE	•							
8	(12)	*CHINESE JUGGLER*	OCEAN			•					
9	(6)	*3D ANT ATTACK*	QUICKSILVA	•							
10	(11)	*FLIGHT*	PSION	•							
11	(24)	*FRED*	QUICKSILVA	•							
12	(8)	*REVENGE OF THE MUTANT CAMELS*	LLAMASOFT			•					
13	(–)	*NIGHT GUNNER*	DIGITAL INTEGRATION	•							
14	(35)	*PINBALL WIZARD*	CP SOFT			•					
15	(50)	*BLUE THUNDER*	RICHARD WILCOX	•							
16	(15)	*LUNAR JETMAN*	ULTIMATE	•							
17	(19)	*WHEELIE*	MICROSPHERE	•							
18	(28)	*BLAGGER*	ALLIGATA			•					
19	(9)	*ALCHEMIST*	IMAGINE	•							
20	(5)	*SCUBA DIVE*	MARTECH/DURELL	•		•				•	
21	(36)	*FORBIDDEN FOREST*	COSMI			•					
22	(33)	*TWIN KINGDOM VALLEY*	BUG-BYTE	•		•					
23	(–)	*SPACE PILOT*	ANIROG			•					
24	(40)	*SUPER PIPELINE*	TASKSET			•					
25	(16)	*STONKERS*	IMAGINE	•							
26	(37)	*BEAR BOVVER*	ARTIC	•							
27	(34)	*SNOOKER*	VISIONS	•	•	•	•			•	
28	(–)	*POGO*	OCEAN	•							
29	(17)	*SKULL*	GAMES MACHINE	•							
30	(13)	*DEATH CHASE*	MICROMEGA	•							
31	(–)	*HORACE AND THE SPIDERS*	PSION/MELBOURNE	•							
32	(–)	*ESKIMO EDDIE*	OCEAN	•							
33	(22)	*JET PAC*	ULTIMATE	•	•						
34	(–)	*PILOT 64*	ABBEX			•					
35	(30)	*POOL*	CDS	•							
36	(14)	*MR WIMPY*	OCEAN	•		•					
37	(18)	*SPACE SHUTTLE*	MICRODEAL	•							
38	(–)	*CLASSIC ADVENTURE*	MELBOURNE HOUSE	•							
39	(20)	*WIZARD AND PRINCESS*	MELBOURNE HOUSE		•						
40	(–)	*ODYSSEY*	K-TEL			•					
41	(–)	*KILLER WATT*	ALLIGATA			•					
42	(44)	*CHINA MINER*	INTERCEPTOR MICROS			•					
43	(32)	*FALCON PATROL*	VIRGIN			•					
44	(38)	*CHUCKIE EGG*	A & F SOFTWARE	•		•	•		•		
45	(10)	*HOBBIT*	MELBOURNE HOUSE	•		•	•				
46	(–)	*HUNTER KILLER*	PROTEK	•							
47	(46)	*FOOTBALL MANAGER*	ADDICTIVE	•							
48	(–)	*HARRIER ATTACK*	MARTECH/DURELL	•	•						
49	(–)	*PEDRO*	IMAGINE	•							
50	(–)	*TRASHMAN*	NEW GENERATION	•							

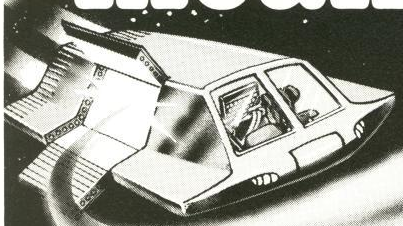
RISING FAST RISING FAST RISING FAST RISING FAST RISING F

1	*ZYLOGON*	BIG G			•				
2	*ANDROID II*	VORTEX	•						
3	*REBEL STAR RAIDERS*	RED SHIFT			•				
4	*TRIBBLE TROUBLE*	SOFTWARE PROJECTS	•						
5	*PLUMB CRAZY*	TERMINAL			•				
6	*HELL GATE*	LLAMASOFT		•	•				
7	*THE BOSS*	PEAKSOFT			•				
8	*FORTRESS*	PASE				•			
9	*CODE NAME MAT*	MICROMEGA	•						
10	*SOLO FLIGHT*	MICROPROSE			•				

Compiled by reference to sales in more than 100 shops plus other sources.

R&R SOFTWARE

means value





At R&R we believe
that value comes first,
and we make it our business
to ensure that we provide good
quality programs at realistic prices . . .
for your enjoyment.
ALL ARCADE GAMES NORMALLY HAVE
CHOICE OF KEYBOARD OR JOYSTICK CONTROL.
Should you have difficulty in obtaining our products
from your local Dealer please send cheque or Postal
Order indicating titles required, for return of post service.

CHOPPER X-1
(For any ZX Spectrum)

You command the Spectrum Chopper X-1 Gunship — Your mission is to repel invading forces and save the earth. An action packed original game in full machine code.

R.R.P. **£5.50**

GALAXY WARLORDS
(For any ZX Spectrum)

A fast action machine code space game in which you defend your position as Galaxy Warlord against attacking enemy starships. Both your patrol-ship and rockets are steerable. The enemy never seem to give up! Full colour action graphics and sound for just

R.R.P. **£5.50**

JUNIOR ARITHMETIC
(For any ZX Spectrum)

An excellent educational program for 6-9 year olds. The fun way to learn and practice Addition, Subtraction, Multiplication and Division. Mistakes are corrected and explained, along with a running total of correct answers.
Terrific value at just

R.R.P. **£4.95**

SPECTIPEDE
(For any ZX Spectrum)

Enjoy the thrill of this full machine code arcade game. Battle to keep the Spectipede at bay but watch out for a very unpredictable spider which is out to get you. For 1 or 2 players with top score and on-screen high score feature.

R.R.P. **£5.50**

GOLF
(For any ZX Spectrum)

Enjoy a game of golf in the comfort of your own home! With the choice of a 9 or 18 hole course and the challenge of Fairway, Rough, Trees, Bunkers, Water & Green. Displays are in realistic colour graphics with full score cards. No two games are alike!

R.R.P. **£3.75**

GNASHER
(For any ZX Spectrum)

The "famous" arcade maze game with fast machine code action, excellent graphics, colour and sound. Eat up all the dots before the Ghosts eat you, or beat them to an energy pill which will allow you to eat them! Hours of addictive fun with on-screen scoring and high-score tape-save capability for just

R.R.P. **£4.95**

STAR TREK
(For 48K Spectrum only)

One of the original computer space games, but this program has many up-dated features normally only found on larger computer versions. Test yourself as Starship Commander as your mission takes you to the outer reaches of the Galaxy to protect Federation Space, the Starship and yourself! Excellent value at

R.R.P. **£4.95**

OTHER COMPUTERS?

Send S.A.E. for a full list of our growing range of software now available for ZX81 and ORIC-1Computers.

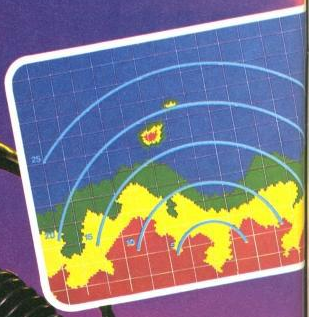
R&R SOFTWARE

DEALER ENQUIRIES WELCOME
R&R Software Ltd.
5 Russell Street, Gloucester GL1 1NE.
Tel (0452) 502819

CALLING ALL PROGRAMMERS . . .
WANTED New, Quality Software.
Send us your latest Program
for evaluation – NOW.

AVAILABLE FROM LEADING DEALERS NATIONWIDE

Fly the world's deadliest mission!



BLACK HAWK

Black Hawk is the world's deadliest aircraft, but this is the world's deadliest mission...

A strategically vital but vulnerable group of islands are under enemy control and you must liberate them.

Your target is the enemy's main airfield, heavily defended by missiles, gunships and anti-aircraft guns.

Although the speed and firepower of Black Hawk are unmatched, they alone cannot help you win through. On such a mission, strategic skill is the ultimate weapon.

Your on-board computer, with its dual attack and defence screens, will assist you in increasing your strategic loss factor (SLF) and achieving the mission objective. You also have an 8 page scenario to guide you through more than 30 missions.

Black Hawk is one of the most advanced games of action and strategy written for the Commodore 64. You will find it in all major software retailers.



FOR COMMODORE 64

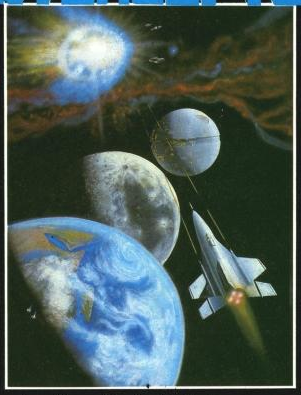
£7.95

CREATIVE SPARKS

System 3 Software ...Graphically Amazing!

DEATH STAR INTERCEPTOR

NEW!



LAUNCH



(Screen 1)

APPROACH



(Screen 2)

DURANIUM BARRIERS



(Screen 4)

INTERCEPT MISSILES



(Screen 6)

ENTRY



(Screen 3)

...Earth is threatened by an Empire Deathstar, can you penetrate its defences and destroy it before it destroys you?
52K of pure machine code to give you 12 screens of 3D graphics, super smooth 3D animation, unbelievable sound effects music, 4 skill levels and hiscore table . . .this is the ultimate challenge?
This game has to be played to be believed! You have not seen what the Commodore 64 is capable of until you have played Deathstar Interceptor! - Commodore 64.

Available now at **£9.99!**

VICTORY



(Screen 12)

CAN YOU REACH IT?

LASER CYCLE





★ FIRST 1000 ORDERS RECEIVE 20% OFF NEXT PURCHASE! ★

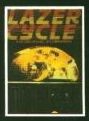
COLONY 7



★ Dealer inquiries call (01) 908 0238

★ Export inquiries invited

★ selected titles available at Boots and all good stores.



LAZER CYCLE
... The M.C.P. has selected you to ride on the deadly grid; two screens of strategy and action, multiple skill levels, hi-score table, pause facility, demo mode.
BBC Model B - £8.95!

COLONY 7
... Colony 7 fast furious 3D action, as you defend your colony's food stocks from the space pirates! The only game to use graphics 9. Unbelievable 3D landscape!
ATARI 400/800/XL - £9.95



HOW TO ORDER

To purchase any of the items above, simply fill in the coupon below with your requirements. Make cheque/P.O. payable to: SYSTEM 3 SOFTWARE LTD and post to the address below. Please allow 7 to 14 days for delivery. All prices inclusive of P&P and 15% VAT.

OVERSEAS ORDERS
Please add £1.00 per game ordered.

Post to: SYSTEM 3 SOFTWARE, 10 MARSHALSEA ROAD, LONDON SE1 1HL

Please send me the following items:

(No. Req.) ..... ☐ COLONY 7 (at £9.95 - FOR ATARI)

(No. Req.) ..... ☐ LAZER CYCLE (at £8.95 - BBC Model B)

(No. Req.) ..... ☐ DEATHSTAR INTERCEPTOR (at £9.99 - COMMODORE 64)

Name .....

Address .....

.....

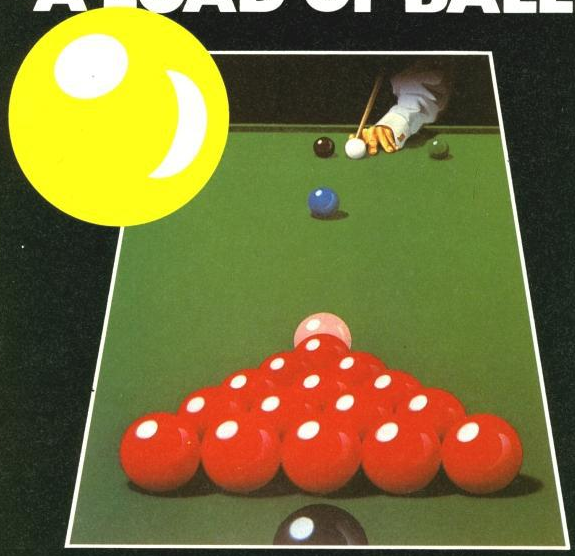
.....

Tel (DAY) ..... Tel (EVE) .....

System 3 Software

10 MARSHALSEA ROAD, LONDON, SE1 1HL

MORE THAN A LOAD OF BALLS



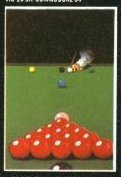
Electron SOFTWARE AVAILABLE NOW

The pink's teetering on the edge of the pocket, the red's partially blocked, and now it's make or break.
Do you add a touch of spin or do you play safe?
Do you try for the trick shot or go for the snooker?
Visions Snooker brings all the excitement and all the tension of big time tournaments to your TV set.
With an advanced programme written by a 19 year old undergraduate at Queens College Cambridge, it makes Pot Black look like a load of old balls.
Visions **Snooker**. It's an exciting test of your skills on the cue. And it's yet another great game from Visions.
The ultimate name in video games.

Visions

FANS PLEASE NOTE! ALSO AVAILABLE MAIL ORDER FROM VISIONS (SOFTWARE FACTORY) LTD
1 FELGATE MEWS, STUDLAND STREET, LONDON W6
01-7487478

ZX SPECTRUM/BBC MODEL B & ELECTRON
VIC-20/JK COMMODORE 64



SNOOKER VS-03-14
£8.95

ZX SPECTRUM



SHEER PANIC VS-02-16
£5.95

ZX SPECTRUM



PITMAN SEVEN VS-01-48
£6.95



ALL THE SNAPPIEST LETTERS...

Write to: Byte-back, *Personal Computer Games*, Evelyn House, 62 Oxford Street, London W1A 2HG

Scuba Dive disappointment

As a relatively new but avidly enthusiastic owner of the Commodore 64 I feel compelled to express my views to you mainly through frustration but also because I feel I have been somewhat cheated.

I won't pretend I bought my machine to run my business or do my accounts. I bought it purely for its entertainment value. What a wonderful idea I thought on reading your PCG Screen Test reports. At last, no more mistakes through knowing nothing about the game I was purchasing except for its amazingly inviting front cover.

The first game that appealed after your review was *Scuba Dive*, which had quite a hefty write-up. A 'must' you said. 'Wonderfully realistic graphics' you said, 'also available on Commodore 64' you said. What you didn't say was that if you buy it for the Commodore 64 all your comments now mean nothing. It was unrealistic, unimaginative and boring.

Another example was *Megahawk* which, incidentally, looks more like a rather portly seagull. In your own words, 'spectacular', 'impressive', 'superior'. I found it extremely dull and after just a few screens, very boring. I eventually lost my three lives not in my 'mega-excitement' but because I threw myself into the path of a large flying ginger biscuit (?) in a desperate suicide bid. I wonder also how long you test these games for. This game was given a lasting interest score of 8. (Does this mean 8 minutes?)

May I add rather sheepishly that you were right about *Hunchback* and *Twin Kingdom Valley*. I am about to purchase *Forbidden Forest* and *Aztec Challenge*. **Please** be right about these.

Miss P Martins, S Devon

*We **are** right about those, and most of us here stand by Megahawk as a fine 3-D shoot 'em-up. But you're correct in saying that Scuba Dive for the 64 bears no comparison to the Spectrum version. We hadn't seen the 64 game when we made the Spectrum Scuba Dive our Game-of-the-Month, and we certainly don't particularly recommend it.*

Missing joystick

I am somewhat confused about your review on *Cyberton Mission* in the April edition. You say *Cyberton Mission* does not have the choice of joystick. In my version of the game it does. I'm afraid you've made a mistake or your game is faulty!

D Chamberlain, Hampshire

Bug of eternal life

I have found a bug in Llamasoft's brilliant game *Matrix* for the Vic 20. I believe that it was deliberately left in for Jeff Minter to check that all screens were functioning correctly.

It is possible for one to clear a screen simply by pressing the following keys: RUN/STOP, SHIFT, CTRL and the Commodore symbol key all at the same time. Thus you can have an unlimited supply of lives.

I, however, never use this 'function' as I feel it would detract from my enjoyment of the game and my high score, under normal conditions, is 217,506 reaching level 18.

Mike Davies, Dyfed, Wales

Invisible Spirit

Please will you give me any information on Spirit Software, 2 Pembroke Mews, London W8.

On the 1st March I sent a cheque for £8.95. About three weeks after I had not received software, so I sent a letter asking why. I have not had a reply. Are these people rip-off artists, dead slow, or have they gone out of business? Because by hook or by crook I'm going to get my £8.95 back.

C G Tyrrell, Southampton

Several other people have complained about Spirit Software who are no longer advertising with us. We have been unable to contact them.

Buffoons? Not us

I happened to be flicking through your mag and I came across a review on *Dinky Digger* – a game written by two programmers, not one as you assumed. These two people just happen to be my brother and I. Neither him nor I wish to be referred to as 'buffoons'.

You seemed to think the crystal ball is the only way of defence, but if you happened to read the instructions properly you would see – 'A second defence is to run beneath an apple allowing it to fall on a pursuing monster'.

Another point to raise is that you do not 'get the same again only more unplayable'; there happen to be 7 different screens and the action does not speed up until you go through all 7.

Gary Jones, Gloucester

Thanks, Gary, but we still think it's unplayable.

Loud complaint

As I was looking through your assessments on each of the Vic 20 games in your Screen Test section, I noticed that you said Anirog's *Star Defence* has no sound. Was your copy faulty, or should you have turned up the volume? My friend has bought this excellent game – it has the noisiest sound effects for any game I know for the Vic.

Tim Dargie, S Glamorgan

Dragon advice

I am writing to you with a tip for all Dragon 32 owners who have problems saving and loading their own games on tape. If you type POKE 144,3 before you save then the output of the computer is boosted so it is easier to load the game off the tape.

Scott McRae
Aberdeenshire

Unfair to Emax

I would like to comment on your write-up of our joystick the Arcade Professional (April). The price of the joystick is £28.95 and has been since 1st January 1984. The major benefits of the joystick module were overlooked, namely genuine two handed control and gate interchange giving choice of 4 or 8 directional micro switching.

Additionally, it must be explained that the Arcade Professional has been carefully market tested and endorsed by leading software house programmers, details of which can be supplied on request. The style of writing used to describe the Arcade Professional was heavily weighted towards sarcasm leading us to ponder what we did not do to ensure the correct write up.

It would appear that the review was not carried out in a particularly careful manner and based on the final comments concerning left hand, right hand players, would point up that the the reviewer has extremely limited experience when it comes to playing arcade games.

When one wishes to set oneself up as both judge and jury and then nationally broadcast the results, the best one can do is to get one's facts straight.

D A Jervis
Emax Computing

Quite so, Mr Jervis. But you'll be interested to know that everyone here in the office agreed with Peter Connor's criticisms.

Miner disagreement

I was shocked to see in the April edition on the Screen Test section that *Manic Miner* for the Commodore 64 was given such low marks, What's up with Chris Anderson? Doesn't he know when he sees a good game?

Elliot Weedon
Luton, Beds

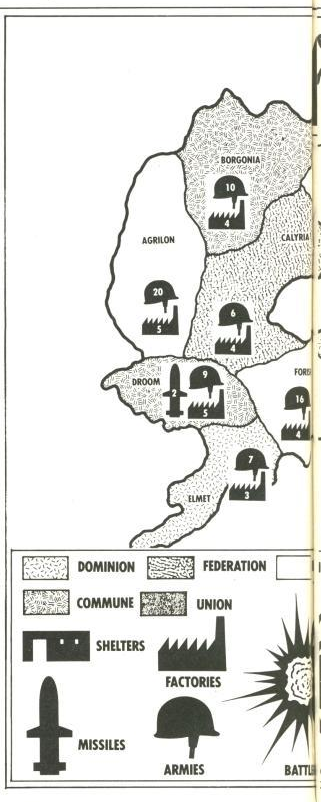
The fact is, that if you compare the graphics and sound in Manic Miner with other recent Commodore 64 games they're not particularly impressive.

We gave it a very high rating on lasting interest but were disappointed that Software Projects simply did a straight translation of their classic game without making full use of the 64's potential. No-one could be impressed by a straight translation of a ZX81 game onto the Spectrum.

Time to plan your first moves as the

THE FINAL CONFLICT





This page features one of the most ambitious games ever attempted. It's one which every reader of PCG can take part in. Already hundreds of you have entered the game, and this month you must make your first move.

On the planet Helix, tension has been mounting for months. The four superpowers have been mobilising armies, building missiles, and expanding factories. A final attempt at negotiating peace has failed. All communication between the powers has been terminated. The Final Conflict is about to erupt.

The map shows the situation. As a member of the ruling council of your power, you must study it carefully and plan your move.

The choices before you are complex. You must decide what each country your power controls must do. Should you build more factories to increase your future weapons production? Or is it time for a quick pre-emptive missile attack on another country? Are any of your own countries particularly vulnerable? What are the other powers likely to do?

When you're ready to cast your vote, use the voting form printed on this page. But you can do this only if you have already entered the game, been assigned to one of the powers, and given a code number and full copy of the rules. To enter, post off the entry form and a stamped addressed envelope. It costs you nothing else.

● How the game works

Four superpowers are at war:
The Union of Golathic States
The Rorkian Federation
The Commune of Margrand
The Lorkonist Dominion

Each of the four powers controls a certain number of the planet Helix's 32 countries. Their aim is to capture more countries – any power which can control more than half – ie 17 countries – has won.

Individual players are all allocated to one of the four sides. They must then decide how each of their side's countries should move and vote accordingly. The possible moves are:

BUILD ARMIES
BUILD MISSILES
BUILD SHELTERS
BUILD FACTORIES
SUPPLY
REINFORCE
LAUNCH (missiles)
ATTACK (using armies)

After the votes have been received our computer will tot them up. For each power the move which gets the most votes is acted on.

Once all four powers' moves have been worked out, the computer will use the game's detailed rules to calculate what happens. This will be revealed in our next issue.

But a key feature is that having worked out the most popular moves, the computer then goes back and studies each individual's votes to see what would have happened if his team had moved as he suggested. The ten players for each team who submitted the moves which would have been most successful will gain extra votes, ranging from 100 for the most successful to 10 for the 10th most successful.

Entry form

Yes, I want to join the Final Conflict.

Name .....

Address .....

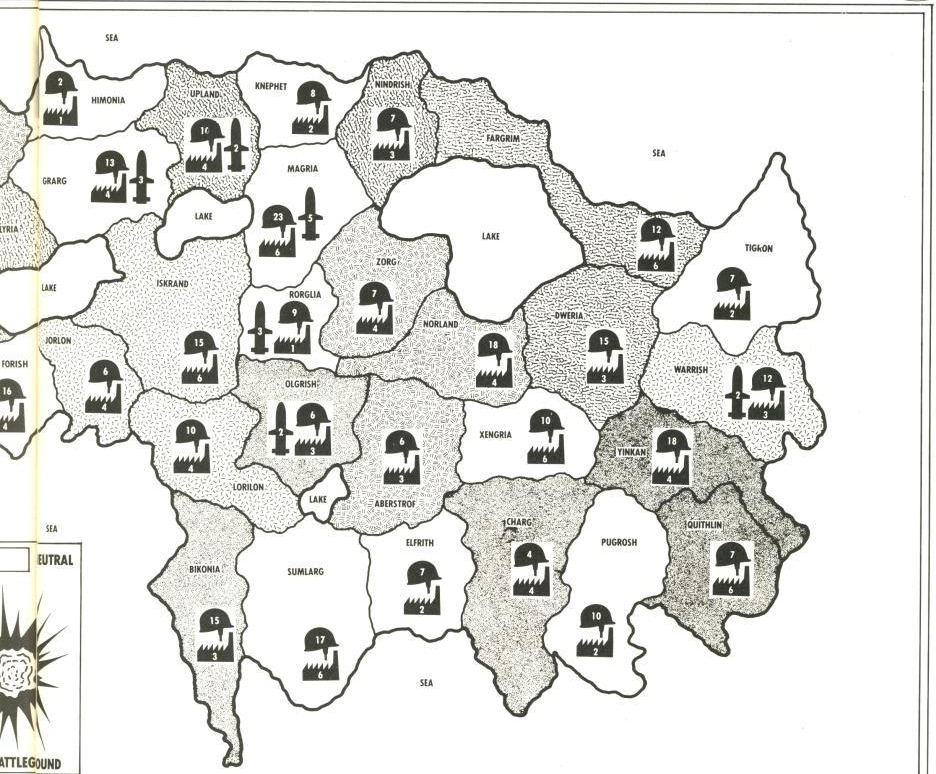
.....

.....

.....

You MUST enclose a stamped self-addressed envelope

war-machines start to rumble



How to vote

You must enter one vote for *every* country that your power controls. At present, each power controls FIVE countries, so you must make five votes.

First of all write down the list of your countries ALPHABETICALLY in the voting form. Then make your vote. It's possible to represent all the possible moves using just two letters.

BUILD ARMIES = BA
BUILD MISSILES = BM
BUILD FACTORIES = BF
BUILD SHELTERS = BS

For the ATTACK, LAUNCH MISSILE, REINFORCE, and SUPPLY orders, you use the letters A, L, R or S followed by the first letter of the country to be attacked, supplied, etc. So if you want the country Charg to ATTACK its neutral neighbour Xengria, you should vote AX. Similarly SUPPLY YINGAN would be SY.

Although some countries start with the same first letter, these are on different sides of the map, so there is no risk of confusion.

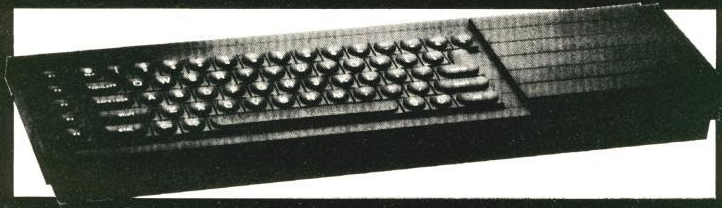
Name .....
Address .....
.....
Membership code .....

Country	Vote
1.	
2.	
3.	
4.	
5.	

Post this form to The Final Conflict, Personal Computer Games, 62 Oxford Street, London W1A 2HG. All votes must arrive by first post on **May 31st** to allow us time to process them.

Calling all SPECTRUM OWNERS how would you like to own, ABSOLUTELY FREE a new

SINCLAIR QL COMPUTER!



dk'tronics offer you this unique chance

Plus FREE MEMBERSHIP

to the dk'tronics SPECTRUM OWNERS CLUB!

And the opportunity to win one of four great prizes!

1st THE NEW **SINCLAIR QL**
2nd £100 CASH!
3rd £50 CASH!
4th £25 CASH!

Complete the coupon and send it to us and by return you will receive your FREE MEMBERSHIP CARD. Don't delay post today!

I would like to beome a member of the dk'tronics SPECTRUM OWNERS CLUB plus the chance to enter the FREE DRAW.*
*(Free Draw for QL Computer plus other prizes to be held on August 1st 1984).
NAME: _____
ADDRESS: _____
_____ POST CODE: _____
TELEPHONE NUMBER _____ AGE _____
MY SINCLAIR SPECTRUM SERIAL NUMBER IS: _____

dk'tronics

DK Tronics Ltd., Unit 6, Shire Hill Industrial Estate, Saffron Walden, Essex CB11 3AQ. Telephone: (0799) 26350 (24 hrs) 5 lines

The Spectrum Connection

YOUR PRIORITY APPLICATION



◀ 30036
Hunchback for the Commodore 64. Lovely arcade game with joystick option.



◀ 30046
Horace Goes Skiing for the Commodore 64. Excellent arcade game.



15041 ▶
Jumping Jack for any Spectrum. Best seller.



◀ 40044
Hopper for the ORIC 1. Straight from the arcade!



◀ 40052
Light Cycle for the ORIC 1. Exciting arcade game.





◀ 35011
Bongo for a VIC 20 with 16K and joystick. Superb arcade game.



30012 ▶
Manic Miner for the Commodore 64. You must have heard about it!



20071 ▶
Adventure for the 16K ZX81. Brilliant adventure game.



25041 ▶
Hunchback for the BBC 'B'. Arcade action with colour graphics.



◀ 20049
Dictator for the 16K ZX81. Highly recommended adventure game.



◀ 15017
Jet Set Willy for the 48K Spectrum. A graphic adventure with a prize! Joystick option.



40011 ▶
M.A.R.C. for the 48K ORIC 1. Highly recommended arcade game.



▲ 15009
Blue Thunder for the 48K Spectrum. A fast moving arcade game with superb graphics.



◀ 25054
Vortex for the BBC 'B'. A 3D voyage into unknown space!





◀ 45031
Pedro for the Dragon 32. Our favourite game with Joystick option.



◀ 25021
Mr Wimpy for the BBC 'B'. Best selling arcade game.



◀ 20050
Invaders for the 16K ZX81. Superb version of the classic arcade game.



▲ 40061
Centipede for the ORIC 1. Arcade action!



45021 ▶
Up Periscope for the Dragon 32. Superb graphic arcade game with joystick option.



▲ 25039
3D Bomb Alley for the BBC 'B'. 3D arcade simulation game.





▲ 40059
Defence Force for the 48K ORIC 1. Fast moving arcade game.



45043 ▶
Kriegspiel for the Dragon 32. Highly recommended simulation game.



25027 ▶
Legion for the BBC 'B'. Superb adventure game.



◀ 15055
Push Off for any Spectrum. Arcade game with joystick option.



20016 ▶
3D Defender for the ZX81 with 16K. Amazing arcade graphics in 3D.



◀ 30028
Arcadia for the Commodore 64. Our favourite arcade game for the 64.



◀ 20022
3D Monster Maze for the ZX81 with 16K. Our favourite ZX81 game.



◀ 35037
Chopper for any VIC. Arcade game with Hi-res graphics and joystick option.



◀ 35051
Astro Fighters for any VIC 20 with joystick. Two player arcade game.



15063 ▶
3D Tunnel for any Spectrum. Fast moving 3D game with impressive graphics.



45011 ▶
Super Spy for the Dragon 32. A spy chase and maze adventure.



45037 ▶
Leggit for the Dragon 32. Another fantastic game from Imagine.



◀ 35042
Space Swarm for any VIC with joystick. Defend your planet from the aliens!



◀ 30042
Cuddly Cuburt for the Commodore 64. Bounce up and down the pyramid.



◀ 35029
Megagalactic Llamas for any VIC. Fast, original game. Highly recommended.



CHOOSE ANY 3 FOR ONLY £2.99 EACH PLUS P&P

THE SOFTWARE CLUB

Home Computer Software

VIC 20 · Oric · Spectrum Dragon · ZX81 · CBM64 BBC B

Join the Software Club and enjoy the better way to buy your software by simply returning the coupon below – select any three tapes for your machine from the selection illustrated on this page. Sending for the introductory offer does not bind you in any way to the Club and we don't require any money until you have had the opportunity to judge the quality, in your own home.

Every month you will receive, free of charge, a copy of The Software Club Review, packed with all the very best software and the best of pre-releases. All that we ask of you is to purchase a minimum of six tapes from the many hundreds you will be offered during your first years membership.

When you see the vast range, at the special 'Club' prices, you will probably want a lot more – but that's up to you.

All you have to do is to fill in the coupon, marking carefully the order codes of the three introductory tapes you require.

Guarantee

We guarantee that all tapes are from genuine manufacturers and that any tape which proves to be defective will be replaced by return of post.

P.O. Box 180, St Albans, Herts AL3 5BD

SPECIAL DISCOUNT COUPON

To: The Software Club, P.O. Box 180, St Albans, Herts AL3 5BD

Please accept my application and enrol me as a member of The Software Club and send me the introductory tapes whose numbers I have written in the boxes below, for which you shall charge me in due course, should I decide to keep the software (plus a total of £1.03 for postage and packing*). If I am not completely satisfied, however, I may return the tapes intact within ten days, my membership will be cancelled and I will owe nothing. As a member, I need not take a tape every month (or if I want no tape at all). I can say so on the form provided. I will, however, choose at least six tapes in the first year. All software is described in advance in the free monthly 'Software Club Review' and is offered at a discounted price. I am 18 years of age. (This application must be from your parent or guardian if you are under 18 years of age).

My 3 selections are (order code)

Machine Memory

Mr/Mrs/Miss

Address

Postcode

Signature

REMEMBER: SEND NO MONEY NOW

THE SOFTWARE CLUB

BUY ANY 2 OF THE TOP 60 GAMES



COMMODORE

REF. NO.	TITLE	RRP	OUR PRICE
C001	Manic Miner	£6.95	**£5.90**
C002	Scuba Diver	£6.95	**£5.90**
C003	Hunchback	£6.90	**£5.85**
C004	Chinese Juggler	£6.90	**£5.85**
C005	Forbidden Forest	£12.95	**£11.50**
C006	Harrier Attack	£6.95	**£5.90**
C007	Aztec Challenge	£8.95	**£7.90**
C008	Mr Wimpy	£6.90	**£5.85**
C009	Falcon Patrol	£6.95	**£5.85**
C010	China Miner	£7.00	**£5.90**
C011	Le Mans	£9.95	**£8.90**
C012	International Soccer	£9.95	**£8.90**
C013	Blaggor	£7.95	**£6.90**
C014	Snooker	£8.95	**£7.90**
C015	Moon Buggy	£7.95	**£6.90**
C016	Scramble	£5.99	**£4.90**
C017	Death Star	£5.99	**£4.90**
C018	Neoclypse	£7.99	**£6.90**
C019	The Hobbit	£14.95	**£13.50**
C020	Bug Squad	£7.95	**£6.90**

BBC MICRO

REF. NO.	TITLE	RRP	OUR PRICE
B021	Centipede	£7.95	**£6.90**
B022	Dare Devil Denis	£7.95	**£6.90**
B023	Frogger	£7.95	**£6.90**
B024	Escape from Pulsar	£9.95	**£8.90**
B025	10 Little Indians	£9.95	**£8.90**
B026	Airline	£6.95	**£5.90**
B027	Blue Dragon	£7.50	**£6.45**
B028	Corn Cropper	£6.95	**£5.90**
B029	Dallas	£6.95	**£5.90**
B030	Firewood	£7.50	**£6.45**
B031	Galaxians	£7.95	**£6.90**
B032	Invaders	£7.95	**£6.90**
B033	Space Fighter	£7.95	**£6.90**
B034	Survivor	£7.50	**£6.45**
B035	Vu Calc	£14.95	**£13.50**
B036	Wizard of Akryx	£14.95	**£13.50**
B037	Perseus Andromida	£9.95	**£8.90**
B038	Road Runner	£7.95	**£6.90**
B039	Time Machine	£9.95	**£8.90**
B040	View File	£14.95	**£13.50**

SPECTRUM

REF. NO.	TITLE	RRP	OUR PRICE
S041	Chequered Flag	£6.95	**£5.90**
S042	Jet Set Willie	£5.95	**£4.90**
S043	Manic Miner	£5.95	**£4.90**
S044	Fighter Pilot	£7.95	**£6.90**
S045	Night Gunner	£6.95	**£5.90**
S046	Scuba Diver	£5.95	**£4.90**
S047	Hunchback	£6.90	**£5.85**
S048	Chinese Juggler	£6.90	**£5.85**
S049	Flight Simulation	£7.95	**£6.90**
S050	Harrier Attack	£5.95	**£5.90**
S051	Stonkers	£5.50	**£4.45**
S052	Ant Attack	£6.95	**£5.90**
S053	Mr Wimpy	£5.90	**£4.85**
S054	Deathchase	£6.95	**£5.90**
S055	Alchemist	£5.50	**£4.45**
S056	Atic-Atac	£5.50	**£4.45**
S057	Lunar Jetman	£5.50	**£4.45**
S058	Fred	£6.95	**£6.90**
S059	Jet Pac	£5.50	**£4.45**
S060	Snooker	£8.95	**£7.90**

PRICES SHOWN ARE FOR CASSETTES – CARTRIDGES ALSO AVAILABLE – SEND FOR FREE LIST.



...AND GET ONE FREE

BY POST AT DISCOUNT PRICES

FREE Membership if you join Computaclub NOW. Enjoy these Club benefits to members only:

- **ALL TOP GAMES AT DISCOUNT PRICES**
- **FREE UP-TO-THE-MINUTE BULLETIN OF 1,000 LATEST GAMES**
- **REGULAR MONEY-SAVING OFFERS WORTH £100s**

SAVE AT LEAST £8



***Computaclub*, FREEPOST 60 George Street, Croydon, Surrey CR9 9EB**
YOU CAN ORDER BY TELEPHONE BY CALLING *01-681 5578*
AND QUOTING YOUR ACCESS/VISA ACCOUNT NUMBER, IF YOU PREFER.

COMMODORE

		OUR PRICE	
C 161	Bitmania	£6.95	FREE
C 162	Centropods	£5.99	FREE
C 163	Alien Rescue	£5.99	FREE
C 164	Who Dares Wins	£5.99	FREE
C 165	Dictator	£5.99	FREE

BBC MICRO

B 166	Cruncher	£7.95	FREE
B 167	Moc-a-Bloc	£7.95	FREE
B 168	Microbe	£7.95	FREE
B 169	Plankwalk	£7.95	FREE
B 170	Chieftan	£7.95	FREE

SPECTRUM

S 171	Spectron	£6.95	FREE
S 172	Lost	£5.95	FREE
S 173	The Angler	£5.95	FREE
S 174	Ghost Town	£5.95	FREE
S 175	The Island	£5.95	FREE

Choose your FREE game from here: Then send coupon *right now* (No stamp needed)

COMPUTACLUB

Please enrol me as a Member of COMPUTACLUB and send me the THREE games whose numbers I have written in the boxes and for which I enclose the price of TWO games + 95p P &P. If I am not completely satisfied however I may return the games intact within 10 days, my membership will be cancelled and my money returned. As a member I will choose at least 6 further games in the first year. All games are described in advance in the free list from COMPUTACLUB and are offered at *Discount prices*. I am over 18 years of age. (This application must be from your Parent or Guardian if you are under 18 years of age.)

COMPUTAPLAN (RETAIL) LTD
Reg. No. 1744706

PCG 6 84

Write Ref. No. in boxes. Price.

My **2** selections are: £ :
£ :
My **FREE** selection is: £ **FREE**
Postage & Packaging :95p
I enclose £ :

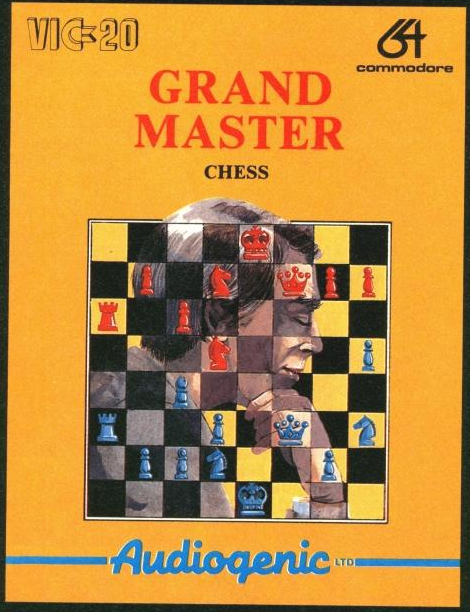
Please charge my Access/Visa account number:

(Block Capitals please)
NAME
ADDRESS
Postal Code
Signature
Allow 21 days for Delivery

RUSH TODAY TO: COMPUTACLUB Freepost (No stamp needed) 60 George Street, Croydon, Surrey CR9 9EB.

IN THE WORLD OF COMPUTER CHESS THERE IS ONLY ONE

GRANDMASTER



AND THIS IS IT !

GRANDMASTER IS NOT JUST A SUPREMELY POWERFUL CHESS OPPONENT. GRANDMASTER ALSO INCLUDES THESE FEATURES TO HELP YOU TO ANALYSE AND IMPROVE YOUR GAME!

- ★ 10 LEVELS OF PLAY
- ★ HINT FUNCTION
- ★ TAKE BACK MOVES
- ★ 'HURRY UP' FUNCTION
- ★ AUTOMATIC SELF PLAY
- ★ CHANGE LEVEL
- ★ SQUARE PLAYING BOARD
- ★ CHOICE OF COLOUR SCHEME
- ★ AUTOMATIC QUEENING, CASTLING, EN PASSANT

AVAILABLE ON CASSETTE FOR THE VIC 20 AND ON CASSETTE OR DISK FOR THE 64

ALL VERSIONS £17.95 EACH (INC. VAT)

Audiogenic LTD

PLEASE SEND ME YOUR FULL COLOUR CATALOGUES

NAME .....

ADDRESS .....

PCG

AUDIOGENIC LTD P.O. BOX 88 READING BERKS.

INCREDIBLE ANIMATION BROUGHT TO YOUR BASIC PROGRAMS

SIMONSOFT SPRITES VERSION TWO

@ £12.95 for the BBC 32K
@ £15.95 on 40 or 80 track disc
Now available @ £12.95 for the Electron

New

An 18-FOLD INCREASE IN SPEED (BBC) of your own character designs makes this the FASTEST EVER screen movement seen in Basic programs. Amazing animation effects are available at a command, yet no knowledge of machine code is required. This incredible extension to your machine's facilities is RAM based and your whole program can be SAVED/LOADED at the same time as the control coding and sprite images (your character designs). The designs and the control routine need take as little as 8600 (1-5K) from the memory of your machine!

LOOK AT THESE FEATURES:

1. SPRITE GENERATOR PROGRAMS to create your own sprite designs. All 16 colours may be used in each design, with characters as small as one pixel or as large as the 24 × 24 pixel SUPERSPRITE. As you design the sprites they are automatically stored in the machine code control routine so that you can delete the generator program before writing your own Basic.
2. UP TO 48 SPRITES ON SCREEN with 12 separate sprite designs, each with 3 independently controlled clones.
3. INSTANT ANIMATION with two images in each sprite design.
4. COLLISION DETECTOR with a hit flag that is set to the number of any sprite overlapping with the sprite just moved.
5. ENLARGEMENT FACILITY OF ×2, ×3, ×4, ×5 magnification of the normal sprite size! Let your invaders loom out of the screen in 3-D effects — or use enlarged sprites throughout your program!
6. FOUR PRESET FLIGHT PATHS designed from the generator programs. Once sprites have been allocated to a path, they will move automatically as your program runs.
7. Both FOR and TRANSFER plotting of sprites to the screen are available.
8. A SPRITE LIBRARY of sprite designs ready for use in your programs with 'books' such as 'GHOSTS' and 'MEN'.
9. SPRITE POSITION COORDINATE VARIABLES which are reset automatically by the control coding. As you move your designs, the 'old' images left behind are deleted automatically as well.

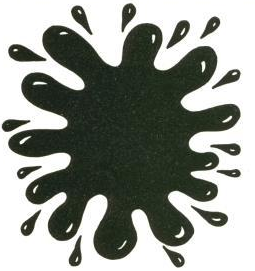
The package includes control routines containing different combinations of the above features — choose the routine best suited to the program you want to write. A comprehensive colour manual, an introduction program and two arcade style demonstration games are also included in the package. Compatibility with all other BBC/Electrons make our animation routines ideal for serious programmers — and we won't claim royalties on programs you market that use sprites!

ORDERS TO:
SIMONSOFT, 25 TATHAM ROAD.
ABINGDON, OXON OX14 1QB
TEL: 0235 24140

PROGRAMMERS —
WE PAY 30% ROYALTIES FOR EXCELLENT PROGRAMS

NEW FOR THE CBM64 — INCENTIVE — THE SPLAT CHALLENGE

SPLAT!

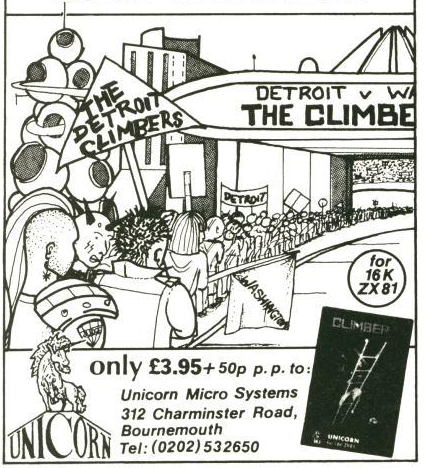


NEW FOR THE CBM64

THE SPLAT CHALLENGE FOR THE COMMODORE 64
£6.50

INCENTIVE SOFTWARE, 54 LONDON ST.
READING RG1 4SQ (0734) 591678

They said it was a game. But there can be no WINNER!

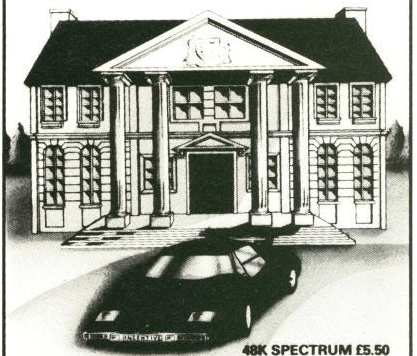


only £3.95+ 50p p. p. to:
Unicorn Micro Systems
312 Charminster Road,
Bournemouth
Tel: (0202) 532650

NEW FROM INCENTIVE

MILLIONAIRE

A NEW EXPERIENCE IN GETTING RICH!!



48K SPECTRUM £5.50

INCENTIVE SOFTWARE LTD, 54 London Street,
Reading RG1 4SQ Tel: Reading (0734) 591678

THE GREAT PCG CHESS CHAMPIONSHIP

The shops are stacked with home computer chess programs. But which of them are any good? To find out PCG has conducted its micro chess tournament of the year. At great expense we brought together eleven mighty artificial intelligences to struggle for days in a battle for supremacy.

We had some well-established masters of the micro – *Cyrus* on the Spectrum and *Acornsoft Chess* on the BBC – pitting their wits against such young pretenders as *Colossus* for the Commodore 64 and *White Knight MkII* on the BBC. In all, six micros were represented.

The contestants were divided into four groups as follows:

GROUP 1 (Memotech, ZX81 and Dragon).

MTX Chess
ZX81 Chess II
Oasis Dragonchess

GROUP 2 (ZX Spectrum)

Superchess 3.0
Cyrus IS
Master Chess

GROUP 3 (BBC)

White Knight MkII
Acornsoft Chess
Program Power Chess

GROUP 4 (Commodore 64)

Colossus 2.0
Grand Master

In each group the programs played each other twice. On the toss of a coin the winners of each group were paired in the semi-finals. These too were played over two games resulting in a gripping final game.

It should be remembered that chess programs can take an awfully long time to move at the higher levels. Because of this we selected on each game the level which took approximately 30 seconds to make its mind up; on most programs this is level 3. The final, however, was played at a higher level.

GROUP ONE

The games in group one were mostly typical of play at lower levels. The very first game was played between *ZX Chess II* and *MTX Chess* and turned out to be rather curious – a draw had to be called due to repetition of moves. Even stranger was the fact that both sides had adequate moves available. We can only presume that they were programmed without enough aggression.

The second game between these two opponents provided some more responsible play. *MTX Chess* displayed an impressive strategic intelligence. Although the program was considering possibilities for only one move ahead it made some shrewd decisions.

Still on group one, the oddest thing happened on the fourth game, *MTX Chess* v *Dragonchess*. On the 19th move, after *MTX Chess* had advanced a pawn, *Dragonchess* informed us of a draw. Not offering a draw, but actually calling a draw. This was utterly ridiculous. We entered the option to list the moves, and, lo and behold, *Dragonchess* had resigned! This was going too far, and as *Dragonchess* refused to let any more moves be entered we promptly awarded a win to *MTX Chess*.

GROUP TWO

This group, unfortunately, produced little of any interest. The only thing to note was that the improved *Superchess* from CP software does respond at great speed compared to other Spectrum chess games.

Due to a draw between *Cyrus* and *Masterchess*, *Superchess* topped the table with Cyrus and two more games had to be played, with *Superchess* emerging as the outright winner.

GROUP THREE

There was some particularly impressive play in this group – especially between *White Knight Mk11* and *Acorn Chess*.

White Knight doesn't have any book openings, but, after seeing two games with *Acorn Chess* it doesn't appear to have a weak opening defence either. Indeed *Acorn Chess*, which has a tendency to early attack (unusual in computer chess games) couldn't breach *White Knight's* defence.

The second game between the two, *Acorn* versus *White Knight*, was one of the outstanding games of the tournament. It demonstrates the fact that book openings are not the be-all and end-all of computer chess. *White Knight* demolished *Acorn Chess* in under half the time it took *Acorn* to make its moves. If chess games had emotions, *Acorn* would be in shock!

GROUP 4

The final group consisted of only two opponents, demonstrating a disappointing lack of chess games for what is an excellent machine. There was to have been a third contestant, *Sargon II*

ROUND 1 RESULTS

		PLAYED	WON	DRAWN	POINTS
GROUP 1	MTX CHESS	4	2	2	6
	ZX81 CHESS II	4	1	2	4
	OASIS DRAGONCHESS	4	0	2	2
GROUP 2	SUPERCHESS 3.0	6	3	2	8
	CYRUS IS	6	2	2	6
	MASTER CHESS	4	1	0	2
GROUP 3	WHITE KNIGHT MK11	4	4	0	8
	ACORNSOFT CHESS	4	0	0	0
	PROGRAM POWER CHESS	4	2	0	4
GROUP 4	COLOSSUS 2.0	2	2	0	4
	GRAND MASTER	2	0	0	0

which is now available from Softcell. Unfortunately this arrived too late in the contest.

Colossus 2.0 is the latest offering from Martin Bryant, author of the *White Knight* series. It is a grown-up version of *White Knight Mk11* and Bryant and CDS Microsystems, who market the game, reckon it will beat any micro chess game currently available.

Grand Master by Kingsoft of West Germany is made and distributed by Audiogenic, who also reckon it is something special. If this was a mixed-round tournament this game would have certainly come out in the top three.

Only two games were played between both, and they were pretty even. Both sides played to the bitter end, until there were just a few pieces on the board (this was particularly noticeable in the semi-final). The real difference between bad and good chess programs is what they do in the end-game with just a few pieces. Both games played well, but *Colossus* triumphed each time.

Note that the scores are **only** relevant for the games in each group. Please do not believe that *ZX81 Chess II* is stronger than *Grand Master* simply because it scored 4, and *Grand Master* scored 0.

The results for Group 2 also include two extra games between *Superchess 3.0* and *Cyrus IS;* this is due to a draw for first place.

Taking the winner from each group, a coin was tossed, and the pairing for the semi-final was MTX Chess v. *Superchess 3.0* and *Colossus 2.0* v. *White Knight Mk11.*

SEMI-FINALS

This section was more interesting in many ways compared to the group games. MTX Chess bids farewell, and the character of its play seemed to change dramatically. In the games between *White Knight Mk11* and *Colossus 2.0* it was plain to see that more positions per second were being examined by *Colossus,* and this is probably why it won. Here is a brief analysis of the four games played in this section.

MTX CHESS v. SUPERCHESS 3.0

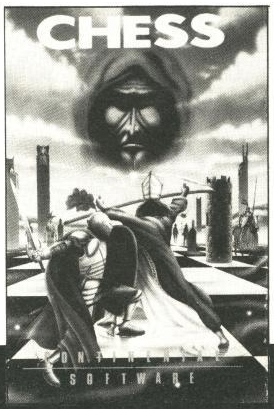
Not exactly a 'normal' start to this one; from the very beginning, *MTX Chess* advanced its pawns in an unusual manner. *Superchess* replied with king's knight dancing about the board. The endgame was disappointing for *MTX Chess.* Very bad defence of the king led to checkmate – all due to a lazy queen!

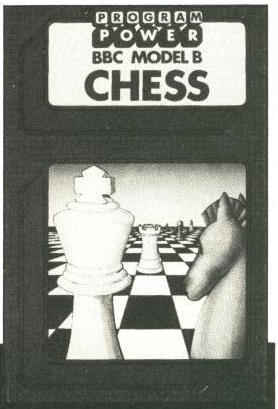
SUPERCHESS 3.0 v. MTX CHESS

Compared to the other games, *Superchess* played a bad endgame in this match. A good pawn advance was made on the g and h ranks but no pawn promotion was made.

SEMI-FINALS	PLAYED	WON	DRAWN	POINTS
COLOSSUS 2.0	2	1	1	3
WHITE KNIGHT MKII	2	0	1	1
MTX CHESS	2	0	0	0
SUPERCHESS 3.0	2	2	0	4







By the mid-game the battle was firmly on. After a hectic exchange, both sides had their pawns pinned. This led to the remaining rooks and bishops galavanting about the board until the game was drawn due to the time limit being exceeded.

WHITE KNIGHT v. COLOSSUS 2.0

Colossus made good use of its rooks, especially with king's rook around the e rank. Better use could have brought Black to mate sooner, and because of this the game was unnecessarily drawn out.

No surprises as to the results really, as the scores in the table for the semi-finals shows.

COLOSSUS 2.0 v. SUPERCHESS 3.0

Finally, here is the most exciting of the two games in the final. The outcome was that *Colossus 2.0* won both games, and thus was declared the winner of the 1984 Personal Computer Games Chess Tournament.

Both sides quickly set up a knight and bishop within the first few moves. Two checks (one to each side) were made within seven moves, with *Superchess's* being the more constructive. *Superchess* brought its king's bishop down to g4+. This was a safe but useless check as White repelled it with pawn to c3. This made *Superchess's* bishop retreat to d6 – a very strong position.

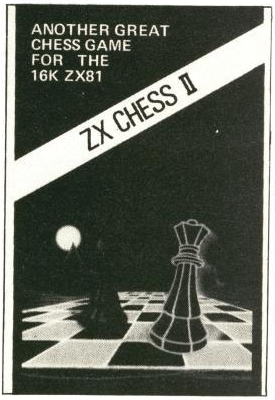
On the other hand, the early check from *Colossus* proved not to be so beneficial. Bishop b5-c6 brings on a hasty exchange of pieces which left *Colossus* the worse off, and the board fairly cleared.

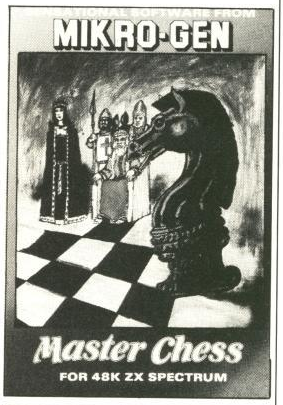
The endgame of this match proved to be one of the most surprising. At around the 30th move, things looked as if they were going to settle down to a drawn out endgame – but far from it.

White's rook appeared to be doing nothing at c7, and with not many moves on the board it moved on up to make a desperate check at c8. This *looked* useless as it was, rightly, taken by Black's rook which was also on the eighth rank.

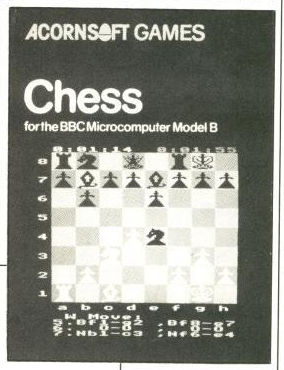
But out of the blue came White's queen from a defensive position by its king, and to check at c8. Black's king moved down to f7 – but a diagonal move by the queen to f5+ ensured that the king couldn't escape along the g/h ranks.

The end was near. White brought out its rook and advanced it to c8+, where mate was inevitable.









THE FINAL

1.	d2-d4	d7-d5					
2.	g1-f3	c8-f5					
3.	c1-f4	e7-e6					
4.	e2-e3	b8-c6					
5.	f1-f5	f8-b4+					
6.	c2-c3	b4-d6					
7.	b5xc6+	b7xc6	19.	a3-c3	f7-f5	31.	c4-d2	c6-d5
8.	f4xd6	c7xd6	20.	c1-c2	c6-c5	32.	c3-c5	d5-a8
9.	e1-g1c	a7-a5	21.	d4xc5	d6xc5	33.	d2xe4	b4xe4
10.	b1-d2	a8-b8	22.	c4-e5	d8-d6	34.	c5-c7	a8-d5
11.	d1-c1	g8-f6	23.	f3-f4	f8-c8	35.	c1-c3	e6-e5
12.	a2-a4	e8-g8c	24.	e1-d1	d6-e7	36.	c7-c8+	b8xc8
13.	a1-a3	f5-d3	25.	c2-d2	b8-b4	37.	c3xc8+	g8-f7
14.	f1-e1	f6-e4	26.	c3-a3	e7-e8	38.	c8xf5+	f7-g8
15.	c3-c4	e4xd2	27.	d1-a1	d5-e4	39.	a1-c1	g7-g6
16.	f3xd2	d5xc4	28.	d2-c1	c5-c4	40.	c1-c8+	d5-d8
17.	d2xc4	d3-e4	29.	a3-c3	c8-b6	41.	c8xd8+	g8-g7
18.	f2-f3	e4-d5	30.	e5xc4	e8-c6	42.	f5-f8+ (checkmate)	



LOONY ZOO Arcade escape game £5.95 **PHARAOH'S TOMB Adventure £4.95** **KNIGHT'S QUEST Adventure £5.9**
COLDITZ Adventure £6.95 **THE FOREST Orienteering simulation £9.95**

PHIPPS ASSOCIATES

Dept G FREEPOST EM463 (No stamp)
172 Kingston Road, Ewell, Surrey KT19 0BR
Telephone 01-393 0283. 24 Hour answering.

Prices include postage (outside Europe add £1.00 per item). *Access and Visa cards welcome*

VISA

Ever bought a game that's not as good as its box?

Everybody has seen the home computer game packs that sparkle with imaginative colour and graphics, and lure buyers into the store.

Sadly, some who have bought have found that the game sparkled less than the box. For, as more and more companies jump on the home computer bandwagon, it becomes ever more likely that most of the imagination and excitement is concentrated in the pack. Instead of playing a fast game, you lose a fast buck. Or, more likely, several.

Yet games have become increasingly sophisticated. Scenarios are more varied, levels of play have been increased, and high resolution colour graphics capabilities are being used together with dramatically improved sound effects. The trick is to know which games are as good on screen as they are on the pack.

Relax. Help is at hand. Logic 3, publishers of the most effective self pacing programming tutorials, have selected The Best Games for Britain's top home computers.

So buy only the best. Send today for your free copy of The Best Games from Logic 3, and learn how you could save £2.00 when you buy your next computer game. If you're a dealer, we won't hold it against you — trade enquiries are welcome.

Do it. Now.

Send the coupon.
Have a good game without being had.

Please rush me my free copy of The Best Games. I already have/am thinking of getting a _____ home computer.

Name _____

Address _____

_____

_____

County _____ Postcode _____

PG72/84

LOGIC 3

— THE KEY TO THE WORLD OF TOMORROW.

Logic 3 Ltd, Mountbatten House, Victoria Street, Windsor SL4 1HE

Try pulling a stunt like this on your Spectrum

Leap on a moving train . . . jump from carriage to carriage . . . duck under fast-approaching bridges.

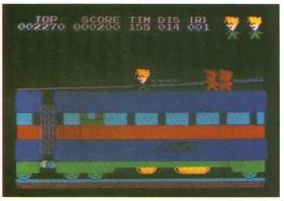
But before you do *anything*, make sure it's with Sinclair's new action-packed game – 'Stop the Express'.

That way, you can try dramatic feats like Buster Keaton's – without risking your neck!

'Stop the Express' is one of five exciting new games from Sinclair. Its graphics are superbly fast and sharp. The action is non-stop. And the challenge is a very tough one.

On top of a racing express, you're chased by knife-throwing bandits. And inside the express, there's even more trouble.

Will you ever get to the front and halt the train? Or will you be well and truly bumped off?







All five new Sinclair titles – Stop the Express, Bubble Buster, Zipper Flipper, Eric and the Floaters, and Driller Tanks – are for a 48K Spectrum. You'll find them in the shops – today.

At only £5.95 each, they're destined to be big stars on the small-screen!

Selected Sinclair software lines are available from W.H. Smith computer stores, larger branches of Boots, John Menzies, Greens and most other software stockists nationwide.

Sinclair Research Ltd, Camberley (0276) 685311.

™ Sinclair, ZX and ZX Spectrum are trade marks of Sinclair Research Ltd.

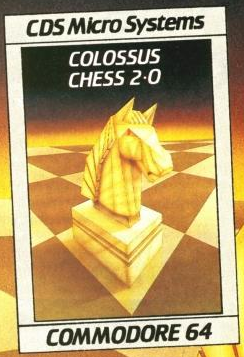
sinclair

Still of Buster Keaton from The General © Raymond Rohauer 1984

From CDS, the ultimate challenge

'COLOSSUS CHESS 2·0'

by Martin Bryant



for both the chess player and the chess master

the finest chess program ever written. Available for the Commodore 64 £9·95





Available soon.... educational programs for the Commodore 64

CDS Micro Systems

Available from leading Computer Stores, or... Send Cheque or P.O. To CDS 10, Westfield Close, Tickhill, Doncaster DN11 9LA. Tel: (0302) 744129.

(Trade enquiries welcome)



THE NEW COMPUTER GAMES MAGAZINE THAT BREAKS ALL THE RULES

Attention all you pixel-packers, midnight hackers and binary-bustin' bozos! Gorf's gift to gamesville has just hit the streets. Big K's the name and Big K's the game – it's a new magazine that's going to be music to your micros. Whatever Big K gets in its sights – technical, tactical or just plain old topical, don't expect anything typical. Big K **plays** it different and **says** it different. We're not afraid to shoot from the hip – and we're always hip when we shoot! We've a no-holds-barred approach to arcade strategy and adventure that'll have your CRT's tingling. Key in to Big K now for a magazine that puts news, reviews, programs and hardware under your fingertips. **After your first byte of Big K... the game will never be the same.**

THIS ISSUE: Modem Living – access the world through your micro and telephone – Big K makes the right connections.

- Win a full-sized BATTLEZONE arcade game in Big K's extravagant competition.
- What's all the fuss about? Big K examines the 68000 wonderchip.
- Atari 800XL review.
- 7 games programs for Commodore 64, Vic 20, BBC, Spectrum, ZX81, Oric, Atari.
- Atari graphics – read Big K's special feature.

Plus – Arcade Alley, dozens of games reviews, expert technical features, lots of fun and lashings of colour.



Third amazing issue on sale 17th May

Ask your newsagent for a copy – 85p

GAMES FOR BOYS



GAMES FOR GIRLS



All available for Spectrum 48K at £5.95. Selected titles available from larger branches of Boots, Greens, John Lewis Partnership, Rumbelows, W.H. Smith and all good computer shops or mail order from

Cases Computer Simulations Ltd., 14 Langton Way, London SE3 7TL.

Boots WHSMITH

Strategy Games. They're no pushover.

Reviews, ratings and screen shots for all the latest games plus BBC Game-of-the-Month!

FANTASTIC FORTRESS

BBC owners, your time has come. Our Game-of-the-Month is a terrific 3D space game which will have you trembling with excitement.

You also have at your disposal an original new duelling game for two players, which Electron owners can buy too.

There's been another rush of excellent games for the Commodore 64. Our three PCG Hits include a beautifully programmed shoot-'em-up, a compulsive underground treasure hunt and a zany game featuring a unicycle.

You might think *Trashman* for the Spectrum is a rubbishy game, but no, we've named it a hit. It's just one among a mass of new Spectrum games.

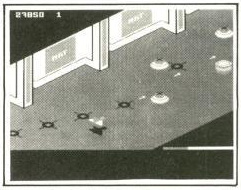
Spectrum, BBC and Electron owners may notice that this month's colour screen shots for their machines are particularly clear. This is because we've used a new process which involves actually printing the contents of the screen on a colour plotter. Unfortunately the technique can't yet be used on the other micros, but maybe soon . . .

This month's reviewers are Peter Connor, Steve Cooke, Chris Anderson, Stuart N Cooke, Tony Takoushi, Paul Turner, John Allan, Steve Mann, and Tony Harrington. Each of the game ratings are scored out of ten by the reviewer, and then double-checked by a second member of the panel. The PCG Hit and Game-of-the-Month titles are awarded only after heated office arguments.

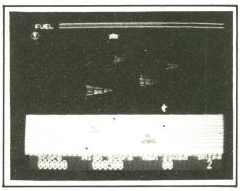
So sit back and enjoy the world's greatest reviews . . .

GAME	PAGE
GAME-OF-THE-MONTH	
Fortress (BBC)	72
HIT GAMES	
Swordmaster (BBC/Electron)	71
M.A.R.C. (Oric/Atmos)	77
Trashman (Spectrum)	54
Wheelin' Wallie (Commodore 64)	46
Fire Ant (Commodore 64)	46
Killer Watt (Commodore 64)	57
COMMODORE 64	
Banana Drama	46
Get Off My Garden	46
Burger Time	48
Crazy Caveman	48
Tribble Trouble	48
Dinky Doo	48
Space Pilot	50
Odyssey	50
Zylogon	50
City Attack	50
SPECTRUM	
Sorcery	54
Blade Alley	54
Terry's Travels	54
Timebomb	54
1994 (Ten Years After)	56
Ad Astra	56
Bull Run	56
Pengy	56
Butterfly	58
Knight Driver	58
Orion	58
Submarine Strike	58
Pedro	58
Glug Glug	58
Worm Attack	59
Grid Patrol	59
Di-Lithium Lift	59
Tribble Trubble	61
Mission Omega	61
Mummy Mummy	61
BBC	
Checkout	69
Shuttle Pilot	69
Bumble Bee	69
Jet Power Jack	71
ELECTRON	
Trafalgar	69
VIC 20	
Countdown	65
Vic Cricket	62
League	62
Lupin	62
Annihalator	62
Bob's Blunder	62
Pollywog	62
Kongo Kong	63
Snowstorm	63
Metamorphosis	63
DRAGON	
3D Space Wars	78
Pedro	78
North Sea Oil	78
3D Seiddab Attack	78
Sprite Magic	78
MEMOTECH	
Draughts	80
Kilopede	80
Super Minefield	80
Blobbo	80
ATARI	
Silicon	66
Frogger	66
Q*Bert	66
ORIC 1/ATMOS	
Pasta Blasta	77
CGL	
Step Up	78
Guttang Gottong	78
COLOUR GENIE	
Fruitee Nudge	65
Geniepede	65

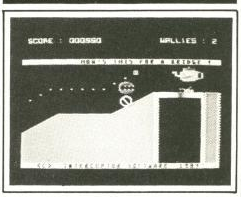




● FORTRESS



● M.A.R.C.



● WHEELIN' WALLIE

GAME: BANANA DRAMA
MACHINE: COMMODORE 64
CONTROL: KEYS
FROM: VISIONS, £9.95

You think you could do better than 'the greatest emperor who ever lived'? Try your luck as Juan Rodrigues LVII, the president of Ananaba, a small but strategically important state whose main resource is bananas.

The object of *Banana Drama* is very simple. You must stay in power for as long as possible. Believe me, it's hard to remain popular with the country rising against you.

Your rule is measured in months – my best is only 17 months.

Each month you are presented with the requests of various sectors, which you must grant or reject. But beware, your decisions may lose you the support of your allies. So if you are in doubt (and have some money left) you may profit from buying a status report from the State Security Organisation.

As each month passes, your financial state is shown along with a wide choice of options ranging from buying a private submarine (very useful for escaping dur-

GAME: GET OFF MY GARDEN
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR, £7.90 CASS, £9.00 DISK

One thing will immediately become clear to you when you play this game: the authors have an extreme dislike of programmer Jeff Minter of Llamasoft. This seems a little unreasonable, since many parts of the game are copied from Minter's *Revenge of the Mutant Camels*, our February Game-of-the-Month.

The hero is a rather uninteresting-looking robot whose purpose in life is to water a garden. The robot moves under a running tap, and then to each of six plants causing them to bloom.

But ranged against him are a succession of attacking creatures just about as whacky as those in *Revenge*. They include chess pieces, chickens which explode into drumsticks, witches on broomsticks and glimmering LP records.

You get a different wave of attackers each time you manage to complete a garden, and there are a total of 64 – that's an awful lot of nasties for your money.

One helpful feature is that you can start the game at any of the first 32 waves. But you will still have the long-

PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: WHEELIN' WALLIE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR, £7.00 CASS, £9.00 DISK

Wheelin' Wallie must be the only game in existence where you control a man riding a unicycle. Fortunately you don't have to worry about keeping your balance – all you have to do is make sure nothing knocks you off.

Wallie keeps moving to the right of the screen while the path moves up and down. If you sit out from your cycle too far it's possible to bang your head on the ceiling and lose a life. Other hazards to be avoided are bouncing balls and a rather cheerful-looking teapot which zooms across the screen.

As if avoiding the obstacles wasn't enough there are 'Power Pixels' scattered along the path. These must be gobbled up to score points.

If you survive long enough you have to make the water and bounce off this to reach the other side and the next level.

Now you not only have to avoid the nasties but you also find gaps in the path. Bridges span the gaps but they move backwards and forwards. If you don't time your crossing right Wallie will end up with no road beneath him and lose yet another life. There are another four pieces of action after this.

Wheelin' Wallie has an original feel to it. OK, eating dots may not be original. But the way in which Interceptor have included this in the game adds to the challenge. All of the graphics are large, colourful and move across the screen without any jerkiness.

If the graphics are good then the sound must be superb. No real sound effects exist in the game apart from a satisfying sound as you eat the dots and a scream when you get killed. But there is an excellent piece of music that plays at the start of the game, good enough to grace even the most expensive hi-fi.

If you're looking for a new game for your Commodore then I don't think you'll be at all disappointed with *Wheelin' Wallie*. **SNC**

GRAPHICS	8
SOUND	8
ORIGINALITY	9
LASTING INTEREST	8
OVERALL	8

PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: FIRE ANT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: MOGUL, £7.95

A group of scorpions have crushed your army of ants. As the last remaining ant it is your mission to rescue the Queen Ant who is being held hostage in the scorpions' lair.

You must travel through eight different levels of the scorpions' home before you can find your Queen. On your way you will have to avoid contact with the inhabitants of the city or be killed. Scattered around the city are a number of objects which will help you in your task. Keys are obviously for opening doors but the uses of the other objects are left for you to find out, usually at the expense of a life. Objects range from bridge-building materials to supports that hold up the ceiling.

You have probably gathered that *Fire Ant* is a type of adventure. Unlike the traditional types of adventure the action takes place in real time in the form of an arcade game. No text needs to be entered, all you have to do is guide your ant around the maze picking up objects by passing over them.

Fire Ant is a simple game to play, all input being via the joystick. Even though it is simple, the most hardened arcade player will still find moving on from one layer to another very challenging.

Graphics are well up to standard and there are a couple of nice touches to the sound. For example, there's a superb rumbling sound whenever you cause a rockfall, although it doesn't quite compare with what some programmers are getting from the 64.

Mogul have produced one of those 'let's have another go' type of games. Being chased around a maze/city isn't original but Mogul have done an excellent job in making it appear so. Personally, I find it compulsive: so excuse me – I'm off to rescue a Queen Ant... **SNC**

GRAPHICS	7
SOUND	6
ORIGINALITY	7
LASTING INTEREST	9
OVERALL	8

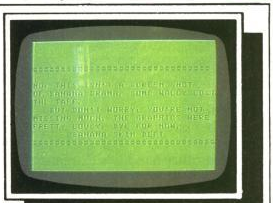
MMODORE 64 • COMMODORE 64

ing a revolution) to asking the Kremlin for aid.

The program is very easy to use, well displayed and at times quite funny. On the minus side, the sound is poor and the graphics limited to oil cans, buildings and other such objects. My main moan must be about the 'Atari VCS'-style cardboard box which bent and looked tatty.

Still not bad as strategy games go, and certainly fun for all the family. Who's the great dictator in your household? **PT**

GRAPHICS	3
SOUND	2
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	5



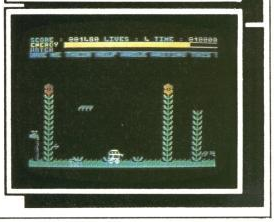
term challenge of seeing the last 32.

Two things let the game down. The first is a general lack of excitement. I think this is because the energy level on which your life depends rises and falls so rapidly that the loss of a life seems almost a random incident.

The second is the continual sniping at Minter. For example, the initials in the high-score table read: 'Blow a camel's head off today'. And the first attack wave includes graphics cribbed from *Revenge* and is called 'Remains of the Mutant Camels'.

Please, Interceptor, grow up. Stick to the game programming – you're really quite good at that. **CA**

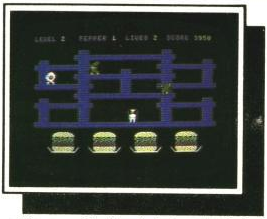
GRAPHICS	8
SOUND	8
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	7





COMMODORE 64 • COMMOD

GAME: BURGER TIME
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: INTERCEPTOR, £7.00



GRAPHICS	8
SOUND	7
ORIGINALITY	1
LASTING INTEREST	7
OVERALL	7

It may not be quite the same at McDonald's, but making burgers computer-style is fun.

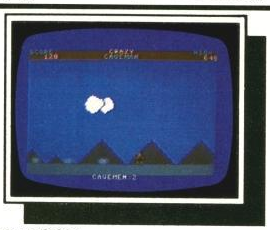
On the other hand, it's extremely unhygienic, because the technique involves walking over pieces of bun, meat and lettuce which are suspended at various points around a zany maze-like kitchen.

Treading over them makes them fall down a level and if you repeat this enough times you end up with four complete and juicy burgers at the bottom of the screen.

The complication is that you're being chased around the kitchen by Mr Hot Dog and Miss Egg who knock you out on contact. Your defence is to stun them momentarily by squirting a cloud of pepper into their path. Unfortunately your supply of pepper is very limited, and each time you complete a set of burgers, an extra egg or hot dog will join the chase.

It was a good game in the arcades, and this rendering by Interceptor is excellent. Mouth-watering picture, appetising sound effects and a delicious rendering of the McDonald's tune. But you'll have to put up with Interceptor's continuing infantile snipes at Llamasoft – you are supposed to be making burgers from llama meat. **CA**

GAME: CRAZY CAVEMAN
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: MERLIN SOFTWARE, £6.50 (CASS), £8.95 (DISK)



GRAPHICS	6
SOUND	5
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	5

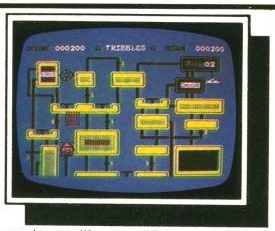
Crazy Caveman is heading for home after a hard day's hunting, and if this game is anything to go by then I'm not surprised there aren't any cavemen left alive today.

Our prehistoric pal can jump, move left and right, and swing his axe. To make it home he must first jump over some rocks as they roll along the ground towards him.

If he manages to get past the rocks, he must then wield his chopper and get the better of a herd of Tyrannosaurus Rex. After that it's a crowd of Dodos, and finally a flock of prehistoric birds who drop rocks on him.

The graphics and sound are fine, but you'll need to put in an awful lot of practice before you can be sure of a decent game. I doubt there's enough here to keep you, or even a caveman, interested for very long. **CA**

GAME: TRIBBLE TROUBLE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MR MICRO, £6.90



GRAPHICS	5
SOUND	5
ORIGINALITY	8
LASTING INTEREST	4
OVERALL	5

Here's trouble. You're transporting a spaceship load of friendly Tribbles and someone leaves open the door to their cells.

One by one the Tribbles leave and begin wandering through your craft whose workings, judging from the screen picture, were designed by Heath Robinson.

The aim of the game is to catch each Tribble before it reaches the cargo transporter and gets fizzled. You do this by moving a grille around the screen, trying to place it in the Tribble's path.

The silly creature doesn't follow a predictable route, but it's quite easy to outwit it until a 'Wafoid' and a 'service droid' appear. They steal the grille and generally cause havoc.

The action is accompanied by noisy sound effects, and there's a catchy tune to start you off.

But although the game is very different and quite enjoyable, there's basically just one screen of action, and I wonder how long interest would be maintained. **CA**

GAME: DINKY DOO
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: SOFTWARE PROJECTS, £7.95



GRAPHICS	6
SOUND	5
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	7

Childish nightmares provide the scenario for this simple but infuriatingly addictive game.

A cheese sandwich too many has landed Dinky in a world peopled by the revolting creatures of his subconscious. The only way out to the safety of his mummy's room is by drinking the hot milk. The problem is to get to it.

Dinky starts on the left-hand side of the screen and has to evade obstacles and monsters in order to reach his milk on the opposite side. If he gets there and drinks it all up then the monsters turn into succulent cherries to be gobbled for bonus points. Then it's on to the next screen.

Although the graphics and sound are not spectacular, *Dinky Doo* is a compelling game because you really want to get through those 15 screens. And get back to mummy. **PC**

ELECTRIFYING EXCITEMENT!

KILLER WATT

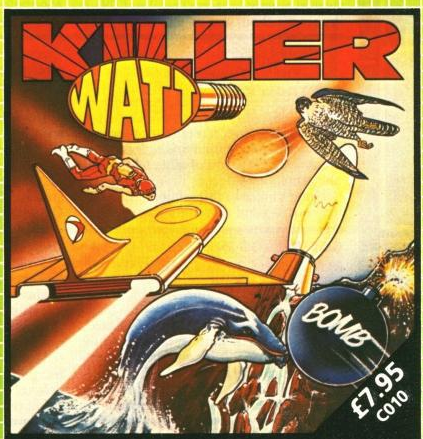
THE OUTSTANDING GAME OF 1984 FOR COMMODORE 64

Alligata presents a superb range of software products that are designed specially for you. Games that cleverly combine full machine code and high resolution, full colour graphics to create hours of fun and excitement. And utilities that have been developed to open new doors and help get the best from your Commodore 64 micro. If it's to be outstanding quality and amazing value for money then Alligata has to be your choice.

Send a stamped addressed envelope for our full colour catalogue which gives details of the complete range.

WRITE OR PHONE YOUR ORDER TODAY!

also available from all good software stockists.



Explore the eerie darkness of an underground cavern and smash the 12 brilliant light bulbs there to reach the next level. Watch out for the flying humanoids, carnivorous fish and deadly pterodactyls! Blast through the magical gateway, and you will be transported to the start of the next challenge. Joystick compatible.

ALSO AVAILABLE

C04 SQUASH A FROG £7.95
Cross a motorway of fast moving traffic. Traverse the rapids teeming with frog eating snakes, alligators and submerging turtles. Can you get him home? Or is it just Ugh! Splatt! Joystick compatible.

C02 BRANDS £7.95
Test your skill on the Grand Prix track. Accelerating to breathless speeds can you overtake? Can you face the danger of night driving as the roads get narrower?

C01 BALLOON RESCUE £7.95
Fuel level low. Time running out. Collect fresh fuel to stay in the air or plunge to certain agonising death.

C03 DAMSEL IN DISTRESS £7.95
Menacing man-eating spiders and dreadful apparitions. Weakened by poison you must climb the battlements and rescue the princess who holds your antidote.

C06 BAT ATTACK £7.95
Killer bats in the first wave, a myriad of asteroid discs in the second. The third wave?! ... The faster your reflexes, the more deadly the challenge.



Capture the soul of each human intruder as he seeks to set free one of the poor bodies you've already banished to the limbo of the living dead. Watch out for the ghost eating bats and snakes lurking in the shadows.

Joystick compatible.



A really fast implementation of the splendid 'centipede.' Spiders, mushrooms, centipedes, snapping scorpions, swooping dragonflies, wiggly earwigs and Brian, the mushroom poisoning snail.

Joystick compatible.



Find the lost tomb deep in the Amazon forest. Experience heart-stopping drama... will you ever get there? Every location has a full graphic picture.



The master burglar robs safe after safe, coolly avoiding night watchmen and other hazards. He has to collect all the keys in each location and then open the safe, before he progresses to the next level.
✻✻ 30 DIFFERENT SCREENS ✻✻

Joystick compatible.

Despatch is normally made on receipt of order and should reach you within 7 days.

INDICATE PROGRAMS REQUIRED

C09☐ C07☐ C08☐ C05☐ C06☐ C04☐ C02☐ C01☐ C03☐ C010☐

I enclose cheque/PO* for £'____ Charge my Access/Visa £'____

Card No. _____ Signature _____

Name _____

Address _____

*payable to Alligata Software, 178 West Street, Sheffield S1 4ET

allow 75p for post and packing PCG 6/8

Alligata

Alligata Software Ltd, 178 West Street, Sheffield S1 4ET. Tel: (0742) 75596



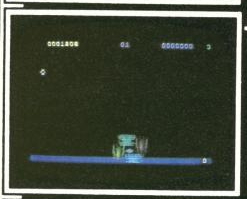
GAME: SPACE PILOT
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ANIROG, £7.95

Space Pilot has flown straight out of the arcades where it appeared under the name *Time Pilot*.

You zoom about the screen blasting away at enemy fighters. The cloud-filled sky scrolls about you as your opponents wheel in from all directions.

There are five different levels, each belonging to a different time zone. First you battle it out with vintage bi-planes in 1919. Next it's pranging Jerries in the Second World War. In the 1970s you face helicopter gunships, followed by jets in 1984 and flying saucers in 2001. You must destroy 56 enemies in each zone before moving on to the next level.

Sometimes pilots bale out, and you



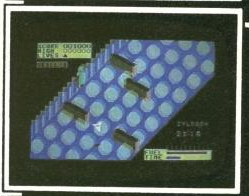
GAME: ODYSSEY
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: K-TEL, £6.95

Odyssey is a five screen shoot-'em-up which tries to combine *Space Invaders*, *Scramble*, and a host of other features in one game.

There's more to this game than meets the eye – and certainly more than appears in the instructions. In the first screen you must eradicate numerous Plague Pests, avoid Robo-Crabs, and destroy Egg Bombs.

The scenario is complicated to say the least, and I found myself failing dismally in my first missions without exactly knowing why.

Once you've sorted out your tactics and worked out the scoring system *Odyssey* becomes rather more enjoy-



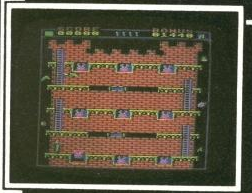
GAME: ZYLOGON
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: BIG G, £6.95

Zaxxon, on which this game is based, was one of the most popular arcade games of 1983. *Zylogon* doesn't quite make the same grade.

Your ship is piloted across a scrolling band of blue and light blue geometric shapes. It can move up and down, left and right, and must avoid the various defences of the Zylogons as it goes.

There are five different levels of play, which don't change the content of the game, but speed up the action. Level 5 is quite tricky whereas level 1 is a doddle.

The Zylogons don't seem to be very imaginative in the construction of their defences. As in *Zaxxon* you must fly either over or under obstacles placed in



GAME: CITY ATTACK
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: K-TEL, £6.95

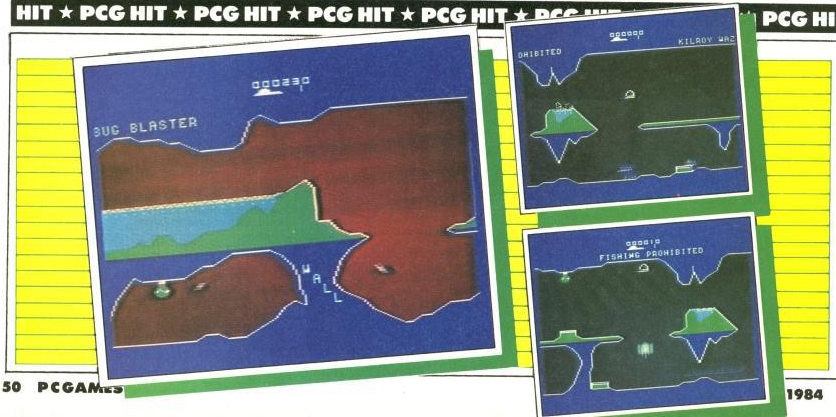
You'll be very impressed by the first few seconds of this game. Up on the screen comes the city you have to protect. It's very pretty and extends over about five screen widths. Well worth protecting.

A slight disappointment sets in when you see the spacecraft at your disposal, a rather primitive model, little more than a purple hexagon.

Never mind, it flies very smoothly and makes a super noise when you fire. But then the aliens start to arrive. Oh dear. They appear to have escaped from a discarded *Space Invaders* machine: small coloured shapes with no detail and little animation.

Actually there are three main types of aliens: the airborne invaders, a little row of 'commandos' and a swirling neutron

HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★





MODORE 64 • COMMODORE 64

can pick them up in mid-air for bonus points. The opposition will occasionally attack in squadrons of six craft, whereupon you again have a chance of a bonus if you blast them all before they leave the screen.

As the technology of your opponents advances they become progressively harder to destroy, and will fight back with guided missiles and bombs. Shoot the missiles and bombs as well if you can.

You don't have to keep count of how many planes you've shot – as soon as you've notched up the magic number on level 1, a Zeppelin appears. Shoot that and you're on to the next screen. The higher levels are completed in similar, but modern, style.

The graphics are very good, though your plane does look a bit like a duck.

Combined with the action and acceptable sound they make *Space Pilot* a very enjoyable romp through the skies. **SC**

GRAPHICS	7
SOUND	6
ORIGINALITY	1
LASTING INTEREST	9
OVERALL	8

able. However one or two of the five screens (the fourth in particular) are very difficult to negotiate. Don't go for this game unless you're prepared to spend a lot of time practising.

In the second screen, you must score five hits on an egg, which is jealously guarded by four of the aforementioned Robo-Crabs. Failure to complete your mission means that the egg hatches and you must now wrestle with – wait for it – a Giant Killer Robo-Crab. Difficult to hit, but not very exciting to look at.

The fourth screen is a *Scramble* spin-off, where you face a number of different craft each of which has some particularly nasty way of costing you a life. Some just rush at you, while others bob up and down, and then suddenly drag you to oblivion without warning.

The graphics in *Odyssey* aren't wildly exciting, and the sound doesn't make much use of the Commodore's facilities. The scope of the game makes it a slightly better buy than the average shoot-'em-up, but give it a miss if you like your games to have the simple touch. **SC**

GRAPHICS	6
SOUND	4
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6

your way. You must also bomb fuel dumps to replenish your tanks.

Every so often you leave the scrolling landscape to do battle with alien ships in deep space. These sequences aren't particularly exciting, but they do provide some variety.

Then it's back to the last waves of missiles and rockets, and last but not least (but almost least) a large robot who blasts away at you.

The robot is a bit of an anti-climax. He's very easy to shoot, and the only threat is from the missiles he hurls at you which are very difficult to spot as they blend in with the background.

Once you've killed the robot it's back to the beginning with a new supply of ships, and the same task to accomplish all over again.

The best thing about the original *Zaxxon* was the display. *Zylogon*'s graphics aren't exactly stunning, and the game doesn't have the compulsion of a good shoot-'em-up, which means you're better off looking elsewhere. **SC**

GRAPHICS	5
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	4

cloud which is accompanied by a guided fireball.

None of these is very impressive to look at. But the game does have a certain compulsion, because each alien wave is destroyed in a different way.

The invaders you take out a row at a time, firing straight up as in the original game.

You're just getting into this when a dinky little tune starts playing to alert you to the commandos running along the bottom of the screen. The best way of obliterating them is to move ahead of them, get down to head-level and then open fire. Brutal but effective.

To get the neutron cloud you have to hit its centre from directly overhead.

You can fire in any of four directions by pointing the joystick while you press the fire button. But you can't fire and move at the same time.

Despite the graphical limitations, the game is nicely presented with 14 different levels, including one K-Tel have thoughtfully provided for you to practise on.

So, a strange mixture. Some very advanced features, some very primitive. Look before you fork out the cash. **CA**

GRAPHICS	4
SOUND	7
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: KILLER WATT
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ALLIGATA, £7.95

The movement in this game is so smooth you won't need your air sickness pills before take-off.

The action takes place in a giant underground cavern through which you pilot a spacecraft. The cavern extends across about seven screen widths and the sideways scrolling of the picture is achieved without the slightest hint of a flicker. Quite superb.

Your mission is to destroy 12 lightbulbs, yes lightbulbs. They make a lovely ping when you hit them.

The monsters are strange as well. There are wonderful leaping whales which look suspiciously like dolphins and are so lifelike you feel guilty shooting them.

Then there are mechanical birds which have a comical flying method but lay deadly green eggs.

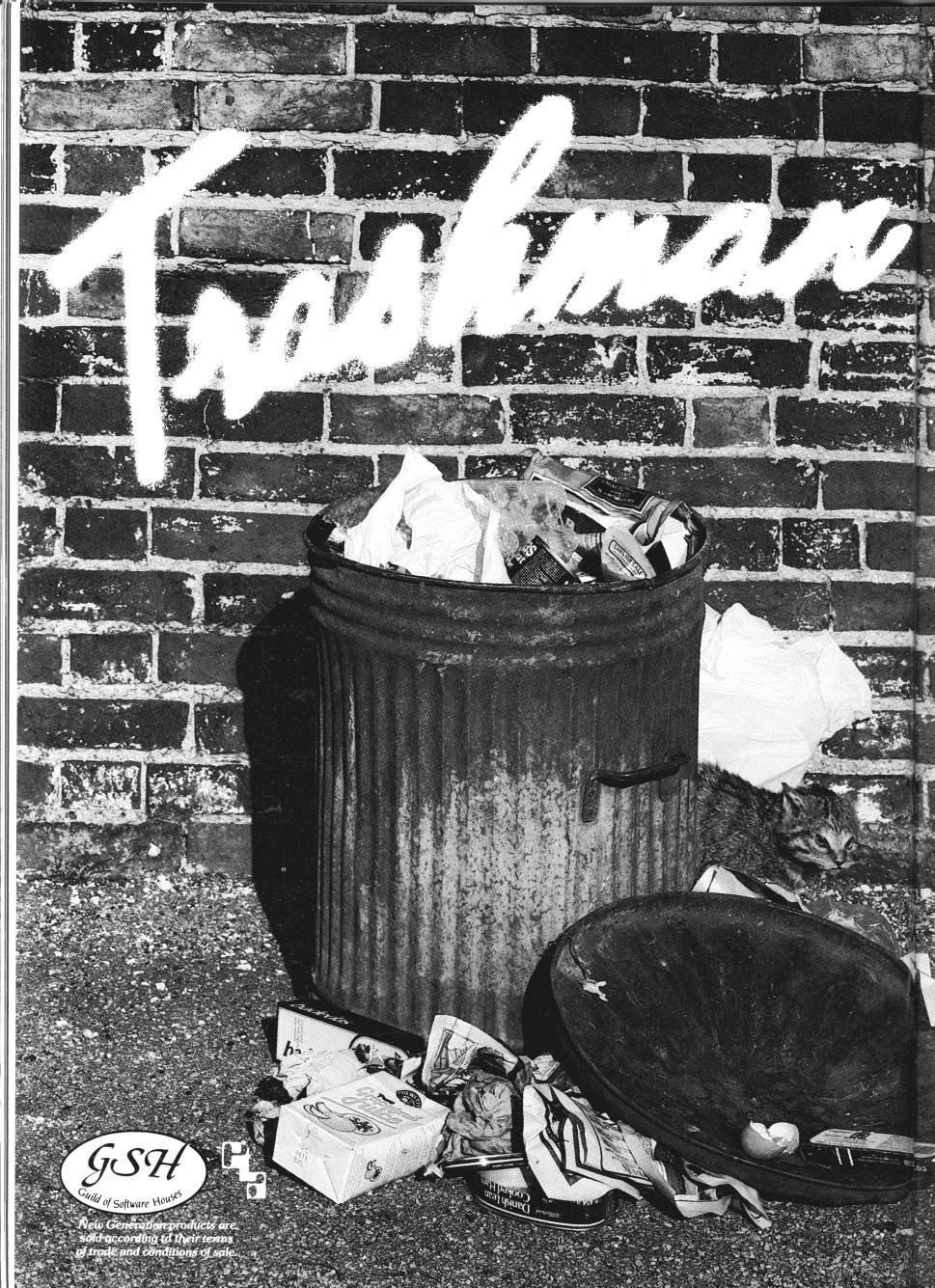
On higher levels you'll have to cope with running ducks, and vicious, bouncing snowballs. But you have the option of arming yourself with shields which allow you several otherwise-fatal contacts. The shields even let you fly straight through the cavern's thinner walls if you're feeling reckless.

Control of the spacecraft takes some practice because once you start it moving in one direction, it'll keep moving until you apply thrust in the opposite direction. But this, and the smoothness of movement, give the game an amazingly realistic feel.

It also offers you just the right playing options. There's an easy level which you'll need for practice. You can turn off the accompanying music – a slightly wonky rendering of Bach's B minor fugue. And the choice of control keys for non-joystick users is very sensible.

At the same time there is enough challenge at the higher levels to keep you occupied a long time. Believe me, this game will RUN and RUN. **CA**

GRAPHICS	9
SOUND	8
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	8


Toolware
GSH
Guild of Software Houses
New Generation products are sold according to their terms of trade and conditions of sale.

It's the fun game of the year – Trashman.

From the moment you sit down to play you'll be thrilled by this exciting, original, laugh a minute game.

Your job may look easy to the rest of the world, but you know the hazards – speeding cars and pavement cyclists can both shake you up. Let's face it cars can be fatal.

But if that isn't enough you've got the other problems of vicious dogs, the after effects of overeating in the transport cafe or one too many in the boozer.

Not only will you be gripped by the action you'll be amazed and amused by the high quality graphics.

With seven levels of play featuring three attempts to finish the game (assuming you are not run over by a car) Trashman will provide even the most experienced games player with a thrilling challenge. 1 or 2 player option, Hall of Fame and joystick compatibility* ensure this game has all the best arcade features.

Trashman is available **NOW** for the 48K Spectrum. Ask for it today at your local computer store!

Only £5.95

Kempston, Sinclair Interface 2, Protek or equivalent.



New Generation Software

FREE POST,
Bath BA2 4TD

Tel: 0225 316924.

GAME: SORCERY
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: VIRGIN, £5.95

The evil Necromancer and his demonic servants have conquered the land. All the people of the Earth have been enslaved. All the great sorcerers are being held captive except for one – you.

Your mission is to rescue your fellow sorcerers and save the Earth before it is plunged into eternal darkness. You will have to be quick as time is running out.

Sorcery is a 15-screen arcade adventure. Your sorcerer starts somewhere on the right-hand edge of the screen and you must reach the gate on the left to get onto the next level. Demonic servants have been sent by the Necromancer to stop you so you must watch your energy when you go into battle with them; if it reaches zero you're dead.

A very good title screen sets the atmosphere. Old-fashioned lettering scrolls across the TV set, wishes you good luck and tells you the control keys. Unfortunately, the choice of keys is particularly silly. The left and right keys are one above the other and would have been easier to use if they had been on the same row of the keyboard. The scenes all have a title. You start in a

GAME: BLADE ALLEY
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: PSS, £5.95

At last! Buck Rogers hits the Spectrum. This is a version of the game in which you guide a spacecraft as it hurtles through a corridor battling a succession of alien attackers.

The game's interest stems from the 3D view you are given, with the enemy looming larger as they approach. Considering the Spectrum's limitations, this is done pretty impressively. Your craft moves smoothly as it swerves from side to side, and its height along with those of the alien ships is shown convincingly by the use of shadows.

But the depiction of the corridor walls is not nearly so impressive as in versions on more powerful machines. The bands which make up the walls simply flash alternately blue and magenta and it takes some effort to imagine that you really are rushing forward.

That aside, the 3D effect is among the best going on the Spectrum. The perspective has been worked out well – for example, to destroy aliens you must not only get in line with them but also move your craft to the same height, using the shadows as a guide. You then take a

GAME: TERRY'S TRAVELS
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: ALGRAY SOFTWARE, £5.50

You must move *Terry Turtle* up the screen, across busy roads, log-jammed rivers, and through mazes to get him home.

You can define your own movement keys, a facility that always makes a game just that little bit more playable. Another nice touch is the sound – Algray have managed to cram some speech synthesis routines into the program.

Every time you lose one of your five lives your Spectrum passes comment – usually inappropriately. Get run over and it shouts 'Roadhog!'. Fall in the river and it also shouts 'Roadhog!'. Hmmm ... full marks for effort but this effect remains a curiosity and doesn't add much to the game.

The first stages of the game are really just a watered down version of *Frogger*. Getting Terry across the roads is difficult enough, but the rivers are almost impossible. After a while the inappropriate comments and repetitive sound get on your nerves.

If you've enough patience and endurance you then have to navigate a maze

GAME: TIMEBOMB
MACHINE: SPECTRUM 16/48K
CONTROL: KEYS, KEMP
FROM: CDS, £5.95

This game is another version of the arcade game known as *Defusion* or *Gridtrap*.

There is already a version of this game for the Spectrum by K-Tel, and one on the Commodore 64 by Livewire. This model stands up well in comparison.

Your man hops from one square to another on a large grid. Other squares are occupied by flags, skulls, and a time bomb on which the amount of time left till the explosion is shown rapidly decreasing.

Using sensible control keys you must guide the figure to the bomb in order to defuse it, whereupon another bomb will appear somewhere else and he must repeat the process to save his three lives.

Having defused six bombs you progress to the next level, which is made more risky by the presence of up to four boots. These stamp angrily about the screen and will flatten you given half a chance.

A life is also lost each time you bump into a skull. Further complications are introduced by the fact that you cannot cross a square twice. Pick up the flags for bonus points.

Each time you step on a square it

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG

GAME: TRASHMAN
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CRSR, KEMP, SINC
FROM: NEW GENERATION, £5.95

Trashman is an entirely original game, with great graphics and some very amusing touches.

You have applied for the job of trashman. Your task is to collect the bins from outside the houses, take them to the waiting van, dump the contents, and return them whence they came. Your first day's work calls for you to empty just five bins in Montague Road.

Well, believe me, it IS a day's work. As you frantically rush up and down the street, your bonus is rapidly shrinking. Once it reaches zero you are given a warning that you had better work faster in future or else. You are then given the same assignment all over again.

Every time you tread on the grass or bump into a hedge, your bonus reduces dramatically. The way things are, you have only just enough time to complete the task – and then only if you do it faultlessly.

Imagine my horror then when having finally managed to empty the bins in the allotted time, I was rewarded with the prospect of emptying SIX bins in another road. At that point I gave up in despair.

Trashman has some very nice touches. Some of the houses harbour horribly yappy little dogs that run out and bite your leg. People invite you into their homes for all manner of reasons and cars whizz to and fro along the busy street. The trouble is you're too busy emptying bins to stay in the game to appreciate these finer points of programming.

Emptying bins in real life is hard work. *Trashman* is no different. Don't expect to do well at this game without putting your back into it. **SC**

GRAPHICS	9
SOUND	5
ORIGINALITY	9
LASTING INTEREST	7
OVERALL	8

RUM • SPECTRUM • SPECTRUM

forest and must pass through wastelands and castles before you reach your goal. Graphics are above average and the forest scenes have excellent trees. Neither the monsters nor yourself are animated, but everything does move smoothly.

All of the screens are easy to get through but the cumulative effects of battling with the monsters make it difficult to get beyond screen eight.

Sorcery will never become a cult game like *Atic Atac*. However, it will no doubt be taken out of the cassette box a fair few times. **SNC**

GRAPHICS	8
SOUND	5
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

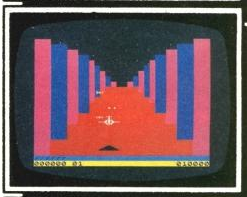


quick shot before swooping away to avoid a fatal collision.

This takes considerable practice, and it's just as well, because that's about all there is to the game. The enemy attack one at a time and it's merely a question of shooting as many as possible

Eventually, this takes you on to a new screen, but although the background changes in each of the six different screens of action, the actual game and tactics remain much the same. You may find that it will not retain your interest for very long. **CA**

GRAPHICS	8
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	7

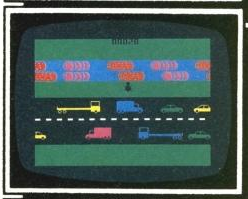


before Terry finally makes it home. It'll take a lot of practice before you get that far and I suspect that by the time you succeed you'll be wishing you'd spent your money on something else.

The graphics aren't particularly exciting. There's a high score table that only accepts names of four letters, and every time you get a high score the machine sputters out the words 'Great Score!'. I scored 0 the first time round and was still congratulated and asked to enter my name.

Despite the effort that has obviously gone into this program, I don't think I'd travel far to add it to my collection. **SC**

GRAPHICS	5
SOUND	7
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	4

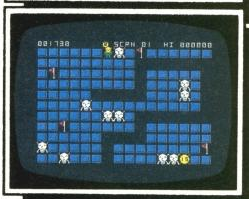


turns black. Should you find yourself cut off by black squares, you can scroll the row you are standing on left or right until a coloured square appear either above or below you. You can then get on with your task.

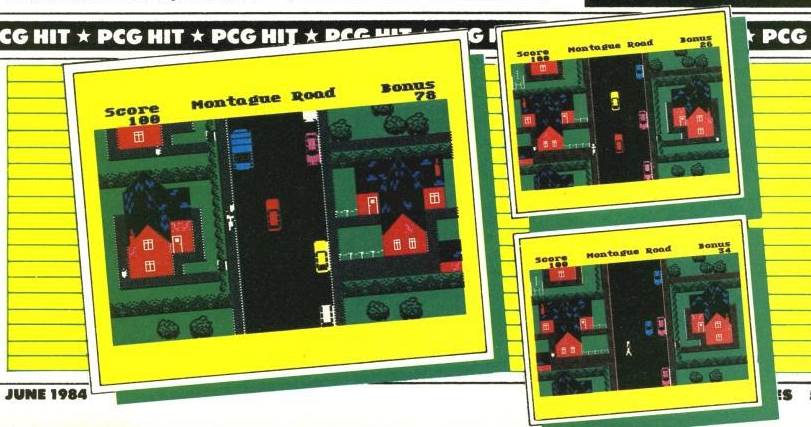
The graphics are excellent for a 16K game, and as an extra bonus your Spectrum plays Beethoven's 'Für Elise' as you move round the grid. Perhaps we can now expect a Spectrum game with full orchestral and stereophonic sound-effects.

This is a good implementation of an old favourite, and the fact that it's been squeezed into 16K is an extra bonus. **SC**

GRAPHICS	7
SOUND	7
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	7

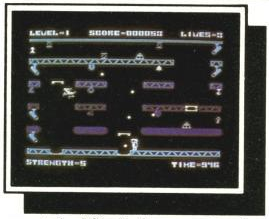


CG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG



SPECTRUM • SPECTRUM • SI

GAME: 1994 (TEN YEARS AFTER)
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: VISIONS, £6.95



GRAPHICS	6
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	5

According to Visions, George Orwell got it wrong and the Central Computer didn't take over the world until 1994, hence the subtitle 'Ten Years After'. You play the one person who has dared to challenge the computer and plans to penetrate the eight levels of security to switch the computer off.

The scenario sounds exciting enough but the actual game reminds me of the Spectrum classic *Manic Miner* where you guide Miner Willy through a number of caverns. Substitute Smiffy for Willy and you've got the whole idea of the game.

On each level you have to collect the key and insert it into the lock which will take you on to the next level. To make your task difficult the computer has deployed its security cameras which fire plasma bolts at you, together with jelly droids, buzz saws and springs.

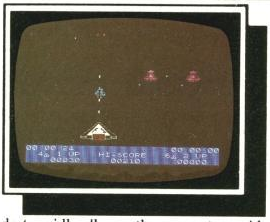
Smiffy has a certain number of power points per life and contact with any of the nasties knocks one point off this. Once his power reaches zero he dies and you have to start the level again. The only things that will actually kill Smiffy with one touch are the electric floors.

Unfortunately the game lacks some of the appeal of its forebear. The graphics are fairly basic and movement is a little slow.

Only having eight levels, the game is little repetitive. The graphics are the same on each level, only the layout differs. It is harder to get through a level than on other similar games but with so few levels it would need to be.

1994 is a very difficult game to play but lacks rather a lot of the polish that we have come to expect from Spectrum games. If you like platform-type games and are looking for a new one to try, you may enjoy it, but the chances are that you will soon be dissatisfied. **SNC**

GAME: AD ASTRA
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC, CURS
FROM: GARGOYLE, £5.95



GRAPHICS	9
SOUND	6
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	8

The first impression of this program is stunning. Your spaceship sits there against a starry backdrop. Suddenly a huge, round, cratered asteroid hurtles toward you, followed immediately by three or four others.

The 3D effect as they roll toward you is superb. You actually see their cratered-surfaces rotating.

These asteroids are indestructible. You simply have to get out of the way by using left-right, up-down controls, or a joystick.

After the asteroids, the real action starts with two types of spaceship homing in, guns blazing. The 3D effect here is less impressive, but you will have your work cut out to stay alive. You have to dart rapidly all over the screen to avoid the spreading missiles.

Meanwhile you maintain a rapid fire-rate, sending laser bursts shooting into the distance in a beautifully realistic manner.

Failure here results in the destruction of your craft in an extremely spectacular explosion. Success will eventually lead to another attack of asteroids followed by a new wave of aliens. This second wave is not convincingly 3D at all, looking more like a set of nasties out of *Arcadia*.

One frustration with this game is that after losing each of your five lives, you must return to dodging the asteroids again. Although they're spectacular to look at, they're quite easy to dodge and you'd much prefer to spend your time dealing with the real action. As it is, the pace of the game is constantly interrupted.

So, hard to know how to rate *Ad Astra*. On the one hand some of the graphics are as good as you've ever seen on a Spectrum. On the other hand parts of the game don't work quite as well as they really ought to. **CA**

GAME: BULL RUN
MACHINE: SPECTRUM 16/48K
CONTROL: CURSOR KEYS
FROM: PHIPPS ASSOCIATES, £5.95

GRAPHICS	3
SOUND	3
ORIGINALITY	7
LASTING INTEREST	1
OVERALL	2

The cassette cover says LOAD "BULL" and that's exactly what this game is.

The basic idea is fine. You have to trap an escaped bull by picking up pieces of fence and positioning them around the animal.

One could even almost forgive the graphics, despite the fact that the tiny character-size drawings which represent you and the bull jerk around the screen like penguins on pogo-sticks.

What's unforgivable is that the game uses an almost impossible combination of keys, and when (after a few seconds) your single life is used up, it forces you to sit through a long and utterly uninteresting pre-game routine before you can start again.

The keys are the cursor keys for movement plus 'P' to pick up a fence and 'D' to drop it into position. Easy to remember. Ludicrous in actual use.

It's just possible that if you put in hours of frustrating effort, you might get to the point where the game became enjoyable. But much more likely you'll give up, gored and bored. **CA**

GAME: PENGY
MACHINE: SPECTRUM 16/48K
CONTROL: CURSOR KEYS
FROM: MICROMANIA, £5.95

The game in which you have to slide ice blocks and electrify fences to kill the snow bees. The main trouble with this version is that it uses the dreaded cursor keys. Hours of frustration guaranteed unless you have a cursor joystick. **CA**

GRAPHICS	4
SOUND	4
ORIGINALITY	1
LASTING INTEREST	4
OVERALL	3

Wheelin' Wallie



FROM
INTERCEPTOR SOFTWARE

WRITTEN BY ANDREW CHALLIS

PRODUCED BY RICHARD PAUL JONES

MUSIC BY GRAHAM HANSFORD

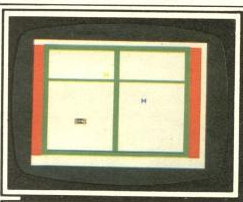
GRAFIX BY CLAIRE

ONLY
£7.00
ON CASSETTE
£9.00
ON DISK

SUITABLE FOR THE
commodore 64

INTERCEPTOR MICRO'S
LINDON HOUSE, THE GREEN, TADLEY, HAMPSHIRE
TEL (07356) 71145

AVAILABLE NOW
FROM
ALL GOOD COMPUTER
RETAILERS



GAME: BUTTERFLY
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: PULSONIC, £2.99

GRAPHICS	2
SOUND	1
ORIGINALITY	5
LASTING INTEREST	1
OVERALL	2

Another cheapo game from Pulsonic, who are to be congratulated for lowering software prices, but severely reprimanded for offering this particular specimen to the general public.

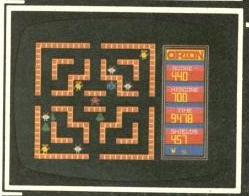
A spider must eat butterflies to stay alive. Sparse graphics, jerky movement, Basic program. For far better value for money, try typing in one of the PCG listings. **SC**



GAME: KNIGHT DRIVER
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: HEWSON CONSULTANTS, £5.95

Knight Driver puts you behind the wheel of a small car, confined to a small display on the right of the screen. The rest of the screen is taken up with either a fuel gauge or (at the higher skill level) information on lives remaining and a large flashing panel which looks pretty but doesn't add anything to the game.

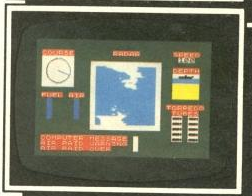
There are two levels of play – learner driver and professional – and a demo mode. As a learner driver you must steer your car round the track while your fuel runs out steadily. When it runs out you finish and will be presented with a progress report based on the score you managed to clock up.



GAME: ORION
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: SOFTWARE PROJECTS, £5.95

GRAPHICS	3
SOUND	4
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	3

Simple maze game in which you rescue androids while avoiding various nasties. You have to go through 25 different mazes in a 5 × 5 grid, but they're all much the same. The characters are small and don't move smoothly. Why waste money on what's basically another *Pac-Man* variant? **CA**

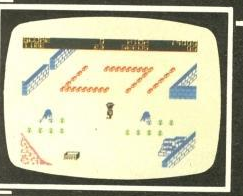


GAME: SUBMARINE STRIKE
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: PULSONIC, £2.99

Your submarine is loaded with ten torpedoes. The enemy is trying to move its ships from one base to another. Your mission is to stop as many ships as possible.

The submarine 'Spectrum' is one of the most advanced of its time. An on-board computer will give you any information that its sensors are able to discover about the enemy shipping. It jars that such a sophisticated machine has a cutesy way of responding with a 'Hi There!' and a jingle every time you communicate with it.

While hunting for the enemy your sub is under constant threats: from land-based guns; air attacks if you stay too



GAME: PEDRO
MACHINE: SPECTRUM 48K
CONTROL: KEYS, FULL, SINC, KEMP, CUR
FROM: IMAGINE, £5.50

GRAPHICS	6
SOUND	5
ORIGINALITY	8
LASTING INTEREST	5
OVERALL	5

Stop the animals from eating the plants by jumping on them. Make sure the tramp doesn't steal the seeds. The same game as the Dragon version reviewed elsewhere. Surprisingly the Dragon version is better, this one being very difficult to control. **SNC**



GAME: GLUG GLUG
MACHINE: SPECTRUM 48K
CONTROL: KEYS, PROT, KEMP
FROM: CRL, £5.95

The final frontier is no longer space, but the mysterious world beneath the waves where strangely beautiful creatures glide up your mask and block your snorkel.

A little diver hangs by an airline from a boat on the surface. Armed with a spear-gun (and limitless spears), his task is to collect three items of treasure from the sea-bed beneath him.

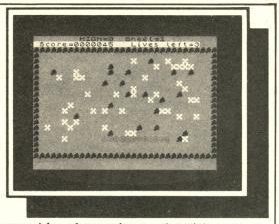
There are 32 screens in *Glug Glug*, and the player's objective is the same in each one. The game isn't as easy as all that, though. In each screen there are all manner of marine nasties on the look-out for you.

Fish swim to and fro, jellyfish drift towards you, piranhas appear in shoals and follow you relentlessly, and crabs

RUM • SPECTRUM • SPECTRUM

GAME: WORM ATTACK
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: PULSONIC, £2.99

GRAPHICS	3
SOUND	3
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	3



Guide the worm around the garden eating crosses and avoiding black dots, the garden wall, and your own tail. Pulsonic apparently needed 48K for this program but it could have fitted into less than 16. Poor graphics, awful control keys – this is one of the cheapest games for the Spectrum and it shows. **SC**

GAME: GRID PATROL
MACHINE: SPECTRUM 16/48K
CONTROL: KEYS, CURSOR JOYSTICK
FROM: LOTHLORIEN, £5.95

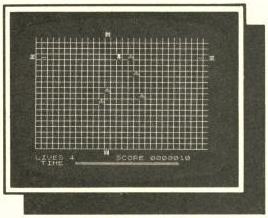
GRAPHICS	4
SOUND	6
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

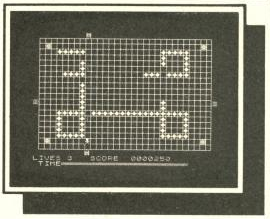
Superhuman reflexes are required as you dodge laser bolts and blast robots on a grid. Sometimes you're killed before you've even had a chance to move, or wonder why this game is so familiar. To find out, play Hewson Consultants' *Di-Lithium Lift* – reviewed elsewhere in this issue. Anyone getting a high score has my admiration. **SC**

GAME: DI-LITHIUM LIFT
MACHINE: SPECTRUM 16/48K
CONTROL: KEYS, KEMP
FROM: HEWSON CONSULTANTS, £5.95

GRAPHICS	4
SOUND	6
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	5

Rush about a grid clearing dots and avoiding cross-fire from four enemy laser bases on the perimeter. Very fast action in a game written by the man who brought you *Grid Patrol* from Lothlorien. *Di-Lithium Lift* is slightly more playable, but if you must shoot something, buy *Grid Patrol* instead. **SC**





As a professional driver you don't have to watch the fuel gauge, but you have five lives and must avoid all collisions if you don't want to lose any of them.

The trouble with *Knight Driver* (apart from the cramped display) is that the progress reports take so long that waiting for another chance to play becomes rather frustrating. The first time they flash on the screen they're mildly amusing. The tenth time they're not.

The controls are rather fiddly, you need quick reactions to get round the bends. Sometimes it's more fun *not* going round, but crashing through the barrier and driving off through some rather crudely displayed trees and buildings.

Knight Driver is one of those games that would be great value at £2.50, or if it could fit into 16K, but must otherwise be considered a rather uninspiring game, unlikely to have the motor-power to keep up with the competition. **SC**

GRAPHICS	6
SOUND	5
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	5

long on the surface; and suffocation if you stay underwater too long. It's also possible to run aground if the water is too shallow and the enemy ships have a nasty habit of fighting back if you attack them.

Luckily for you your computer will give you advance warning of impending danger allowing you to take evasive action. Ignore its advice at your peril!

A radar helps you track down enemy ships and shows where the land masses are. This is a very good display even if it does scan a little on the slow side. Meters are given to monitor fuel and air supplies. You can refuel at one of the fuel dumps which are marked on your charts. You automatically take on air when you surface – a small diagram on the right of the display shows whether your sub is on the surface or submerged and how much water is beneath you.

Submarine Strike is a slow game to play but that doesn't mean that it isn't exciting. Once you get the scent of an enemy ship it will be full speed ahead and no mercy will be shown. **SNC**

GRAPHICS	6
SOUND	3
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	7

patrol the bottom of the screen.

As the game progresses you also have to keep an eye out for sharks who will attack your airline, and mines which rise up from the sea-bed at the end of long chains and block your progress.

As soon as you play *Glug Glug* you notice the resemblance with Ultimate's *Jet Pac*. There isn't a lot of difference between finding three pieces of treasure and collecting three stages for your rocket. There are also similarities between the two games' graphics and sound.

Glug Glug can be played by one or two players. It's made more enjoyable by a good choice of control keys, and it doesn't take long to get the hang of the game and start notching up some high scores.

CRL have produced a very playable game. The only possible objection could be that it is almost too playable and doesn't present enough of a challenge, but it's good fun and the later screens should get even the most hardened gamesters into deep water. **SC**

GRAPHICS	8
SOUND	5
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

MAKE A DATE TO GET UP TO DATE ON THE MICRO

Starting Thursday 7 June, Thames Television's Database returns with a new six-part series for the computer novice and enthusiast alike.

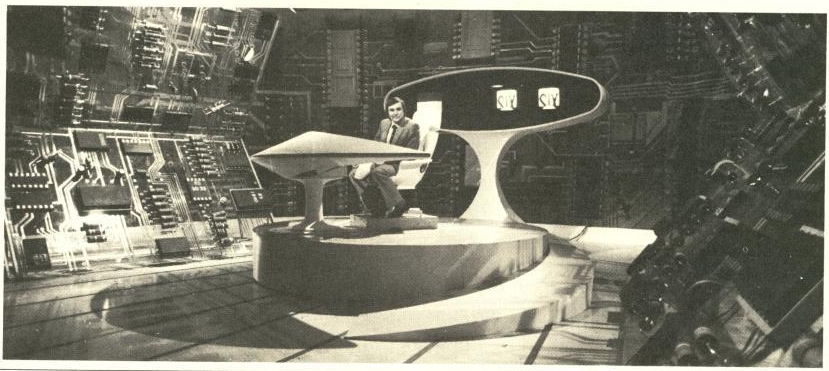
Each week, Database will bring you up-to-date on what's happening in the computer world, with the latest micro news and expert reviews of new developments on the software scene.

Database will also be looking overseas – to Hong Kong, going underground with a hidden camera to highlight the problems of software piracy, and to Japan. For the computer enthusiast, Japan is a paradise: presenter Tony Bastable will be visiting Akihabara, Tokyo, where you can buy all the parts to build your own computer – over the counter.

But for manufacturers, Japan could pose a threat: Database will examine such Japanese innovations as the MSX micro, a breakthrough in low cost home software, coming to Britain soon; and the 5th Generation project, aimed at creating a thinking supercomputer responding to vocal commands.

How will the West react? And what are the implications for all of us? Find out in a new series of Database, starting Thursday 7 June. Programme times vary according to regions, so check your local press for details.

DATA BASE



THAMES

Thames Television Limited
149 Tottenham Court Road, London W1P 9LL
Telephone: 01-388 5199

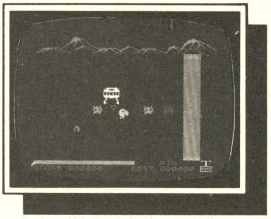
THE DATABASE MAILBOX

If you have a micro connected to Prestel, why not call the Database Office – direct – with your comments, ideas and suggestions. The Database Mailbox can be found on Prestel Page 7776.

And, if you own a teletext television set, check out the latest news in the Database Newsletter on Oracle Page 182.

JM • SPECTRUM • SPECTRUM

GAME: TRIBBLE TRUBBLE
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: SOFTWARE PROJECTS, £5.95



GRAPHICS	6
SOUND	5
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	7

Strange that Software Projects should give this game the name of an existing Commodore 64 game reviewed in this issue. The two games are completely different.

This one has a delightfully original feature in that you have no direct keyboard control over the tribbles you are trying to protect. Instead you control a cheerful, hippopotamus-like creature called Brian Skywalker whom a tribble will follow, but only when the two are close to each other.

So you ease along gently with tribble in tow, only to see it suddenly dash off in the wrong direction because you moved a little too fast. You'll soon develop strong maternal instincts and start to feel positively guilty when one of your tribbles perishes.

And perish they do, because there are five different deadly hazards you and it must go through. Completing one takes you on to the next.

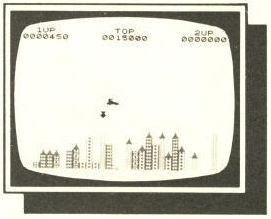
In stage 1 you have to collect rocks and throw them into a waterfall to build a bridge, across which you and your tribble can escape. But the crazy tribble refuses to stay in the safety of the spacecraft while you do this. It insists on leaping out and wandering around the screen. You must immediately shepherd it back again to prevent it falling into the waterfall or coming into contact with nasty red tribble-eating firebugs.

Stage 2 requires ultra-sensitive control as you guide the tribble toward little round goofers which he devours, while avoiding cacti which devour him.

Stages 3 and 4 offer two more different tasks, while in stage 5 you have to shepherd half-a-dozen escaped tribbles through the narrow entrance of their pen before your air supply runs out.

The game doesn't offer spectacular pictures or stunning sound effects. Just an enjoyable and original five-part challenge. And, of course, you will have the satisfaction of placing the tribble kingdom eternally in your debt. **CA**

GAME: MISSION OMEGA
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: PULSONIC, £2.99



GRAPHICS	4
SOUND	3
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	4

Remember the game *City Bomber*? The one where you have to destroy the buildings by dropping bombs one at a time. Well, *Mission Omega* is a version of this.

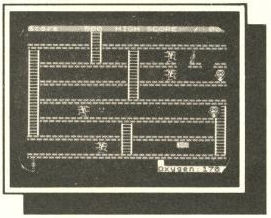
OK, so there are fuel dumps on top of some of the buildings. You can fire missiles in the direction you are moving. And there are also meteors and enemy aircraft in the air. Even with all this added no more excitement or lasting interest is offered than in the original game.

You have only two control keys, one to fire the missiles and one to drop the bomb. Your height decreases as you move across the screen taking you nearer and nearer to the top of the buildings.

It is possible to change the difficulty of the game. You can change the speed (or is it the jerkiness?) at which you move, the height of the buildings, and how many enemy aircraft appear.

The only good things offered by *Mission Omega* are a bright and colourful picture and a low price tag. **SNC**

GAME: MUMMY MUMMY
MACHINE: SPECTRUM 48K
CONTROL: KEYS, SINC, CRSR
FROM: LOTHLORIEN, £5.95



GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

In this one you get the chance to become an Egyptian mummy. You have spent peaceful millennia in your pyramid until the ghost of Mad Clive disturbs your sleep.

To get back to sleep you must find the 25 magic scrolls which explain the ritual for your reburial. Just to make things difficult you are hindered by Badorgs, Zobs, Dibrachs and of course the ghost of Mad Clive.

There are three levels of play to *Mummy Mummy*. You start your escapade at the top of your pyramid, the monsters a few levels below you. You must dig a hole, lower a ladder, climb down and entice a monster to chase you.

Before the monster reaches you, you must dig another hole and bury it in the masonry as it falls through.

Yes you're right, it is just a variation on the tried and tested theme of *Space Panic*. Unfortunately it isn't that good. The monsters don't seem to want to follow you, and when they do you'll have a hard time filling the holes in.

Once through the first stage you find yourself inside the pyramid. In this level the ladders are already in place and you cannot place any more. Down at the bottom of the screen is a scroll which must be read before you can bury any more monsters. Once all the monsters have become part of the pyramid you will be whisked away to a new screen. You must read at least five scrolls before the door to your sarcophagus is revealed.

Once you get into your tomb you must collect the remaining 20 scrolls. Nasties in this room are unburiable and you must avoid them or be killed.

Mummy Mummy offers nothing really special. Graphics and sound are only average – your man does 'walk', but the rest of the characters simply jump around the screen spoiling the overall effect.

The average games player will also probably find it too difficult. **SNC**

GAME: VIC CRICKET
MACHINE: VIC 20 + 16K
CONTROL: KEYS
FROM: SOPHISTICATED GAMES, £5.99

Essentially a game for two or more players, I found *Vic Cricket* to be a sound tactical game.

The program is in Basic and simulates a real cricket match quite well. You have a varied choice of formats ranging from limited over to full test matches complete with a save-to-tape facility or a 'freeze game' (while you feed the cat) option.

The lack of a graphical display might put some people off but I'm sure you would rather have a game that played well rather than one that sacrificed tactical quality for a bit of movement and sound.

Tactical plays are numerous, ranging from (in the batting sector) slashing at the ball like Ian Botham or ambling along in Chris Tavare fashion. Fielding and bowling are other areas where tactics play a major part: bowling can be fast, medium or slow and fielding can range from defensive to attacking.

Some of the other likeable features were the constant weather reports and updates on the state of the wicket (which is always from the batsman's

GAME: LEAGUE
MACHINE: VIC 20 + 16K
CONTROL: KEYS
FROM: SOPHISTICATED, £5.99

United nil Spurs nil, 87 minutes gone, the game drifting towards a draw, then suddenly the crowd erupts as Robson slots it home to put United ahead ... Now you can have exciting soccer action on your Vic 20.

You get two games with this tape: a short version (which has *no* games sound) and a long version which I found to be much better. Upon loading the game you are faced with a neat little title screen which you soon get tired of due to the length of this program.

When finally the tape counter grinds to a halt (a quick burst of 'When The Saints Go Marching In' would have been nice here) you are asked whether you have a printer connected or not, and given the option of loading a saved game. It then goes on to ask you to 'define league' – you can enter up to 22 teams.

Something that annoyed me was you could only have five letters to make the name. Anyway, after wiping away the tears and inputting my teams I got into the game.

Features include a running commen-

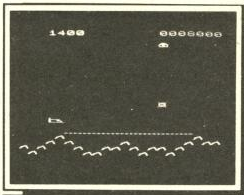
GAME: LUPIN
MACHINE: VIC 20 + 8K
CONTROL: JOYSTICK, KEYS
FROM: ENIGMA, £5.50

Our hero Lupin has to find his way through the castle of the evil Count Von Vic, to rescue his girlfriend and retrieve her stolen gems. The Count is determined to stop him and puts robot guards in each of the chambers containing jewellery. The greater the value of the jewellery, the greater the contingent of guards. Further hazards include patrol cars and guard dogs which must be negotiated both on the way to the chamber and on returning.

The jewellery is given greater priority than the girlfriend (libbers take note) and all five gold ingots must be retrieved before Lupin's loved one can be saved.

Should this chauvinistic task be undertaken successfully then you start over with a greater number of robots, dogs and patrol cars. If Lupin's caught by one of the robots or dogs then one of your three lives is lost and you start over. Contact with the patrol cars is just as lethal, with a loss of life and a game restart being imposed.

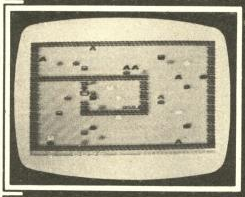
The graphics are adequate but jerky and sound consists of what appears to be a famous 10 CC record (out of tune!).



GAME: ANNIHALATOR
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: RABBIT, £5.95

In this *Defender*-type game you must fly your craft over a planet and destroy the hordes of invading aliens. The scrolling planet backdrop is rather garish and the attacking aliens move too jerkily to be encountered with any real degree of proficiency. Sound is bearable but can't be called exciting. **TT**

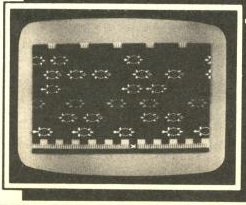
GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4



GAME: BOB'S BLUNDER
MACHINE: VIC 20 UNEXPANDED
CONTROL: KEYS
FROM: PULSONIC, £2.99

Bob's blunder is Pulsonic's mistake. Dreadful graphics as Bob the Electrician tries to avoid the ghouls and mend the fuse. This is a Basic program and an even less sophisticated game. The player just hopes for a million volts to end the agony. Pulsonic have got their wires badly crossed with this one. **PC**

GRAPHICS	1
SOUND	1
ORIGINALITY	2
LASTING INTEREST	0
OVERALL	½



GAME: POLLYWOG
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: MOGUL, £6.95

Pollywog is yet another version of the not so evergreen *Frogger*. Unfortunately it is written in Basic, and is excruciatingly slow and proves very difficult to control, let alone play.

The graphics are plain and lack-lustre whilst sound comprises paltry clicks and dull tones. Not at all the best offering from Mogul Software. **TT**

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	4

IC 20 • VIC 20 • VIC 20 • VIC 20

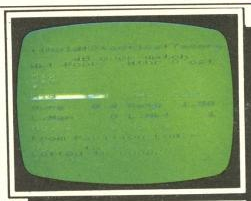
point of view).

Speed usually isn't something which comes into cricket but in this game pressing 'F5' a few times speeds things up quite considerably (good for confusing Grandad!). To slow things down again press 'F6'.

If you like cricket, don't mind a bit of brain throbbing as you wade through the accompanying *48 page* booklet and you have someone to play against, then this is the game for you.

However if your scene is fast-moving graphics with plenty of sound then steer well clear. **JJA**

GRAPHICS	NONE
SOUND	NONE
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	5



tary, roaring crowds and incident reports such as 'Hit the bar' and 'Claim for penalty'.

The sound was poor to say the least but I found that after a few minutes I could tell what was happening by the roar of the crowd.

That well-used computer freak's armchair could tremble with excitement as you live out your footballing fantasies.

All in all I liked the game very much, if only because it's a change from hum-drum zap-'em-ups, or boring old text adventures. **JJA**

GRAPHICS	NONE
SOUND	3
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6



Lupin can be played using either keyboard or joystick each giving a good positive response.

Overall, the presentation, playability and concept of this game place it in the midfield of the currently dwindling Vic 20 games market.

It is not the finest game ever to have been written for the Vic and its sexist overtones may even give offence to some players. But it is a worthwhile distraction for the more dedicated arcaders. I wish, though, that someone could explain why the hero is named after a flower. **TT**

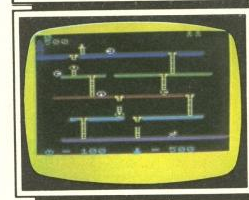
GRAPHICS	6
SOUND	6
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	6



GAME: KONGO KONG
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: MOGUL, £6.95

As *Kongs* go this is terribly crude in appearance, due no doubt to being fitted into the Vic's standard 3.5K. Strangely enough it's quite playable and if more screens had been possible then it would have been one of the better games for the unexpanded machine. Still, it's nothing for Mogul to beat their chests about. **TT**

GRAPHICS	2
SOUND	3
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4



GAME: SNOWSTORM
MACHINE: VIC 20 UNEXPANDED
CONTROL: KEYS
FROM: PULSONIC, £2.99

This program is likely to raise your temperature with excitement. Knock out the blue blobs on the grid while avoiding the snowballs as they increase in number and speed. A very Basic game in which purple asterisks represent the snow. 'Do you want another game?' the program asks. Probably not. It's a load of old snowballs. **PC**

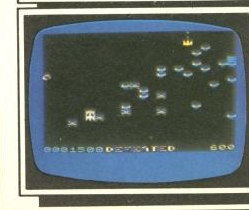
GRAPHICS	0
SOUND	1
ORIGINALITY	2
LASTING INTEREST	1
OVERALL	1



GAME: METAMORPHOSIS
MACHINE: VIC 20 UNEXPANDED
CONTROL: JOYSTICK
FROM: MOGUL, £7.95

In *Metamorphosis* you find yourself poised very precariously in a nest of Cyglorx (your guess is as good as mine!). Your aim is to destroy the tanks and Cyglorx eggs, which threaten to hatch out at any minute. The tanks and Cyglorx will attempt to enclose and destroy you so reflex movement and rapid fire are essential to survive. **TT**

GRAPHICS	7
SOUND	6
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6



TERMINAL SOFTWARE



The Galaxy is under attack! You must destroy hostile forces such as Cosmic Kamikazes and Sausonic Raiders, and hazards like Space Minefields and Meteor Storms. Reach the top rank of "Star Commando" and we'll send you a special "Star Commando" wings metal badge. A fantastic 3-D perspective fast action game for the Commodore 64. Written by Reg Stevens. £7.95.

Terminal Software Games are available from –

International
Tial – Sweden
Aashima – Netherlands
Falck – Norway
ZXAfrica – S. Africa
Ozisoft – Australia
Alpine – New Zealand

Retail
John Menzies
Dixons Software Express
Makro
Selected Lewis's &
Co-op Stores

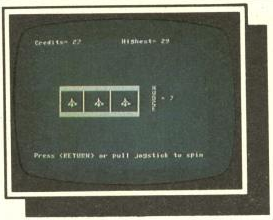
Distributors
Bulldog
Centresoft
ESD Electronics
Ferranti & Davenport
Gordon Howson
Lightning
Micro Dealer
PCS
SDL
Softshop International
Solomon & Peres
Stage One
Tiger Distribution

TERMINAL

Terminal Software, Derby House, Derby Street, Bury BL9 0NW, Manchester, England. Tel. 061-761-4321

VIC 20 • GENIE • VIC 20 • GENIE

GAME: FRUITEE NUDGE
MACHINE: COLOUR GENIE
CONTROL: KEYS, JOYSTICK
FROM: GUMBOOT, £6.35



GRAPHICS	3
SOUND	5
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	1

A one-armed bandit leering at you from your TV screen. Isn't that just what you always wanted?

I know software for the Genie is hard to find, but this Basic program is better off lost. Gumboot Software haven't even tried to prevent you LISTing the program, but then I expect they don't think there's anything there to interest anyone. They're right.

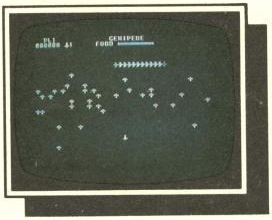
First let's say what's good about the game. It lets you enter your name so that high scores can be identified. It also lets you save high scores to tape. There are some pleasant musical effects.

Now the bad news. Some of the graphics that appear on the wheels are pretty odd, with the emphasis on odd rather than pretty. There is no information within the program on the values of the winning combinations (or even what the winning combinations are) so you have to go back to the instructions.

When you're offered the chance to 'nudge', you don't really know which reel would be most likely to give you a high win because only one symbol is visible on each reel at a time. And of course, even if you do get a high win, you're not going to get any money, are you? No, Algernon, there aren't lots of little 10p bits inside your Colour Genie – you got rid of them when you bought the machine.

You start with 29 units of pocket money. When I finished playing I had 47 units. For the first time in my life I didn't get a kick out of coming out on top. **SC**

GAME: GENIEPEDE
MACHINE: COLOUR GENIE
CONTROL: KEYS
FROM: IPSWICH SOFTWARE, £8.00



GRAPHICS	6
SOUND	6
ORIGINALITY	1
LASTING INTEREST	8
OVERALL	7

If you're a Colour Genie owner then this is your chance to get out into the garden with a gun.

Just in case you've been asleep these last few years, I should explain that *Genipede* is a version of *Centipede*, a game in which you do nothing except shoot everything in sight.

Lined up above your laser base at the bottom of the screen are rows of mushrooms. A segmented Geniepede enters the display from the top and makes its way downwards, dodging round the fungi.

Moving your laser left and right and (to a small extent) up and down, you blast away at the descending bug, splitting it into sections that continue downwards until they are either hit (whereupon they turn into mushrooms) or escape from the bottom of the screen to reappear again at the top.

You carry on firing at whatever comes into view, including spiders, descending bugs, and snails – oh yes, and the mushrooms as well if there's nothing else about. You have three lives to start with and you lose one each time you collide with a garden pest.

The snails leave a trail of mutant mushrooms behind them. If the centipede bumps into one it divebombs down to the bottom of the screen. Otherwise there are no surprises for those familiar with the game.

My only reservation about this version is that you get a bonus life every ten thousand points. I'm not the world's greatest centipede killer, but I found myself knocking up lives faster than I was losing them. You don't need to be a wizard at maths to realise that at that rate the game was going to go on forever.

Centipede's a bit old-hat these days, but with Genie games so thin on the ground this has to be recommended. **SC**

GAME: COUNTDOWN
MACHINE: VIC 20 + 8/16K
CONTROL: JOYSTICK, KEYS
FROM: PARAMOUNT, £5.50



GRAPHICS	5
SOUND	6
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	4

This is one of those games which cast the player in the role of saviour of humanity. If you don't like people you probably won't be able to enter into the spirit of the thing.

The problem is this bomb which some loony scientist has planted in the sewers beneath the city. Now he's holding the government to an unspecified ransom. Naturally, your task is to defuse this explosive device. But at the moment you are imprisoned in the crazy boffin's house. To get to the bomb you have to escape from the house, fight your way through the jungle and get down to the bottom of the slimy sewers.

First screen is the house, a red-brick maze on a pink background. Starting in the bottom right-hand corner you have to work your way to the exit at the top. You must pick up keys to get through the gates and try to avoid the various electrified security devices. On the way you can also collect treasure for bonus points, although this seems a trifle distracting when the lives of so many people are at stake.

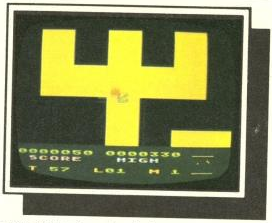
The next stage is the jungle, represented by four big red trees. Dangers here are falling purple coconuts and man-eating plants. To get the necessary key you shin up the squiggly green ropes to the tree tops.

The final screen is the sewers, built in deep blue brick. Here the only obstacles are poisonous green tendrils. Avoiding these you collect four keys and duly go on to save the human race.

The graphics in this game are colourful enough, but are much too fuzzy to be of great interest. Sound is quite good with suitably loud and shocking electrical noises. The real problem is that the game is just far too easy. **PC**

ATARI • ATARI • ATARI • AT

GAME: SILICON
MACHINE: ATARI
CONTROL: JOYSTICK
FROM: ROMIK, £9.99



GRAPHICS	7
SOUND	7
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6

This is a very neat reworking of the old *Pac-Man* theme. The maze is a marvellous scrolling gold on black circuit board. Your man, Mad, has to be guided around the circuit (much like the road-race games). The aim is to clear the board of all the stray geometric bits scattered randomly around the maze.

These 'bits' are geometric shapes pulsating with colour. Only four bits can be picked up at any one time, then Mad has to be guided to the top right-hand corner of the display to output these bits. Once done, the hunt for more bits goes on. When all the bits have been collected from one chip/maze, a new one is generated.

The board is, of course, infested with nasty bugs. Mad has a laser which transforms bugs back into more or less harmless eggs. These still cost you a life if you bang into them, but at least they are stationary. The maze is three times the width of Mad, but he keeps to the central lane.

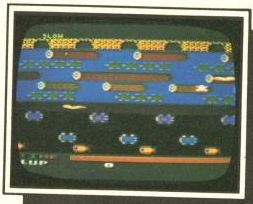
Bugs hug the walls of the maze for the most part, but they cross over into the central lane when you least expect it. You can only hit the bugs when they are directly in line with you in the central lane.

Since you can't see the whole printed circuit board (only a portion of it is on the screen at any one time), the game designers have thoughtfully included a radar which shows the location of Mad relative to the bugs.

There is also the fiery Glitch which appears after a random time interval. This has to be hunted down and shot or, after some predetermined time period, it explodes, destroying the chip. When it appears, a heartbeat starts to sound. This speeds up as the time for the explosion draws nearer.

There are 12 skill levels and the graphics and sound throughout the game are very good. **TH**

GAME: FROGGER
MACHINE: ATARI
CONTROL: JOYSTICK
FROM: PARKER, £29.95



GRAPHICS	8
SOUND	7
ORIGINALITY	1
LASTING INTEREST	5
OVERALL	6

At last a superb cartridge version of *Frogger* for the Atari. This is the genuine item, the real *Frogger*, complete with that maddening theme tune.

The graphics are as good as you would expect and the packaging on this game sets a standard for the industry. *Frogger* comes with a 14-page manual, complete with colour screen shots. The instructions are repeated in French, German, English, Spanish and several other languages – the game is clearly destined to take the continent by storm, if it hasn't already.

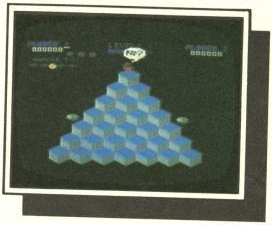
Despite its 14 pages, the manual doesn't have much in the way of tips for novice *Frogger* hoppers. There are just the usual warnings not to try hopping home if the alligator head is showing out of that particular hole.

Once nice feature that some *Frogger* imitators omit is a 'fast/slow' option. Those with ageing reflexes will appreciate being able to work at something less than lightning speed.

Crossing the road is less of a problem than it is on some versions. The pace of the traffic, even on the fast version, is sedate. It's easy to hop your frog from side to side dodging the trucks and cars while looking for a vertical gap. The tricky bit, as always, is the river. The turtles tend to dive from time to time, with fatal results if you don't get hopping.

Once all five frogs are home, the pace hots up (even in 'slow' mode). Snakes appear on the sidewalks and logs and life gets very hectic. **TH**

GAME: Q*BERT
MACHINE: ATARI
CONTROL: JOYSTICK
FROM: PARKER, £34.50



GRAPHICS	8
SOUND	5
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	5

This is the cartridge-based pyramid hopping game that has built up a large following. As with *Frogger*, reviewed on this page, the game is superbly packaged. There are no coloured screen shots in the manual, but you can read the instructions in six different European languages, including English.

*Q*bert* is a game that I find impossible to play, though adepts seem to have no difficulty. The aim is to bounce Q*bert, your engaging hero, down the 3D pyramid of cubes, colouring each cube as Q*bert hits them.

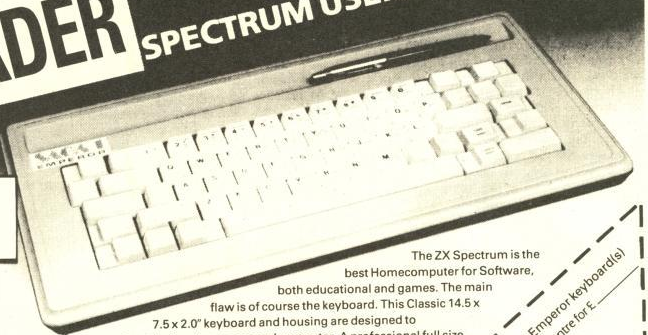
This would be difficult enough in its own right since Q*bert can be made to leap off the sides or bottom of the pyramid very easily. Jumping off into space is, of course, fatal.

The problem is that joystick control is a little sticky. It is all too easy to leap diagonally left when you meant to leap diagonally right, or down, or up or whatever.

To make a difficult task impossible, there are a number of bouncing 'things' which bound about the pyramid, threatening to snuff out Q*bert. These include the red and purple balls Coily and Ugg.

A pair of flying discs, one at either side of the screen, will carry Q*bert back to the top of the pyramid and out of the way of the villains. Leaping onto a disk is the only way to get rid of Coily, since he follows and falls to his doom. A nice touch, if a bit repetitive, is the cartoon voice bubble that Q*bert gives off whenever he is caught. **TH**

CRUSADER SPECTRUM USERS!



£59.95
EACH
+£1.15
FOR POST & PACKING

NEW SPECTRUM KEYBOARDS... 28 SPECIAL FUNCTION KEYS
22 ARE AUTO SHIFTED

The ZX Spectrum is the best Homecomputer for Software, both educational and games. The main flaw is of course the keyboard. This Classic 14.5 x 7.5 x 2.0" keyboard and housing are designed to accommodate the Spectrum personal computer. A professional full size "Qwerty" keyboard has been designed, with full travel keys and a *full size space bar*. Special functions are strategically placed for rapid programming and ease of use. 22 are auto shifted (single key entries) including delete, edit, cursor keys, . ; : and the main micro drive commands. Designed today for users of tomorrow, you can play the fastest of games with the greatest of ease. Its easy to assemble too, you need 1 Screwdriver and 5 Minutes – Simple! Available in an Ivory or Beige housing with grey and white key caps.

Please send me: _____ Ivory/Beige Emperor keyboard(s)
I enclose Cheque/P.O. payable to Woking Computer Centre for £_____
Visa/Access no. _____
Money back if not entirely satisfied
Signature _____
Name _____
Address _____

Please fill in this coupon and your address (which is also block capitals) to ensure prompt delivery.

MS924

WOKING COMPUTER CENTRE
32 Chertsey Road, Woking, Surrey. Telephone: Woking (048 62) 23845

Frak!
- - - from better Dealers everywhere



Aardvark's aartful graphics game on the Beeb.
Aardvark Software, 100 Ardleigh Green Road, Hornchurch, Essex RM11 2LG

NEW for **BBC B** and **ELECTRON**
The latest release from SQUIRREL

TRAFALGAR
Command your own fleet! Battle plan unfolds to sea level view of individual engagements.
Cannonballs smash into hulls and tear holes in sails!
Magazines explode! Ships sink! Fire ships can be sent downwind!
Flags are struck and prizes taken! **£8.00**
"Totally original new game . . . best of it's type . . . graphics very watchable" ***SOFTWARE SUPERMARKET***

The game that all the family can play!

SUPERGOLF
Amazingly realistic – the ball speeds into the air, slows, curves down and rolls. Bunkers, water, O.O.B., and a variable gusting wind to cope with! Up to 4 players with score card for each! **£7.50**
"Left me wanting to play again" ***MICRO USER***
"I do know a good game when I see one, and Supergolf is just that" ***ELECTRON USER***

Available from John Menzies and all leading stockists

ALL THESE GAMES FEATURE SUPERB MULTICOLOUR GRAPHICS

SQUIRREL SOFTWARE
Dept H
4 BINDLOSS AVENUE, ECCLES, MANCHESTER M30 0DU Cheques, P.O.s
24 Hour answering service – 061-789 4120

Programmers required – Good royalties paid



SOPHISTICATED GAMES FOR VIC 20

VIC CRICKET Realistic game of skill and luck with all the major rules of cricket correctly interpreted. Full scorecard, printer and game save facilities. Needs 16K expansion. **£5.99***

LEAGUE SOCCER League championship game for 2 to 22 teams/players. Automatic fixtures, full action commentaries, match facts. League tables, results check, postponed games, etc. Non league matches also playable – the VIC will even make the cup draw. Printer and game save. Needs 16K expansion. **£5.99***

WHODUNNIT? Twelve guests have gathered for drinks at Murder Manor. However one of them has more than drinks on his mind. Thrilling detective game for 1 to 6 players, with genuinely different murder every time. You can even re-name the suspects! Needs 8K expansion. **£4.99***

TOP OF THE POPS Money making game about the music business. Make your own records and see them climb the chart. Printer and game save facilities. Needs 8K expansion. **£4.99***

VIC PARTY Contains MASTERWORD, A DAY AT THE RACES, GAME X (Strip Poker), and CONSEQUENCES. Four games ranging from the serious to the ridiculous. All good fun – nothing offensive. Needs at least 3K expansion. **£5.99***

Available from

SOPHISTICATED GAMES,
Dept. PCG, 27 Queens Road, Keynsham,
Avon BS18 2NQ. Tel 02756-3427

COMMODORE 64 VERSIONS COMING SOON

WRITE FOR DETAILS OF OUR FULL RANGE

***P&P free (U.K.) only. All games sold subject to our conditions of sale, which are available on request**

If an advertisement is wrong we're here to put it right.

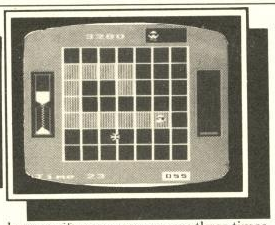
If you see an advertisement in the press, in print, on posters or in the cinema which you find unacceptable, write to us at the address below.

The Advertising Standards Authority.

ASA Ltd, Dept 3
Brook House, Torrington Place,
London WC1E 7HN

ELECTRON • BBC • ELECTRON

GAME: CHECKOUT
MACHINE: BBC MODEL B
CONTROL: KEYS, JOYSTICK
FROM: VIRGIN, £7.95



GRAPHICS	5
SOUND	3
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	6

Aaaaagh!! Take this game away from me! I can't stand it any longer!

This is one of those maddeningly simple games that has you staring glassy-eyed at the screen for hours on end. Don't buy it if you value your sanity.

Checkout is very similar to Arcade Software's *Demon Decorator*. The aim of the game is to colour in the squares on the screen by walking over them.

Once you've coloured in all the squares you move on to the next screen and do the same thing all over again. In *Checkout*, however, you must cross each square twice before it registers the desired colour.

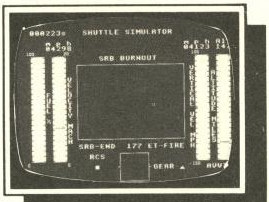
This is where the strategy comes in, because if you cross a square three times then it changes back to its original colour.

Arcade had an octopus patrolling their screen – Virgin have gone for a robot, which moves about at random and occasionally gives a blast on its lasers that cost you a life if you happen to be in the way.

My only grouse with the game is with the robot. It isn't intelligent, and never patrols the squares at the edge of the screen. However it does move quite fast, and you have to be reasonably careful when you venture out into the middle of the grid.

If you enjoy simple, compulsive games, then either *Demon Decorator* or *Checkout* will give you a good run for your money. *Checkout* has better graphics and more features, but Arcade's octopus has brains as well as brawn. You end up in the madhouse whichever one you choose. **SC**

GAME: SHUTTLE PILOT
MACHINE: BBC
CONTROL: JOYSTICK, KEYS
FROM: OAKLEAF, £9.95



GRAPHICS	4
SOUND	3
ORIGINALITY	5
LASTING INTEREST	2
OVERALL	3

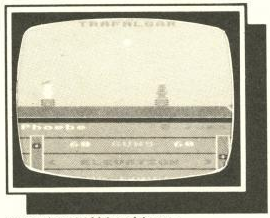
Flight simulators are a dime a dozen these days, so you really need a gimmick. In this case the difference is that you are piloting the NASA Space Shuttle rather than an ordinary plane.

Sadly, this doesn't make it a very interesting program. Your mission is in four stages: take off, satellite attack, satellite recovery and, finally, landing.

In none of these parts is there any great attraction for the potential astronaut. Once you have figured out what to do – which takes some time since the instructions are less than exhaustive – it is all too easy.

The graphics don't compensate for this lack of interest. The screen displays the usual viewing window and instruments and you're offered a choice of background colours. Black and white seems to be clearest. The sound too is nothing worth travelling to deep space for. Microdeal's *Space Shuttle* is a better buy. **PC**

GAME: TRAFALGAR
MACHINE: ELECTRON
CONTROL: JOYSTICK, KEYS
FROM: SQUIRREL SOFTWARE, £8.00



GRAPHICS	5
SOUND	2
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	4

Squirrel Software seem to have a thing about flying balls. First it was golf balls, in *Supergolf* – now it's cannonballs in *Trafalgar*.

This isn't as irrelevant a remark as it might seem. The programs have a lot in common. In *Supergolf* you had to choose your club carefully in order to land your ball in the hole. In *Trafalgar* you must judge the elevation of your guns carefully to hit your opponent's magazine and blow him up.

Trafalgar is a two-player game, but you can play against the computer if you want to. First side to sink all the other side's ships wins.

Despite the pretty graphics that flash on to the screen whenever two ships enter into combat, *Trafalgar* is a rather unimpressive game. There is little scope for strategy, and once you've grown tired of calculating trajectories you might as well eject the tape. **SC**

GAME: BUMBLE BEE
MACHINE: BBC
CONTROL: JOYSTICK, KEYS
FROM: PROGRAM POWER, £7.95

GRAPHICS	7
SOUND	5
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	6

This a colourful version of the arcade game in which you guide a creature around a maze with revolving doors, trying to eat some things while avoiding others.

In this case the creature purports to be a bumble bee. It's the first blue bee I've ever seen.

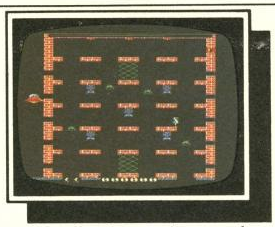
Your nimble bumble wants to eat the pollen grains which are scattered throughout the maze. He must make sure though that he doesn't get tempted by the luscious toadstools. These have very pretty red and white spotted tops but are unfortunately poisonous. The 'bowls of gorgeous food' are also likely to make him terminally ill.

Definitely edible, though, are the succulent fruits which appear as bonuses in the centre of the maze; tender plums, sweet strawberries and tropical bananas. Get to them quickly or they turn into whirling purple spiders and career after you. Using the doors as protection you must eat all the pollen grains before rushing to the transporter and moving on to the next page. **PC**


WHAT?
MICROPOWER
RELEASING
COMMODORE 64
SOFTWARE?
FANTASTIC!!

ELECTRON • BBC • ELECTRON

GAME: JET POWER JACK
MACHINE: BBC MODEL B
CONTROL: KEYS, JOYSTICK
FROM: PROGRAM POWER, £7.95



GRAPHICS	7
SOUND	5
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	7

There are five screens to *Jet Power Jack*, and he is faced with the same task in each one. Using his jet-pack to thrust him into the air he must cross the screen to collect fuel pods, and then return to where his flying saucer is waiting for a top-up.

Jack starts off in the top left-hand corner, and in the first screen he has to hop from platform to platform. Spikes protrude from the ceiling in some places, and evil aliens hang like bats above his head.

The real challenge in *Jet Power Jack* is mid-air control. Moving left and right is no problem, but maintaining the correct altitude using the thrust key is very difficult.

This makes the second screen, where there are large amounts of open space to be crossed, very challenging. In the third screen, aliens glower at you from cages that are fatal to touch and in the fourth screen spiders hanging from the ceiling block your path.

Throughout each stage various nasties continue to bob up and down at various parts of the screen, and their flight-paths become steadily less predictable as the game progresses.

The final screen features a huge alien squatting at the bottom of the screen, and more open space to be carefully negotiated.

Until now, BBC owners have been left out of the fun given by Ultimate-style games. While this one is no *Lunar Jetman*, it could help to fill a gap in the market.

Apart from an annoying screen blackout after you lose one of your three lives, *Jet Power Jack* is well-presented with reasonable graphics. The sound is loud but can be turned off and there is a pause control so you can answer the phone. Don't expect a high score without a lot of practice. **SC**

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

GAME: SWORDMASTER
MACHINE: BBC ELECTRON
CONTROL: JOYSTICK, KEYS
FROM: ACORN USER, £7.95 CASS, £10.95 DISK

In a secluded valley in the depths of Burgundy two warriors, members of the Deutscritter Order of Teutonic Knights, don their armour and unsheath their swords as they prepare to settle their differences in combat.

That's the basic scenario of this very entertaining two-player game, in which steel rings on steel and terrible wounds are inflicted.

The medieval humbug includes a list of rules for Teutonic Knights. They must refrain, for instance, from 'taking to women', which seems a bit harsh to me. Perhaps that's why they're always going out for duels.

After a stirring rendition of Elgar's Enigma Variations the screen display appears: a black valley between two red hills, with a deep blue sky and yellow sun in the background.

The two duelling knights start at either side of the screen in the foreground. On each of the overlooking hills stands another knight with a raised sword which falls lower as the combatant's strength is sapped.

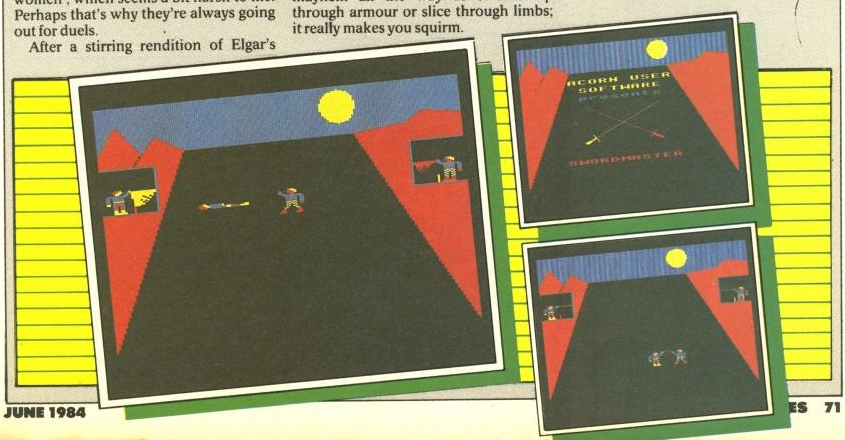
The players control their men using four keys plus the shift lock or copy keys for movement. Swords can be lowered or raised by using the same keys without shift lock or control.

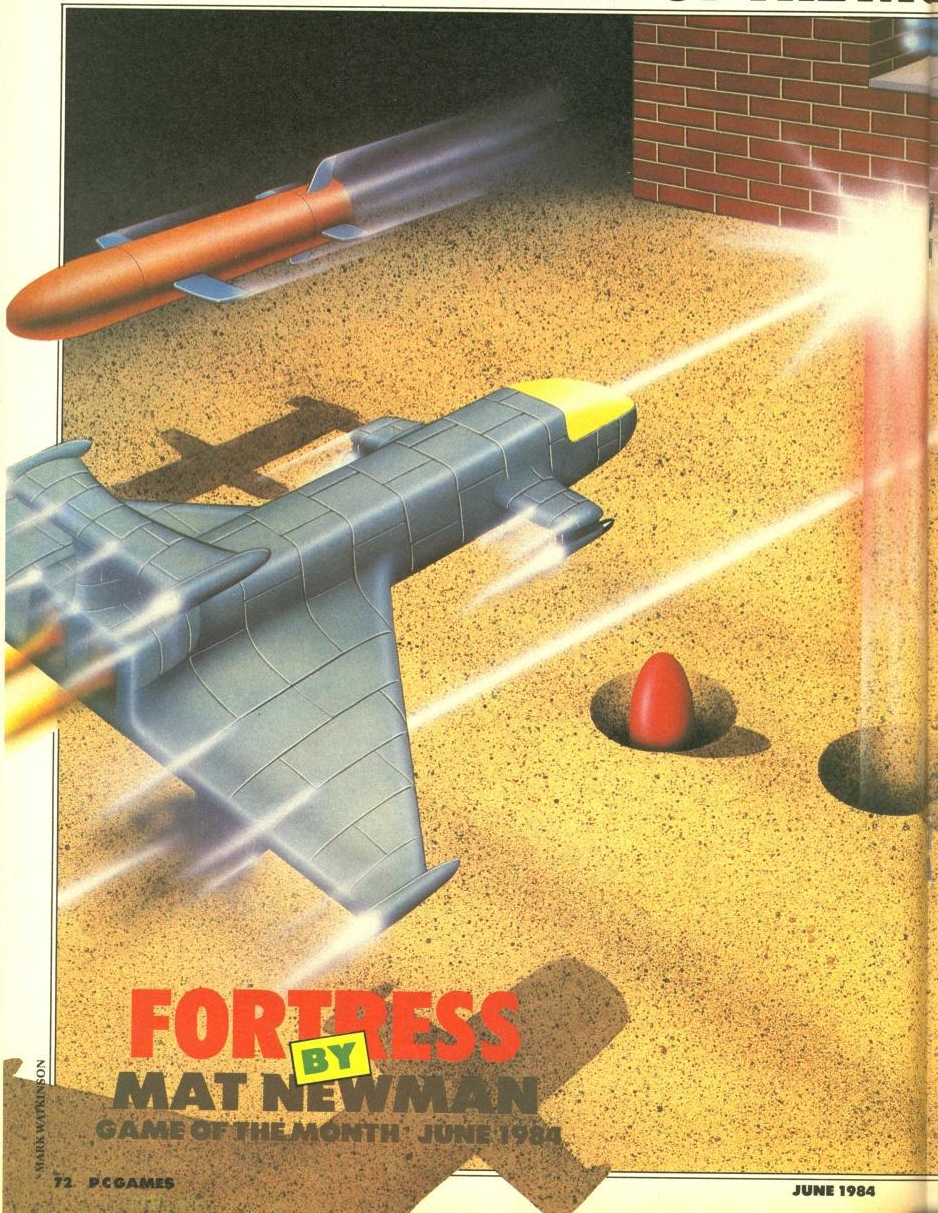
The fun of the game is in pursuing your opponent up and down, forward and back in an attempt to force him to fight. When you do catch up it's mayhem all the way as swords rip through armour or slice through limbs; it really makes you squirm.

The sound when the knights are fighting is a very authentic steely clanking, and the way that they stagger back as swords clash is very impressive.

Swordmaster is an immensely entertaining game with excellent graphics and animation. Keyboard combat will engross all but the most pacifist of players. The only real drawback is that the screen display never changes, which could lead to you experiencing a certain amount of déjà vu. **PC**

GRAPHICS	8
SOUND	7
ORIGINALITY	10
LASTING INTEREST	7
OVERALL	8





FORTRESS

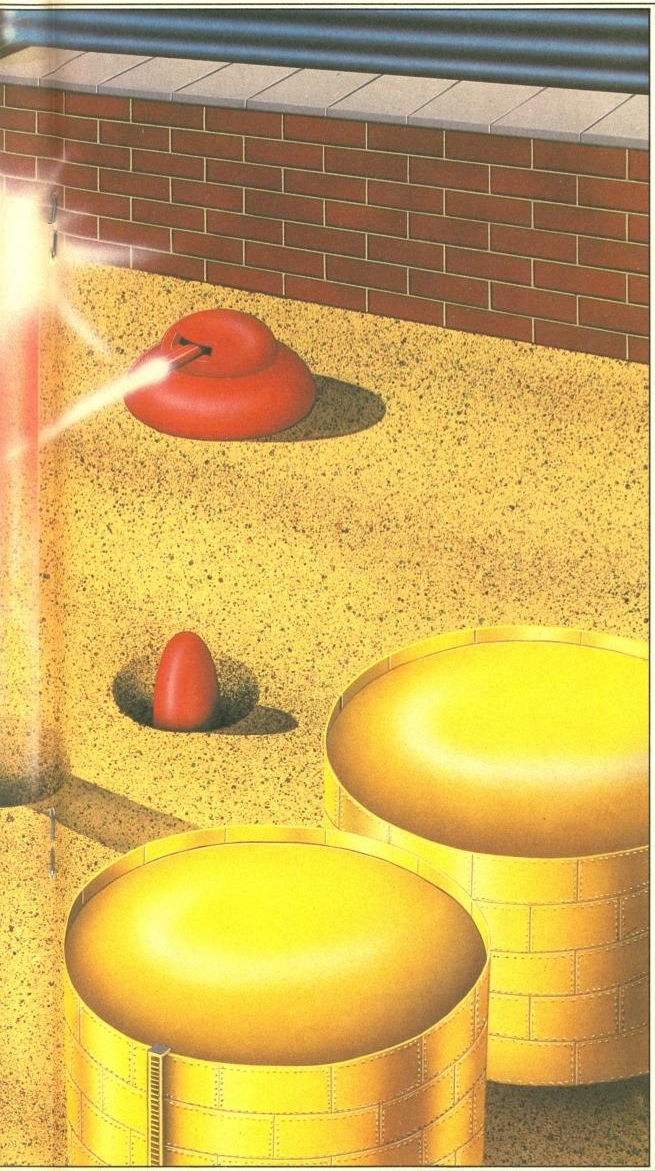
BY

MAT NEWMAN

GAME OF THE MONTH · JUNE 1984

MARK WATKINSON

...ONTH • GAME OF THE MONTH



GAME: FORTRESS
MACHINE: BBC 'B'
CONTROL: KEYS, JOYSTICK
FROM: PACE, £8.95 CASS, £11.95 DISK

So. You think you're an experienced space pilot. You consider yourself to have nerves of steel, laser-sharp reactions and an intricate knowledge of advanced battle techniques. Then it's time you embarked on mission *Fortress*. It's guaranteed to shatter your illusions.

Make no mistake. This is no casual entertainment to be taken on lightly. It's the real thing: a 3D attacking raid of such terrifying realism that, if you're of a nervous disposition, I strongly advise you to stick to space invaders.

Atari owners have already experienced this kind of action in a game called *Zaxxon* which has swept the United States. *Fortress* is loosely based on *Zaxxon*, but it is not identical.

Both games achieve stunning 3D realism in a unique way. Instead of flying left to right as in 2-D games like *Skramble*, or away from you as in most attempted 3D games, your space craft travels diagonally toward the top right-hand corner of the screen.

That at least is the illusion. In fact the position of the craft changes little. But the terrain you fly over is constantly scrolling in the opposite direction.

Your craft, a handsome, delta-winged beast, flies at constant speed, but using two keys you can steer it to the left or right. Two more keys will alter its height above the ground, this being indicated very convincingly by the craft's shadow. As you dive, you move much closer to the shadow, and at the same time your engine-noise changes in pitch.

The effect is superb, but what makes *Fortress* so special is that it combines this 3D realism with hair-raising action.

OK, the scenario isn't original. You're simply trying to get through a barrage of obstacles in order to destroy a nasty four-legged robot. But the pace at which things happen is electrifying.

You begin by flying over deserted terrain, offering you four seconds in which to adjust to the perspective, position your fingers over the controls, and steady your nerves.

A wall looms up. There's a gap at the top. Climb, move starboard and you're through. But already your fuel gauge has plummeted. You must quickly dive and begin taking out the fuel dumps scattered over the terrain.

Skimming the ground, you jab instinctively at the fire button. Two fuel dumps disappear with a satisfying whoosh giving you a few seconds more fuel. But look out! There are booby-trapped missile sites all over the place. Fly over one and you're dead.

Keep an eye open too for the laser

turrets which keep up a constant barrage of fast-moving projectiles. You swing into line with one as soon as it comes into view, unleash a quick burst of fire and rapidly bank away to avoid being hit. Whoosh! You hit it.

Your pulse rate increases as you climb to clear a second wall and then drop to ground level for another fuel dump. Then comes your moment of greatest danger. A huge Concorde-shaped missile is hurtling toward you. You swing left, it follows. You dive, it follows. It's locked on your course!

Your only hope is to wait until one second before you're hit, climb sharply for half a second and then DIVE. The guided missile can't quite respond fast enough. You're clear.

Thirty seconds of terror later another wall appears. You climb to clear it and ... AAAAGH! A force-field has appeared blocking your path. Only a tiny gap is left. You hammer the 'down' control and open fire. There! Your shots are going through the gap. Your height is right. You're through.

In this next phase of the game, fuel dumps are few and far between. Your evil four-legged robot which you must wipe out is approaching. Hit it four times and it's destroyed.

Believe me, my friend, it'll take you many flights before you succeed. And when you do, a new obstacle course awaits you. Succeed at that and the action gets even faster.

There's no doubt about it. *Fortress* is one of the most impressive games available on a home micro. For the BBC owner, it's an exciting buy after several months which have seen few major releases.

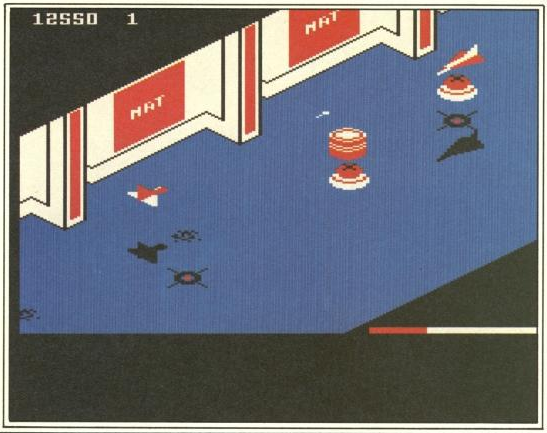
In many respects the feel of the game is even better than that of *Zaxxon*. The scrolling and movement are beautifully smooth, the sound authentic.

One valuable feature is the option of redefining the control keys to those you find most natural. There's also a high-score table and you have the satisfaction of being able to start a new game as soon as the old one is finished – no frustrating pre-game sequences to sit through.

The program uses four-colour high-resolution graphics and takes up every available byte of the BBC's memory. Early versions of the program disagree with some machines and crash after about 20 minute's play. But Pace say they'll put this right.

That bug apart, *Fortress* is an absolutely magnificent piece of programming. Play it if you dare. **CA**

GRAPHICS	10
SOUND	9
ORIGINALITY	3
LASTING INTEREST	8
OVERALL	9



Stardom at sixteen

The 16-year-old programmer of *Fortress*, Mat Newman, isn't as smart as you might think – he agreed to sell the rights to the program outright without retaining any sales-based royalties. If the game sells as well as we think it will he could be kicking himself in a few months' time. Still, when you're in the middle of studying for A levels, it's hard to concentrate on business affairs.

Despite the obvious similarity to *Zaxxon*, Mat himself has never played the game. 'It was described to me by a friend,' he told PCG from his home in Amersham, Bucks. 'He drew me a picture and I thought: that looks impressive. I'll try it.'

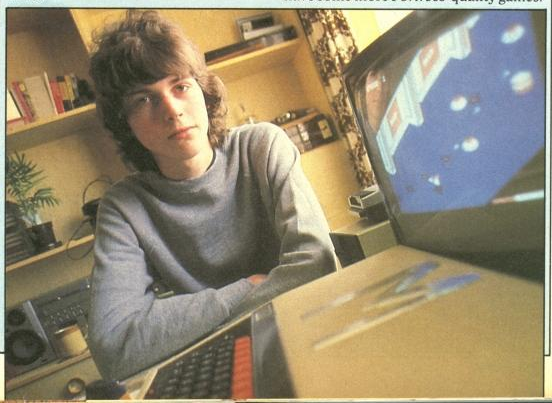
It took him about three months to write, working in the evenings, at weekends and in school holidays.

'It's the best 3D game I've ever seen on the Beeb. My record score is 137,000 – that's going through it five and a half times.'

Apart from *Fortress*, Mat's favourite game is Acornsoft's version of *Defender*, *Planetoids*. He's had his BBC for 18 months, having been introduced to micros two years ago with a Nascom.

And *Fortress* isn't his first game. He's had two previous releases, including Program Power's *Alien Swirl*. But in the future he's considering a move away from games-programming to produce some business software.

Don't do it, Mat. We'd much rather have some more *Fortress*-quality games.





Control John's simple fellow movements to retrieve the Emeralds. Your king has sent you a lowly peasant to the castle of the Evil Baron Dog-Breath.
Each stage of your quest becoming harder as you leap the ramparts. When the bell rings you move to a higher level.
Five levels of play with many varied obstacles becoming harder as you progress.
£7.00

This game has 7 levels which you have to progress through with the hazard of radio active barrels, guards etc. Each level is harder until eventually, if you are good enough, you have to face KP2. Great entertainment with a built-in hall of fame.
£6.00

Get Berty The Bug Eyed Beasty through the mine field to collect enough UFOs to get home. Multi-level.
£4.50

UK & OVERSEAS TRADE ENQUIRIES

LYNX BUS-TECH

0705 735310
SEND SAE FOR FULL SOFTWARE LIST

NAME .....
ADDRESS .....
.....
.....

Please tick boxes and send cheques/PO to:
Bustech,
19 Landport Terrace,
Portsmouth, Hants.
ALL ORDERS DESPATCHED WITHIN 14 DAYS
Dealer enquiries welcome

WANTED SOFTWARE FOR LYNX AND MEMOTECH

INFERNAL COMBUSTION



INFERNAL COMBUSTION
An original, arcade standard, all machine code game with cartoon quality hi res graphics for 48K Spectrum
Put out the fires, save the panicking people and outwit the pyromaniac
Keyboard or Kempston/ZX Interface 2 joystick
Available from Strange Loop, 124 Sylvan Avenue London N22 5JB
Price £5:50 incl. VAT and p&p.

SOFT MACHINE

P.O. BOX 81 · HEBDEN BRIDGE · W. YORKSHIRE HX7 6LG
Tel: (0422) 845378

HUNDREDS OF TITLES AVAILABLE. SEND SAE FOR LISTS & DETAILS OF SPECIAL OFFERS. STATE COMPUTER

SPECTRUM		*RRP*	*OUR PRICES*
Chuckie Egg	A & F	6.90	5.95
Cassette 50	Cascade	9.95	8.50
Hunter Killer	Protek	7.95	6.75
Dungeon Master	Crystal	7.50	6.50
Rommels Revenge		7.50	6.50
Quill	Gilsoft	14.95	11.95
Birds & Bees	Bug-Byte	5.95	4.95
Android Two	Vortex	5.95	4.95
Grand Prix Driver	Brittania	6.95	5.95
Pyramid	Fantasy	5.50	4.75
Doomsday Castle		6.50	5.75
German Master A or B	Kosmos	9.95	8.75
French Mistress A or B		9.95	8.75
Fighter Pilot	Digital	7.95	6.75
Night Gunner		6.95	5.95
Jet Set Willie	S/Project	5.95	4.95
Tutankhamun	Micromania	5.95	4.95
Blue Thunder	Wilcox	5.95	4.95
Urban Upstart	Shepherd	6.50	5.50
Blade Alley	P.S.S.	5.95	4.95
Database	Gemini	19.95	16.95
Harrier Attack	Durell	5.95	4.95
Scuba Diver			
Black Crystal			
Apocalypse			
Millionaire			
Temples of Vran			
Titanic			

COMMODORE 64		*RRP*	*OUR PRICE*
Damsel in Distress		7.95	6.75
Brands		7.97	6.75
Blagger		7.95	6.75
Bug Blaster		7.95	6.75
Aztecomb Adventure		7.95	6.75
Haunted House		7.95	6.75
Squash a Frog		7.95	6.75
Grid Trap	Livewire	8.95	7.50
Jumpin Jack		8.95	7.50
Triad		8.95	7.50
Twin Kingdom Valley	Bug-Byte	9.50	7.95
Quasar	Voyager	5.99	4.95
Hustler	Bubble Bus	6.99	5.95
Pyramid	Fantasy	6.50	5.50
Splat	Incentive	6.50	5.50
Colossus Chess	C.D.S.	9.95	8.50
Durell		5.95	4.95
Carnell		7.50	6.50
Redshift		9.95	8.50
Incentive		5.50	4.50
Incentive		5.50	4.50
R & R		7.95	6.75
Alligata		7.95	6.75
		7.95	6.75
		7.95	6.75
		7.95	6.75
		7.95	6.75
		7.95	6.75
		8.95	7.50
		8.95	7.50
		8.95	7.50
		9.50	7.95
		5.99	4.95
		6.99	5.95
		6.50	5.50
		6.50	5.50
		9.95	8.50
Super Pipeline			
Golden Baton			
Olympic Skier			
Red Alert			
Outback			
Omega Run			
The Hobbit			

BBC		*RRP*	*OUR PRICES*
Alligata		7.95	6.75
Dambusters		7.95	6.75
Lunar Rescue		7.95	6.75
Fruit Machine		5.96	4.95
Monaco		7.95	6.75
Cassette 50		9.95	8.75
Horserace		Dynabyte	6.95	5.95
Pool		Dynabyte	7.95	6.75
Corporate Climber			7.95	6.75
Lemming Syndrome			7.95	6.75
Spanish Tutor A or B		Cosmos	9.95	8.75
Twin Kingdom Valley		Bug-Byte	9.50	7.95
Task Set		6.90	5.95
Ch. 8		9.95	8.50
Mr Chip		6.00	5.00
Mr Chip		5.50	4.50
Paramount		7.50	6.50
C.L.R.		7.50	6.50
Melbourne		14.95	11.75

TO SOFT MACHINE: Please rush me the following tapes:

1 . . . . . .2 . . . . . .3 . . . . . .

4 . . . . . .5 . . . . . .6 . . . . . .

I enclose CQ/PO No. . . . . for £. . . . . .

SOFT Machine . P.O. Box B1 . Hebden Bridge
West Yorkshire . HX7 6LG

Name: . . . . . .

Address: . . . . . .

. . . . . .

Soft Machine is the trading name of Fabstar Computers Ltd.

ADDISON-WESLEY PUBLISHERS

QUALITY IN COMPUTING



GAMES ELECTRON COMPUTERS PLAY
Tim Hartnell and Kay Ewbank

Especially for Games enthusiasts, we present an ingenious collection of terrific programs for a wide variety of games, adapted for your Electron. Within a short space of time, you'll be addicted. Games included are: a melodrama in THE CRYPT OF GABON; the mind-mangling complexity of 3-D MAZE; scares and thrills on ZOMBIE ISLAND; the wonderment of the ENCHANTED FOREST; and the arcade action of BREAKOUT. Should you need a rest, then simply sit back and delight in the gallery of GRAPHICS.

May/116pp/0 201 14678 7/paper/£6.95

GAMES COMMODORE 64 COMPUTERS PLAY
Robert Young and Roger Bush

For Commodore 64 owners everywhere, we bring you a new dimension in fun and excitement with this book of challenging games and adventures for your machine. A selection of twenty games, all of which make maximum use of the 64's powerful colour and sound capabilities. Find yourself transposed to the cockpit of a Spitfire as you relive the BATTLE OF BRITAIN. Time becomes no object as you travel back to take the throne at the head of the ROMAN EMPIRE. Attempt to stay alive in SURVIVAL; and brave the dangers of a COSMIC JOURNEY. A chapter on 'Writing Your Own Games' is also included.

April/179pp/0 201 14428 X/paper/£6.95

ADDISON-WESLEY COMPUTER GAMES
Hal Renko and Sam Edwards

This world-famous series of popular games book has now been translated into Dutch, French and German. This Spring, we're adding another three titles to the six already available. Each of the books contains the same fully-tested and original programs, adapted for the individual micro. The selection includes games of strategy, adventure games, puzzles and quizzes; all designed to stretch the mind, as well as providing absorbing hours of fun.

Astounding Games for your Apple II, £3.95
Awesome Games for your Atari 400, £3.95
Crazy Games for your Commodore 64, £3.95

Coming Summer/Autumn:
(Please order nearer time of publication).
Brilliant Games for your BBC Micro, £6.95
Electrifying Games for your Electron, £6.95

Already available:
Dynamic Games for your Dragon, £3.95
Sensational Games for your ZX81, £3.95
Spectacular Games for your Spectrum, £3.95
Tantalising Games for your TI99/4A, £3.95
Terrific Games for your Tandy Color, £3.95
Volcanic Games for your Vic-20, £3.95

Please order from your local bookshop.
In case of difficulty, order direct from the publisher.

Please send me the following books:

_____ **Renko (when ordering please specify which machine)** _____ **£3.95**
_____ **Young and Bush £6.95**
_____ **Hartnell and Ewbank £6.95**

Please add 50p for p+p
I enclose a cheque/postal order £_____ OR
Please charge my Access/Visa/American Express/Diners Club
Account No

Signed_____ Date_____
Name_____
Address_____

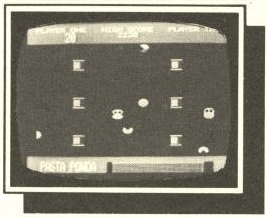
Dept C, Addison-Wesley Publishers Ltd
53 Bedford Square, London WC1B 3DZ
Tel: 01-631 1636

PCG/6



• ORIC • ORIC • ORIC • ORIC

GAME: PASTA BLASTA
MACHINE: ORIC 1/ATMOS
CONTROL: KEYS, P.A.S.E.
FROM: ARCADIA, £5.50



GRAPHICS	8
SOUND	7
ORIGINALITY	7
LASTING INTEREST	6
OVERALL	7

A terrible responsibility rests on your shoulders when you play this game: 'The future of Italian catering depends on you!' If you can imagine a world without spaghetti alla carbonara, crisp pizzas and enormous tutti fruttis, then you won't be bothered. But I was.

The scenario has you, armed only with a sauce squirter, trying to fight off the Ravenous Ravioli Robbers and the Plundering Pasta Pinchers as they attempt to strip you of your ravioli tins (no fresh ingredients here).

The game plays rather like a cross between *Centipede* and *Asteroids*. In the middle of the screen is your squirter – a red container reminiscent of the large plastic tomatoes that used to hold ketchup in Wimpy Bars. At the sides are the six purple ravioli tins you are trying to protect.

You can rotate and accelerate your squirter while firing at the thieving culinary villains. These come principally in the form of Pasta Pinchas, amoeba-like creatures in green, blue and yellow who wriggle on to make off with your tins. It's essential to stop them since when your squirter is squashed a ravioli tin turns into your new weapon.

Vicious Pac-Persons will go for the squirter. Type A is 'mindless' and can be easily killed or avoided, but type B is more intelligent and will make straight for you.

As your Pasta Powder level at the bottom of the screen goes down you have to try and gobble the pill which appears. This can prove tricky, as steering the squirter is not the easiest of tasks.

Pasta Blasta is an enjoyable game with a witty scenario. Graphics are very colourful and the movement is reasonably smooth. The sound is also fun with lots of squelches and splats. **PC**

★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

GAME: M.A.R.C.
MACHINE: ORIC 1/ATMOS
CONTROL: KEYS
FROM: PSS, £6.95

M.A.R.C. is one of the few original space shoot-outs I've come across.

There are five cities on the moon, each housing two scientists. They're under attack from bombers and heat-seeking bugs. If a city is destroyed the scientists flee into the open and wait to be rescued.

At this point the enemy attempt to carry off the boffins. Bouncing men appear and if they bounce above one of the scientists then they carry him up into space to destruction.

Meanwhile, my friend, you have not been idle. Having landed and refuelled aboard your mothership, you have been in hot pursuit of the opposition, blasting away on your laser.

The action takes place above a 3D landscape, which means that not only must you be at the same height as your opponent, but you must also take depth into account as well. The relative positions of all the battling ships are shown by small shadows that they cast on the ground below.

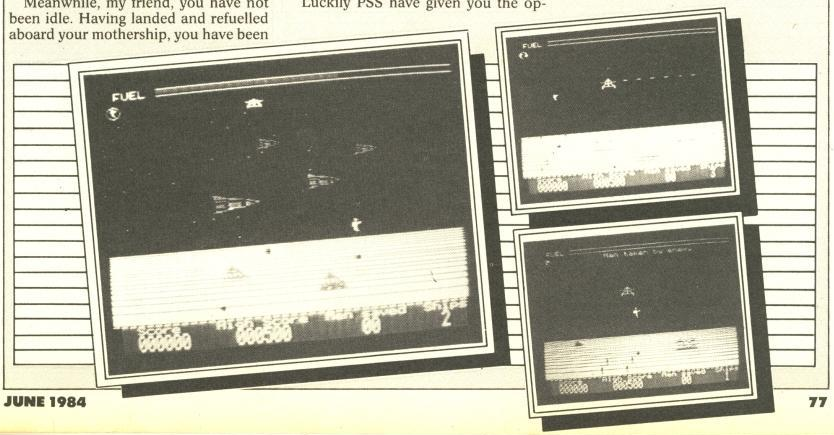
Your immediate concern is to rescue the scientists by lowering a ladder to them, which they scramble up. You must then ferry them to the mothership.

The problem with *M.A.R.C.* is one of control. In order to move you need left, right, in, out, and thrust controls. Unless you keep the thrust handy you'll succumb to gravity and crash.

Luckily PSS have given you the option of defining your own keys. The best solution is to define one key as both fire and thrust which means you use a lot of fuel but at least it makes the game playable.

Graphics and sound are both well-handled in this game, which despite scoring rather low on playability remains an exciting challenge for the nimble-fingered. **SC**

GRAPHICS	8
SOUND	7
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	8



GAME: STEP UP
MACHINE: CGL M5
CONTROL: JOYPAD
FROM: COMPUTER GAMES LTD, £23.95

A good *Kong*-style game. Instead of the gorilla you are faced by little green monsters, creeping mice, bats and spiders. Should you reach the tenth level a friendly UFO will descend and carry you off to the next screen. Well-animated monsters, reasonable sound effects and an enjoyable game. **PC**

GRAPHICS	7
SOUND	5
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	5

GAME: GUTTANG GOTONG
MACHINE: CGL M5
CONTROL: JOYPAD
FROM: COMPUTER GAMES LTD, £23.95

The bizarre title of this game gives you no clue what it is about. So let's read the blurb.

'You are a railroad builder. Lay the tracks to the station, and drive the train

GAME: 3D SPACE WARS
MACHINE: DRAGON 32
CONTROL: KEYS, JOYSTICK
FROM: HEWSON CONSULTANTS, £7.95

3D Space Wars is already a successful game on the Spectrum, and now there's a version for Dragon owners. Your mission is to seek out the Seiddabs and bit-blast them.

The display is in black and white but don't let that put you off. Fine detail and realistic 3D effects make up for the lack of colour.

The main area of the screen shows the view through your cockpit, with gun-sights dead-centre and the rest of the universe (complete with attacking Seiddabs) wheeling around you.

Also provided on the display are a long-range scanner, speed indicator, score, and number of aliens destroyed. A fuel gauge shows how much time you have left – fuel is used up when you fire and when you're hit by the enemy.

Each attack wave contains 24 aliens, and the opposition gets more aggressive as the game progresses. You have two opportunities to refuel during each wave, but you must find the fuelling station to do so. This isn't easy since it is impossible to distinguish it from other

GAME: PEDRO
MACHINE: DRAGON 32
CONTROL: KEYS, JOYSTICK
FROM: IMAGINE, £5.50

In this latest release from Imagine you take on the role of Pedro. The love of Pedro's life is his garden. After many years of hard work and tender loving care Pedro now has the most beautiful garden in Mexico.

Unfortunately for Pedro life isn't just a bed of roses. All of the animals for miles around have acquired a taste for Pedro's plants and are always breaking into the garden to eat them. As if having to control the animals wasn't enough the local tramp keeps trying to steal all of Pedro's seeds.

Pedro does have a few ways in which he can protect his garden. If the tramp turns up Pedro can jump up and down to scare him off. Jumping is also a good way of getting rid of the animals – if you land on top of one you squash it. (Once again we apologise profusely to all animal lovers ...)

In the garden there is also a supply of bricks and compost. Any holes in the garden fence can be filled in with these items to keep the animals at bay (at least for a short while).

GAME: NORTH SEA OIL
MACHINE: DRAGON
CONTROL: KEYS, JOYSTICK
FROM: SHARDS SOFTWARE, £5.75

This is one of those games that tries to give you a taste of the world of big business and the thrill of making your fortune drilling for oil.

There are lots of programs like this on the market for the simple reason that they are easy to write. The player is given a sum of money and a limited number of ways in which to spend it. Success is, or should be, dictated by the common sense of your decisions.

In *North Sea Oil* you have a weekly budget of £1 million. You are allowed to divide this between three accounts – drilling consumables, spares, food, and accommodation for your workforce.

Having made the appropriate allocations you must then navigate your supply ship across the North Sea to the drilling platform. The player must take into account wind and tide when setting a course. The longer the voyage, the more supplies get washed overboard en route.

Once you've arrived safely you're asked to divide your workforce between drilling, maintenance and services. You

GAME: 3D SEIDDAB ATTACK
MACHINE: DRAGON
CONTROL: KEYS, JOYSTICK
FROM: HEWSON CONSULTANTS, £7.95

Shooting down alien spacecraft which fly towards you in 3D is not exactly original stuff. *Seiddab* however offers pretty good graphics for the Dragon. In fact the explosion is the best I've seen on a home micro.

A game worth having a look at, although some will find it pretty uninteresting. **SNC**

GRAPHICS	6
SOUND	5
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5

TITLE: SPRITE MAGIC
MACHINE: DRAGON 32
CONTROL: KEYS, JOYSTICK
FROM: KNIGHT SOFTWARE, £17.25

If you mention the Dragon to anyone who 'thinks' they know about computers they will probably laugh at you. Comments such as 'it's got no sprites' or 'the sound is lousy' will probably abound. These facts may be true but the Dragon does have a very good version of Basic with some very powerful graphics facilities.

With *Sprite Magic* Knight Software have tried to put right some of the so-called 'flaws' of the Dragon and have done an excellent job.

Sprite Magic gives the owner of the 32 the ability to have up to 128 sprites, an auto-repeat keyboard, text in all graphics modes, enhanced sound facilities and much, much more.

Three new commands are given for sound. AUTOBEEP will output a specified sound if a sprite goes off the edge of the screen or collides with some other object. BEEP has two different forms. With a number between 0 and 15 after it one of *Sprite Magic*'s pre-programmed sound effects is heard. Alternatively, you can put a series of parameters after BEEP which will allow you to devise new sound effects by denoting a rate of change of volume etc.

For anyone who doesn't know, a sprite is a large graphics character that can be placed at any position on the screen, moved about smoothly and controlled if it hits the edge of the screen or another object. With *Sprite Magic* you can enter up to 128 different sprites. ANIMATE allows sprites 0 to 7 to be animated automatically, ie. they will follow a sequence of drawings. This

GL • DRAGON • CGL • DRAGON

as you go.' Both at the same time? Zany, but true.

The screen is made up of squares over which the track is laid. However, one of the squares is missing. So, to keep your chuff-chuff rolling you have to constantly rearrange the board.

It's not too bad when you've got the track to yourself, but often there are oncoming trains to avoid. These, plus the problem of plotting a route, can make the game exciting, even frenetic. Graphics are adequate rather than impressive, but the sound is pleasant enough with its puffing and whistling noises. **PC**

GRAPHICS	5
SOUND	6
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5



objects on the long-range scanner.

During flight you can adjust your speed to one of eight settings. At the higher speeds you tend to get hit less, but it's also more difficult controlling your ship and getting the Seiddabs in your sights. Speed has no effect on fuel consumption.

3D Space Wars is definitely one of the better shoot-'em-up games on the Dragon. The sound isn't too bad, and the graphics give a convincing impression of deep-space duelling. A worthwhile romp through the universe for those with time (and Seiddabs) to kill. **SNC**

GRAPHICS	8
SOUND	5
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	7



Pedro's garden is displayed in 3D, and this looks very nice but it does make the game a little difficult to play. You would imagine that moving the joystick up or down the screen would move you straight up the screen, unfortunately this isn't so. Because your view is displayed in 3D Pedro moves at an angle, giving the impression that Pedro is moving into the garden but making it difficult for you to judge where you will end up. Overall a game that looks very promising but unfortunately doesn't live up to expectations as it lacks the playability that would keep you hooked. **SNC**

GRAPHICS	7
SOUND	5
ORIGINALITY	8
LASTING INTEREST	6
OVERALL	6



are then permitted to drill a certain number of wells depending on your performance so far. The more wells you drill the more money you'll earn.

Strategy games are usually written in Basic and are not exactly noted for speed and special effects. *North Sea Oil* is no exception. More seriously, the number of options open to the player is seriously limited in Shards' program.

The only thing in favour of this game is the inclusion of the sea-crossing which adds a much-needed touch of originality. Oil tycoons are unlikely to be impressed. **SC**

GRAPHICS	5
SOUND	3
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	4

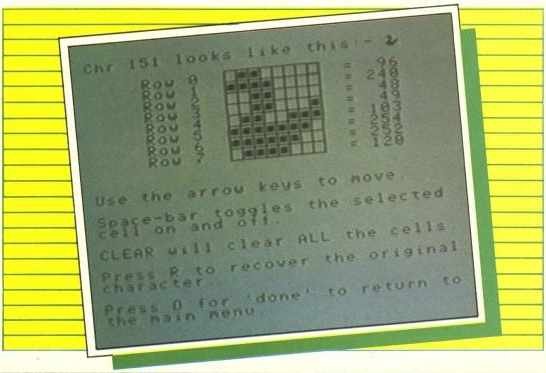


means that you can have a man running across the screen or the blades of a helicopter spinning etc.

Probably the best way to see what a program such as *Sprite Magic* can do is see some examples. Knight Software kindly include six 'free' demonstration programs. Programs range from a maze game to a utility that allows you to redefine the character set. If you really want to know how to use a program like this to its full then read the examples very carefully.

There are many more commands and features to *Sprite Magic* than have been mentioned. Put the power of these new commands together with the existing Basic commands and the Dragon turns into a very powerful machine.

If you would like to write games programs then ignore the expensive price tag of this package – go out and buy it, it's worth every penny. **SNC**

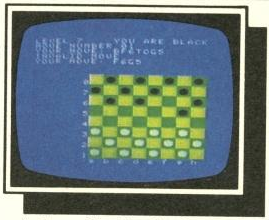


MEMOTECH • MEMOTECH • M

GAME: DRAUGHTS
MACHINE: MEMOTECH MTX
CONTROL: KEYS
FROM: CONTINENTAL, £7.95

The last time I played draughts I was roundly beaten by a six-year-old, so I felt far from confident as I settled down to mental combat with this artificially intelligent player. Was it, I wondered, more or less embarrassing to lose to a machine than to a tiny child?

During the first game I found myself thinking that I needn't have worried; I was crushing the thing. Admittedly, it was only on the first of the nine possible levels, but you've got to get your confidence back somehow, haven't you?



As the machine blundered away it was good to see that it was moving very quickly – but so quickly that the human player is sometimes confused as to whose turn it is.

GRAPHICS	5
SOUND	None
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

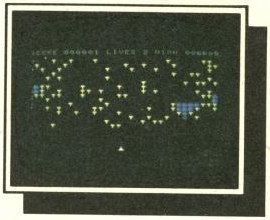
After this magnificent victory I moved up to level four. The program now provided much stiffer opposition and still made its moves reasonably quickly. But even a mediocre player should have little trouble winning.

Screen display in this program is in yellow and green – clear and soothing. One drawback is that the packaging includes no instructions on how to abort a game or restart. But those who like draughts will like *Draughts*. **PC**

GAME: KILOPEDE
MACHINE: MEMOTECH MTX
CONTROL: JOYSTICK, KEYS
FROM: CONTINENTAL, £6.95

There are two essential requirements for any version of *Centipede*; speed and loud noises. *Kilopede* lacks both of these and so does not qualify as one of the more alluring megazaps around.

The game's graphics, though, are tolerable. Yellow mushrooms in the familiar light-bulb style are spread over a black background. Through this vegetation comes the segmented blue Kilopede. Your laser-base is very mobile, but doesn't fire anything like



fast enough.

There are, of course, more hazards than a mere centipede. You are told to avoid 'killer crabs, fleas, spiders and jellyfish', though it's hard to tell what relation the green half-moon shaped creature near the beginning bears to any of these.

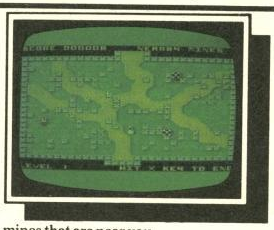
GRAPHICS	5
SOUND	5
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	4

Overall, the game is merely average and is no better than the many other versions available for other machines. Given the Memotech's specifications we might have expected something considerably more sophisticated. **PC**

GAME: SUPER MINEFIELD
MACHINE: MEMOTECH MTX
CONTROL: JOYSTICK, KEYS
FROM: CONTINENTAL, £6.95

Veterans of World War II could get a pleasant, or nasty, feeling of nostalgia as they play this game. The object is to get from one side of the minefield to the other without, of course, being blown up.

The trouble with mines is that you can't see them. This is because they are usually underground. So what you need is a mine-detector. In this game, though, all your detector, in the corner of the screen, will tell you is the number of



mines that are near you.

These could be left or right, up or down. You must, then, use 'logic, skill and deduction' to plot a safe route across the screen. As you move to a mine-free space a white blob appears. Using these markers and the detector you might just get through with all your limbs intact.

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	4

The graphics in this program are disappointing; a garish mixture of green and yellow. The sound is also dull with its poor noises for movement and explosion. On higher levels there are nasty spiders on the roads and tanks which re-arrange the mines. But they don't really make it any more exciting. **PC**

GAME: BLOBBO
MACHINE: MEMOTECH MTX
CONTROL: KEYS, JOYSTICK
FROM: CONTINENTAL, £6.95

Don't be deceived by this name; *Blobbo* is a very close relative of *Pac-Man*. In the extremely limited area of maze-games available for the Memotech it stands up as an enjoyable, if not an outstanding, program.

Blobbo is a blue creature with a much sharper nose than his name suggests. His job is to rush around the maze eating the succulent fruit which appears. Bananas, cherries, apples – Blobbo loves them all.

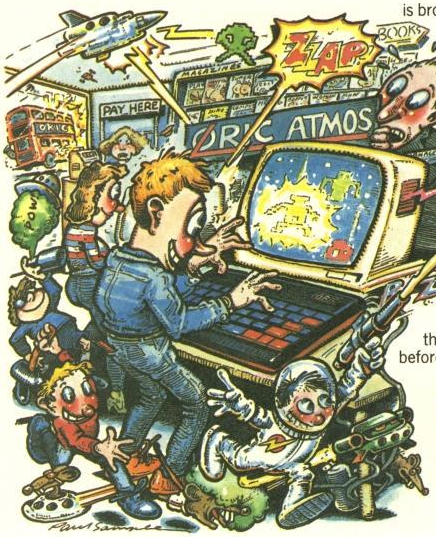
But it's not so easy to satisfy his appetite. The maze is also inhabited by the Blobbo-eaters, monsters whose only desire is to consume our hero. They come in a variety of sickly colours, have twinkling eyes and are topped with far-out frizzy hair-dos.

As in *Pac-Man* there are power-pills in the corners of the maze which enable Blobbo to eat the monsters for a few seconds. There are also deadly skulls and cross-bones.

GRAPHICS	6
SOUND	7
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	5

The graphics in this game are pleasant without being amazing, but the sound it very good. The background tune alternates between fairground-style jauntiness and the rousing strains of what I think is Grieg. **PC**

The very best in arcade action–



is brought to you by Tansoft – the specialists of the Oric-1 and Atmos Computers.

The games that people are fighting for are:–

Defence Force: Pilot your space-craft through alien territory and fight off the enemy approaching from both sides. **48K. £7.95.**

ZAP!

Ultima Zone: Shoot the Walkons, avoid the bouncing Brunes and battle your way through the satellite zone. **48K. £8.50.**

Rat Splat: A revolting game. Splat the rats in the sewer before they consume the cheese, and destroy the monsters before they consume you! **48K. £7.95.**

SPLAT!







or let's get down to business!

Tansoft produce a wealth of business and utility software to cater for every interest. The 'not so' games-minded people may be coming to grips with:–

Author: A powerful word-processor program which includes word-wrap and word-count. Ideal for letters and reports. **48K. £14.50.**

Oric Calc: A full spread-sheet program allows you to sum columns or rows and apply complex formulae. **48K. £14.50.**

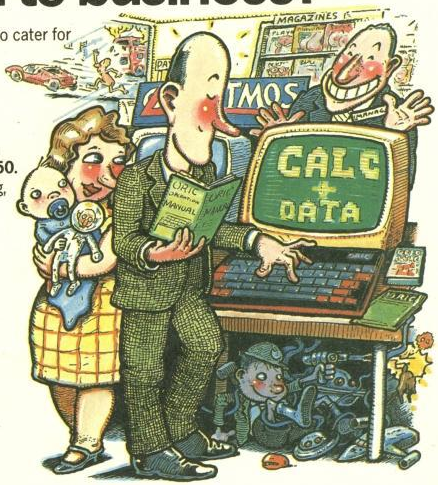
Oric Cad: A computer aided design program for displaying, rotating, enlarging and shading objects on the screen. **48K. £9.99.**

For the full range of Tansoft software – which currently numbers over 20 titles – pick up a catalogue in your local Computer Store or contact Tansoft at Unit 1, The Techno Park, 645 Newmarket Road, Cambridge. Tel. Teversham (02205) 2261.









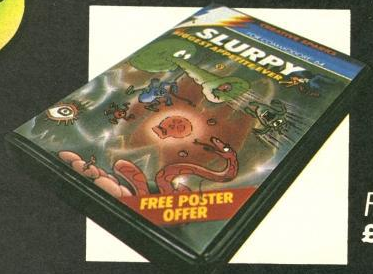
TANSOFT

Meet Slurpy

Slurpy has the biggest appetite in the world! He spends his day slurping tasty snacks such as Glowbugs and Widowmaker spiders. Greedy Slurpy may even slurp poisonous creatures which he must immediately spit out again.

To his enemies, Slurpy's plump little body is a delicious titbit. He must continually be on the look out as he slurps from cave to cave where he encounters earthquakes, whirlwinds and phantoms. Help Slurpy eat his fill before something eats him!

Slurpy is an amazing fun game. Superb graphics, colour and sound really bring Slurpy to life. The game comes with an eight page scenario and a free poster offer. You can find Slurpy in all major software retailers.

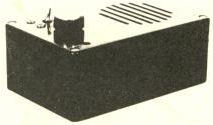




FOR COMMODORE 64
£7.95

CREATIVE SPARKS

ZEAL
SOUND BOOSTER
FOR SPECTRUM



- PLUG IN AND USE – NO INTERNAL CONNECTIONS
- NO BATTERIES NEEDED
- GOOD, CLEAR SOUND
- OUTPUT CONTROL
- LOAD/SAVE FACILITY BUILT-IN
- FULLY GUARANTEED

BRING THE SOUNDS OF YOUR GAMES TO EXCITING LIFE FOR JUST £14.99

NEWSFLASH!
14" MICROVITEC Colour Monitor
SPECTRUM Compatible
£285 (Incl. VAT & Carriage)

16K RAMPACK FOR ZX81
£17.50 (Incl. VAT & P&P)

Please send me (enter quantity in box)

☐ SOUND BOOSTERS @ £14.99
☐ COLOUR MONITORS (Spectrum compatible) @ £285
☐ RAMPACKS for ZX81 @ £17.50

ABOVE PRICES INCLUDE VAT/P&P/CARRIAGE

NAME .....

ADDRESS .....

.....

I enclose Cheque/P.O. for £ .....

ZEAL MARKETING LIMITED
Vanguard Trading Estate, Storforth Lane,
Chesterfield S40 2TZ. Tel. 0246-208555

MEGASAVE

Buy any tape from the recommended retail price list and you can then buy any tape from the fantastically low DOUBLE SAVERS list. To ensure REAL VALUE for money you may purchase as many pairs of tapes (one from each list) as you wish.

SPECTRUM 48K DOUBLE SAVERS LIST

MILLIONAIRE	INC	£1.75
JOHNNY REB	MCL	£1.75
ANY 5.50 INCENTIVE		£1.75
ANY 5.50 IMAGINE		£1.75
3D LUNA ATTACK	HEW	£1.99
BLADE ALLEY	PSS	£1.99
TRASHMAN	NEW	£1.99
KRAKATOA	ABB	£1.99
GLUG GLUG	CRL	£1.99
DEFENDA	INT	£1.99
BLUE THUNDER	R.W.	£2.50
JET SET WILLY	SWP	£2.50
ANY 5.50 ULTIMATE		£2.50
ANY 5.95 SOFTWARE POR.		
CODE NAME MAT	NMA	£2.75
HOBBIT	MEL	£8.99
THE QUILL	GIL	£8.99
H.U.R.G.	MEL	£8.99
VALHALLA	LEG	£9.50

RECOMMENDED RETAIL PRICE LIST

ANY 5.50 IMAGINE		£5.50
ANY 5.50 INCENTIVE		£5.50
ANY 5.50 ULIMATE		£5.50
ANY 5.95 SOFTWARE POR.		£5.95
TRASHMAN	NEW	£5.95
BLADE ALLEY	PSS	£5.95
3D LUNA ATTACK	HEW	£5.95
WHEELIE	MSP	£5.95
THUNDER HAWK	LYV	£5.95
ANDROID 11	VOR	£5.95
CAVERN FIGHTER	BUG	£5.95
3D SEIDABB ATTACK	HEW	£5.95
3D COMBAT ZONE	ART	£5.95
CODE NAME MAT	MMA	£6.95
FRED	QUI	£6.95
SCUBA DIVE	QUI	£6.95
DEATH CHASE	MMA	£6.95
NIGHT GUNNER	DIG	£6.95
MUGSY (	MEL	£6.95
PSYTRON	BEY	£7.95
CAESER THE CAT	MIR	£8.95
QUESTPROBE	SCO	£9.95

COMMODORE 64 DOUBLE SAVERS LIST

GRIDRUNNER	LLA	£1.99
HELLGATE	LLA	£1.99
DICTATOR 64	INT	£1.99
SPEED DUEL	DKT	£1.99
SPLAT	INC	£2.25
SUPER PIPELINE	TAS	£2.50
MEGAHAWK	BIG	£2.75
HARRIER ATTACK	MEL	£3.00
WHEELIN WALLY	INT	£3.00
ANY 6.99 BUBBLE BUS		£3.00
ANY 7.00 INTERCEPTOR		£3.00
FIRE ANT	MOL	£3.50
STAR COMMANDO	TER	£3.50
ANY 7.95 ANIROG		£3.75
ANY 7.50 LLAMASOFT		£4.00
COLOSSUS CHESS	CDS	£5.00
HOBBIT	MEL	£8.99
SOLO FLIGHT	U.S.	£9.25
VALHALLA	LEG	£9.50

RECOMMENDED RETAIL PRICE LIST

BEAKY	FAN	£6.50
PYRAMID	FAN	£6.50
CHINESE JUGGLER	OCE	£6.90
HUNCHBACK	OCE	£6.90
SCUBA DIVE	DUL	£6.95
ZYLOGON	BIG	£6.95
ANY 6.99 BUBBLE BUS		£6.99
ANY 7.00 INTERCEPTOR		£7.00
ANY 7.50 LLAMASOFT		£7.50
FLIGHT PATH 737	ANI	£7.95
CYBOTRON	ANI	£7.95
ANY 7.95 ANIROG		£7.95
PLUMB CRAZY	TER	£7.95
BOOGA BOO	QUI	£7.95
BLACK HAWK	CRE	£7.95
OMEGA RUN	CRL	£7.95
AZTEC CHALLENGE	U.S.	£8.95
FORBIDDEN FOREST	U.S.	£8.95
CAESAR THE CAT	MIR	£8.95
TWIN KINGDOM VALLEY	BUG	£9.50
QUESTPROBE	SCO	£9.95
BEACH HEAD	U.S.	£9.95

50p PER tape post and packing must be added. Fast delivery assured, purchasers will receive comprehensive list of games and programs to suite your micro at MEGASAVES rock bottom for money price, plus the next FANTASTIC DOUBLE SAVERS list.

Please state Spectrum or Commodore when ordering. Send cheque/PO to:

MEGASAVE dept C
76 WESTBOURNE TERRACE, LONDON W2

DUCKWORTH HOME COMPUTING

a new series

All books written by Peter Gerrard, former editor of *Commodore Computing International*, author of two top-selling adventure games for the Commodore 64, or by Kevin Bergin. Both are regular contributors to *Personal Computer News*, *Which Micro?* and *Software Review*.

EXPLORING ADVENTURES

A complete look at the fabulous world of Adventure Games for your computer. Starting with an introduction to adventures, and their early history, it takes you gently through the basic programming necessary before you can start writing your own games. Inputting information, room mapping, movement, vocabulary, and everything required to write an adventure game are explored in detail. There follow a number of adventure scenarios, just to get started, and finally three complete listings written especially for your machine, which will send you off into wonderful worlds where almost anything can happen. The three games listed in each book are available on one cassette at £7.95. The complete guide to adventure games: playing, writing and solving them. Peter Gerrard is the author of Romik's two top-selling adventure games – Fools Gold and Tomb of Xeiops:

EXPLORING ADVENTURES ON THE COMMODORE 64	£6.95
EXPLORING ADVENTURES ON THE VIC*	£6.95
*Two of the games require 16K expansion and the third 32K	
EXPLORING ADVENTURES ON THE SPECTRUM 48K	£6.95
EXPLORING ADVENTURES ON THE ORIC 48K	£6.95
EXPLORING ADVENTURES ON THE DRAGON	£6.95
EXPLORING ADVENTURES ON THE BBC Model B	£6.95
EXPLORING ADVENTURES ON THE ELECTRON	£6.95

Other titles in the series include *Using the Commodore 64*, *The Beginner's Guide to Computers and Computing*, *Sprites & Sound on the 64*, *12 Simple Electronic Projects for the VIC*, *Will You Still Love Me When I'm 64*, *Advanced Basic & Machine Code Programming on the VIC*, *Advanced Basic & Machine Code Programming on the 64*, as well as *Pocket Handbooks for the VIC, 64, Dragon and BBC Model B*.

Write in for a descriptive leaflet (with details of cassettes).



DUCKWORTH
The Old Piano Factory, 43 Gloucester Crescent, London NW1 7DY
Tel: 01-485 3484

THE ABC

Let's admit it, last month's game wasn't exactly a PCG hit. But it should have given you some important first ideas about programming. This time you'll be going on to learn two more key ideas: how the computer handles text, and how you can get movement on screen. The aim is to end up with a game called *Letter Invaders* which should run on any of the popular home micros.

It works like this: advancing across the screen is an ever-lengthening line of letters. You destroy them by hitting the same letters on the keyboard. OK, it's not quite *Defender*, but it'll force you to move round your keyboard like greased lightning.

In order to make the game challenging, the attacking letters need to be selected at random. You learnt last time how to generate a random number. But how does the computer generate a random letter?

It can't directly. First you have to get it to select a random number and then convert this to a corresponding letter. This is easier than it sounds because your computer already links each letter of the alphabet with a different number. For example, A is 65, B is 66, C is 67, and so on through to Z which is 90.

This match-up system is internationally agreed and is called the ASCII system. You can make use of the system with this magic sequence of letters: CHR$ (the CHR bit is short for 'character'). If you follow those letters with a number in brackets between 65 and 90, the computer will convert the number to its corresponding letter.

For example try typing in PRINT CHR$(65) followed by <Enter>. The computer should print the letter A.

So in order to produce a random letter, the computer must simply select at random any of the numbers from 65 to 90. You learnt last month how to generate a random number ranging from 0 up to any given number. This needs to be adapted to produce the random numbers we want. This program line does the trick – type it in.

```
10 LET N=65+INT (RND(1)*26)
```

[for Dragon and BBC: `10 LET N=65+RND(26)`]

To understand it, work through it from the back. RND(1)*26 generates a random number of anything from 0 to (but not including) 26. These numbers will include decimals, such as 17.4523. But all we want is simple whole numbers such as 17. So we chop off the part after the decimal point by using INT (which stands for integer, a mathematical term meaning whole number).

For example, INT(17.4523)=17. This means that INT(RND(1)*26) will generate any whole number from 0 to 25. Now all we have to do is add 65 to each number that we generate and we'll have achieved our goal. What the line does, then, is to generate a random number from 65 to 90 and label it N. To prove the point, add these two lines.

```
20 PRINT CHR$(N);
30 GOTO10
```

Line 20 converts our numbers to letters, and prints them. (The semicolon at the end of the line stops the computer from moving down to a new line on the screen after printing each letter.) Line 30 causes the computer to return to line 10 and choose another random number.

If you run this program, it should fill the screen with letters chosen at random. It will keep this up for ever unless you stop it, by pressing [Break] or [Stop]. Try it.

Character strings

So, we can generate random letters. But the program we are aiming at needs to be able not just to print them, but to actually move them across the screen.

This means it must have some way of keeping a record of the letters it has generated. You've already seen how it keeps a record of numbers – it labels them with a letter (called a variable).

Well, it's possible to label a string of letters in the same way. The only difference is that the letter which you use as a label must be followed by a dollar sign. This indicates that it's being used as a label for a string of letters, not for a number. Enter and run this short program:

```
1 LET A$="KISSES"
2 LET B$="HUGS AND"
3 LET C$="OX"
4 PRINT B$;A$
5 PRINT C$;C$;C$;C$;C$
9 END
```

Can you see what's happening? In line 1 the computer is instructed to give the label A$ to the string of letters KISSES. There are similar instructions in lines 2 and 3. In lines 4 and 5 the phrases to be printed are simply referred to by their labels. Line 9 stops the computer continuing on into the program you've already entered.

One very clever thing the computer can do is to add together different strings of letters (they're called just 'strings' for short). Change your mini-program by adding these two lines (the existing lines 4 and 5 will be deleted).

```
4 LET D$=B$+A$+" "C$+C$
5 PRINT D$
```

Run this, and you will see that several different strings (including the single-character string " ") have been combined (added together) to form the string D$.



Moving letters

This technique is about to prove very useful. What we're trying to do is to get an ever-lengthening string of random letters to move across the screen. The technique of adding letters together will allow us to produce an ever-lengthening string. How do we move it?

Well just suppose we produce an ever-increasing string of random letters, and arrange that every time a new letter is added, all the others are printed one position further to the right. This will look as if the letters are advancing across the screen. So ... delete lines 1-9 and add the following to replace the existing lines 20 and 30.

```
8 LET A$=""
20 LET A$=CHR$(N)+A$
30 CLS
```

[Vic 20, CBM 64: `30 PRINT "(CLR)"`]

```
40 PRINT A$
50 FOR I=1TO100
60 NEXT I
70 GOTO20
```

Lines 50 and 60 are there simply to slow down the program a little. Line 70 sets up a loop to ensure that the program repeats itself. Thus A$ starts as nothing in Line 8 and increases by one letter each time the program goes round the loop. Line 30 is crucial because it clears the screen just before each new, longer version of A$ is printed. This ensures that the newest letter always appears in the screen's top left corner.

Run the program and watch the growing line of letters march across the screen. If you leave it running, an error message will eventually be printed because the string has become too long. For our game a maximum length of 20 letters will be plenty, so we should get the program to stop once the string has reached this length.

There's a useful function in Basic

games program for the complete beginner.

OF INVADERS



called LEN which will count the LENgth of a string for us. Add these program lines:

```
25 IF LEN(A$)>20 THEN GOTO80
80 PRINT "YOU ARE DEFEATED"
```

As you can see from line 25, the way to use LEN is to follow it with brackets containing the string to be counted. Every time the computer reaches line 25 it will count the number of letters in A$. The '>' sign means 'is greater than', so the computer checks to see if this number is greater than 20. If so the program jumps to line 80 and comes to an end. The error statement is avoided.

How you take part

OK, our letter invaders are working fine, but we still don't have a game because we can't type in letters to destroy those on screen. The INPUT command won't help either because it actually stops the program.

We need a brand new command, one that will turn out very useful in games. On the Commodore computers it's called GET, and on most other machines INKEY$.

When the computer is given these commands it checks briefly to see if a key has just been pressed on the keyboard. If so it makes use of it as directed in the program.

You have to be careful how you make use of this. What you press on the keyboard while a program is running will register only if the computer reaches a GET or INKEY$ command very soon afterwards. In our game we want to ensure that every key we hit is registered. This means we shall have to arrange that the computer is continually receiving fresh GET or INKEY$ commands as it works through the program.

There's an easy way of doing this making use of the FOR-NEXT statements which so far we've used only as a way of slowing the program down. To understand these statements better, enter and run this short program.

```
1 PRINT "THIS IS PRINTED ONLY ONCE"
2 FOR I=1 TO 10
3 PRINT "THIS IS PRINTED 10 TIMES ";I
4 NEXT I
5 PRINT "THIS TOO IS PRINTED JUST
ONCE"
6 END
```

What the FOR-NEXT statements do is to mark out a section of the program which is to be repeated several times. The exact number of times is contained in the FOR statement. The computer moves repeatedly from the FOR statement to the NEXT, carrying out all the commands it encounters on the way.

Incidentally, the letter contained in the FOR statement (I in this case) is used by the computer to keep count of how many times it has repeated the loop. That is why when you ran the above program, I increased from 1 to 10. If nothing is contained between the FOR and NEXT statements the computer simply shuttles very quickly between the two providing us with a brief pause.

So if we place a GET or INKEY$ command inside a FOR-NEXT loop, the computer will be given the command many times, allowing it to pick up all our keyboard entries.

Splitting strings

What the computer then has to do is to compare the letter we've typed in with that at the end of the string of random letters it has generated. We can get it to look at just the right-hand part of the string by use of the command RIGHT$.

For example RIGHT$(A$,2) will take the two right-most characters of the string A$. While RIGHT$(A$,1) will be just the single character at the right end of the string. Another command LEFT$ allows us to work from the other end of the string in the same way. (The Spectrum, however, uses a single command TO which achieves the same thing. A$(1 TO 3) means the first three characters of A$. And if A$ is 8 characters long, then A$(7 TO 8) means the two right-most).

To see how all this works, delete lines 1 to 6 and enter these instead:

```
52 LET L=LEN(A$)
54 IF L<1 THEN GOTO70
56 LET I$=INKEY$
   [Commodore machines: 56 GET I$]
58 IF I$=RIGHT$(A$,1)THEN LET
A$=LEFT$(A$,L-1)
   [On Spectrum: 58 IF I$=A$(L-1 TO
   L) THEN LET A$=A$(1 TO L-1)]
```

We need to refer to the length of A$ several times. So line 52 gets the computer to work this out and label it with the letter L.

In line 56 the computer checks to see if you have just typed a letter. Line 58 will compare your letter with that on the right end of the string A$. If they're the same, that right-most letter is chopped off A$ by use of the phrase LEFT$(A$,L-1). To see this, suppose that A$is 13 characters long. Then LEFT$(A$,L-1) is the same as LEFT$(A$,12) which means the first 12 letters of A$ counting from the left. The 13th letter is chopped.

The purpose of line 54 is simply to check that A$ still has at least one letter in it. Otherwise attempts to chop it further will cause the program to crash!

Keeping score

Our game is nearly complete. All we need do now is to get it to speed up as time goes on, and introduce a score. Add these lines (the existing line 50 will be replaced):

```
5 LET S=0
45 LET S=S+1
50 FOR I=1 TO 100-S
100 PRINT "YOUR SCORE IS ";S
```

The variable s is used for your score. It increases by one, each time a new random letter is generated. But line 50 ensures that as s gets bigger, so the FOR-NEXT loop will repeat fewer times, and the program will therefore speed up.

That's *Letter Invaders* – but there are plenty of ways you could vary it. I wonder what would happen if line 10 was altered to select numbers from 33 to 64...?

LETTER INVADERS – full listing

```
5 LET S=0
10 LET N=65+INT(RND(1)*26)
   [BBC, Electron, Dragon: 10
   LETN=65+RND(26)]
20 LET A$=CHR$(N)+A$
25 IFLEN(A$) >20THEN GOTO80
30 CLS
   [Vic 20, CBM 64: 30 PRINT "(CLR)"]
40 PRINT A$
45 LET S=S+1
50 FOR I=1 TO 100-S
52 LET L=LEN(A$)
54 IF L=0 THEN GOTO 60
56 LET I$=INKEY$
   [Vic 20, CBM 64: 56 GET I$]
58 IF I$=RIGHT$(A$,1)THEN LET
   A$=LEFT$(A$,L-1)
[Spectrum: 58 IF I$=A$(L-1 TO L)
   THEN LET A$=A$(1 TO L-1) ]
60 NEXT I
70 GOTO10
80 PRINT "YOU ARE DEFEATED"
90 PRINT "Your score is"; S
```

ELECTRON USER...



...this is the add-on you have been waiting for.
A switched joystick interface for the Electron user.

Only £24.95 incl. VAT

- Plug in cartridge design
- Attractive tough plastic casing
- Reliable positive-fit connectors
- Compatible with all "Atari-style" 9 pin joysticks
- Does not interfere with keyboard operation
- 12 month guarantee
- Supported by leading software houses
- User programming details provided
- Extends the versatility of your Electron computer

STOP PRESS – "FREE Game Conversion Program to allow use with existing software"

FIRST BYTE

First Byte Computers, 10, Castlefields, Main Centre, Derby DE1 2PE Tel: Derby (0332) 365280

A Genuine First Byte Add-on

MAIL ORDER FORM - PCG
Please send me a genuine First Byte S-I-I Interface
☐ I enclose a cheque made payable to F.B.C. systems Ltd.
☐ I wish to pay by ☐ Access ☐ Visa
No. Expiry date
Name
Address
Tel.

ISCOM

Mail orders only — Valid 30/4/84 — Affordable Hardware & Software

9 Winchester St, Dept. 2A London W3 8PA

Memotech MTX500	£245
Memotech MTX512	£275
ZX Spectrum 16K £90, 48K	£115
Printer £35, Light pen £15, Joystick Interface	£9
CBM 64 £180, VIC 20	£125
Printer MPS 801	£220
BBC B	£385
BBC B & D.S.S.	£450
Sanyo MBC 550	£720
Sanyo MBC 555	£993
MCP-100 Platter £100, Colour Monitor	£200
Quickshot Joystick	£9
Quickshot II Joystick	£11
CBM 64 Software: Hobbit 64	(RRP 14.95) Our P. £13.00
Manic Miner, Crazy Balloon, Galaxy 64, Ugh, Kong, Squash Frog, Scramble, Quantic Warrior, Dancing Feat, Krystals of Zong	(RRP 7.95) Our P. £6.70
Hover Bovver, Altair 4	(RRP 7.50) Our P. £6.40
Collossal Adventure, Snow Ball	(RRP 9.90) Our P. £8.00
Kick Off, Widows Revenge	(RRP 6.99) Our P. £5.90
Hunch Back, Mr Wimpey, Super Pipeline, Lazer Zone, Jammin	(RRP 6.90) Our P. £5.80
Transylvanian Tower	(RRP 6.50) Our P. £4.90
Quasar 64	(RRP 5.99) Our P. £4.80
Spectrum Software: Valhalla, Hobbit	(RRP 14.95) Our P. £11.50
Fighter Pilot, Hunter Killer	(RRP 7.95) Our P. £6.50
3D Ant Attack, Death chase, Kick off, Skull, Classic Adventure, Traxx, Penetrator, Hunchback, Strike Attack	(RRP 6.95) Our P. £5.50
Doomsday Castle, Rommells Revenge, Urban Upstart	(RRP 6.50) Our P. £5.00
Bird and the Bees, Jet Set Willie, Manic Miner, The Omega Run, Ometron, 3D Seiddab Attack, Kong, Micro Bat, Pinball Wizard, Pool, Mr Wimpey, Harrier Attack, Wheelie, Revenge of the Mutant Camels	(RRP 5.95) Our P. £4.70
Atic Attac, Scuba Diver, Jet Pac, Lunar Jetman, Pssst, Alchemist, Zzoom Stonkers, Zip Zap, Arcadia	(RRP 5.50) Our P. £4.45

Send large SAE for our full Catalogue
Prompt dispatch upon return of cheque
Cheque/PO to above address

The No.1* Football Game

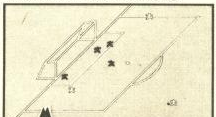
ZX Spectrum 48K — ZX81 16K (80 column version requires 32K RAM)

Football Manager

Designed by Kevin Toms



Some of the features of the game:
★ Matches in 3D graphics
★ Transfer market ★ Promotion and relegation ★ F.A. Cup matches ★ Injury problems ★ Full league tables ★ Four Divisions



★ Pick your own team for each match. ★ As many seasons as you like ★ Managerial rating ★ 7 skill levels ★ Save game facility.

Addictive

* ZX81 Chart
Home Computing Weekly
1.8.83 and 1.11.83.

Comments about the game from press and our customers.
"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro ... to the ordinary person it is an excellent view of what can be done in the field of computer games ... The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring ... It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could ... The originator, Addictive Games, certainly deserve the name." Rating 19/20 (Practical Computing – August 1983)

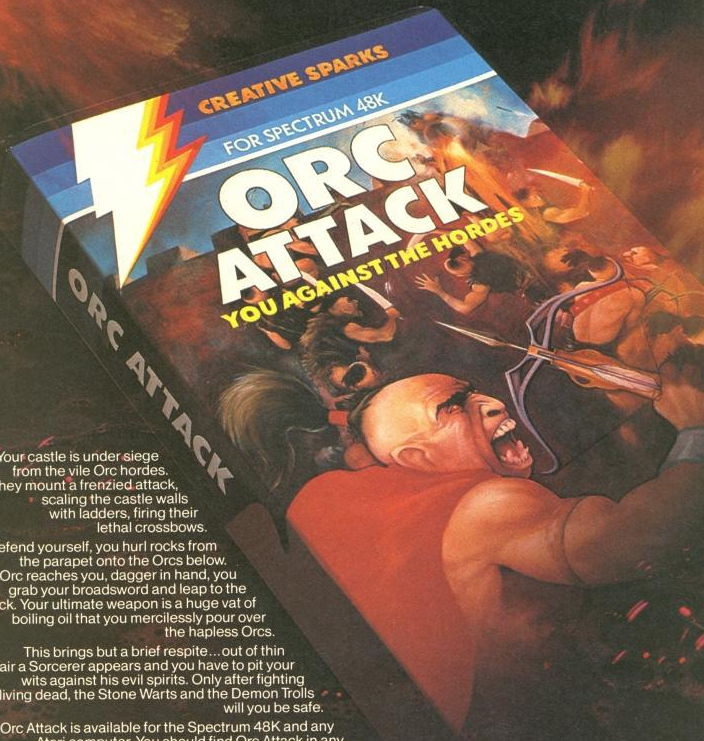
From software stockists nationwide, inc Boots John Menzies

Prices: Spectrum 48K £6.95, ZX81 16K £5.95
(N.B. 3D GRAPHICS ARE NOT INCLUDED IN ZX81 VERSION)
Overseas orders add £1.50

To order by mail: please send cheques or postal orders to:
Addictive Games,
7A RICHMOND HILL,
BOURNEMOUTH BH2 6HE

Dealers! For urgent stocks send your headed notepaper direct to our address.

ORC ATTACK - Can you survive...?



Your castle is under siege from the vile Orc hordes. They mount a frenzied attack, scaling the castle walls with ladders, firing their lethal crossbows.

To defend yourself, you hurl rocks from the parapet onto the Orcs below. If an Orc reaches you, dagger in hand, you grab your broadsword and leap to the attack. Your ultimate weapon is a huge vat of boiling oil that you mercilessly pour over the hapless Orcs.

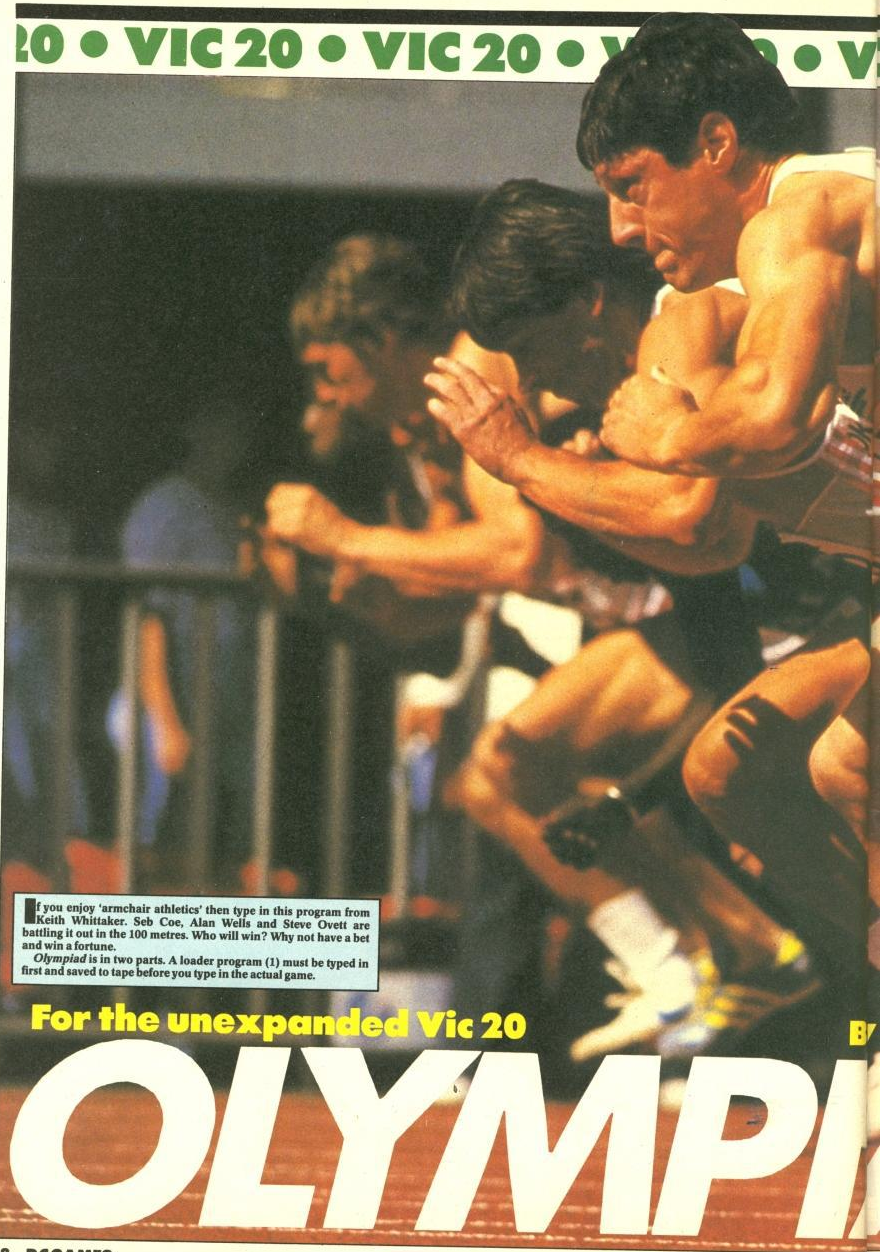
This brings but a brief respite...out of thin air a Sorcerer appears and you have to pit your wits against his evil spirits. Only after fighting the living dead, the Stone Warts and the Demon Trolls will you be safe.

Orc Attack is available for the Spectrum 48K and any Atari computer. You should find Orc Attack in any major software retailer. (And it carries an offer of a free poster of the original oil painting featured on the pack.)

£6·95

FOR SPECTRUM 48K

CREATIVE SPARKS



If you enjoy 'armchair athletics' then type in this program from Keith Whittaker. Seb Coe, Alan Wells and Steve Ovett are battling it out in the 100 metres. Who will win? Why not have a bet and win a fortune.

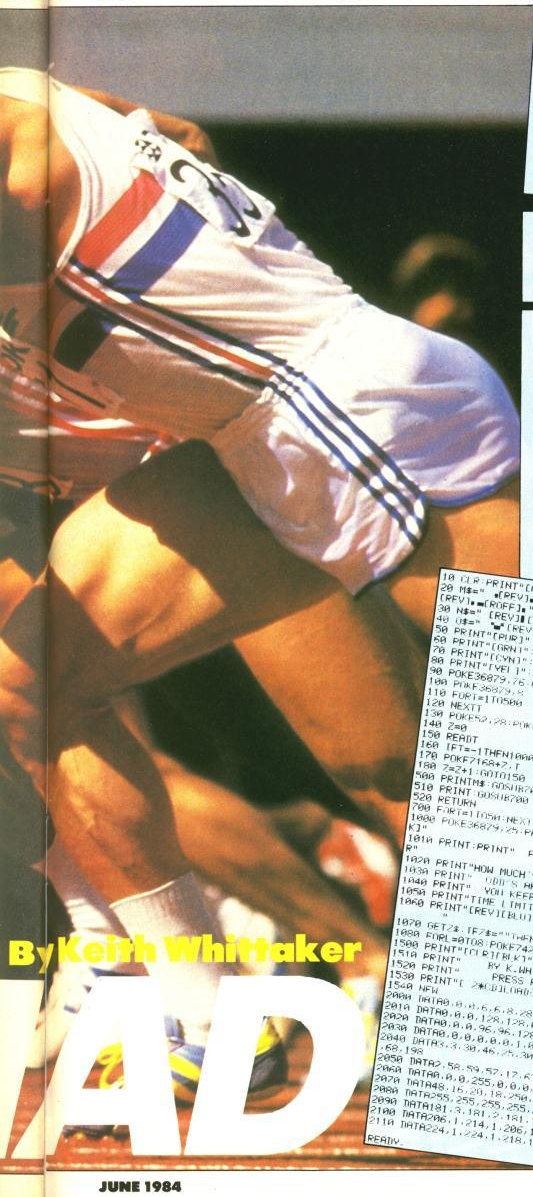
Olympiad is in two parts. A loader program (1) must be typed in first and saved to tape before you type in the actual game.

For the unexpanded Vic 20

OLYMPI

All-Sport

VIC 20 • VIC 20 • VIC 20 • VIC 20



Program 1:
Gives instructions to the user, loads the user-defined graphics and the data for the two tunes.

Program 2:

20 – 155	Takes a bet from the user.
160 – 220	Sets up the screen ready for the race and resets some of the variables.
230 – 350	Race routine.
1000 – 1140	Prints who won and checks if you are out of time or money.
1500 – 1600	Tells the user that the time is up and plays 'I'm in the money'.
2000 – 2130	Out of money routine. Plays the death march.
2500 – 2550	Another Game?
6000 – 6090	Sets up the variables.

VARIABLES:

Program 1:

M$	Top line of logo
N$	Middle line of logo
O$	Bottom line of logo
T	Holds data for graphics
Z	Holds memory locations for graphics data
Z$	Used in 'press a key' routine
L	Puts a space in graphics memory

Program 2:

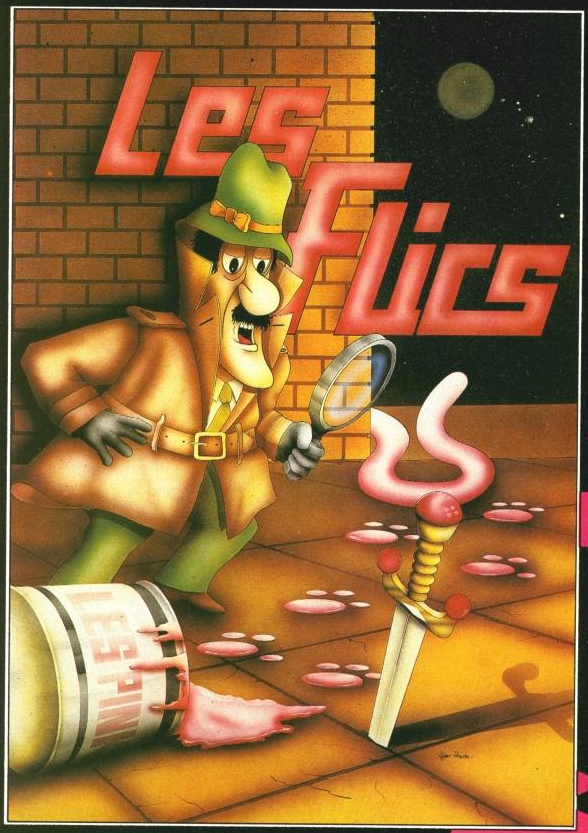
T	Used in time delay
I&H	Used to set up runners' odds
OD(A)	Holds odds for each runner
A$	User's runner selection
n$	Holds name of runner bet on
MO	Money left
P	Used to set up screen layout
D$(0)	Screen position of starter's gunfire
D$(A)	Vertical screen position of each runner
BE	Amount bet on the runner
B1	Runner 1's start position
B2	Runner 2's start position
B3	Runner 3's start position
C(A)	Runners' horizontal screen position
A	Random number to decide who moves next
B	Running position when printing runner
M$(A,B)	Used to print runner
WI	Number of winning runner
S	Amount won
J&M	Used on win and lose routines
N	Notes in tune
D	Length of note
Z	Used as a time delay in tunes
G$	Another game?

By Keith Whittaker

```
10 CLR:PRINT"{CLEAR}{22*CD}":POKE36879,8
20 M$="  {REV}■{ROFF}■{ROFF}■  {REV}■{ROFF}■{REV}■  {ROFF}{REV}■{ROFF}■
{REV}■■{ROFF}■"
30 N$="  {REV}■{CR}■{ROFF}■  {REV}■{ROFF}■{REV}■  {ROFF}{REV}■{ROFF}■
40 O$="  ■  {REV}■{ROFF}■  {REV}■{CR}■■{ROFF}  {REV}■{ROFF}■{REV}■{ROFF}■
50 PRINT"{PUR}";:GOSUB5000
60 PRINT"{GRN}";:GOSUB5000
70 PRINT"{CYN}";:GOSUB5000
80 PRINT"{YEL}";:GOSUB5000
90 POKE36879,76:GOSUB700:POKE36879,93:GOSUB700
100 POKE36879,8
110 FORT=1TO500
120 NEXT
130 POKE52,28:POKE56,28:PRINTCHR$(8)
140 Z=0
150 READT
160 IFT=-1THEN1000
170 POKEZ+7168+2,T
180 Z=Z+1:GOTO150
400 PRINT#8,GOSUB700:PRINTN$:GOSUB700:PRINTO$:GOSUB700
510 PRINT:GOSUB700
520 RETURN
700 FORT=1TO50:NEXT:RETURN
1000 POKE36879,25:PRINT"{CLR}{BLK}
K}"
1010 PRINT:PRINT"  PLAYING IS EASY,JUSTSELECT THE RUNNER YOU WANT TO BET ON{RED}
R"
1020 PRINT"HOW MUCH YOU WANT TO BET ";:INPUTBE:IFBE>MOTHENPRINT"{DBL
1030 PRINT"  ODDS ARE GIVEN BUT DON'T FORGET IT'S  GET ON WITH IT."
1040 PRINT"  YOU KEEP ON PLAYING UNTIL YOU EITHER RUN  ANYONE'S RACE."
1050 PRINT"TIME LIMIT OF FIVE  MINUTE'S RUNS OUT.'  OUT OF MONEY OR YOUR"
1060 PRINT"{REV}{BLU}
"
1070 GET#2,IF#=""THEN1070
1080 FORT=0TO8:POKE742334+T,0:NEXT
1500 PRINT"{CLR}{BLK}":GOSUB5000
1510 PRINT"  BY K.WHITTAKER":PRINT:PRINT
1520 PRINT"  PRESS RETURN"
1530 PRINT"{ 2*CD}LOAD:  *{HIT SHIFT}
1540 NEW
2000 DATA0,0,0,6,6,8,28,26,42,22,24,20,36,66,130,131,0,0,0,1,1,2,2,6
2010 DATA0,0,0,96,96,16,28,28,128,128,192,192,128,128,128,128,128,128,0,0
2020 DATA0,0,0,0,0,0,0,1,0,0,0,0,24,24,32,96,112,168,168,152,0
2030 DATA0,3,30,46,25,39,19,179,57,109,75,69,57,184,68,130,254,130,68,56,108,68
,68,198
2040 DATA3,3,30,46,25,39,19,179,57,109,75,69,57,184,68,130,254,130,68,56,108,68
2050 DATA2,58,59,57,17,63,120,184,184,184,40,40,40,40,40,108,5,2,5,2,5,2,5,2
2060 DATA0,0,0,255,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
2070 DATA48,16,20,18,250,132,2,2,5,24,24,126,126,24,24,60,126
2080 DATA255,255,255,255,255,255,255,255
2090 DATA181,3,181,2,181,1,181,3,193,2,189,1,189,2,181,1,181,2,172,1,181,4
2100 DATA206,1,214,1,206,1,209,1,214,4,206,1,214,1,206,1,209,1,214,5,224,1,224,1
2110 DATA224,1,224,1,218,1,222,1,218,1,224,1,218,1,222,1,218,4,-1
READY.
```

Allo?, Ah ahm Unspecteu Cleudeau of the Sureté....

IN YOUR SHOPS FROM 19th MAY



ah neu eggsactley weut yew are eup tew, beceuse that ees mei jeub.

Ah neu yew are geuing tew trah en steal a gem steun in mei care ..... beut eet weel naught be eezee mei frend, eau neau, me and mei treusty servant Kaolin weel be tryin to steup yew.

Not eaunly zat, beut Les Flics, the treu gend'armerie eunder mei commant weel be out en force, so, you foel, you 'ave neo chance aggenst Cleudeau.....

You control that Pink character with the tail in your quest for the Purple Puma, a priceless gemstone, avoid the Police cars and enter the buildings, evading Gendarme Kaolin (disguised as a chef) and of course Cleudeau himself.

Pick up the items as you find them, we leave you to find out what they do!

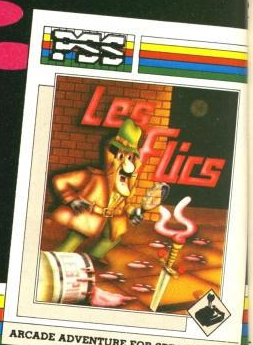
Bon Chance .....

£6·95

Arcade Adventure For Spectum 48K

Items to collect:

Dagger Bag Spanner Knife & Fork Key Money Disguise Mask Diamond

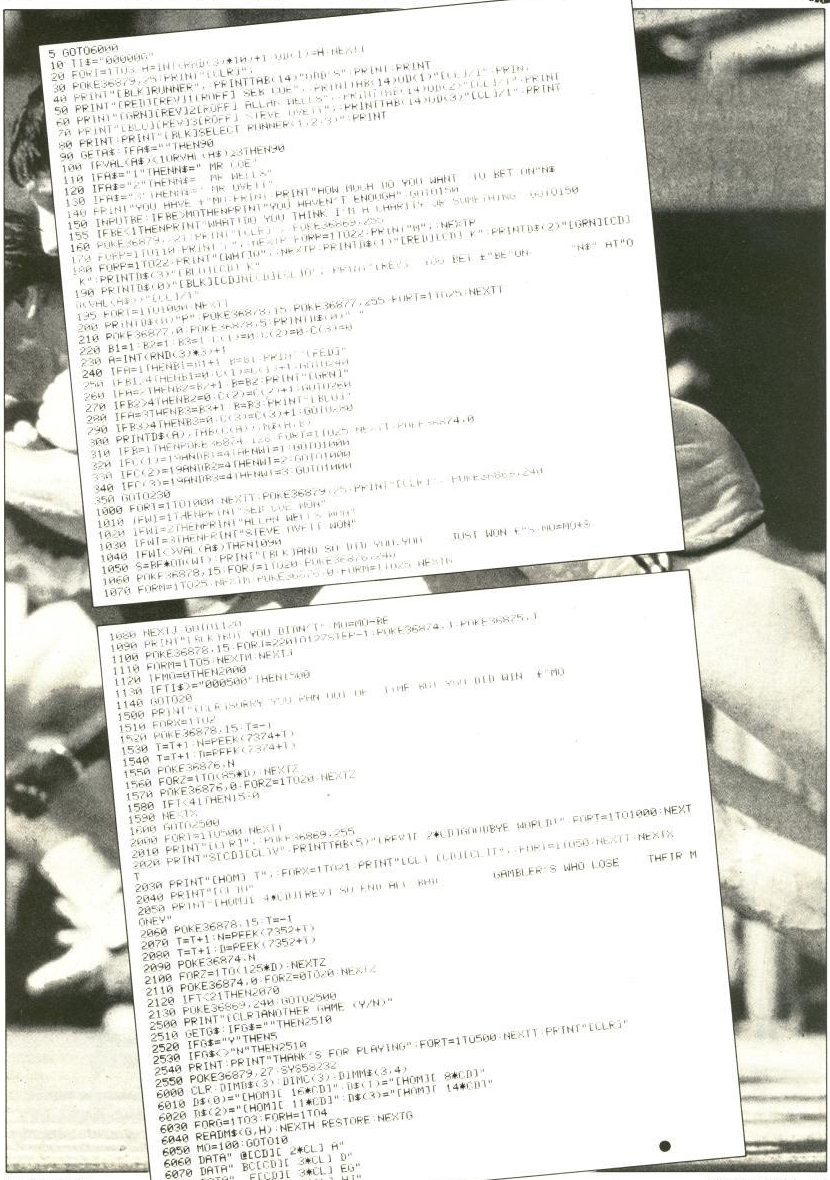


ARCADE ADVENTURE FOR SPECTRUM 48K

PSS

P.S.S. 452 STONEY STANTON RD. COVENTRY CV6 5DG. TEL: COVENTRY (0203) 667556

C 20 • VIC 20 • VIC 20 • VIC 20



```
5 GOTO60000
10 T$="0000000"
20 FORI=1TO5:MS=INT(RND(1)*10+1):MID$(T$,M,1)="1":NEXTI
30 POKE36879,25:PRINT"{CLR}"
40 PRINT"{BLK}RUNNER","PRINTTAB(14)"OOHO S":PRINT:PRINT
50 PRINT"{RED}{REV}{11SPACES}SEW LOE","PRINTTAB(14)"OOH(2)"{CLL}/1":PRINT
60 PRINT"{GRN}{REV}{2SPACES}LEVEL{OFF}  ALLAH BELLS","PRINTTAB(14)"OOH(3)"{CLL}/1":PRINT
70 PRINT"{GRN}{REV}{3SPACES}LEVEL{OFF}  STEVE LOVELL":PRINTTAB(14)"OOH(4)"{CLL}/1":PRINT
80 PRINT"{LEL}{REV}{3SPACES}SELECT RUNNER{1/2/3}":PRINT
90 PRINT:PRINT"{BLK}SELECT RUNNER{1/2/3}":PRINT
100 GETA$:IFA$=""THEN100
110 IFVAL(A$)<1ORVAL(A$)>3THEN100
120 IFA$="1"THENNB=" MR LOE"
130 IFA$="2"THENNB=" MR BELLS"
140 IFA$="3"THENNB=" MR LOVELL"
150 INPUT"YOU HAVE £"MO"HOW MUCH DO YOU WANT TO BET ON"NB
155 IFBC<1THENPRINT"YOU HAVEN'T ENOUGH":GOTO150
160 POKE36879,27:PRINT"{CLR}":POKE36869,255
165 FORF=1TO10:PRINT:NEXTF:PRINT"WHAT DO YOU THINK I'M A MAGIC":PRINTB$(2)"{GRN}{CD}
K":PRINTB$(3)"{BLU}{CD}I'M"
170 PRINTB$(0)"{BLK}{CD}JUST{3SPACES}A BOOKIE":PRINT"{REV}  YOU BET £"BE"ON      "NB" AT"O
DDS"
180 PRINTB$(1)"{CLL}/1"
185 FORI=1TO1000:NEXTI
190 PRINTB$(0)"PP":POKE36878,15:POKE36877,255:FORT=1TO25:NEXTI
200 PRINTB$(0)"  "
210 POKE36877,0:POKE36878,0:C2=50:C3=50
220 B1=1:B2=1:B3=1:C1=40:C2=50:C3=60
230 A=INT(RND(3)*3+1
240 IFA=1THENB1=B1+1:B$=B1:PRINT"{RED}"
250 IFA=2THENB2=B2+1:B$=B2:PRINT"{GRN}"
260 IFA=3THENB3=B3+1:B$=B3:PRINT"{BLU}"
270 IFB2>4THENB2=0:C2=C2+4:GOTO290
280 IFB3>4THENB3=0:C3=C3+4:GOTO300
290 IFB2>4THENB2=0:C2=C2-4:B$=B2:PRINT"{BLU}"
300 PRINTB$(A);:FORI=1TO4:POKE36874,128:FORT=1TO25:NEXT:POKE36874,0
310 IFB=1THENPOKE36874,128:FORT=1TO25:NEXT:POKE36874,0
320 IFC(1)=1%ANDB$=1THENB1=2:GOTO1000
330 IFC(2)=1%ANDB2=4THENB2=3:GOTO1000
340 IFC(3)=1%ANDB3=4THENB3=3:GOTO1000
350 GOTO230
1000 FORT=1TO1000:NEXT:POKE36879,25:PRINT"{CLR}":POKE36869,240
1010 IFA1=1THENPRINT"SEW LOE WON"
1020 IFA1=2THENPRINT"ALLAH WELLS WON"
1030 IFA1=3THENPRINT"STEVE LOVELL WON"
1040 IFA1<>VAL(A$)THEN1090          JUST WON £"%:MO=MO+%
1050 S=BF*(10-I):PRINT"{BLK}AND SO DID YOU.YOU      "S
1060 POKE36878,15:FORJ=1TO20:POKE36876+J%,240:NEXTJ
1070 FORM=1TO25:NEXTM:POKE36876,0:FORM=1TO25:NEXTM
1080 NEXTI:GOTO1120
1090 PRINT"{BLK}NOT YOU DIDN'T":MO=MO-BE
1100 POKE36878,15:FORJ=220TO125STEP-1:POKE36874,J:POKE36875,J
1110 FORM=1TO5:NEXTM:NEXTJ
1120 IFMO=0THEN2000
1130 IFI$>="000500"THEN1500
1140 GOTO220
1500 PRINT"{CLR}SORRY YOU RAN OUT OF  TIME AND YOU DID WIN  £"MO
1510 FORX=1TO2
1520 POKE36878,15:T=-1
1530 T=T+1:N=PEEK(7374+I)
1540 T=T+1:M=PEEK(7374+I)
1550 POKE36876,N
1560 FORZ=1TO(85*D):NEXTZ
1570 FORZ=1TO8:POKE36876+Z,0:FORZ=1TO20:NEXTZ
1580 IFT<41THEN15-0
1590 NEXTX
1600 GOTO2500
2000 FORT=1TO500:NEXTI
2010 PRINT"{CLR}":POKE36869,255
2020 PRINTTAB(5)"{RVS}IT 2*LEN(GOOD$)"BYE WORLD!":FORT=1TO1000:NEXT:NEXTX
T
2030 PRINT"{HOM} T":FORX=1TO21:PRINT"{CLL}{CD}{CLL}T":FORT=1TO50:NEXTT:NEXTX
2040 PRINT"{CLR}"
2050 PRINT"{HOME 4*{CD}{REV} SO END HI  AND          GAMBLER'S WHO LOSE     THEIR M
ONEY"
2060 POKE36878,15:T=-1
2070 T=T+1:N=PEEK(7352+I)
2080 T=T+1:D=PEEK(7352+I)
2090 POKE36874,N
2100 FORZ=1TO(125*D):NEXTZ
2110 POKE36874,0:FORZ=8TO20:NEXTZ
2120 IFT<21THEN2070
2130 POKE36869,240:GOTO2500
2500 PRINT"{CLR}AND{THEE {HOME {4/N}"
2510 GETG$:IFG$=""THEN2510
2520 IFG$="N"THEN2540
2530 IFG$<>"Y"THEN2510
2540 PRINT:PRINT"THANK'S FOR PLAYING":FORT=1TO500:NEXTT:PRINT"{CLR}"
2550 POKE36879,27:SYS58232
6000 CLR:DIMB$(3):DIMC(3):DIMM$(3,4)
6010 D$(0)="{HOME {F6*{CD}":D$(1)="{HOME {8*{CD}"
6020 D$(2)="{HOME {11*{CD}":D$(3)="{HOME {14*{CD}"
6030 FORG=1TO3:FORH=1TO4
6040 READM$(G,H):NEXTH:RESTORE:NEXTG
6050 MO=100:GOTO10
6060 DATA" @{CD}{ {2*{CL} A"
6070 DATA" B{CD}{ {3*{CL} D"
6080 DATA"  E{CD}{ {3*{CL} EG"
6090 DATA"  I{CD}{ {3*{CL} HI"
```



Jeremy Hammett

Original program by Jeff Aughton

You are in command of the last gun protecting the River Thames and a fleet of enemy ships is attempting to break through to take London. It is your job to save the nation!

When the ships appear you must adjust the elevation and bearing of your gun to position it for firing. If three enemy vessels get through, all is lost!

You can specify your own keyboard controls or use those in the program:
Increase elevation = q
Decrease elevation = a
Increase bearing = . (full stop)
Decrease bearing = /
Fire gun = <SPACE>

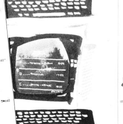
The program keeps you informed of your score and finishes off with a Roll of Honour to encourage your efforts.

Make sure that you enter the program in lower case mode. This is set by pressing the COMMODORE and SHIFT keys simultaneously. In this mode π (pi) will appear as a graphics character.

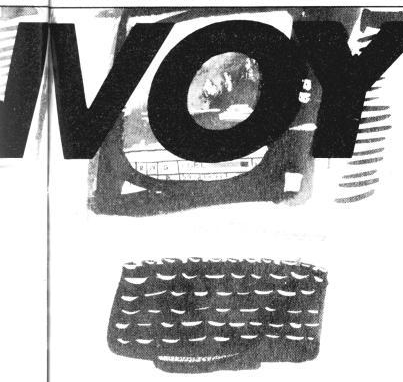
Please note that Commodore control codes have been replaced by an expression in square brackets e.g. [3*cd] means you should press the cursor-down key three times and [ltrd] means 'light red' (consult your manual).

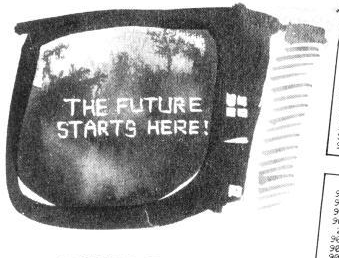
This program is taken from the book 'The Best of PCW: Software for the CBM 64', published by PCW/Century Communications at £5.95.

```
10 Printchr$(8)chr$(14):Poke52,48:Poke56,48:clr:Poke650,128:gosub2000
11 ie$="q":de$="a":ib$="/":db$=".":fg$=" ":q$=chr$(34):s$="X"
12 sp$="":forn=1to39:sp$=sp$+s$:next
13 dimsx(10),sy(10)
15 Print"[clr]":sl$="[hom][ 24*cd]":cl$="[blk][gry1][brn][red][ltrd][gry2][ltb][ltgr][cyn][yel][gry3][wht]"
16 deffnb(x)=Peek(1024+sx(x)+(40*sy(x)))+Peek(1025+sx(x)+(40*sy(x)))-96
17 deffna(x)=fnb(x)+Peek(1026+sx(x)+(40*sy(x)))
18 forn=1to10:hs$(n)="Mike Ro.":hs(n)=1100-(100*n):next
20 gosub4000:gosub7000
30 el=30:be=0:sc=0:hi=0:mi=0
40 ns=int(rnd(1)*7)+3
50 forn=1tons
60 sx(n)=int(rnd(1)*20)+1:sy(n)=int(rnd(1)*5)+1:iffna(n)<>0then60
70 Printleft$(sl$,sy(n)+1)sPc(sx(n))"[blk]ABC";
80 next
100 geta$:ifa$=""then200
110 ifa$=ie$thenel=el+1
120 ifa$=de$thenel=el-1
130 ifa$=ib$thenbe=be+1
140 ifa$=db$thenbe=be-1
150 ifa$=fg$then8000
160 ifel>90thenel=90
170 ifel<0thenel=0
175 ifbe=314thenbe=315
180 ifbe<0thenbe=be+360
185 ifbe=91thenbe=90
190 ifbe>359thenbe=0
200 Pokev1,0:Poke198,0:ifrnd(1)>.5then300
210 sh=int(rnd(1)*ns)+1:mx=sx(sh):my=sy(sh)
220 Printleft$(sl$,my+1)sPc(mx)"   ":ifmy<2thenmy=2
230 mx=mx+1:my=my+int(rnd(1)*4)-1:ifmx=37ormy>21thenes=es+1:mx=5:my=1:ifes>2then9010
240 zz=1024+mx+(40*my):ifmx=37ormy>21then...mx=mx-2:goto240
250 ifPeek(zz-38)<>32andPeek(zz+42)<>32thensx(sh)=mx:sy(sh)=my
260 ifPeek(zz)=32andPeek(zz+1)=32andPeek(zz+2)=32then...
270 Printleft$(sl$,sy(sh)+1)sPc(sx(sh))"ABC"
300 gosub5000:goto100
1000 data10,7,8,0,-1
1001 data1,1,2,3,6,6,13,14,9,9,0,0,-1
1010 rem sprite
1020 data0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
1022 data0,0,0,0,0,0,0,0,0,0,0,0,0,9,16,128,4,162,0,2,164,0,1,248,0
1024 data0,0,0,2,0,0,1,0,0,0,0,0,0,0,192,16,1,0,0,2,16,0,0,0,4,0,64,128,0,0,64
1026 data40,0,5,141,64,26,66,16,34,68,36,16,70,34,18,73,98,18,9,66,9
1028 data16,136,4,162,32,66,132,70,100,51,17
1030 data0,0,0,0,0,0,0,0,0,0,0,1,192,0,2,33,128,4,26,32,9,87,112,11,5,204
1032 data160,136,33,132,145,21,104,160,0,130,66,17,162
1034 data60,36,80,68,33,18,72,97,10,34,66,9,0,136,4,0,32,0,0,0,0,0,0
1036 data1,96,48,70,82,204,100,75
1037 data12,152,130,30,152,6,114,162,32,162,66,26,36,73,0
1038 data112,137,133,204,160,128,33
1039 data132,161,21,104,160,0,130,0,17,160,0,36,80,0,1,16
1040 data0,1,104,2,18,25,0,136,32,0,36,64,0,3,128,0,1
2000 ifPeek(16128)=0andPeek(16129)=0thenreturn
2001 restore:forn=1to18:reada:next
2005 Print"[clr][ 5*cd]  setting up graphics - Please read[cd]
'War & Peace'"
2010 fors=252to255:forn=0to62:reada:Poke64*s+n,a:next:next
2020 rem
2030 cs=12280:Poke56334,Peek(56334)and254:Poke1,Peek(1)and251
2040 forn=cstocs+512:Poken,Peek(53248+n-cs):next
2050 Poke1,Peek(1)or4:Poke56334,Peek(56334)or1
2060 n=12000
2070 reada:ifa>-1thenPoken,a:n=n+1:goto2070
2080 Poke53272,29:return
3000 restore:forn=0to3:reada:Pokev+39+n,a:next:reada
3005 v1=54296:v=54276:ad=54277:h=54273:l=54272:v=53248:Pokev+21,0
3010 Pokev+21,0:gx=0:ex=(x*8)+15:ey=(y*8)+35:ifex>255thengx=255:ex=ex-256
3020 forn=0to3:Poke2040+n,252+n:next
3025 forn=vtov+7steP2:Poken,ex:Poken+1,ey:next:Pokev+16,gx
3030 Pokev+23,0:Pokev+29,0
3050 v2=15
3060 Pokev1,15:Pokew,17:Pokead,7:forn=255to0steP-1:Pokeh,n:next:Pokev1,0:Pokew,0
3070 reada:ifa=-1thenPokev+21,0:Pokev1,0:Pokead,0:Pokew,0:return
3080 Pokev1,v2:Pokead,137:Pokew,129:Pokeh,1:Pokel,30:v2=v2-1:ifv2<0thenv2=0
3090 Pokev+21,a
3100 forn=1toa:next:goto3070
3110 return
4000 rem
4005 Print"[clr]":Poke53272,23:Poke53280,0:forn=1tolen(cl$)-1
4010 Printmid$(cl$,n,1)"[rev]            C O N V O Y            [roff]";:ne
xt
4015 forn=len(cl$)to1steP-1
4016 Printmid$(cl$,n,1)"[rev]            C O N V O Y            [roff]";:ne
xt
4030 gosub10000:Poke53281,0
4040 Print"[clr][rev][yel]      C  O  N  V  O  Y  !      [roff][cd]"
4042 Print"[wht]   You are in command of the LAST gun"
4044 Print"Protecting the River Thames and a fleet"
4046 Print"of enemy ships is attempting to break"
4048 Print"through to take London.[ 2*cd]"
4050 Print"[red]   Obviously, they must be stopped at"
4052 Print"all costs - your life depends on it!"
4054 Print"( Not to mention those of several"
4056 Print"million others! )"
4058 Print"[ 2*cd]   [yel]When the ships appear, you must"
4060 Print"adjust the ELEVATION and BEARING of the"
4062 Print"gun and destroy them. If three get past"
4064 Print"you, they will start to bombard the city and the all will be lost!"
4066 gosub10000
4068 Print"[clr][rev][yel]      C  O  N  V  O  Y  !      [roff][ 2*cd]"
4070 rem keys
4072 Printtab(3)"[ltgr][rev] Current Keyboard Controls are :- [roff]"
4074 Print"[ 3*cd]":Printtab(7)"Increase Elevation   : "q$ie$q$
4076 Printtab(7)"[cd]Decrease Elevation   : "q$de$q$
4078 Printtab(7)"[cd]Increase Bearing     : "q$ib$q$
4080 Printtab(7)"[cd]Decrease Bearing     : "q$db$q$
4082 Printtab(7)"[cd]FIRE GUN             : "q$fg$q$
4084 Print"[ 4*cd]Do you want to alter any of these? (Y/N)"
4086 gosub10010:ifa$="y"ora$="Y"then4100
4088 ifa$<>"n"anda$<>"N"then4086
4090 Print"[ 2*cu][rev][Pur]   O.K.  Here we go then.  Good Luck!   [roff]"
4092 forn=1to999:next
4098 return
4100 Print"[clr][rev][ltrd]      C  O  N  V  O  Y  !      [roff][ 5*cd]
"
4102 Print"Please Press Key to"
4104 a$="Increase Elevation":gosub4200:ie$=a$
4105 a$="Decrease Elevation":gosub4200:de$=a$
4106 a$="Increase Bearing  ":gosub4200:ib$=a$
4107 a$="Decrease Bearing  ":gosub4200:db$=a$
4108 a$="FIRE GUN":gosub4200:fg$=a$
4109 goto4068
4200 Printleft$(sl$,8)sPc(20)a$:gosub10010:return
```

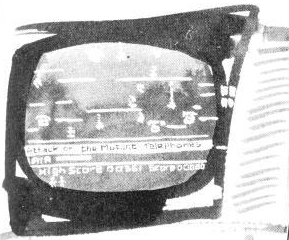


MODORE 64 • COMMODORE 64











```
4999 end
5000 rem status
5010 Printleft$(sl$,10)tab(10)"    [ 3#cl]"str$(hi)
5020 Printleft$(sl$,19)tab(10)"    [ 3#cl]"str$(mi)
5030 Printleft$(sl$,21)tab(10)"    [ 3#cl]"str$(sc)
5040 Printleft$(sl$,23)tab(10)"    [ 4#cl]"str$(el)
5050 Printleft$(sl$,24)tab(10)"    [ 4#cl]"str$(be)
5060 return
7000 rem ** scene
7001 Poke53281,6:Poke53272,29:Print"[clr][9rn]
XXXXXX";
7002 Print"W
7003 Print"
7004 Print"SGW                    XXXXXXXXXXXX";                    PXXXXXXX
7005 Print"XXS                    XXXXXXXXXXXX";
7006 Print"X[Purj]n[9rn]XT          XXXXXXXXXX";
7007 Print"X[Purj]t[9rn]XXU          PXXXXXXX";
7008 Print"XXXXXW
7009 Print"XXXXXXS                          QXXXXXXX";
7010 Print"XXXXXXSW                       XXXXX",  XXXXXXX";
7011 Print"XXXXXXXXT                        NSP";
7012 Print"XXXXXXXXXXT
7013 Print"XXXXXXXXXXXS GW
7014 Print"XXXXXXXXXXXSVW
7015 Print"XXXXXXXXXXXXXS
7016 Print"XXXXXXXXXXXXXXT
7017 Print"XXXXXXXXXXXXXXW
7018 Print"XXXXXXXXXXXXXXXU
7019 Print"X[9el]hits  =    [9rn]XXXXS
7020 Print"X[9el]misses =    [9rn]XXXXW
7021 Print"XXXXXXXXXXXXXXXXW
7022 Print"XXXXXXXXXXXXXXXXS
7023 Print"X[Ilrd]score  =    [9rn]XT
7024 Print"X[Ilrd]elevation      [blk][9rn]XXXXXT PS
7025 Print"[blk]"sp$"[home]"; Poke2023,88:Poke56295,0
7030 return
8000 rem ** fire gun
8010 gosub9000:a=peek(1024+x*(40+y)):if.=65or.=66or.=67then8100
8020 mi=mi+1:goto8200
8100 rem hit
8110 mi
8120 ifsy(n)<>ythenn=n+1:goto8120
8130 ifabs(sx(n)-x)>2thenn=n+1:goto8120
8140 x=sx(n):y=sy(n):sx(n)=5:sy(n)=1
8150 Printleft$(sl$,y+1)spc(x)"[blk]JG  D"
8160 k=0:gosub8220
8170 Printleft$(sl$,y+1)spc(x)"[blk]JG  D"
8180 k=25:gosub8220
8185 printleft$(sl$,y+1)spc(x)"[blk]H  E"
8190 k=50:gosub8220
8195 Printleft$(sl$,y+1)spc(x)"[blk]I  F"
8196 k=75:gosub8220
8200 sc=sc+25-y:hi=hi+1:goto200
8220 vl=54296:w=54276:ad=54277:hi=54273:l=54272
8225 Pokevl,17:Pokead,90:Pokehi,0:Pokel,0
8230 Pokevl-1:forx=ektok+150step10:Pokeh,xa:Pokel,xa:next
8240 return
9000 nv=140
9001 g=9.8:el=#T/180
9002 b=be*#/180
9003 t=5*m*s*sin(b)/g
9004 j=(nv*cos(b))*t/100
9005 i=15+int(.5+sin(b))*t/100
9006 goto3000
```

```
9010 rem ***  end of game
9020 Printsl$"Now you've muffed it!! - london's burning![hom]":Poke198,0
9030 fordd=1to5:x=int(rnd(0)*40):y=int(rnd(0)*23):gosub3000:next
9040 poke53281,9:Poke53272,22:Print"[clr][ 2#cd]                    You fired"hi"hi" shots,[
 2#cd]"
9050 Print"[9ry3] During your game, you sank"hi" ships,"
9060 Print"[ 2#cd]  and you have achieved [cyn]"sc" Points."
9070 Print"[ 2#cd]  and missed "mi" times."
9080 ifsc>hs(10)thenm9200
9090 Print"[blk]I'm afraid that's not good enough to"
9100 Print"Get you onto the 'Roll of Honour for"
9110 Print"accurate shooting ...." :gosub10000
9120 Poke198,0
9121 Print"[clr]" Printtab(14)"Roll of Honour.[cd]"
9122 Print"[ 2#cd]The following People are credited with"
9124 Print"defending our country against impossibleodds from an invading force.[
 2#cd]"
9125 form=1to10:PrintsPc($%hs$(n))" "hs(n)" Points."::next
9130 gosub10000:Print"[clr]"left$(sl$,14)"[rev]                    Do you want to Play Again?
 [roff]E 2#cd]"
9140 f=Inttab(8)"Please Press 'Y' or 'N'."
9150 Get$:if$=""then9150
9160 if$="Y"orA$="y"then9170
9170 Print"O.K. - I'll see you again sometime!":form=1to1000:next
9175 Print"[clr]" :form=0to255:Poke53265,n:next
9180 for.=1to5:x=19-.*14:gosub3000:next:Poke53265,27:end
9200 print"[cdl]whtl]Well done - you've got a [rev][11rd]HIGH SCORE![roff]"
9210 n$="":Print"[cd][blk]Please enter your name ?[cl]",
9220 Get$:if$<>""ora$=""ora$=chr$(20)then9300
9225 if$="."ora$=","ora$=";"ora$=":"then9250
9230 if$<"a"ora$>"z"then9220
9240 if$="z"anda$="a"then9220
9250 if$<>n$(16thenn$=n$+a$:Printa$"?[cl]",
9260 goto9220
9300 if$=chr$(20)andlen(n$)>0thenPrinta$"?[cl]";:n$=left$(n$,len(n$)-1)
9305 if$=chr$(20)then9220
9310 form=1to1step-1 ifsc>hs(n)thenn=n                    ",15)
9320 next:form=9to1step-1 :hs(n+1)=hs(n):hs$(n+1)=hs$(n):next
9330 hs(n)=sc:hs$(n)=n$:goto9120
10000 Printsl$spc(5)"[rev][lwht] Press any key to continue. [roff]Thom]"
10010 Get$:if$=""then10010
10020 return
50000 data 60,102,6,12,24,0,24,0,16,16,16,30,255,255,127,63,0,0,126,120
50001 data 48,255,255,255,255,16,16,16,127,254,252,248,224,129,63,0,0,126,120
50002 data60,126,0,0,4,140,32,60,60,126,0,0,0,0,4,140,32,39,31,15,30
50003 data240,112,62,31,15,0,0,130,196,232,248,124,62,0,0,0,0,129,194
50004 data244,124,1,127,78,79,127,63,63,255,128,254,114,114,254,254,252
50005 data255,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,63,255,128,254,114,114,254,254,252
50006 data15,1,255,63,15,31,15,63,79,1,255,63,15,3,0,2,15,6,63,255
50007 data127,143,127,63,23,9,255,255,253,63,249,127,47,29,0,0,128,192,128
50008 data192,240,254,0,192,240,224,240,192,176,254,0,192,240,252,255
50009 data253,240,249,0,192,240,224,240,192,176,254,0,192,240,252,255
50010 data255,255,255,255,255,255,255,255,255,255,--,--,--,--,--,--,--,--
60000 Print"[clr]" :form=0to255:Poke1024+n,n:Poke55296+n,0:next
60001 form=0to255 Poke53272,n:wait198,15:Get$# Print"[hom]I 7#cd]"n"    " :next
```

BBC • BBC • BBC • BBC

CITY SMASHER

For the BBC

By N.E. Bell

In this game you take the role of a pilot in a crashing aeroplane. In order to land you must bomb the city beneath you, while avoiding crashing into the buildings. As well as bombs, you have a laser cannon which can be used four times in each game, and a 'down' button, just in case you should want to increase your descent. Further instructions are included in the program.

Program Structure

Lines 40-230 print title page and instructions.
Lines 280-360 define envelope and graphics.
Lines 400-530 main loop.

PROCBUILD	Draws city.
PROCLAND	Landing routine.
PROCCRASH	Crash routine for when plane hits building.
PROCBOMB	Prints bomb and moves it.
PROCHIT	Routine for bomb hitting building. (Explosion, resets bombflag, increases score, etc.)
PROCFIRE	Routine for firing laser cannon.

Variables

A	Horizontal position of plane.
B	Vertical position of plane.
SCORE	Number of points scored.
SIZE	Size of buildings. (The smaller value for SIZE, the bigger the buildings.)
MISL	Number of laser blasts left. (Four at start of game.)
LEV	Level number. Each city is a new level.
FLAG	Set to one to escape from repeat-until loop.
BOMFLAG	Set to 1 when a bomb is falling. Tells computer to call PROCOMB and stops another bomb being dropped while bomb is falling.
X	Horizontal position of bomb.
Y	Vertical position of bomb.

```
  10REM   CITY SMASHER
  20REM  (C)N.BELL 1984
  30*TV255                          CI
  40MODE7                           CI
  50PRINTCHR$141;CHR$131;"          CI
TY SMASHER"                         (C) N
  60PRINTCHR$141;CHR$130;"          (C) N
TY SMASHER"
  70PRINTCHR$141;CHR$131;"          (C) N
.E.Bell 1984"
  80PRINTCHR$141;CHR$130;"          (C) N
.E.Bell 1984"
  90PRINT:PRINTCHR$129;"THE IDEA OF THE
GAME IS TO SURVIVE AS"
  100PRINTCHR$129;"LONG AS FOSSIBLE WITH
OUT CRASHING."
  110PRINT:PRINTCHR$134;"TO DO THIS YOU
MUST BOMB THE BUILDINGS"
  120PRINTCHR$134;"WHICH STAND IN YOUR W
AY. IF YOU TOTALLY"
  130PRINTCHR$134;"DESTROY THE CITY,IT I
S REPLACED BY A"
  140PRINTCHR$134;"BIGGER ONE' AS WELL A
S BOMBS,YOU ARE"
  150PRINTCHR$134;"EQUIPPED WITH A FORWA
RD FIRING LASER."
  160PRINTCHR$134;"BUT THIS CAN ONLY BE
USED FOUR TIMES"
  170PRINTCHR$134;"IN EACH GAME.THERE IS
 ALSO A DOWN CON-"
  180PRINTCHR$134;"TROL,SHOULD YOU WISH
TO USE IT."
  190PRINT:PRINTCHR$129;"     USE SPACE B
AR TO DROP BOMBS"
  200PRINT:PRINTCHR$129;"     USE KEY 'A
' TO FIRE LASER"
  210PRINTCHR$129;"           USE KEY 'Z' TO M
OVE DOWN"
  220PRINT:PRINTCHR$141;CHR$130;"  PRES
S KEY 'S' TO START GAME"
  230PRINTCHR$141;CHR$131;"  PRESS KEY
 'S' TO START GAME"
  240*FX15,1
  250IFINKEY$(0)="S"THENGOTO270
  260GOTO250
  270MODE2
  280ENVELOPE1,1,5,0,0,25,0,0,126,0,0,-1
26,126,126
  290VDU23;8202;0;0;0;0;
  300VDU23,224,255,153,153,255,255,153,1
53,255
  310VDU23,225,0,0,0,0,0,195,195,195,0
  320VDU23,226,255,255,255,255,255,255,2
55,255
  330VDU23,227,128,192,224,255,243,115,6
3,51
  340VDU23,228,0,0,0,240,60,63,255,254
  350VDU23,229,60,24,24,60,60,60,60,24
  360VDU23,230,72,2,164,1,72,36,0,136
  370SCORE=0:SIZE=15:MISL=4:LEV=1
  380A=0:B=0:FLAG=0:BOMBFLAG=0:CLS
  390PROCBUILD
  400REPEAT
  410COLOUR7:PRINTTAB(A,B)CHR$32;CHR$227
;CHR$228
  420PRINTTAB(1,30)"SCORE=";SCORE:PRINTT
AB(17,30)"L";LEV
  430A=A+1
  440IFA=20THENA=0:B=B+1
  450FORM=1TO40:NEXTM
  460IF4=INKEY$(0)
  470IFZ$=" "ANDBOMBFLAG=0ANDB<28THENBOM
BFLAG=1:X=A:Y=B
  480IFZ$="A"ANDB>0ANDMISL>0THENPROCFIRE
  490IFZ$="Z"ANDB<27THENPROCHIT
  500B=B+1
  510IFB=BOMBFLAG+1THENPROCBOMB
  520IFB=28ANDA=1BTHENPROCLAND
  530IFB=28ANDA=1THENPROCCRASH
  540IFA=18THENSIZE=SIZE-2:IFSIZE<1THENS
IZE=1
  550IFA=18THENLEV=LEV+1:GOTO280
  560COLOUR5:PRINTTAB(1,10)"   SCORE=";
SCORE;TAB(0,15)"  PRESS KEY 'S' FOR";TAB
(0,17)"   ANOTHER GAME"
  570*FX15,1
  580IFINKEY$(0)="S"THENGOTO270
  590GOTO580
  600DEFPROCBUILD
  610FORF=2TO19STEP2
  620FORG=29TOSIZE+RND(6)STEP-1
  630COLOUR6:PRINTTAB(F,G)CHR$224
  640NEXTG
  650COLOUR12:PRINTTAB(F,G)CHR$225
  660NEXTF
  670FORH=1TO19:COLOUR2:PRINTTAB(H,29)CH
R$226:NEXTH
  680ENDPROC
  690DEFPROCLAND
  700COLOUR5:PRINTTAB(2,15)"YOU HAVE LAN
DED!"
  710SOUND1,1,40,44
  720FORR=1TO2000:NEXTR
  730LETSCORE=SCORE+1000
  740FLAG=1
  750ENDPROC
  760DEFPROCCRASH
  770SOUND0,-15,180,55:PRINTTAB(A,B)CHR$
250:PRINTTAB(A+1,B)CHR$250
  780FORG=1TO10
  790VDU19,6,1,0,0,0:VDU19,12,1,0,0,0:VD
U19,7,1,0,0,0:VDU19,2,1,0,0,0
  800FORF=1TO200:NEXTF
  810VDU19,6,7,0,0,0:VDU19,12,7,0,0,0:VD
U19,7,7,0,0,0:VDU19,2,7,0,0,0
  820FORH=1TO200:NEXTH
  830NEXTG
  840CLS:FLAG=1
  850ENDPROC
  860DEFPROCBOMB
  870COLOUR5:PRINTTAB(X,Y)CHR$32:PRINTTA
B(X,Y+1)CHR$229
  880IFPOINT(X*64+4,1024-(Y+3)*32+7)=6TH
ENPROCHIT
  890IFY=27THENPRINTTAB(X,Y+1)CHR$32:BOM
BFLAG=0
  900Y=Y+1
  910SOUND1,-10,(32-Y)*5,1
  920ENDPROC
  930DEFPROCHIT
  940COLOUR1
  950SOUND0,-15,100,5
  960PRINTTAB(X,Y+1)CHR$32:PRINTTAB(X,Y+
2)CHR$230:PRINTTAB(X,Y+3)CHR$230:PRINTTA
B(X,Y+4)CHR$250
  970VDU19,1,3,0,0,0:FORS=1TO50:NEXTS:VD
U19,1,1,0,0,0:FORS=1TO50:NEXTS:VDU19,1,
 9,0,0,0:PRINTTAB(X,Y+4)CHR$32:PRINTTAB(X,Y+
3)CHR$32:PRINTTAB(X,29)CHR$226
  990COLOUR2:PRINTTAB(X,29)CHR$226
  1000BOMBFLAG=0:SCORE=SCORE+100
  1010ENDPROC
  1020DEFPROCFIRE
  1030SOUND2,-1,100,10
  1040MOVE(A+2)*64,1024-(B*32)-25
  1050GCOL0,1
  1060DRAW1280,1024-(B*32)-25:FORF=1TO100
:NEXTF
  1070PRINTTAB(0,B-1);"  "
  1080MISL=MISL-1
  1090ENDPROC
```

We're always on the lookout for good quality, bug-free games for any home computer. For any game we decide to publish, we'll pay between £10 and £50 – depending on the length and quality of the program. A good short program has the best chance of being published.

To submit a program you must send us the following:

1. The program submission form, completed and signed.
2. The program on cassette, clearly marked with your name and the name of the machine on which it runs.
3. A copy of the listing – printed, typed or written neatly.
4. A brief description of the game, including any instructions.
5. A brief explanation of the function of each part of the program.
6. A table, giving the meaning of each variable.

PROGRAM SUBMISSION FORM

Name ..... Age .....
Address ..... Telephone number (if possible) .....
.....
.....
Name of program .....
Machine (including memory requirements) .....
.....

I declare that this is an original program which has not been previously published.

Signed .....

Send to: Program Library, *Personal Computer Games*, 62 Oxford Street, London W1A 2HG.

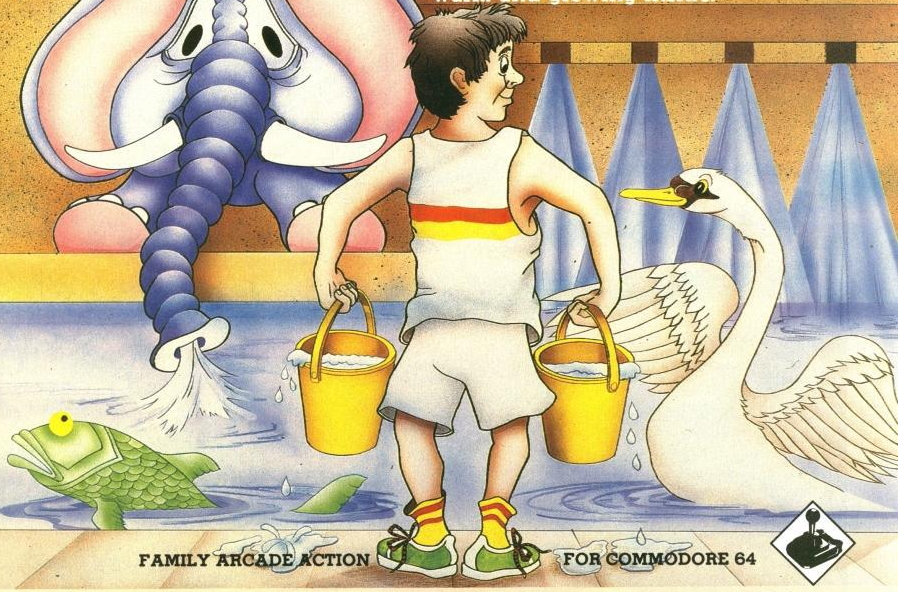
There has never been a family game like

BATH TIME

IN YOUR SHOPS FROM 5th MAY

"BATH TIME" is a really *nice* program for your Commodore 64. It's like no other program you've seen before.

BATH TIME is true family entertainment and is guaranteed to leave you feeling warm and glowing inside.



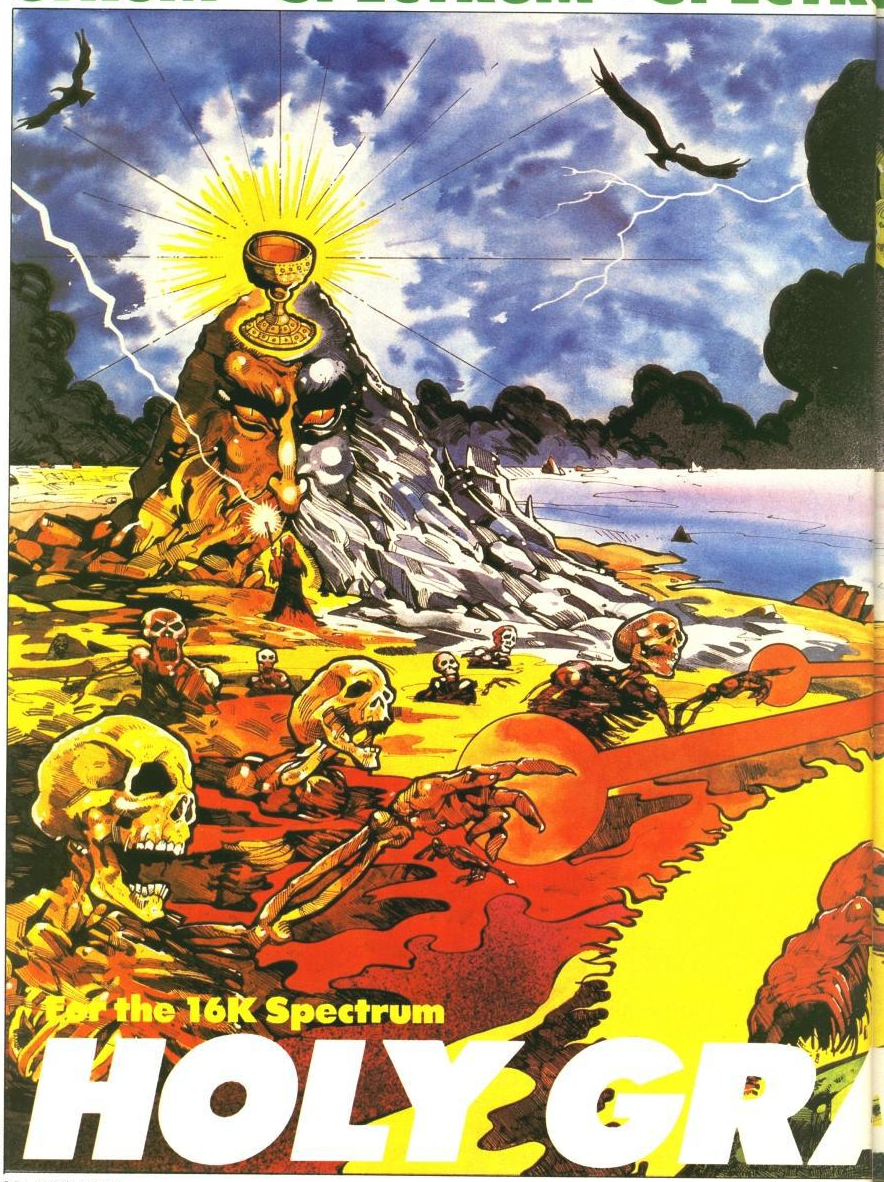
FAMILY ARCADE ACTION FOR COMMODORE 64

The object is to protect a swan and a fish happily living in their bath. If the water level in the bath gets too high the swan will swim away; if it gets too low, the fish will die - but watch out for the elephant and the little boy.

R.R.P. £7.95

PSS

P.S.S.452 STONEY STANTON RD. COVENTRY CV6 5DG. TEL: COVENTRY (0203) 667556

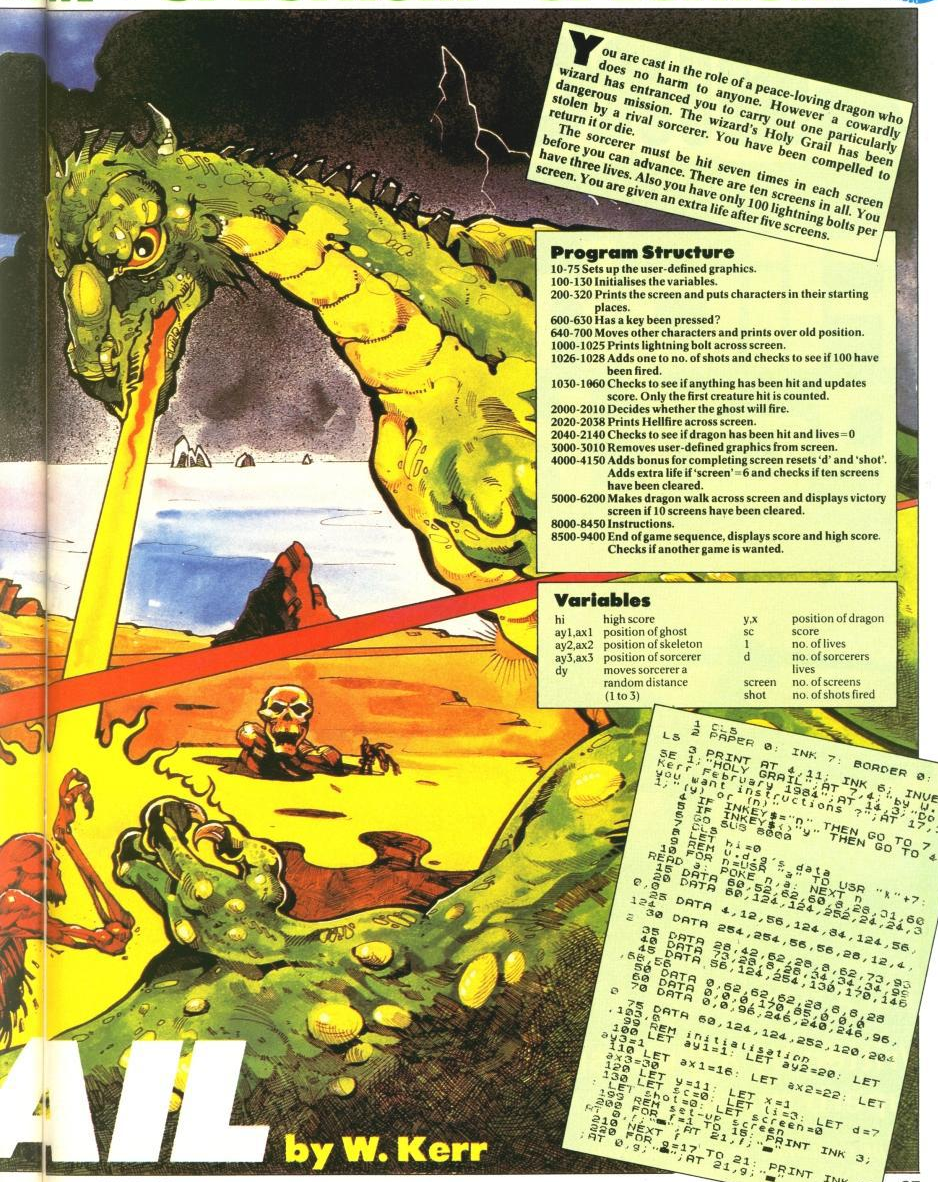


For the 16K Spectrum

HOLY GR

Jeff Riddle

RUM • SPECTRUM • SPECTRUM



You are cast in the role of a peace-loving dragon who does no harm to anyone. However a cowardly wizard has entranced you to carry out one particularly dangerous mission. The wizard's Holy Grail has been stolen by a rival sorcerer. You have been compelled to return it or die.

The sorcerer must be hit seven times in each screen before you can advance. There are ten screens in all. You have three lives. Also you have only 100 lightning bolts per screen. You are given an extra life after five screens.

Program Structure

10-75 Sets up the user-defined graphics.
100-130 Initialises the variables.
200-320 Prints the screen and puts characters in their starting places.
600-630 Has a key been pressed?
640-700 Moves other characters and prints over old position.
1000-1025 Prints lightning bolt across screen.
1026-1028 Adds one to no. of shots and checks to see if 100 have been fired.
1030-1060 Checks to see if anything has been hit and updates score. Only the first creature hit is counted.
2000-2010 Decides whether the ghost will fire.
2020-2038 Prints Hellfire across screen.
2040-2140 Checks to see if dragon has been hit and lives=0
3000-3010 Removes user-defined graphics from screen.
4000-4150 Adds bonus for completing screen resets 'd' and 'shot'. Adds extra life if 'screen'=6 and checks if ten screens have been cleared.
5000-6200 Makes dragon walk across screen and displays victory screen if 10 screens have been cleared.
8000-8450 Instructions.
8500-9400 End of game sequence, displays score and high score. Checks if another game is wanted.

Variables

hi	high score	y,x	position of dragon
ay1,ax1	position of ghost	sc	score
ay2,ax2	position of skeleton	l	no. of lives
ay3,ax3	position of sorcerer	d	no. of sorcerers
dy	moves sorcerer a random distance (1 to 3)	screen	no. of screens
		shot	no. of shots fired

```
 1 CLS
 2 PAPER 0: INK 7: BORDER 0: C
LS
 3 PRINT AT 4,11; INK 5; INVER
SE 1;"HOLY GRAIL"; AT 7,5; INVER
Ker by W. Kerr"; AT 12,4;"Do
you want instructions ?"; AT 17,1
 5 IF INKEY$="n" THEN GO TO 7
 6 IF INKEY$="y" THEN GO TO 4
 7 GO SUB 8000
 8 LET hi=0
 9 REM
 10 FOR d=a TO s: data
READ a: POKE n,a: NEXT n: USR "k"+7:
 20 DATA 60,52,42,52,42,34,34,0
 25 DATA 60,124,126,60,0,0,0,0
 30 DATA 4,12,56,124,252,24,24,3
 35 DATA 254,254,56,56,28,28,12,4
 40 DATA 28,42,62,28,8,62,73,8
 45 DATA 0,28,8,28,42,34,34,0
 50 DATA 56,124,254,130,130,130,
 60 DATA 0,52,62,62,28,8,8,28
 70 DATA 0,0,0,170,0,0,0,0
 75 DATA 0,0,96,246,60,0,0,28
 80 DATA 60,124,124,252,120,204
 100 REM initialisation
 110 LET ay1=1: LET ay2=20: LET
ax3=30
 120 LET ax1=16: LET ax2=22: LET
ay3=1
 130 LET y=11: LET x=1
 200 REM shoot: LET sc=0: LET l=3
 210 FOR f=1 TO 21: LET sc1=3: LET d=7
 220 NEXT f: LET screen=0
 230 FOR f=1 TO 21: PRINT INK 3;
AT 0,f;"": PRINT INK 3;
AT 21,f;"": PRINT INK 3;
AT f,0;"": PRINT INK 3;
AT f,31;""
 240 NEXT f
```

TAIL by W. Kerr

ANIROG

The Name For Quality And Innovation

Flight Path 737



ADVANCED PILOT TRAINER

Written by a flight simulator instructor and pilot.
Superb graphics. COMMODORE 64 VIC 20 16K £7.95

TRADE ENQUIRIES: ANIROG SOFTWARE LTD. 29 WEST HILL DARTFORD KENT (0322) 92513/8
MAIL ORDER: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT CARD SALES HORLEY (02934) 6083
PAYMENT BY CHEQUE P.O. ACCESS VISA 50p POSTAGE & PACKAGING




```
230 NEXT g
240 FOR h=23 TO 29: PRINT INK 3
;AT h,h;"■"
250 NEXT h: PRINT AT 21,h;"■"
;AT 31,31;"■"
260 FOR f=0 TO 31: INK 3;AT 0,f;"■";AT
f,0;"■";AT 21,f;"■";AT f,31;"■"
270 NEXT f: PRINT INK 3;AT 0,0;"■";AT
0,31;"■";AT 21,0;"■";AT 21,31;"■"
280 PRINT AT 11,11; INK 6;"H";6
290 FOR g=10 TO 31: INK 3;AT g,9;"■";
AT g,31-g;"■": NEXT g
300 NEXT g: PRINT AT 9,0;"■";AT 9,31;
"■"
310 FOR g=10 TO 20: PRINT INK 3
;AT g,g;"■";AT g,31-g;"■": NEXT g
320 PRINT AT y,x; INK 4;"A";AT
y-1,x;"E";AT y,x-1;"D";AT y,x+1;"F"
330 REM main loop
340 IF INKEY$="9" AND y>1 THEN
LET y=y-1: PRINT AT y,x; INK 4;
"A";AT y+1,x;" "
350 IF INKEY$="6" AND y<19 THEN
LET y=y+1: PRINT AT y-2,x; INK 4;
" ";AT y-1,x;"E";AT y,x;"A";AT y+1,x;
"D"
360 IF INKEY$="5" AND x>1 THEN
LET x=x-1: PRINT AT y,x+2; INK 4;
" ";AT y,x;"F";AT y,x-1;"D"
370 IF INKEY$="8" AND x<19 THEN
LET x=x+1: PRINT AT y,x-2; INK 4;
" ";AT y,x;"D";AT y,x+1;"F"
380 IF INKEY$="0" THEN GO SUB 8
500
390 LET ay1=ay1+1: PRINT AT ay1
-1,ax1;" ": IF ay1<19 THEN PRINT AT ay1
,ax1;"E": IF ay1=19 THEN LET ay1=2
400 GO SUB 2000: IF ay1=y THEN PRINT AT 19,
x;"■": GO SUB 2000
410 IF ay1=y THEN LET ay1=ay1-2: PRINT AT ay1
+1,ax1;" ";AT ay1,ax1;"E";AT ay1
-1,ax1;"A": IF ay1=y THEN LET ay1=ay1-1
420 PRINT AT 1,ax1;" ": IF ay1<2 THEN
LET ay1=2
430 LET ay3=INT (RND*3)+1
440 LET ay3=ay3+dy: IF ay3=1 THEN LET dy=1
: IF ay3=21 THEN LET dy=-1
450 PRINT AT 19,ax3;" ";AT ay3,ax3;"G";
AT ay3-dy,ax3;" "
460 IF ay3=y THEN GO SUB 2000
470 REM fire routine
480 IF f=4 THEN GO SUB 2
490 IF f=3 THEN LET f=0: PRINT AT y,x;
" ": LET y=y-1: IF y<2 THEN LET f=4
500 IF f=3 THEN PRINT AT y,x; INK 5;"I";AT
y-1,x;" ": BEEP .005,f*1.5
510 NEXT f
520 LET shot=shot+1
530 IF shot=100 THEN GO TO 8500
540 IF ay1=ay1-1 OR y=ay1+1 THEN PR
INT AT ay1,ax1;" ": LET ay1=1: RE
TURN
550 IF y=ay2 OR y=ay2-1 THEN PR
INT AT ay2,ax2;" ": LET ay2=ay2-1: RE
TURN
560 IF y=ay3 THEN PRINT AT ay3,
ax3;" ": LET ay3=1: RETURN
570 IF ay3=1 THEN PRINT AT ay3,
ax3;" ": LET ay3=21
580 RETURN
590 REM ghost fire routine
600 IF b<>90-screen/50 THEN RET
URN
610 FOR f=13 TO 1 STEP -2
620 PRINT AT ay1,f; INK 2;"U";A
T ay1+2,f;" "
630 IF f=1 THEN PRINT AT ay1,1;
" ": BEEP .005,-15
640 NEXT f
650 IF ay1=y OR ay1=y+1 THEN GO
SUB 2100
660 RETURN
2100 PRINT AT y,x;" ";AT y+1,x;"
";AT y+2,x;" ": BEEP .2,-30
2110 LET y=y-1: IF y<2 THEN LET y=11: PRINT AT y,x;" "
2120 RETURN
2130 REM remove u,d,s
2140 PRINT AT ay1,ax1;" ";AT ay2,ax2;" ";AT ay3,ax3;" ";AT ay1
+1,x;" ";AT ay3,ax3;" ";AT y,x
2150 RETURN
3000 REM bonus
3010 LET screen=screen+1: LET sc
=sc+200: LET shot=0
3020 GO SUB 3000: LET ay1=1: LET ay2=20: LET
ay3=1
3050 PRINT AT 11,7;"BONUS!BONUS!BONUS!"
3070 IF screen=5 THEN LET i=i+
1: PRINT AT 14,8;"PLUS EXTRA LIFE!": FLASH 1;AT 14,8;
"PLUS EXTRA LIFE!": FLASH 0
3075 FOR f=1 TO 10: BEEP .05,f:
BEEP .05,f+2: BEEP .05,f+4: NEXT
f
3100 IF screen=10 THEN GO TO 500
0
4150 CLS
4800 GO TO 200
5000 REM victory routine
5010 GO SUB 3000
5050 PRINT AT 11,7;"
```

```
5100 FOR g=1 TO 30
5200 PRINT AT 11,g;
: PRINT AT FOR f=1 TO 4;"A";AT
f-1,g;"B";AT f,g;"K";AT f+1,g;"L": NEXT f
5300 NEXT g: PRINT AT 11,9;"■";f: PRINT AT 11,9
;"■"
5400 PAPER 2: INK 7: BORDER 2: C
LS
5500 FOR f=7 TO 11
5600 PRINT INK 6;AT f,12;"■■■■■■■■■■■■■■■■■■■■"
5700 NEXT f
5800 PRINT INK 6;AT 12,13;"■■■■■■■■■■■■■■■■■■■■"
5900 PRINT INK 6;AT 13,14;"■■■■■■■■■■■■■■■■■■■■"
6000 FOR f=14 TO 16
6050 PRINT INK 6;AT f,15;"■■■■■■■■■■■■■■■■■■■■"
6070 NEXT f
6080 PRINT INK 6;AT f,15;"■■■■■■■■■■■■■■■■■■■■"
6090 PLOT 96,112: DRAW OVER 1;64
,0: DRAW OVER 1;0,8: DRAW OVER 1
,-64,0: DRAW OVER 1;0,-8: DRAW OVER 1
6100 PRINT INK 6;AT 17,13;"■■■■■■■■■■■■■■■■■■■■"
6110 FOR f=1 TO 4: PRINT AT f,15;"■■■■■■■■■■■■■■■■■■■■"
6120 DRAW OVER 1;8,-8: DRAW OVER
1;8,8
6130 NEXT f
6140 PRINT AT 2,8;"CONGRATULATIO
NS!": PRINT AT 4,1;"YOU HAVE DEFE
ATED THE SORCERER"
6150 FOR f=1 TO 20: BEEP .05,f
6160 NEXT f
6180 PRINT AT 4,1;"YOU HAVE DEFE
ATED THE SORCERER": PRINT AT 19,5;"GRAINED THE H
OLY GRAIL": AT 21,6;"AND WON YOUR
FREEDOM!"
6155 PAUSE 700
6200 GO TO 9000
7990 REM ins instructions
8000 CLS : PRINT
"You are a content-ed in this game
, been ere dragon, and not ver
end. you transfered by Alas you have
magical motu sent to cowardly Wiz
, been stolen by Grail which ha
s a rival sorcerer
100 PRINT "... The wizard has wo
rked some natural spells to enhance
your lightning powers,you can thr
ow lightning bolts,you have also
been given a certain degree i
nvunerability from two blasts of
electric fire which is fired by
you ghost;.
```

```
8150 PRINT AT 19,3;"PRESS ANY KE
Y"
8200 CONTINUE: PAUSE 0
CLS : PRINT "...Due to losing his
sorcerer and gainthe Grail you
must hit him seventimes to defeat the
screen!and then eventimes in each
.But beware if your ten screen
s one of him it will have no effect
, him.. it will undead your
lightning
8210 PRINT "... Due to losing his
magic ball the wizard can onl
y give you a limited number of
lightning bolts (100) for sc
reen one,these you are use up as
you progress through the screens.
8240 PRINT AT 4,11;"0 - fire"
TO CONTINUE": PAUSE 0: CLS
8250 PRINT AT 2,6;"O - UP A
ND DOWN"
8260 PRINT AT 4,11;"0 - fire"
8270 PRINT AT 6,0;"for hitting a you - score 10
hitting a ghost-score 50pts f
or hitting the sorcerer-score 75pts
BONUS OF 200PTS for sorcerer.There is a
screen and an extra life for clearing a
TO START": AT 15,6;"PRESS ANY KE
Y"
8450 RETURN
8490 REM end of game
8500 CLS : PRINT AT 11,0;" You h
ave run out of lightning bolts
8500 FOR f=1 TO 200: NEXT f
8600 CLS : PRINT AT 5,7;"your sc
ore is"
8650 PRINT AT THEN LET hi=sc
10,8;"Hi-gh score
8100 PRINT AT 16,0;"Do you want
another game (y/n) ?"
8200 IF INKEY$="y" THEN PAPER 0;
BORDER 0: CLS : GO TO 10
8300 IF INKEY$="n" THEN GO TO 9
000
8500 STOP
8900 SAVE "holy grail" LINE 1
9000 REM Graphics
A - A B - B C - C D - D
E - E F - F G - G H - H
I - I J - J K - K
```

BATTLE OF T

Lunar Jetman was the game chosen by the Chamber Master for this month's contest of skill, bravery and endurance. Many entries had been received, but two were outstanding: Richard Boud from Colchester with a highest score of 143,530 and Paul Reed from Hull who first sent an entry for 139,107 and then added another with a colossal score of 202,720. The Chamber Master just had to see these guys in action.

So they duly arrived in London, two tall and lean games-players, hungry for fame. Over a succulent lunch in one of the capital's top hamburger joints (courtesy of the Chamber Master) these gladiators of the micro revealed the secret of high scores – practice, and plenty of it.

They have plenty of time as they are both, at the moment, unemployed. Richard, who is 18, is taking a year off before going to university in, strangely enough, Hull. Paul, 21, is an ex sheet-metal worker and has been out of work for some time.

Richard has had his Spectrum for about a year. He uses it mainly for games, although he has learned Basic and is even writing an adventure. Apart from *Lunar Jetman* his current obsession is A & F's *Chuckie Egg* on which he claims a score of 320,000.

He likes all the Ultimate games and is also very impressed with Melbourne House's *Hobbit* even though, as he says, 'it infuriates me'. Still, he can take some comfort from having solved 95% of *Atic Atac*.

SEND US YOUR RECORD SCORES

You too can achieve nation-wide fame by sending us your high scores on any popular game for any micro. Just fill in the form below.

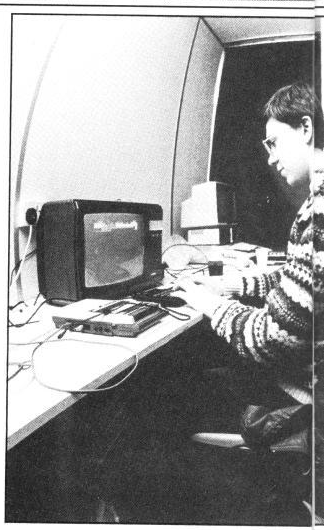
But remember. You may be summoned to the Challenge Chamber to prove that your skills match up to your claim...

Paul hasn't even got a computer. As he puts it: 'I bought my girlfriend a Spectrum for Christmas, but she doesn't use it'. So of course, he does. He's certainly been putting in a lot of time on it. 'Sometimes I play all day', he says. You have to believe him when he tells you that he's solved 99% of *Atic Atac* and clocked up huge scores on *Manic Miner*. Another game that's intriguing him is Digital Integration's *Fighter Pilot*, although he complains of 'having problems landing'.

He's even less interested in programming than Richard, believing that home computers are good for games and not much else. But he wouldn't mind getting a QL 'when they come out properly'.

And so to the contest, where the Chamber Master saw two very different techniques on display. Richard is a no-nonsense keys man; no fancy peripherals for him. Paul, it seems, goes nowhere without his trusty joystick. Not only his joystick, but also an enormous metal hi-fi speaker stand on the top of which he strapped his Quickshot 2. This he positioned by his right leg, leaving his left hand free to use the keyboard.

Immediately a fundamental difference in approach was apparent. In *Lunar Jetman* you have an astronaut with a jet-pack, a lunar rover, and two teleporters to transport you from one side of the planet to the other. The object of the game is to destroy the enemy missile base and to fight off the myriad alien attackers. At regular intervals a missile is launched from the base and must be destroyed in mid-air or it's curtains for you.



It was in the destruction of this missile that the divergence in styles was most easily seen. Richard took the brave, or foolhardy, course of leaving the protection of his rover, dodging the aliens and waiting for the missile to arrive. It was spectacular to watch, but dangerous to play as he frantically manoeuvred out of the aliens' paths.

Paul, on the other hand, used the safer technique of teleporting across the planet until the missile was in range. In this way there was less danger of his own destruction.

So Richard was scoring more quickly,

OK – I'll dare the Challenge Chamber

Name .....
Address .....
Telephone no. (if possible) .....

Game ..... Machine .....
My record score is: ..... scored on (date) .....
in a game lasting ..... mins ..... secs.
Signed .....
Here are my tips for playing this game well.
.....

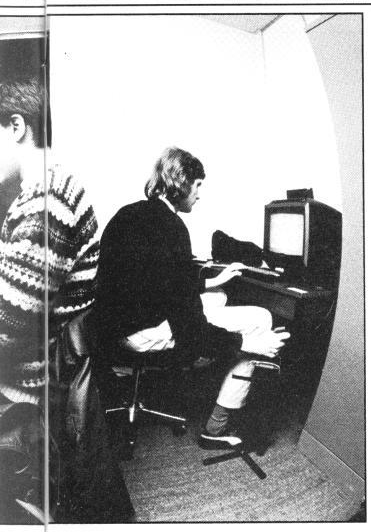
(This portion to be filled in by witness)

Name .....
Address .....
Telephone no. (if possible) .....
Occupation .....
I confirm that the above claimed score is genuine.
Signed .....

Post this form to Challenge Chamber, Personal Computer Games, Evelyn House, 62 Oxford Street, London W1A 2HG.

ility when the jetmen duel on the moon

THE BUGGIES



Richard Boud (left) pits two-handed keyboard prowess against Paul Reed's customized Quickshot ◀

Ordeal over, Richard and Paul emerge vindicated from the Master's domain ▼

but living more dangerously. After five minutes he had 28,000 points but had already lost a life. Paul had only 20,000 points – but had not lost a life.

Ten minutes later there was the horrible sight of Richard's jetman running out of juice and desperately staggering back to his rover to refuel. He didn't make it, and Richard lost another life, his third. But he was still ahead on points; 110,000 to Paul's 79,000.

Then, only a few minutes later, Richard's penultimate jetman snuffed it. It seemed to knock the stuffing out of him because soon after, on 123,390 points, he died the ultimate death.

This left Paul with a clear run. Yet he too now had the last man in – but only 95,000 clocked up. The lack of competition must have upset him, for only a thousand points later he too had become extinct. Round one to Richard.

They both wanted a re-match, so who was the Chamber Master to argue? This time round, though, the tables were turned. Paul's patient technique paid off, while Richard couldn't really get going – he died on 105,000. Paul just kept going, right up to the magnificent total of 173,930.

But still neither player was satisfied with his score; They were both some way below their best. However this is only to be expected. The tension of the Challenge Chamber is so great that you cannot guarantee to match your best scores.

Both of these players, though, should be proud of their achievement. What the Chamber Master wants to know now is, when are we going to get a Wally of the Month?



Photography by Martin Shallcross

Meet the megazappers!

REVENGE OF THE MUTANT CAMELS COMMODORE 64

★ 1,680,000 Tom Burton, Sweffling, Suffolk
★ 1,420,285 Steven Finlay, Kircaldy, Scotland
★ 1,111,630 Robert Ireland, Prestatyn, Wales

HUNCHBACK SPECTRUM

★ 3,467,000 Mark Johnston, Arbroath, Scotland
★ 3,230,600 David Ritchie, Glasgow
★ 2,234,200 Martin Abbott, Dover

GRIDRUNNER VIC 20

★ 309,820 Graham Fox, Manchester
★ 240,990 Peter Stanford, Manchester
★ 170,740 Simon MacCutchan, Southbourne, Dorset

MANIC MINER SPECTRUM

★ 11,310,613 Russell Owens, Malvern, Worcestershire
★ 7,500,214 Daryl Unwin, Camberley, Surrey

CHUCKIE EGG SPECTRUM

★ 402,000 Alan Taylor, Aberdeen
★ 364,460 Calum McMillan, Glasgow
★ 291,880 Andrew Cousins, Hull

PYRAMID SPECTRUM

★ 127,839 Robert Scarfe, Ipswich
★ 123,540 Gary Walker, London

JET PAC VIC 20

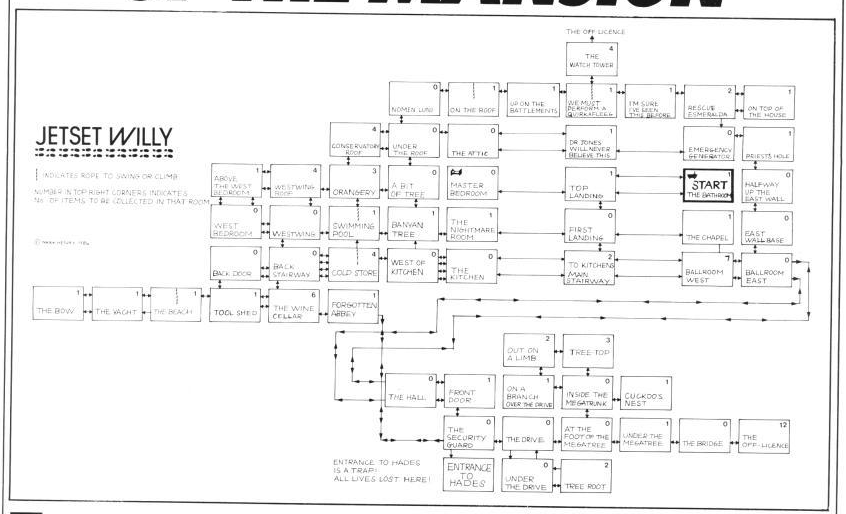
★ 89,875 Andrew Anderson, Bath
★ 67,200 Andrew Robertson, Hull
★ 61,570 Andrew Wilson, Irvine, Scotland



Challenge Chamber

The Chamber Master considers the latest claims and presents Mark Henry's guide to the manic mansion

MAP OF THE MANSION



The flood of Challenge Chamber entries continues unabated. Every day a squad of postmen approach the Chamber Master's door, groaning under the weight of their bulging sacks. The Master's loyal servants patiently work through the forms, humbly bringing his attention to any noteworthy entries.

For instance, the first foreign entrant. One Mattÿs Wÿers of Zandwoortweg in Holland owns a Vic-20 and has scored 174,421 on Romik's *Martian Raider*. The Chamber Master was heartened to receive an entry from our partners in the Common Market. Unfortunately, Matthÿs was the only entry for this particular game and the Master suspects it would not be a good idea to have him come all this way to play off against himself. But if you try another game, Matthÿs you could get that thrilling summons to enter the Challenge Chamber.

From slightly nearer home came this wonderful map of the mansion in *Jet Set Willy*. It was supplied by Mark Henry from Dublin. However, despite being able to find his way right round the house, Mark is still a long way from collecting all the game objects. If you missed our last issue, you should be warned that entering the attic will cause the program to do funny things at other locations.

Chuckie Egg continues to attract many entries on both Dragon and Spectrum although the one from Paul Rivers of Oxford just goes to show that a high score is no guarantee of eternal bliss. Paul completed 'all 256 levels on *Chuckie Egg* and achieved a score of 5,100,360'. But is he happy? Not on your nelly. Because, he complains, 'it doesn't do anything, not even a congratulation ... It just goes back to the first screen and it isn't even any harder, and I wasn't going to spend another six hours doing it again'.

The Chamber Master sympathises, although he can't help feeling that a high score, like virtue, is its own reward. But perhaps software houses could do a little more for those players who complete a game.

That old favourite *Manic Miner* continues to keep the nation stuck to its micros, and the Master has been sent some truly awesome scores. The statistics speak for themselves. Russell Owens of Malvern: 11,310,613 in a game lasting 60 hours. When the Chamber Master spoke to Russell on the telephone he frankly admitted that this was not one continuous session, but was played over four nights using the pause facility. He says the only difficult screen is the solar power generator and advises us to keep the music switched off. The Master awaits his next entry with great anticipation. Daryl Unwin of Camberley in Surrey had a score that was almost as staggering; 7,500,214 in a game lasting 4213 minutes, which the Chamber Master's brain reckons is a little under 7 hours. He's not giving much away in advice, saying cryptically 'Practice'. Thanks a lot Daryl.

PCG's April Game-of-the-Month, *Forbidden Forest*, has already drawn an impressive entry. Carl Lyons of Huddersfield has a score 243,257 but, more impressively, has polished off three Demogorgons and only died on the fourth level.

So keep the entries coming. The Post Office will do their best and so will the Chamber Master's trusty minions. Nationwide fame, or derision as Wally of the Month awaits those with the guts to enter the Challenge Chamber. And if you don't have room on the entry form for tips, then write a letter. ●

Taskset & commodore 64

We're only writing games, and we're only writing for the 64. Rely on us to bring you the greatest games, the greatest concepts and the greatest value.

GYROPOD

NEW

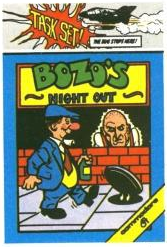
The complete deep space saga. A radical joystick action can bring inspired flexibility and a horrific kill-rate. The outstanding graphics include highly detailed craft and lots more than eight sprites at once. A full music and effects sound track accompanies the action. All these features combine with player options and a top 20 hi-score table to set new standards in hi-tech slaughter.



BOZO'S NIGHT OUT

NEW

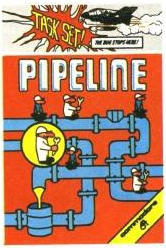
A brand new character game. Poor old Bozo, all he has to do is get home after a night out with the lads. That's easy until a wobble becomes a lurch and a stagger. Later into the night, all rules go out of the window as he disbelieves what's happening in front of his blood-shot eyes. An epic journey with ultra-smooth graphics and sprites which run rings round normal games.



All available now on cassette or disk.

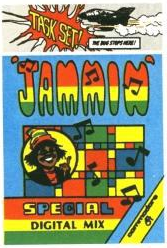
SUPER PIPELINE

Keep the pipeline open. Foreman Fred and Plumber Pete have their work cut out. The evil ladderman drops metal wedges to plug the pipeline – and only Pete can fix 'em. Pete trusts Fred to defend him against the six-legged Venusian pipe spiders and the hard case lobster while he knocks out the plugs and restores the flow. Full accompanying music and effects, options and hi-score table.



JAMMIN'

Unlike anything else, a totally musical game yet highly colourful. Guide Rankin' Rodney through the top 20 mazes – each with an interactive rock sound track. Gather the instruments and make a band but watch out for bum-notes, dischord and that most deadly effect – distortion. If you've never heard the full music capabilities of the 64, grab an instrument and join the band.



COSMIC CONVOY

Just surviving is not good enough in this giant convoy. Control three fighters at once, to defend the huge transporters as they ply between the planets. Only those transports reaching planetfall will gain galactic credits, and no-one expects promotion for losing the entire fleet. Which freighters must be sacrificed to get most cargo to the next planet. Full sound options and hi-score table complete the arcade package.



TASKSET LTD – *The Specialists*

Naturally, everything we've written for the 64 is available on either cassette or disk.

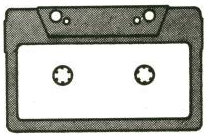
Selected titles available from: W H Smith, Boots, Menzies and all good computer stores.

Major distributors include Microdealer UK, Websters, Centresoft and P.C.S.

All games are the exclusive copyright of Taskset Limited. All rights are reserved. Be warned, infringement of those rights is an offence.

© MCMLXXXIV TASKSET LTD

cassette



£6.90 each

£9.99 each

disk



13 High Street, Bridlington, YO16 4PR, (0262) 73798

Taskset Ltd

13 HIGH STREET BRIDLINGTON YO16 4PR

ACCESS ORDERS (0262) 73798 24 HOURS

Dealer enquiries welcome (0262) 602668

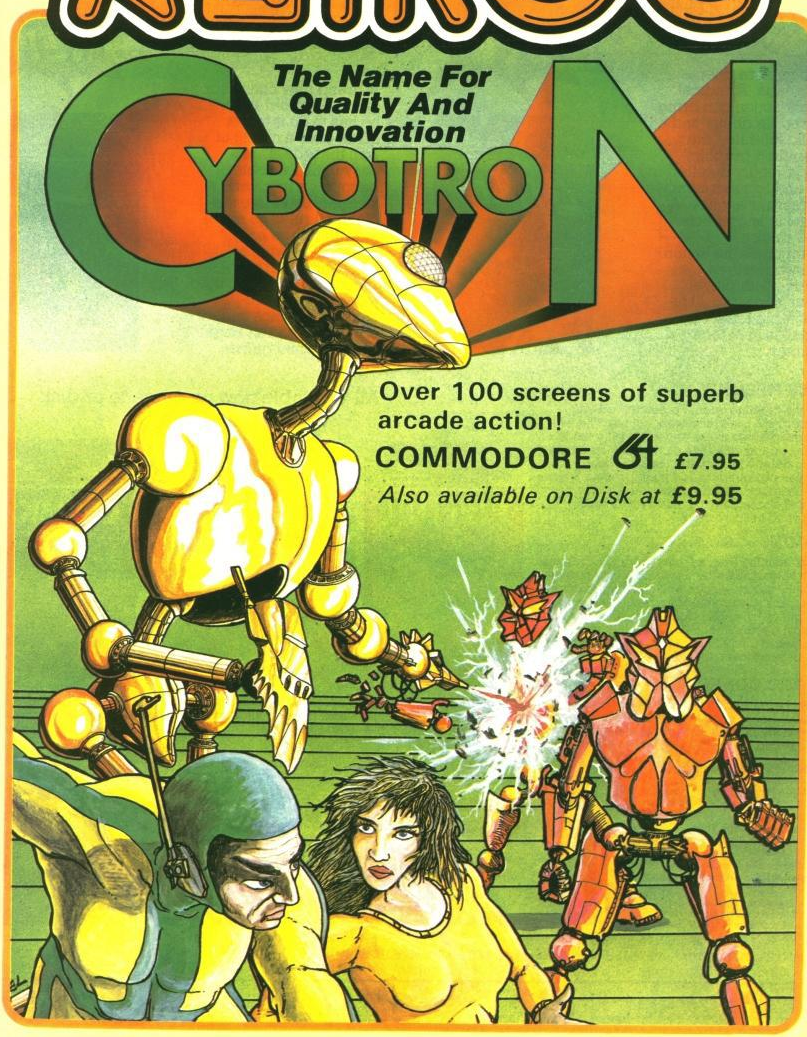
£1 OFF
Presenting this ad gets you £1 off any one Taskset game. Valid only at the PCG Show



ANIROG

The Name For Quality And Innovation

CYBOTRON



Over 100 screens of superb arcade action!

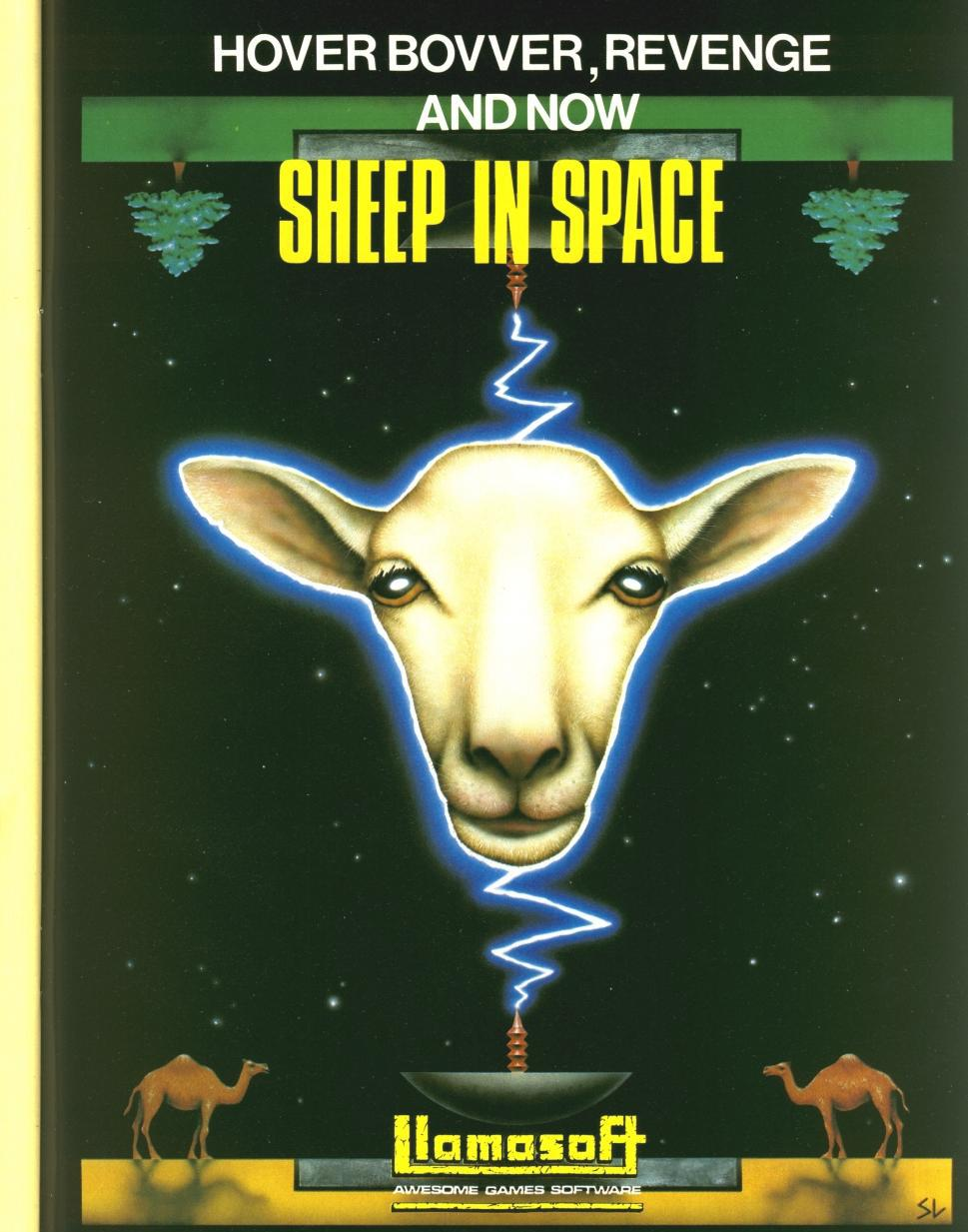
COMMODORE 64 £7.95

Also available on Disk at **£9.95**

TRADE ENQUIRIES: **ANIROG SOFTWARE LTD. 29 WEST HILL DARTFORD KENT (0322) 92513/8**
MAIL ORDER: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT CARD SALES HORLEY (02934) 6083
PAYMENT BY CHEQUE P.O. ACCESS/VISA

HOVER BOVVER, REVENGE AND NOW

SHEEP IN SPACE



THE LATEST CBM 64 WORK BY JEFF MINTER AVAILABLE FROM LLAMASOFT

LLAMASOFT SOFTWARE, 49 MOUNT PLEASANT, TADLEY, HANTS, ENGLAND.

ADVENTURES IN COLOUR

What price graphics? Don't kid yourself. One way or another you'll have to pay for them. First, graphics can take up a lot of memory. Fans of text-only games argue that the space is better used for a larger vocabulary or better location descriptions. What's more, they point out, the pictures take a long time to draw and conflict with the image in the player's imagination.

Do the text-only supporters have a point? Or should they stick to reading books and playing Scrabble?

Recent adventures, it seems, have overcome most of their objections. As far as memory is concerned, you might like to know that Bug-Byte's very successful ***Twin Kingdom Valley*** has over 175 locations, each with its own picture, but, incredibly, the graphics take up only 8K.

'It's a very crafty coding system,' says Trevor Hall, programmer of *TKV*, obviously unwilling to give away any secrets. What's more, the graphics draw in under 10 seconds and some even boast the occasional animated sprite.

Other software companies, however, seem to be going in quite a different direction. Interceptor Software recently brought out ***Heroes of Karn*** for the Commodore 64, a game with only 65 locations that takes up all the available memory, a large part of which is dedicated to graphics.

One look at them will tell you why. The detail of the display is fabulous and some of the locations have excellent music as well. The graphics are very slow to draw, but – although the Text-Only Supporters Club will no doubt disagree – I think they're worth waiting for and add substantially to the atmosphere of the game.

Heroes of Karn was reviewed in the March issue of PCG, so all I'll say here is that it's a great adventure and well worth adding to your collection.

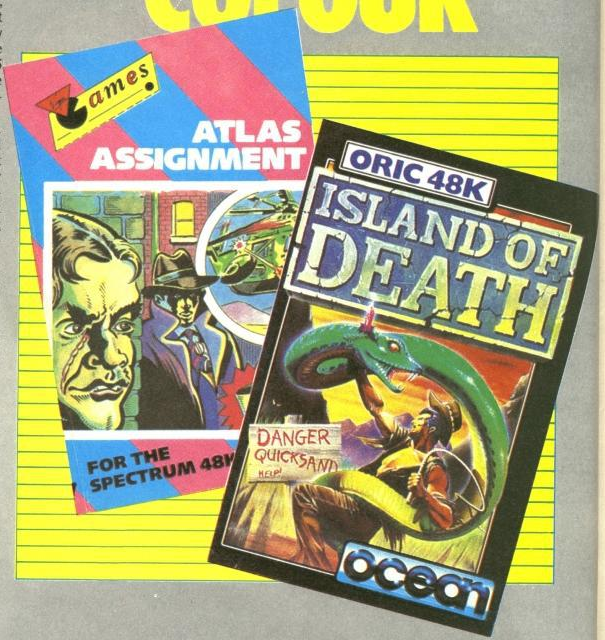
Meanwhile most of the more recent adventures on the market are offering graphics, while some of the older, text-only games are being re-released with graphics added.

Into this last category falls Adventure International, distributor of the Scott Adams adventures. These games have been around for quite a while now, but they've come a long way since Scott first hammered them out on his 16K Tandy.

Four of the titles, already available in text-only form on the BBC, are about to be released with graphics for the Spectrum and Commodore 64. If you haven't tried the Scott Adams series then they're well worth sampling. ***Pirate Adventure*** is one of the simplest, but try ***Adventureland*** if you enjoy a challenge.

Scott's commitment to graphic adventures is most clearly shown by his latest offerings, based on heroes from the Marvel Comics. ***The Incredible Hulk*** has just come out for the Atari, Spectrum, BBC and Commodore 64.

Catching a quick glimpse of some pre-release versions a few weeks ago, I can assure you that the graphics are excellently done, and the games have some amusing and original touches. Design was carried out in collaboration with Marvel artists so authenticity is guaranteed. I'll be looking at these games in more detail in the next issue.



BBC owners have been known to turn a little green at the sight of graphic adventures. That's because they're usually running on someone else's machine. Sadly the BBC doesn't quite have the space inside for all those pretty pictures, as anyone who's tried playing *The Hobbit* on the Acorn machine will know to their cost.

Good news, then, for BBC owners. Micrograf have just released two games for the Beeb that make unusual use of graphics. ***Flint's Gold*** and ***Vampire Castle*** are predominantly text-only, but each program has occasional graphic interludes. It's a bit like reading a book with an illustration in each chapter. Because of excellent use of sound effects, varied responses, and a great sense of humour, Micrograf's games score very high on atmosphere.

As you walk along the sea-front in *Flint's Gold* you hear the waves breaking on the shore and even the sound of gulls calling out overhead. *Vampire*



with the White Wizard

Castle brings you face to face with Count Dracula, Igor, and a number of tricky puzzles.

Neither of these games is a full-blown graphic adventure by any means, but the occasional 'illustration' and the sound effects add a lot of fun.

Beeb owners who insist on graphics at all cost might be tempted by ***The Stolen Lamp*** from Lothlorien. The display is colourful and draws very fast, but the game itself is repetitive and lacking in challenge. If you fancy flying round deserts and blowing up pickpockets in a search for Aladdin's Lamp then you might be able to put up with the extremely limited vocabulary and sparse locations. My own inclination would be to avoid it except in cases of dire software starvation.

Adventure in a very different style for Beeb owners is offered by ***Pettigrew's Diary*** from Shards Software. This is billed as a three-part adventure, and the first 'chapter' certainly isn't short on graphics. Unfortunately it's very short on text, and there are only two locations. Yes, you guessed, it's really an arcade game.

The idea behind *Pettigrew's Diary* is to get through the first part collecting various objects and the password to the next 'chapter'. Unfortunately the action is so agonisingly slow that it was all I could do to keep playing. I spent no less than five hours struggling with the game, in which you guide a little man round a burning farmhouse looking for various objects and avoiding the ever-spreading flames.

Once you've completed the first chapter you move on to the second, which is a more traditional text-adventure with standard two-word inputs. The third 'chapter' involves you undertaking eight separate challenges in order to solve the secret of *Pettigrew's Diary*.

Whether the later stages of *Pettigrew's Diary* are worth all the effort at the beginning is a mystery to me since I never got beyond the first stage. For this reason I haven't included a rating of the game, but if any reader wants to write in and give us all the low-down on what happens then please do.

If you fancy arcade/adventure combinations and you have a Commodore 64 then you should try ***Sorcerer's Apprentice*** from Phoenix Software. Here you must first battle it out against mad mops and brushes in order to discover a password that will enable you to play the adventure that follows.

The adventure, however, is text-only. You wander about the Wizard's Castle experimenting with spells and, if you're not careful, find yourself turned into a toad or poisoned by biscuits. Once you get tired of this, *Sorcerer's Apprentice* doesn't have a lot more to offer. The only really good thing about the game is the error-checking, which is just as well as the vocabulary is very small.

Graphics adventures for the Oric are few and far between. To make up for this, some of them seem to make extravagant claims for themselves which they then fail to live up to.

Island of Death from Ocean has you wandering round a desert island using single letter commands. Each time you encounter an obstacle the program launches into a graphic interlude that takes the form of a simple arcade-type challenge.

The graphics are very basic and none of the challenges really tests the player. Despite some humourous moments this game is definitely not the 'ultimate Arcade/Adventure' it claims to be.

Hell's Temple from Kenema is a straightforward 3D maze game with D & D elements. You can listen outside doors, battle with monsters, and collect treasure. Like *Island of Death* it uses single-letter inputs and claims to be 'one of the most advanced Adventure programs for the Oric 1'. It isn't.

Don't be discouraged, Oric owners. As soon as the confusion caused by the Oric/Atmos transition has died down I'll be looking at adventures for your machines in more detail.

Finally, a quick look at a couple of new releases for the Spectrum. Hewson Consultants' ***Fantasia Diamond*** is a graphic adventure with many similarities to *The Hobbit*, though it isn't so complex.

The display will be familiar to *Hobbit* fans, with the picture in the top half of the screen and input/responses in the bottom half. The graphics aren't quite as good as the Melbourne House program and they're rather slow on the draw. ▶

Adventure ratings

GAME	MACHINE	PRICE	COMPLEXITY	ATMOSPHERE	INTEREST	VALUE
HELL'S TEMPLE	ORIC 48K	£12.00	3	3	2	3
ISLAND OF DEATH	ORIC 48K	£6.90	2	4	1	2
HEROES OF KARN	COMMODORE 64	£7.00	7	8	6	7
STOLEN LAMP	BBC	£6.95	4	4	3	3
SORCERER'S APPRENTICE	COMMODORE 64	£9.99	4	5	4	4
TWIN KINGDOM VALLEY	COMMODORE 64 ELECTRON BBC	£9.50	8	8	6	7
FLINT'S GOLD	BBC	£6.95 CASS £9.95 DISK	6	8	4	7
VAMPIRE CASTLE	BBC	£6.95 CASS £6.95 DISK	6	8	4	7
ATLAS ASSIGNMENT	SPECTRUM 48K	£5.95	7	7	5	6
FANTASIA DIAMOND	SPECTRUM 48K	£7.95	6	6	7	6

ADVENTURE NEWS · ADVENTURE NEWS ·

Severn unleash mummy's curse

Severn Software are releasing the *Mystery of Munroe Manor* for the Commodore 64 at £8.50. It offers split-screen graphics, 70 different illustrations, (some of which are animated), and an intriguing scenario. Lord Munroe has returned from Egypt and promptly disappeared. As a young reporter you must investigate.

Magra returns

Carnell Software are still battling with *The Wrath of Magra*. They've been advertising it for some time now, so they'll soon be facing the wrath of their customers, but it should be available by the time you read this.

The Wrath of Magra looks very promising, with 120K of program in three different sections. There's also a 200-page book included in the package which changes hands for £12.50.

Following on from the *Black Crystal* and *Volcanic Dungeon*, your task is to seek out and destroy the evil Magra once and for all.

Mob rule from Melbourne House

Melbourne House have had to delay the release of *Sherlock Holmes*, but it should be available in June. Meanwhile they're bringing out *Mugsy*, which they describe as 'the first inter-active computer comic strip'.

Mugsy (that's you, by the way) is a Godfather-style gangster who must rule Chicago by force or otherwise, and avoid attempts on his life for as long as possible. The graphics look promising and if someone does try to kill you the program launches into an arcade-style sequence. *Mugsy* costs £6.95.

Chamber of Horrors

Digital Fantasia are forging ahead with their *Mysterious Adventures*. The eleventh game in the series is called *Waxworks* and has you falling asleep in a waxworks museum. What happens next I hate to think, but you can find out for £9.95 if you've got a BBC, Spectrum, or Oric/Atmos.

The best thing about this game is the other characters in the story, each of whom will help or hinder you in a particular way as you search for the stolen Fantasia Diamond. You can speak to them (using the 'say to' format) and even get them to do things for you, provided they're willing to.

The error-checking is good, and the vocabulary comprehensive. You'll have to persevere with some of the puzzles – even when you know the answer the program is very fussy about how you phrase it.

Virgin's ***Atlas Assignment*** is for the most part text-only, but includes three arcade sequences. If that isn't enough for you (and I warn you that it won't be) then you'll be pleased to know that the adventure itself isn't at all bad.

Some of the puzzles are very tricky to solve, and my only objection to the game was that it encouraged a rather homicidal approach to other people. Shoot them on sight, in other words. That said, *Atlas Assignment* has some novel ideas and looks like being one of Virgin's better games. ●

This month's helpful hints

Here are this month's tips, carefully concealed in the PCG Help Grid.

Just in case you missed last month's issue, you should note the code printed at the end of each problem. The first part is the co-ordinate of the first letter of the clue, the second part tells you which letters to read after that. A 2 after the comma would mean that you should read every second letter, a 3 indicates every third letter, and so on.

When you reach the end of a row go back to the beginning of the next one and carry on. If you reach the bottom of the grid, start again at the top. And if all THAT's too difficult for you, start playing arcade games instead!

1. Feeling lonely in *Heroes of Karn?* Beren is good company – if you can find him. This tip might help. (Clue Code C3,2)
2. Bear this in mind if you're looking for a way to kill the Dragon in *Twin Kingdom Valley.* (Clue Code G2,2)
3. Stuck on a ledge in Digital Fantasia's *Arrow of Death* Part 1? Take to the skies with this quick command. (Clue Code B2,2)

	1	2	3	4	5	6	7	8	9	10
A	T	H	I	S	I	S	I	D	I	S
B	A	P	E	L	T	U	R	C	K	K
C	Z	F	S	E	H	A	O	T	W	H
D	S	E	O	R	M	S	E	T	A	P
E	F	M	F	R	E	S	C	P	T	S
F	I	D	O	W	N	A	T	R	O	T
G	Y	T	O	H	U	E	R	W	A	E
H	N	A	I	P	M	O	A	N	L	L
I	F	O	R	O	I	K	E	S	N	D
J	D	E	S	A	N	D	A	L	E	Y

Help for hobbits

Melbourne House have just brought out a 75-page guide to playing *The Hobbit.* If you're still tearing your hair out in the Goblin's Dungeon, or just want to get more out of the program, then this looks as if it could be a good buy.

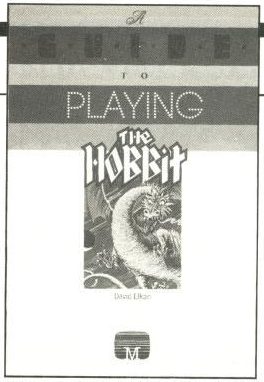
'A Guide to Playing *The Hobbit*' is beautifully produced with numerous screen-shots from the game. The book is divided into three sections – an introduction, help section, and a guide to locations.

Unfortunately the introduction doesn't tell you much that you won't find out by reading the instructions that come with the program and playing the game. By the time you're ready to fork out £3.95 for the book you'll probably already have found out that Thorin is useless in the second half of the game and that attacking Gandalf is not a good idea.

The second section isn't much better and gives only some rather obvious hints, but the final part of the book is more impressive. Almost all the locations are listed, together with the appropriate commands to enable the player to get out of most difficulties.

Dragon owners might like to browse through **'Creating Adventure Games on your Dragon 32'** by Clive Gifford. Just out from Interface Publications at £4.95 this book takes the reader through three adventure listings, each one slightly more complex than the last.

At the beginning of the book the author points out that he has included comprehensive REM statements in the programs, and goes on to say that 'you



should easily be able to glean all that you need to know about the programming from the listing'. The programs are well annotated however and you don't need a degree in computer science to follow them through.

My main reservation with this book is that if you are already familiar with Basic then you won't learn much that you don't know already. On the other hand, if Basic is still Greek to you then you won't be able to make much sense of what's going on. However there are some useful tips on setting up locations, using arrays, and other Basic routines.

The only other drawback with this book is that once you've typed in the listing you'll almost certainly be able to solve most of the puzzles!

'A Guide to Playing The Hobbit', Melbourne House, Church Yard, Tring, Herts 5LU

'Creating Adventure Games on Your Dragon 32', Interface Publications, 9-11 Kensington High Street, London.

The Wizard's Mailbag

Judging by your letters *The Hobbit* still holds the attention of the nation's adventurers. Graeme Muir of Clydebank in Dumbartonshire was a little peeved when, after being congratulated for finishing the adventure with (he thought) 100%, he was told: 'You have mastered 2.5% of this adventure'. 'Perhaps someone can tell me why this is the case?' he asks. I certainly can't, Graeme, but if anyone else has the answer, let's hear from you.

Other *Hobbit* fans included Paul Sellers (75%) and Daniel Gilbert (100%). Mr Gilbert also has the distinction of being the first person to write in claiming 1,024 points on *Twin Kingdom Valley,* for which he was rewarded with the 'Secret of Life'. I only hope it was something more interesting than '42'. Are there any other TKV champions out there?

Mention of *Twin Kingdom Valley* brings me to this month's hints section. Nicholas O'Reardon telephoned the PCG Hotline in desperation wanting to know 'how to find the treasure, kill the Witch, and kill the Dragon'.

Steady on there, Nicholas, we can't give away all the secrets, but you should ponder the clue given opposite in your struggles with the Dragon. Help with other puzzles in *TKV* may follow in subsequent issues.

Meanwhile keep the letters flooding in. Any suggestions as to what you'd like to see on these pages will be especially welcome. The White Wizard is at your command.

Next month's mysteries

The July issue looks like being a bonanza for adventure fans. There'll be a special feature on how to write your own adventures – with no knowledge of programming whatsoever!

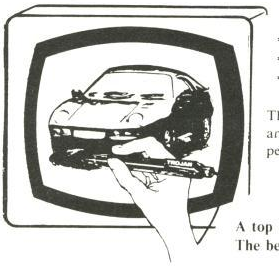
If that's not enough for you, I'll also be wrestling with Scott Adam's Superheroes, and bringing you the latest and best from the darkest locations of *Adventureland.* In the meantime WAIT, LOOK, and LISTEN – you never know when a vampire's creeping up behind you!

DRAGON/TANDY-£11.50
SPECTRUM-£17.25 inclusive

TOP VALUE LIGHT PEN

DRAGON 32/64/TANDY COLOUR 32K/SPECTRUM 48K
AVAILABLE FOR COMMODORE 64 AND VIC 20 VERY SOON
THE NEW ADVANCED PROGRAM
for the Trojan light pens include the following facilities-

* DRAW BOX
* DRAW CIRCLE
* DRAW LINE
* DRAW PICTURES FREEHAND
* COLOUR FILL DESIGNATED AREAS
* SAVE AND LOAD PICTURES TO AND FROM TAPE
* FULL ERASE FACILITIES



* DATA ENTRY AND PROCESSING
* MENU SELECTION AND CONTROL
* GAMES PLAYING

This is a first class program which gives hints and tips on how to write programs for the pen. Ideal for many educational uses.

All in Hi-Res screen in any of 4 colours for the Dragon/Tandy, and 8 colours for the Spectrum.

A top quality pen plus a first-class program. The best value pen package available.

Send cheques/P.O. to:
TROJAN PRODUCTS
166 Derlwyn, Dunvant, Swansea SA2 7PF
Tel: (0792) 205491

TROJAN
Micro Computer Software & Accessories

ALSO AVAILABLE FROM GOOD COMPUTER DEALERS

WIN £500

in the GLC Anti-Racist Computer Game Competition

If you have received a home computer for Christmas; if you enjoy programming a computer using graphics and other computer techniques, then put your skills and talents to good use – design the winning entry and collect the prize!!

The anti-racist computer game is one aspect of the Council's campaign to increase Londoners' awareness of racism and racial discrimination. The game will be run on a micro computer in a 'Space Invaders' type booth (similar to those in amusement arcades). The game consists of a series of factual questions about ethnic minority groups and pertinent race issues incorporated within an intergalactica voyager game.

The computer software for the game is to be designed via a London-wide competition which is open to all *non-commercial* entrants. Software for BBC Model B or Sinclair Spectrum computers will be accepted. The judges for the competition will be GLC members. All entries must be received no later than 8 June 1984.

For further information including a complete set of instructions plus the game's specifications, please phone: Pam Nanda, Ethnic Minorities Unit, 633 4273 or Patricia Devine, Central Computing Services, 633 3348; or write to: COMPUTER GAME COMPETITION Greater London Council, Director-General's Department (DG/EMU), Room 686, County Hall, London SE1 7PB.

LONDON AGAINST RACISM
keep GLC
Working for London

applications software specialities

THE TEBBIT

Join the magical quest for the elusive monetarist dream, in which you, a humble Tebbit must seek the assistance of Magdalf and Tomkin-Gee, to find and defeat the ferocious (and balding) Scarg.

48K SPECTRUM
ATARI (48K+) £5.50 inc p&p



DENIS

A zany political adventure in which you take the role of Denis Thatcher striving to avoid Maggie and all your favourite political figures to escape from the political jungle.

48K SPECTRUM CBM 64
ATARI (48K+) £5.50 inc p&p
BBC B



Applications Software Specialities, PCG/6, 8 St. Pauls Road, Peterborough, PE1 3DW.

PCG and Spectrum computer stores offer five dream prizes for Commodore 64, Spectrum, BBC, Vic 20 and Dragon owners

WIN 30 GAMES



Here's your chance to win a large box of fabulous computer games. Each box contains no less than 30 tapes and we're giving away five – one each for Spectrum, BBC, Commodore 64, Vic 20, and Dragon.

These superb prizes worth around £200 each have been supplied by the SPECTRUM nationwide chain of computer stores. As well as selling all the main home computers and add ons, they also stock large quantities of software. Look at the lists on this page to see the amazing games prize-winners will get. (Some titles may be substituted depending on availability.)

To enter this competition, all you have to do is to name the five games which you think are the best on YOUR micro. You can choose any games, not just those included in the prize-lists. Using the entry form printed below, you simply write your favourite games in order, placing the one you think is best at number 1, the 5th best at number 5.

We will use all the competition entries to work out which five games are in fact the most popular for each machine. Then, taking one machine at a time, we shall look for the person who came closest to naming these five most popular games in the right order. That person will win the box of games for his machine. In the unlikely event of a tie, the box will be divided.

Winners will be given their prizes by their nearest Spectrum store. So get thinking, and win yourself months of free entertainment.

Rules

1. The competition is open to everyone except employees of VNU and Spectrum. 2. Any number of entries can be made, but they must be submitted on the official entry form printed on this page. Photocopies are NOT acceptable. 3. Entries must reach Personal Computer Games by first post on June 30th, 1984. 4. The editor's decision is final.

COMMODORE 64 GAMES
Acos +
Cybotron
Zodiac
Revenge of the Mutant Camels
Attack of the Mutant Camels
Kong
Skramble
Quest of Merravid
Forbidden Forest
Ant Attack Challenge
Solo Flight
Pyramid
Harrier Attack
Splat!
Omega Run
Ulti-Style
Super Pipeline
Jammin'
Super Blitz
Open Sesame
ACL
Snooker
Hungry Horace
Twin Kingdom Valley
Snowball
Lords of Time
Siren City
Dinky Doo
Megahawk
Depth Charge

DRAGON 32 GAMES
Kriegspiel
Pedro
Hungry Horace
Ugh!
Legpit
Up Periscope
Trace Race
Morris Miner
Bonka
Chess
Transylvanion Tower
Mined Out
Vultures
Cyberman
Dragrunner
Calixo Island
Madness and the Minotaur
Selection of Games 1
Selection of Games 2
Dragon Mountain
Flag
Final countdown
Mansion of Doom
Shark Treasure
Poseidon Adventure
School Maze
Alkatraz 2
Space Shuttle
The King
Defence

VIC 20 GAMES
Chariot Race
Pinball
Bonzo
Hellgate
Metagalactic Llamas
Matrix
Gridrunner
Lazer Zone
Mower Mania
Cosmonauts
The Wizard and the Princess
Space Joust
Jet Pac
Kong
Falcon Fighter
Snooker
Skyhawk
Tornado
Arcadia
Bewitced
Skramble
Dark Dungeons
Fire Galaxy
Battlefield
Quest of Merravid
Wacky Waiters
Catcha Snatcha
Amok
Practicalc
Rat Race

SPECTRUM GAMES
Fighter Pilot
Night Gunner
Atic Atac
Jet Pac
Blue Thunder
Jet Set Willy
Psytron
The Hobbit
Confrontation
Scuba Dive
Time Gate
Penetrator
Code Name Mat
Trashman
Hungry Horace
The Quill
Fred
3D Ant Attack
Tribble Trouble
Lunar Attack
Eskimo Eddie
Pogo
Krakatoa
Chuckie Egg
Halls of the Things
Supertalk
Lords of Time
Colossal Adventure
Classic Adventure
Manic Miner

BBC GAMES
Eagle's Wing
Spooks and Spiders
747 Flight Simulator
Screwball
Vortex
The Hobbit
Beeb Art
Music Processor
Dare Devil Dennis
Snooker
Vu-Calc
Vu-File
Aviator
Fortress
Penguin
Twin Kingdom Valley
Lords of Time
Dambusters
Transistors
Gorf
Legion
Pedro
Sprite Master
Apocalypse
Voodoo
Secret mission
3D Space Ranger
Chuckie Egg
Hunchback

Entry form

Name ..... Age.....

Address .....

.....

.....Post code.....

My machine is (circle one) Spectrum, Commodore 64, Vic 20, BBC, Dragon. I think the best five games for my machine are (in order):

1. .....
2. .....
3. .....
4. .....
5. .....

Filling in the rest of this form will help us in planning future issues of PCG. Your answers will NOT be taken into account in judging the competition.

Please give ratings from 0 to 10 for each of the sections in this issue of PCG. 0 = couldn't be worse. 10 = couldn't be better.

Notice Board (p19) ...
Buzz (p20) ...
The Final Conflict (p28) ...
Chess (p36) ...
Screen Test (p45-80) ...
The ABC of Invaders (p84) ...
Program Library (p88) ...
Challenge Chamber (p100) ...
Adventureworld (p106) ...
PCG Hotline (p115) ...
Good Buy (p116) ...
Book Test (p123) ...
Puzzles (p144) ...

How could PCG be improved? .....

What are your favourite computer magazines (in order)?

1. .....
2. .....
3. .....
4. .....
5. .....

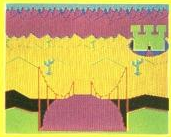
A RANGE OF QUALITY COMPUTERS AVAILABLE FOR THIS PROGRAM.

Thousands of Commodore 64, Electron and BBC micro users have recently taken a trip into the heart of Twin Kingdom Valley, and none have returned disappointed! This incredible new program takes adventure games into new, uncharted territory, with a highly complex journey through over 175 different full colour, graphic locations, to test you and your computer to the limit. Are you brave enough to take the test?



BUG-BYTE SOFTWARE

















Versions available now for Commodore 64, Electron and BBC Model B.

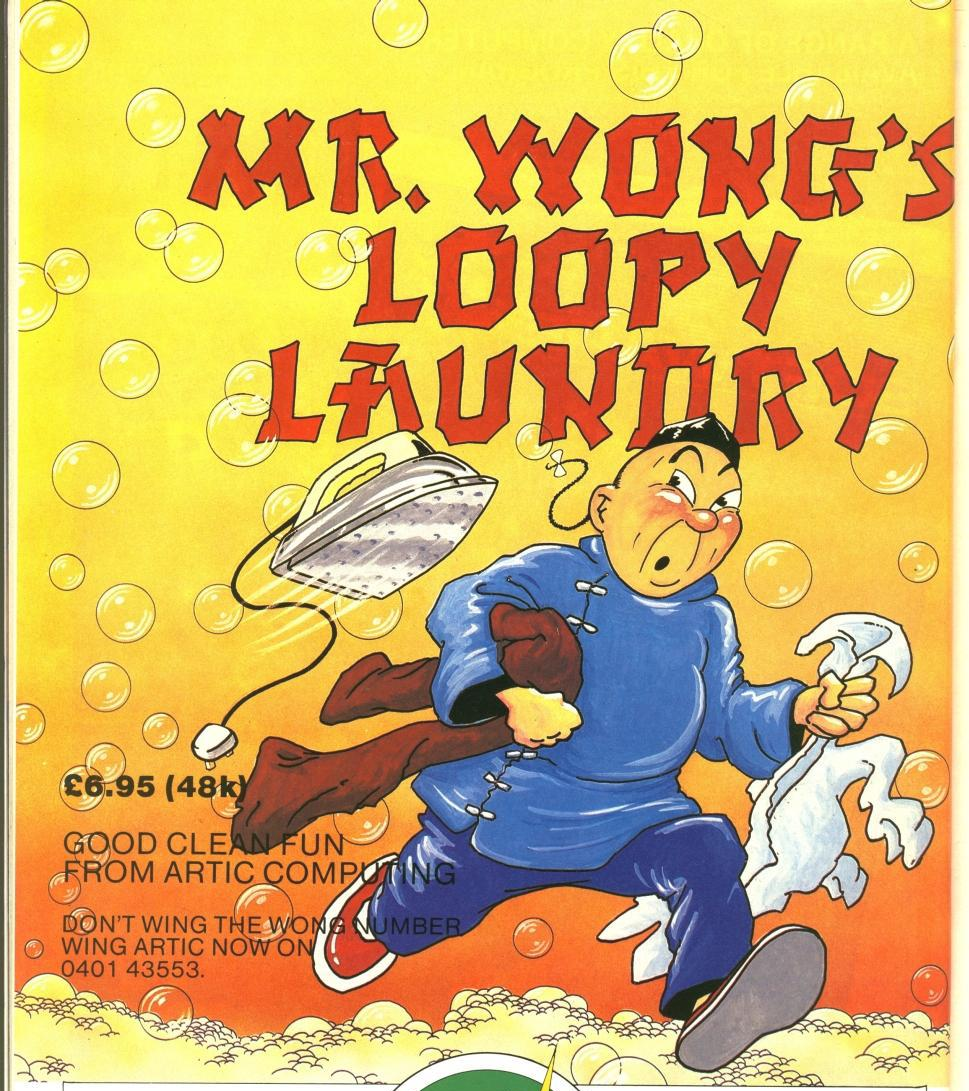
IN YOUR HIGH ST. NOW!

PRICE £9.50

Bug-Byte Limited
Mulberry House, Canning Place, Liverpool
Dealers contact Matthew Thomas on 051-709 7071

Registered Dealers can order direct from CBS Distribution on 01-960 2155.

MR. WONG'S LOOPY LAUNDRY



£6.95 (48k)

GOOD CLEAN FUN
FROM ARTIC COMPUTING

DON'T WING THE WONG NUMBER
WING ARTIC NOW ON
0401 43553.

ARTIC COMPUTING LTD

Main Street, Brandesburton, Driffield YO25 8RL

Cheques and PO's payable to Artic Computing Ltd.
Dealer enquiries welcome.
Access and Barclaycard welcome.

WARNING: These programs are sold according to ARTIC COMPUTING LTD's terms of trade and conditions of sale. Copies of which are available on request.

Send S.A.E. (9in. × 6in.) for FREE catalogue of our wide range of programs.

artic Computing Ltd

To: Artic Computing Ltd, Main Street
Brandesburton, Driffield YO25 8RL

Please supply

*Cheque for total amount enclosed £

Name

Address

*Access/Barclaycard No.

*Please delete or complete as applicable

PAN AND PERSONAL COMPUTER NEWS

NO GAMES PLAYER CAN AFFORD TO BE WITHOUT

BEST SOFTWARE GUIDES

FOR THE VIC 20/COMMODORE 64 & SINCLAIR ZX SPECTRUM

AT ONLY £3.95 EACH!

The Complete Compendium of Arcade Games Software

★ *Indexes*, including a comprehensive ratings system, of available arcade games are combined with reviews and screen-shots of the action, giving you access to the best of the small-screen software

★ *A unique gameplay reference system* gives you guidance on the tactics needed to rack up the highest success

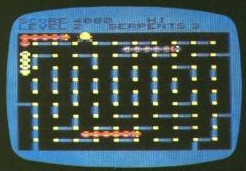
★ *Reviews* of the entire range of tools currently available for the joystick jockey

★ *Report* on the new dedicated game machines as a pointer to the future state of play

★ *Tony Takoushi's* devotion to the art of arcade action makes *The Best Software Guides* books no games player can afford to be without.

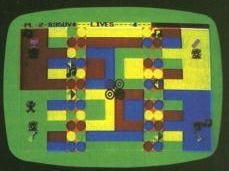
★ *Top quality paperback* from Pan/PCN, 256 pages packed with information for just £3.95!

Available from all good bookshops, or complete coupon below and return to Pan Books Ltd, Freepost 109, 14-26 Baker Street, High Wycombe, Bucks HP11 2TD.



For immediate 24 hour despatch phone 01-200 0200 and order using your credit card.

10 DAY MONEY BACK GUARANTEE



GET MORE OUT OF YOUR MICRO WITH...

BEST SOFTWARE GUIDES

POST NOW NO STAMP NEEDED To: Pan Books Ltd, FREEPOST, PO Box 109, 14-26 Baker Street, High Wycombe, Bucks HP11 2TD

YES, please send me the following **BEST SOFTWARE GUIDES** paperbacks. I understand I may return them within 10 days if not fully satisfied and receive **A FULL REFUND**

name (Mr/Mrs/Miss/Ms) _____

address _____

_____ postcode _____

I enclose my cheque/postal order for £_____payable to Pan Books Ltd *or* debit my Access/Barclaycard/Visa/Trustcard

VISA no. _____

Signature _____

Allow up to 15 days for delivery. This offer available within UK only.

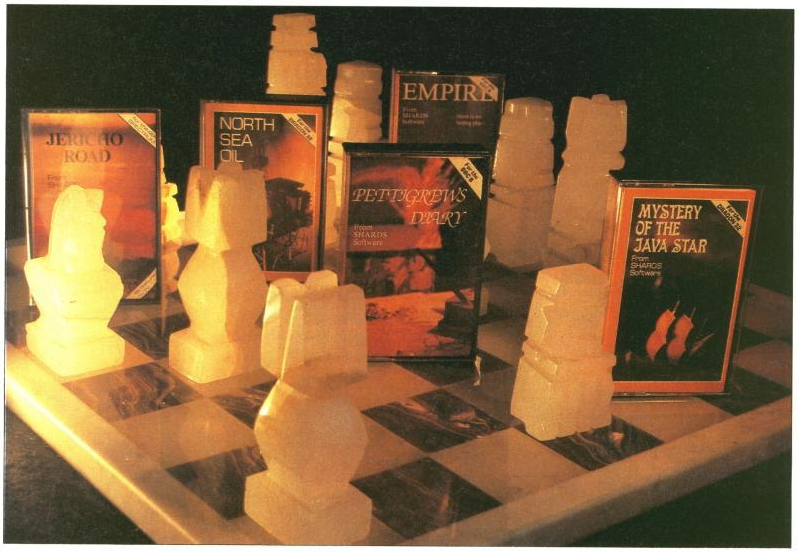
Pan Books Ltd Registered in England Registration No. 389591

CUSTOMER CHECK LIST

No. of books	*Title*	*Amount*
_____	Vic 20/Commodore 64 @ £3.95	_____
_____	Sinclair ZX Spectrum @ £3.95	_____
	Postage and packing contribution: Please allow 35p for the first book ordered plus 15p for each additional book to a maximum charge of £1.25	_____
	Total:	_____

Pan PERSONAL COMPUTER NEWS LIBRARY PCG

MIND GAMES



PETTIGREWS DIARY £7.95
(Dragon, BBC, Electron)
Three Part 90K adventure taking you from the serene Oxfordshire countryside through bustling London streets, to an epic journey through Europe. Superb family entertainment filled with intrigue, action and suspense.
"Pride of place for the most original and entertaining Adventure — it's got to be value for money" *Computer and Video Games* (adventure supplement).

EMPIRE £6.95
(Dragon, BBC, Electron)
Exciting game of strategy with eight levels of difficulty. Destroy the evil Empire before it conquers the world — Played on a world map.
"This is a terrific game — visually attractive and highly addictive" *Home Computing Weekly*.

MYSTERY OF THE JAVA STAR £7.95
(Dragon, BBC, Electron)
Enormous four part adventure with 3 playing levels. Mount an expedition to the South Seas to discover the secrets of the 18th century shipwreck. Absorbing family fun with puzzles, challenges and interesting facts.

NORTH SEA OIL £5.75
(Dragon)
Equip and run your own North Sea Oil rig – allocate your resources, then navigate your supply vehicle, supervise drilling operations, and operate the platform until you have collected 100 million dollars.

JERICHO ROAD £5.75
(Spectrum 48K)
A challenging adventure set in biblical times with two levels of play. Set in Southern Israel in the 1st century, the player must survive the vigours of Roman occupation and cope with the perils of religious persecution. Ideal family entertainment.

DEALERS! Phone us now on 01-514 4871 for our comprehensive catalogue

SHARDS

AVAILABLE NOW AT ALL GOOD STOCKISTS (Selected titles available at W H Smith and larger branches of Boots) or by MAIL ORDER (send cheque/PO) from SHARDS SOFTWARE, 189 Eton Road, Ilford, Essex IG1 2UQ, or telephone through your Access/Visa order to 01-514 4871.



Commander Chance reveals your comments on rubbishy programs

THE GREAT GAMES RIP-OFF

This is Commander Chance speaking.

Most of you dialled the Hotline in fury to complain about rip-off games. I'm taking you at your word, and right now software houses across the country are trembling with fear. If I find them guilty, it's the BIT BLASTER for them. There is NO ESCAPE!

First blood to Richard Parker of Crosshope in Herts, who phoned in to let off steam about *Cavern Run* and *Crazy Kong* from Bubble Bus.

One quick warp-drive over to Bubble Bus soon sorted *that* out. To start with, Richard, whoever charged you £5.95 was pushing his luck – Bubble Bus say the program should have been on sale at £3.99. However, they're going to try and get hold of you over the phone, and perhaps offer you some sort of compensation.

In fact *Cavern Run* was one of the very first games available for the Commodore 64. As Bubble Bus themselves admit, there are a lot of better games around now, and they've very properly withdrawn *Cavern Run* from the market.

Shaun O'Brien from somewhere in Scotland bought a game called – wait for it – *Crash*. No prizes for guessing what happened when he loaded it. Back to the shop, but refund refused.

Well Shaun, even though I've spent most of my life on other planets, I do know that on Earth that just happens to be against the law. Take that tape back to the shop again and say it isn't fit for the purpose for which it was sold. You are legally entitled to a refund.

Christopher Allman from Oxford had a problem of a rather different nature – and a much more expensive one. He disconnected his Currah Microspeech unit from his 48K Spectrum, and was horrified to see the display crash out – permanently.

However, in this case, Christopher was luckier than most. The shop did give him a replacement – a 16K machine only, which also broke down. Ten weeks later and still without a machine.

I should point out though, Christopher, that in this case the fault may have been yours. You should never remove a peripheral from any computer (and especially from the Spectrum) while the power supply is attached. What's more, Currah tell me that just such a warning was printed on the instructions accompanying the speech unit.

Now for this month's Hall of Wallies. If you don't know what that is, then start shaking. Every once in a while someone phones with a complaint that the Commander thinks is quite unjustified. The guilty parties will not be bit blasted – after all we do believe in freedom of speech around here – but ... well ... need I say more?

This month it's Benjamin Wheeler and Geoffrey Ward. Benjamin has got it in for *The Wizard and the Princess* and Geoffrey wants to knock the stuffing out of Rabbit Software for producing *Paratroopers*, which he dares to call a 'terrible game'.

Both these programs are for the Unexpanded Vic 20. Well come on lads, what do you expect from 3.5K? These two games happen to be some of the best around for the Unexpanded Vic.

Paratroopers has hi-res graphics and sound plus a perfectly playable game. It was even number 1 for the Vic 20 in the US charts. Give it a chance, or go out and buy more memory. Same goes for you, Benjamin. *The Wizard and the Princess* may not be as good as *Atic Atac*, but then it doesn't have 48K to play with.

Other callers this month included Terry McCartney of Edinburgh and Jonathan Lamb from Northern Ireland, both Atari owners. Jonathan wanted to know why Atari Software was so expensive. That's just the way the cookie crumbles, Jon – if you want cheap software, stick to British computers. As for you, Terry, I don't know what's going on in your *Pac-Man* game, but it sounds highly dangerous. If you keep on playing it, it could drive you mad. If I were you I'd take it back to the shop.

One last word, fellow gamesters. If you phone Commander Chance, speak clearly, or forever hold your peace. Even the Ultrasonic Voice Digitiser has problems sometimes when it has to cope with people who speak with a llama in their mouths. If you want me to take up your cause, let me know who you are, and give your full address and telephone number.

'I'm calling about a right con of a game. It's called *Cavern Run* by Bubble Bus. What it's got is – I think it's a V as a spaceship and you have to go into these X's. You've got these fuel things which are S's. It's supposed to be in machine code, and I bought it for £5.95. It shouldn't be allowed.'

Richard Parker, Walton Cross, Herts

'I went for a holiday on the Isle of Wight and bought a game called *Crash*, and the program actually crashes and doesn't load. I took this program back to the shop and this man won't exchange it.'

Shaun O'Brien, somewhere unpronounceable, Scotland

'I would like to complain about one of the games which I have bought. It's called *The Wizard and the Princess* and it's really boring. It's nothing like what it's supposed to be. It's in Basic, easy to save, and it's really boring to do.'

Benjamin Wheeler, Sutton Crawford, West Midlands

'I bought *Dragon Invaders* and it said coming-down invaders on the box. When I played the game, they didn't come down! And when I took it back they said I couldn't.'

Patrick Parsons, London

'The game *Paratroopers* – the box was really good and the adverts really good – but when I bought it ... graphics, no, game, no, anything, no – it's such a poor game. I'd love to get on to Rabbit.'

Geoffrey Ward, Stoke-on-Trent

'I bought this cassette called *Catcha Snatcha* (from Imagine). It's about Barry Bootlace, a store detective. It's really rubbish, it doesn't really show you about the shop or anything.'

Ian Stewart, West Lothian

Commander Chance goes into action again next month ... bug blasting. When did YOU last find a bug in a program? Did it drive you mad? Did it ruin the game? Did it enable you to get huge scores? Did it leap from the screen, rush across the sitting-room carpet and swallow the sofa? Now's your chance for revenge – dial the PCG Hotline on 01-636 5911 and tell the Commander all about it. Remember to speak clearly and to leave your name, address, and phone number.

GRE

You'll find this section invaluable if you're trying to decide which games to buy for your micro. Like everyone else, you've probably been overwhelmed by the vast number of programs to choose from. And the fact is that while some games on offer are truly brilliant, others are a rip-off. You can't decide simply by looking at the cassette cover.

What we've done is to look at the entire range of games available and come up with some which we can whole-heartedly recommend. A considerable number of people have been consulted in drawing up these lists, and we shall constantly be updating them as new games come on the market.

Also each month we take a game from these charts and give it special treatment as our 'Screen Classic'. We give it a page to itself in which we explain what makes it a good game.

The games listed below are not in any special order. Those at the top of the lists are not necessarily any better than those at the bottom.

● NEWCOMERS START HERE

Baffling isn't it? All you did was get a computer to have some fun on, and people expect you to speak an entirely different language. We'll try to help out.

Computer games come in many different types, but these can be divided into a few broad categories.

The most common are ARCADE games. These aren't just games that you see in the arcades, but any game in which you use the computer keyboard (or a joystick) to control directly the movement of characters or objects on the screen. Arcade games themselves fall into several different categories (see below).

Then there are ADVENTURE games. The main difference is that to get things to happen you have to actually type in instructions rather than just press a key to go left or right. This means that adventures proceed at a slower pace. Their challenge is to do with brain-power, not finger-power, and a good one can keep you occupied for months.

In recent months, the dividing line between adventure and arcade games has been blurred, with pictures and even moving pictures being introduced to adventures, and arcade games being written on adventure themes.

Then there are STRATEGY games. Examples of these include games in which you control the fortunes of a country at war. The program might present the player with maps and statistics from which he will have to make his decisions.

MICRO CLASSICS

● **SCRAMBLE** Pilot your ship over mountains through caverns and around skyscrapers, avoiding missiles and meteors.

● **DEFENDER** Fast-moving space game in which your ship does battle with all manner of aliens.

● **ASTEROIDS** Destroy asteroids and alien craft using a highly manoeuvrable ship.

● **FROGGER** Guide the frog across busy roads and crocodile-infested rivers.

● **GALAXIANS** Development of *Invaders*, with the descending aliens cloning and wheeling off to the sides.

● **DONKEY KONG** Climb ladders and jump over obstacles as you attempt to rescue the damsel from the clutches of the nasty gorilla.

● **PAC-MAN** Exciting maze game; eat the monsters or be eaten.

● **MISSILE COMMAND** Protect your cities from the invaders by laying a protective covering of missile fire.

● **SPACE PANIC** Defeat the monsters by bonking them on the head and knocking them through the different levels.

● **CENTIPEDE** Blast the centipede, which splits up as it drops down on you.

● **Q*BERT** Colour the blocks on a 3D pyramid while avoiding vicious springs and monsters.

● **PENGY** Slide ice-blocks and use the electrified fence to kill off the Snow Bees.

BBC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Planetoid	10.00	Acornsoft	The definitive version of *Defender*
Arcadians	10.00	Acornsoft	An excellent version of *Galaxians*
Meteors	10.00	Acornsoft	Probably the best version of *Asteroids* for any micro
Snapper	10.00	Acornsoft	A fine version of *Pac-Man*
Rocket Raid	10.00	Acornsoft	A fine version of *Scramble*
Starship Command	10.00	Acornsoft	Space game with revolving ship and fragmenting aliens
Hopper	10.00	Acornsoft	Superb version of *Frogger*
Monsters	10.00	Acornsoft	The best version of *Space Panic*
Zalaga	7.00	Aardvark	The follow-up to *Arcadians*, offering great gameplay
Road Runner	8.00	Superior	Car chase maze game
Colossal Adventure	9.90	Level 9	First of a series of huge text adventures with 200 locations
Chuckie Egg	7.90	A&F	Compelling multi-level game with deadly ducks
Twin Kingdom Valley	9.50	Bug-Byte	Graphic adventure with over 170 locations
Killer Gorilla	7.95	Program Power	Excellent version of *Kong*
Ghouls	7.95	Program Power	Fast-moving multi-screen platform game
The Mine	7.95	Program Power	Excellent version of *Dig-Dug*; burrow down, collect treasure and avoid the monsters

ORIC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
The Ultra	6.95	PSS	Multi-screen space game
Xenon	8.50	IJK	Exciting space shoot-'em-up
Zorgon's Revenge	8.50	IJK	Follow up to *Xenon* 1 with the flavour of the Spectrum classic *Manic Miner*
The Hobbit	14.95	Melbourne	Innovative graphics adventure based on Tolkein novel
Colossal Adventure	9.90	Level 9	First of a series of hugely complex text adventures
Mushroom Mania	5.50	Arcadia	Nice version of *Centipede*

LYNX GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Colossal Adventure	9.90	Level 9	Just one of Level 9's excellent range of adventures
Gobble De Spook	9.90	Camsoft	Good version of *Pac-Man*
Backgammon	7.95	Camsoft	Wins often enough to convince you it cheats
Treasure Island	7.95	Camsoft	Simple but quirky adventure with nice graphics
Power Blaster	9.99	Romik	Simple graphics but sizzling action in this maze shoot-out



out this list of PCG-approved titles

EAT GAMES GALORE!

SPECTRUM GAMES

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Jet Pac	16K	5.50	Ultimate	Use your jet-powered man to assemble a rocket and avoid aliens
Lunar Jetman	48K	5.50	Ultimate	The follow-up to *Jet Pac*. Superb – if you can find out what to do
Pssst!	16K	5.50	Ultimate	Use insect sprays to protect your plant from nasty bugs
Manic Miner	48K	6.00	Software Projects	Spectrum classic, with 20 different screens to guide your miner through
Missile Defence	16K	5.95	Anirog	The best of six versions of Missile Command
Zzoom	48K	5.50	Imagine	3D view from a cockpit. Save refugees from attack by planes, tanks etc
Penetrator	48K	6.00	Melbourne House	The most sophisticated version of *Scramble* with 5-level action
Timegate	48K	7.00	Quicksilva	A superlative version of 3D *Star Trek* with a good measure of arcade action
Jumpin' Jack	16K	5.50	Imagine	One of the simplest games, yet incredibly addictive
Scrabble	48K	15.95	Sinclair	A brilliant simulation with an 11,000 word vocabulary
The Hobbit	48K	14.95	Melbourne House	A wondrous graphics adventure, which takes you through the Tolkien book
Valhalla	48K	14.95	Legend	An innovative attempt at an animated, multi-character adventure
Cyrus Chess	48K	9.95	Sinclair	Arguably the best chess game on the Spectrum
Apocalypse	48K	9.95	Red Shift	Complex strategy war game
Maziacs	48K	6.95	DK'tronics	Exciting maze game with nasty monsters
Colossal Adventure	48K	9.90	Level 9	First of a series of highly complex adventures with 200 locations
Android 2	48K	5.95	Vortex	Very difficult 3D version of *Robotron*
Scuba Dive	48K	5.50	Durell	Dive deep to get treasures. Terrific graphics
Fighter Pilot	48K	7.95	Digital Integration	Superb flight simulator with combat features
Ant Attack	48K	6.95	Quicksilva	Amazing 3D graphics as you try to save the girl from the killer ants
Cookie	16K	5.50	Ultimate	Great graphics and original kitchen theme
Halls of the Things	48K	7.50	Crystal	Very fast and difficult adventure/arcade game
Invasion of the Body Snatchas	48K	6.50	Crystal	Best version of *Defender* – but no sound without Fuller soundbox
Chuckie Egg	48K	7.90	A&F	Compelling multi-level game with deadly ducks
The Alchemist	48K	5.50	Imagine	Arcade adventure with excellent graphics
Pi-Balled	48K	6.00	Automata	Smooth version of the pyramid game *Q-Bert*
Deathchase	48K	6.95	Micromega	Exciting 3D motor-cycle chase with superb graphics
Code Name Mat	48K	6.95	Micromega	Demanding 3D space game with with many options
Night Gunner	48K	6.95	Digital Integration	Multi-level shoot-'em-up with excellent graphics
Caesar the Cat	48K	6.95	Mirrorsoft	Brilliantly animated cat-and-mouse game
Chequered Flag	48K	6.95	Psion	Superb motor-racing simulation

ZX81 GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Forty Niner	5.95	Software Farm	Tunnelling game with superb high-res graphics
3D Defender	4.95	New Generation	Blast alien craft as they zoom towards you
Black Crystal	7.50	Carnell	Multi-part graphic adventure
3D Monster Maze	4.95	New Generation	Fight your way through the maze while avoiding T-Rex
Cassette 4	6.00	Orwin Software	8 games including excellent *Scramble* and *Defender*

DRAGON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Wizard War	6.50	Salamander	Two player game of battling wizards
Franklin's Tomb	7.50	Salamander	An eventful text adventure
The King	8.00	Microdeal	Good version of *Donkey* Kong
Frogger	8.00	Microdeal	Nice version of the arcade classic
Crusader	6.95	J. B. Morrison Micros	Rescue the damsel in distress
Empire	6.95	Shards	Computer version of the board game *Risk*
Cuthbert in the Jungle	8.00	Microdeal	Fight your way through the perilous jungle and collect treasure
Danger Ranger	8.00	Microdeal	Arcade adventure with *Kong*-style elements
Bloc-Head	7.95	Dragon Data	*Q-Bert* clone on rectangular pile of blocks
Colossal Adventure	9.90	Level 9	First of a series of hugely complex text adventures
Chuckie Egg	7.90	A&F	Addictive multi-level game with deadly ducks
Kriegspiel	6.95	Beyond	Excellent war-game with scrolling map

VIC 20 GAMES

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Lazerone	8K	6.50	Llamasoft	Alien invader game with guns on x, y axes
Matrix	8K	6.50	Llamasoft	High-speed grid game, *Centipede* derivative with unique features
Omega Race	Std	10.00	Vicsoft	*Asteroids* development featuring bouncing force-fields
Gorf	Std	10.00	Vicsoft	Four-screen arcade game with elements of many popular games
Spiders of Mars	Std	20.00	Audiogenic	*Defender* derivative with insect aliens
Satellites and Meteors	Std	20.00	Audiogenic	The definitive version of *Asteroids*
Choplifter	Std	25.00	Audiogenic	Exciting helicopter game, rescuing hostages
Serpentine	Std	25.00	Audiogenic	Variation of the *Pac-Man* theme, with gobbling serpents
Outworld	Std	25.00	Audiogenic	'State of the art' graphics for this *Missile Command* derivative
Space Fortress	Std	6.00	Romik	One of the best 3.5K shoot-'em-ups with multi-screen *Invader* type action
Gridrunner	Std	5.00	Llamasoft	Predecessor of *Matrix*; fast and furious grid game
Jet Pack	8K	5.50	Ultimate	Use your jet-powered man to assemble a rocket and avoid aliens
Myriad	6K	6.00	Vicsoft	Colourful, action packed shoot-up with 99 levels
Quadrant	Std	6.99	Romik	Athletic variant on *Galaxians*, with man jumping and shooting
Star Defence	16K	7.95	Anirog	Excellent version of *Defender*
Chariot Race	Std	6.95	Micro-Antics	Thrilling race-game set in ancient Rome
Bongo	16K	7.95	Anirog	Multi-level game with ladders and girders

ATARI GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Star Raiders	30.00	Atari	A 3D arcade-quality space game
Defender	30.00	Atari	The licensed version from Williams of the arcade classic
Caverns of War	30.00	Atari	A vertical version of *Scramble*
Missile Command	30.00	Atari	This is the best and meanest version of the original
Zaxxon	28.00	Atari	Space-fighter multi-stage game with asteroids and space fortresses
Donkey Kong	30.00	Datasoft	An arcade copy, superbly done
Qix	30.00	Atari	An intriguing territorial possession game with clear graphics
Preppie	22.00	Adventure	Multi-screen arcade adventure featuring a lawn mower and vicious opponents
Choplifter	30.00	Broderbund	Exciting helicopter game, rescuing hostages
Miner 2049'er	30.00	Big Five	A *Donkey Kong* derivative with novel elements
Shamus	30.00	Synapse	Multi-screen arcade adventure game
Necromancer	30.00	Synapse	Wizard battles through several levels of mystic monsters
Pole Position	30.00	Atari	Superb version of the arcade motor-racing game
Tennis	25.00	Atari	Terrific simulation. Better than Wimbledon
Airstrike 2	9.95	English	Terrific version of *Scramble*

COMMODORE 64 GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Super Pipeline	6.90	Taskset	Lay a pipeline while fighting off deadly bugs
Jammin'	6.90	Taskset	Strange and exciting game capturing musical instruments
Revenge of the Mutant Camels	8.00	Llamasoft	Follow-up to *Attack*, with camels fighting back and 42 screens
Motor Mania	8.00	Audiogenic	A good road race game
Falcon Patrol	8.00	Virgin	An excellent fighter simulation with a scrolling 3D landscape
Hovver Bovver	8.00	Llamasoft	Suburban gardeners run riot with their mowers in a fast and witty game
International Soccer	9.95	Commodore	Superb soccer simulation on cartridge
Twin Kingdom Valley	9.50	Bug-Byte	Superb animated graphics adventure
The Hobbit	14.95	Melbourne House	Graphics adventure based on Tolkien's book
Forbidden Forest	8.95	Audiogenic/Centresoft	Fight your way through a chilling monster-infested forest
Aztec Challenge	8.95	Augiogenic/Centresoft	Dodge spears, boulders and other hazards in a perilous fight for survival
Megahawk	6.95	Big G	Spectacular 3D space action based on *Buck Rogers* from the arcades
China Miner	7.00	Interceptor	A frenetic multi-level, multi-screen game with great sound and graphics
Jumpin' Jack	8.95	Livewire	Definitive 3D version of *Frogger*
Caesar the Cat	8.95	Mirrorsoft	Brilliantly animated cat-and-mouse game
Savage Pond	8.95	Starcade	Survive aggressive pond-life in your growth from tadpole to frog
Chinese Juggler	6.90	Ocean	Exciting game with great graphics in which you have to keep eight plates spinning
Bumping Buggies	6.99	Bubble Bus	Frantic road-race with strange obstacles

WHERE TO GET YOUR GAMES

Aardvark, 100 Ardleigh Green Road, Hornchurch, Essex
A & F Software, 830 Hyde Road, Manchester M18 7JD
Acornsoft, 18 Tower Street, Covent Garden, London WC2H 9NN
Anirog, 29 West Hill, Dartford, Kent
Artic Ltd, Main Street, Brandesburton, Driffield YO25 8RG
Audiogenic, PO Box 88, Reading
Automata UK Ltd, 27 Highland Road, Portsmouth, Hants PO4 9DA
Beyond, Durrant House, 8 Herbal Hill, London EC1
Big G, Birchall Moss Hall, Hatherton, Nantwich, Cheshire CU5 7PJ
Bug-Byte, Mulberry House, Canning Place, Liverpool L1 8JB
Camsoft, Camputers Ltd, 33 Awbridge Street, Cambridge CB2 1UW
DK'tronics, Unit 2, Shire Hill Industrial Estate, Saffron Waldon, Essex CB11 3AX
English Software Co, Box 43, Manchester M60
IJK Software Ltd, 9 King Street, Blackpool, Lancashire
Imagine, Masons Buildings, Exchange Street East, Liverpool L2 3PN
J B Morrison Micros, 2 Glensdale Street, Leeds LS9 9JJ
Level 9 Computing, 229 Hughenden Road, High Wycombe, Bucks HP13 5P
Legend, 1 Milton, Cambridge CB4 1UY
Llamasoft, Awesome Games Software, 49 Mount Pleasant, Tadley, Hants
Melbourne House, 224 Stanley Road, Teddington, Middlesex TW11 8UE
Microdeal, 41 Truro Road, St Austell, Cornwall PL25 5JE
PSS, 452 Stoney Stanton Road, Coventry CV6 5DG
Quicksilva, 13 Palmerston Road, Southampton, Hampshire SO1 1LL.
Romik, 272 Argyll Avenue, Slough SL1 4HE.
Salamander, 17 Norfolk Road, Brighton, East Sussex BN1 3AA
Shards, 189 Eton Road, Ilford, Essex 1GU 2UQ
Softek, 12/13 Henrietta Street, Covent Garden, London WC2E 8LH
Superior, 69 Leeds Road, Bramhope, Leeds
Taskset, 13 High Street, Bridlington YO16 4PR
Timescape, 1 Virginia Gardens, Fairways, Milngave, Glasgow G62 6LG
Ultimate, The Green, Ashby de la Zouch, Leicestershire LE6 5JU
Virgin, 61–63 Portobello Road, London W11 3DD

CLASSIC ★ SCREEN CLASSIC

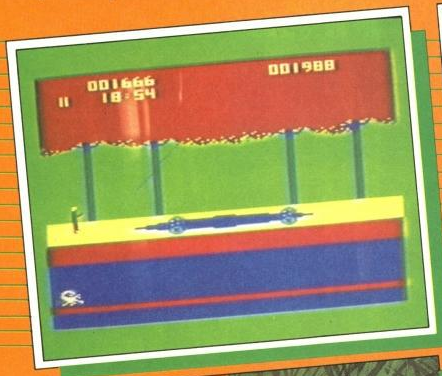
Cuthbert's had a pretty tough old life. First he had to go Walkabout, filling in lots of squares on the screen. Then he went off digging, pursued by the Moronian monsters. He'd scarcely had time to get his breath back before he was off again, this time to a steamy jungle infested with ferocious wildlife.

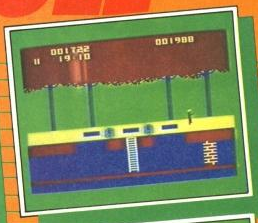
Have a swinging time on Cuthbert's crazy safari

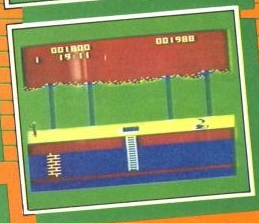
CUTHBERT IN THE JUNGLE

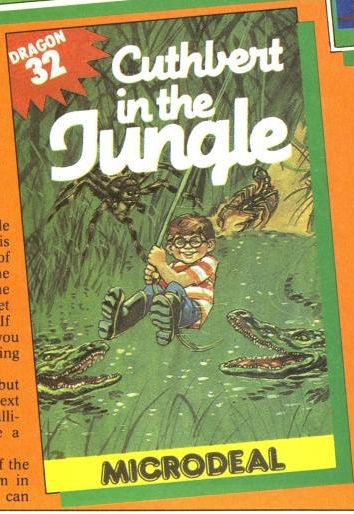
Cuthbert in the Jungle sees our hero engaged in a search for treasure which can only be found after successfully negotiating a series of terrifying hazards. Cuthbert, dressed top-to-toe in his maroon jungle-jogging suit, begins his perilous quest against the exotic background of blue trees and green screen (after all, this is a Dragon jungle). You press the fire-button and, suddenly, enormous boulders are rolling towards Cuthbert.

No problem – Cuthbert's a mean jumper. Anyway, these rocks won't kill him but only knock points off the 2,000 he started with. There are also holes in the ground which Cuthbert tends to fall through if he mistimes his leap. Again, you don't lose one of your three lives: you just waste time climbing back up the ladder. But if he stays in the depths he will encounter the large scorpion which lives there.









The first major obstacle Cuthbert comes up against is the pond, a wide expanse of shimmering blue water. The only way across is to catch the vine swinging above and get carried over Tarzan-style. If you miss it or fall off then you drop through to the stinging subterranean scorpion.

The vine is pretty tricky, but not nearly so difficult as the next pond, where three snapping alligators are waiting to make a meal of Cuthbert.

Their red heads pop out of the water and white teeth gleam in their gaping jaws. Cuthbert can only cross when the 'gators' gobs are shut. This requires a fine sense of timing; often Cuthbert ends up in the gullet of the last reptile.

Beat the alligators and it's on to the strange appearing/disappearing pond; one minute it's there, the next it's gone. And so is Cuthbert. Lurking evilly on the far side of the water is a writhing, venom-spitting snake. There's no known antidote.

A hot blue flame is the final obstacle before Cuthbert can start collecting treasure and accumulating points before the 20-minute time limit expires.

From now on the same dangers reappear, but in strange permutations. What makes *Cuthbert in the Jungle* such fun is the variety of hazards the player is faced with and the skill needed to get through them. The frustration you suffer makes success all the more pleasurable. When you add to this the excellent animation of Cuthbert himself and the good sound effects, you realise that this is one of the most enjoyable Dragon games around. **PC**

CheetahSoft

Soft we're not

FOR SPECTRUM 48K



CONQUEST

CONQUEST A tactical game which even veteran players will find both challenging and rewarding.

Mediterranean Europe is divided into grid squares. Your aim, as Emperor, is to gain 100 squares of territory as quickly as possible – at the same time dealing with Barbarian counter-attacks, plagues, civil war and rival Emperors.

5 levels of skill, plus a continuous 'Conquest' game where all the difficulty levels are thrown in together.

3D BAT ATTACK An all action, 3 dimensional maze game where you gather up blocks of gold, at the same time pitting your wits against vicious vampire bats whose only purpose in life is to locate, hunt and kill you.

4 levels of skill. At each level the game gets faster and more complicated, and the vampires more dangerous.

CheetahSoft

Soft we're not

FOR SPECTRUM 48K



3D BAT ATTACK

AFTER THESE, THE REST IS KIDS STUFF.

Are you ready for CheetahSoft? There's only one way to find out. But be warned: these vampire bats know a good meal when they see one. And our friend with the scythe has had years of experience . . .

So don't play unless you're ready to play the game for real. Because you'll find there's one sure thing about CheetahSoft: Soft we're not.

£6.95 at all good stores.

CheetahSoft

Soft we're not

SKULL

It's a monster...



...and it's waiting for you

ENTER THE CATACOMBS...
HUNT THE TREASURE...
AVOID THE TRAPS...
WATCH OUT FOR SKULL!

SUPER NEW, ORIGINAL, 3-DIMENSIONAL
FULL-GRAPHICS MAZE GAME FOR THE SPECTRUM 48K.
HUNT THE TREASURE THROUGH MULTI-LEVEL MAZES
AVOIDING HAZARDS AND DEADLY WANDERING SKULLS.
THIS GAME WILL BLOW YOUR MIND.
THERE IS NOTHING ELSE LIKE IT!

Write for details on the GRAND HIGH SCORE COMPETITION
GAMES MACHINE LTD.,
40 FRETHERNE ROAD, WELWYN GARDEN CITY, HERTFORDSHIRE.
☎ (07073) 28444/28435

GAMES MACHINE

SKULL IS AVAILABLE AT £6.95. Please add 50p to cover post and packing.

I enclose a cheque P.O. payable to GAMES MACHINE LTD.. for £ _____

or debit my Access/Barclaycard account no _____

Signature _____

NAME _____

ADDRESS _____

	QTY.	£
SKULL		
	TOTAL	

PLEASE SEND STAMPED ADDRESSED ENVELOPE FOR DETAILS OF GRAND HIGH SCHOOL COMPETITION

SEND TO:-
GAMES MACHINE LTD.,
40 FRETHERNE RD.,
WELWYN GARDEN CITY,
HERTFORDSHIRE.
TEL: (07073) 28444/28435

BADGES 40p
postage 75p

Available for COMMODORE 64

DEALERS AND DISTRIBUTORS REQUIRED GAMES AND EDUCATIONAL PROGRAMMES WANTED FOR ANY HOME COMPUTERS

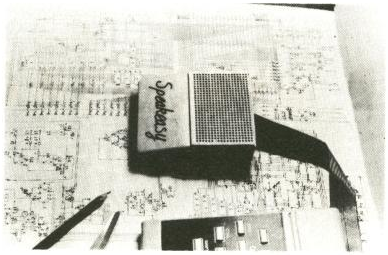
NEW available ex-stock NOW!

NOW YOUR MICRO CAN TALK BACK WITH SPEAKEASY £29.95 inc. VAT and P&P

NEW available ex-stock NOW!

AVAILABLE NOW FOR:

BBC
CBM 64
VIC 20
DRAGON 32
MEMOTECH 500
MEMOTECH 512
ORIC-1
SHARP MZ-700



AVAILABLE SHORTLY:

FOR
MOST
OTHER
POPULAR
MICRO'S

Features include:

- **Unlimited vocabulary through the use of allophones**
- **Easy to use in your basic programs (or machine code programs!)**
- **Clear audible speech**
- **Powered from your own computer**
- **Self-contained speaker**
- **Compact, sturdy, built to last**
- **12 month guarantee**
- **If you change your micro — you just change the lead**

AVAILABLE IN KIT FORM MAIL ORDER ONLY £19.95

Available from your local Spectrum (UK) Dealer or direct from:

JAMAR LTD

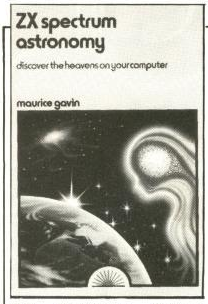
17 Station Road, Mirfield, West Yorkshire WF14 8LN

Tel: 0924 495923

Please rush me:

ITEM	QTY	PRICE	TOTAL
SPEAKEASY (S)		£29.95	
CONNECTING LEAD (STATE WHICH MICRO)		£4.50	
TOTAL PAYABLE	£		

ALL PRICES INCLUDE VAT & P&P



ZX Spectrum Astronomy by Maurice Gavin (Sunshine Books) £6.95

As is the case, I suspect, with many people, I have long been fascinated by astronomy – but I've been too lazy to do more than simply marvel at the Voyager pictures of Saturn and occasionally turn on the TV to watch The Sky At Night.

I would never claim to be an expert on the subject, but there has always been something about it that has aroused my curiosity. With Maurice Gavin's excellent book – subtitled 'Discover the heavens on your computer' – my knowledge has increased considerably.

The jacket blurb maintains that 'astronomy and your Spectrum are just made for each other. The graphics potential of the Spectrum means that the subject can be brought to life…'

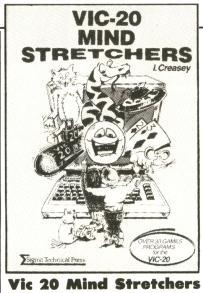
This book is not specifically directed at astronomers but at Spectrum owners who wish to expand their computing interests into other fields. It may offer one answer to that perennial question directed at home computer owners: 'yes, it's very nice but what does it actually *do*?'

The book allows accurate representations of the features of the night sky on any given date and at any given location to be made, helps the budding astronomer to work out planetary orbits, predict the paths of comets, use the Spectrum's user-defined graphics to display the phase of the moon for any given date – and much, much more.

For example, did you know that astronomers use their own calendar of Julian Days, which starts at noon GMT on 1 January 4713 BC? The current Julian Day is a seven-figure number in excess of 2,400,000.

It should be stressed that non-astronomers should find much to interest them here, as some of the routines can easily be adapted for other uses. The listings are dumped direct to an Epson printer via an RS232 interface, so there should be no problems with wrong or illegible program lines.

ZX Spectrum Astronomy is well-produced, easy to read, and fascinating. Sunshine Press and Maurice Gavin should be congratulated for producing a book that goes far beyond the usual computer literature and which could well serve as an introduction to an absorbing hobby. **TH**



Vic 20 Mind Stretchers by I. Creasey (Sigma Technical Press) £5.95

Dynamic Games For Your Vic 20 by Matthew Boek £5.95

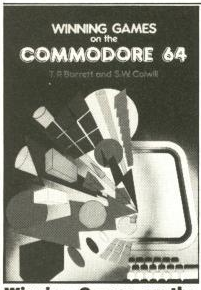
A brace of books for the Vic 20 this month. Both appear from the outside to be very similar, with just under 110 pages containing just over 30 programs in each, and both costing £5.95. The programs in both books are a good selection of the old favourites like *Lunar Lander* and *Muncher*, together with a selection of new ideas and a few utility programs.

But even a quick flick through the pages of both of these books reveals some startling differences between them. **'Dynamic Games'** by Matthew Boek contains very clear, easy to read listings that have been produced on Commodore's new four-colour plotter, whereas **'Mind Stretchers'** uses the more usual dot-matrix listings. What a treat, I thought as I eagerly turned on my Vic, made a quick cup of coffee and prepared for a late night at the keyboard. Easy to read listings at last.

However, my problems started with the first program from 'Dynamic Games' that I tried (*A Day At The Races*). The listing contained unrecognisable characters and characters with lines under them, and I was unable to type it in! A thorough reading of the book revealed a list of some of these characters in the Appendix, but by no means all of them, and for this reason alone I cannot recommend this book to anyone other than a masochist who enjoys typing and debugging rather than playing the games.

So, on to Mr Creasey's **Vic 20 Mind Stretchers**. While the listings don't look as good as in the first book they are at least perfectly readable and contain familiar characters. Also, each program has a line-by-line description and a list of the variables used, which is very handy if you want to find out *how* a program works.

Typing in a few programs at random reveals another facet of this book, which is now beginning to grow on me. Several of the programs contain machine code routines to make the game much faster and more fun to play. It's difficult to tell whether the games are better than the first book but they are certainly well worth the 20 pence per game that makes up the asking price. **DP**



Winning Games on the Commodore 64 by T.P. Barrett and S.W. Colwill (Ellis Horwood Ltd) £5.95

This is a substantial addition to any Commodore 64 user's program listings.

The format follows the traditional approach for listings books. No one these days risks typesetting program listings, in case printers' errors slip by. The only portions of this work not churned out in the ghastly spotted print associated with dot-matrix printers are non-program material, such as the lighthearted introductions to each of the listings.

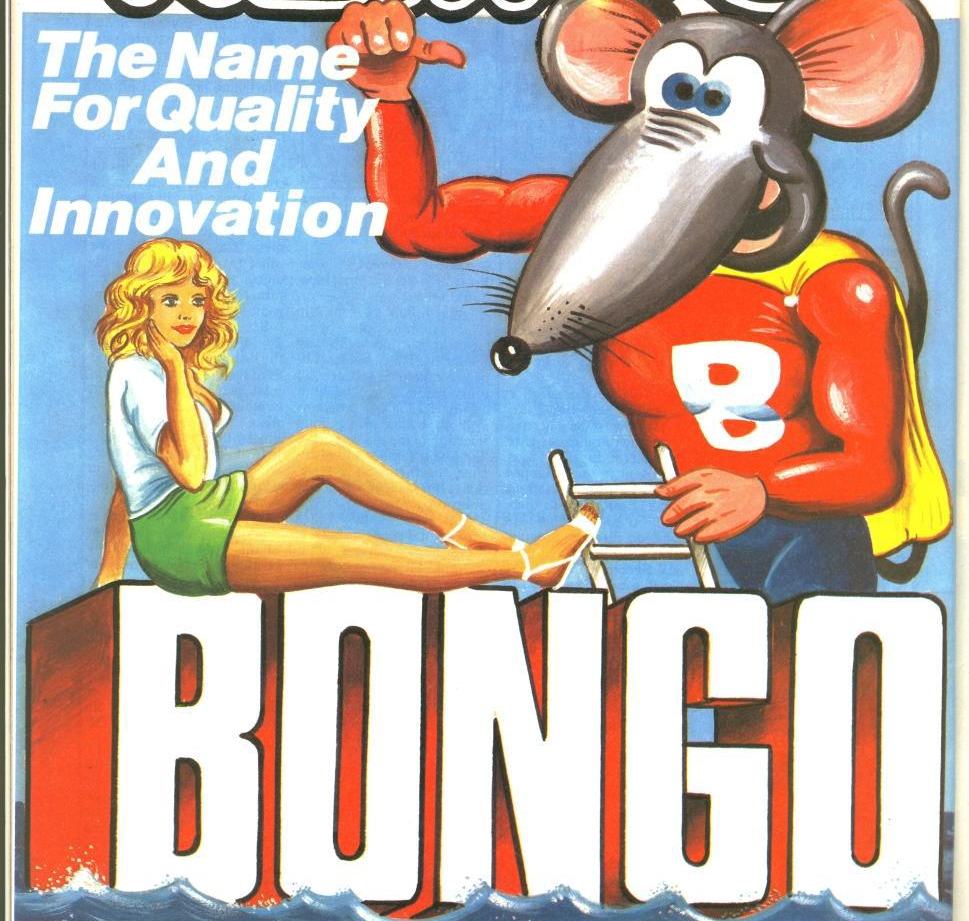
What separates this book from the usual run of the mill listings works is that it has nine excellent chapters setting out the rudiments needed by any beginner before they can start to write Basic programs on the 64. The book is very much a teaching guide to programming, with the very substantial games listings providing the incentive to master the basic skills. Its whole thrust is aimed at educational establishments, but this does not mean that it needs the presence of a teacher to be used. It is solidly in the line of self-tutoring texts and there should be no difficulty getting down to it on your own at home.

The 64 is not the easiest machine in the world to use, because both the sound and graphics facilities – though powerful – can only be used to the full by endless POKING and PEEKING. Using Peeks and Pokes when you don't know what you are doing is a bit like blundering about in a darkened room trying to catch a black cat. This book manages to clarify the concepts in under two pages.

Better, it goes into great detail in the first nine chapters on breaking down lengthy games listings to tell you exactly what is going on at each stage of the program. If you finish the book without learning how to construct your own sprites and write your own animated games you'll know that programming is not your forte. **TH**

ANIROG

The Name For Quality And Innovation



BONGO

Enjoy the hilarious antics of the Comical Mouse as he overcomes all dangers to win the heart of the lovely princess by collecting her lost diamonds. He must climb ladders, slide down the chutes, use transporters and trampolines to jump across divides to escape and outwit his pursuers. Six screens with three levels of difficulty.

VIC 20		COMMODORE 64		SPECTRUM 48K	
J.S.	£7.95	J.S.	£7.95	J.S./K.B.	£5.95
AVAILABLE NOW		AVAILABLE APRIL		AVAILABLE APRIL	

TRADE ENQUIRIES: ANIROG SOFTWARE LTD. 29 WEST HILL DARTFORD KENT (0322) 92513/8
MAIL ORDER: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT CARD SALES HORLEY (02934) 6083
PAYMENT BY CHEQUE P.O. ACCESS/VISA 50p POSTAGE & PACKAGING

COMPUTER DUNGEON

UK'S LARGEST SELECTION OF SOFTWARE — FREE FAST MAIL ORDER SERVICE

PLEASE PHONE FOR AVAILABILITY ON HUNDREDS OF OTHER TITLES

SPECTRUM

Codename Mat	£6.95
Defenda	£5.95
Alchemist	£4.95
Stonkers	£4.95
Pedro	£4.95
Tribble Trouble	£5.95
Jet Set Willie	£5.95
Fighter Pilot	£7.95
Night Gunner	£6.95
Blue Thunder	£5.95
Trashman	£5.95
Thunderhawk	£5.95
3D Lunattack	£7.50
Blade Alley	£5.50
Hunchback	£4.95
Mr Wimpy	£4.95
Scrabble	£12.95
Eskimo Eddie	£5.90
Pogo	£5.90
Cavern Fighter	£5.95
Pinball Wizard	£5.95
Millionaire	£5.50
Hurg	£14.95
Tasword II	£13.90
Krakatoa	£5.95
Scuba Dive	£5.50
Splat	£5.50
Thrusta	£5.95
Glug Glug	£5.95
Skull	£6.95
Ad Astar	£5.95
Dustman	£5.95
Sabre Wulf	£9.95
Orc Attack	£6.95
Ant Attack	£6.45
Psytron	£7.95
Dungeon Builder	£9.95
Jack & the Bnstlk	£5.95

COMMODORE

The Pyramid	£6.95
Neoclyps	£6.95
Manic Miner	£6.95
Crazy Balloon	£6.95
Hunchback	£5.90
Mr Wimpy	£5.90
Falcon Patrol	£7.00
Blagger	£7.95
Hell Gate	£4.95
Killerwatt	£7.95
Hovver Bovver	£6.00
Solo Flight	£12.95
Slinky	£7.95
Aztec Chall	£7.95
Forbidden For	£7.95
Moonbuggy	£7.00
Skramble	£7.00
Hexpert	£7.00
China Miner	£7.00
Dinky Doo	£7.95
Harrier Attack	£7.00
Space Pilot	£7.95
Omega Run	£7.95
Super Pipeline	£6.95
Bugaboo	£7.95
Snooker	£8.95
Pedro	£3.95
Speed Duel	£5.95
Colossus Chess	£9.95
Twin K Valley	£9.50
Slurpy	£7.95
Gyropod	£6.95
Zodiac	£7.95
Aquanaut	£6.95
Eagle Empire	£7.95
Wheelin Wallie	£6.95
Son of Blagger	£7.95
Cybotron	£7.95

BBC

Fortress	£7.95
Penguin	£7.95
Twin K Valley	£9.50
Pedro	£5.50
Challenger	£7.95
Super Golf	£7.50
Hunchback	£7.95
Crazy Painter	£7.95
Froggy	£7.95
The Mine	£7.95
Jet Power Jack	£7.95
Ghouls	£7.95
Z Arm	£7.95
Bumble Bee	£7.95
747	£7.95
Gorf	£7.95
A Maze in Space	£7.95
Vortex	£7.95
Gunsmoke	£7.95
Heist	£7.95
Snooker	£8.95
Dare Devil Dennis	£7.95
Digger	£7.95
Dambusters	£7.95
Bug-Blaster	£7.95
Eagle Empire	£7.95
Webrunner	£7.95
Chuckie Egg	£7.90
Cylon Attack	£7.90
Missile Control	£7.95
Mr Wimpy	£7.95
Spooks and Spiders	£7.95
Eagles Wing	£7.95
Blagger	£7.95
Omega Probe	£7.95
Bed Bugs	£7.95
Saloon Sally	£4.95
Jungle Jive	£7.95

ORIC

Harrier At	£6.95
Scuba Dive	£6.95
Xenon-1	£8.00
Zorgons Rev	£8.00
Loki	£6.45
Delta 4	£8.95
Hunchback	£6.90
Mr Wimpy	£6.90
Centipede	£3.95
Hopper	£3.95
Ultra	£3.95
Light Cycle	£3.95
Invaders	£3.95
M. A. R. C	£6.95
Oricmon	£3.95
Electrostorm	£6.50
Lone Raider	£7.95
Super Meteors	£6.95

DRAGON

Pedro	£3.95
Hungry Horace	£5.95
Ugh	£7.95
Leggit	£3.95
Trace Race	£6.25
Maurice Minor	£6.95
Bonka	£6.95
Chess	£7.95
Attack	£7.00
Golf	£7.00
Flight Simul	£7.00
UXB	£6.95
Castle Adv	£6.95
Voyager	£6.95

ZX 81

Krazy Kong	£3.95
Hopper	£3.95
49_er	£5.95
Sea Wolf	£3.95
Mcoder II	£6.95
QS Invaders	£3.95
Blackstar	£3.95
Breakout	£3.95
Brickstop	£3.95
Zaraks	£4.95
Galactic Patrol	£4.95
3D Defender	£4.95
3D Monster Maze	£4.95
The Gauntlet	£3.95

ELECTRON

Chuckie Egg	£7.90
Kamakazi	£7.90
Snooker	£7.95
Dare Devil Denis	£7.95
Twin K Valley	£9.50
Alien Dropout	£7.95
Invaders	£7.95
Fruit Machine	£7.95
Centipede	£7.95
Super Golf	£7.50
Gorph	£7.95
Chess	£7.95
Moonraider	£7.95
Swoop	£7.95
Croaker	£7.95
Cylon Attack	£7.95
Pedro	£5.50
Blagger	£7.95
Vortex	£7.95
Cybotron Mission	£7.95

DISCOUNTS! 2 or more games 5% off 4 or more games 10% off

★ Postage and packing free★ ★ Goods sent — same day as order received★

Please send postal order or cheque with order to 130 London Rd, St. Albans, Herts. AL1 1PQ. (St Albans) 5656351

At last... A joystick that works!

The intelligent Joystick

Cambridge Computing bring you the first **programmable** joystick~ at a price you can afford.

£34.90

JOYSTICK, INTERFACE AND TAPE COMPLETE



Interface

- Easy to program
- 1k on board memory
- Own rear edge connector — for printers etc
- Compatible with all standard joysticks

Tape

- Easo to use program enables the interface to work on **ALL** software
- Keeps a record of all your games — so you only need to tell it about each game once!



Joystick

- Self centring
- 8 Directional microswitched action
- 2 independent fire buttons

Telephone us **now** for your nearest stockist!

CAMBRIDGE COMPUTING

1 Ditton Walk, Cambridge CB5 8QZ Telephone 0223-214451

Please send me:- For Spectrum PCG6

Joystick, Interface & Tape at £34.90 ☐

Interface and Tape at £27.90 ☐

Joystick only at £7.90 ☐

I enclose cheque/postal order for £.....

made payable to Cambridge Computing Limited

Name..... Address.....

VALH

48K SPECTRUM



ALLA

MOVi SOFT ©

LEGEND

VALHALLA is supplied on a 48K Spectrum program cassette, with VALHALLA player manual and presentation box. As VALHALLA uses the full 48K RAM, microdrives and full-size printers are not supported. ZX printer optional.

VALHALLA is normally available from stock, and orders are despatched by return. If, for any reason we are unable to fulfil your order within 14 days of receipt, we will notify you.

VALHALLA cassettes carry an unconditional lifetime replacement guarantee.

TO ORDER: (UK Orders Only) Simply complete the coupon, and FREEPOST with your cheque/P.O. made payable to LEGEND (UK Mail Order). Credit Card Orders: By phone 9-5.30 Mon to Fri, stating name and address, Card No. and item(s) required.

RETAILERS: Please contact your regular distributor or LEGEND (Trade Distribution) at the address below.

LEGEND (UK Mail Order) FREEPOST
1 Milton Road, Cambridge CB4 1UY
(0223) 312453

MOVISOFT OPERATING SYSTEM UNDER LICENCE

Post to:- LEGEND (UK Mail Order) FREEPOST
1 Milton Road, Cambridge CB4 1UY

Please send me.....Copy/copies of VALHALLA for the 48K Spectrum.

I enclose cheque/P.O. for £.....
(£14.95 each incl. VAT and P&P).

Or I wish to pay by Access/Barclaycard/Visa
Card No.....

Please print name and address
Name.....
Address.....
.....
.....

Credit Card holder's signature.....

PCG3

WHOLESALE ONLY

For the very best in Oric, Spectrum and Commodore games from all the major software houses.

Large range of educational software for Spectrum, Commodore 64 and BBC.

RING
VANGUARD LEISURE

Church Row Chambers
Franklands
Longton
Preston

PRESTON 0772 617665

SOFT TOUCH

TEL: 08012 3404

WRITE OR PHONE FOR LATEST STOCKS OR **FREE** CATALOGUE OF OVER **600 TITLES** FOR ATARI, BBC, CBM64, DRAGON, ORIC SPECTRUM & ZX81

AT DISCOUNT PRICES.
FREE CLUB MEMBERSHIP
WITH FIRST ORDER
ELECTRON, VIC 20, IBM, TI/994a & TRS 80 ALSO CATERED FOR — ENQ WELCOME

8 CLARE DRIVE, THRAPSTON, NORTHANTS NN14 4TA

SAVE IT SOFTWARE

PROBABLY THE LARGEST SELECTION OF DISCOUNT SOFTWARE IN THE WORLD

SAVE MONEY
SAVE TIME
SAVE EFFORT

SPECTRUM GAMES

The Pyramid	£4.50
Arcadia	£4.50
Zip Zap	£4.50
Zzoom	£4.50
Stonkers	£4.50
Alchemist	£4.50
Splat	£4.50
Jet pac	£4.50
Pssst	£4.50
Cookie	£4.50
Trans-Am	£4.50
Luna Jelman	£4.50
Atic Atac	£4.50
1984	£4.50
Millionaire (EC) (new)	£4.95
Pedro (new)	£4.50
Poor	£4.95
Manic Miner	£4.95
Handicap Golf	£4.95
Wheelie	£4.95
Corridors of Genon	£4.95
3-D Tunnel	£4.95
Kong	£4.95
Mr Wimpy	£4.95
Rescue	£4.95
Eskimo Eddie	£4.95
Earth Defense	£4.95
Omega Run	£4.95
Test Match	£4.95
Bridge Tutor (Adv)	£4.95
Bridge Tutor (Beg)	£4.95
3D Combat Zone	£4.95
Tribble Trouble	£4.95
Kokotoni	£4.95
Android 2	£4.95
Cavern Fighter	£4.95
Doomsday Castle	£5.50
Invasion Body Snatchers	£5.50
Rommel's Revenge	£5.50
Birds and Bees	£5.95
Bear Bovver	£5.95
Scuba Dive	£5.95
Football Manager	£5.95
Night Gunner	£5.95
Death Chase	£5.95
Star Clash	£5.95
Hunchback	£5.95
Traxx	£5.95
Hall of the Things	£6.50
Black Crystal	£6.50
Dungeon Master	£6.50
Hunter Killer	£6.95
Flight Simulator	£6.95
Oracle's Cave	£6.95
Fighter Pilot	£6.95
The Skull	£6.95
Super Chess	£6.95
Snooker (Visions)	£7.95
Pimania	£8.50
Groucho	£8.50
Apocalypse	£8.50
Snowball	£8.95
Colossal Adventure	£8.95
Voodoo Castle	£8.95
Secret Mission	£8.95
The Forest	£8.95
Scrabble	£13.95
Valhalla	£13.95
The Hobbit	£13.95
Code Name Mat (new)	£5.95
Trashman (new)	£4.95
Defenda (new)	£4.95
Blade Alley (new)	£4.95
3D Luna Attack	£4.95
Jet Set Willy	£4.95
Blue Thunder (new)	£4.95
Glug Glug (new)	£4.95
Snowman (new)	£4.95
Fred (new)	£5.95
Pogo (new)	£4.95
Chequered Flag	£5.95
Strike Four (new)	£5.95
Psytron (new)	£6.95
Confrontation (new)	£5.95
Nebular (new)	£5.95
Classic Adventure	£5.95
Darts (new)	£4.95
Backgammon	£4.95
3-D Art Attack	£5.95
Time Gate	£5.95
Chuckie Egg	£5.95
Deff Worms	£4.95
Blade the Warrior (new)	£5.95

SPECTRUM EDUCATIONAL

Star Reader A (Scisoft)	£5.95
Star Reader B (Scisoft)	£5.95
Young Learner I (Rose)	£4.95
Young Learner II (Rose)	£4.95
Primary Arithmetic (Rose)	£4.95
Slatternwhimpsits (Suiss)	£8.95
Grammar Tree I (Suiss)	£9.95
Inter English I (Rose)	£4.95
Inter English II (Rose)	£4.95
Quasar (Rose)	£4.95
Learning Series I (Calpac)	£8.50
Learning Series II (Calpac)	£8.50
Learning Series III (Calpac)	£8.50
French Mistress A (Kosmos)	£8.95
French Mistress B (Kosmos)	£8.95
German Master A (Kosmos)	£8.95
German Master B (Kosmos)	£8.95
Red Riding Hood (Arrowsoft)	£8.95
Goldilocks (Arrowsoft)	£8.95
5 Little Ducks (Arrowsoft)	£8.95
9 Current Buns (arrowsoft)	£8.95

CBM GAMES

Grid Runner	£4.50
Necros 64	£4.50
Hungry Horace 64	£4.95
Cosmic Commando	£4.95
3D Time Trek	£4.95
Indian Attack	£4.95
Dictator 64	£4.95
Frog Run 64	£4.95
Crazy Cave Man	£5.50
Blue Moon	£5.50
Dark Dungeons	£5.95
Dungeons	£5.95
Hustler	£5.95
Kick Off	£5.95
Sprite Man	£5.95
Crazy Kong	£5.95
Star Trek	£5.95
Scuba Dive	£5.95
Hunchback 64	£5.95
Mr Wimpy 64	£5.95
Squashaliens	£5.95
Kong (Anirog)	£5.95
Quintic Warrior	£5.95
Panic 64	£6.00
Siren City	£6.00
Vortex Raider	£6.00
Defender 64	£6.00
Tokens of Ghall	£6.00
China Mina	£6.50
Revenge Mutant Camels	£6.50
Attack Mutant Camels	£6.50
Hover Bovver	£6.50
Cosmic Bounce	£6.50
Nursery Nightmare	£6.50
Skramble 64	£6.95
Quest of Merravid	£6.95
Chess	£6.95
Snooker (Visions)	£7.95
Metro-Bizz	£8.95
Aquaplane	£6.95
Paradroid (Visions)	£7.95
Twin Kingdom Valley	£8.50
Snowball	£8.95
Colossal Adventure	£8.95
Ring of Power	£8.99
Hobgoblin	£12.99
Manic Miner	£6.95
Spait	£5.50
Space Pilot (new)	£6.95
Harrier Attack	£6.95
Stix	£7.95
Megahawk	£5.95
Heligate	£4.50
Pedro (new)	£4.50
3D Tanx	£5.95
Transylvanian Tower	£5.50
Solo Flight (new)	£13.95
Chinese Juggler (new)	£5.95
Revenge Mutant Camels	£6.50
Colossus Chess	£8.95
Dinky Doo (new)	£8.95
Sting (new)	£8.95
Zylogon	£5.95

VIC-20

Gridrunner	£4.00
Bewitched	£4.55
Arcadia	£4.55
Wacky Waiters	£4.55
Catcha Snatcha	£4.55
Frogrun	£4.95
Dot Man	£5.95
Pharoah's Tomb	£4.95
Zok's Kingdom	£4.95
Crawler	£4.95
Men Kong	£4.95
Dungeons	£4.95
Voodoo Castle	£5.95
Chess	£8.95
Felix in the Factory	£5.95
Liberator (new)	£8.95
Eagle Empire (new)	£5.95
Amaze in Space (new)	£8.95
Pedro (new)	£4.50
Fortress (new)	£7.95
Dumbusters (new)	£5.95
Q-man's Brother (new)	£5.00
Vortex	£5.95
Hunchback	£5.95
747 Flight Simulation	£7.95
Twin Kingdom Valley	£8.50
Dog Fight	£5.95
Colossal Adventure	£8.95
Snowball	£8.95
Lords of Time	£8.95
Music Processor	£13.50
Super Cobra	£13.50

DRAGON GAMES

Leggit	£4.50
Hungry Horace	£4.95
Transylvanian Tower	£5.50
Vultures	£5.95
Droids	£5.95
Morris Minor	£5.95
Ugh	£5.95
Chess	£8.95
Acheron's Rage	£5.95
Ice Giant	£5.95
Two-Gun Turtle	£5.95
Harrier Attack	£5.95
Invaders	£6.50
Defense Force	£6.50
Rat Splat	£6.50
Zorgon's Revenge	£7.50
Zenon-one	£7.50
Snowball	£8.95
Colossal Adventure	£8.95
Adventure Dbl Pk	£8.95
Hobbit	£13.50
Scuba Dive (new)	£5.95
Starfighter (new)	£5.95

BBC GAMES

Q-Man	£4.90
3D Munchine	£4.90
Saloon Sally	£4.95
Wizard	£5.95
Dictator	£5.95
The Generator	£5.95
Cylon Attack	£5.90
Chuckie Egg	£6.90
Adventure Land	£6.95
Voodoo Castle	£6.95
Chess	£6.95
Felix in the Factory	£6.95
Liberator (new)	£8.95
Eagle Empire (new)	£6.95
Amaze in Space (new)	£8.95
Pedro (new)	£4.50
Fortress (new)	£7.95
Dumbusters (new)	£6.95
Q-man's Brother (new)	£5.00
Vortex	£6.95
Hunchback	£6.95
747 Flight Simulation	£7.95
Twin Kingdom Valley	£8.50
Dog Fight	£6.95
Colossal Adventure	£8.95
Snowball	£8.95
Lords of Time	£8.95
Music Processor	£13.50
Super Cobra	£13.50

ORIC

Mr Wimpy	£5.96
Hunchback	£5.95
Island of Death	£5.95
Dracula's Revenge	£5.95
Super Meteors	£6.95
Up Periscope	£8.95
Chuckie Egg	£6.95
Bonkers	£6.95
Flight Simulator	£6.95
Drone Data Tank	£7.75
Baccarat	£7.75
Dragrunner	£7.75
Cave Fighter	£7.75
Trace Race	£7.75
Ring of Darkness	£8.95
Dragon Racer/Wasp	£8.95
Learn Basic	£11.95
Profile	£13.50
Kreigspiel (new)	£5.95
And all because	£5.95
Submarine Commander	£5.95
Pedro (new)	£4.50
Quazmodo	£7.50
Pimania	£8.50

ATARI

Pirates Adventure	£8.95
Mission Impossible	£8.95
Voodoo Castle	£8.95
Sea Dragon	£13.50
Asteroids	£26.99
Pole Position	£26.99
Super Cobra	£27.99
Frogger	£27.99
Popeye	£27.99
Defender	£27.99
Astrochase	£27.99

ATARI VCS SYSTEM

Star Wars: Empire	£24.99
Spider Man	£24.99
Amidar	£24.99
Reactor	£24.99
Star Wars: Jedi Arena	£24.99
Action Force	£24.99
Sky Skipper	£24.99
Return Jedi	£27.99
Ghostbusters	£27.99
Q-Bert	£27.99
Popeye	£27.99
Super Cobra	£27.99

JOYSTICKS

Quickshot Mk I	£8.95
Quickshot Mk II pair	£16.00
Quickshot Mk III	£10.95
Quickshot Mk III pair	£20.00

LIGHT PENS

Spectrum	£16.00
Dragon	£10.00

TO CUT OUT AND KEEP

Send orders to SAVE-IT SOFTWARE, 83 Neville Road, Luton, Beds LU3 2JG, or Access Hotline Luton (0582) 595222. 24 Hrs

Name .....

Address .....

.....

.....

I enclose cheque/PO for £..... payable to Save-It Software or please debit my Access card no .....

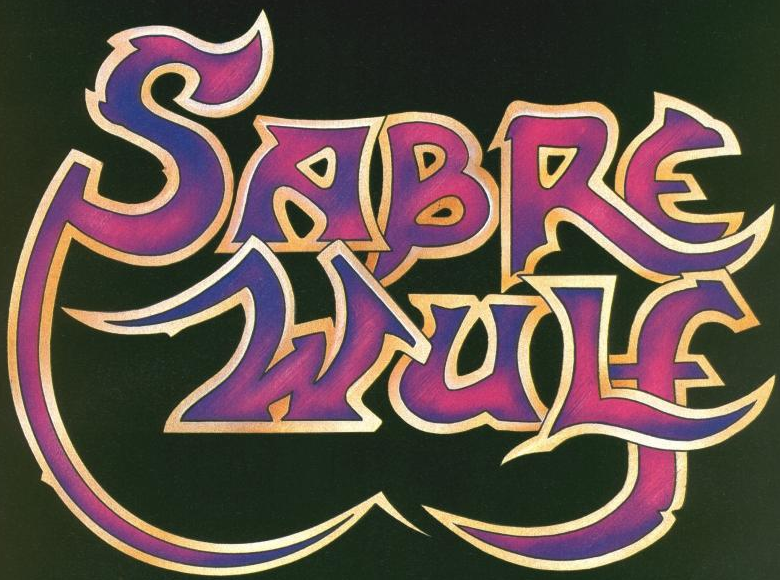
Please supply me with

	MICRO	COST £	COST p
1.			
2.			
3.			
4.			
5.			

Price includes VAT and free delivery — Total

SIGNED.....

PCG 6/84



ULTIMATE
PLAY THE GAME

48K SINCLAIR ZX SPECTRUM

£9.95

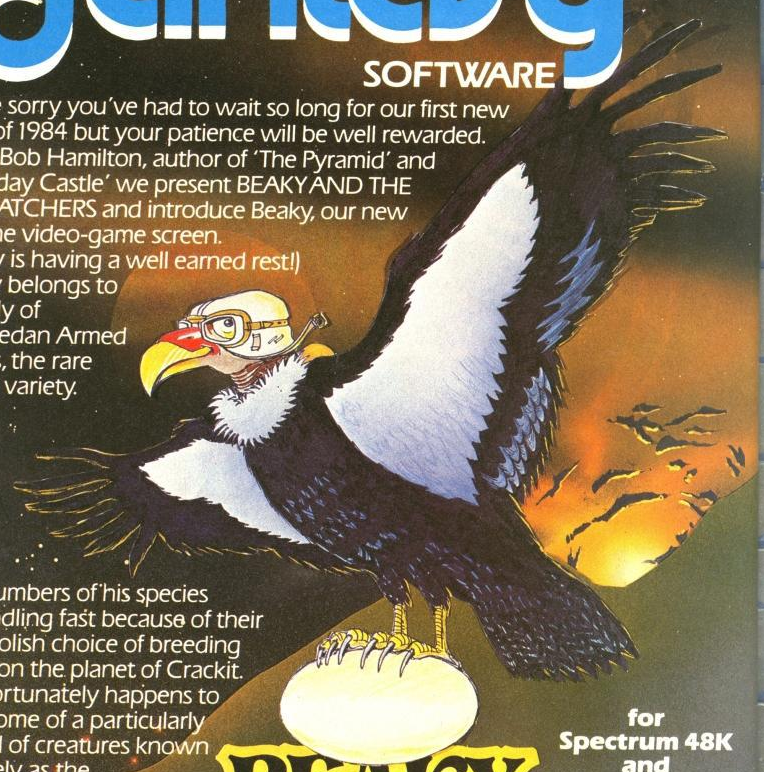
fantasy
SOFTWARE

We're sorry you've had to wait so long for our first new release of 1984 but your patience will be well rewarded.

From Bob Hamilton, author of 'The Pyramid' and 'Doomsday Castle' we present BEAKY AND THE EGGSNATCHERS and introduce Beaky, our new star of the video-game screen.

(Ziggy is having a well earned rest!)

Beaky belongs to the family of Andromedan Armed Condors, the rare goggled variety.



The numbers of his species are dwindling fast because of their rather foolish choice of breeding ground, on the planet of Crackit. This unfortunately happens to be the home of a particularly evil band of creatures known collectively as the Eggsnatchers. Their sole malicious intent in life is to extinctify Beaky's species by stealing or destroying the eggs by any foul means available.

for Spectrum 48K and Commodore 64

BEAKY and the Egg Snatchers

Your objective is to try and brood, hatch out and rear as many little Beakys as possible through 12 different screens of formidable but delightful arcade action.

FANTASY SOFTWARE is available from W.H.SMITHS, JOHN MENZIES, BOOTS, WOOLWORTHS, LASKYS, GREENS, RUMBELLOWS, SPECTRUM GROUP and all other good software retailers.

Beaky and the Eggsnatchers is available for 48K Spectrum and Commodore 64 at £6.50 on cassette or on disk for the Commodore 64 at £9.50 from

FANTASY SOFTWARE, FAUCONBERG LODGE, 27A ST GEORGES ROAD, CHELTENHAM, GLOS GL50 3DT
despatched by return first class post together with free membership of the Fantasy Micro Club.
Trade Enquiries welcome – telephone 0242-583661.



All Titles available mail order from:-
QUICKSILVA MAIL ORDER P.O. Box 6, Wimborne, Dorset BH21 7PY. Tel. (0202) 891744.

FRED

SPECTRUM 48K
£6.95
COMMODORE 64
£7.95
(Available soon)

SNOWMAN

SPECTRUM 48K
£6.95

BOOGABOO

COMMODORE 64
£7.95
SPECTRUM 48K
£6.95

ULTISYNTH

COMMODORE 64
£14.95

ANT ATTACK

SPECTRUM 48K
£6.95

MINED OUT

ELECTRON £6.95
BBC £6.95
LYNX £6.95
SPECTRUM 48K £4.95
ORIC/ATMOS £6.95
(Available soon)

Available at:

Boots · John Menzies · WHSMITH

and leading multiple retailers and specialist computer stores.

WARNING: These programs are sold according to QUICKSILVA Ltd's terms of trade and conditions of sale, copies of which are available on request.

HAVE YOU JOINED THE GAME LORDS YET?
Send S.A.E. for details and catalogue.

Go hunting with CAESAR THE CAT

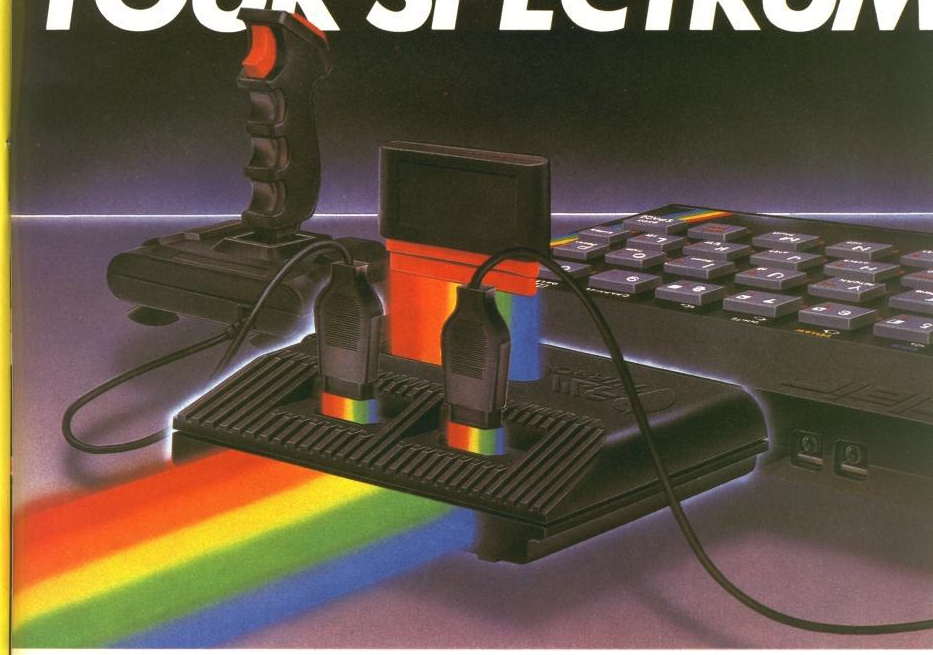
MIRRORSOFT

SOFTWARE FOR ALL THE FAMILY



SEE US AT THE COMMODORE SHOW

TURBO CHARGE YOUR SPECTRUM



Outperforms any Spectrum interface

The unique Turbo interface from Ram gives you all these features – and more – in one unit:

- A variety of interfaces including: Rom cartridges, two 9-way D plugs for standard joysticks, PLUS full expansion bus at rear.
- Compatible with Kempston and Protek protocols.
- Works with latest Quickshot Mk II auto rapid-fire joysticks!
- Choice of Rom cartridge or tape cassette software.
- Instant program loading with cartridge software.
- Built-in power safety device – unique to Ram Turbo.
- Full one year guarantee.
- Immediate availability – 24 Hr despatch on receipt of P.O./credit card details (cheques – seven days).
- Incredible value – only £22.95.

So don't wait around – simply complete the coupon and send it to us today.

Or call our credit card hot line on 02514 25252. (Access and Visa welcome).

Ram Electronics (Fleet) Ltd, 106 Fleet Road, Fleet, Hampshire GU13 8PA.

24 Hr despatch for credit cards and postal orders

Please send me:

_____ Spectrum Turbo Interface(s) at £22.95 + £1 p+p (overseas orders £3 p+p)

_____ Quickshot II Joystick(s) at £9.95 (Only when purchased with Turbo – normally £12.95 + £1 p+p)

I enclose cheque/postal order or charge my Access/Visa for: £_____

VISA

Name _____

Address _____

_____

PCG Tel _____

To: Ram Electronics (Fleet) Ltd, 106 Fleet Road, Fleet, Hampshire GU13 8PA.

RAM TURBO

Trade and export enquiries welcome.

JET SET WILLY is finally in the shops, unlike MANIC MINER Jet Set Willy is what Software Projects call a TOTAL GRAPHIC ADVENTURE© in which graphics and not text are the only guides you have to guide Miner Willy around the 60 rooms of his mansion. In association with the game we are offering a prize for the first person to collect all the items around the mansion and put Willy to bed (not an easy task). Walking around the rooms seems easy enough, collecting the items may prove, in some cases difficult, but to make the adventure almost impossible is the Attic.

Once you have visited the Attic your very presence will trigger a chain reaction in the Chapel. The four guardians from there will then go to the Kitchen, West of the Kitchen, Cuckoo's Nest and the East Wall Base making short cuts through them impossible as you will encounter instant death when entering the rooms.

In this game it is essential that you make a map and leave visiting the Attic until the last possible moment. Needless to say that from the Attic the only route left to you is the longest most torturous path back to the Bedroom.

Happy Adventuring.

SOFTWARE PROJECTS
Bear Brand Complex,
Allerton Road,
Woolton, Liverpool,
Merseyside L25 7SF
051-428 7990

ALL SALES ENQUIRIES PLEASE CONTACT COLIN STOKES ON 051-428 9393

SELECTED TITLES AVAILABLE FROM JOHN MENZIES, BOOTS, WOOLWORTHS, SPECTRUM SHOPS AND ALL GOOD SOFTWARE DEALERS.

LANDING AT YOUR DEALER NOW!



The Mastertronic concept is to bring you top quality games at a price anybody can afford. The full range of **£1.99** games is now available at your local dealer. The name of the game is

MASTERTRONIC

HOT LINE

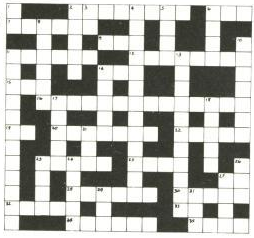
01-486 3478

PUZZLES • PUZZLES • P

COMPUTER CROSSWORD

Across

2. The last place to communicate with your computer (8)
6. Fasten to notice-board (3)
7. It's a part of an inferior class (6)
9. Basically, it's a comment your computer should ignore (3)
11. Sounds like a levy on immoral earnings – a common error (6)
12. Moved graphically (8)
14. Mythical monster leads orchestra (3)
16. Annual inflation (6,8)
19. Is it off? No, that's backwards (2)
20. Small branch to an optional Basic command gives you a savoury snack (7)
22. Centre of attention (5)
23. Micro amnesia (5)
25. I enter 14 across to obtain a micro (4)
27. This PCG reviewer has a small current account! (2)
28. Best number prepared
30. Remop untidily a reprogrammable chip (5)
32. Micro dot (5)
33. Therefore reverse the operating system (2)
34. Increase memory (6)
35. Look into memory (4)



Down

1. In brief, the way to control a micro (2)
2. State of the Union instruments? (5)
3. Out of this world (2)
4. Faster programs (2,7,4)
5. Against (4)
6. Alcoholic access point (4)
8. Trashcan plus twisted ray – it's all 0s and 1s (6)
10. Byte's location (7)
11. Sandy slice of potato inside your micro (7,4)
13. They're used for photographic information retrieval – but maybe they should be served up with 11 down (11)
14. How to float down a river in an adventure game? (2,3)
17. Go inside to execute a command (5)
18. CIA is in a muddle over this international computer code (5)
21. It is short (3)
23. Persuade (4)
24. The computer taken by Eve (5)
26. Memory you can POKE (3)
27. Centre of 24 (4)
29. Mischievous sprite (3)
31. American father (3)

SOFTWARE SEARCH

Hidden in this grid of letters are the names of 15 popular computer games. They may read left, right, up, down or diagonally. (Puzzle submitted by Colin McMahon, Kirkcaldy, Fife).

A	J	E	T	P	A	C	B	E	C	F	P	D	G	E
H	K	S	I	S	P	O	J	N	L	A	M	Q	V	R
S	U	V	W	K	C	X	C	Y	C	B	Z	I	A	D
F	E	K	G	R	G	I	H	M	L	M	D	D	L	N
K	Y	A	X	A	B	W	A	B	Z	A	D	R	H	E
C	K	P	I	M	A	N	I	A	B	W	R	E	A	J
A	I	E	G	B	Q	R	Y	U	U	R	C	N	L	G
B	J	N	P	L	T	Z	C	A	D	E	E	I	L	G
H	B	E	H	E	S	S	A	S	R	D	P	M	A	I
C	E	T	F	Z	Z	O	O	M	G	N	I	C	J	K
N	H	R	B	U	T	S	R	Q	P	E	N	I	M	K
U	J	A	X	R	E	G	G	O	R	F	W	N	Q	K
H	E	T	W	F	I	A	R	T	S	E	U	A	M	O
D	E	O	J	W	F	I	A	R	T	D	A	M	B	N
P	O	R	Q	E	I	K	O	O	C	T	P	M	T	G

PROGRAM PUZZLE

What does the program do and where should the GOTO on line 30 go to?

```
10 FOR I = 1 TO 100
20 FOR T = 2 TO I - 1
30 IF I/T = INT(I/T) THEN GOTO ?
40 NEXT T
50 PRINT I
60 NEXT I
```

ANSWERS AT THE BOTTOM OF THE PAGE

ADVERTISERS INDEX

Aardvark	67	Duckworth	83	New Generation	52 & 53
Addison Wesley Publishing	76	Durell	4		
Addictive Games	86			Ocean	O.B.C.
Albeta	25	Fantasy	127		
Alligata	49	First Byte	86	Personal Computer Games	5
Anirog	98/104			Personal Software Services	90/95
Artic	9	Hewson Consultants	25	Phipps Associates	111
Atari	112/113				
Audiogenic	I.B.C.	Interceptor	57	Quicksilva	128
		Iscom	86		
Big K	43			Ram Electronics	26
Bus Tech	34	Llamasoft	24		
				Shards S/W	114
		Mastertronics	105	Sinclair Research	31
Case Computer Simulations	52	MDR	18	Softmachine	75
CDS	42	Megasave	83	Software Projects	120
Computa Plan	40/41	Microdeal	32	Sophisticated Games	68
Creative Sparks	82/87	Micropower	68/70	Squirrel Software	67
		Mirrorsoft	34	Strange Loop	75
				System 3	33

Tansoft	81
Taskset	103
Terminal	64
Thames Television	60
Ultimate Play The Game	137
Visions Software Factory	39
Woking Computer Centre	67
W.H. Smith	6/7
Zeal Marketing	83

PROGRAM PUZZLE
Prints prime numbers between 1 and 100. Line 60.

SOFTWARE SEARCH
Manic Miner, Zzoom, Frogger, Valhalla

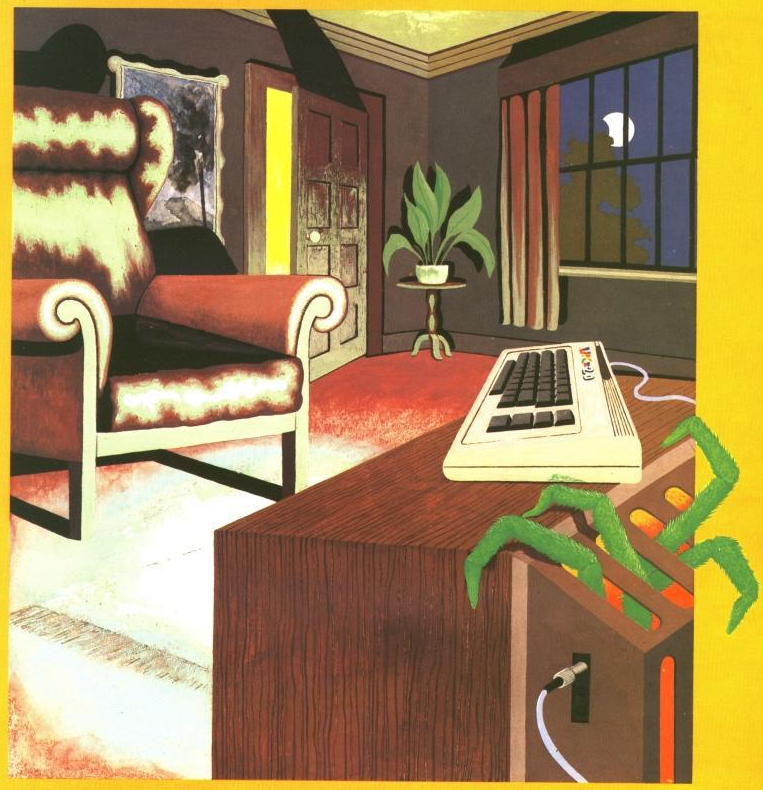
COMPUTER CROSSWORD

Across
1. Lur. 16. Yearly increase. 19. On. 20. Twiglet. 22. Focus. 23. Crash. 25. One. 27. CA. 28. Penned. 30. Eprom. 32. Pixel. 33. So. 34. Expand. 35. Peek.

Down
1. OS. 2. Texas. 3. ET. 4. In machine code. 5. Anti. 6. Port. 8. Binary. 10. Address. 11. Silicon chips. 13. Microfiches. 14. On log. 17. Enter. 18. ASCII. 21. ITS. 23. Coax. 24. Apple. 26. Ram. 27. Core. 29. Imp. 31. Dad.

Editor: Chris Anderson *Production editor:* Roderick George *Art editor:* Ian Findlay *Technical editor:* Stuart Cooke *Staff writers:* Steve Cooke, Peter Connor *Editorial assistant:* Samantha Hemens *Software consultant:* Tony Takoushi *Cartoons:* Kipper Williams *Program Control Guardians:* Jeff Riddle *Screen shots:* Chris Bell *Cover illustration:* Pat Weedon *Group editor:* Cyndy Miles *Art director:* Jim Dansie *Group Publisher:* John Cade *Publisher:* Mark Eisen *Assistant publishing manager:* Sue Clements *Publishing secretary:* Jenny Dunne *Advertisement manager:* Herbert Wright *Assistant advertisement manager:* Ian Martin *Group advertisement manager:* Mike Caroll *Advertisement production:* Simon Carter *Advertisement assistant:* Coraline Turner *Sales executives:* Joey Davies, Marion O'Neill. Published by VNU Business Publications, Evelyn House, 62 Oxford Street, London W1A 2HG. 01-323 3211. Typesetting by Spectrum Typesetting, London N1. Origination by Fourmost Colour, London EC1. Printed and bound by Chase Web Offset, Cornwall. © VNU 1984.

Audiogenic Vic-20 Games...



...never turn your back on them.

Spiders of Mars, Outworld and Cloudburst - three classic cartridge games - now available on cassette! Bonzo and Kaktus, both bestsellers, are now joined by the latest crazy mazey game - Shifty! From all major software shops everywhere.

These incredible games cassettes all require 8K minimum RAM expansion. All prices include V.A.T. and P. & P.

WRITE OR PHONE FOR FREE COLOUR CATALOGUES.

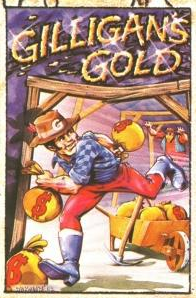
Bonzo	Kaktus	Shifty	Spiders of Mars	Outworld	Cloudburst
£7.95	£7.95	£5.95	£5.95	£5.95	£5.95

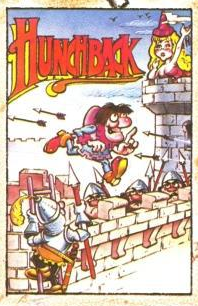


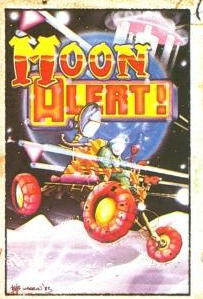
Audiogenic LTD

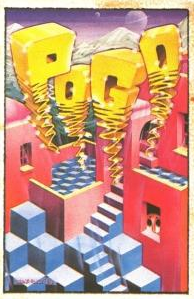
Audiogenic, PO Box 88, Reading, Berks, England. Tel: (0734) 586334.

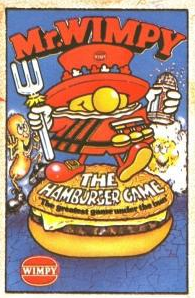
The sky's the limit!!..
for fun and excitement with these cracking new stunners from Ocean.

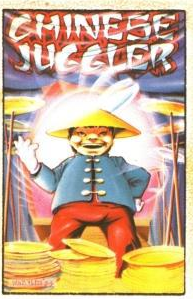














Here's more top games from Ocean to test the best of you top games masters.
Outstanding classics and incredible originals all available for the **Spectrum 48K**.
For the **Commodore 64**: Chinese Juggler, Cavelon, Gilligan's Gold, Mr. Wimpy and Hunchback.
For the **Dragon**: Hunchback.

Games prices:
SPECTRUM 48K **5·90**
COMMODORE 64
ORIC, DRAGON **6·90**

Ocean Software Ltd.
6 Central Street
Manchester M2 5NS
Telephone: 061 832 6633

ocean

Ocean Software is available from selected branches of: **WOOLWORTH**, W H SMITH, Boots, John Menzies, LASKYS, Rumbelows, Spectrum Shops and all good software dealers. Trade enquiries phone: 061 832 7049.