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PERSONAL COMPUTER GAMES JULY 1984

COMMODORE 64

- 63 All aboard our glumming, steam-powered *Ghost of the Month*
- 64 A mountain of crackling new games reviewed and rated
- 64 Double this chance to enter our a-maze-ing, Scap-Martinling



SPECTRUM

- 63 Detailed review and screenshots of the stunning new game from Beyond

- 64 Mugsy? That's da new hit game wif da priddy pictures

- 76 Want to be a catapillar in a cabbage patch? Then type in Bumble Bug



BBC ELECTRON

- 58 A4 level 4: Watch *Wacky Type* game taking you indoors this summer
- 59 Reviews games, but look out for the 5 video games
- 72 A listing crammed with huge! What does the latest invaders

DRAGON

- 61 It's a hit! The new scrolling maze game from Microvul
- 66 Enter our *Obsessed Maze*—a game of a listing



11 REVIEWING COMPETITION

Win 10 games and become a regular reviewer for PLUG!



29 GAME REVIEWS

Our verdicts on the latest computer, Vic 20, C64 and all the other machines.

Mark Smith — *Game Designer with a Big Hammer*

68 MY FAVOURITE GAME

We ask the software stars what programs they like best



90 WRITING ADVENTURES

Our look at programs which allow you to invent a world of your own

111 PAC-MAN

A special tribute to this classic game as it appears on the BBC.

REGULARS

NOTICE BOARD 11

Our letter to you, a readers' competition, and many other things

INDEX 13

A complete collection of pointers from the PC C User. There, plus the latest news and gossip

BYTE-BACK 20

Your letters, including a collection of tips from the Wiley and other games

SCREEN TEST 29

Technical new games reviewed in detail, complete with PC Color. Loads of the Month and the Annual Video Master

PROGRAM LIBRARY 72

Complete listings for 10 computers: 16, Spectrum, BBC and Dragon

ADVENTURE WORLD 70

Three pages of reviews from the 10 main titles in the world of the latest adventure games

CHALLENGE CHAMBER 94

Five pages of the game the *Obsessed Maze* (reviewed as a challenge) and a challenge

PCG HOTLINE 99

Computer's Choice makes your computers in games with exciting graphics and other features

THE FINAL COMPLEX 106

We reveal the final word on the PC in our special place, our position calculated on our better computer

GOOD BUT 109

Reveals who's better than the PC in our special place, our position calculated on our better computer

Puzzles 110

A complete collection of brain teasers, including a special version of *Angry*



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ADVENTURE WINNERS

Our adventure competition published in the April issue produced a massive response. The winners, carefully ranked out by most criteria, were: 1. GET ENVOYED; 2. OPEN CHOICE; 3. LEFT LEVER; 4. DINO SANDS; 5. TAKE BINGO; 6. BEARD MAP; 7. LUT CAKE; 8. ASK BUTLER; 9. SEARCH ROOM; 10. UNITE BOPE; 11. RUN WEST; 12. ENTER HOUSE.

The 103 winners have each won a Level 9 adventure worth £9.99. They are:

Chris Kent, Neil Brownlie, Heather Shaw, Birmingham; Matt Coleman, Peter Lee, Steven, West Hargree, Cambridge; Vincent John, David, Windsor; 11. Chris Kent, London; 12. Helen, London; 13. David, London; 14. David, London; 15. David, London; 16. David, London; 17. David, London; 18. David, London; 19. David, London; 20. David, London; 21. David, London; 22. David, London; 23. David, London; 24. David, London; 25. David, London; 26. David, London; 27. David, London; 28. David, London; 29. David, London; 30. David, London; 31. David, London; 32. David, London; 33. David, London; 34. David, London; 35. David, London; 36. David, London; 37. David, London; 38. David, London; 39. David, London; 40. David, London; 41. David, London; 42. David, London; 43. David, London; 44. David, London; 45. David, London; 46. David, London; 47. David, London; 48. David, London; 49. David, London; 50. David, London; 51. David, London; 52. David, London; 53. David, London; 54. David, London; 55. David, London; 56. David, London; 57. David, London; 58. David, London; 59. David, London; 60. David, London; 61. David, London; 62. David, London; 63. David, London; 64. David, London; 65. David, London; 66. David, London; 67. David, London; 68. David, London; 69. David, London; 70. David, London; 71. David, London; 72. David, London; 73. David, London; 74. David, London; 75. David, London; 76. David, London; 77. David, London; 78. David, London; 79. David, London; 80. David, London; 81. David, London; 82. David, London; 83. David, London; 84. David, London; 85. David, London; 86. David, London; 87. David, London; 88. David, London; 89. David, London; 90. David, London; 91. David, London; 92. David, London; 93. David, London; 94. David, London; 95. David, London; 96. David, London; 97. David, London; 98. David, London; 99. David, London; 100. David, London; 101. David, London; 102. David, London; 103. David, London.

All the latest noises in the

Oh, what a show!

The PCG Easter Show blasted a path of fun and excitement through the Easter weekend. Here's our snap-book of pictures from the event.



The PCG robot offers his welcome in the entrance.

The balloons go up and the show begins for the youngsters who queued for entry.



Kids were offering their fantastic prizes of an Atari 520XL, plus tape and a copy of the master magazine. Plus! Plus! Plus! The prizes on each day who scored the highest on the game. The winner on Sunday was Steve Smith, pictured here (right) receiving his prize from PCG's Simon Carter.



The overall winner of the 10-minute competition collected his prize. Steve Smith of Southall, London, who scored 107,628 on Aster Aster, won a beautiful, specially engraved cup.



Academy Forties of British (left) awarded a special cup and certificate for the first British program by British Tim Loughlin. He was the highest scorer on Sunday in British's game public.

Shop price.

"The duplicating was a very professional job - and the instructions were either hand-written or computer-printed," says the letter. The group advertised in a micro magazine and changed no entry fee, covering all its costs through piracy.

Pirates in the Dragon Club

Microdial are the latest software house to issue a strong attack on piracy. The company have distributed a letter used to them from Northern Ireland which describes how a Dragon 32 user group

set up in Belfast engaged in a massive piracy operation.

Almost all the major Dragon programs were available, including the Microdial titles, for about a tenth of the



Sir's MegaBytes

Word has reached me on the grapevine that the editor of this journal and two other journalists were invited to lunch by Mail's Ice Cream, of all people, as part of their promotion of a new ice lolly called MegaBytes. The three of them had to suffer the indignity of sucking these lollies and banana-flavoured ones served from a silver platter in the surroundings of a rather posh London restaurant.

Apparently Mail's wanted news of the lolly to reach teachers throughout the land, since they are running a competition which will allow schools and pupils which consume Mega-Bytes to win BBC and Electron computers.

So why invite the editor of PCG? Simple. Their own private survey revealed that PCG was one of the three computer magazines teachers read most, so now we know what Sir is doing when he should be marking the homework.

Frank about Frank

Some chaps are so modest. I've been hearing what the quietly named Orlando, writer of the excellent *Defender*, has to say about his forthcoming BBC game *Frank*. 'It has,' he claims, 'far and away the best graphics seen on any home computer.' Is that all? No, it's not. He adds 'That's an understatement.' Horace thinks the proof of this pudding will be in the eating.

Amused moon

I hear that Einstein, Archimedes, Morat, Bazel and Shakespeare were all present at the launch of the Amused computer - in person.

The diligent hi-fi company had handed down a number of unfortunate people named

with famous names. Aged from under ten to over forty, these unassuming members of the computer-literate public were seated in front of computers and asked to show off their skills.

Einstein and Shakespeare did their best to live up to the reputations of their ancestors, but the strain proved too much for Archimedes.

A victim of tender years - he is after all only 2780 years old - he fell asleep at the keyboard during the lengthy presentation. Later, I suppose, then falling asleep in the bath...

Stereo Spectrum

I hear that CGL are bringing out Jeff Wayne's video version of *War of the Worlds*, an audio/adventure based on H.G. Wells' classic book. The program boasts music taken from Wayne's glorious album of the same title - but Horace wonders quite how glorious this is going to sound on the Spectrum.

Imagine vs press

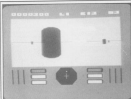
I hear disturbing rumours that a number of magazines aren't very pleased with the speed at which Imagine has been paying for its advertisements of late. On the other hand Bruce Bivens of Imagine tells me he isn't very pleased with a magazine called *Your Computer* for printing a listing which Bivens says bears a remarkable similarity to the Imagine *Jumping Jack*. In fact, he whispers, Imagine's solicitors have been looking into the matter.

Battelk psychology

How is it, you ask, that software-house Battelk can produce games of such subtle, beguiling appeal to youngsters? I can reveal all. Battelk boss Langford has a PhD in child psychology.

Thanks a million

It's wonderful how generous software houses are to the authors of successful programs. Take for example Quicksilver's big payment to the programmer of their definitive version of *Defender* on the ZX81, a program which sold in vast numbers. I hear the author was paid an incredible, er, £158...



Encounter shot from Encounters - well did you see it move!

Exciting Encounter

A stunning 3D shoot-out has just been released in Britain and could become an all-time classic.

The game, called *Encounter* and available for the Commodore 64 and Atari machines, has already been a success in America thanks to its ultra-fast action and incredible 3D graphics.

Encounter is a supercharged version of *Battle-*

zone in which you find yourself poring through the windows of your craft at an alien landscape. You patrol the planet avoiding obstacles and playing tag with hostile aliens. There are eight different landscapes with three levels of skill.

Encounter costs £9.95 from Novagun and there'll be a full review in next month's PCG.

64 quick-loading

The days of Commodore 64 owners having to suffer interminable delays while their cassette load are almost over.

Most of the latest cassette releases load about 8 times faster than normal, thanks to the inclusion of special software which changes the machine's tape-handling system.

It means that instead of having to wait up to 20 minutes for a long program to load, it'll be ready inside three - or less or faster than it

would load from disk!

Interception, Jamant, Taskant, Astrak and Melbourne House are among the companies now using these so-called turbo-loaders in some form or other. And some companies are re-releasing their older games in the new fast-loading format.

Taskant's Andy Walker told PCG: 'I think this development will have a good effect on sales of the 64. Slow tape-loading was one of the machine's biggest drawbacks.'

M5 starter pack

CGL are now giving away a free data recorder (worth £14.95) with any CGL M5 home computer purchased. This offer means that anyone buying the new starter pack will have everything required to get started: the recorder, CGL M5 software, manual, and all leads.



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BBC 16

BBC16-1 PEGAS
BBC16-14 COSMIC CRUISER
BBC16-15 B.C. BILL

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VIC 20-3 WACKY WAITERS
VIC 20-3 CATCH A SNATCHA
VIC 20-4 BENTCHED

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TRASHMAN GETS AFTER WILLY

For **San Wiley** still reigns supreme at number 1, despite fierce competition from New Generation's **Emmanem**. Excellent graphics and a highly original game concept have taken New Generation's game straight from the shoalies to number 2. The company are confident that the program has a great future, as well it might with a Commodore-64 version coming into the shops as you read this.

Code Name Marlin: Micromega has that straight to numbers line. Micromega are looking ahead with this one and already have an Amstrad version on their shelves ready for distribution as soon as there's a machine to play it on. Meanwhile, on the Spectrum it costs £8.95 and is already controlling the company's systems list. Check these:

Anirag are celebrating with two titles in the top five. **Flight Path** 787 has taken off and there's no number five in only four weeks. "We're not used to being in the charts!" said Anil Duggal of Anirag, in a burst of quite unjustified modesty. **Flight Path** and **Space Rider** both change hands for £3.95 on cassette, or £9.95 on disk.



Arcades of the future?

A British designer has put forward ideas for revolutionary new leisure complexes to replace existing amusement arcades.

Richard Pusch of Giant believes that current computer resorts should be built on land or off-shore in the next few years to cater for games freaks (plus business and educational users).

The people running arcades these days appear to see their interior environment on the level of a milking-shed," he told PCG. "I believe that the first person who designs an arcade to match the futuristic perceptions of its game programs will clean up."

These leisure complexes would be capable of feeding



and housing hundreds of paying guests. Such resorts would become new havens for a new leisure class, away from the stress and conflict occurring in the urban centers in the post-industrial 1990s."

And beyond that? "Why shouldn't shuttle technology have taken arcades into space by the year 2025?"

It sounds like a slightly expensive way of getting a game of Space Invaders. On the other hand, you could run an amazing, real-time version of Lost in Space.

But what do you think? Do arcades have a big future? Write to and tell us.

■ Richard Pusch's design for a harbourside leisure complex.

Now ... OXFAM games!

Are you a computer geek who's accumulated dozens of games you no longer want? Then why not take them along to your local OXFAM shop?

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Imagine games sold off

In the latest of a series of shock developments, Imagine have sold all their currently available games to a new software house set up by a second company.

The move follows Imagine's failure to sell a series of programs to publishing house Marshall Cavendish and an unsuccessful attempt to lower the price of their games to £3.75.

All Imagine games on the market are now the property of Nova Records set up by an ex-director of K-Tel, Colin Aubrey.

Confirming the move, Bruce Eberley of Imagine said it would help clear the way for the company's two new supergames, *Pyroclaster* and *Madmaxwatch*, due to be released this summer.

Other reports suggest that the company has been short of funds and needed to raise cash to meet bills and fund the development of the new games. And we understand that the deal has led to Imagine being sued for a substantial sum by another company, Nash Microdata, who say Imagine had contracted to sell the tapes to them.

Meanwhile Imagine have warned that their new "megagames" will cost even more than the £10.00 originally suggested and have confirmed that some form of hardware will be included.

One important consequence of this is that software pirates will not be able to duplicate the programs. "It's going to be literally impossible to copy them," said programmer John Gibson.

Gremlin arrives

Tony Crowther, author of this issue's Game of the Month, has left Alligata to help form a new company called Gremlin Graphics, also based in Sheffield.

Peter Pigson is their first recruit. It's for the Commodore 64 and has impressive scrolling graphics. As with *Loon*, the program took Tony just two weeks to write. It features a pigeon in the process of building his nest, but harassed by cats and other birds which will steal his eggs. A full review will appear in our next issue.

Gremlin Graphics use characters from one game to another. *Wanted: Moose Made* will be their next release in which a moose has to steal a sack of coal avoiding enemies such as rock-throwing pebble lines.

Budget games sales soar

Cheap games from Maxis/Tronix, priced at £1.99, are being snapped up in huge numbers, the company says.

After being in business only eight weeks, they are already claiming sales of 250,000 customers and have released 28 titles.

Competition in the budget

market is heating up. Atlantis Video are launching a range of programs at £1.99 for the Spectrum, CBM 64, and Vic 20 machines. The games will be on sale in video shops at first, where falling profits have forced many retailers to look for new products.

Initially four titles will be

available, including *Monster March*, a *Per-Max* derivative, and *Operation Gravity*, a lunar module game. Atlantis plan to release four new programs every month.

Maxis/Tronix's sales figures have provoked a cautious reaction from other software houses, but Nick Alexander,

speaking on behalf of the Guild of Software Houses, wished the budget companies good luck. "It's a perfectly valid way of approaching the market," he said, "and I see no reason why the cheap games and their more expensive competitors can't co-exist side by side."

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

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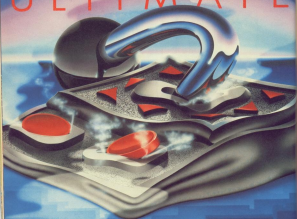
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Pages of reviews, ratings and screenshots in a month packed with exciting releases

SIZZLING SUMMER SOFTWARE

Here begins our huge collection of reviews on new games, spearheaded by a piston-pumping *Queen of the Month* for the Commodore lot. I can talk the price because it's a game almost everyone will immediately fall in love with. But running it is a very close second came the new Spectrum blockbuster from Beyond. Pyriton is sure to be a big hit.

Another Spectrum hit is the remarkable *Magey*, a game with superbly-constructed atmosphere, claiming to be the first interactive comic strip.

Dropbox owners can welcome Touchstone, which features some of the best scrolling graphics yet seen on that machine. And for the BBC/Electronic, there's Blogger, which we've made a bit because of the way it spee-ups an incredible 20 screens into the Book's somewhat limited memory.

Meanwhile, Onix and Atmos users are on to a good bet with Classic Racing, one of the best programs of its kind available on any micro.

This month's disappointments include *Alice in Wonderland* on the 64, which could have been Game of the Year, but turned out a bizarre mixture of glorious graphics and flailing play. But 64 owners can cheer up with such programs as *Beach-Head* offering superb 3D action. And Jeff Minter here will release his new *Shen in Space*.

This month's reviewers currently recovering from other education, were Steve Cooke, Peter Connor, Stuart H Cooke, Chris Anderson and Steve Mann. Most of the ratings are a combination of different reviewers' opinions, and they're all out of a maximum of 10. [Homeschool Journal](http://www.homeschooljournal.net).

[illegible]

E 64 • COMMODORE 64 • COMMODORE 64



SHANE: AICE IN VIETNAM
ALABAMA: COMMODORE 64
CONTROL: COMICK
FRODO: MICROSOFT. 024 213 00

Are you sitting comfortably? Then I'll begin.... A long time ago a little old man from Audiogenix arrived in Computertown with news of a Great New Program.

GAME: SPIDER AND THE FLY
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
PRICE: \$19.95 (C)

This is a game to be avoided by anyone with an aversion to creepy-crawlers. You're a spider trying to trap flies and butterflies by crooking them with your web. The nasties you must avoid are *beards and several cats*.

Dick, which landed into a Commodore-64 and brought pictures of a supernatural beauty to the screen. If we were very good boys, said the little elf, we might one day be allowed to play this Fabulous Game for ourselves.

And we were very good boys for many months. And the little old returned with the Fabulous Clams, all ready to play. And it was a complete flop.

In the first stage, the glaziers collected objects on their bill shown a shaft. These

The number of routes increases at each level, but apart from that the game remains very much the same. We'll say more about this, but this game won't capture your interest.

C.A.

QWERTY	5
ROUND	2
QUALITY	8
LASTING IMPRESSION	3
Overall	4

they walked around collecting more objects, changing Alice's view to get her through his doors and little doors.

In their second stage they jumped, flew up and down, helping her to catch butterflies and collect leaves.

In the third stage they helped her across a chessboard – with the greatest of difficulty. In the fourth stage they knocked balls about the screen.

The scenes of unimpaired beauty were still there. But so what? What was



GAME: SHEEP IN SPACE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
PRICE: £14.95 (R 17.95)

First there were mutant camels intent on destroying everything in sight. Now the genetic engineers of Llamasoft have generated a new being to help in the battle to save the universe: the multi-shielded combat sheepoids. These sheepoids are completely different to the humble sheep that we all know. They fly around in space and fire deadly "beams of doom".

Extruders are intent on destroying the construction of the shipoid's planet, Kothin II. The planet has artificial gravity and due to its toroidal shape there is a surface both below and above.

The Eryxians have placed a number of Charge Carriers on the two surfaces. These steal charges from your power stations and dump it onto the Planet Buster. Once this charge reaches five you can no longer place any more.

In the free space between the two planets you will encounter even more nasties. These nasties will follow you and your only escape is to out-fly them or destroy them.

Since the planets have a large surface you can U-jump. This will warp you to an area with an alien. An indicator on screen tells you how many aliens remain to be destroyed before you enter the next level.

Of course all this action makes the shoppers hungry. You must therefore watch your stomach level and keep

cutting grass to prevent your sheep from dying of hunger. There are a number of patches of grass on the surface for you to land on. This will replenish your shields and fill the sheep's stomach. But watch out for the trees as you come into land.

Shoop in Space has the usual Liemann coaches. Fans of Jeff Liemann's style of games will probably think that this one is the best thing since meat lands. For the rest of us it's just a very good movie.

GRAFT-ONE	7
SCAND	7
COMMUNITY	8
LASTING IMPRESSION	8
ONE BALL	8



MODORE 64 • COMMODORE 64

GAME: SKRAMBL
MACHINE: COMMODORE 64
CONTROLS: KEYS, JOYSTICK
FROM: KAMET, £5.99

Quite simply the best version of this timeless arcade game yet released on the 64. Colourful, chunky graphics, smooth flicker-free scrolling, plus all the usual features - rockets, phasers, fireballs, alien spaceships, etc. A fantastic zip. Some game-players may find the first stage a

little slow, but I am assured that it proceeds in the same pace as the original arcade version.

Show or not, I returned to it again, and again, and again... and again... **CA**

GRAPHICS	7
SOUND	5
ORIGINALITY	1
LASTING-INTEREST	8
OVERALL	8

the point of running around collecting keys to go through doors?

What was so exciting about jumping up and catching rocking hammers? Why was there no strategic interest whatsoever in the chess board sequence? Why was control so difficult in the croquet game?

All very good questions, dear reader, but I'm afraid neither I nor the little old knowers.

Perhaps some wicked fairy put a curse

on the programmer after he designed the brilliant opening sequence. Or perhaps it was all a curious dream... **SC**

GRAPHICS	9
SOUND	8
ORIGINALITY	9
LASTING-INTEREST	9
OVERALL	4



PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG

GAME: SON OF BLAGGER
MACHINE: COMMODORE 64
CONTROLS: KEYS, JOYSTICK
FROM: ALLEGRA, £7.95

In January Allegra released Blagger for the Commodore 64, one of a number of *Mantic Miner* derivatives. *Son of Blagger* takes the platform-game idea one stage further.

What makes it special is that the room through which your character is wandering is much bigger than the screen itself. The screen is simply a window on to the room which scrolls in four directions to keep the character always in the centre of the picture.

This innovation means that the rooms can contain a more complicated obstacle course than those in other platform

games. *Son of Blagger* contains a total of 12 large, interconnected rooms, making up a single giant complex.

This complex is supposed to be the National Security HQ from which Blagger's son Blaggy Sid is trying to escape. He needs to collect all the keys he finds to make his way through the numerous sections of the building.

All the normal features of a platform-game are included in *Son of Blagger*. There are floors that disappear beneath your feet; conveyor belts which drag you off in the wrong direction; ladders that will move you up automatically; the ever-present deadly snakes; and slides - if Sid ends up at the bottom of one of these it's not always possible to get back up. Oh, by the way, make sure that you don't bump into any of the security guards on your way down a slide.

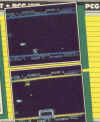
The security guards are obviously created out of some mad scientist's nightmare. There are bats, ghosts, leeches - some of the guards are so weird that even Allegra don't have a name for them! And all are depicted in chunky, colourful graphics.

On the reverse of the instruction sheet Allegra have supplied a map of the whole complex showing all 12 rooms. Planning your route is the only way to get all of the keys.

This has got to be the best platform-type game around for the 64. **SVC**

GRAPHICS	9
SOUND	8
ORIGINALITY	8
LASTING-INTEREST	4
OVERALL	9

PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG





MODORE 64 • COMMODORE 64

have to leave the Ranger and land on the red planet at the left of the screen.

Here the game becomes reminiscent of *James Johnson*. Your pod descends as you fly the mine rockets — don't forget them or you'll end up looking like a dollop of ice-cream.

You emerge, suitably suited, from the rocket and try to collect one or more of the three ammo boxes on the surface. Unfortunately you have to watch your

ammo level and look out for the aliens who land, emerge from their saucers and start firing at you.

You can fly back, of course, but it's wiser to get in your pod and back to the Ranger. When you've destroyed one set of aliens the planet explodes and you're confronted with a further challenge.

Cynopod is a brave attempt to inject some much-needed originality into the tired shoot-'em-up formula but, unfor-

tunately, it just falls short. Although the graphics are of a high standard and the sound is entertaining it lacks the variety of tasks that make a great game. **PC**

GRAPHICS	8
SOUND	7
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6

tactics. Some of them fly back at you, and their missiles bounce around the screen, making life extremely hazardous.

To get a really high score you must also rescue humans as they wander about carrying missiles. Pick them up before the bombs get them and you get a large bonus, depending on how many you've already rescued on that particular screen.

What really gives this game the edge is

the size of the challenge. There are no less than 100 different stages to the game, if you include the occasional bonus screen which gives you extra humans and therefore the chance to score more bonus points.

The sound is exciting and the graphics clear if a little uninspired. Okay, so the screen gets very crowded at the higher levels — but it all adds to the fun.

Cynopod is very much an arcade player's game. Action all the way, and

real comparisons to make the necessary technique. You won't get far without losing your three lives at first, but you won't need much persuasion to have another crack at it. **SC**

GRAPHICS	8
SOUND	8
ORIGINALITY	8
LASTING INTEREST	7
OVERALL	8

PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT

GAME: SOLO FLIGHT

MAKING: COMMODORE 64

CONTROLS: JOYSTICK

PRICE: \$5.95 (C), £14.95 (CASS/DISC)

If you've ever fancied yourself as the pilot of a light aircraft then *Solo Flight* will give you the chance.

You have the option of flying your aircraft in Kansas, Colorado or Washington. Each area has a differing degree of difficulty. Kansas is flat and boring while Colorado is full of mountains which must be avoided.

As well as choosing where you fly you can also decide on the type of game. You can have a normal 'joy' ride flying around at your leisure and practising landings and take-offs or you can choose to try your hand at the mail-run.

If you choose the mail-run you must deliver a certain amount of mail in the fastest time possible. You decide how much fuel and post to take on board.

Once you have decided where to fly and the difficulty you will be given the view of your cockpit. Probably the hardest thing to get used to with this simulation is the fact that you can see your own plane. However this does make it very easy to see exactly what it is doing. You are given all of the usual instruments — altimeter, speed indicator etc. — and all are clear and easy to read.

When you are in the air you will be able to see the cities and airfields below you. In the harder maps there are also mountains to be avoided.

Only the mountains actually stand up from the ground in true 3D representation. However, the overall effect of

seeing the airfields pass below you is very good. A nice touch to the simulation is the ability to look through the front, rear, and two side windows.

The aircraft is very easy to handle and after a few crash landings even the clumsiest pilot should manage to land without too many bumps.

Solo Flight is a very good simulation, allowing you to sit in the cockpit of your own home and happily fly around the USA. At least until the wind gets up, or the cloud layers, or your instruments decide to pack in... **SMC**

GRAPHICS	8
SOUND	5
ORIGINALITY	8
LASTING INTEREST	9
OVERALL	8

PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT





GAME: TROOPA-TRUCK
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: RABBIT, £2.99

When you're "marooned" deep in space on a hostile planet, it's a relief to know you've got a reliable vehicle to get about in. In this game, you're lucky enough to have a "Multi-Terrain Amphibious Armoured Patrol Wagon", not as clunky to

push as a mini bus, even as useful over the "toughest" terrain of the planet Mar.

Troopa-Truck is, of course, one of those Moon Buggy-style games in which you have to jump over obstacles, blast obstacles and fight off hostile airborne aliens.

The blue wagon trundles across the screen from left to right on its three sets of wheels. In its path appear deep craters and large rocks—jump or blast as



GAME: POE-IN SPACE
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: ACE, £2.99

This game was obviously inspired by Poe-Fun, a rather unusual game that made a brief appearance in the arcade and has since appeared on a number of home computers.

Poe-Tan has one of the all-time most

bizarre scenarios. Consider this as a plot and you know what I mean.

A pig travels up and down the side of the screen in a basket. Armed with a bow and arrow, it fires away at aliens who drop by parachute or balloons. If it hits them they plunge to their deaths.

In most Poe-Tan games the aliens are after your piglet. This time they seem to be more interested in you. When they reach the ground they rush towards



GAME: ZODIAC
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: AMROG, £7.95 CAS, £9.95 DISK

Zodiac is a version of the Atari game Shamino, which in turn has certain similarities to that old arcade version, Demark.

Amrog's turbo loading system gets the

program running almost as soon as you've sat down to play. The idea of the game is to wander along corridors blasting away at hostile devils and collecting objects—in this case signs of the Zodiac.

When you reach the edge of the screen the display scrolls appropriately and brings a new stretch of corridor into view, complete with a fresh batch of opponents.

Your enemies home in on you as soon



GAME: DEATH STAR
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: RABBIT SOFTWARE, £5.99

blast aliens as they hurtle towards you in a 3D scrolling alleyway. Coloured stripes form the landscape and the aliens are chunky, if unattractive. You save it in Star Wars, you played it in

the arcade, and now you can take it home with you. Unfortunately for Rabbit there are now a number of these Death Rogers style games for the 64, and there's not the best by a long shot. **BC**

GRAPHICS	5
SOUND	4
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	4



GAME: COSMIC BOUNCE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: CABLE SOFTWARE, £7.95

Single-screen space game in which you destroy aliens by firing a single indestructible plasma bolt. This keeps bouncing round the screen at high speed and you must recover it before it has a

chance collision with your power supply in the centre of the screen. Fast action, but not much else. **CA**

GRAPHICS	3
SOUND	4
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4



GAME: BURGER CHASE
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: SUPERSOFT, £6.95

Another rendering of the arcade game in which you walk over bun-busters and various other bits of food to learn four burgers. This one's fun, but not as impressive as Burger Time reviewed in

June. The popper is harder to use effectively. Believe me, when you're being chased by a fried egg and a couple of hot dogs, you don't want to have to worry about a faulty popper shaker. **CA**

GRAPHICS	3
SOUND	3
ORIGINALITY	1
LASTING INTEREST	5
OVERALL	5



MODORE 64 • COMMODORE 64

seems best. In the background are three desert mountain ranges whose peaks scroll convincingly as you progress.

After opposition to your tanks comes in three forms. First you're faced with the Helicargas, colourful flying machines which drop bombs on you as they retreat. Although your wagon is equipped only with a 'somewhat primitive' FM22 ballistic blaster this can fire both horizontally and vertically, so it's as well

to get the Helicargas before they overtake you - otherwise they will create confusion and cause you lots of problems.

Last is the Tanka Tanks - your next. These are far less trouble as you merely have to hop over their cannon fire.

Finally, there are the Narraz Huz-workeys which zoom at you from front and back.

Troopa-Truck is a good version of a familiar game with pleasant graphics.

The wagon moves nicely and there are good sound effects when you crash. Pressing the 'C' key restarts the game at the point where you last died. **PC**

GRAPHICS	7
SOUND	8
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	5

the side of the screen and climb up to make a meal of you unless you get them first.

Once you've dispatched 28 wolves they give you the chance to leave your basket and rush across the screen to rescue a piglet.

The little piggy doesn't seem to be in much danger, but you have to try and save it all the same.

This isn't as easy as it sounds, because

high up above you is a large spaceship from which the wolves have been jumping. As you make your way dash the ship drops bombs on you. They fall very fast and dodging them involves some pretty-quick reactions.

Once you've shot 20 wolves, reward your piglet, and returned to your basket, the game proceeds to the next level, which is just the same as the last one, but faster. The action is accompanied by

some rather dum-dummed music.

Parsonsware Software have already covered the Post-Van market for the 64 with their game Durbach. Pigs in Space tells very much into second place. **SC**

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4

as you appear, which can be fatal if they happen to be too close when you enter a new screen. Even at the highest level they don't move too fast, but they do seem to get more aggressive as the game continues.

Contact with either the walls or the opposition is fatal, and loses one of your five lives. There are four speed settings, but most arcade aficionados will find that only the fastest is really satisfying.

GAME: SUNSET
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
PRICE: AUDIOMAC, £7.95 CASL, £12.95 SMC

Q*bert has been replaced by a slinky (one of those springs that will walk down stairs). A rectangle has replaced the pyramid but you still have to colour in the blocks. Slinky is probably a better

selection the slower speed means you have to spend rather a long time trudging about the place.

Amiga claim that there are 340 stretches of corridor to explore, and I can well believe it. There isn't a great deal of variation in your enemies' tactics, however, and after a while the interest of the game begins to revolve around finding all the Zodiac signs.

Zodiac is an enjoyable shoot-'em-up,

game that the original, you even get the 1612 Overture and cartoons between each level. Need I say more? A game not to be missed. **SMC**

GRAPHICS	7
SOUND	7
ORIGINALITY	3
LASTING INTEREST	8
OVERALL	8

but doesn't offer anything new. The sound is good and the graphics adequate. It all adds up to a very playable game with no surprises. **SC**

GRAPHICS	3
SOUND	8
ORIGINALITY	2
LASTING INTEREST	8
OVERALL	2

GAME: AMBUSH
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
PRICE: WROGH, £7.95

This is a straightforward shoot-'em-up. Keep your finger on the fire button and blast away at sprits after sprits as they descend from above and bounce about the screen. If you hit them they split into

two and move faster. Dull graphics and sound, this game's only attraction is endless, and mindless, tapping. **SC**

GRAPHICS	4
SOUND	3
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	4

GAME: TRAP
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
PRICE: LIFEWIRE, £5.95

Another of the increasingly popular 3D shoot-'em-ups.

Speeding down the Tachyon tunnel come the Tlids, colourful and substantial aliens. Get them in your laser sights

and give them a good rap.

Service this and you have a deep-space motor storm to worry about. Nine levels, reasonable graphics and good sound. **PC**

GRAPHICS	5
SOUND	7
ORIGINALITY	6
LASTING INTEREST	2
OVERALL	5





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GAME: AQUANAUT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR, £7.00

Captain Sensible was seen to play this program at the PCG Easter Show — in team for a free Commodore 64 from Interceptor. It needs that kind of endorsement to stick at the game, because it's incredibly frustrating.

You're the captain (sensible or otherwise) of a lethally armed submarine. Your mission is to guide it through a series of underwater caverns infested with deadly dangers. These include guided missiles, sea tanks, hovering mine-layers and hunting mines.

The latter in particular you will grow to hate very deeply because they hover in on you sublimely. If you can avoid them for about 10 seconds they self-destruct, but by then it's usually too late.

Your journey through the caverns



comes in five different stages. There's not a great deal of action in each stage, but it's still very difficult to survive.

In stage one you have to learn where and when to take shelter from host-seeking missiles. In stage two, after inching your way through the narrowest of gaps, you encounter the dreaded hunting mines and underwater rockets. Stage three features hovering mine layers, and so on. After you've com-

GRAPHICS	7
SOUND	8
ORIGINALITY	7
LASTING INTEREST	4
OVERALL	6

pleted the mission, you start again with a lot more weapons ranged against you.

Your submarine moves slowly, but very smoothly, and the picture scrolls nicely as you enter new parts of the cavern.

The sound is good: there are some very attractive renderings of famous sea shanties to accompany the action, and your torpedoes make a satisfying 'whoosh' when fired.

What makes the game frustrating is that although there isn't all that much to do, you have to spend ages learning exactly how to do it. Once you've learnt it, the relatively slow pace of the game means you can get bored working through the stages you know. **CA**

GAME: THE PYRAMID
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: FANTASY SOFTWARE, £5.50

Many a camel is reputed to fall on those who provoke the enmity of a pharaoh's death. Yet many are willing to take the chance, for they believe that in the pyramid lies the answer to the 'Ultimate Question of Life'.

Well, you don't have to buy the mumbo-jumbo to enjoy *The Pyramid*, the popular Spectrum mega-sop now converted for the Commodore 64.

You start the game in the chamber at the apex of a pyramid containing 128 rooms. Your task is to get to the base level — the 128th level.

There are different aliens in each room, making double the number there was in the Spectrum version.

You are cast in the role of Ziggy the astronaut, who is floating around inside



this pyramid in his 'exploratory capsule' with great defensive shield power and a highly effective phased plasma laser to slay the 'aliens'. Essentially, he's a specimen in a bubble, which is a good job, because you need some protection with all these vicious aliens around.

Each room has two exits at the bottom. These are guarded by force fields which change colour as you weaken them. To do this Ziggy must capture the

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

crystals which float down from the top and deposit them on the fields.

This is more or less difficult depending on the kind of aliens inhabiting the room. Elephants with wobbling trunks, giant crabs, hedgepigs on portholes and chopping guillotines are just a few of the weird opponents who come swooning up, down or across the screen.

The mazes are all colourfully and cleverly drawn and their variety is one of *The Pyramid*'s greatest attractions. The other competitive element is plotting a route down to the base and learning which of the perilous rooms to avoid. The game starts quite easily, but by the time you get to level six or seven the going gets really tough. **PC**

GAME: JUNGLE STORY
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MASTERTRONIC, £1.99

Surprisingly good graphics for the money. Not a very simple game with a dreary background tune.

You dodge snakes, elephants, spiders and crocodiles and shoot tigers. Then you do that some more. Then you move up a level and do the same a bit faster. Finally



you get bored and try something else.

The cassette inlay instructions describe the game quite inaccurately, implying that eventually you reach a village. You don't. On the other hand, the game only costs two-paid. **CA**

GAME: PLANET ZEUS/INSECT
MACHINE: VC 20 + BK
CONTROL: KEYS, JOYSTICK
FROM: ENROMA, £3.95

Another double deal from Enigma. The first is a version of *Space Invaders* with good sound but rather cheap graphics. The second game, *Insect*, has you protecting little men at the bottom of the screen from aliens descending from above. Neither game will have you punishing your joystick for long. **SC**

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	6

GRAPHICS	3
SOUND	5
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	4



VE 20 • VIC 20 • VIC 20 • VIC 20

just do it as fast as possible.

If you shoot down a missile then you must solve a computer-generated puzzle. All that you have to do is to quickly find a match in the shape the computer gives you. If you fail a new missile will appear.

And on it goes. More missiles appear, the puzzles get harder, and eventually a nuclear war erupts. So much for saving humanity, all you appear to do is

to delay the holocaust by a few minutes.

Graphics and sound are rather weak and without anything exciting in the game-play to hold your attention boredom rapidly sets in. **5/10**

GRAPHICS	4
SOUND	3
ORIGINALITY	5
LASTING INTEREST	3
OVERALL	3



if from you and hides it again in one of the rooms.

On the first level the aliens just chase you, but they get faster, more intelligent, and deadlier as you go on. After level one they start firing at you as well.

Power of Evil is simplicity itself to play. You're liable to run out of energy at times, but picking up a treasure gets you going again.

If you're the heroic type into slandering

castles and robbing churches in dungeons, then forget the Milk Tray and try Tower of Evil instead. **5/5**

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5



slandering with little fear of retribution.

Just before you run out of fuel, you get the chance to refill your tanks by collecting pods as they rush towards you. It pays to be fairly sloppy otherwise the aliens get them first. During play you face a number of different opponents, but all adopt similar tactics and none are particularly exciting to look at.

On the other side of the tape is a game called Planet Platform. It's a double

version of Missile Command with the poorest of graphics.

Two games for the price of one sounds like a bargain, but in this case it isn't. **5/5**

GRAPHICS	3
SOUND	5
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	3



matter to get across using the jump and left/right keys.

By level two they're returned, reformed, and Quasi has to leap over the spores. Things get more hectic on the third level with arrows whizzing towards him. On four the walls are invisible, on five the spores start to move up and down, on six fireballs zoom across at head height and by level 11 there are spores coming from both directions as

well as all the other dangers.

On the whole the graphics are rather blurry, but the colours are bright and the sounds are loud, if not subtle. **10/5**

GRAPHICS	4
SOUND	5
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	3



them. If you survive this level without losing all your three lives then there's a quick re-fuelling stage before starting again at the beginning.

The nice thing about Alpha Blaster is that although there are only three waves, there are also three graphic sets, and the graphics are redefined after each waveling stage, so the game doesn't get too repetitious.

Alpha Blaster also gets faster the

longer you play. People seem to be spending more and more into the unexpended Vic. Barnack's game squares with the best of 'em. **5/5**

GRAPHICS	5
SOUND	4
ORIGINALITY	1
LASTING INTEREST	7
OVERALL	4



formation and fire their own harpoons. But if you can blast the boss haracuda in the third rank, they become stationary and let you get on with your job.

Even more troublesome is the helicopter which comes whizzing over and bombs you - usually before you get anywhere near the clan to plant your bomb. If you do manage to leave a bomb, you still have to get back to the base before your air runs out and then do the whole business twice more.

Planet Blaster is a compelling game, mainly because time is tight and the hazards are so tricky. The playability is well supported too, with a display of quite crilly graphics and sound. **10/5**

GRAPHICS	7
SOUND	5
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	6



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the flying bottles,
bottles and mugs, which are
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When teddy to the picnic went
there came the smell of honey
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hive to fill his empty tummy
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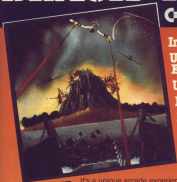
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PERSONNEL: HIRSHON, CONNOR, 44-71
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This is the latest in the Hewlett-Packard's Solidisk series and is fully compatible with the Curtek Microspeech



CLASSIFICATION OF THE COLLIER TITMATE

RELEASED TO: SPECTRUM 400
CONTROL: RITS, REAP
REMARKS: 10/10/01, 11/01

This is a game with a scenario like one of those awful old horror films that some people like to watch on TV when they're too bored to go to bed.



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With a name like Disco Dan you'll probably be expecting to find a teenage bopper going around his local disco. Well you'd be wrong. This Disco Dan is about to stop the Galaxy exploding and save us all of its inhabitants.

unit. For those of us without this facility, Howson recommends removal of the lead to the tape recorder's ear socket. This results in a 'briefing' being heard through the tape recorder speaker.

After the briefing, NO Jaws Attack becomes fairly standard "blitzkrieg" fare. The objective is to penetrate three successive Swedish defensive zones and then to destroy the command base. Recommended tactics are to avoid main

The cast features killer tomatoes, manic maniacs and psycho snakes, all associated with the hazy South.

He's a humble lad who's trying to make a living by pulling up the weeds in a cabbage patch. He earns £100 per week, but loses £25 if he accidentally uproots a cabbage.

The first screen is a display of green cabbages on a black background. Smith's rats quickly acquired figure ground

A number of nuclear reactors in space have become very unstable. One must visit these reactors and close them down.

Once the patrol ship has dropped him off you find Dan in the hyper-tunnels that lead to the reactor core. Dan must run down this tunnel while avoiding potholes, lasers, and mutant pac-men. Dodge the potholes and pac-men and jump over the laser beams. The tunnel is represented in 3D with the nasties getting bigger as they come towards you.





ARM • SPECTRUM • SPECTRUM

ing fuel and energy attacking water defence scores (although destroying these does add to your score).

The main objective is to reach the command base and destroy it, allowing the player to get back to his/her base for refuelling. The first seven battleships (B&B tanks, which may be destroyed by laser fire. Next comes a mountainous mine which contains several mines that explode if you pass too close to them. The

third zone features self-activating missile sites. Finally, the command zone is the setting for you to make strafing runs on the Schibbi base.

Other hazards are enemy hovercrafts, which may appear at any time and will tempt you to waste energy by dodging them.

I found this game somewhat over-complicated to play using the keyboard, but selection of the joystick option

results in a fast-moving arcade game. Graphics are good, and I suspect that the Gamma unit will add a lot to the enjoyment.

SEN

GRAPHICS	5
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

round the scrolling landscape trying to get the weeds which sporadically appear.

But he also has to avoid the grinning tentacles who'll chew him up given half a chance. It's not too difficult as they are pretty dumb fruit. When Smully's first day's work is done he goes back to face the additional problem of these psycho weeds. These are of a similar rotund shape but are yellow and

look much happier with their lot in life.

However, they're no more intelligent and don't pose too much of a problem. Neither do the purple music mushrooms which are the next hazard, although they do seem to have a little more grey matter.

Reverse is graphically very attractive and the scrolling is exceptionally smooth. Control is easy with the well-defined keys. There are ten skill levels

and some good sound-effects.

But the game is disappointing because there is not enough for you to do. Even at the hardest levels you're still waiting to be chewed.

PC

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	4
OVERALL	6

Once you've reached the Beam room Dan is killed out with a laser and a radiation suit before being beamed down into the reactor.

The reactor consists of a number of coloured discs. Each of the discs has a number between 0 and 9 marked on it. A 6 means that the disc is about to explode and a 0 means that the disc is stable. By jumping around the discs he can reduce the numbers on them. The numbers eventually reach zero and stability.

To make life difficult for Dan a number of mutant atoms appear in the reactor. If these touch Dan his energy is reduced. A shot from Dan's laser will blast the atoms away from him.

At later levels Dan can expect visits from Koo the Robot. If Dan comes into contact with Koo he loses one of his lives. So Dan must use his laser to stop him moving around.

All of the graphics in this section move very well, the atoms spin and Dan

rotates in response to the control keys. Even Dan has obviously been derived from Q*bert. However, enough new touches have been added to make it original and fun to play.

SPC

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

• PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT •

GAME: PIPETON
MACHINE: SPECTRUM 486
CONTROL: KEYS, JOYP
FROM: BEYOND, 09.95

The two engineers, who programmed this game are said to have spent 2 months full-time work on it. It shows. Pipeton is one of the most ambitious and intricate games yet seen on a micro.

The Pipeton is a super-computer which you use to run an advanced space station. The first thing you'll like about the game is the way the colony is shown. From your position in the centre of it, you can look out in ten different directions (just press a key 0-9). Each of these ten views is an imaginative, high-resolution drawing showing such things as fuel tanks, the medical unit, the pleasure dome, etc.

The colony of course is under attack, your job is to save it. But the eventual skills required are so complex that the program sensibly introduces them to you one element at a time, by taking you through five training levels before you can begin the real battle.

In level one you have to destroy alien saboteurs which are being dropped into the colony. This involves using a service droid to chase them through the main

circular corridor. A small panel on the bottom right of the screen gives you a size 111 view of the station.

Level two is a good deal more difficult. It's a 3D shoot-'em-up in which your aim is to destroy the spinning alien ships as they come in to drop bombs on your base. What makes it difficult is that you have to keep them at bay on all ten different screens at once. Your only hope of avoiding serious damage is to learn which of the attackers are most dangerous and concentrate on them. The programme documentation, which takes the form of a large, beautifully produced booklet, could have been more helpful on this point.

In level three you must both do the shooting and chase the saboteurs. In levels four and five the strategy element of the game is realised. You can halt the action by going into 'freeze-time' and begin allocating men to carry out repairs and ordering fresh supplies from your motherplanet.

To get from one level to the next, you must achieve a sequence of five separate scores which average higher than the pre-set total pass mark. Once you've done this however, you can save your 'service record' on tape and hence continue from where you left off when you re-load the game. Nevertheless it's likely to

take many hours of play before you can reach the real battle where your goal is simply to survive as long as possible.

Most games which try to combine arcade action with intricate strategy fail miserably. What makes Pipeton special is the fact that its many elements are all linked to each other in a convincing way.

For example, damage to the supply post will hold up supplies, damaged airlocks will hold up the rate of repairs, a bombed freeze-time generator could prevent you entering freeze time and a hit engine or fuel supply would jeopardise the entire colony. You must constantly decide priorities.

The effort needed to take on such a detailed simulation may not appeal to everyone. Players who like a game which gets straight down to furious mega-sapping are unlikely to have the patience for such a complex program. But for those who want a really messy, long-term challenge, Pipeton is out of this world.

CA

GRAPHICS	9
SOUND	9
ORIGINALITY	9
LASTING INTEREST	10
OVERALL	9



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IM • SPECTRUM • SPECTRUM

GAME: THE ASHES
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: PULSCINE, £2.99

This computer simulation of a cricket test series between England and Australia allows the user an unusual amount of control over the game. One of the ten different venues (five in England, five in Australia) may be selected, and the choice of ground dictates the tactics used when selecting teams.

The player has the option of using the (pre-fabricated) teams already held in memory or selecting his/her favourite players. The game itself is essentially a more complex, computerised version of Cricket but the refinements make for compelling play.

Players may choose from a total of nine options governing line and length, and the batsman must respond with an appropriate stroke before the ball reaches the wicket. Fielding positions



may be set and changed as needed, and there are full facilities for declarations and follow-on enforcement.

Weather will often play a major part, just as in the real thing, with a sudden downpour turning a double-batting strip into a sticky dog.

The cassette being instructions manage to omit a couple of important batting strokes – notably the cut – but full details are contained within the

GRAPHICS	5
SOUND	3
ORIGINALITY	7
LASTING INTEREST	6
OVERALL	7

program itself. Before any ball is bowled, a facilities menu may be accessed, giving full details of play to date.

All in all, The Ashes fulfils its functions admirably. Graphics and movement are, as you'd expect from a basic program, a bit on the jolly side but are certainly adequate for the task, and the game itself can prove surprisingly compelling to play.

As it stands, it is really a one-player game, with the same person taking the part of both batsman and bowling sides. But the interface I networking capability could enable some really enthralling two-player contests to take place. I found it one of the more enjoyable games I've seen for quite a while. Recommended.

558

GAME: OLYMPIANAMA
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEYP
FROM: AUTOMATA, £6.99

Even if only half the world competes at Los Angeles in this year's Olympics, Automata's latest offering will enable you to control that little cub figure the Pi-Man in his search for gold and glory in five Olympic events.

Now sober and fit, the Pi-Man is bidding for glory in the Pi Jump, Alpi Skiing, the Steepchase, the Flatbush and the Hurdle.

As ever with the Pi-Man, things do not always go smoothly, and hazards to watch out for include Lurch the office parrot dropping strands on the track, alligators and octopuses in the swimming pool, treacherous foreign competitors with no sense of fair play – in fact,



just about everything you'd expect from the wackos at Automata.

Controls are kept very simple – just 8 to start, 8 to make the Pi-Man run or swim faster, 8 to slow him down and 8 to make him jump or dive. There's a Kompton joystick option – but really in a game of this kind a stick is more of a hindrance than a help.

GRAPHICS	4
SOUND	3
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	4

Scoring is kept very simple – each event gives the Pi-Man the chance to win gold, silver or bronze or to finish unplaced, and there is a 'world record' to set. This is an accumulated time for all five events.

The Cursah Microspeech unit may be connected for better sound effects and, as always in a Pi-Man game, there is a first piece of 'music' on the flipside of the cassette. It's as entertaining as you'd expect.

It's certainly a novel enough game, and the simplicity of it means that its appeal is instant – but I doubt if I'll still be playing Olympianama when the real thing's on TV.

559

GAME: THUNDERBARK
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEYP
FROM: HYPERSOFT, £3.95

Just stop me if you've heard this before – in this arcade game you are in command of the Thunderbark, and you are the planet's last line of defence against the ferocious Ghoums who are swooping down on your home planet in the 'ultra-intellectual' Nidnoid.

To succeed in your task and to make the world safe for democracy and anarchy, alien-destroying software manufacturers, you have to fight through fire waves of attacking evil before attempting to destroy the command ship, which is impossible to assault anywhere except its centre.



Points are scored on the basis of 100 for each enemy vessel shot before it breaks out of the ranks and 500 for the faster, five-moving aliens, with the occasional injury bonus.

It's not the latest version of Phoenix

GRAPHICS	4
SOUND	2
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	4

I've seen, but the comparatively large size of your defending vessel means that it's all too easy to lose one of your five lives before you've even found the controls. The Kompton joystick option does make control easier, however. The use of colour is somewhat limited, although movement is smooth enough, and the sound is virtually non-existent.

Overall, I found Thunderbark to be a rather dull and unexciting game. But hardened Phoenix addicts should get a kick out of it.

560

CTRUM • SPECTRUM • SPECTRUM

GAME: SPELLBOUND
MACHINE: SPECTRUM-486
CONTROL: KEYS, SHC, KAMP, ACP,
 DOWNSWAT
FROM: SPECTRUM, £1.95

It's no joke being transformed into a slinky toad, so there's a lot of incentive to succeed in this Q*bert spin-off.
 The wicked old witch who's been

messing around with your body chemistry is Griddle the Necromancer. She appears an error, in hideous detail, to the left of the castle steps which are your escape route. She has a luminous green face, a nasty pointed chin and an evil grin as well as a bubbling cauldron containing the spells she casts onto the steps.

To the right of this 3D pyramid is the wren of Manfred, Griddle's pet spider,

where you are imprisoned if caught. The whole business makes escaping from Griddle seem child's play.

The game has 12 levels. On the first you begin at the top and have to colour all the steps, as in Q*bert. Chasing after you are horned, yellow devils who move far too quickly for comfort. Protection and a few prayers should see you through this - it's the next level that'll have you tearing your hair out.

GAME: IGO-IGG
MACHINE: SPECTRUM-486
CONTROL: KEYS
FROM: MICROSCA, £6.95

Yet another 3D maze game, but this one has some very nice touches.

You must patrol the corridor hunting down defenceless Scavengers, whose only hope of escape lies in your Electron

Pulse Interrogator is to keep one step ahead of you.

Sometimes at last, however, the poor creature ends up in a dead-end, at which point you give it to them between the eyes while they stand there with their tooth chattering.

Five once and they will give you essential information on how to enter the next sector of the maze. Five twice and you need the power things to where-

ver Scavenger go to at the end of their brief and tragic lives.

The program is compatible with the Currah speech unit, with amusing results. As you wander round the maze it offers taunting remarks ('Coward') and if you corner a Scavenger it calls - understandably - for help.

However the real point of the game is to map out the entire maze in the limited time available. As you wander on

GAME: ANTICS
MACHINE: SPECTRUM-486
CONTROL: KEYS
FROM: BUG-BYTE, £5.95

It's a tough life being a bee. In this game's predecessor, *The Droids and the Bees*, you had to laboriously collect pollen from flowers while under constant attack from ferocious birds. This

time it's even worse. Your mate's been stolen by ants and you have to wander around underground trying to rescue him.

What lies underground is in fact a string of inter-connected mazes populated by some nasty creatures and, surprisingly, a fair number of flowers. These flowers are important because your stamina is continually on the wane so you need to eat them for refreshment.

Contact with nasty insects, especially certain spiderish ones, will draw heavily on your stamina, and once it runs out, you're finished and must start the game again.

Antics is basically another attempt at deepening the challenge of an arcade game by giving you a complex task to solve. You cannot simply take it one maze at a time, because to get from A to B on a single maze, you may have to go

GAME: AIRBASE HOPPER
MACHINE: SPECTRUM-486
CONTROL: KEYS, KAMP, CUP
FROM: CP SOFTWARE, £3.95

Instead of all that mindless killing of little green aliens, how about trying your hand at what CP Software claim is a 'non-serious, non-violent, satirical, arcade-adventure'?

Clothes of 'President Nigger' are on

the loose in the bunkers beneath Greenham Common. They are all set on pressing the red nuclear attack button, which would be the end of the world.

Just as the risk of time war heroine Peace Woman Annie arrives on the scene. She has worked her way through the barbed wire and soaked past the guards. You take control of her just as she has entered the complex of underground bunkers and must help her to find the President and stop him from

pressing the button by 'using her feminine charms on him'.

At this stage you'll probably think that you're in for a new kind of arcade game. Well you'd be wrong, all you get is an extremely good version of RoboBros.

Each of the rooms in the complex contains a number of guards, ranging from a photographer called Harry Hardnose who follows Annie around, to Old Bill who just happens to be a bright blue colour.

GAME: MUGGER
MACHINE: SPECTRUM-486
CONTROL: KEYS
FROM: MICROSCA HOME, £6.95

Word is out on the streets of a new game from Melbourne: 'The Hobbs' House. Stunning graphics, unusual game concept, superb animation - Mugger is definitely the Godfather of all strategy games.

Don't let the word strategy put you off, though. Whoever uses a strategy game with graphics like these? The scenes of downtown Manhattan - or is it the Bronx? - are simply superb. Some of the screens come to life before your very eyes, and the detail of the animation is extraordinary.

There are arcade elements as well in

this excellent game as you struggle to stay alive in a battle with real gangs, corrupt policemen, and even your own men (most of whom are distinctly untrustworthy).

Each year you must divide your bank-balance between armaments, protection rackets, laying up 'clients', and police corruption. You may also have to buy off assassination attempts by both your own men and the opposing Rocco's mob.

Should your followers become dissatisfied (which they do with predictable and sometimes unjustifiable regularity) you will be plunged into a brief arcade sequence in which you must get the Rocco's hired assassin.

If you fail, that's the end of the game. Otherwise you can proceed to get new

heights of glorious infamy. At the end of the year you are treated to one of two stunning graphic interludes featuring an animated shoot-out sequence.

My only quibble with Mugger is that the interludes become a little repetitive after a while, but the printed responses to your inputs are superb and often very funny.

This game had me at gun-point for hours on end. In the end I capped it in the silver with a score of 48%. But what a way to go!

SC

GRAPHICS	10
SOUND	7
ORIGINALITY	8
LASTING INTEREST	7
OVERALL	8

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A brand new character game. Poor old Bo's, all he has to do is to get home after a night out with the lads. That's easy and a wobble becomes a lurch and a stagger. Later in the night, all rules go out of the window as he diabolically 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.



SUPER PIPELINE

Keep the pipeline open. Foreman Fred and Plumber Pete have their work cut out. The evil technicians drop novel weapons to plug the pipeline - and only Pete can fix 'em. Foreman Fred is defeated him against the so-called Vengeance pipe splitters and the hard core robot while he cracks 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 colorful. Claude Rascal's Robotix through the top 10 means - made with an intricate rock sound track. Collect the instruments and make a band that waltz out for love notes, rhythm and that soul deadly effect - distortion. If you've never heard the full music capabilities of the 64, grab an instrument and join the band.

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GAME: SPACE WARP
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: ACE, £5.99

This game would rate pretty low on a 48K machine. On a 48K machine it hardly rates at all.

Flickery graphics as aliens descend dropping bombs. You must dodge these

and falling meteorites to preserve your one life. It amazes me that there are still programs like this trying to survive on the Spectrum market. **SC**

GRAPHICS	3
SOUND	3
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	2



GAME: LASERWAR
MACHINE: SPECTRUM 48K
CONTROL: KEYS, STMP
FROM: MICRO-GEM, £5.99

The Master is trying to take over our 'artificial' universe. As a 'supposedly' competent lightest pilot you have to defeat this megalomaniac. Basically, it's Galaxians with the twist that there are

also objects to avoid as well as kill. Nice attack waves, colourful graphics and tunable sound. And a £180 per month high score competition. **PC**

GRAPHICS	5
SOUND	3
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5



GAME: CHESS II
MACHINE: ORIC 128K/640K
CONTROL: KEYS
FROM: TANSOFT, £5.99

This is a chess program with a gimmick and the gimmick is...speed! You can hardly understand it, but it's certainly there.

If you enter an illegal move it will utter

something which you might just recognise as 'You can't do that!' If a Delch with a score sheet played chess it would probably sound rather similar.

It's a good job the game has something to intrigue you, because as a chess program it's no great shakes. It has five levels, but none of them takes a sensible amount of time to move.

What the player wants from a computer chess game is an intelligent and



GAME: GRAVITOR
MACHINE: ORIC 128K/640K
CONTROL: KEYS
FROM: SEVEN SOFTWARE, £7.99

Cross Asteroids with Laser Landin and the hybrid offspring will probably be something like this game.

Your mission is to destroy alien satellites and so prevent that alien takeover we've all been so worried about. To

carry out your task you will have to complete three screens of difficult, but not very thrilling, action.

Your triangular ship begins in a narrow tunnel at the bottom of the screen. Using the rotate left and right and the thrust controls you must manoeuvre your way out and get to the four 'hard-rich satellites' at the top of the screen.

This could take you some considerable time as the controls are tricky and none too responsive. Thrusting is al-

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

★ HIT ★ ★ PCG HIT





SPECTRUM • ORIC • SPECTRUM

GAME: ALIEN ATTACK
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CROSS
FROM: ACE, £2.99

Space invaders with colour variations. You can't move and fire at the same time. Which is good for the aliens but bad for you.

The action is slow and jerky. The

sound is Spectrum standard. The programmer can't spell. Three lives and two levels of play to choose from, but you should save yourself the bother. **SC**

GRAPHICS	3
SOUND	4
ORIGINALITY	1
LASTING INTEREST	1
OVERALL	3



GAME: BLOCKBUSTER
MACHINE: ORIC 16/48K
CONTROL: KEYS
FROM: DREAM, £3.99

Excellent version of Breakout with eight different walls, good play options, and up to five balls in the air at once.

Breakout may be very old hat, but it's still a happenitically playable game, and

this version does a lot to re-establish its reputation. Especially recommended for MS machine owners. **SC**

GRAPHICS	4
SOUND	3
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	3



reasonably quick reply. In general a response time of about 2 minutes plays a pretty strong game.

What you get here is a choice of 5 seconds, 40 seconds, 13 minutes, 50 minutes or 5 hours. If you've got any sense you choose 40 seconds but, unfortunately, you get a rather unsatisfactory game.

As White it played a game in which aggression bordered on the reckless.

hitherly advancing and sacrificing power. As Black it showed ignorance of even the most rudimentary tactics by neglecting to castle, thus leaving itself open to an easy mate.

The program has all the usual facilities and has a clear display in yellow and black. Moves are entered using algebraic notation.

If the game had a sensible level it might have been good value. But unless

you're prepared to do battle for several hours you're unlikely to get much satisfaction. **PC**

GRAPHICS	3
SOUND	3
DEPTH OF PLAY	3
OVERALL	3

ways rather awkward in games like this. Sometimes you don't press hard enough and just drop like a stone; at other times you get your finger down and speed off in a fragmented dash.

After much crashing into walls you will eventually reach the wide open spaces where those satellites are hanging. You avoid the UFO zooming across and reach a satellite.

Upon contact you are transported to the second screen, one of four jagged

planetary landscapes. On the surface are four red fuel cells. You must position the ship above them and, using the tractor beam, collect them. This is some two and a half miles in swimming with various hostile projectiles and that pesky UFO is still around.

Should you ever complete this stage you will then have to negotiate the spiral negative universe tunnel before reaching another satellite system.

This game has some good ideas, but

the quality of graphics and sound does not compensate for the difficulty of play. Growing frustration is all too likely to terminate your interest in the future of the universe. **PC**

GRAPHICS	4
SOUND	4
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4

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GAME: CLASSIC RACING
MACHINE: ORIC 16/48K
CONTROL: KEYS
FROM: SALAMANDER, £7.99

Fancy a day at the races? Then gallop down the slopes for a copy of this game - it's an odds-on favourite.

This excellent program takes you and up to five of your friends through an entire season of between four and 16 meetings. Each meeting consists of six races.

Each player manages his/her own stable of 16 horses. By entering horses for different races, changing different weights, over varying distances, and on different ground, you slowly build up a

picture of your animals' strengths and weaknesses.

By the end of season you should be able to enter your best mounts for the great classic races, with enormous prize at stake. Your object is to make more money than anyone else from a combination of bets and race winnings.

Classic Racing is essentially a strategy game, but it is one of the best I've played. There are many different factors to take into account, for once, you really do have to think hard and make some few judgements.

People who aren't actually playing can join in on the sidelines, analysing the form as the game progresses and perhaps even placing bets on the side. You can play on your own if you prefer.

with the computer managing all the other details.

Apart from the many menu screens giving you full information on the state of play, there's also a highly amusing and well-animated race sequence for each race. You'll leap to your feet as the leaders thunder to the finish.

A real thoroughbred, this. How hard to watch, a joy to ride, and strongly tipped to take first place in the Grand Oric National Games II. **SC**

GRAPHICS	2
SOUND	3
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	3



LYNX • ATARI • LYNX • ATA

GAME: JUNGLE HUNT**MACHINE:** ATARI 400, 600, XL**CONTROL:** JOYSTICK**FROM:** ATARI, CART, \$24.99

Cannibals is alive and well and living in the computer games jungle. In this game your lovely traveling companion has been captured by savages and is about to be turned into a tasty stew.

To save her you'll have to swing through a forest like Tarzan, leave a crocodile-infested river, leap tumbling boulders and pull her from the cannibals' clutches.

Your quest begins deep in the jungle as, wearing your standard safari suit and pith helmet, you leap off a tree and grab the first of the swinging ropes which carry you to the river.

Two ropes are displayed at any one time; the one you're on and another swinging in and out at the edge of the screen. Mastering the right moment to jump takes time — time you can't afford



to waste since your sweetheart goes on the menu in 8 minutes. The animation here is excellent: the intrepid explorer flies through the air, sometimes only catching the last inches of the rope. If you miss completely you plummet to the jungle floor — with a ghastly thud shaking the whole screen.

When you reach the last rope you dive off into the river, doing a fast costume change into a red wet-suit. You can swim underwater but must occasionally

GRAPHICS	8
SOUND	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	7

surface to breathe. You have a dagger to stab the crocs in their 'soft, white underbellies' but, frankly, it's not worth the bother of turning them into handbags. You save time — and lives — by simply avoiding them.

On the far side it's Cowboy Kong time as you hop over the rocks these cannibals have sent rolling down.

Finally you must jump over the hungry cannibals themselves and grab the lady before she's dropped in the pot. Had timing here results in an unpleasant dinner for two.

This cartridge game is a high-quality version of the arcade original and cannot fail to please if you like exotic locations and colorful arcades. Graphics and colour are excellent, but the sound effects are not so hot. **PC**

GAME: ZAXXON**MACHINE:** ATARI 400, 600, XL**CONTROL:** JOYSTICK**FROM:** DATA CENTERSOFT, £14.95

This is the official version of Sega's classic 3D arcade game, manufactured in the states by Datasoft and imported into Britain by Centrosoft in their UK Gold series.

It's a very faithful conversion that plays with great smoothness and has, even in the UK version under review here, nearly all the features that you battled through in the arcade.

You control an extremely manoeuvrable aircraft and must penetrate two space fortresses and two expanses of outer space before getting the chance to destroy the Zaxxon robot.

These fortresses are peculiar and dangerous places with weaponry that is a mixture of the futuristic and the remains of a World War Two destroyer.



You begin in space. A meter at the side of the screen shows your altitude. Suddenly you encounter a wall, the first of many. You climb and then swoop down to destroy the gas emplacements. To maintain fuel levels destroy the red fuel tanks.

So you weave from side to side, climb and dive — all the time blasting away and dodging enemy fire. Eventually you reach the end of the blue corridor.

GRAPHICS	9
SOUND	7
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	8

One last wall to climb over and you're in outer space. Here, many enemy fighters zoom out of the darkness. Destroy as many as you can.

Now you reach the second fortress. It's similar to the first, but much more difficult because all the walls now have a laser field at the top — there's only the narrowest of gaps to squeeze through.

This takes a lot of practice. If you succeed you will encounter the Zaxxon robot whose destruction is your ultimate goal. Kill it and you escape through the whole business again — at a higher level of difficulty.

Zaxxon is a very cheap shoot-'em-up. It provides a real challenge, is beautifully smooth to play and should keep you busy for hours. **PC**

GAME: ROADER**MACHINE:** LYNX, £8.95**CONTROL:** KEYS**FROM:** P. SOFTWARE, £5.95

Roader is a straightforward racing game where you control a car as it speeds along a track avoiding obstacles and other vehicles.

The road scrolls vertically down the screen, twisting from side to side. At times — and especially in the later stages of the game — it narrows right down to single-track width, making careful driving essential.

Houses and trees scroll down the border of the display. Rocks and oil slicks threaten the unwary driver. Driv-



ing over an oil slick causes you to lose control of your car temporarily.

Strikingly placed keys enable you to steer right and left, accelerate, and brake. There appear to be only three

GRAPHICS	7
SOUND	3
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	5

speed settings but the fastest should satisfy even the most demanding players.

You only have one life, but you don't lose it by going off the road, unless you collide with a house or tree. The occasional petrol pump enables you to refuel if you're running low.

Roader is a rather ordinary game by comparison with the software available on other machines but it should give Lynx owners a good ride. **SC**

So, whichever way you look at it, it's a keyboard that really stands out.

100

FILESIXTY

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

RON • BBC • ELECTRON • BBC

GAME: MUSCLE CONTROL
MACHINE: ELECTRON
CONTROL: COYS, JOYSTICK
FROM: GEMINI, £2.95

This is an inspired version of that arcade champion mega-blast, *Muscle Command*.

And when I say inspired, I mean inspired. As a long-standing fan of the arcade game, I was very impressed with

Gemini's version. The graphics are almost as good as the original, the sound is adequate, and the action is excitingly and stringently fast.

Just in case I'm preaching to the unconvinced, let me point out that in *Muscle Command* - sorry, *Control* - you move a cross-right about the sky, blasting the enemy missiles that threaten to destroy your cities below.

You have three missile bases, each

with a limited number of missiles. You can choose which base to fire from. At the end of each round you get bonus points depending on how many missiles are left unused, and how many cities you've saved. You must also contend with bombers and 'suicide bombs'.

I have but one complaint about this screen. The control keys. Okay, so I'm used to using a track-ball, but even so the keys on an office here are pretty obys-

GAME: STARCASE STAMPEDE
MACHINE: BBC
CONTROL: COYS
FROM: COMFORT, £7.95/CASS, £10.95/DISK

This program just goes to show that you don't have to be original to turn out a decent game. If you've played *Q*bert*, *Birdie's 50 Murders*, or *Virgin's Crus-*

ader then *Comorb's* game will hold no surprises for you.

Here's the plot. On a colourful grid a little man (that's you) must move from cube to cube. As he does so the cubes change colour. As soon as he's coloured the last he's on to the next of nine screens.

Right from the start you're pursued by Horridly Harry, whose presence on the same cube as you has a serious effect on

your health. You only have three lives and Harry's pretty nimble, but his wanderings are fairly predictable so you're in with a good chance.

In the third screen Harry is joined by Helpful Horace. This unpleasant-looking character lives up to his name by changing your carefully painted squares back to their original colour. Bumping into him is fatal, and his movements are totally erratic.

appear on the screen. You must destroy them using missiles, or shells from your cannons.

In play the main problem is in getting used to firing controls. There are no less than three different buttons to press, depending on what you want to hit. Missiles will destroy ships, shells will destroy most other things, but if you want to hit an enemy plane then you have to use the button for air-to-air

cannon fire. All rather confusing when you're under attack.

Other controls include accelerator/disaccelerator, sound on/off, and 'escape' to quit a game. There is a demo mode at the beginning which you can skip if you want to.

As the game progresses, a status display at the top of the screen tells you your score and how much ammunition and fuel you have left. Damage inflicted

GAME: TACLES WING
MACHINE: BBC
CONTROL: COYS
FROM: SOFTWARE INHUSION, £2.95

Tacles Wing gives you a scrolling aerial view of a river above which you fly in your sleek plane. Scramble fashion.

Enemy gun emplacements, dams, patrol ships, planes, and missile bases all

while evading various fiendishly bouncing opponents (principally *Colly the spring*).

In this program the squares are arranged in a rectangular pattern so that the screen looks more like an Aster than an Egyptian structure, that enough of architecture.

You are *Scoreball*; you have 50 seconds to change the colour of all the squares that surround you. Simple enough, if it weren't for those pesky

Black Bags. These are little black creatures with startling red hairstyles, reminiscent of Dennis the Menace's dog, Gnasher. They move very quickly from their perches at the four corners of the rectangle and jump on you if you find yourself adjacent to them.

However, *Scoreball* is not defenceless, for he is half man, half catfish. A swift press on the space bar and he has dug a hole into which a Black Bag can tumble. Fanning to drift, of course, takes

GAME: SCOREBALL
MACHINE: BBC
CONTROL: KEYS
FROM: IBM, £3.70

This is an aptly named game, since you're likely to be driven bananas by the infuriating challenge it presents.

Scoreball is essentially a spin-off from *Q*bert*. In that game you had to colour the squares on a 3D pyramid

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

GAME: SLINGER
MACHINE: BBC/ELECTRON
CONTROL: KEYS
FROM: ALUCATA, £2.95

Already available on the £4, this has to be THE Manic Mirror game for the Beeb. Alligators have speared no less than 20 crocods of tortuous action into this game, making it a real challenge. Conquering every level will take you a long, long time.

Slinger - in case you didn't know - is East End slang for 'bangle'. You must live up to your name by collecting keys to open a safe and move on to the next level.

There are four keys on each screen, and getting them isn't at all easy. The

display is broken up by platforms, conveyor belts, and moving ladders. You must climb or jump from one level to another to collect the keys.

Some platforms collapse once you've crossed them and cannot be used for a return journey. Worst of all, each screen is controlled by series of various shapes and sizes. They may look harmless enough - after all, who's afraid of a taller? - but they kill on contact. Timing is crucial to get past them without losing one of your four lives.

As you work your way through the different levels, you'll encounter model trains, flying saucers, and night-watchmen, and other hazards. To make things even more difficult, there is a time limit on each screen.

My only gripe with *Slinger* is that every time you lose a life you have to start all over again on the first screen. There's also no way of turning off the sound effects, which get a bit irritating after a few hours play.

But as one of the very few multi-screen games available on the BBC machine these minor negative points aren't worth too much here: this is a great game.

Definitely a best buy for the Beeb. A game to buy. *Scoreball* is *slag*. **BC**

GRAPHICS	5
SOUND	4
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5



• ELECTRON • BBC • ELECTRON

mal. Luckily there's a joystick option, but if you're stickless you may well end up fingerless as well - YOU try playing a game that uses curs, wcos, a z, wcos, /, and the horizontal cursor/keys!

Generals have included an option that enables you to fire missiles from whichever base is closest to the target. Plus for novices, but not much use at the higher levels.

There are four levels of play to choose

You'll also have to cope with bombs, which you must defuse as quickly as possible by treading on them, and in the later stages you'll be pursued by an intelligent boat.

The graphics and sound in Starcross Starports are truly excellent. You can pause the game, or turn off the sound if you wish. Another nice feature is that you can choose which level you want to start on.

by the enemy is also indicated, and once you have amassed 99 damage points your plane explodes.

The game also finishes if you fly into the walls of the canyon that borders the river. Burning out of fuel is fatal as well, and in Eagles Wing the only way to get a refill is to score 10,000 points, when up on another plane edges towards you. Quick with it and you can refill your tanks. You get a chance to reload every

time, so you have to be careful when you do it.

There are several levels in the game; from the second one huge gaps appear in the structure, making your task rather more difficult. There is, though, a hyperspace button - but this should be used sparingly.

Instead of looping around fire as the wind, you can just as easily end up trapped by hugs in a corner, or even falling down one of the holes you've

from. If only you could choose your own keys as well. The joystick play though will give you magnificent tapping. While Command fans should definitely get their sights on this one. **5C**

GRAPHICS	7
SOUND	5
ORIGINALITY	3
LASTING INTEREST	8
OVERALL	7

Like many simple games, Starcross Starports is a great introduction. You won't get anything startling but you will get a game to keep you on the flop. **5C**

GRAPHICS	7
SOUND	7
ORIGINALITY	3
LASTING INTEREST	7
OVERALL	7

10,000 points for the first 100,000 points, and every 20,000 after that.

Eagles Wing is eminently playable but don't expect any surprises. **5C**

GRAPHICS	3
SOUND	6
ORIGINALITY	3
LASTING INTEREST	8
OVERALL	6

previously drilled.

As with Q'udart key control takes some getting used to - all movement is diagonal. But once this problem is overcome the game can become hectic and competitive. **5C**

GRAPHICS	6
SOUND	4
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7



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POLE POSITION
from **ATARISOFT**



GAME: MINE-SWEEPER
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: OPTIMA SOFTWARE,
 CASS. £6.95, DISK £8.95

Optima have been trying to spread rumours that Mary Whitehouse is investigating this game. I can't imagine why. Squid? It may be, 'dirty' it isn't.



GAME: ANSWER BACK: SENIOR QUIZ
MACHINE: BBC-BBC/ROM
CONTROL: KEYS
FROM: ROMANCE, £10.95

Computer quizzes are usually unexciting, mainly because you never seem to get enough questions to make up for the trouble of loading it. You end up wishing you'd bought a book.



GAME: 3D TANK ZONE
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: DYNABYTE, £8.95

You'd be forgiven for thinking that this was a version of Battlezone. There are similarities, but 3D Tank Zone isn't nearly as good a game as its arcade predecessor.



GAME: STOCK CAR
MACHINE: BBC
CONTROL: JOYSTICK, KEYS
FROM: MICRO POWER, £7.95

An enjoyable, if not very sophisticated, game for one or two players. The modern version of the chariot race allows you to bash other cars in your bid for glory. Oil patches provide hazards and

The display shows a large, apparently empty box. Inside it are arranged a telephone, a sponge, a jam sandwich and a set of dominoes. Sudden things come to life a bit, with these appearing and hopping around on the blanket, and the occupants' feet shuffling around at the bottom end.

The music and chatter of your possessions then becomes an 'army' for fighting the pests. The jam sandwich is

But this one is rather different. It contains 15 different files, each with 50 questions. That makes a total of ... 750. Which isn't at all bad.

The program styles itself 'The ultimate educational quiz for ages 12 and over.' Well, I'm not sure about that 'ultimate', but it's certainly difficult enough to stretch an owner's general knowledge.

For example, do you know what wedge is? I do now, but I certainly

To start with, you're not in a tank, you're in a gun emplacement, so you can't move about - you can only rotate. The display doesn't scroll, it merely offers you four different viewpoints. Your task is to blast away at the tanks and planes which cross your field of view and take pot-shots at you.

There are four indicators at the bottom of the display. One shows you which direction you're facing in, two

you must change through four guns to alter speed. Six tracks are on offer. Graphics and sound are clear but rudimentary.

GRAPHICS	4
SOUND	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

GAME: ASTEROID RIVER
MACHINE: BBC
CONTROL: KEYS
FROM: OPTIMA SOFTWARE, £8.95

A slow, fishy, uninspired version of Asteroids where you collect meteors rather than shoot them.

My uncle Billy produces programs like this at parties, boasting that he

'wrote them all himself using Basic'. They're embarrassingly awful, and this one's not much better.

GRAPHICS	3
SOUND	3
ORIGINALITY	2
LASTING INTEREST	1
OVERALL	3



GAME: SPOOKS AND SPIDERS
MACHINE: BBC
CONTROL: KEYS
FROM: SOFTWARE INVASION, £7.95

Another ladden-and-platforms game, but this one rates higher than most. Move up and down the screen avoiding ghosts and spiders while rescuing captive prisoners from dungeons. Quite

sticky, especially at the higher levels, with strong graphics and frantic action.

There are lots of games like this for the BBC, but this is one of the best.

GRAPHICS	7
SOUND	5
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	8



•BBC • BBC • BBC • BBC • BBC

used for swatting flies, but leaves blobs of jam on the bed. These can be wiped up with the sponge. The dentures will dispose of bed bugs, which turn up later, and the telephone is for calling for help.

Having selected your instrument you then move it around squashing the pests. Swatting the flies isn't too difficult, but you must be careful not to fall out of bed and must avoid the jam patches. You must also avoid swatting

your own feet. Any one of these mind-numbing tasks puts one of your three lives. If the flies get in sight bites the game finishes. The bed bugs appear later on, and one bite from these ends the game.

If you get into trouble, you can use the phone. You'll get either a wrong number, all your bites cured, or all pests on the bed destroyed. You can do this as often as you like.

The trouble with *Bed Bugs* is that, although it's highly original it doesn't have the compulsive, habit-forming quality that makes a good game. **SC**

GRAPHICS	6
SOUND	5
ORIGINALITY	8
LASTING INTEREST	3
OVERALL	5

didn't before. And what sport used to be known as 'sphaeristics'? You get a bit of help here because it's one of those questions where you have to fill in missing letters to get the answer.

Another feature which makes the quiz more fun than others is the display. The questions are written by a robot standing on a blue planet with three craters. If you get a correct answer an alien crab takes off from the left. By pressing the

space bar (the robot will shoot) it comes with his laser - but you must hit it so it lands exactly in the middle of the central crater.

Other good points about the program are that you can add or delete your own questions and even create entirely new quizzes. The game comes attractively packaged and with clear instructions.

Subjects offered include *Know Your Language*, Sport, History, Film, TV and

Theatre, there's something for just about everybody. And some of the questions are truly obscure. I mean, what on Earth is an orb? **PC**

GRAPHICS	5
SOUND	5
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	6

others show you the firepower and shields you have left, and another gives you a long-range scan (in which only the tanks show up).

The tanks are your worst enemy. Their firepower is greater than the planes, and you have to expend more energy blasting them. Hitting them isn't easy at first while you get used to the perspective of the display. After a while though you can pick them off with ease.

GAME: INTERGALACTIC TRADER
MACHINE: BBC
CONTROL: KEYS
FROM: PROGRAM POWER, £8.95

Is it trading game that adds out to poor presentation, limited policy options, and dull, repetitive scenarios. Big business has got to be more fun than this.

Up to nine players must hire transport and mine asteroids in an attempt to

One good feature of the game is that you can choose whether to be attacked by tanks, planes, or both. That means you can get in some practice against the different enemies before taking on everything at once.

Actually playing *JD Tank Zone* isn't much of a thrill however. You just sit there shooting tanks and hitting the occasional plane.

There isn't anywhere to go, and what

build up bank reserves totalling 2,500,000 Digons. It's a mystery as to what you can actually spend them on. As a strategy game goes, this one won't. **SC**

GRAPHICS	NONE
SOUND	1
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2

If you enjoy wholesale slaughter then you'll probably have a good time. If you're in favour of conservation then leave well alone. **SC**

GRAPHICS	4
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

GAME: JUNGLE FLY
MACHINE: BBC
CONTROL: KEYS
FROM: VIDCOM, £7.95

Rush up and down the centre of the screen blasting animals as they wander about from side to side. The graphics aren't anything to write home about, and the sound is only average.

GAME: OMIGA PROBE
MACHINE: BBC
CONTROL: KEYS, JOYSTICK
FROM: OPTIMA SOFTWARE, CASH, £6.95, DISK £8.95

Shoot 'em-up with good graphics and nifty sound. Your ship sits in the centre of the screen while the universe scrolls about you in all directions. It's mind-blowing man.

Blaze saucers, ships, and photon balls to stay alive as long as your shields hold out. Completely mindless, compulsive and playable. **SC**

GRAPHICS	7
SOUND	8
ORIGINALITY	5
LASTING INTEREST	8
OVERALL	7

there is no do doesn't get the automatic running. A game that looks good, but won't have you gripping the edge of your seat. **SC**

GRAPHICS	7
SOUND	6
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	5



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AGON • DRAGON • DRAGON

GAME: SPORTING OLYMPIAD
MACHINE: DRAGON 32
CONTROL: KEYS, JOYSTICK
FROM: PARAMOUNT, \$4.99

In this Olympic year a program that offers you the chance of competing in ten different events ought to be a medal winner. Kanelake the hero of Daley Thompson without even raising a sweat.

Unfortunately, this program is unlikely to win even a plastic medal on school sports day. It appears to be mostly in basic, has a dull display and gives the 'amateur athlete' it claims to be written for very little in the way of a challenge or test of skill.

First event in your list from gruffling day is the hurdles. The track is blue - obviously some sort of synthetic surface.



You automatically start the race. A touch on the joystick and you're off. But what's this? Good grief! The hurdles are coming towards you! It's disturbing, to say the least - like running a race on a conveyor belt.

At the bottom of the screen is your strength indicator. Go too fast and the message is displayed: "You have run out

GRAPHICS	3
SOUND	4
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	3

of energy...no points'.

Well, better luck in the 100 metres perhaps. Here you have two opponents, but it's very easy to leave them standing. Careful not to use up your strength though - keep just in front of them.

And now for the first field event, the javelin. All you do here is try and release the joystick button when the flashing strength indicator is largest. It's more a matter of luck than judgement.

And so it goes on through the ten events. The game is ludicrously dull, the graphics are jolly and it's enough to put you off sport for the rest of your life. **IPC**

• PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT •

GAME: TOUCHSTONE
MACHINE: DRAGON 32
CONTROL: JOYSTICK
FROM: MICROIDEAL, \$8.00

Once loaded you'll find your man inside a maze. OK, so there's nothing new with that, but have you ever been in a maze when you've been equipped with a ray of light that shoots from your eyes killing everything in its path?

As your man moves around the maze, monsters appear from the 'poof chambers' which are situated at different points in the maze, usually right in your way. Never mind, don't forget about your light-firing eyes.

There are two different monsters in the maze and all of them are well animated. The monsters are a squirming snake, a creeping spider, a rolling ball, a fluttering butterfly and a 'spidey spider'. Not all of the monsters appear on the first level and so you must get to higher

levels before you see the whole best lay.

When things get too hot, or there's no route through the maze, you can enter a 'saucer' chamber and you'll be teleported vertically. The monsters will be left behind, hating - they can't see them.

Another way of beating the monsters is to freeze them by pressing the 'space' bar. For 5 seconds they're sitting ducks while you scurry off to a safer spot. Of course, your power to freeze the monsters is limited - to three times - you get one replacement freeze spell every 50,000 points. Some players may feel this facility is a cheat, but still appeal to the ruthless and the cowardly.

Of course the maze is abundant with the obligatory treasures. And don't forget to pick up the keys which you will need to get out of the maze.

All action in the game is very smooth. The monsters wriggle and roll as they chase you and when you reach the edge of the screen even the maze scrolls

GRAPHICS	5
SOUND	5
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

smoothly along with you. In fact the quality of the graphics in this game is very high and you'd probably have great difficulty finding a game on the Dragon with graphics to match it.

You will have to travel through 12 different levels of the game before you see the touchstone mentioned in the title, a pleasure I have yet to enjoy.

Probably one of the best games around for the Dragon. And as most other arcade adventures by any standards, it's good to see that this machine has the same games potential as other popular microes. Well done, Microdeal. **5VC**



**GAME: CRASH****MACHINE:** DRAGON 32**CONTROL:** JOYSTICK**FROM:** MICROBIAL, \$9.99

The title of this game doesn't refer to any little problems you might have in loading it—in fact, it loads easily—but to an unfortunate accident that a certain Mario has while flying over the Amazonian jungle.

Mario may be an old friend to those who have played Microbial's *Donkey Kong* and in this game his task is rather similar: to escape through various combinations of ladders, lurchs and monsters.

The game begins with a pretty organ tune and Mario hailing out in his parachute. The player can then select one of the four screens or play them in sequence.

The first is made up of ladders and small fragments of cliffs. Mario must



work his way across and up by using the ropes which appear on pressing the joystick button. Spiders bounce up and down on threads and venomous only snakes spring upward unpredictably.

Screen two is similar, but this time the ladders are connected by platforms. These are linked with rope lugs over which Mario must jump.

The next screen is the most interesting. At the left is a large tree with a branch protruding. Mario is stuck on

GRAPHICS

4

SOUND

3

ORIGINALITY

4

LASTING INTEREST

3

OVERALL

3

the top and has to keep off, open his parachute and land in the best landing in the waters below. If he times his jump wrong he either gets tangled in the branch or gobbled by the Amazonian lord of prey flustering around in the sky.

The last screen is yet another levels and ladders display where Mario must jump—now over monkeys and spiders.

Crash has a choice of screen backgrounds and if you choose bull you will get some pretty graphics. But the hero himself is undistinguished and looks a bit like the frog he has to avoid. Sound is a series of blips and bloops. It won't drive you wild with excitement but may prove enjoyable for graduates of the *Donkey Kong* school.

PC

GAME: GALACTICANS**MACHINE:** DRAGON 32**CONTROL:** KEYS, JOYSTICK**FROM:** SOFTEX, \$6.95

At least no-one will be deceived by the name of this game: you ought to know that you'll be getting a version of *Galaxians*—and that's just what you get.

A pretty poor one too. Red, green and yellow aliens are in rows at the top of the

**GRAPHICS**

3

SOUND

3

ORIGINALITY

1

LASTING INTEREST

2

OVERALL

3

screen. You'd expect them to have a violent hatred of the human race, but they don't seem to have their hearts in it. Occasionally one peeks off, loops, the loop and attacks your laser base. Need I say more? No.

PC

GAME: CLONIC CLONES**MACHINE:** DRAGON 32**CONTROL:** KEYS, JOYSTICK**FROM:** DRAGON DATA, £7.95

Not a game about interstellar genetic engineering, but rather a clone of the *Demolition*/Galaxians theme.

A Clonic Death Layer starts at the top of the screen and slowly descends with each attack wave. You shoot the alien, who sometimes melts into dis-

**GRAPHICS**

4

SOUND

3

ORIGINALITY

3

LASTING INTEREST

3

OVERALL

4

Mo bombs.

The graphics are colourful and varied but not very original.

Lots of things to blast, lots of things to avoid in this really quite reasonable shoot-'em-up.

PC

GAME: CUTHBERT IN SPACE**MACHINE:** DRAGON 32**CONTROL:** JOYSTICK, KEYS**FROM:** MICROBIAL, £8.00

Boy wonder Cuthbert makes it to space in his latest adventure. Landing on various strangely-named planets—all rather similar—he has to fly around collecting fuel and return it to his mother ship. There's some noisy and

**GRAPHICS**

5

SOUND

5

ORIGINALITY

4

LASTING INTEREST

5

OVERALL

5

satisfying zapping to be done here.

Next job is locating the planet while dodging the Interplanetic Police Force. Plenty of whirling aliens to blast in this fast but not too varied game.

PC

GAME: STAR FIGHTER**MACHINE:** DRAGON 32**CONTROL:** JOYSTICK**FROM:** DRAGON DATA, £7.95

This is a very smooth-moving, but pretty

dull version of *Scramble*. You pilot your ship over the bumpy terrain trying to shoot the enemy craft.

This is not so easy since your laser has an extremely limited range. Aliens are of only three types.

PC

GRAPHICS

5

SOUND

5

ORIGINALITY

1

LASTING INTEREST

3

OVERALL

4



GINTH • GAME OF THE MONTH

GAME: LOCO

PLATFORM: COMMODORE 64

CONTROLS: KEYS, JOYSTICK

FROM: ALLEGATA, £7.95

Once upon a time people used to buy clockwork Humber trains to while away their evenings. Then, just as they were getting bored with winding them up, along came the sleek electric models. Now engine-locom everywhere can return to the age of steam with the most delightful railway entertainment yet: *Loco*.

The hero of this new, computer-generated drama is a stunningly beautiful, steam-powered locomotive. The moment it begins rolling forward, pistons pumping, you're guaranteed to fall in love with it.

You'll also be heart-broken when, a few seconds later it gets blown up. Yes your loco is under attack. Biplanes, zeppelins and truck-cars are out to destroy it. You must use paths of smoke and spurts of steam to blow them out of the sky or off the rails.

The action is displayed using an attractive split-screen format. The bottom half of the screen shows an overhead view of the network of tracks your engine is moving through; the loco being depicted in miniature in the middle. The top half is a close-up view of your train from the side complete with a colourful, scrolling background, drawn in instructive detail.

The approach of danger is first indicated on the bottom picture. You see planes zooming in on you from behind, or balloons approaching ahead. You can't do anything about them until they appear in close-up. Then you must act quickly. Your loco can destroy them



● Paths of smoke blow the biplanes and airships

with smoke, but only by puffing it to the correct height. This is varied according to how long you hold down the fire button before releasing.

Should you fail to hit these aircraft, they begin to drop huge bombs which will blow your loco to smithereens.

The skill of the game lies in keeping track of several things at once. While aiming at balloons and aircraft on the top-screen, you must also keep an eye out for the head-on approach of barrel-pumped truck-cars on the bottom screen. These move quickly and must either be avoided by choosing the right path through the rail network, or blown up by spurts of steam from the front of

the bustling loco.

Meanwhile, to keep your nerves from cracking, your entire journey is accompanied by a virtuoso rendering of part of Jean-Michel Jarre's LP 'Equinoxe'. Although the ethics of ripping off the work of living musicians is questionable, the result is some of the most attractive computer music ever. It gives the game a bubbling, aerial atmosphere. And the further you are through the piece of music the nearer you are to your goal, which is to steam by a total of eight stations.

Once you've done this, you move up a level and have to cope with squadrons of planes, increasing numbers of airships and more deadly truck-cars.

Although the game feels different from anything else on a micro, it isn't in fact any more original than its music. *Loco* had a previous existence in the arcades and has simply been copied (with great skill) by programmer Tony Crowther. Still, if you accept that arcade games are a year or two ahead of computer games in quality, Allegata can take credit for being the first company to make this particular conversion.

The only reservation I have is that the game may not offer as much of a long-term challenge as some recent releases.

On the other hand you can get tired of complicated games. This one's simple, dazzlingly entertaining, and immediately playable. So climb aboard – and go steamy! roller! ... and blast in! CA

GRAPHICS	90
SCORE	90
ORIGINALITY	4
LASTING INTEREST	8
OVERALL	5

'Cheating's more fun!'

How long would it take YOU to program a game like *Loco*? A year? Six months? Eighteen-year-old Tony Crowther polished it off in two weeks flat. He first saw the game in the arcades. 'I liked the sound so much I was dancing while I played,' he said 'and then six months later I was sitting in the car with a friend when we turned on the radio and heard this music...suddenly I remembered where I'd heard it before.'

Tony decided on the spot to produce his own version of the game and went to work straight away. 'I work on the floor of my bedroom – where I keep falling asleep. I usually start at six in the afternoon and often go on until six the next morning.'

'I'm actually rubbish at playing games,' he admits. 'When *Music Mine* came out the first thing I did was break into the program and give myself more lives. I think cheating's much more fun.'

Meanwhile the future's certainly looking bright for Tony, who postponed entry into art college to concentrate on

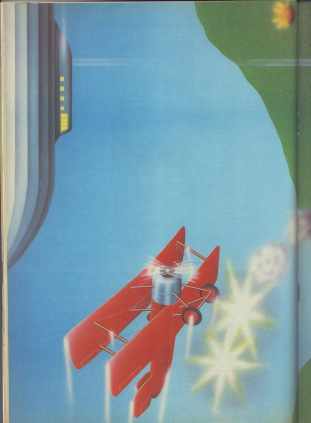
programming. Like many programmers, he started on a Vic 20 and then graduated to a 64. Over the course of just a few months he's turned out a string of successful games for Allegata, including *Blogger* and *Joe of Blogger* as well as *Loco*.

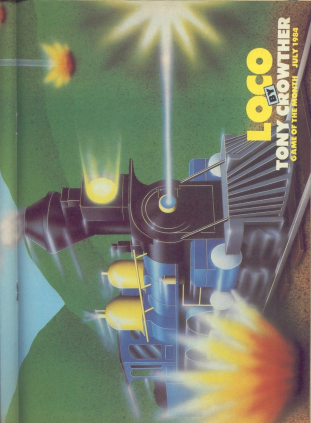
'My parents thought it was all a joke, but then suddenly everything fell into place. I used to earn £3.00 a week, but now I enjoy life, doing what I like. I just make the most of it...'

From student to star programmer, Tony's definitely a man on the right track.



● Tony Crowther – a bright future





Loco

BY

TONY CROWTHER

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Henry Smithson

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Favorite game: **Hunchback (Cinematix)**

"I can't think of anything that's really topped me that isn't one of ours, but I must admit I do like Cinematix's Hunchback. I think it's very playable and I like the way it's presented on the screen. As far as I'm concerned, one of the most important things in computer games is the way you're seeing. A lot of games sound like you're seeing, but when you actually sit down and play, you find out it's not. I like something that's immediate and doesn't require any effort. Maybe it's because I'm a jaded cynic."



Andy Walker

Tekken representative

Favorite game: **Loco (Alligata)**

"My favorite game? Gosh! That's difficult. My Godfather's Wall ... I like Loco. It's extremely pretty, but it's also close and the screen handling is very good. As far as playing games is concerned, I've probably played Aris. Aris were then next, but that's not a very original choice, is it? It's certainly very playable, but I've never got out and I don't know anyone who has. But Loco's definitely my favorite to get out and go. It's a very good version of an arcade original. The arcade version never got off the ground, though I can't think why - it had excellent graphics and sound."



Jeff Minter

Liberated programmer

Favorite game: **Star Raiders (Atari)**

"That game is ace. It's brilliant, it's the only one of three 3D so-called games which actually works."

"Basically, it's a Star Trek game in real time. You've got an out-of-the-window cockpit display with the stars streaming past you. There's also a galactic map, and a control status display. You're battling against enemy fighters which are so numerous your head."

"The action is amazing. It's got elements of strategy and arcade play. There's also nice touches of humor at the end when you've won a rating. My highest is warrior class on a command mission. One time I would have got commander class one, but I had to break off to go to the dentist."

"The incredible thing about Star Raiders is that it was written in 1979. I remember it was playing Space Invaders. It's amazing how it did it. I don't know how they did it."

"Everyone's talking about 3D games now, but the attempts to copy Star Raiders on the Spectrum don't compare. Although it's been years old, I still play it quite a lot. I haven't seen a game to top it."





programs they enjoy most

YOUR FAVORITE GAME

You know what your favorite game is. We know what ours is. But what about the leading lights of the micro games world? What do they think? We asked eight different software stars to tell us, with one provision: they weren't allowed to name a game written by them or released by their company. This is what they said.

John Gibson

Imagine, programmer of *Zoom*
Favorite game: *Mile*

"I don't play games a great deal, and I don't like arcade games. I don't even enjoy playing *Zoom*, though I had lots of fun programming it. I prefer competing with other people rather than with a machine, so I think my favorite game is probably *Mile* for the Am. (Mile is an American strategy game - Ed)
"What I liked about it was that it was in real time and you're not thinking carefully about what you're doing. It's a bit like space-age Monopoly, something that relies on a player's collecting money. Yes, I definitely prefer programming games to playing them. The 32 now - one of the oldest ones. They call me Grandad and my cat's been nicknamed The Whistleblower."

Karin Toms

Head of Addictive Games and author of *Football Manager*
Favorite game: *Arcadia* (Imagine)

"Although I write strategy games, I very rarely find any by other people that I enjoy. I play arcade games. I like *Arcadia* because it's simple and effective.
"I think the funnest I've got is about level 14. The interesting thing is that I actually managed to damage the Spectrum keyboard, playing it. I find the game very soothing. I was playing for an hour or so and by the end of it, the keyboard had received such a battering it had to go back for repair.
"There's not many new games that impress me now. They're more difficult and take more work to learn to play them. I haven't got the docility of a young child. I like games that are simple - I play them for relaxation. If they get too difficult and stressful they're not relaxing."

Sandy White

Author of *Quicksilver's 127 Art Attack*
Favorite game: *Attack of the Mutant Camels*
(Imagine)

"I've had to have a good think about this one because I don't really play a lot of games."

"The only game I've bothered with recently is *Attack of the Mutant Camels* - I like it much better than *Armad*. I can't play that. The graphics are good but the reason I like it is that it's a really good rap. You get lots of chances to shoot your lines."

"But, you know, I'm not really an arcade fan at all. It's only since I wrote *Art Attack* that I've had a look at the competition."

Red Swift

Programmer of *Digital Integration's Night Gazer*
Favorite game: *Alix Aler*
(Amstrad)

"*Alix Aler*, I suppose, because it's really different. It was the first real graphic adventure and provides a really challenging game. It's one of the few games I'd actually go out to buy and then play."

Nigel Alderton

Programmer of *AS/P's Checker Egg*
Favorite game: *Manic Miner*
(Software Projects)

"I'm not sure I've got one. *Manic Miner* I suppose. People rubbish it about it but when I saw it I thought it was a bit slow. It's probably the best game out, but I don't really enjoy it. Only you've lost hours on a screen that's it."



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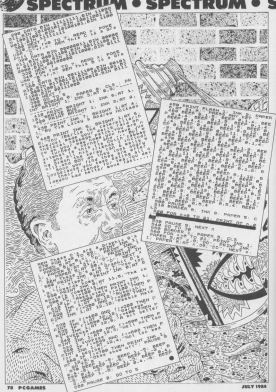
5-12 Introduction 5/14
45-120 Main program loop
195-198 Death sequence
198-214 Completion sequence
200-240 Graphics data
400-490 Initialization
490-500 Time
510-519 Marking routine
550-580 Comments on performance
600-690 Death scene

Variables

Low	Variable	Function
50		Countdown of alarm
55		Positional coordinates
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DIAMOND MINE

For the Dragon 32
By Alan Heywood

Researcher's name: _____ **Signature:** _____

Age	Task
100-120	Still level along
120-130	Jointed seat
140-150	Checking and positioning of man
170-180	Checking and positioning of the crane
190-200	Towers dead
220-240	Instructions and skill level
250-270	Variation
280-300	Power system

1000

102. Which of the following is a function of the Golgi apparatus?
 (A) Protein synthesis
 (B) Lipid synthesis
 (C) Carbohydrate synthesis
 (D) All of the above

[illegible][illegible]

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The Memphis Redbirds program was added secondary to the Memphis Redbirds. In several Redbirds' contests where no crowd was available, an alternate

[illegible]

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■ Wizardry

object—more is often revealed.

Wizardry is the new mysterious adventure distributed by Eighth Entertainment and Channel 5, and available on most machines for \$9.95. It's the latest in a long series that includes *Arctus of Zoria*, *Caves*, and *The Wizard Adventure*. In *Wizardry*, you wake up to find yourself locked inside the building—but you aren't alone!

Good graphics which you can skip if you want to—just as well because they take a while to draw. Your commands are entered on a scrolling text window as in *The Hobbit*, and the responses are nice and fast.

Wizardry looks like becoming as much of a favorite as the other titles in the series. There are a couple of tricky mazes to negotiate, as the *White Wizard* advises you to stick up with as many useless items as possible. You can then drop them in the mazes and use them as landmarks to find your way about.

Finally, a brief mention of *Arctus* and the *Dark Forces*, a *Dragon Adventure* I reviewed a couple of months back. Following some timely hints from Mike Meyrick (the author), it appears that there may be more to this game than meets the eye. I'll be taking another look at it next month, and if anyone else out there has tried it I'd be interested to hear how you got on.

Do-it-yourself wizardry

Fed up with rip-off games? Has life in other universes lost its sparkle? The answer's simple—write your own adventures and refresh the parts of your imagination other games cannot reach.

Up till now you couldn't do this without a good knowledge of programming—probably in machine code—and a few months to spare into the bargain. Now you can turn out a competent machine code adventure (even one with graphics) in less than a day—without having to peck a single byte.

Programs that enable you to do this are called 'adventure generators' and there are now two of these on the market. At the moment you'll need either a Spectrum or Commodore 64 to run them, but versions are being considered for other machines.

Gilsoft's *Quill* is probably the best known. It costs £14.95 on either the Spectrum or Commodore 64 (£19.95 on disk for the 64) with BBC, Atari, and (possibly) Oric versions available later this year. It comes with an excellent 40-page manual and although it's currently has a number of useful features.

The first is that it leaves you with 30,950 bytes of spare memory (Spectrum version). This means you can produce a very decent-sized adventure on it without running out of space.

Other useful options include fine control of colour when printing your text on screen, and the option to let your adventure run on a printer if required.

Having designed your game, you then walk your way through the locations in order, typing in the descriptions for each one, adding objects, traps, monsters etc. as you go along. One very useful feature is a set of 'status flags' which allows you to test for certain conditions and alter the game accordingly.

For example, you may decide to include a snake in your game which bites

the player. However, you don't want him/her killed straight away, and decide that the adventure should be given five moves to find an antidote. Using the 'status flags' you can test for the number of moves made and act accordingly.

The *Quill* is a very professional product that will enable you to produce first-class text-adventures. Gilsoft will even help you put them on the market if they're good enough, and you'll find a game written using the *Quill* reviewed elsewhere on these pages.

Dream's *Dungeon Builder* works in a rather different way to Gilsoft's program. Instead of typing in your location descriptions one by one, the screen displays a huge grid of octagonal shapes, each one representing a location.

Using a keyboard you manoeuvre a cursor from one octagon to the next, and follow the different instructions presented to either enter land, remove walls (to create doors and passages), or add locations.

The main advantages of this are first that you have a useful visual representation of your adventure 'map', and secondly that you don't have to enter the locations in any particular order. This does mean, however, that you have to be very disciplined in the way you make your entries, otherwise you can

ADW

This month's helpful hints

Following numerous cries for help, the *White Wizard* offers the following three clues to bewildered adventurers.

Use the *Clear Code* at the end of each problem to identify a square on the grid. Starting from that square, read every second letter until you have a complete sentence.

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 from the top.

1. Can't pass the academy doors in *Alligant's Hate Comes the Storm*? You'll kick yourself when you see how easy it is. (*Clear Code H8*)

2. Having trouble finding the big pieces in *Quest of Almond*? Try this for size. (*Clear Code A3*)

3. Can't get past the discolor in *The Time Machine*? You'll need to explore some of the other dimensions before trying this solution. (*Clear Code A2*)

	1	2	3	4	5	6	7	8	9	10
A	C	D	I	I	N	M	O	S	S	
B	O	A	O	M	W	N	P	S	S	
C	O	I	P	K	P	E	A	B	N	I
D	S	I	C	P	U	I	I	T	T	
E	S	S	N	J	A	S	P	A	S	I
F	E	I	P	P	E	S	P	I	T	S
G	O	T	S	I	N	N	A	G	E	
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I	P	P	A	R	I	N	I	P	I	T
J	S	G	T	R	O	M	A	C	E	

ADVENTURE NEWS - ADVENTURE NEWS

African epic

Several Software are bringing out King Solomon's Mines, a two-part adventure based on the famous book by H. Rider Haggard. Available on the 64 only, the first episode should be in the shops in August. Price to be announced.

Heavenly game

Lavel 9's latest blockbuster, Return to Eden, should be on sale by the end of July. This is the sequel to their extremely complex, best-seller, Snowball, and it's live-up to Lavel 9's usual high

standard it should be a winner. Available for most popular machines at £19.95, there's also a microcassette version planned for the Spectrum, and disk editions for the 64 and BBC.

Life after the bomb

Artic are bringing out Ground Zero, in which you'll find out how likely you are to survive a nuclear holocaust. Artic claim the game has been well-researched, and is 'not a joke by any means'. I should think not. Text-only: £9.95 for

your 48K Spectrum.

Snowmash Sherlock

Melbourne House have announced yet another delay in the production of *Sherlock Holmes*. Release is now planned for September.

Midnight Epic

Beyond Software have just released *Lands of Midnight*, an adventure of truly epic proportions, for the Spectrum at £9.95. The graphics are very original and Beyond claim there are 32,000 possible views.

lost track of which room you put where.

The disadvantages of Dream's program compared to The Quill are the lack of available memory space on the Spectrum (only 18,000 bytes) and the slightly confusing manual which needs to be worked through very carefully to get the best from the program.

The memory won't be such a problem for 64 owners, however. What's more, there's a microdrive version coming out for the Spectrum that will enable you to get round the lack of space by saving different sections of your game onto tape.

However it's the graphics that are the biggest attraction of Dream's program. You can include a picture for any location if you wish, and since each line you draw takes up only 3 bytes of memory you can fit in a surprising amount. There's a special drawing aid included in the program, that allows you to draw line and fill different areas with colour.

Even if you're not interested in draw-

ing pictures, this is an important facility that will enable you to include maps, diagrams, and other visual elements in your game.

Once I'd mastered the manual, I found Dungeon Builder a joy to use. It doesn't have as many features as The Quill - no 'status flags', for example - but if you're clever you can use the facility for 'conditional commands' to get round this.

At £8.95 it's considerably cheaper than its main rival, and the added attraction of graphics makes it a very tempting package, especially if you can get hold of a Commodore 64 or microdrive version. If you want to market your games, Dream won't charge you any royalties providing you credit them on the packaging and in the program.

Glenn's Quill offers the Spectrum owner more space and more facilities, but no graphics. Dungeon Builder has graphics and is £5.00 cheaper. Both of these programs are excellent products and offer exciting possibilities to the imaginative adventurer.



Books for Atari, Dragon and Acorn

Sunshine Books have recently brought out three new titles which should be of interest to adventurers on the Atari, Dragon 800, and Electron machines.

'Atari Adventures' is written by Tony Lodge, a man very well-versed in adventure writing who has regular columns in a number of micro-magazines. As is to be expected, his book is very readable with a wealth of information for the would-be adventurer.

The book falls into two parts, an introduction to adventuring, with chapters on Scott Adams, TRS-80, and elements of adventure programs currently available. The second part deals with the subject more directly, subject of programming your own game.

Tony gives the reader a full block listing of an adventure called 'The Eye of the Star Warrior', and takes the reader through it section by section, passing on some useful tips as he goes.

'Artificial Intelligence on the Dragon Computer' is a different sort of animal altogether. Written by Keith and Steven Smith, it takes the reader through various simple A.I. techniques, including word recognition, 'expert systems', and programs that 'learn' from their mistakes.

The same book that with different programming examples is also available under the title 'Artificial Intelligence on the BBC and Electron' for Acorn owners.

You may wonder why I mention this book on these pages, but an understanding of A.I. is essential for anyone seriously interested in writing their own adventures. The programming examples are all in Basic, well-documented, and should help you to make your own programs more concise, and more impressive.

These books are, like other titles in the Sunshine range, well-produced and attractively designed. 'Atari Adventures' will set you back a reasonable £3.95, but you'll have to pay an extra pound for the A.I. books, which makes them a little on the expensive side.

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The Wizard's Mailbag

The White Wizard spent a long time pondering over a note from Andrew McSomerville, address unknown. I almost broke my staff casting a powerful 'reveal' spell over your signature, Andrew, but it seems that your pen is mightier than my wand.

Andrew suggests that we start an adventure helpline, where readers who get stuck could write in and get their name and address published along with their problems. Other readers who know the solution could then get in touch with them direct.

Excellent idea, Andrew. To get the column started, here's a query from Mark Gippwain (and it took a very powerful spell to unravel THAT one). Mark is stuck in Quixote's Valley's Cave, and is unable to get past a pool of hungry looking sharks. If any fellow adventurers can help him out, drop him a line at 28 Hadden Green Lane, Colneheyth, St Albans.

Keep the queries coming in. We'll follow Andrew's advice and institute a regular column if there's enough demand.

Paul Sellers (who I mentioned last month) writes in to point out that his name is not Paul Sellers, but Paul Seillon, and gives a very detailed account of how he mastered The Hobbit. He also mentions that 'your second task is to bring back Thorin alive to the tunnel'. Fortunately I always found Thorin a bit of a nuisance in the second half of the game, but I might have second thoughts from now on, Paul.

R. Samuel writes in bemoaning the lack of graphic adventures for the Electron. In answer to your query, Mr Samuel, you may like The Fair Kingdom



Valley does have graphics on the Electron version, and so, I'm afraid I don't know of any other graphic adventures for your machine. No doubt as volume sales increase, so will the number of games available.

Finally, after a very long month, the White Wizard has to announce that he is unable to give solutions over the phone. If you've got a query, drop me a line and I'll do my best to squeeze you into these columns, or include you in the new adventure 'helpline'. Alternatively you could give Commander Chance a ring on 01-606 9911 and have a message.

See you next month. In the meantime, best of luck, and if you meet a troll, make sure you offer him a light.

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DICING DEADLY



minutes later Joan joined him. But her lives were running out and at last, on level 99, she passed away. She had scored 918,220 points.

But Stuart was still going strong. On Level 68 he breached the million mark. But with Joan already out of the running he decided not to carry on. With 1,030,430 points and lots of lives to go this worthy champion of the Challenge Chamber retired. It boggles the Master's mind to think what he might have achieved had he carried on.

Yet again no Maddy of the Month. Yet again a stirring contest with phenomenal skill displayed to reach the peaks of games playing. Let's hope next month can equal it.

YOUTH BATTLED against experience in this month's marathon Challenge Chamber contest. 19-year-old Stuart Brewer from Manchester entered the Chamber to confront his Joan Goddard, 36-year-old member of two from Leicester in Suffolk. The battling grandd? A&P's Chuckle Egg on the Spectrum.

Both Stuart and Joan had amassed huge scores - 582,570 and 581,320 respectively. But both were very cagey about what subsequent practice had done for their figures.

Neither contestant has had a Spectrum for a very long time. Stuart was given one about six months ago and has used it mainly for playing games. Apart from Chuckle Egg he's also a fan of Master Mover but says that he finds Joe Set Hilly's bit too hard.

Joan was the dancer rather than the recipient of a computer - she gave one to her 12 and 14-year-old sons for Christmas and found herself rarely testing their scores on Chuckle Egg. She likes the game because 'it's non-violent' and adds that 'it's the only one I can play well'. Now she'd like someone to bring out a version of the Arcade game Mr. Oh.

Joan was a reluctant entrant to the Challenge Chamber, admitting that her sons had made her send in a form. She was certainly pretty surprised when the Chamber Master spoke to her on the phone to invite her to London.

After the customary hearty meal that all competitors eat before meeting their foe the contest began at 2.18. Both seemed relaxed and confident as they took their places at the keyboards, although Stuart had exclaimed that it was the first time he had played on a colour TV - at home he is banished to the old black and white set.

Chuckle Egg is a game of platform

and ladders set in a farmyard. You have to rush around collecting eggs and piles of corn. Banged against you are manic blue ducks and a wicked time limit. In the top left of the screen is a big, bad golden duck in a cage which is even nastier than the blue ones. Players start with five lives and get extra ones for every 10,000 points.

For the first ten minutes the Chamber was filled with a series of rapid hoops as both players rushed through the lower levels, accumulating points and lives.

Level 9 was where the fun really began - at this stage the crazy golden duck hops out of its cage and starts chasing you. At this point Stuart was just ahead of Joan on points - 44,800 to 42,500.

It wasn't until both were well past the 100,000 mark that the first life was lost. This was one of Joan's, on level 14.

Stuart was still going strong and leaping ahead on points. By 2.40 he was on level 24 and had scored 275,000 points. As Joan passed the 200,000 mark she lost her second life.

A couple of minutes later Stuart lost his first man, but quickly went past 300,000 and graduated to level 26 Joan, meanwhile, was being given the run around on level 23. But eventually, after a real struggle, she got through.

On level 31 Stuart suffered a spate of fatalities and the Death March was being played on both machines as Joan also lost men.

By 3.00 Joan had almost closed the gap on Stuart. They both had just over 400,000 points and were now frantically trying to get through level 32, which Joan described as the worst one of all.

There was a good ten minutes of frantic duck dodging before they both escaped.

By level 40 both were on the brink of surpassing their previous high scores, which they promptly did on level 41. Scores mounted up relentlessly now: 605,000; 708,000. Until level 48 where they both got bogged down again.

Stuart was the first to escape and at 4.00 he'd reached 900,000; three mi-

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You too can achieve nationwide fame by sending us your high scores on any popular game for any machine. Join in to be famous below.

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Name _____
Address _____
Telephone no. (if possible) _____
Game _____ Machine _____
My record score is: _____ scored on (date) _____
is a game lasting _____ mins _____ secs.
Signed _____
Here are my tips for playing this game well.

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 1HG.



the Chuckle Egg challenge!

IG WITH THE LY DUCKS



Both contestants displayed intense concentration in this marathon challenge. Stuart Fryer beat the million mark to win, but Joan Lockard also scored a personal best.

High-score strategies and cryptic tips

These poor partners. This month even more of them staggered in the Chamber Master's door bearing even heavier sacks bulging with your entries. *Chuckle Egg* continues to oblige the nation's gamblers and the magnificent content described here should spur them on to ever greater achievements.

Entrants' tips for this game do not usually offer very useful advice: 'Practice makes perfect' is the most common suggestion. The Chamber Master is becoming increasingly dissatisfied with this line. If you haven't got room on the form, then write a letter. The Master likes to get letters.

Neil Watson of Dundee, though, did have some original, if esoteric, advice. 'Learn patterns of darts and keep moving,' he says, straightforward enough. But what about this? 'Listen to Thompson Twins and U2.' Well, it may be worth trying since it got Neil a score of 555,190 on his Spectrum version.

Some people will stop at nothing, it seems, in their search for a high score. They lose all sympathy for their fellow human beings. C.E. Walker of Aylesbury gives this tip for *Zaxxon*: 'Don't worry too much about the bonuses, concentrate on not being killed.' The Master is all for self-preservation, but he did think that the point of *Zaxxon* was to save the stranded figures from death. Have you noticed, Mr Walker?

Two interesting approaches to *Jetpac*

on the Spectrum are on offer in entries from Anthony Quansah of Wakefield and Matthew Smith of that mystical town Glasborough. There was nothing mystical about Matthew's tip. In fact, it couldn't have been more down to earth. 'Smash the hell out of 'em', he writes us, without adding how to do it. Matthew's score of 131,180 as opposed to 109,901 for Anthony, who enclosed a lengthy and detailed letter of strategies for each level.

An intriguing entry for *Lunar Jetman* has come from the Master's file from Birmingham. This is the first ever joint application for admission to the Challenge Chamber. Nicholas Clifford and Louise Vyne, both aged twelve, have clocked up an impressive 132,180. Nicholas writes: 'My friend takes care of his section of buttons on his side of the keyboard and I do the working of my buttons.' This is an exciting development, but the Master is not sure if he can accept an entry from two people and is still considering their eligibility.

A cryptic tip accompanied Geoff

The scores to beat

BEYOND OF THE MUTANT CAMELS COMMODORE 64

- 1,000,000 Tom Burton, Swelling, Suffolk
- 1,410,000 Simon Priday, Kilmaly, Scotland
- 1,388,376 Alan Willeborough, Glasgow

HUNCHBACK SPECTRUM

- 4,892,160 Henry Featherstone, Prestatyn, Wales
- 4,836,480 Richard Skeritt, Nottingham
- 4,377,680 Keith Swanson, Peebles, Scotland

GRIDRUNNER VIC 30

- 309,830 Graham Fox, Manchester
- 288,800 Peter Mansford, Manchester
- 179,340 Simon MacCallahan, Southbourne, Dorset

MANIC MINER SPECTRUM

- 11,510,643 Russell Owens, Malvern, Worcestershire
- 1,588,214 David Lewis, Canterbury, Surrey

CHUCKLE EGG SPECTRUM

- 1,079,450 Stuart Fryer, Manchester
- 998,120 Joan Lockard, Leiston, Suffolk
- 568,680 Alan Taylor, Aberdeen

PYRAMID SPECTRUM

- 138,372 J.A. Wood, Edgware, London
- 128,051 Alexander Douglas, Bolton
- 127,924 Andrew Follans, Southcoates

JET PAC VIC 30

- 155,068 M. Edwards, Bakerswell, Derbyshire
- 118,498 Andrew Anderson, Bath
- 102,161 James Mahoney, Sandridge, Kent

LUNAR JETMAN SPECTRUM

- 208,680 John Elliot, Falkirk, Scotland
- 160,738 Paul Ford, Hull
- 173,338 Mark Johnson, Arbroath, Scotland

3D ANTI-ATTACK SPECTRUM

- 47,860 Andrew Lay, London
- 44,285 Robert Todd, Ipswich
- 40,991 Andrew Crickley, Suffolk

PSST! SPECTRUM

- 411,440 Simon Greenham, Farnborough
- 259,480 Mark Graham, Edinburgh
- 274,435 R. Smith, Oxford

Neil's huge score - 1,226,468 - on *Zaxxon* for the BBC. 'Move from side to side' he says. Come on Geoff, you can give us a bit more help than that.

David Alexander's score of 3608 on the Spectrum game *Android 2* came with a letter full of good tips but ended with a cry for help. 'Can anyone help me with the Parasite Zone?' David asks. If you can, then put pen to paper and drop the Chamber Master a line.

The more people who write letters giving tips the better. There isn't much room on the form so if you have anything to say an extra sheet is essential. And don't worry about the postage - they can take it.

fantasy

SOFTWARE

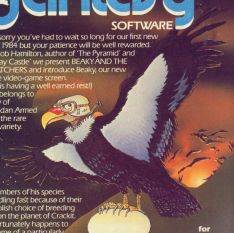
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Abstract

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1000

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Abstract

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Abstract *Background:* The purpose of this study was to determine the prevalence of self-reported depression and anxiety among a sample of young adults in the United States. *Methods:* Data were obtained from the 2004 National Longitudinal Study of Adolescent Health, a nationally representative sample of adolescents and young adults. *Results:* The prevalence of self-reported depression was 10.3% and the prevalence of self-reported anxiety was 11.2%. *Conclusions:* The prevalence of self-reported depression and anxiety among young adults in the United States is high. *Keywords:* Depression, Anxiety, Prevalence, Young Adults.

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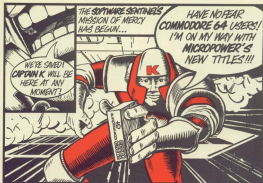
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Looking for a new game? Check out this list of PCG-approved titles

PCG RECOMMENDED GAMES

This is the section which lists the games we think are worth buying. It's carefully updated each month, both to add the best new releases and to remove games which have been overtaken by better products. In order to save space we've split this list for some of the more popular machines in two, and will be printing alternate halves each month.

Judging from your comments these lists proved extremely helpful to a lot of people who were overwhelmed by the vast

number of programs on sale. The fact is that while many of the games on the market are excellent, others you'll get bored with in minutes.

Also each month we take a game from these lists and give it special treatment in our "Screen Classics". It gets a page to itself so that we can say typical about why it's a good game.

Finally, if you're new to computer games, here are our posted explanations of some of the types of game and other terminology you'll find in these pages.

GAMESPEAK

ADVENTURE A type of game growing in popularity in which the player attempts to progress by solving puzzles in a virtual world. The player is usually given a list of instructions (usually all of just pointing a key to go left or right). Usually the idea is to explore a series of locations to try to complete a task such as finding treasure. Adventure usually presented as a scrolling game, but some are more like a puzzle game, rather than being a puzzle.

ARCADE GAME Any game where you use the keyboard or joystick to directly control the movement of an object or character on screen. The vast majority of computer games are arcade games. There's nothing to achieve here, just a steady stream of action to keep you entertained.

ARCADE-ADVENTURE An arcade game in the sense that you don't have to type in instructions, but one in which you have to explore different locations to achieve your goal. Examples: *Alien*, *Alien*, *Defender*, *Wizard*.

ANIMATION Movement, controlled by a cursor, in which the character moves with moving their legs instead of simply being a rigid shape which moves across the screen.

ASTEROIDS Early space game in which you destroy asteroids using a highly maneuverable craft.

CENTIPED Game in which a cen-

terpillar makes down the screen and splits up when possible.

DEFENDER Fast-moving space game in which your ship battles between shooting enemies and using other items against a scrolling back ground.

DONKEY KONG Climb ladders and jump over obstacles as you attempt to rescue the damsel from the monkey ape.

FRODOG Game where you guide the frog across long roads and avoid obstacles.

GALAXIAN Classic space shoot-'em-up with descending alien shooting and scoring as they attack.

HIGH-RES GRAPHICS Pictures drawn using small, colored dots, rather than larger blocks.

MISSILE COMMAND An arcade game in which you protect your cities from bombs by firing computers controlling missiles.

MULTI-SCREEN Refers to games in which there are different tasks for you to perform, each depicted by a different screen/picture. *Warrior* is a classic multi-screen game.

PAC-MAN Enjoyable maze game - get the dots and avoid the monsters. Eat power pills to give you a boost.

PENET Arcade game in which you drive an alien and use an electrical laser to kill enemies.

PLATFORM GAME Any game which involves jumping around a series of platforms in the *Monkey King* or *Warrior* manner.

Q*BERT In this game you must collect the blocks on a 3D pyramid while avoiding various spring and obstacles.

SCRAMBLE Arcade action in which you pilot your ship over mountains and through various avoiding obstacles, enemies and other matter.

SIMULATION A type of program which tries to represent some real life situation such as playing an aircraft.

SPACE FARK Arcade game in which you run several platforms, digging holes to the mountainside.

STRATEGY GAME Typically these games put the player in a position such as commanding an army or ruling a country. You are presented with maps and statistics which you use to make decisions which the program executes.

SPECTRUM GAMES A-J

TITLE	MEM REQ	PRICE	SUPPLIER	COMMENT
Android 2	128	1.95	Vortex	Very difficult 3D version of Asteroids
Arm Attack	128	4.95	Quadrant	Amazing 3D graphics to go with a well thought out battle plan
Assault Force	128	9.95	Soft Skills	Complex strategy war game
Assault Force	128	1.50	USI/Smith	Billions and trillions of troops
Bombardier	128	4.95	Quadrant	Help the stranded fleet escape from the bottom underground world
Cybernetic Fighter	128	3.95	Big Byte	Best Spectrum version of Asteroids
Chameleon Frog	128	4.95	Proton	Superb multi-screen simulation
Chameleon Frog	128	7.95	ASD	4/5 stars multi-screen game featuring detailed graphics
Chameleon Frog	128	4.95	Microimage	Exciting 3D action with a host of superb graphics
Chameleon Frog	128	7.95	Digital Integration	Monumental flight simulator with superb graphics
Chameleon Frog	128	7.95	Cybernet	Very fast and very difficult puzzle adventure
Chameleon Frog	128	5.50	Ultimate	Use your art and design skills to assemble a rocket and defend it
Chameleon Frog	128	9.95	Software Projects	Explore the huge universe in brilliant space adventure
Chameleon Frog	128	5.50	Imagery	Amazing, but incredibly addictive game

COMMODORE 64 GAMES A-J

TITLE	PRICE	SUPPLIER	COMMENT
After Challenge	8.95	Software/Commodore	Design space, rules and other happens in a perilous fight for survival
After Challenge	7.95	Quadrant	Excellent graphics to go with a well thought out battle plan
After Challenge	4.95	Battle Box	Amazing space war with strategic obstacles
After Challenge	7.95	Imagery	Amazing multi-level, multi-screen platform game with great sound and graphics
After Challenge	4.95	Quadrant	Exciting game with lovely graphics in which you have to keep the planet spinning
After Challenge	8.95	Imagery	Excellent graphics simulation with a scrolling 3D landscape
After Challenge	7.95	Imagery	Unusual maze game with good graphics in which you have to rescue a queen and
After Challenge	8.95	Software/Commodore	Fight your way through a thrilling monster-infested forest. Use the atmosphere
After Challenge	8.95	Software	Sublime space simulation with your mission in this forward army game
After Challenge	9.95	Commodore	Superb space simulation with superb graphics

BBC GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Bugger	7.95	Atari	Multi-level game with a multitude of stages and obstacles.
Chicken Egg	7.95	Atari	Atari's multi-level game featuring deadly ducks.
Colonial Adventure	9.95	Level 9	First of a series of text adventures with 255 locations.
Arctura	9.95	Pace	Adapted version of the 3D space game <i>Arctura</i> .
Bugger	10.00	Acornsoft	Superb version of Bugger.
Killer Family	7.95	Microplay	Excellent Donkey Kong game with beautiful graphics.
Arctura	10.00	Acornsoft	The best version of Arctura for the basic.

VIC 30 GAMES A-M

TITLE	MEM REQ	PRICE	SUPPLIER	COMMENT
Bugger	16K	7.95	Atari	Multi-level game with lockers and geyers.
Chicken Egg	5K	9.95	Microplay	Thrilling race game set in ancient Rome.
Chopper	5K	10.00	Audiogenic	Rescue hostages in exciting helicopter game.
Defender	5K	10.00	Atari	Good and faithful version of the classic classic.
Orbit	5K	10.00	Vincent	Four versions of action with platform from several popular games.
Jet Pac	8K	5.50	Ultimate	Use your jet-powered man to avoid the aliens and assemble a crew.
Lunarman	8K	6.50	Ultimate	Fast moving maze game with goals and prizes.

ATARI GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Arctura 2	9.95	Ensign	Excellent version of Arctura.
Colonial Wars	10.00	Atari	Smooth vertical version of Arctura.
Chopper	10.00	Broderbund	Rescue hostages in exciting helicopter game.
Defender	10.00	Atari	Authentic arcade action in the classic game.
Smiley Kong	10.00	Atari	Rescue yourself from the monkey-graffy in superb arcade copy.
Missile (2048)	10.00	Big Five	A Smiley Kong derivative with novel elements.
Arctura Commodore	10.00	Atari	The best and most recent version of the original.

ZX81 GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Black Crystal	5.95	Corral	Multi-year graphic adventure.
Cosmos 4	6.00	Orwin Software	8 games including excellent Arctura and Defender.
Early Miss	5.95	Barbican Press	Tunnelling game with superb high-res graphics.
3D Defender	4.95	New Generation	Best version of the action game in this most recent copy.
3D Defender Maze	4.95	New Generation	Fight your way through the maze while avoiding 8 foes.

LYNX GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Backgammon	2.99	Compu	Wins often enough to convince you it cheats.
Colonial Adventure	9.99	Level 9	One of the many excellent Level 9 adventures.
Double Or Nothing	9.99	Compu	Good version of Pac-Man.
Power Player	9.99	Rank	Simple graphics but exciting action in this most recent copy.
Rescue Mission	7.99	Compu	Simple but quality adventure with nice graphics.

ORIC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Colonial Wars	7.95	Scotsoft	Management simulation with great animation on the screen.
Colonial Adventure	9.95	Level 9	First of a series of complex text adventures.
At A B C	9.95	PDS	Rescue stranded astronauts in original space shoot 'em up.
Machinist Mania	9.95	Acorn	Smooth version of Centipede.
The Rabbit	14.95	Ballistic House	Innovative graphics and unique location tactics used.
The Ultra	6.95	PDS	Classic multi-stage space game.
Recon	8.95	LBI	Cripping space shoot 'em up.
Dragon's Revenge	9.95	LBI	Interesting game with the flavour of the Spectrum classic <i>Dragon's Lair</i> .

DRAGON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Blue Heart	7.95	Dragon Games	A Maradona or Maradona play of the 1st.
Chicken Egg	7.95	Atari	Atari's multi-level game with deadly ducks.
Chicken	9.95	J. B. Morrison Music	Rescue the chicken in distress.
Championing Jungle	8.00	Microdeal	Fight your way through the perilous jungle while collecting treasure.
Bugger Bigger	8.00	Microdeal	Atari's adventure with Kong-style elements.
Exotic	6.95	Shards	Computer version of the board game <i>Exotic</i> .
Arctura's Space	7.50	Scotsoft	Arcade-style text adventure.
Arctura	8.00	Microdeal	Most version of the classic space game.
Kingpin	6.95	Beyond	Excellent one-game with scrolling map.
Smiley Kong	8.00	Microdeal	Good version of Smiley Kong.
Southside	8.00	Microdeal	Exciting game in large underground scrolling maze.
Light	6.95	Sofas	Enjoy watching the procedurally's eggs.
Whodunnit	6.00	Scotsoft	Two-player game of hunting a criminal.



IN CLASSIC ★ SCREEN CLASSIC



Peter Connor drools over
Aconsoft's version of the classic maze chase

PAC-MAN

Snapper. The very name casts a spell that draws me helplessly back to the keyboard, to another contest of dexterity and ingenuity with those mean monsters of the maze. For this is the best BBC version of that all-time classic *Pac-Man*.

The idea is simplicity itself. The screen displays a maze divided into quadrants in the centre of which is the den of the four monsters. The paths of the maze are littered with dots to be snapped and in each of the quadrants is a flashing green power pill.

When Snapper swallows these, the monsters turn blue and can't be consumed — now gulp and all that's left is their eyes facing back to the den.

Your Snapper is a rotund yellow creature with a green hat and a vicious blue mouth. A perky tune, a call to arms for all Snapperships, sets you off. Using the four direction keys you hungrily speed off, devouring all the dots in your path.

But these monsters are not idle. Pretty soon they're out of their den, off to patrol their respective sectors. Pretty soon, too, they gobble you up and you will have learned the first fact of Snapper life — strict sector discipline must be maintained. Study the monsters' pattern, learn the best route and stick to it. Deviation from the true path is always punished.

On the first two sheets the monsters' predictability allows you to master key control and hot up lots of points. The

delicious fruit which appears in the centre of the bottom half is yours for snaking cherries on the first screen, then a resplendent strawberry followed by crisp russet apples, glistening sweet plums and much, much more. It's like the greenrooms of your dreams packed with irresistible goodies.

In the early stages you should also be able to consume all four monsters in their blue and vulnerable state. Listen for the warbling notes as they return to normal and be careful not to chase them too long. You'll find that snapping all four monsters is an exceptionally satisfying experience.

But it's after the third screen that things start to get really frenetic. The monsters develop minds of their own and rush around causing you all sorts of problems.

The different coloured monsters develop individual characteristics. Pinky, in particular, has to be watched because he's a bit of a psychopath: you just can't tell what he's going to do next.

Now you'll find yourself in a frenzy to get through to the next screen, to the next luscious fruit. Monsters will be on your tail in hot pursuit, and now you'll have to use the tunnels at the sides in order to survive — but don't enter them too often or Pinky will be on to you.

To spur you on to even greater heights there is the lane of the Golden Ball, and, finally, the Giant Asteroid — the prize that Snapperships dream of. But you'll have to get through 12 screens to see it.

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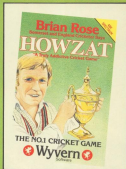
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