

September 1984

75p

Personal Computer

GAMES

The magazine that names the top micro games

300
NEW HIT
GAMES TO WIN
Apple, Atari, C64, Commodore

How YOU can become
the **MEANEST**
player in
town

(Send in this
6,000 needed)

CBM 64

Games of the Month exclusive: A new one-dance
to create submasters

SPECTRUM

Four PCB land Plus tips on freeware & details
of an amazing mega-game

VIC 20

Oh myword! It's the wheeliest platform game yet

BBC

Overmodel: We've a bunch you'll like this
program listing

Which micro's hottest on games? (Turn to p9) and you'll get steamed up too!

KOKOTONI WILF



Kokotoni Wilf is an arcade adventure whose undisguised intention is to steal the title of 'best arcade adventure program bar none' from Jet Set Willy.

As Kokotoni Wilf you must recover all the pieces of the legendary Dragon Amulet (which has been scattered throughout time) for your master the great magician, Ulrich.

Throughout the quest Wilf comes up against many dangers from huge lumbering prehistoric dinosaurs, to hostile alien robots, but the reward for recovering all the pieces warrants the risk.

The 48K program features a number of major advances over Jet Set Willy. The games designer, Elite, stresses that each of the games 60 plus screen settings is genuinely high resolution, as opposed to pseudo hi-res, and doesn't require a title to explain what you're looking at. Furthermore, the sprite characters are of cartoon quality and exhibit their own personalities, impressive claims. Jet Set Willy fans will no doubt feel both sceptical and intrigued.....

Watch this space!

48K Spectrum and Commodore 64
available Sat. 15th September.

elite

T·I·T·L·E S·C·R·E·E·N

PERSONAL COMPUTER GAMES

SEPTEMBER 1984

COMMODORE 64

- 63** Game-of-the-month! It's the biggest arcade-adventure ever. Exclusive review and full-colour poster.
41 Seven pages of '84 reviews including three fun-packed PCG hits.
72 Type in the best '84 listing we've ever seen.



SPECTRUM

- 50** No less than NINE pages of Spectrum reviews including FOUR PCG hits!
104 Playing tips on Tronoman and Atic Atac.
100 Two Spectrum owners battle it out over Ant Attack.



VIC 20

- 34** What a hit! We're spellbound by the amazingly addictive new platform game.
107 Reader's tips on playing Gridrunner.

BBC

- 76** Type in this listing to rescue Exomelda. It's an incredibly good version of the game.
30 The latest batch of Beeb games come under our scrutiny.



ELECTRON/ ATARI/Dragon/ORIC

- 29** Hits and misses. We weigh up all the new releases.

GAMES COMPETITION

- 27** Have a go at winning the hottest new games for the Spectrum, Vic 20 and Commodore 64.

MEAN PLAYING

- 104** Learn how to become a champion vid-kid in our amazing new fact-packed section.



WHICH MICRO?

- 91** We convene on an incredible debate over which machine is best for games.



AMSTRAD ACTION

- 38** We review the first games for the hottest new micro.

R·E·G·U·L·A·R·S



- BUZZ** **12**
 News and gossip from the games world, including Jewel's competition results, latest releases and the best games charts around.



- BYTE-BACK** **20**
 Your chance to have your say. This month's batch include one from a reader who's REALLY angry.



- COMPETITION** **27**
 500 games must be won this month, games reviewed - and posted - in this issue.



- SCREEN TEST** **29**
 Pages and pages of reviews of all the latest games for all the main machines. This one covered Game of the Month.



- ADVENTURE-WORLD** **67**
 The White Wizard gives you the lowdown on the new adventure releases, plus news, tips and letters.



- PROGRAM LIBRARY** **72**
 Two of the best listings we've yet printed - BBC and Commodore 64 owners are in luck.



- GOOD BUY** **83**
 The list of PCG recommended games to all the main machines. Plus a glossary of micro games terminology.



- CHALLENGE CHAMBER** **100**
 The great weekly contest over high score claims, plus top scores on a wide range of your favourite games.



- TRICKS 'N TACTICS** **104**
 A new section packed with all you need to know to get the highest scores.



- PCG HOTLINE** **110**
 Commander Chance replies to the comments you've made on his hotline.



- THE FINAL CONFLICT** **116**
 The nationwide war game everyone can take part in. We present the results of the third wave.



- NOTICE BOARD** **128**
 It's moved to the other end of the magazine, but it still carries our letter to you and a stack of amazing bits.

JONES
OF DOOM

MM

2 HUNCHBACK

AT THE OLYMPICS
NOW SHOWING
ON YOUR
48k SPECTRUM AND
COMMODORE 64

3

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SET
WILLY
SPECTRUM
AND BY
LAR DEMAND
MODORE 64

4 *The World Premiere*
of
ASTRONUT
NOW APPEARING ON
YOUR 48k SPECTRUM

5 **PERILS
OF WILLY**
MINER WILLY'S
FIRST SHOWING
ON THE
VIC 20 PLUS 16k

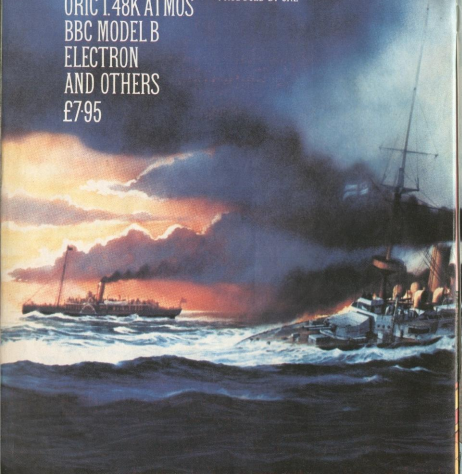


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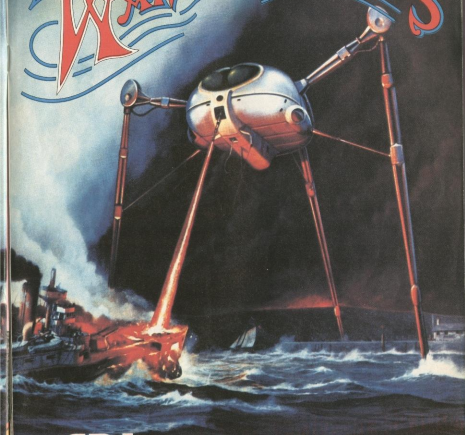
Following in the tradition of superb adaptations of the H. G. Wells classic, CRL in association with ORP proudly presents to the world of home computing the strategic arcade adventure 'The War of The Worlds'. Based on Jeff Wayne's internationally successful double album.

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JEFF WAYNE'S VIDEO GAME
VERSION OF

THE WAR OF THE WORLDS



CRL

THE DREAM MAKERS

Jeff Wayne's version of the 'The War of the Worlds' copyright Blue House Productions, New York, 1984

CRL House, 9 Kings Yard, Carpenters Road, London E15 2HD. Tel: 01-533 2918

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

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

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

Yet games have become increasingly sophisticated. Scenarios are more varied, levels of play have been increased, and high resolution colour graphics capabilities are being used together with

dramatically improved sound effects. The trick is to know which games are as good on screen as they are on the pack.

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PCG 9/84



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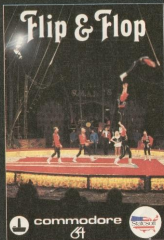


AMERICAN

Big, Bold and Beautiful...



34 SCREENS
 3D Graphics and Cartoon Animation
 Most Innovative Software, 1986
 Software Magazine, Chicago, USA
 Computer Game of the Month
 The Atari Age, Computer Magazine, USA
 Science Fiction Fantasy Game of the Year, 1986
 Electronic Games Magazine, USA



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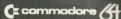
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TOP FIFTY				
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2	25	2	Wargame Machine/Micro	
3	15	3	Battle Wolf Ultimate	
4	5	6	Payton Award	

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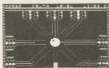
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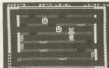
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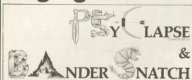




RACE

MOVIE
SOFT 2

Secrets of the Imagine mega-games



Bander Snatch hype: Imagine ads before the crash.

Imagine: the flamboyant Liverpool software house, have gone bust with debts of about £500,000. But one of the company's heavily hyped 'mega-games', *Bander Snatch* for the Spectrum, could still see the light of day.

Two Imagine directors, Mark Butler and Dave Lawson, have set up a new company, Finchspeak, and are hoping it will be able to produce the game – but this depends on whether the transfer is judged to be legal.

The Commodore 64 game *PsyC Lapse* has effectively been shelved – sources say that programmer Eugene Evans made little significant headway in its development. But most of the team programming *Bander Snatch* are still together, and the game is described as '90 per cent complete'. POG can now reveal details of *Bander Snatch* which the former Imagine staff believe could earn several million pounds.

The main new feature of the game is a form of artificial intelligence which Imagine programmers were secretly developing. Its purpose is to allow the game's different characters to interact with each other in a far more intricate way than has yet been done. Thus as you move around the game's different locations you come across characters holding conversations, their words being depicted in cartoon-like speech bubbles.

The action takes place on a distant planet, and you control a character called Vel who is one quarter of the screen in height. His movement is carefully animated using eight different frames as he walks and crouches.

Amongst the many stages to get through is the Mine Level – a stage featuring a worm which eats banana skins. The worm is half a screen in length and each section is fully animated. Other stages include the Engineer Level and the Shopping Level. You move from level to level on a lift.

What's the actual idea of the game? Our sources are more obscure on this point. One said it was avoiding the hazards of daily life on another planet. The hazards include various spectacular monsters.

To hold the vast size of the program, Imagine planned originally to sell it with a 64K ROM chip – more than doubling the 48K Spectrum's memory. This would have cost a fortune, and negotiations are now rumoured to be underway with Sinclair to put the game out on Microdrive.

Imagine's crash has left 50 people without a job, and spells the end of an era. Extravagant claims, brashness and high-living are, it would appear, no longer enough to succeed in the micro games industry.

Rabbit go under

Rabbit Software have joined the long list of software companies that have gone into liquidation.

The Harrow company, run by Heather Lamont, is rumoured to have debts of £1

million and called in a liquidator in July to wrap up the company's affairs.

Rabbit had recently reported a break-in in which stocks and equipment were stolen. It is not known yet what will happen to the software titles of the firm.

Valhalla follow-up

Legend, producers of *Valhalla*, Game of the Year 1984, are about to launch their new block-buster.

Called *The Great Space Race*, the game cost £1½ million to develop and is described by Legend's John Peel as 'a spectacular futuristic romp'. It will be released simultaneously for the Commodore 64 and the Spectrum around the end of September and will fall into the sub-£15.00 price bracket, although an exact price has yet to be fixed.

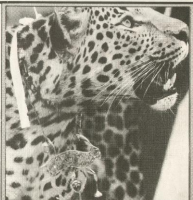
The object of the game is to win *The Great Space Race* in competition with other characters whose actions are controlled by the computer. The program boasts sophisticated animated 3D graphics using a system which Legend call *Movisoft 2*. 'It's closer to *Star Wars* than anything that's been seen so far,' claim the company. A 'camera director module' in the software selects viewing angles and the image is displayed on

a 'cinemascope' window spread across the screen.

In addition to 3D space scenes, other characters will appear in head and shoulder shots, with full facial animation including moving eyes and lips. Characters' facial expressions will reflect their feelings.

The graphics draw instantly and include a number of special effects including screen dissolves and wipes. The display is divided horizontally into three windows; a status/options panel, the 'cinemascope' screen, and a scrolling text window.

Options presented to the player are selected by single key presses. 'We wanted to get the best elements of both arcade and adventure games,' said John Peel, 'and we decided to go for a shorter game cycle so you can get the "must-have-another-go syndrome," plus all the richness of adventures. Once again, we intend to get the Game of the Year Award in 1985.'



Haresoft were taking no chances at the BBC Show in Alexandra Palace with the £30,000 prize for their new game, *Hare-raiser*.

The game was launched at the BBC Micro Users Exhibition, where the golden hare – originally featured in Kit Williams' book *Maskerade* – arrived draped round the

neck of a jaguar wildcat.

To win the hare, or its value of £30,000 in cash, you must solve two puzzles. The first program, *Hare-raiser Prelude*, is available now at £8.95 for the BBC, Vic 20, Eric Atmos, Dragon 32 & 64, Commodore 64, Spectrum 48K, Anstrad and Electron computers.



of micro games

New machines arrive

New machines and new games to play on them are about to swamp the market as hardware manufacturers compete for a slice of the Christmas market.

8 MSX machines are being launched this month. The Toshiba, JVC, Sony, Mitsubishi, Sanyo, Canon, Hitachi and Teleton computers all have the same operating system and can run the same tapes and cartridges.

They will retail at between £250 and £300 and software should be available at £5 to £10. The MSX standard means more games for each machine, and more stability to enable software houses to spend time and money on developing good programs.

This has sent many companies hurrying to convert their games. Quicksilver, Ocean, CDS, Salamander, Anirug, Artic, Activision, PSS, Hewson Consultants and others are all at work on MSX programs. New original software is also promised for early next year.

However, DK'tronics did sound a warning note saying that there was going to be 'obvious overkill' of software with so many titles flooding onto the market at once.

Meanwhile, Aquarius are launching the Aquarius 2 at



an unspecified date this Autumn. The new machine will be fully compatible with the original and so will have a number of games available for it when it appears. It has a full travel keyboard and Micro-soft Extended Basic. The basic 4K machine will sell for around £95 and a 36K model for £125.

The Enterprise, formerly called the Elen and originally scheduled for launch earlier this year, is now due to appear at the Personal Computer World show on the 19th September. Two models will be available. A 64K machine for £299.00 including VAT and a 128K model for around £300.00.

The Enterprise boasts highly sophisticated colour and sound facilities and an unusually large amount of user-memory - 55K in the 64K version.

Quicksilver are busy writing games for the machine, and a number of titles including a particularly powerful chess program will be available at the time of launch.

late autumn. The tape will include the Pavloda fast loader and retail at £7.95

PITFALL FOLLOW-UP

Activision are launching David Crane's sequel to Pitfall, to be called Pitfall II: Lost Caverns.

Trapped in Inca caves the hero, Harry, has to find his niece Rhonda, his sidekick cat Quicklaw and the Raj Diamond.

The program is available for Atari VCS and should shortly come out on the Atari home computer and also the Commodore 64.

The Atari cartridge will cost £29.95 and the cassette for the Commodore £9.99.

The MSX newcomers - software compatible micsos from Sony, Mitsubishi, JVC, Hitachi, Toshiba, Canon and Sanyo

NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW

FANTASY BRING BACK ZIGGY

Fantasy Software - the people who brought you *The Pyramid and Beaky* and *The Egg Snatchers* - are to produce a series of games called *The Backpacker's Guide To The Universe*.

The series is expected to have at least three parts and will feature the return of Ziggy, the capsuled hero of *The Pyramid*. As well as the capsule, Ziggy will also have a backpack enabling him to get out and about in alien landscapes and will be able to choose from a number of weapons.

The games have been under development for six months with an artist working full-time on the graphics. The first part is expected to be ready towards the end of October. This will have two programs - the game itself and the Backpacker's Guide, to which players will need to refer. Price should be around £7.50.

ELECTRON GETS ZALAGA

Good news for Electron owners. Nick Orlando of *Frak!* fame has now converted *Zalaga* for the Electron. The game should be in the shops in early September, priced at £7.90.

HUMPTY DUMPTY COMES OFF THE WALL

Artic has announced a series of games based on that ever-green character Humpty Dumpty. There are three titles to start the series: *Humpty Dumpty Meets the Fuzzy Wuzzys*, *Humpty Dumpty in the Garden* and *Humpty Dumpty the Engineer*. Cassette versions are available for the Spectrum and Commodore 64 at £7.95, with disk versions to follow shortly.

On the Ockley, also from Artic, is - surprise - a darts game for the Spectrum! This game of arrows is available on cassette and will set you back £6.95

TAKOUSHI

It was a sunny July morning and I was walking down Oxford Street to the PCG offices when a decidedly shady character approached me. He paused, looking rather nervous and then suddenly whipped open his coat to reveal... a coat lining heavily laden with computer game cassettes.

'Do ya wanna buy a cheap game, mate?' he asked. 'Ah, but are they the real thing?' I demanded.

'Course guv,' he exclaimed, not too convincingly.

Needless to say they were pirated tapes at a fraction of their real price. The age of the professional software pirate is now with us with criminal elements from both the video and software industries being involved.

Stop and think for a moment exactly what the implications of this wholesale piracy are. It seriously undermines the future of the industry and the livelihood of the smaller software houses. The larger games house can handle a shortfall in income whilst the smaller houses face crippling cash flow problems.

Make no mistake, any pi-



rated tapes you buy are nails in the coffin of an industry that is already fighting for its survival.

Of course there are bodies that are trying to take action, like GOSH (the Guild of Software Houses) and FAST (the Federation Against Software Theft). The latter seems to be heading in the right direction as it is lobbying Parliament for legislation to combat the software pirate.

Where do you come in all this? As the consumer you obviously want the best games for as low a price as possible. So the pirated tape is the easy option.

Think again.

If you want to carry on buying quality games in the future then give the software house the money to finance them, and help stamp out the evil of the professional pirate

NEW RELEASES • NEW RELEASES • NEW RELEASES • NEW

TIME-WARPED ADVENTURE

Channel 8 software, already well known for their distribution of the Digital Fantasia adventure series, are launching a scrolling multi-time-zone arcade game for the 64.

Timezones features five different time-zones from prehistory to the far future and 20 levels of play. All yours for £6.95.

JACK TAKES OFF

Jet-Boot Jack from English Software, first released on the Atari computers, is now available for the Commodore 64 and will appear on the BBC, Electron and Amstrad in the



ZX-81 OWNERS

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THE PROGRAM YOU'VE
BEEN WAITING FOR!

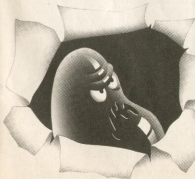
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- | | | |
|--------------|----------------|-------------------|
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| 2. Sea | 6. Rocket | 10. Bubble |
| 3. Platforms | 7. Vulture | 11. Fuel Gauge |
| 4. Ladders | 8. Leg of Lamb | 12. Men Remaining |



Get rich quick by collecting Diamonds that are simply lying there waiting for you!

Oh... I forgot to mention that there are one or two problems! There is an expanse of Shark infested water between you and the Diamonds and a strange breed of Bubble that seems hell bent on getting you in it! Somehow you must cross it...

You have a Rocket Pac to help you (a Vulture on higher levels) but you must rush around the platforms and ladders collecting cans of fuel (legs of lamb with the Vulture) and cursing that weird Bubble. Once you have enough fuel then it's Chocks Away!

Oh... but don't run out of fuel on the way - otherwise it's ... SPLASH!

The aim is to collect all the diamonds from the far left hand side of the screen, whilst avoiding the rampant Bubble. These emerge from the sea and are hell-bent on returning to their watery habitat with you in tow. Sooner or later you are going to end up in the drink - The idea is to make it later!

By beating round the system of platforms and ladders, cleverly avoiding the Bubble, you collect the fuel cans which appear in random positions, until you consider that your fuel gauge indicates sufficient in the tank. Now you can go and collect your rocket. With the rocket-pack strapped to your back you can fly across the expanse of sea to collect the diamonds... but don't run out of fuel or your rocket-pack will simply disappear and you will wind up in the drink!

There are six stages with six different platform layouts. On stages 1-3 the Bubble, which floats in front of the platforms with uncanny ease, gets an ever increasing ability to home in on your position, making the task of staying alive more demanding with each stage. On stages 4-6 you once again start with the easiest Bubble (which is a blessed relief!) but the fuel cans are replaced by legs of lamb which you must flap across the water on its back to collect the diamonds.

Extra men are awarded for every 10,000 points - but ONLY once you have collected all the diamonds and so completed each particular stage.

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The wonder penguin is engaged in a desperate search for diamonds hidden in a maze of ice cubes, harassed and chased by his arch enemies Snowball and Snowbox. His chances of survival are slim. Six levels of skill with two player option.

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Ice hunter needs special ice blocks to build an igloo unaffected by the arctic sun. He has found the source of the blocks in a multi level cavern, but can he outwit the grim inhabitants — the dragons — sea lions and vicious birds and float the blocks down the river to construct his dream home. Six levels and two player option.

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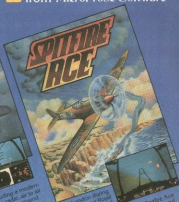
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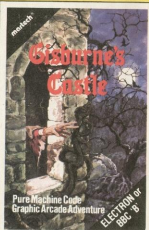
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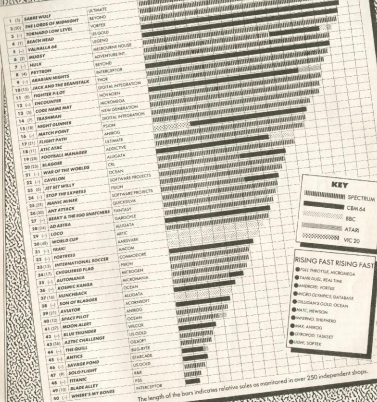
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SWASHBUCKLER TOPS THE CHARTS

Sabre Wulf, a PCG mega-hit last month, has slashed through the charts to number 1. The swash-buckling Spectrum maze game's massive sales should keep the wulf from the door at Ultimate.

Lords of Midnight, the August Game of the Month and tipped to go on to big things, has done just that. From 50 last month it has shot to number 2, and Beyond Software modestly told us that 'we expected it to go to the top of the charts - it just did it two weeks earlier than we thought it would.'

Tornado Low Level has also made a dramatic entry at number 3 and looks like more than living up to its Vortex predecessor *Android 2*, which is back bubbling under. Lots of new entries this month like *Valhalla 64* (5), *Hulk* (7) and *Arabian Nights* (9), while old favourites like *Jet Set Willy* at 23 are being forced out.

That other famed platform game *Manic Miner* is still in there plugging away at 25 and looking like it might stay there for months yet.

Can anything stop *Sabre Wulf* and *Lords of Midnight*?



Singing to success

On purchasing July's PCG and again finding no high score for the Dragon 32 *Chuckie Egg*, I decided to take matters into my own hands and submit one myself. Meekly I tried to beat my previous 133,000 best (which just didn't seem to stand up to a million) but despite my best efforts I had no luck.

However, help was at hand. I decided to play a newly purchased Billy Joel LP, and lo and behold, as quick as saying 'fried egg' I was on my way. I raced through the first eight sheets to the vocals of 'Only The Good Die Young'. Next eight sheets, switch to 'Innocent Man' LP, and man, you should have watched those eggs disappear. However, all good things come to an end, and I eventually went to the greatest duck in the sky with a hard-earned 233,110. I still say I died because I ran out of Billy Joel LPs, however I shall soon be purchasing 'Piano Man', so you could be hearing from me again very soon.

As for Billy Joel, I've renamed him - he's now referred to as Billy Graham!!

Jim Liddle, Hartlepool

Here are some more records you might like to try with particular games. For *Orc Attack*, try 'Off the Wall' (Michael Jackson). *Atic Atac*? How about 'Searchin' (Hazel Dean). *Classic Racing*? Try 'Against All Odds' (Phil Collins). *Lunar Jetman*? Play 'Warhead' (U.K. Subs). *Bumpin' Buggies*? Try 'Car Trouble' (Adam & the Ants). And thanks to Carl Lyons of Huddersfield for these musical ideas!

Bug converted

Having read Mike Davies's discovery of a 'bug' in Jeff Minter's *Matrix* (June, 1984), I also discovered the same on the '64 version. The difference being, the COMMODORE and SHIFT keys need to be pressed to change level.

I would also like to congratulate Jeff on his games. He's the best programmer I have ever come across.

Michael Escolme, Lancaster

Snappy policy

I would like to submit my dad's very high *Snapper* score to you. I had originally filled in the Challenge Chamber form for 118,660, but just as I was taking it to him to sign, I heard the familiar 'diddle-diddle' intro tune. I sat down to watch. By 85,000 on the first of the two blueberries the tension was

mounting. He reaches the 100,000 mark and the second bell and lost his penultimate life. Ah well, I thought, he's had his chips. But no! He ploughed on through the third bell and triumphantly reached the fabled acorn. His concentration finally collapsed at the incredible score of 145,350. I hope you find another *Snapper* freak to challenge him in the Challenge Chamber.

Adrian Brown, West Bridgford, Notts

**WRITE TO: BYTE-BACK,
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BYTE BACK

Outraged aquanaut

After reading your review of *Aquanaut* (July) I felt I would write in to get some things straight.

Firstly, you say that it is 'incredibly frustrating'. I think not, and so does everyone I know who has played the game. I find it very exciting.

Second, you say that there are only five different stages. Can your reviewer

count? So far I have found 10.

Thirdly, you say that once you have learnt a stage it gets very boring. This is wrong, because each time it is slightly different.

All I can say is that you did not play the game long enough to enjoy it.

Robert Ireland, Prestatyn, N. Wales

*I kept playing until I'd torn out half my hair! Obviously I'm not built to be a submarine commander. There must be quite a little *Interceptor* fan club over there in Prestatyn. Your fellow townsman Andrew Jones - whose letter about China Miner is on the opposite page - also wrote defending *Aquanaut*.*

Standing up for the Vic 20

I work in an old folks home and the old people, most of whom have never seen a computer game, love looking at and reading your mag, it's so well laid out. It's read more than *Woman's Own*, etc.

Anyway, I own a Vic 20+ 16K and would like to help other readers. In a book called *More Games for the Vic 20*, there is a program to type in which enables a 16K Vic to be used as no expansion, 3K or 8K. It takes seconds to load and saves having to keep switching RAMs (or buying additional packs).

Also - as all I seem to read are *Jet Set* Plonker and *Atic Atac* problems - has anyone ever got through the invisible pits in *Zork's Kingdom*? I doubt it. Has anyone ever rescued the princess in *Tower of Evil*?

I read in this month's issue one person complaining about *Arcadia*. The scrolling is bad, he says. In fact it's better than most. I can only get on to screen 5 but am still trying. Why not have a *Wally of the Month* in your complaints department?

That's it. Thanks for brightening up my tea breaks. I look forward to each new issue as much as a new game.

C. Constable, Ashford, Kent





Mad about Loco

Thanks for what is easily the best games mag on the market, and this opinion is shared by my friends who have read all the rest of the mediocre press.

The recent addition of an adventure section really has improved PCG. It really is excellent and can you ask the White Wizard how on earth I can use the trowel in *Ten Little Indians*.

On a sourer note ... why was *Loco Game of the Month* in July? Being an avid fan (150,000) of the arcade game *Super Locomotive* I dashed out to town and bought the game. I admit that the graphics and sound are absolutely fantastic, but surely these do not make a great game (witness *Alice in Videoland*!) There are many things wrong with this version, such as the leaving out of bonus scenes, tanks, other trains, red lights, crossing lories, bridges, big bombers, tunnels, and most importantly an invincible button. As far as I can see the author didn't spend enough time on the arcade game to appreciate the finer points of it.

Carl Lyons, Huddersfield

We had a prolonged debate

This month's REALLY ANGRY letter

I have recently found the magazine becoming somewhat biased towards a certain silver-coloured FOREIGN micro. You review more games for this machine and give it more PCG hits and games-of-the-month than any other. Come on. There can't be THAT many CBM 64 owners in England? What about England's best-selling micro the ZX Spectrum? I think you should support British computers. After all, if there was no British micro industry you'd be out of a job.

Good Buy time. The following Spectrum games are not, I feel, good buys.

1. *Jet Pac* - simple, mindless blasting.
2. *Lunar Jetman* - too difficult to be worthwhile.
3. *Penetrator* - a very boring Scramble.
4. *Cookie* - too similar to *Jet Pac* and *Pssst!*
5. *Pi-Balled* - Ocean's *Pogo* is THE Spectrum Q*bert.
6. *Atic Atac* - boring and depressing.

The following Spectrum games SHOULD be on the Good Buy chart:

1. *Football Manager* - the most addictive simulation there is.
2. *Derby Day* (CWL) - a great fun game which really does get you excited.
3. *Urban Upstart* and *Invincible Island* - the two best graphic adventures for the Spectrum.
4. *Golden Apple* - The best Spectrum text adventure.
5. *Star Soccer* (Watson) - an incredibly addictive football game.
6. 1984 - a brilliant economic game.
7. *Dictator* - an addictive strategy game.
8. *Snooker* (Visions) - really great - one of the best sport simulations there is.

I'm glad you haven't included *The Pyramid* or *Blue*

Battle of the Miners

Shortly before the review appeared for *China Miner*, I purchased it and I agree that it is better than *Manic Miner*. I haven't stopped playing yet and have reached level 17. Has anyone written in with tips on how to do it?

Stephen Birds

We expect to print some in next month's Tricks 'n Tactics. Some players have got stuck as early as screen 2!

China Miner solved

I feel that I must congratulate you on your excellent review of *China Miner* by Interceptor Micros. After reading it I went straight out and bought it, and from the beginning of April to late June I have had hours of enjoyment. I have finally completed all 30 impressive levels, which took one-and-a-half hours non-stop.

Keep up the good work PCG. And I recommend *China Miner* to anyone with a Commodore 64.

Andrew Jones, Prestatyn, N. Wales

over *Game of the Month* in July. This decision is the hardest we make each month, and usually we try to go for a game which breaks significant new ground in some way. *Loco* qualified because its sound and graphics were the best we'd ever seen. But our review did express doubts about the game's lasting interest. On the whole we prefer games whose significance lies in their long-term challenge - such as this month's *Game of the Month*.

Nasty remarks

I am writing in reference to the letter from Jason West 'HURG fan hits out' (July). I note his remarks about Oric owners - 'so simple an Oric owner could understand' - I own an Oric-1 48K. I can write fairly advanced programs for bank accounts and I can also make fairly good games with a program like HURG to help me and I'm only 13 years old.

David Williamson, Telford, Shropshire

We want more!

I have a piece of advice I am willing to give you. Every month you seem to put less and less pages in your magazine. Why? Bring back *Human to Human* and *Book Test!* Put 176 pages back in your magazines, and leave a couple of pages to do reviews of cartridges for video consoles. Do reviews of new games in the arcades and try to do more PCG specials. Your Challenge Chamber, Hotline and Adventureworld are brilliant ideas.

Heed my advice and you will soon be at number one.

Richard Gray, Prescot, Merseyside

Crumbs, Richard, don't let my publisher know about this or he'll offer you my job! But look, the reason we lose pages in the summer is because less adverts are booked at this time - some software houses prefer to advertise in the autumn and winter, because that's when sales are greatest. I think you'll find we get fatter again as Christmas approaches.

As for being number one - some people seem to think we already are! The word is spreading...

Thunder - awful, aren't they?

Isn't it funny how two reviewers can have such differing views on a game? You hated *Pi-Eyed*, Computer & Video Games, the best magazine there is, gave it 32 out of 40. You loved *Ghoulis*, they hated it. You thought *China Miner* was better than *Manic Miner*, they thought the opposite. Perhaps you should give up reviewing games and leave it to those who have some experience in the field (say, your average 2-year-old). Therefore I have compiled a review translator.

	You say	But really
Graphics	9	10
Sound	5	0
Originality	5	0
Lasting interest	7	0
Overall	8	8 (well done!)

How can you give *Trashman 5* for sound - it hasn't got any! You will be pleased to know that you have lost a reader. Yours angrily,

Tim Russell, Coventry

Love the sense of humour, Tim, shame about the facts - the sound in *Trashman* includes gates opening and dogs barking. I agree about *Football Manager* and have added it to our Good Buy list. Similarly our process of continually updating the lists has led to *Penetrator* and *Pi-Eyed* being overtaken by *Cavern Fighter* and *Spellbound* (which is even better than *Pogo*). The rest of your letter is baloney - if you don't like *Jet-Pac*, *Lunar Jetman* and *Atic Atac*, I'm quite relieved you don't like PCG. We're in good company!



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A brand new character game. Poor old Bozo, all he has to do is to get home after a night out with the lads. That's easy until a wobble becomes a lurch and a stagger. Later into the night, all rules go out of the window as he disbelieves what's happening in front of his blood-shot eyes. An epic journey with ultra-smooth graphics and sprites which run rings round normal games.



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PCG favourites up for grabs

300 HOT NEW GAMES MUST BE WON!

We've lined up a special £2,000 treat for you this month. We've chosen three of the most exciting games reviewed in this issue and obtained 100 copies of each as prizes.

So, if our reviews in Screen Test have made your mouth water, now's your chance to do something about it. The three games are *Quo Vadis* for the Commodore 64, *Beaky and the Egg Snatchers* for the Spectrum and *Pharaoh's Curse* for the Vic 20.

For each game we've composed three riddles. All you have to do to enter is to

answer the riddles, complete the rest of the entry form below and post it to us. The first 100 correct entries for each game that we pull out of the hat after the closing date will win the prizes. We must receive all entries before the end of September. If you don't want to cut out the entry form you can copy it on to another piece of paper.

Meanwhile, if you want to, you can go ahead and buy any of the games because if you then win the same game, you can have it exchanged or receive the equivalent in cash.

QUO VADIS (Commodore 64)

This vast arcade-adventure from Softtek is our Game of the Month. At the time of writing it has not been officially released, but we've been promised the first 100 copies.

- 1 'The player who conquers it first, we are told
Will win a fine object in silver and gold'
What is it?
- 2 'This quest is most surely for heroes and braves
For species of aliens inhabit the caves.'
How many species?
- 3 'The caverns stretch downward for screen after screen,
So deep there are places no mortal has been.'
How deep?

BEAKY AND THE EGG SNATCHERS (Spectrum 48K)

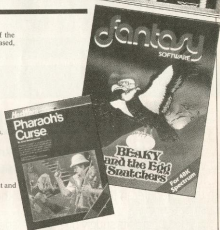
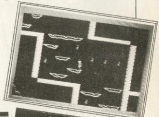
This latest release from Fantasy is packed with excitement and fun - see our review on page 54. It's a PCG hit.

- 1 'In stage one Egg Snatchers will pose you a test,
But if you are skillful you'll soon fill your nest.'
With what?
- 2 'Stage two is the time when your little chicks grow,
So make sure you protect them from droplets of snow.'
And from what else?
- 3 'The chicks in the third stage are ready to feed,
Your task is to give them the food that they need.'
What food?

PHARAOH'S CURSE (Vic 20)

This new platform game from Hesware is amazingly addictive. We've made it a mega-hit - see our review on page 54.

- 1 'The tomb is a death-trap so deadly and mean,
But a number of treasures is found on each screen.'
How many?
- 2 'Beware of the Pharaoh, look out front and back,
Or else he'll surprise you with vicious attack.'
Using what?
- 3 'The flying Avenger is trouble enough,
Bump into him and he'll carry you off!'
Where to?



ENTRY FORM HOT GAMES COMPETITION

NAME.....

ADDRESS.....

The game I'd like to win is (circle one only): Quo Vadis (Commodore 64), Beaky and the Egg Snatchers (Spectrum), Pharaoh's Curse (Vic 20).

The answer to the riddles for my choice of game are:

①.....

②.....

③.....

These last questions are not part of the competition but just to help us make PCG even better. If you want to write the answers in more detail, please enclose a separate piece of paper.

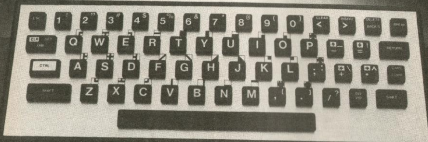
The things I like best about Personal Computer Games are.....

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Reviews...screen shots...

SCREEN TEST

screen shots...ratings...re

What a scoop! We've managed to get our hands on a completed copy of Softtek's new game *Quo Vadis* a month before its release. We were stunned by the enormous challenge offered by the game, and proudly present it as an exclusive Game of the Month. This could be the start of amazing things for Commodore 64 owners.

These fortunate people can also buy the great new Olympics game *Decathlon* and the first micro game to offer recognisable speech without any extra hardware - that's *Tales of the Arabian Nights*. We've made both PCG Hits.

And speaking of hits, Spectrum owners are laughing this month. Take *Match Point* from Psion - if anything it's a better tennis simulation than the excellent one on the Atari. Anyone prone to maternal compassion will break their heart playing the excellent *Beaky* and the *Egg Snatchers*. And for

spectacular graphics you will be hard pressed to beat *Tornado Low Level*, while *Worse Things Happen at Sea* is one of the best things ever to happen on land.

We only managed to track down one new Vic 20 game this month but, mummy, it's a scorcher. A platform game located in a pharaoh's tomb and packed with original touches.

This month also sees our first Amstrad reviews. Nothing sensational yet but we've a hunch this machine could be very big.

Your reviewers this time are Peter Connor, Steve Cooke, Chris Anderson, Bob Wade, Paul Turner, Tony Takoushi and Samantha Hemens. All ratings are out of ten. And do remember that the graphics ratings cover animation and smoothness of movement as well as the basic screen picture - you can't judge graphics just by looking at the screen shots.

GAME PAGE GAME PAGE GAME PAGE

GAME OF THE MONTH

Quo Vadis (Commodore 64) 63

HIT GAMES

Pharaoh's Curse (Vic 20) 34

Tales of the Arabian Nights (Commodore 64) 41

Decathlon (Commodore 64) 46

Hercules (Commodore 64) 48

Match Point (Spectrum) 50

Beaky and the Egg Snatchers (Spectrum) 54

Tornado Low Level (Spectrum) 54

Worse Things Happen at Sea (Spectrum) 60

COMMODORE 64

Joe Hunter 41

Murphy 42

Felix in the Factory 42

Revelation 42

The Evil Dead 42

Cybertron Mission 43

Beamrider 43

Piffa II 43

Patch 43

Gynus 45

O-Elegon's Gold 45

Quak Attack 45

Ghouls 45

Rockin' Tootin' 46

My TNT 46

Spy School 46

Zeno 7 48

SPECTRUM

Advance to Mayfair 50

Full Throttle 50

Carnival 50

Ught 50

Reichswald 50

Kastric Kanga 54

Ashote 54

Star Blitz 57

Driller Tanks 57

30 Shot Attack 57

Les Flies 58

War of the Worlds 58

Revolvy Day 58

Space Carnival 58

Micro Olympics 58

Death Chess 2000 60

Repossession 62

Decar Wreckers 62

Daylight 62

Star Trader 62

BBC

The Sting 30

Star Force Seven 30

Scorcher 30

Brainstorm 30

Enigma 30

Trigger 30

Blockbuster 30

Barbaric Planet 31

Usser Reflex 33

Crescent the Cat 33

ELECTRON

Escape from Moonbase Alpha 31

10 Far Gorilla 31

Positron 33

Vortex 33

Arena 2000 33

ATARI

Attack of the Mutant Cornels 37

River Raid 37

Megamania 37

Kobanai 37

Flek 37

Duel in Dixie 37

DRAGON

Jaws 34

Superlinal 34

3D Lunatic 34

AMSTRAD

Electro Freddy 38

Admiral Golf Spec 38

Oh-Mummy 38

MEMOTECH

Mission Alphaform 38

Nemo 38

Pothole Pete 38

ORIC

Acheron's Rage 50

VIDEO NASTY

Deathstar (Spectrum) 58

STARTING 27 SPECTACULAR PAGES



● PHARAOH'S CURSE



● MATCH POINT



● QUO VADIS

GAME: THE STING

MACHINE: BBC

CONTROL: KEYS

FROM: GEMINI, £9.95

Here's a game to get a bee in your bonnet. Harassed by a pesky bumble bee, called Sting, your bear must collect fruits and flowers in the bounds of a geometric shape.

Your brave brain starts in a triangle with a fruit in each corner. You must collect these and not bump into the bee buzzing around.

Completion will get you on to a bonus screen which purports to be a maze but is just four blue columns with a randomly positioned gap in each. You have to reach your cub at the bottom right.

Deadly mushrooms move down the spaces between columns where Sting is

likely to pop up and provide the greatest threat. Failure doesn't result in the loss of a life but ends the bonus screen, which seems fairly pointless since it does not get any harder.

The shape of the main play area changes to a square, hexagon and later more complicated figures. The edible goodies are always placed in the corners or on outcrops. The number of mushrooms increases with four on the second

GAME: STAR FORCE SEVEN

MACHINE: BBC

CONTROL: KEYS

FROM: MIND GAMES

Your Emperor, Justin II, has sent you on a hazardous mission to save the Terran Empire from the evil Zurgs.

In a strategy game in the *Star Trek* mould you command Star Force Seven.

You explore a 26-star galaxy and attempt to destroy the Zurgs' home planet or capture 25 planets to win.

The program loads in three sections which give you the instructions, your choices of game selection and the actual program. Once you've finished the second stage there's no way to alter the scenario other than to reload the tape.

This I discovered to my cost with the sound, which once selected hammered

at my ears all through the game. It should be switched off if you want to avoid migraines.

Your first task should be to find an industrial planet and conquer it, otherwise you rapidly run out of energy and resources. This is most easily done by consulting your intelligence gatherers, spy ships and scout craft.

Having found an enemy industrial planet you can soften it up with a

GAME: SNORTER

MACHINE: BBC

CONTROL: KEYS

FROM: BEEBUG, £7.50

Snorter is an original and challenging game with slight similarities to *Pengo*.

You find yourself in a walled-in enclosure. Piles of blue bricks lie on the ground and in another part of the maze

a snake is wriggling towards you.

As in *Pengo* you must slide the blue bricks across the floor and trap or crush the snake. Don't rejoice too soon, however, as other snakes are appearing all the time and you don't have unlimited time to deal with them.

As soon as you've despatched the required number of reptiles, the screen clears and you find yourself in another enclosure with — yes, you guessed —

more snakes and fewer blue bricks to bash them with.

The snakes grow a little more intelligent and a little more determined in each level. You have three lives, but lose one each time you bump into a reptile's head. At the higher levels they become a real menace and you have to move very fast.

As you play your energy is constantly depleting and at first I found I had only

GAME: BRAINSTORM

MACHINE: BBC B

CONTROL: KEYS

FROM: VIRGIN, £7.95

Brainstorm is an unusual two-player game which combines the excitement of combat with the challenge of careful strategic thinking.

Each player controls a laser base, owns a 'brain', and has a supply of

'reflective prisms'. The aim of the game is to destroy your opponent's brain.

The screen is divided into a grid, and the two laser bases are located opposite each other on the left and right sides of the grid. Each player takes it in turn to fire his laser across the grid in an attempt to wipe out his opponent.

The grid is littered with prisms which deflect the laser beam in different directions, according to their 'reflective in-

dex'. You can only discover how a certain prism will deflect your beam by firing at it. Needless to say, both brains are well shielded by prisms.

You could of course just keep firing at all the prisms, hoping that you'll hit one which will reflect your beam onto your opponent's brain. Chances are, however, that this won't be possible, and this is where your own supply of prisms comes in handy.

GAME: ENIGMA

MACHINE: BBC

CONTROL: KEYS

FROM: BRAINBOX SOFTWARE

Card game in which you must work out the whys and wherefores of the way

your computer plays its hand.

Some cards are rejected, others accepted according to one of five rules. Can you study the pattern and deduce the rules? Will you even want to know? Rather clumsily programmed in Basic, this may give some satisfaction to obsessive puzzlers but not to anyone else. SC

GRAPHICS	2
SOUND	1
ORIGINALITY	7
LASTING INTEREST	4
OVERALL	3

GAME: DIGGER

MACHINE: BBC

CONTROL: KEYS

FROM: VISIONS, £5.95

Tunnel around killing the red goggle aliens — Footas — and the green dragons

— Pubars — by either blasting them three times with some sort of gun or by digging away the earth so that the rocks drop on them.

Yes, folks, it's *Dig-Dug* time again. And a pretty dull version it is, too, with merely average graphics and very ordinary sound.

Mining's more fun than this.

PC

GRAPHICS	3
SOUND	4
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	3

GAME: BLOCKBUSTER

MACHINE: BBC

CONTROL: KEYS

FROM: MICRO POWER, £7.95

This is a cute variation on the *Q*bert* theme set on an arrangement of blocks

which is supposed to be the Giant's Causeway in Ireland. Harvey the Bunny is jumping around to find the Elixir of Life. Trying to stop him are Reynard the Fox, cascading balls and a guano-excreting bird. The usual diagonal movement and the usual task of colouring the squares. Nice graphics — even if a

little hazy — but dull sound.

PC

GRAPHICS	7
SOUND	4
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	6



IRON • BBC • ELECTRON • BBC

screen, 12 on the fifth and so on.

The fruits and flowers have to be eaten in the right order and this is shown at the top of the display.

Logs and mushrooms also appear on later screens and these get in your way though the logs don't kill you. Also appearing is an aerosol, which I had hoped could be picked up and sprayed at Sting. Unfortunately you only have to pass over it to freeze him for a while.

bombardment but this costs valuable energy. The next stage is for your fighters to go in and if these triumph your soldiers go to work.

Victory leads to a base for replenishing energy, fighters and men but the excitement of conquest is muted.

You may also attack enemy fleets and a display shows the number of ships on both sides and the progress of the battle.

The defence of the galaxy must be

just enough time to despatch the snakes in each screen.

Once you get more skilled you can start developing fancy tactics, trapping the snakes in separate parts of the maze and then knocking them off two or three at a time.

Snorter is another in the long and honourable tradition of noisy BBC games but you can turn off the sound if it drives you mad (which it probably will).

Apart from one or two simple restrictions, you can place a prism anywhere on the grid. More importantly, before placing it, you can determine its 'reflective index', and therefore in which direction it will reflect.

Careful planning is needed to both ensure yourself of a shot at the enemy and also block your opponent's attempts.

Brainstorm is an original game that

GAME: ESCAPE FROM MOON BASE

ALPHA

MACHINE: ELECTRON

CONTROL: KEYS

FROM: MICRO POWER, £7.95

Joey has to save the Doctor who's imprisoned on level 7 of the Moon Base.

GAME: BATTLE PLANET

MACHINE: BBC

CONTROL: KEYS

FROM: ISP, £6.95

Civilisation is threatened by the alien Battle Planets and the only way you can

GAME: KILLER GORILLA

MACHINE: ELECTRON

CONTROL: KEYS, JOYSTICK

FROM: MICRO POWER, £7.95

At last - some satisfaction for ape-loving Electron owners. This is a faithful conversion of the BBC *Donkey Kong* game

Your bear is not very convincing when he walks and his arms are curiously coloured blue. But it's a cute game and if zapping is not your thing you might well enjoy it. **BW**

GRAPHICS	5
SOUND	6
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6

completed in 120 turns but you are awarded points for whatever you manage to complete. **BW**

GRAPHICS	4
SOUND	3
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

The graphics are a little crude but the action is fast and becomes really testing at the higher levels. **SC**

GRAPHICS	4
SOUND	3
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	5

should appeal to anyone who isn't too concerned with speedy action and alien blasting. It will repay careful planning and practise. **SC**

GRAPHICS	4
SOUND	4
ORIGINALITY	9
LASTING INTEREST	6
OVERALL	5

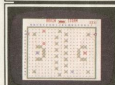
You guide Joey through the rooms and help him to negotiate the monsters, including Marvin, who will - literally - bore you to death. The game won't do the same because, although it's a conversion of a pretty old BBC program and has rather flickery graphics, there's plenty to think about and do. **PC**

save it is by going down one of those familiar 3D trenches with your plasma bolts and photon cannon. The game begins with a horrible whining noise which reaches a crescendo as the screen is formed. There are too many keys to juggle with and you often seem to die for no apparent reason. **PC**

of the same name.

That means excellent graphics and sound and a game which will keep you at it till you've saved that cute little girl from those hairy clutches.

Strangely, the game is much easier than on the BBC - perhaps Micro Power think that mere Electron owners



GRAPHICS	4
SOUND	4
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5

GRAPHICS	5
SOUND	2
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	3

haven't got what it takes. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	6



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BBC • BBC • BBC • BBC • BBC

GAME: LASER REFLEX**MACHINE:** BBC**CONTROL:** JOYSTICK, KEYS**FROM:** TALENT COMPUTER SYSTEMS, £7.95

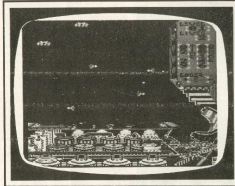
For those of you who've ever wanted to be in charge of a remote asteroid refuelling base - here's your chance! Using a 'Mirror-Angle Laser', you have to destroy 'drones' and 'pirates', both of which are trying to steal your precious liquid oxygen.

The graphics are chunky and colourful, and the sound is in regular mega-zap style, but the game itself is rather repetitive, since you get the same old set of buddies in each wave.

There's no rest for that trigger finger though, since no interval occurs between levels. The screen just changes from one pretty colour to another and the little display ticks over telling you how many waves you've managed to exterminate.

It also tells you how much energy you've got left, the time it's taking you to kill off the aliens and your score - which, if you get over 2,000 points puts you on the high score table, containing room for no less than... one entry!

The sharper the angle you fire at (by moving closer to the mirror at the far right of the screen), the more points you get. The trouble is more aliens will get past your defences so you're likely to have all your oxygen nicked rather



• Zapping the aliens with the mirror laser

quickly that way.

When a silo is all but empty, the screen will flash red, warning you that the dastardly drones have nearly managed to siphon away your oxygen.

You've got four silos, and when one has been totally drained the top of it changes colour. Once all four are empty, I'm afraid you're dead, and you immediately return to the title screen - a

sight for sore eyes - it's bright green.

I'm sorry Talent, but this one didn't have the whole office crowding round raring to have a go. **SH**

GRAPHICS	7
SOUND	6
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	6

GAME: POSITRON**MACHINE:** ELECTRON**CONTROL:** KEYS**FROM:** MICRO POWER, £6.95

A reflex shoot-'em-up where nine waves of aliens descend on you, to be blown

out of the sky.

The attack waves start with some standard Space Invaders called Cybers and progress to Spazmoids, Hep-Heps and Bum-fluffs (honest!). These later waves descend in more random movement than the first.

Just perfect for all of you out there

with itchy trigger fingers. **BW**

GRAPHICS	6
SOUND	5
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	6

GAME: VORTEX**MACHINE:** ELECTRON**CONTROL:** KEYS**FROM:** SOFTWARE INVASION, £7.95

Unless you really want to be drawn into the 'black void' you have to be quick on

the fire-button and controls in this fine conversion of a good BBC 3D space game.

High-res black and white graphics give you the feel of hurtling through space. First, blast the fighters with your laser torpedoes, then weave through the asteroid storm. Then do it again. Not

much variety, but very playable. **PC**

GRAPHICS	6
SOUND	4
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	5

GAME: CAESAR THE CAT**MACHINE:** BBC MODEL B**CONTROL:** JOYSTICK, KEYS**FROM:** MIRRORSOFT, £6.95

Here's that purty liiddle puddy-tat catchin' mice on your Beeb. Pwetty

graphics, adorable liddle puddy, and norty, norty mice!

Der mice eat der food, and bwave Caesar jump up and down the threero, taking care not to knock over der plateth and der teapot. Gwate fun for der kidda, vewwy original game, nicens mutich, but I tink it won't keep

der gwoon-upth pwaying for long. **SC**

GRAPHICS	8
SOUND	7
ORIGINALITY	9
LASTING INTEREST	4
OVERALL	6

GAME: ARENA 3000**MACHINE:** ELECTRON**CONTROL:** JOYSTICK, KEYS**FROM:** MICRODEAL, £8.00

It's the year 3000. In the arena huma-

noids are being hunted by the mutants. But things haven't moved on much between now and then, because this game is merely a version of Robotron. As such, it's OK - your man rushes around frenetically enough blasting away at the mutants. But this is a game

strictly for fans of the genre. **PC**

GRAPHICS	5
SOUND	4
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	4

20 • DRAGON • VIC 20 • DRAGON



GAME: JAWS

MACHINE: DRAGON 32

CONTROL: KEYS, JOYSTICK

FROM: ALLIGATA, £7.95

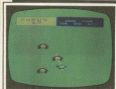
First you were afraid to go back in the water, now you'll be afraid to go back to your keyboard - it's Jaws time on the Dragon!

In trying to rescue the survivors of a sinking ship with your helicopter you

face not only menacing sharks, but also ships trying to blow you out of the sky.

The game is in two stages, the first being to locate the bedraggled seafarers in an area of sea that is patrolled by hostile ships.

You are provided with x and y coordinates for the survivors and must home in on them. The ships that try to shoot you down are just blobs and continue to appear the longer you take.



GAME: SUPERBOWL

MACHINE: DRAGON 32

CONTROL: JOYSTICK

FROM: CABLE SOFTWARE, £6.95

I pleaded to be able to review this game because of my love of American football, therefore I was all the more disappointed by the inadequacies of this program.

Far from it being a full version of

pro-football it was merely a matter of catching a ball and seeing how far you could run with it. Not exactly my idea of Superbowl.

Floyd is a wide receiver for the Dallas Cowboys and has four plays to get the ball as far as possible up the field. The ball appears at the top of the screen and spins towards you. You must move to the ball and press the fire button to catch it.



GAME: 3D LUNATTACK

MACHINE: DRAGON 32

CONTROL: CURS, JOYSTICK

FROM: HEWSON, £7.95

This is the third of the games revolving around Earth's struggle with the Seiddabs. You must fly your Z5 Luna Hover Fighter through three zones of Seiddab defences to get to the command base and destroy it.

The display presents you with a for-

ward view from your cockpit with the instruments at the bottom and the rest of the screen devoted to a 3D representation of a planet surface.

Temperature, fuel, armament, radar and navigation gauges all keep you informed of your progress. Cross-wires on the screen indicate your direction and also that of the weapons you fire. If they are lowered to the bottom of the screen, converging lines appear to guide you to the command base.

The first part of the mission consists of

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





N • VIC 20 • DRAGON • VIC 20

When you find them are shown hovering over five men in the water with a ladder hanging from the chopper. The ladder has to be lowered to the survivors one at a time and they crawl up it extremely slowly. Wouldn't you if you were half-drowned...?

Sharks cruise around below the surface and occasionally launch themselves upwards to grab hold of a survivor and drag him below the waves.

The sharks can be depth charged but you cannot drop these while someone is climbing up the ladder.

The first screen gets harder with more ships appearing on further visits but the rescue mission remains in the same format. The really annoying thing is that you have to use the keys for the first screen and a joystick for the second which is completely illogical.

The game won't hold your attention

for long since it lacks variety. It's also disappointing that there are no sounds of crunching bones when a struggling swimmer is munched. **BW**

GRAPHICS	5
SOUND	4
ORIGINALITY	6
LASTING INTEREST	3
OVERALL	5

Once you've caught it Washington Redskin linemen start to appear and try to knock you down. If they succeed you are informed that 'Floyd eats AstroTurf.'

Once all the downs are completed you are told the total and average rushing yardage, how many plays you completed and how many touchdowns you scored.

The fire button can be used to increase your speed, but it has little effect.

Floyd was far too slow to be able to score a touchdown, and the furthest I managed to get was 51 yards in four downs.

The lack of realistic features spoiled the game, since you only have to get ten yards in four downs in the National Football League. I don't know why you have to go all 100 in this program.

I have seen many better versions of American Football on machines in the

States, this one is just trying to cash in on the popularity of the sport on television at the moment. **BW**

GRAPHICS	4
SOUND	4
ORIGINALITY	7
LASTING INTEREST	3
OVERALL	4

destroying or avoiding DAB tanks. These can fire back and each hit you sustain raises the hull temperature until you overheat and crash in a flurry of sparks.

The terrain changes slightly for the next zone with small peaks appearing in the foreground. The enemy here are aerial mines which explode if you approach too near, this also increases the hull temperature.

The last line of defence is made up of missile silos. Dodge the rockets and it's

on to the base.

Through all three zones are Hover Fighters which you pick up first on your radar as numbers on the screen indicating their proximity.

Tanks, mines and silos can be destroyed with laser fire, as can Hover Fighters. The enemy fighters can also be hit by missiles at long range when they're only blips on the radar.

The attack waves are long and to reach the command base without running out of fuel you have to stay on

course most of the time. However constant movement is essential if you are to avoid overheating.

This is another excellent game in the series although some of you may find it a little repetitive. **BW**

GRAPHICS	8
SOUND	6
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	8

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

GAME: PHAROAH'S CURSE
MACHINE: VIC 20 + 16K
CONTROLS: JOYSTICK
FROM: HESWARE, £9.95

There's certainly a curse on the player in this game. Once you start playing, you just can't stop.

The game loads in only 60 seconds, thanks to a reliable turbo-loading system. Who wants to hang around when there are 15 spine-chilling screens to get stuck into?

Your joystick controls a small animated figure whose objective is to explore the underground caverns of the Pharaoh's tomb, collecting treasure and doing his best to avoid sudden death.

There is one treasure to be collected on each screen, together with the occasional key that allows access to one of several 'secret passages'.

Each screen is littered with rock-falls that block your path, ropes to climb up, chasms to fall down, and traps to avoid. There are one-way passages, sliding barriers, and elevator shafts as well.

Movement relies on careful joystick control. You can jump, climb, and move in any direction. Pressing the fire-button

will loose off a round from your trusty Smith & Wesson in the direction you're facing.

Luckily for you there's an inexhaustible supply of bullets. You'll need them to deal with the Pharaoh, who has a nasty habit of materialising right beside you and hurling a poison dart in your direction. You can't kill him, but if you hit him he dematerialises again - for a while.

You'll also have to deal with a Mummy, a pal of the Pharaoh who also comes and goes at will, taking pot-shots at you. The Mummy is invulnerable, but a well-aimed bullet will give you a moment's break.

The only other living inhabitant of the tomb is the Winged Avenger. He doesn't do you any harm, but if you bump into him as he flies about the tombs he'll pick you up and carry you off to another screen. This is bad news if you're carrying a key at the time because you'll lose it on the way.

The Winged Avenger can sometimes be useful for getting out of a sticky situation - if you can get to it in time. And of course, there's no guarantee that it won't dump you in a worse plight than you were in before.

Oops! I almost forgot the traps. Jolly good fun, the traps. As you wander about you notice little warts on the floor. Without warning they will suddenly burst into life, with fatal results if you happen to be too close. Bubbling pits, razor-sharp tridents, and bouncing springs will all keep you on your toes.

You're constantly having to time your runs along the walkways and judge the moment when the trap won't be sprung.

The basic idea behind *Pharaoh's Curse* isn't particularly new, but there are enough original touches to give a unique feel to the game. The program is visually attractive, easy to grasp, and great fun to play.

Just one word of warning - on the packet it says that no RAM expansion is required, but in fact you need a 16K add-on to run the program. If you don't have a 16K RAM pack, then this game is the best excuse I know for going out and buying one. **SC**

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	9
OVERALL	8

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ARI • ATARI • ATARI • ATARI

GAME: ATTACK OF THE MUTANT CAMELS

MACHINE: ATARI 400/800

CONTROL: JOYSTICK

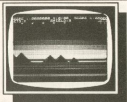
FROM: LLAMASOFT, £7.50

Jeff Minter decided to take a break from the Commodore 64 and do a game for the Atari (don't fear '64-owners he'll be back on the 64 for his next game!).

The game he chose to do was *Attack of the Mutant Camels*, an early classic for the 64, now considerably enhanced both in visuals and sound.

The aim in *AMC* is to destroy the mutated neutronium-spitting camels as they try to invade Earth. Fearless flyer that you are, you must use a *Defender*-type scanner to locate and destroy them before Earth is overrun.

Your craft has nine shields, a shield being lost on contact with a camel or one of its bullets. The camels' missiles



vary in intelligence; some simply fly by you whilst others home in and follow you around the screen - these are MEAN!

As with *Sheep in Space* on the Commodore 64, your craft has true inertia playability. In effect this means that both acceleration and deceleration are proportional to the amount of joystick toggling.

This feel of inertia initially makes

GRAPHICS	9
SOUND	7
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	7

AMC very hard to play but after a little dedicated practice I was converted and camel zapping came quite naturally.

If you destroy all the camels in one zone you hyperspace to the next zone (there being 25 in all). But it's not that simple: as you hyperspace there are three rockets diving towards you which must be avoided or a craft is lost.

This game was designed for the 16K Atari and in that class I know of no other game that equals it, but when played on a 48K Atari it lacks a certain depth. The graphics and sound effects are truly 'awesome' in the best Minter tradition and for all 400/600 Atari owners it comes highly recommended. **TT**

GAME: RIVER RAID

MACHINE: ATARI 400, 800, XL

CONTROL: JOYSTICK

FROM: ACTIVISION, £29.95

A perilous voyage down the River of No Return awaits you in this testing game converted from the VCS system.

You don't go in a boat. Oh no. You have a powerful jet-fighter blasting just about everything in your path, which, as we all know, can be a very enjoyable pastime.

The game is in effect a 3D shoot-em-up with vertical scrolling of great smoothness and has certain affinities with *Scramble*. But your view is from above and the skill lies in lateral rather than vertical movement.

At the beginning of the game hazards



encountered on the river itself include battleships, helicopters and balloons, all moving from side to side. You can either destroy them with a burst of missile fire or avoid them by banking left or right - a very realistic game-feature.

Naturally, you must also refuel. This is accomplished by passing over the fuel

GRAPHICS	8
SOUND	6
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	6

depots scattered along the river. The slower you move over them, the more fuel you take on board.

After you've blasted your way through a few bridges the going gets pretty tough: enemy fighters foul up your flight path, everything moves much more quickly and the river becomes fiendishly narrow.

River Raid's graphics are colourful and exceptionally smooth making a shoot-em-up of superior quality. It'll take a good few missions before you'll get through to bridge 50. **PC**

GAME: FLAK

MACHINE: ATARI 400/800

CONTROL: JOYSTICK

FROM: FUNSOFT/US GOLD, £12.95

Flak is a variation on the *Xenious* arcade game from Atari. You pilot a

fighter over enemy territory trying to shoot the ack-ack batteries with your air-to-ground cannon. The final objective being to destroy the computer control.

As with many Atari games this has good smooth scrolling graphics and sound, but because it's too easy it lacks

any truly addictive qualities. **TT**

GRAPHICS	7
SOUND	6
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6

GAME: DUELLIN' DROID5

MACHINE: ATARI 400/800

CONTROL: JOYSTICK

FROM: ENGLISH SOFTWARE, £9.99

As its title may imply this is a clone of

Williams' *Robotron* from the arcades.

You control Julian the duellin' droid and must rescue the other members of your family from the clutches of the evil droids and monster. Your only aids are your nimble feet and laser blaster.

This is a poor copy but it may well

appeal to the dedicated zapper. **TT**

GRAPHICS	5
SOUND	5
ORIGINALITY	2
LASTING INTEREST	5
OVERALL	5

GAME: MEGAMANIA

MACHINE: ATARI 400, 800, XL

CONTROL: JOYSTICK

FROM: ACTIVISION, £29.95

Instead of creatures from outer space this shoot-em-up is populated with beings from the murkiest depths of

America's subconscious: Deluxe Hamburgers, Ice-cream Sandwiches, Dreaded Space Dice.

It's a nice idea, but it doesn't make this VCS conversion any more than an average version of *Galaxians*. The strange junk flies around erratically and you try to shoot it down.

Megamania has excellent graphics

and reasonable sound, but seems very expensive even for a cartridge. **PC**

GRAPHICS	7
SOUND	5
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	5

MEGATECH • AMSTRAD • MEMOTECH

GAME: ELECTRO FREDDY**MACHINE: AMSTRAD****CONTROL: KEYS, JOYSTICK****FROM: AMSOFT, £8.95**

This game is much better than its scenario – full of micro in-jokes – might lead you to expect. It's not staggeringly original, but it's playable and disturbingly compulsive.

As Freddy you're employed in the

warehouse owned by Uncle Claude of 'Sincrum Research'. There are rumours of job losses due to price increases, so you have been chosen to sneak in at night and send off all the products.

So there you are, beavering away at dead of night. But Claude must have been listening in on the plot, because he's there too. As you try to push products onto the conveyor belt at the bottom of the screen he throws deadly

'spectrims' at you.

As if that weren't enough, Claude has enlisted the help of Satsuma Inc. who throw 'oracs' (geddit??) down from the roof.

But Freddy can fight back. He moves the products by pushing them sideways or up and down. If he can hit Claude from above or below he will get rid of him for a few moments.

There are four screens and 15 levels of

GAME: ADMIRAL GRAF SPEE**MACHINE: AMSTRAD CPC 464****CONTROL: KEYS, JOYSTICK****FROM: AMSOFT, £8.95**

The Admiral Graf Spee steamed out of port and into battle in the South Atlantic. Standing proudly on the bridge I wondered how many British ships I could send plunging to the ocean depths. Wait a minute I'm on the wrong

side...! But to succeed at this game you have to be – because your job is to fight for the glory of the fatherland.

Your pocket battleship is equipped with 11-inch guns and torpedoes and is displayed on a map of the South Atlantic. Frequently an inadequate pixel flash will occur indicating where a British vessel is.

Placing your unwieldy ship over its location and pressing S will change the

display mode to a head-on view from the bridge. The range and direction of the craft is shown and when you are close enough it appears visually.

When in view you can fire gun salvos and torpedoes at the enemy shipping. Several hits cause them to go to a watery grave, unfortunately in less than Titanic block characters. This demise is made more satisfactory by the difficult chase that precedes it as the enemy take

GAME: OH MUMMY**MACHINE: AMSTRAD CPC 464****CONTROL: KEYS, JOYSTICK****FROM: AMSOFT, £8.95**

On an expedition to the Egyptian pyramids you are trapped in rooms containing treasure, scrolls, keys and Royal mummies – no, not the Queen Mother stupid, Egyptian ones.

However you also have to contend with the guardians who try to protect their ancient masters' possessions. They wander around trying to collar one of your five men who bite the dust in a flurry of bandages.

There are five levels to the game. Each screen displays 20 boxes. As you walk about you leave a trail of delightful footprints. Each box opens when you

have walked round it completely.

You are searching for a key to escape the room and the sarcophagus of a long dead royal which you must take with you.

Every level you complete means you are faced with two extra guardians and the game becomes harder if you finish five screens and get to the next pyramid.

The treasure chests provide you with

GAME: MISSION ALPHATRON**MACHINE: MEMOTECH MTX 500****CONTROL: JOYSTICK, CURS****FROM: CONTINENTAL SOFTWARE, £6.95**

Cavern claustrophobia strikes in this Scramble-type game of horizontally scrolling tunnels.

Your job is to notch up the points by blasting the aliens with lasers and

bombs. The latter are fired with the space bar – a tricky manoeuvre whether you're using keys or a joystick.

The rocky corridors are identified by colour. The first stage is in orange. Buildings, fuel dumps, radar stations and nuclear bases appear on the cavern floor. You speed through zapping and bombing – but don't hit the nuclear power stations or you'll be destroyed in the atomic explosion!

You also have to dodge or blast the enemy rockets. These take off vertically but then change trajectory, swerving left towards you. They're easy to avoid but that's not the last of your problems.

Your engines guzzle fuel like it's going out of fashion. The usual Scramble logic applies here – you take on supplies by destroying the enemy fuel dumps. Failing this your ship does a graceful nose dive into the scenery.

GAME: NEMO**MACHINE: MEMOTECH MTX 500****CONTROL: CURS, JOYSTICK****FROM: CONTINENTAL SOFTWARE, £6.95**

Fear of water is a terrible thing but after playing this game I'm afraid to even go out in the rain.

Patrolling a length of coastline you have to clear it of marauding sharks

which descend the screen in Centipede fashion. You are armed with a harpoon gun which only fires upwards, although your ship can move in all directions.

You start on the south-east coast with land in the top left-hand corner of the screen. Guarding the orange earth is a crab who can kill you, but cannot be shot.

You also face mines which on the first screen scroll up from below you, but

change direction in later stages. Electric eels scan the edges of the display and, as in *Grimm*, can electrify a horizontal or vertical line of water.

Faced with this marine mania you have to harpoon all the sharks to move on to a new section of infested water.

If you fail to spear the sharks before they reach the bottom of the picture they turn into little men called Nemoids. These zip around the sea like a ball in

order to move onto the next pothole.

Inhabiting the holes are lots of evil beings who have it in for you. A savage array of haggis-like creatures, octopuses, ghosts, skulls and the like are all out to stop your quest.

The first screen introduces the Moronic Meenies and has five treasures to be collected. A ghost, a bird and a trolley oppose you – as if dissolving platforms and conveyor belts weren't enough.

Each hole is arranged so that there

should only be one way to collect everything and escape to the next section. Combined with the wicked time limit one slip is fatal, but once you know the way it's a matter of routine.

Pete does not take kindly to long drops and a badly-timed jump will result in a screen and much screen-flashing.

The conveyor belts move at the same speed as Pete and when walking the wrong way along one you have to jump hard to get anywhere. White platforms

GAME: POTHOLE PETE**MACHINE: MEMOTECH MTX 500****CONTROL: CURS, JOYSTICK****FROM: KILDALE**

Pothole Pete is obviously the cousin of *Manic Miner*, but potholing, it turns out, is just as much fun.

You're faced with 25 potholes – each a different screen filled with platforms which you have to negotiate in search of objects. These have to be gathered up in



CH • AMSTRAD • MEMOTECH

difficulty. Screen 1 is relatively easy: you will only be taken away by the ambulance if you are very careless. The next screen is much harder, with orcs likely to splat you just as you're about to get the key giving admission to the next level. On the third screen an unpredictable force field appears, making life very tricky.

Electro Freddy is a promising start to the Amstrad's life as a games machine.

evasive action.

Some ships can fire back at you but this doesn't register until you're actually hit and sustain damage, when you may even sink.

Torpedoes and shells are limited but your fuel is the most important thing to watch. Steaming about at at 25 knots depletes your supplies rapidly.

Your support ship Altmark can provide you with more materials but finding

Movement is smooth and graphics are clear and colourful. It's a pretty simple idea, but it had me hooked. **PC**

GRAPHICS	7
SOUND	6
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	6



it is a matter of chance, and when you do it's not much use.

Your last resort is to scuttle the ship – but the game isn't really that bad. **BW**

GRAPHICS	3
SOUND	3
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5



extra points and a scroll enables you to kill one mummy. Some boxes are empty and one contains a guardian which is released if you surround it.

The jolly little tune, like all jolly little tunes, becomes jolly well repetitive.

The animation and characters are excellent but unless you play the game at fast speed and at its most difficult you'll find it rather boring. Even at speed the

action will not hold your attention for long though. It's not bad, but we've got to see the best of the Amstrad. **BW**

GRAPHICS	7
SOUND	5
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	5



In the later screens you face a more varied assortment of attackers with obligingly suicidal guided missiles in the second (green) section and mine layers in the third (blue). The missiles lock on – and fly straight into your laser fire; the mine layers drop streams of floating bombs, a much harder wave – even though they look like snowflakes.

The tunnel is rather crudely drawn and the scrolling is jerky but the craft

and aliens look good. Memotech owners who like a good *Scramble* will find plenty of tough action here. **BW**

GRAPHICS	6
SOUND	6
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	6



Breakout and where two collide, spawn a horrid, grinning baby Nemoid.

On clearing a zone you move in a clockwise direction round the land, with increasing numbers of sharks and mines on each coast. On the west, a current also drifts you to the south.

The display is interesting at first but the large number of small, moving characters make following all the action very difficult on later coastlines.

Good ideas here but the screen gets too hectic and it will be a very mercurial mariner who sees the whole of this coastline. **BW**

GRAPHICS	6
SOUND	5
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6



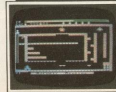
gradually disappear under your weight but blue ones are as safe as the brick-work.

If you collect all the objects you have to find the door to the next stage, which is in the bottom right of the first screen.

Further rooms include *The Deadly Hurdles*, *In the Bosses' Room* and *The Aviary* but with all 25 to get through you'll be a pensioner before you complete it. So the opening tune of 'When I'm 64' is very appropriate.

The graphics are very good and despite the same basic scenario it is not a straight copy of *Manic Miner*. A great game – one which begins to reveal the Memotech's vast potential. **BW**

GRAPHICS	8
SOUND	6
ORIGINALITY	5
LASTING INTEREST	9
OVERALL	8



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GAME: ICE HUNTER
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ANIROG, £6.95 CASS,
 £9.95 DISK

At first sight *Ice Hunter* looks like just another multi-level mining game but it contains some pleasant surprises.

The hero of this program is Thorak, who looks like a monk with a big nose, but is in fact the Prince of Ice. He wants to build up his igloo home by adding more blocks of ice. To do this he must be guided around a five level ice cavern in an attempt to move one or more ice blocks into the sea at the bottom right of the screen.

So starting in the cavern he picks up the ice blocks, and carries them about on the end of his nose!

To move the blocks to another level he must drop them through patches of thin ice. These patches can be walked



on as well but only once.

There are three kinds of monsters for Thorak to contend with: dragons, mutant sea-lions (which look like mice on their hind legs) and birds which fly across the ice levels.

These adversaries can be killed by dropping ice blocks on them or by eating a power pill, which appears from time to time and temporarily makes them vulnerable to being stomped on.

Thorak himself gets from layer to layer by means of ice pillars, but once he descends to the fourth level there is no way to return to the upper caves.

Once you have got an ice block into the water you can step on it and press the fire button to finish the level. Then Thorak floats off to his igloo and a bonus of 1,000 per ice block, to the strains of Whistling Dixie.

On subsequent screens the ice floors scroll across the screen and more monsters appear to plague you.

Although there is nothing particularly new about the ideas in this game it has been well put together and should be able to hold your interest. **BW**

GRAPHICS	5
SOUND	6
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	6

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GAME: TALES OF THE ARABIAN NIGHTS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: INTERCEPTOR, £7.00 CASS,
 £9.00 DISK

An intriguing software house, Interceptor. Their early games for the 64 were pretty lousy and won them a bad reputation, which wasn't enhanced by their running feud with Llamasoft's Jeff Minter.

But recently the standard of their releases has improved dramatically with the likes of *China Miner*, *Wheelin' Willie* and *Burger Chase* - games which aren't particularly original but which offer impressive graphics, good sound and plenty of fun.

Tales of the Arabian Nights continues that trend - and this time there's a genuinely original feature: speech.

Without the benefit of any add-on unit, the program generates a marvellous, throaty pirate's voice announcing the game's different stages.

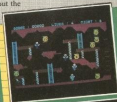
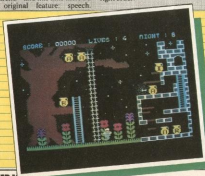
Admittedly it's a gimmick, and after playing the game a couple of times you'll tend to make use of the 'speech off' option. But it's certainly impressive - and so is the soundtrack. A rollicking piece of eastern flavoured music which gives the game great atmosphere.

The game itself is simply an amalgam of familiar game ideas - but one that offers plenty to do. There are eight different screens, and most of them are platform games in which you leap around collecting Arabian jugs and avoiding eastern nasties. The only novelty is that each jug bears a letter and you must collect them in order to spell ARABIAN. Since there are three A's, you may have trouble working out the right order.

These screens are, however, broken up by others involving shoot-'em-up arcade action - in one you paddle a boat along a crocodile-infested river, while in another you're on a flying carpet, dodging arrows.

If you've already got programmer Ian Gray's earlier game *China Miner*, you may think this one is too similar. Still, there's enough high-quality action here to keep most budding sultans happy for many a night. **CA**

GRAPHICS	7
SOUND	10
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	8



RE 64 • COMMODORE 64 • COMMODORE 64 • COMMODORE 64



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

An Irish name but an American game from Mogul — one with a familiar concept, but none the less playable and enjoyable for that.

Murphy is a miner and is desperate to retrieve all the moneybags scattered

underground and put them in his wheelbarrow on the surface. Of course, it's not so easy. There wouldn't be much to computer games if everybody could just wander around getting rich whenever they wanted. No, Murphy has got problems.

For a start there are lots of rogue carts speeding along the tunnels. They have a nasty habit of crushing Murphy just as he's about to grab one of those moneybags.



GAME: FELIX IN THE FACTORY
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MICRO POWER, £6.95

This enjoyable game makes it to the Commodore in fine style.

Felix is a nightwatchman in a factory who has to keep a generator running by supplying it with oil. The display shows six walkways connected by ladders,

which change position every time you lose a life. The bottom level is a moving conveyor belt carrying parcels.

You start on the second level on the right hand side, next to the generator. To get to the main playing area you have to descend to the conveyor belt and get to the other end by jumping packages.

If you fall over the boxes you'll be all right unless you are rolled off screen, then a life is lost.



GAME: REVELATION
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: SOFTEK, £7.95

Yet another multi-cavern scrolling shoot-out. Mount your sacred eagle and flap through Hell zapping winged monsters and blasting towers.

At first sight, Revelation strikes you as being very similar to *Joust*. The

similarities are, however, only superficial. Your magic lance continually blasts away in whatever direction you're facing, and you can use the joystick to move about.

If you want to make things a bit more difficult, you can select a different control set-up, where the joystick moves you about, but you must press the fire-button to keep flying.

The aim of the game is to destroy all



Mostly, the graphics are good, but they're a bit blurry — and there's a lot of noise and lag.

GAME: THE EVIL DEAD
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: PALACE SOFTWARE, £6.95

Hi there, my name is Ashly. I have a terrible story to tell you. It's about this computer game, see. It's the first of a series of releases from Palace Software, based on famous — and infamous — movies. In *The Evil Dead*, I take the leading role and obey your joystick's every command. Gazing down on me from above, you must guide me about the small shack in which I'm staying with my four friends, Cheryl, Linda, Scott, and Shelly.

We are having a bit of a problem with supernatural forces. Nothing serious, you understand, just that this thing keeps dropping in for a visit and turning my buddies into horrible green mutants.

This is just the excuse I've been waiting for to pick up an axe, or a sword, or whatever happens to be lying around, and chop my pals into little pieces.

But wait! What are those things scurrying towards me? Oh no! It's little bits of Cheryl and Linda, and those are...ugh...Scott's legs...ooooorhhhh!

Well, that's enough of that. Before you write off to Mary Whitehouse, I have to tell you that *The Evil Dead* isn't nearly as evil as it sounds. The graphics aren't at all disgusting, the idea of the game is considerably less obnoxious than *Space Invaders*, and there is no more blood and guts than in *Galaxians*.

The display shows the layout of a small house. Only a part of the house is visible on-screen, and the picture scrolls appropriately if you move to the edge of the display.

When the game starts you can rush round closing all the doors and win-

dows to stop the Evil Force entering the house. At least that's what the blurb advises you to do, but I found it pretty ineffective. Both windows and doors are soon blown open again, and a rather indistinct graphics shape nips inside and mutates your buddies. You can however open and close doors between rooms at any time during play, which is sometimes tactically desirable.

Points are scored by zapping the mutants and their activated limbs. Score enough points and, so the blurb says, a book will appear which you must throw into the fire to destroy the Curse.

You lose a life every time your energy count reaches zero. Movement and contact with the opposition both drain your energy by varying amounts.

The main problem with this game is one of control. The responses of the little figure aren't exactly razor-sharp, and getting him through doorways and round objects in a hurry takes practise.

The Mary Whitehouses of this world can breathe a sigh of relief. The rest of us can get on with the serious business of playing a game that is of above-average quality but still, perhaps, a little disappointing. SC

GRAPHICS	5
SOUND	6
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6



ODORE 64 • COMMODORE 64

But Murphy can protect himself by jumping up to the cross-beams and, if he wants, dropping into the cart.

More of a problem are the robbers who want to get their hands on Murphy's gold. Dressed in what look like prison pyjamas, they keep up a tenacious pursuit. Greed gives them a lot of stamina.

Robbers can be dealt with by either bonking them with one of the pickaxes lying around or by dropping a

moneybag on them as they chase Murphy up one of the ladders in the shafts.

The game scrolls sideways through three screens of underground action, so there's plenty of mine to explore. Murphy's wheelbarrow is at the top left, but can be moved to make depositing moneybags easier. This is very useful since moneybags slow him down and he is more likely to be trapped by a robber.

Graphics in this game look very American - chunky but clear. The mine

is well-designed and it will take some time to get familiar with all its nooks and crannies. Animation is reasonable but the sound is repetitive and, ultimately, pretty annoying. **PC**

GRAPHICS	5
SOUND	4
ORIGINALITY	4
LASTING INTEREST	6
OVERALL	6

A ladder at the left end of the belt leads you into the rest of the factory. Prowling around are the gremlins which have a lethal touch, and a giant rat which occasionally scuttles across a walkway.

An oil can, a pitchfork and a bag of poison appear at random. All three objects can be collected by jumping while you're underneath them but you can only carry one at a time.

the evil creatures on each level, as well as blasting all the towers. Hitting a tower repeatedly turns it into something that looks like a windmill, but is, so the blurb tells you, a 'pentangle'.

Once you've destroyed the towers and polished the baddies off, you move on to the next level, with different adversaries to get the better of. The blurb claims 31 different monsters and over 40 screens to explore.

GAME: CYBERTRON MISSION
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: MICRO POWER, £6.95

Berzerk has been reborn again as

GAME: BEAMRIDER
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ACTIVISION, £9.95

A grid zap-'em-up with 3D perspective providing a good no-nonsense blast for those who appreciate such pursuits. Like me.

GAME: PITFALL
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ACTIVISION, £9.95

A conversion of the classic Atari VCS game which doesn't look so much class-

GAME: PETCH
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: ANIROG, £6.95 CASS, £9.95 DISK

A very ordinary version of *Pengo*, but the best to-date for the 64.

The oil can has to be taken back to the generator to keep it going, otherwise the machine will stop and you lose all your lives. The pitchfork can be used to knock the gremlins off the walkways for a bonus but disappears after a while.

The bag of poison can be placed in the path of the giant rat to kill it. The rat can also be jumped over if you time it right.

The oil runs out quickly and so it's best to concentrate on replenishing the

Whether I'd want to put in the necessary practise to finish the game is another matter. The graphics are very flickery and the sound effects rather ponderous. Worse, there is no on-screen status information, and to find out what your score is you have to press the space-bar.

Every time you lose one of your five lives you return to the title screen and have to wait for what seems like ages

Cybertron Mission.

A maze of rooms has to be explored in search of keys, rings and other objects.

Spinners, Clones and Cyberdroids must be blasted out of your way or you're done for. The action is non-stop and the robots just keep on coming. **BW**

You control the Beamrider, towards which zoom a variety of aliens. You grit your teeth and blow them to a thousand pixels. At the end of each sector you get a chance to blast the Sentinel Ship with one of your three torpedoes - but watch out for the green blockers zipping down the screen.

As you progress through the sectors the game becomes pretty frenetic and

is as plain dull on the Commodore 64.

The object is to guide Pitfall Harry through a jungle full of trouble and collect 32 treasures in the 20-minute time limit. Alligators, ponds, pits and scorpions can be avoided by jumping or grabbing hold of swinging vines.

Although the animation is good

The graphics are slow but the Snow Monsters are still troublesome as you try to survive in the ice block maze. *Petch* has all the usual elements that go to make this such a compulsive game.

You can electrify the boundary fence to kill the baddies or crush them with a well-aimed ice block. Arranging the diamonds in rows gives you a fat bonus.

generator. You could be burning the midnight oil yourself if you get addicted to this game. **BW**

GRAPHICS	5
SOUND	4
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	6

before returning to the fray.

40 screens and 31 monsters sounds like hot stuff, but *Revelation* didn't have me burning with excitement. **SC**

GRAPHICS	4
SOUND	5
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5

GRAPHICS	6
SOUND	6
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	5

it's likely to take you some time to feel you've mastered it. Not a terribly sophisticated game, but good graphics and suitably noisy sound. **PC**

GRAPHICS	6
SOUND	5
ORIGINALITY	2
LASTING INTEREST	5
OVERALL	5

there's not enough graphic interest or gameplay excitement. **PC**

GRAPHICS	5
SOUND	5
ORIGINALITY	1
LASTING INTEREST	4
OVERALL	4

But keep kicking those ice blocks or you'll catch a fatal cold. **BW**

GRAPHICS	5
SOUND	4
ORIGINALITY	2
LASTING INTEREST	6
OVERALL	6

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COMMODORE 64 • COMMODORE 64

GAME: GYRUSS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: PARKER VIDEO, £25

Gyruss is taken under license from the arcade original by Konami and it is superbly translated for the 64.

You must go where no man has gone before, from Neptune to Earth, in warp stages. You craft runs in a circle around the perimeter of the screen and aliens attack from all angles as you mercilessly zap them.

There are a number of warps to get to each planet, two planets to Neptune and three warps to all other planets leading to Earth.

Each warp brings you into battle with four different formations of enemy



fighters. If all the aliens are destroyed in a formation a bonus is given rising from 500 to 2,500 for the fourth formation in a warp stage. There is a chance stage also where bonus points are given for destroying the planes in formation.

Other dangers come in the form of meteors and runaway satellites which

GRAPHICS	8
SOUND	9
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	8

lose you one of your five ships on contact. A bonus ship is awarded at 60,000 and 140,000 points (not 160,000 as laid out in the instructions).

Gyruss is the finest shoot-'em-up I've come across in a long time. It sticks closely to the fine presentation of the arcade original and is really playable.

There's also musical accompaniment from Bach's Toccata and Fugue in D minor. Graphics are really excellent with colourful, well-defined aliens spiralling out from the centre of the screen.

Gyruss certainly isn't cheap, but it certainly is superior. **TT**

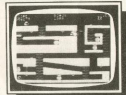
GAME: GILLIGAN'S GOLD
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: OCEAN, £6.90

Gilligan's Gold takes a number of familiar ideas and shuffles them about to come up with something just a little bit different.

A horizontal scrolling display reveals an underground mine, riddled with tunnels, and inhabited by a number of small animated human figures.

One of those little chaps is you. Being a mere human, you are naturally attracted by the numerous bags of gold that have been scattered about the mine-workings. Your job is to pick them all up, transport them to the surface via either lifts or the stairs provided, and dump them in your wheelbarrow.

Out to stop you are a gang of ruffians who will give you a good working over if



they catch you. You must also watch out for the trolleys and the disused mine-shafts.

So what's new? First, the hooks on the ceilings. You can jump up and catch hold of these, thereby dodging the trolleys which roll harmlessly beneath you. Even better, if you time it carefully, you can drop down onto the trolleys and get a ride along the mineshaft - very useful

GRAPHICS	5
SOUND	6
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

for dodging the opposition when the going gets hot.

Ruffians can be disposed of (temporarily) by either hitting them with a pick-axe, a number of which lie scattered about the screen, or by dropping bags of gold onto them from above.

Don't underestimate their intelligence though, they can be pretty nippy if they put their minds to it.

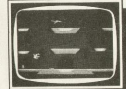
Gilligan's Gold is one of those games that demands a good deal of practice. My only reservation is that once you'd put in the practice you'd be fed up with the game. Solid stuff, this game, but solid gold it's not. **SC**

GAME: QUAK ATTACK
MACHINE: COMMODORE 64
CONTROL: KEYS, JOYSTICK
FROM: SOFTEK, £7.95

Quak Attack from Softek is a comical version of the arcade game *Joost*, where a gallant knight battles with enemy riders for the honour of king, queen and country.

Each level is set in a castle square which has three platforms. On these, the player can rest his mount between jousts.

The enemy riders control yellow ducks and you, the hero, ride a magnificent pink and yellow duck. To defeat the



enemy, the hero must ride above each in turn and plunge down upon them. By doing this, the rider is dislodged from his mount.

When he hits the floor, escape is his

GRAPHICS	4
SOUND	3
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	4

main objective and bonus points can be gained by shooting him. If he does escape, points are lost and you move onto the next level. An additional hazard is the green dragon whose touch is deadly.

Quak Attack is a game that even the youngest players can understand and enjoy, but there is a lack of variety, the graphics are only adequate and the sound is mediocre. **PT**

GAME: GHOULS
MACHINE: COMMODORE 64
CONTROL: JOYSTICK, KEYS
FROM: PROGRAM POWER, £6.95

In this addictive game you must try to rescue power jewels from a creepy man-

sion. There are four rooms to pass through: Spectre's Lair, Horrid Hall, Spider's Parlour and Death Tower. There are many dangers to overcome including poisonous spikes, bouncing spiders, moving platforms and contracting floorboards. **TT**

GRAPHICS	7
SOUND	6
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

E 64 • COMMODORE 64 • COMM

GAME: ROOTIN' TOOTIN'
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: HESWARE, £9.95

A game of loony tunes and musical madness, *Rootin' Tootin'* was a big hit in Japanese arcades but has only made it over here in home computer form.

It's a game needing the grace of a grisha rather than the bulk of a Sumo

wrestler, since it requires quick reflexes and even quicker thinking.

You control a tuba trapped on a maze consisting of a musical scale. On the blue lines of the scale are a myriad of purple notes which you can blast to score points or to destroy the pursuers – a host of crazy musical instruments.

On the first of many levels your opponents are Guitacos, whose name gives a good idea of their appearance. They pop out of their holes in the middle

of the maze and relentlessly chase that poor tuba.

To avoid them you can either blow a few notes their way or, by pressing the joystick button, turn your tuba blue and pass through them. But you only remain invulnerable for a moment, so two or three Guitacos together are bound to get you.

When you've cleared most of the notes a Trien will appear. This is a fast-moving triangle which leaves dead-

GAME: MR TNT
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: HESWARE, £27.95 CART, £9.95 CASS

This game isn't as explosive as it sounds, but you should still treat it with extreme caution. *Mr TNT* is highly addictive.

A little round fellow with no nose or mouth (that's you) patrols a complex

grid picking up sticks of dynamite. The lines of the grid disappear as he runs over them. Once he's picked up all the sticks he can progress happily to the next screen and do the same thing all over again.

Well, actually it's not quite that easy. Four burning fuses follow him about the grid with relentless purpose, cutting off his escape routes and blowing up the dynamite (thereby depriving him of

valuable bonus points).

Mr TNT has two options. He can either concentrate on grabbing the dynamite and avoiding the fuses, or he can give as good as he gets by running round the grid cutting off THEIR escape routes.

Once a fuse reaches a dead end it goes out, and as soon as all the fuses have been extinguished you move on to the next screen. With each screen the fuses

GAME: SPY SCHOOL
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: DIMENSION 21, £6.90

Budding James Bonds can now act out their hero's exploits. This arcade game consists of four tasks which have to be completed as part of your training course in the skullduggery of spying.

Each of the problems on a level has to

be solved before moving on to another harder one. You select a mission by moving your man along one of the four corridors in the middle of the screen.

The top path puts you in the role of saboteur. A split picture has an ammunition dump on the right hand side protected by a moving barrier. While the left half is criss-crossed by trucks moving up and down.

You can only use the left half while

trying to blast your way through the wall and avoiding the trucks. Staying too long in one lane prompts a missile to launch itself in your direction.

To the right is a crash course in burglary. Your target is a suitcase at the bottom left of the screen.

Starting at the top of the room you have to get to the case and back to the exit at the top.

Floor sensors in the form of moving

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

GAME: DECATHLON
MACHINE: COMMODORE 64
CONTROL: JOYSTICK
FROM: ACTIVISION, £9.99

A gruelling, gruelling game. A test of stamina, skill and guts over the ten events that make up this supreme proving ground of all-round athletic prowess. The only computer game I know where you need a shower and a massage when you've finished.

Although up to four players can compete, the most exciting option is certainly the two-player game, where you can keep a close eye on your opponent for signs of stress and agony.

First event is the 100 metres. On screen the two sprinters appear – bronzed and fit – in their parallel lanes. Under starter's orders you nervously grasp the joystick. Next second and you're off, furiously wagging the stick from side to side to keep up maximum speed.

The animation is superb, with legs and arms pumping realistically. If you've listened to coach and done your training you should be able to break 11 seconds.

The remaining events get tougher and tougher. Field events in particular repay

intensive training in technique. There are few more embarrassing accidents for a computer pole vaulter than falling backwards off his pole before he even reaches the bar. My rival suffered this indignity while I, having trained intensively for at least a morning, sailed over 5 metres with consummate ease.

Javelin, shot and discus all take valuable reserves of strength as you work up momentum before releasing your missile. As they fly through the heavens you can admire the remarkably smooth scrolling. Put in a big throw and you'll even get a burst of applause from the otherwise calm spectators.

By now you're tiring fast, but there's no respite because it's back to the track for the 400 metres. Set too fast a pace in the early stages and you'll suffer on the final bend as the lactic acid fills your legs and you feel you're running through quicksand. Even worse is the agony of seeing your opponent overhaul you in the last 10 metres.

The 110 metres hurdles is another event for the technicians. Speed is essential, but unless you get that stride pattern just right you're going to have awfully sore knees and an awfully slow time.

And so, after nine events which test

your all round athletic ability, you come to the ultimate trial of courage and endurance – the 1500 metres.

It's tough on the lungs, it's tough on the legs and it's exceptionally tough on the joystick. At the very least this event requires three and a half minutes of the most strenuous waggling. When you've staggered past the tape you'll feel that it might have been less tiring to go out and run a metric mile for real.

Decathlon is one of the few sporting simulations in which the effort on screen is matched by the physical effort required of the player.

The graphics and animation of the athletes are superb, but it's a pity that this isn't matched by the background or the sound. But these are minor complaints. The game is all about competing. So get yourself a good, strong joystick and a good, strong friend, go out in that stadium and go for gold. PC

GRAPHICS	8
SOUND	6
ORIGINALITY	2
LASTING INTEREST	7
OVERALL	8



MODORE 64 • COMMODORE 64

ly stars all over the maze; it pays to get rid of it as soon as possible.

On further screens a whole orchestra of other nasty instruments appears. Particularly gruesome is the Pianha, its keyboard flashing like rows of deadly teeth as it rushes after you. Pianos and tubas just do not get on.

Rootin' Tootin' has excellent graphics and the sound is good if a little repetitive. There are numerous levels with increasing numbers of opponents

and greater speed. Control is awkward and your tuba can be very tricky to steer around corners, but *Rootin' Tootin'* is well worth listening out for.

PC

GRAPHICS	8
SOUND	6
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7



burn faster and faster. Mr TNT loses one of his five lives every time he bumps into a fuse, or blunders into a dead end.

You have to be pretty nifty with the joystick while playing this game. The control is very finicky and if you're not careful you can find yourself zipping off along the wrong track, sometimes with fatal results.

This is a simple but extremely compulsive game. The graphics are nothing to

write home about and the sound isn't much better, but it has that pac-manic feel to it that could keep you glued to the keyboard for hours.

SC

GRAPHICS	4
SOUND	5
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	6



lines and two spotlights must not be touched or they'll set the alarm off. This will cause arrows to fly across and two gates to shut, blocking your path.

The west corridor puts a gun in your hand, and with 99 bullets you must shoot down a number of helicopters.

The fourth path brings you to a five-part escape sequence in which you have to beat a guard to the finish as he runs along the top of the display.

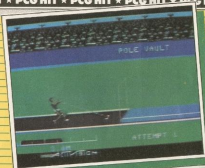
The lessons of spying are hard to complete and the graphics are often crude. More a game of reflexes than of mind-taxing espionage.

BW

GRAPHICS	5
SOUND	5
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6



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





COMMODORE 64 • COMMODORE

GAME: ZETA 7**MACHINE:** COMMODORE 64**CONTROL:** JOYSTICK**FROM:** MOGUL, £7.95

Your task is to protect Zeta Class Defence Sphere 7, which is essentially a blue planet hanging in deepest space. You're armed with a 'solar-powered Positron Accelerator'. Sounds impressive.

Well, it isn't. It's just a set of sights which you rotate in search of enemy attackers. Despite all that positron acceleration it's about as powerful as a rusty old cannon.

Press the fire-button and your pod lobbs out a ball which flickers lazily



towards its target. By the time your cannon-ball explodes any self-respecting alien is likely to be long gone.

Below the space display is a status board giving you information on your

GRAPHICS	6
SOUND	6
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	4

pod's condition: 'Yellow' means you have to find time to re-charge your power and 'Red' means you are in danger of imminent destruction.

Attackers come in the shape of fighters, saucers and larger flagships. They're all devious and hard to hit.

The graphics are good but nothing special and the scrolling is slightly jerky. Zeta 7 can make for an entertaining half-hour – a bit like watching an old episode of Star Trek.

PC

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

GAME: HERCULES**MACHINE:** COMMODORE 64**CONTROL:** JOYSTICK**FROM:** INTERDISC, £6.95

A new game from a new company, and if Interdisc's future releases are as good as Hercules then we'll certainly be hearing a lot more about them.

Hercules is a multi-screen platform game where you run, jump, and climb about the screen to reach your objective. Although the game-play sounds familiar, it has a number of improvements on the standard recipe. It's also very difficult to play, but once you get the hang of it you'll find it difficult to stop.

There are 50 different screens and 12 different tasks to perform. The 50 screens are divided unequally between the tasks, with one or two having only two screens and some of the trickier ones having as many as six.

The first big difference about Hercules is the way you play. Every time you lose a life you're transported at random to another screen and another task.

The benefit of this 'Random Access

Principle' is that you get to see most (but not all) of the game without having to battle your way through from the beginning.

The second big difference is in the actual game-play itself. Before you start on a task, the screen flashes up an introduction explaining your objective in this particular part of the game. It doesn't, incidentally, tell you how many screens there are for that task or how to accomplish it.

Once you enter a screen, you have to move very fast indeed, because the platform you are standing on bursts into flames within a few seconds! This puts a lot of pressure on the player and when you're just starting the game it can be a bit discouraging. You keep losing lives and flashing from screen to screen without getting anywhere.

Once you start to get the hang of the different tasks, however, this feature adds excitement rather than frustration to the game.

There's a great sense of humour in Hercules. Some of the screens you come across look absolutely impossible. It's only when you deliberately try commit-

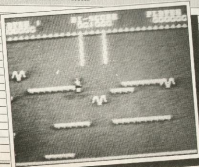
ting suicide that you discover that parts of the display are missing! Life-saving platforms suddenly appear in mid-air to save you from certain death. But don't get too cocky – some of the platforms disappear just when you're stepping onto them. All very dicy – and very exciting.

Most screens involve similar hazards. Sprites move up and down blocking your path. Fat spiders squat down before you and are fatal to touch. Ropes dangle invitingly for you to climb up – and sometimes snap disconcertingly when you grab hold of them.

Hercules is a game that requires perseverance and patience to get started, but it's well worth the effort. For once a classic hero has inspired a classic game.

SC

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	9
OVERALL	8



IN ALLIGATA'S

COMMODORE 64

'DEFEND' OR DIE!

ATA'S AMAZING OUTER SPACE SPECTACULAR...

GUARDIAN



STAR REVIEW

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Computer Games & Systems 'December'

ELECTRON

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Once again Alligata's reputation for fast machine code action and high resolution graphics has combined to create a classic, battle spectacular.

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GAME: FULL THROTTLE
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CRSR, KEMP, SINC
FROM: MICROMEGA, £6.95

Throw away those leathers and gauntlets and that crash helmet. They're obsolete. Throw away your Honda 1000 as well. Because now that *Full Throttle*'s arrived you can race on the world's top motor-cycle circuits using only a hum-

ble little Spectrum.

Graphics, animation, scrolling, and 3D effect are all superb. The combination provides a game which give you a real taste of high-speed bike racing with, of course, none of the nasty physical dangers.

One danger you do run, though, is frustration: it will take a considerable number of laps before you master the elementary techniques of riding, and



GAME: ACHERON'S RAGE
MACHINE: ORIC 148K/ATMOS
CONTROL: CRSR, KEYS
FROM: SOFTEK, £6.95

Whoever Acheron was, the poor guy probably ended up having a hard time! Defending sectors of space from the Gorg's warships isn't all fun and games.

The backdrop to this game is twink-

ling stars, and in the centre of the screen is a grid - what purpose it serves is not explained in the inlay, but it certainly makes 'zapping zose aliens' a real hard task!

With your Asteroid-style ship, you thrust, brake and blast away, clearing outer space of the Gorg menace. Ah, got 'em - a sigh of relief - oh no! There's more and more... and more!

There are six types of manies, the first

GAME: REICHSWALD
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: MW GAMESWORLD, £5.95

A strategy game in which you command the forces of the American 9th Army as

they attempt to capture a bridgehead over the Rhine. You control tanks and infantry, reconnaissance units and engineers.

Unfortunately for the allies, the graphics display is very dull and it's not at all clear where the strategy lies. Play this game and WWII is likely to have a

slightly different result.

PC

GRAPHICS	4
SOUND	NONE
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	3

GAME: CARNIVAL
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC, FULL
FROM: ECLIPSE SOFTWARE, £5.95

Fairground mayhem abounds in this

copy of the arcade original. You have a limited number of bullets to shoot cute little ducks, rabbits, owls and pipes but the action is a bit slow.

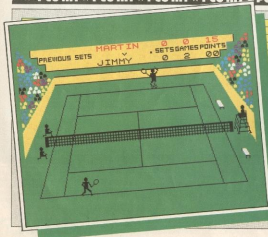
You can afford very few misses even without the diving ducks trying to steal your ammo. The tune is annoyingly

repetitive but you can turn it off. BW

GRAPHICS	5
SOUND	4
ORIGINALITY	1
LASTING INTEREST	5
OVERALL	5

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

HIT ★ PC



GAME: MATCH POINT
MACHINE: SPECTRUM 48K
CONTROL: SINC, KEMP, KEYS
FROM: PSION, £7.95

I clearly remember the awesome feeling I experienced ten years ago when I saw my first ever tennis video game. A white line down the middle, which was the net, a little white square, which was the ball, and two little white lines at either end which were you and your opponent. You moved them up and down to keep the ball bouncing round the court. Ping... ping... ping... ping... Wow! - wasn't it



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even longer before you can overtake many of the 40 bikes in the race.

The program gives you a choice of ten race-tracks. Each one has its own perils ranging from the hairpin bends of the Nurburgring in Germany to the temptingly long straights of France's Paul Ricard circuit.

Your rider is a vivid yellow while all the others are in green. Control, with either keys or joystick, is simple – left,

right, accelerate and brake. As you roar away from the start and lean into the first bend you will admire the excellent feel of your machine. Then you'll go off the track. Eventually, after a few practice laps, you'll learn the character of the circuit and know which bends to take slowly and which at full-speed.

Racing is a real challenge – hit the other riders and you drop back many places. Weaving through is nail-biting,

Anybody who played this game's predecessor, *3D Deathchase*, will have high hopes of *Full Throttle*'s accuracy as a simulation. They won't be disappointed. **PC**

GRAPHICS	8
SOUND	6
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

being quite tame, but by the time you get to the sixth wave, they're firing at you with mindless abandon, whilst not forgetting to ram you at every opportunity – and this is only level 1!

You've a choice of four levels, the fourth pretty well fills the screen with aliens all ready and waiting to kill you – if they can! The options include a training mode, which is great to get the hang of the keys and to see what aliens

you're going to be plagued with on later levels.

There is also sound on/off, instructions and a high score table on which you will feature if you score over 200 points.

The sound is quite authentic with the zap, zap of your blaster and a big explosion when you cop it. The graphics are colourful but small and the game looks rather like an Asteroids clone.

However, it does have a good feel to it and is definitely fun to play. Go to it mega-zappers! **SH**

GRAPHICS	6
SOUND	6
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6

GAME: UGHI

MACHINE: SPECTRUM 48K

CONTROL: KEYS, CURS, KEMP, SINC, TRIC

FROM: SOFTEK, £5.95

Ugh is stealing eggs again and being attacked by vengeful dinosaurs. He

wanders along his diagonal path to get an egg from the top of a hill. This is awkward to negotiate but he has a spear to defend himself against the Tyrannosaurus.

The Pterodactyl drops rocks on your head but this stone age game also available on the Dragon and Commod-

ore 64 is not very exciting. **BW**

GRAPHICS	6
SOUND	5
ORIGINALITY	6
LASTING INTEREST	2
OVERALL	4

GAME: ADVANCE TO MAYFAIR

MACHINE: SPECTRUM 48K

CONTROL: KEYS

FROM: AMAZING GAMES, £5.50

A reasonable copy of Monopoly for

once, where you wheel and deal in London real estate against your avicious computer opponent.

No graphics or sound though and the program reacts very slowly to your commands. It'll be confusing if you don't have the board game because

there is no map and no instructions. **BW**

GRAPHICS	NONE
SOUND	NONE
ORIGINALITY	0
LASTING INTEREST	4
OVERALL	3

PC HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★

tremendous!!

Now Poison have gone and ruined the fun. This isn't a game – it's the real thing. No longer can you enjoy imagining the crowd there cheering you on – you actually see them, yes, complete with heads turning left and right as the ball bounces across the court.

Instead of a line you have an actual player, scurrying around the court with impressive animation.

The action is taken from a Wimbledon of the future where jumbo-rackets have been replaced by mega-rackets – the racket head is about half the size of the player. This is very useful if you want to actually hit the ball.

Making a stroke takes a little practice: you should stand waiting for the ball with your racket stuck out to the right (forehand position if you're right-handed) or to the left (backhand). As the ball comes over the net you move into position by running forward, back, left or right. Then at the right moment you swing the racket. Pow! The ball zings back over the net.

Because of the follow-through, every

time the 'swing racket' key is pressed, the racket changes from forehand to backhand position, or vice versa. This means that if the ball is speeding the wrong side of you, you can execute a quick swing of the racket to your other side and then swing again to make contact.

The ball itself appears to have been in use awfully long time, because it's black. But it moves beautifully around the court complete with a shadow to reveal its height. So you can tell when your shot is going to hit the net. And just watch when it does – a ball-boy runs onto the court and picks up the ball! This is one sight that's good for a giggle.

The game instructions say that it's possible to alter both the direction and pace of your shot, according to the timing of your swing, and whether you're moving when you hit the ball.

I found this took considerable practice to achieve intentionally. But it's remarkable how well the spirit of the game is captured. You can rush to the net, put in a couple of sharp volleys, strain to avoid being passed, and then

wrong-foot your opponent.

The program's attention to detail is also impressive – you can play either against the computer, or against another human. The game is scored authentically, including tie-breaks if a set reaches 6-all.

Serving alternates correctly, and the players even change ends every two games, although fortunately they skip their one-minute rests.

You can play one, three or five-set matches, and there are three levels of play – quarter-finals, semis, and the final. On the higher levels the ball moves faster.

I have to admit it, my 1974 version of video tennis has been improved upon. Game, set and match to Poison ... but I wonder what computer tennis will be like in 1994? **CA**

GRAPHICS	9
SOUND	4
ORIGINALITY	7
LASTING INTEREST	9
OVERALL	9

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GAME: KOSMIC KANGA
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, SINC
FROM: MICROMANIA, £5.95

A kangaroo...from space? Surely not. But there it is, bouncing around the moon in search of its spaceship.

Kanga sets out from the Earth and has to bounce his way from screen to screen to journey to the moon. You bounce

automatically and can jump higher or lower and backwards or forwards.

Kanga starts at an airport and must get across it as it scrolls from right to left. On the way he can pick up bonus points by passing through bags, bottles and other airport paraphernalia. These can be on the ground, on the tops of buildings or suspended in the air on floating platforms.

Meanwhile bombs, ambulances and

aircraft must be avoided since they can interrupt him in mid-hop, costing a life in the process. The bombs must be carefully watched for since they can appear on platforms in place of bonus items.

Most obstacles can be dealt with by firing boxing gloves at them. However bombs can't be 'knocked out' like this.

If Kanga manages to survive his airport ordeal then he can proceed to

GAME: ATHLETE
MACHINE: SPECTRUM 48K
CONTROL: CURS, KEMP, SINC
FROM: BUFFER MICRO, £5.50

Another in the spate of *Track and Field* copies, but this doesn't measure up to the arcade original or *Micro Olympics*, reviewed elsewhere in this issue.

Five events have to be completed, the 100 metres, 400 metres, 110 metres hurdles and 400 metres hurdles against

two opponents, and a hammer throw, the aim being to score as many points as possible.

There is none of the adrenalin pumping thumping of keyboards or joysticks. Your speed in the races is determined by your chosen effort between one and nine. However you only have so much power to cover the distance and therefore have to ration your effort carefully.

It makes the game less harsh on the hardware and more dependent on skill

rather than on wrist power. But this also means it is far less exciting.

The program runs through the title screens for every event and you can spend as much as much time waiting for these as you can playing the game.

The limitations of power mean you spend most of the running races just watching three badly animated men jogging across a white picture with two lines across it. No grass, no crowd, no distance markers, no sound. Nothing to

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

GAME: TORNADO LOW LEVEL
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, KEMP, SINC
FROM: VORTEX SOFTWARE, £5.95

This is the first game from Vortex since their blockbuster *Android 2* and has been eagerly awaited, not least at PCG.

The action takes place in a small wrap-around landscape interspersed with lakes. On the ground are buildings, trees, electricity pylons, poles and walls. The buildings though are unconvincing and are just red and white blobs.

Your Tornado starts on a runway and after fuelling can take off into the scrolling scenery in search of five enemy bases which you have to destroy. The fighter moves as in *Zaxxon* with left and right banking but you can explore the land-

scape in any direction.

At its flight ceiling the plane can avoid all but the tallest buildings and the poles. But to destroy the five bases you must descend to a very low level and fly directly over the disc that passes for a base.

The plane has two flight modes with the wings either forward for landing and slow flight, or swept back for faster and higher scoring flight. There is smooth movement and an excellent shadow of your plane zooms over the ground as you fly.

You are shown a radar screen, altimeter, fuel gauge, time limit and the number of enemy bases remaining on the right of the display. The fuel can be replenished by landing on the runway again and the time limit's no problem.

Some nice touches are the lakes which are below the land level, so surface skimmers must beware of cliff walls. There is also a bridge to fly under which is great fun to have a go at.

On the second mission a base is placed in the water, which makes it a lot harder to get at. On later missions the awkward positioning of discs makes things even trickier.

There are no bullets and bombs in this game but once you get familiar with the controls it's a great program. **BW**

GRAPHICS	8
SOUND	4
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8

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

GAME: BEAKY AND THE EGG SNATCHERS
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, PRO, SINC
FROM: FANTASY SOFTWARE, £5.50

Beaky is an Andromedan Armed Conductor engaged in a desperate struggle to preserve his species on the planet Crackit. There are 12 different screens to get through, involving collecting the eggs, incubating them and, finally, rearing the chicks.

The first stage has you recovering stolen eggs from the nasty Egg Snatchers. You must shoot them in flight and catch the falling egg.

When the egg is in your grasp you must swoop down to your nest and drop it in. To make life that bit harder you

have a diminishing supply of magic that must last until you complete the third screen.

As with all chicks there must be a time for incubation. Beaky has the task of shooting (yes shooting!) snowflakes before they drop into his nest and lower the temperature.

The rare spotted Froogle will try to drop the temperature of the nest by spitting nitrogen bombs into it. This creature hops around in between cat maps, your only hope of destroying him being to shoot the coloured spinning spheres which move around the screen.

The third stage has you trying to feed your helpless chicks with the green worms that wriggle around the screen.

Rearing its ugly head is yet another Egg Snatcher who will deplete your food supply by dropping missiles into

the nest. If the food supply falls to zero then a chick is lost - the other chicks get hungry and eat it!

If you manage to sustain a good food supply the chicks mature and you start over with the second generation (there being four to do overall).

The presentation on Beaky is superb. There are user-definable keys and all major joystick interfaces are supported.

Beaky will arouse the maternal instinct and has the right blend of action and strategy to have you constantly coming back for just one more try. **TT**

GRAPHICS	9
SOUND	5
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8



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further screens. These screens all follow the same pattern as the first but the other characters are changed.

Every third screen is a platform screen where the usual opposition have been replaced by a bouncing ball which is just as lethal.

If Kanga can get through the desert, ocean and other earthly hazards he'll eventually reach the moon and his spaceship.

get even my Grandad's pacemaker beating faster.

The hurdles involve rather more skill – you have to time jumps carefully to clear them. But your character gets hidden by the hurdles when leaping them and disappears completely if he falls over one.

You also collapse in a heap if you run out of power, which is all too easy to do with your apparently feeble resources.

The hammer throw is the most enjoy-

able event. It's fun carefully timing the release of the weight – but one good event can't make up for the inadequacies of the rest of the program. **BW**

GRAPHICS	8
SOUND	5
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	7



GRAPHICS	3
SOUND	NONE
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	4

IT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG HIT ★ PCG



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3D BAT ATTACK An all action, 3 dimensional maze game where you gather up blocks of gold, at the same time pitting your wits against vicious vampire bats whose only purpose in life is to locate, hunt and kill you.

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GAME: STAR BLITZ
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: SOFTEK, £6.95

There's no doubt about it, this is the best version of *Defender* yet released on the Spectrum. It takes over the mantle from Crystal's *Invasion of the Body Snatchers* for two reasons: it offers sound to those who don't have a Fuller soundbox (as well as those who do), and it's more playable. *Invasion* was unbelievably hard to play – far harder than the arcade game itself. *Star Blitz* is a lot less frustrating.

For those who were born yesterday, the idea behind *Defender* is that you're protecting a group of humanoids from being kidnapped by spaceships known as landers. You fly your craft across a scrolling horizontal landscape blasting



the enemy and keeping a special watch for any humanoids being lifted away. When this happens, they cry out, and if you're clever – and fast – you can shoot the ship carrying them, pick them up before they hit the ground, and then land them back on the surface.

If you fail, the humanoids turn into mutants which are a much more vicious type of alien. As the game wears on you

GRAPHICS	5
SOUND	6
ORIGINALITY	1
LASTING INTEREST	7
OVERALL	7

come across many other hostile craft: swimmers, baiters, bombers and pods. All these appear in *Star Blitz*.

One of the best features of this version is the control system. This closely follows the arcade pattern: up, down and reverse with your left hand; thrust, fire and smart-bomb with your right. The keys are evenly placed. Even so, newcomers will need much practice.

One disappointment is that the scrolling isn't completely smooth. I also found the tiny radar panel at the top of the screen very hard to make use of. Never mind. For *Defender* fanatics this is a must. **SC**

GAME: DRILLER TANKS
MACHINE: SPECTRUM 48K
CONTROL: KEYS, SINC
FROM: SINCLAIR, £7.95

Interested in preserving our rich architectural heritage? Outraged by the property developers' mindless destruction of beautiful buildings? Keen on playing around in tunnels? Fed up with questions?

Then *Driller Tanks* may be the game for you. Not for me, but then I'm a bit of a vandal and I couldn't really care less whether the Summer Palace – a mixture of Taj Mahal and Brighton Pavilion – is undermined by the fire-breathing Mammuts and their 'mindless cohorts', the Skorks.

The palace lies above a network of tunnels, where those Mammuts and Skorks live. The Mammuts are over-



grown purple heads with enormous voracious mouths while the Skorks are crab-like things whose only wish in life is to fill in unblocked tunnels.

Which is where you come in. You control the Driller Tank. Your mission – to descend into the tunnels and destroy these evil creatures before they emerge.

Your tank has a whirling pointed nose

GRAPHICS	6
SOUND	4
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	4

to clear the tunnels and has an Ice-Cannon to stun the Mammuts before delivering the coup de grâce by crushing them.

And that's about it. Down you go. Chug, chug, chug. Dig, dig, dig. Freeze, crush. Of course, it's not quite so easy because your tank moves much too slowly and, if you're using the keyboard, you'll find the controls unresponsive.

Driller Tanks is disappointing because it could easily have been so much better. It needed variety badly. As it is, the graphics are pretty enough but the sound is annoyingly repetitive. **PC**

GAME: 3D BAT ATTACK
MACHINE: SPECTRUM 48K
CONTROL: KEYS, SINC
FROM: CHEETAH SOFT, £6.95

The cassette inlay says *Bat Attack* is 'the first of a series of tapes which are more realistic and more challenging than the games you've been playing so far.' You'd be batty to believe it.

Admittedly, the first few seconds are impressive, as the title looms toward you and tilts itself upright. But what follows is simply another rendering of a well-tried theme: the 3D maze game.

The scenario is that you're inside Dracula's castle to collect the gold bars which litter the floor. But your attempts at burglary are put in jeopardy by a collection of bats, against whom you can only protect yourself by means of cloves of garlic.

What actually happens is that you are



given a simple 3D view of the corridor in which you are standing, revealing exits to right and left, and any gold or garlic which may be lying on the floor.

You can move in any direction, or rotate to see what lies to your left, right and rear.

You can also get an overview of the entire maze to see how many gold bars you've collected. A separate 'radar' continually indicates the position of the

GRAPHICS	4
SOUND	2
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	3

bats as they close in on you.

But although this is all competently done, you may be disappointed by the complete lack of animation. When you move, the screen simply switches directly to the new position. And the bats themselves – when you see them, just get larger as they approach – no flapping wings or drooping mouths.

Those who lack Sinclair's Interface 2 may also take exception to having to use the cursor keys for control – plus Caps Shift when you want to rotate.

There are a total of four mazes, linked by a lift. The bats become increasingly aggressive as you progress through each successive maze. But you, I fear, may become increasingly bored. **CA**



GAME: LES FLIES
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP
FROM: PSS, £6.95

First, a French lesson. *Les Flies* translates into English as 'The Cops'. So why not just call it that, you might well ask. The reason is that the game is based on the Pink Panther films in which Peter Sellers played Inspector Clouseau,

whose English was as inept as his detection.

You play the part of the Pink Panther who wants to steal the Purple Puma, a priceless gemstone. Steadfast in their attempt to foil you are Inspector Clouseau and his trusty gendarmes.

The game begins with a maze-chase sequence in which you have to escape from the pursuing squad car and enter one of the nine rooms containing various objects to help you in your crime.



GAME: WAR OF THE WORLDS
MACHINE: SPECTRUM 48K
CONTROL: CURS, KEYS
FROM: CRL, £7.95

The concept of acting out one of the most dramatic stories of all science fiction is very attractive, but this game is sadly lacking in the excitement of the radio show which threw America into a nationwide panic.

The aim of the game is to go in search of your fiancé Carrie. You have to reach six locations in the right order and on the right days. Finally you're meant to find the Martian encampment on the seventh day where all will be revealed as to the fate of you, Carrie and the rest of the human race.

The program is a graphic adventure, although there is little adventure. The occasional single letter command or



GAME: RAINY DAY
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, SINC
FROM: CCS, £

If it's pouring with rain outside, and the dog's just chewed up your cassette of *Revenge of the Mutant Carrots*, then you might be tempted to load up *Rainy Day*.

Hold it right there! Are you SURE you

want to do this? Are you man - or woman - enough to cope with ten different mini-jigsaw puzzles? Or a Mastermind clone? Or the dreaded 'Reaction Tester'?

That's what you'll be faced with in *Rainy Day*. The jigsaw puzzles are attractive little pictures that your Spectrum has muddled up and which you must rearrange against the clock. Very enjoyable - if you like jigsaw puzzles.



GAME: SPACE COMMAND
MACHINE: SPECTRUM 48K
CONTROL: KEYS, KEMP, SINC
FROM: VIRGIN, £5.95
FROM: CCS, £2.99

In *Space Command* it is your objective to defend the domed city for as long as possible against the hordes of aliens whose sole purpose in life is to destroy you. You know the sort.

Once the game gets started, you are presented with the display, which apart from the aliens never changes throughout the game. The lower portion of the screen is taken up by your city which is protected by a force field. As the aliens hit the force field it becomes weaker and eventually reduces its range. A hit by an alien on an unprotected area costs you a life.

Although the city looks good and is



GAME: DEATHSTAR
MACHINE: SPECTRUM 48K
CONTROL: KEYS, CURS, KEMP, SINC
FROM: AMAZING GAMES, £5.50

The packaging of this game looked tatty, but perhaps there was a wonderful program just waiting to get out. Then I noticed it was a 3D trench game. Unoriginal I thought but it still might be good.

I waited anxiously for this miracle of

technological achievement to load. Finally I was ready to go winging my way in Luke Skywalker's wake after the evil Darth Vader.

But then I started playing, if the dictionary definition of the word stretches to this program. A flashing border appeared boxing the screen entirely, and flickering like a bad home movie. My ship dropped into the foreground and despite my best efforts



GAME: MICRO OLYMPICS
MACHINE: SPECTRUM 48K
CONTROL: KEYS
FROM: DATABASE, £5.95

I'm tired, so tired. It was the 1500 metres that did for me, coming after all those other exhausting events. Let's face it, I'm no Daley Thompson.

It all started in the 100 metres - my best event. I had high hopes of a gold medal. But it's really a rather frustrating

experience racing against a computer which 'In all cases... achieves the current world record'.

Still, when the starting pistol - or beep - sounded I pounded away at the keys to move my legs. But to no avail. As hard and as fast as I pressed, my little legs would not carry me quickly enough. The computer recorded a time of under 10 seconds while I breasted the tape in a pathetic 14.5. Disheartening, very disheartening.

Better luck in one of the field events



M • SPECTRUM • SPECTRUM

Most of the rooms are a combination of levels, lifts and greasy poles. Objects to collect include a key, a bag, a disguise, money and a very useful dagger for disabling the gendarmes.

Once the Pink Panther has collected an object he has to escape from the room, get back in the car and speed off to another one.

Eventually he will have enough equipment to enter the room where the Purple Puma is kept. It's not easy for

him to get his paws on it, though, because the room is swarming with gendarmes sporting their stylish kakis.

Players will find themselves confronted many a time with the message: 'You have been sentenced to life imprisonment in the Bastille' - a bit odd considering that the Bastille was destroyed in 1789. Much worse is hearing a horrible version of the Pink Panther theme-tune every time you are caught.

However, the game is good fun and

will take some time to solve. Animation and graphics are good, but perhaps nine rooms is a little skimpy when compared to what some software houses manage to cram into a Spectrum. **PC**

GRAPHICS	6
SOUND	5
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	6

decision means that the game relies mostly on the visual effects, which don't stand up to the burden.

Your character, a stick-man journalist, wanders around the drab streets of London and the Home Counties hoping to bump into a location and not a Martian fighting machine or a horde of refugees.

The fighting machines attempt to blast you, and the refugees sweep you away

with them until you're totally lost again.

The only way to get back into normal play after being swept away is to quit and start from scratch, otherwise the refugees will continue to dog your every move.

It might help anyone determined to solve this adventure to read the book or listen to Jeff Wayne's musical version. Unfortunately, this program is unlikely to give you the enthusiasm to do either.

Patience is most definitely a virtue in this game and I doubt whether many people will have enough for this disappointing program. **BW**

GRAPHICS	5
SOUND	6
ORIGINALITY	8
LASTING INTEREST	4
OVERALL	5

'Code-breaker' is Mastermind with a time limit. You are allowed no more than 15 attempts to guess the code. There are three levels of difficulty that alter the number of digits in the code and the time limit.

One of the problems with 'Code-Breaker' was that if you entered a wrong digit by mistake, you couldn't rub it out and lost one of your 15 goes.

'Reaction Tester' is... well... a reaction

well coloured the remainder of the graphics are poor. You can have one of three spaceships, ranging from a space shuttle-type to what looks like a green fish, none of which are spectacular.

There are a variety of aliens from an uninteresting asteroid storm to an attack of Mutant Cornflakes, and although they scroll across the screen smoothly, they occasionally jerk as they descend. Your laser beam is a straight

tester. Are you 'Sober as a judge' or should you 'Take a bus'? Stop the falling ball, check your reaction time, and find out.

Rainy Day is better presented than most games compendiums, which are usually noticeable for their atrocious graphics and poor programming. What's more, it's reasonably priced. However I don't think it'll have you spending too much time at the keyboard.

line and the explosions are too fast to be effective.

Sound during the game is sub-standard consisting of beeps and bangs for shooting and explosions.

Not being able to move diagonally makes control of your craft extremely difficult. Another complaint is that level 1 is far too difficult for a beginning stage. The chances are you'll die of boredom before reaching the second.

Unless it really is pouring outside, and the dog HAS chewed up your cassette of *Revenge of the Mutant Carrots*. **SC**

GRAPHICS	5
SOUND	3
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	4

Virgin have produced one or two good games, but this does not rate amongst them. *Space Command* isn't worth the time it takes to load. **JF**

GRAPHICS	5
SOUND	3
ORIGINALITY	3
LASTING INTEREST	1
OVERALL	2

moved at about half a mile an hour.

The alien craft appeared as a dot in the distance and lurches its way forward in positively hyperspatial, or was it Basic, leaps. Pressing the fire button I expected a burst of laser fire to leap from my cannons, but all I got was a small line on the screen and a noise like a mosquito being disembowelled.

I did finally manage to hit a spaceship and was rewarded with a similar sound

of insect death. Darth Vader must have turned in his grave (oh! - didn't you know he died in the third film?) Eventually a slit in the screen appeared which I was informed was a force wall.

Naturally I did my best to get through it - but failed gallantly so that the secrets of the other side were kept from me. That was the best news I'd had all day - I didn't want a minute more.

This program belongs back in the

groovy cottage industry days of the ZX81. I wouldn't buy *Deathstar* if I was the best friend of whoever had the nerve to put it on the market. **BW**

GRAPHICS	1
SOUND	1
ORIGINALITY	1
LASTING INTEREST	0
OVERALL	1

perhaps? No. Even more humiliating. In the Pole Vault the computer ran along, lowered its pole and effortlessly sailed over the bar. Me, I couldn't even get off the ground. But I do have an excuse - it's not very clear just when you should lower your pole. Try doing it at the same moment as the computer chooses and you'll get told off.

In fact, all the field events suffer from a difficulty in knowing how to control the figure on screen. I must have recorded the shortest distances in Olym-

pic history at javelin, hammer and discus.

But back to the track for the metric mile. What a disaster. The world record for this event stands at 210 seconds. I recorded 578.36.

Imagine the agony of having to press two keys for nine and a half minutes. Bad on the hands and bad on the Spectrum's far from robust keyboard.

The animation in this micro version of the arcade-game *Track and Field* is excellent, with your athlete's arms and

legs pumping convincingly.

The Screen backgrounds are a little dull and the sound is no great shakes but as long as you don't try to run a marathon - or even 1500 metres - you will have a lot of fun. **PC**

GRAPHICS	7
SOUND	5
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	6

GAME: DEATH CHESS 5000**MACHINE:** SPECTRUM 48K**CONTROL:** KEYS, SINC**FROM:** ARTIC, £6.95

Artic make no mean claims for this game: 'It is', they modestly say, 'the latest and greatest and most exciting chess game ever developed.' It may possibly be the latest, but the other two adjectives certainly do not apply.

In effect, you get two games. Option 1 gives you straightforward computer chess: six levels and a reasonable game.

What gives you a hint about the nature of Option 2 is the pieces: pawns



are tanks and knights look particularly ferocious. The gimmick is that every time one side or another proposes to take a piece an arcade sequence ensues.

GRAPHICS	5
SOUND	3
STRENGTH OF PLAY	5
OVERALL	5

with the loser also losing his piece.

Pawn x pawn produces a scene in which the computer's helicopter tries to bomb your tank before you can reach a city. The graphics are pretty, but the gameplay is minimal. Piece x different piece results in a dire version of *Galaxians*.

I'm afraid I can't see Karpov and Kasparov taking it up. **PC**

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

GAME: WORSE THINGS HAPPEN AT

SEA

MACHINE: SPECTRUM 48K**CONTROL:** KEY, CURS, SINC, AGF**FROM:** SILVERSOFT, £5.95

I used to have terrifying dreams about being on board a ship which was gradually springing leaks, and I had to tear around trying to fix them. This game is my nightmare come true.

The terror begins when you, a service robot, materialize in the bridge of the ship. This is one of the ship's 11 compartments, only one of which can be displayed on screen at once. You glance at your instruments, and see that – aagh! – water is pouring into the ship's hold!

So off you run, pausing only to grab a sealing patch, and fumble your way through the ship's compartments until you reach the leak. Drop the patch onto the leak. Phew! But already the water level's high, causing you to lose power – better get out fast!

You leave, but then...oh no! You forgot to close the door. The water's pouring through into this room. Quick! Seal the door and get to the pump. But where's the pump handle? You left one

in another room. No time to get it, because your power's running out. Help! Must get back to the bridge to recharge.

Just in time! And now if you're lucky you can dart back to one of the water-filled rooms and pump it clear. If not, the ship's in danger of going down. But...panic! Another leak has sprung! And water's entering the bridge! If it gets at all deep the recharger will no longer work. That's it! You're out of power. The ship sinks with thousands of pounds of cargo on board.

Worse Things Happen At Sea is a brilliantly original panic game. It's so playable you can start enjoying it from the word go, yet as it goes on, you have more and more to worry about – enough to turn even a skillful player into a gibbering wreck.

After learning to cope with leaks and pump handles on your first turn, you must then on your second turn take time to keep steering the ship on its proper course. And on your third, worse things still happen – including the engine overheating.

The screen is very cleverly designed: the bottom half shows the compartment

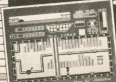
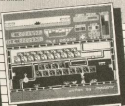
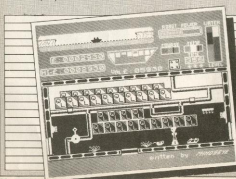
GRAPHICS	8
SOUND	8
ORIGINALITY	10
LASTING INTEREST	8
OVERALL	8

you're in complete with leaks, pump, and rising water level. The upper half has a number of indicators including the robot's remaining power, ship's direction, distance to harbour, and, most important, the water level in each compartment.

The robot runs around in a rather comic jerky style, accompanied by frenetic sound and some attractive tunes. It's particularly enjoyable watching him pump out a compartment.

Doors are quite difficult to close – you often accidentally walk through them instead, which can be fatal. But you can avoid opening and closing them, by a power-consuming mode of travel called 'super-step'.

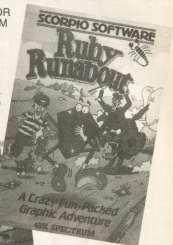
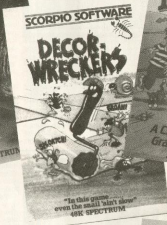
Many of Silversoft's previous efforts have simply been copies of arcade games. This one is in a different class. It's horrifyingly good. **CA**



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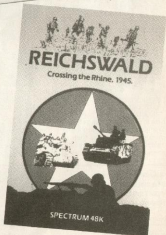
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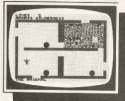
**GAME:** RAPSCALLION**MACHINE:** SPECTRUM 48K**CONTROL:** KEYS, KEMP, SINC, CURS, FULLER**FROM:** BUG-BYTE, £6.95

'You are in low spirits.' And it's not surprising, considering that nasty Raps-callion has pinched your crown and castle and thrown you into the dungeon. Not even landlords behave like that.

So the object of this 'fully animated cartoon adventure' is to get back what's yours. A Fairy Princess enters your dungeon, releases you from the ball and chain and grants you six lives as either bird or fly.

To get back your title deeds you will have to travel through three different areas full of peculiar perils: the Wilderness, the Magic Labyrinth and the Castle. These are made up of well over 50 locations.

In the Wilderness your task is to find the key to the Magic Labyrinth - you can't get in without it. Since there are 20



locations in the Wilderness it's no easy job.

In the Dining Room entrance and exit are guarded by gigantic, chomping jaws. Crazy tennis players await you in Any-one For Tennis. In Cat Alley there's a big cat who likes nothing better than a tasty bird for a snack. And so on - each of the rooms has its own wacky dangers. In some, then, you will be better off as a bird while in others it's worth losing a life by changing into a fly. Lying around here and there are gems and charming

GRAPHICS	7
SOUND	5
ORIGINALITY	6
LASTING INTEREST	8
OVERALL	8

pixies. Touching them will get you a bonus or some useful information.

Making a map is essential in *Raps-callion* - without it you'll never retrace your steps to the Labyrinth entrance. Once you've got the key and entered the Labyrinth you encounter a series of miniature arcade obstacles, including rampaging pacmen, aggressive brooms and a nasty minefield.

Raps-callion's graphics and animation are good, but not quite up to the standard of games such as *Jet Set Willy* and *Sabre Wulf*.

Maybe there's not as much to it as these games but at least it's not as buggy as *JSW*. The variety of dangers involved should keep you keep you happy for quite some time. **PC**

GAME: STAR TRADER**MACHINE:** SPECTRUM 48K**CONTROL:** KEYS, CURS, KEMP, SINC**FROM:** BUG-BYTE, £6.95

Greedy raises its ugly head in this interstellar economy simulation. You play the skipper of the only cargo ship in a galaxy infested with pirates.

You aim to make a healthy profit by supplying eight planets in the system, buying low - and then selling high to the local traders.

Dealing in eight commodities you move between planets avoiding pirates and customs officers whose combined depredations make large dents in your profit margins. Constant reports are available on your status and that of the planets' economies and also the goods you are carrying.

Between trips you have to find the time to eat and drink and rest as normal. Trading hours are controlled as in the average high street - so there's a lot of maddening waiting around. These periods are best spent stuffing your face



to stay alive.

The flight between planets is far from being the best display of 3D graphics on the Spectrum (as Bug-Byte claim) and you are left too long with nothing to do but watch passing asteroids.

Sudden pirate attacks certainly relieve the boredom. Numerous ships sweep towards you in 3D pounding away at your vulnerable shields. These attacks are very hard to survive and make a welcome change from the text responses of the rest of the game.

But the most frightening things you'll

encounter are the grizzly looking inhabitants of the different planets. These faces loom up on the screen every time you enter a shop to buy or sell goods. I didn't trust them an inch.

You must watch your Credits carefully as you deal with these shady characters (who, funny enough, all look like the same guy in different disguises). At each shop you decide if you want to sell or buy. If buying you ask the program for a list of the commodities in stock and judge what goods will make you a killing.

But your first visit should be to the general store to buy a laser and power packs - to stop the pirates making a 'killing' out of you. **BW**

GRAPHICS	5
SOUND	2
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	5

GAME: DECOR WRECKERS**MACHINE:** SPECTRUM 48K**CONTROL:** KEYS, KEMP**FROM:** SCORPIO SOFTWARE, £1.99

No painting the town red in this game.

just the screen yellow as your roller tries to fill in the display.

With a diminishing paint supply, a falling bonus and bothersome bugs, you are up against it. But there's not much of interest in what is an inferior version of an old game. **BW**

GRAPHICS	4
SOUND	4
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	4

GAME: DOGHIGHT**MACHINE:** SPECTRUM**CONTROL:** KEYS, JOYSTICK**FROM:** SLOGGER SOFTWARE, £5.50

An enjoyable version of the two-player game of aerial tactics and destruction.

Armed with 512 rounds of ammunition you whirl around the heavens in your biplane trying to get on your opponent's tail and blow him to smithereens.

Of course, most of the time you're more in danger of hurtling into some of

the scenery.

PC

GRAPHICS	5
SOUND	4
ORIGINALITY	3
LASTING INTEREST	6
OVERALL	5

GAME OF THE MONTH

GAME: QUO VADIS

MACHINE: COMMODORE 64

CONTROL: JOYSTICK

FROM: SOFTEK, £9.95 CAS,

£11.95 DISK

Before reading this review, take a look at the screen shots on this page. Not really sensational, are they. Glance at the graphics and sound ratings. Pretty ordinary. Now scratch your head and ask yourself why on earth Quo Vadis is PCG's Game of the Month.

The answer's simple: size. This game will have you exploring a system of underground caverns no less than 1,012 screens big. That makes it the largest arcade-adventure yet seen on a micro.

Softek have some interesting statistics on it. They say that the biggest of the game's 118 caverns is larger than the entire playing area of Alligata's extensive *Son of Blagger*. And if the knight who carries out the quest is scaled up to six feet tall, the total distance he would have to travel to solve the game works out at over two miles.

The tape version of the game uses a turbo loader to load in about four minutes, but on our pre-production copy this was not yet working reliably. Softek are also printing a glossy booklet offering a few hints and tips, and the start of a map of the caverns.

Making a map is probably the only chance of solving the game – I doubt anyone could remember the details of an underground network which is 46 screens deep and 22 wide. Especially as these aren't separate screens which you jump in and out of. What happens is that as you move, the picture scrolls (smoothly), revealing a little more of the nearby landscape – a moving window on a mysterious underground world.

Although your first impression of the graphics may be unfavourable (most of the time only two colours are used), they seem to improve with playing. Blazing torches, flickering candles, large wall-mounted shields, staircases, carved pillars, rough-hewn rock walls and dark passages: all these add up to create just the right atmosphere of musty Roman catacombs.

The aim of your journey is to try to locate a sceptre, and then get back to the surface. The first person who does this successfully will win a special prize from Softek, a real gold and silver sceptre which is currently being made. However, even if you know the way, the quest is apparently still likely to take you several hours!

That's because movement through the caverns is by no means easy. Each one is filled with a large number of 'rock ledges' and you make progress by leaping from one to another, as well as by occasionally climbing up and down ropes. Meanwhile, you have to watch out for lava pits. Normally you can drop

The mysterious underworld of Quo Vadis. **1** Deadly snakes **2** Shields and torches **3** Treasure chests **4** Dark passages **5** Lava pits



any distance without hurting yourself, but falling in the lava kills you outright. Yes, Quo Vadis is a platform game.

It's also a shoot-'em-up. Each cavern is populated by one of 38 different species of monster, and as soon as you

step through the cavern door they swarm into the attack. You have to use the joystick to fire in any of eight directions – and you'd better be a mean shot, because each time you get hit you lose power points. Once these have fallen from 100 to zero, you're dead and the game ends.

You can restore your power supply by discovering treasure chests at certain fixed locations. You will also occasionally discover riddles written on the cavern walls. Answering these will provide clues to the location of the sceptre.

One slight disappointment is the knight himself. For something which is on screen the whole time, he's not very interesting to look at, and his animation is simple. Similarly the sound, although effective, is not quite up to the standard of some recent 64 games – it consists of an eerie tune and muffled explosions when you destroy monsters.

But sound and graphics aren't the point. The appeal of Quo Vadis is the incredible challenge it offers. So far Commodore 64 owners have been starved of the hugely popular exploration games such as *Atic Atac*, *Sabre Wulf* and *Jet Set Willy*. Now the tables are turned. They have at their disposal a game which a Spectrum's memory probably couldn't hold. **CA**



Softek's star programmer

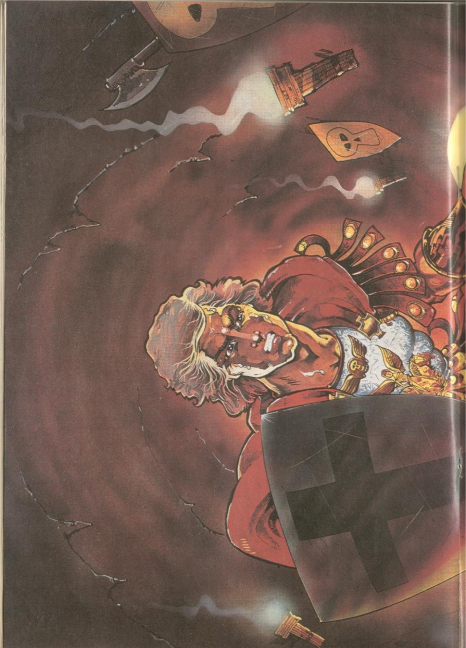
Meet the author of Quo Vadis, 19-year-old Steven Chapman from Buxton in Derbyshire. Incredibly, he began programming on the Commodore 64 only last Christmas, although he previously had titles released by Softek on the Oric, including *Acheron's Rage* and *Dracula's Revenge*.

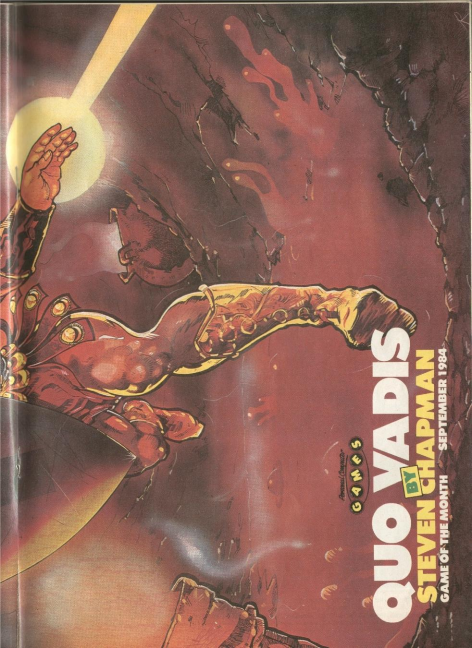
His first 64 game was *Revelation* (reviewed in this issue), but Quo Vadis is a vastly more ambitious project. It took him two months, often working late into the night.

One of his biggest fans is his father – he's already spent many hours fighting through the caverns of Quo Vadis. 'I beat my record last night,' Mr Chapman senior told PCG. 'I've reached 220,000 points.'

Steven pulled out of a university course last autumn to do programming full time. At the time it was a big risk – but now it's beginning to look like an extremely smart move.

GRAPHICS	7
SOUND	5
ORIGINALITY	9
LASTING INTEREST	10
OVERALL	9





Amusement
GAMES

QUO VADIS BY STEVEN CHAPMAN

GAME OF THE MONTH SEPTEMBER 1984

Gremlin Graphics

buy these games at your peril!

Two new games to drive you as potty as Percy, as mad as Monty packing in as much excitement and nerve racking tension as anything you can buy. The first launch from a new company whose design team have already shown themselves to be masters of games planning, graphic and sound effects.

Tony Crowther

One of today's brightest and most successful games developers, author of such outstanding hits as Loco, Bigger and Son of Bigger, "Omelette Classic" is not just a game but an extraordinary opportunity to challenge one of the finest minds in modern games computing circles.

Peter Harrap

A sparkling new approach from a fresh face to Spectrum programming, this Monty Mole has created widespread interest and received five reviews from games "buffs", national press, radio and television.



Percy the Potty Pigeon - Make a suicide journey with our fluffy little friend Percy in his desperate attempts to build himself a cozy little home. Plunging to near certain destruction this cozy little bird has to pluck his nest building beige from the path of onrushing traffic, feverishly avoiding the unwelcome attentions of a pigeon-eating cat and starving ferret. Once off the tarmac the danger doesn't end as Percy carefully avoids the sunbaze planes, balloons and flying snaking sparrows before he can complete his nest and return to nest level. But don't be totally disheartened our lovable little character has a few surprises of his own in the shape of revolting explosive eggs.

COMING SOON!
Potty Pigeon
on Spectrum 48K



Potty Pigeon Commodore 64 £1.95



Monty Mole Spectrum 48K £0.95



Monty Mole Commodore 64 £1.95

Wasted Monty Mole - Facing a long cold winter Monty Mole makes a daring, coal snatching raid to his local South Yorkshire pit. Grabbing a miner's bucket he heads into the darkness on his ill-fated escape, soon to realise that the flu may have been a better choice. Also there's no turning back. Onward to do battle with flying pickets, mineral eating fish, trundling coal crushers, writhing coal drills, filling in broken dodging the disappearing floor.

With his bucket filled, Monty makes his escape only to surface to Arthur's carafe with this most imposing of leadens barring his way sealed on his graphite throne. Claverty eating his only chance of tapping the great man, Monty collects the secret bullet papers and vote casting scroll. But Arthur's no fool when it comes to the heavy stuff and his personal bodyguard of super fit pickets and devilish flying hairsprays put up an almighty struggle with our valiant Mole.

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ADVENTURE WORLD

FORGET THESE TREASURES!

Some of the games that have made their way to the White Wizard's Fortress of Solitude this month are pure rubbish. First into the bin was *The Five Treasures of Ryzar* from Space Age Software.

This 'original and exciting adventure' is about as original and exciting as a spell for making lizards burp. 'You are not limited to single-letter commands' boasts the press release. Big deal. You are, however limited to a very small vocabulary and an extremely repetitive scenario.

The display shows a line drawing of the room you happen to be in. You can choose between 'Olde Englishe Text' and the normal Spectrum character set; and a brief message tells you the number of the room and which direction you're facing in.

The direction is really pretty pointless since the program doesn't understand words like North, South etc. You have to type in 'Go forward' or 'Go backwards' to move about. Most of the time you type in instructions you are told that 'You can't do that here', without it being at all clear why you can't.

Every time you enter a new room another ugly line drawing, featuring a number of blank walls and a door or two, is flashed onto the screen. Sometimes you appear to be in a new room but the display tells you that you are still in the old one. All very confusing.

Your task is to collect the five treasures of Ryzar from the five different levels below the city, but however exciting the objective may sound, the game, I assure you, isn't.

Classic

I was getting rather depressed by this stage, but the next offering, *Odyssey of Hope*, from Martech, cheered me up considerably.

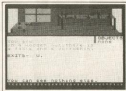
Martech's game looks different from the start. The instructions are printed on the pages of a book that turn as you read them. The adventure itself has scrolling text with attractive graphics at the top of the page that draw instantly and are among the best adventure graphics I've seen on the Sinclair machine.

You have to travel around the classical world of ancient Greece hunting for

Hope, which has been stolen, and restore it to Mount Olympus.

Compared to *Five Treasures of Ryzar*, *Odyssey of Hope* seemed like game of the year. In fact, it's a rather average adventure that is perked up with some surprising additions. First, the sound effects.

Standing in the temple, you hear a hissing sound between inputs. Hang about too long and you get bitten by a snake. After that, in another location, you can be sure I didn't stick around to



● Odyssey of Hope

find out what the buzzing sound was. Being stung to death by savage bees isn't my idea of a Greek holiday.

The responses are a bit slow in Martech's game, but otherwise I found it an attractive if rather unexciting game. One thing that annoyed me was the response to my entry 'Use loom'. 'What!', the program replied. 'That's women's work!'. The assumption that only men, boys and wizards play adventures is not only incorrect, but also, I think, a little insulting to half the population.

Wild West

However, it's very much a man's world in *West*, a new game for the 64 from another company jumping on the adventure bandwagon, Talent Software.

This is a rather unusual game, a text-adventure but with a real-time element which can make play rather bizarre, to say the least.

The setting is an old, decaying town in the Wild West, and droves of gun-toting bank robbers are on the loose. When you encounter one you have to type in 'SHOOT' at top speed or you're liable to bite the dust with a bullet in your back.

Since we wizards have always preferred spells to touch-typing, this proved a most demanding ordeal.

Even stranger is that when you die you are simply returned to the starting point minus all your possessions, including your gun. So you must immediately hare back to the site of your death where you will discover 'a familiar corpse' from which you can recoup all your property.

Unfortunately there are some locations you can't return to safely - should you die in one of these you might as well reload the tape (takes 15 minutes) although you do have the option of loading a previously saved position.

Since you have 30 lives, it's not long before the locations you visit are populated by 'familiar corpses' of you and your trusty steed and, as the text keeps telling you, 'the stench is awful'.

Another unusual feature is that should you happen to pick up a pack of cards, you're likely to be challenged to a game of Pontoon, the rules of which are explained in the cassette inlay. You can keep playing as long as you like and if you lose you'd better have some money with you or guess what happens. Mind you, if you win the robbers don't seem to take that very kindly either.

Other features which won't appeal to the purist are the rather bald nature of the descriptions and the fact that many common words such as 'Wait' and, more ominously, 'Help' are not understood. But the instructions claim a vocabulary of up to 200 words, and there seems to be quite a large number of locations.

The aim in *West* is to track down the bank robbers' loot and escape from the town in one piece. Could appeal to anyone fed up with battling dragons, trolls, and serpents - but look out for the rattlesnake!

Dorcas Software are a company I haven't stumbled across before. Their game *Oracle's Cave* for the 64 is one of those 'hit points and heal wounds' programs where you go for a wild romp through a maze of caves, attacking ogres and cackling with glee at the sight of gold.

Dorcas' game is different because of the quality of the graphics. There's a display of the cave you find yourself in at the top of the screen. Below is a status display and a map of the caves which is added to as you explore them.

In each location you are presented with different choices depending on what you're up against. Commands are entered with single key-presses and the results are then displayed graphically on the screen. Move straight ahead and a little figure walks hesitantly along the tunnel. He can also climb up and down ladders, fight with assorted monsters and, of course, collect treasure, food, potions, and all the other curiosities to be found in your local cave complex.

The White Wizard is not, as I've said before, a great fan of this type of game. I prefer to have the opportunities (and even, sometimes, the frustrations) of proper text input.

I also prefer to have something more to do than just go around collecting treasure and fighting. However the graphics did add to the atmosphere and I enjoyed it more than most programs of this type.

Pot of gold

The troubles at Dragon came at a particularly unfortunate time for adventure players because Dragon Data have just

GAME	MACHINE	PRICE	COMPLEXITY	ATMOSPHERE	INTERACTION	VALUE
STREASURES OF RYZAR	SPECTRUM/AMX	£3.20	4	1	1	2
RUBY RUNABOUT	SPECTRUM/AMX	£1.99	4	5	4	6
ODYSSEY OF HOPE	SPECTRUM/AMX	£3.95	6	6	5	6
WEST	IBM 64	£9.95	7	6	5	6
ORACLE'S CAVE	IBM 64	£7.95	3	5	2	4
SHENANIGANS	DRAGON	?	7	7	6	7
SEA QUEST	DRAGON	?	7	8	5	7

produced two excellent games for the Welsh machine.

Shenanigans and *Sea Quest* are among the first games for the Dragon with decent text/graphics displays. You get a picture in the top half of the screen and a scrolling text-window below, with both upper and lower case letters.

The graphics are great – and in *Sea Quest* they even boast the occasional animated effect as waves cross the screen, or a waterfall plunges down onto a beach.

Both games have you searching for treasure. *Shenanigans* has, as the name may suggest to you, a distinctly Irish flavour. Searching for the pot of gold at the end of the rainbow, you'll have to solve a number of tricky puzzles with the aid of a decent vocabulary and an excellently presented program.

What I liked about both these games was the logic behind them. In *Shenanigans* one of the first puzzles concerns a mail box. How do you open your mailbox in the apartment building unless you know which mail box is yours? The White Wizard struggled with this for quite some time, and eventually gave up in despair.

The solution (given me by a very helpful man at Dragon) was so blindingly obvious and so logical that I couldn't

help laughing. What was it, I hear you cry? Check out next month's tips grid to find out. Meanwhile, rush out and buy the game.

Sea Quest is every bit as enjoyable as *Shenanigans*. Instead of leprechauns you'll be rubbing shoulders with mermaids and sharks, buying goods on credit, and finally humping your hard-earned treasure back to a cave on the beach. Definitely a game to dive for.

Both programs are two word input only, but this never seems to be a limitation and each game is quite clear about telling you what it understands and what it doesn't. These two adventures are easily comparable to games on the Spectrum in presentation and content. I only hope that despite Dragon's troubles they will continue to be readily available in the shops.

As well, as Mark Ormiston pointed out in a letter last month, Dragons are a persecuted minority. And on that note, fellow adventurers, I take my leave and wish you well.

Help for headbangers

Stop banging your head against the wall in *Snowball*, *Ship of Doom*, and *The Greedy Dwarf*. Check out this month's timely tips.

The clue codes each identify a square on the grid. Start at that square and read every other 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 at the top.

1. Can't get the key from behind the glass in Artie's *Ship of Doom*? You'll need the sonic screwdriver for this. (clue code B1).

2. Keep getting killed in the *Cave of Echoes* in Goldstar's excellent adventure *The Greedy Dwarf*? No problem. (clue code A2).

3. Want to get past the Waldoird at the bottom of Jacob's *Ladder in Snowball*? Now you can. (clue code D2).

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

DVENTURE NEWS · ADVENTURE NEWS ·

Reincarnation of Carnell

Carnell Software, who went into liquidation in June, have had their adventures saved by Innovision, a company set up by Mastertronic.

Wrath of Magra, *Black Crystal* and *Volcanic Dungeon* will all be sold by Innovision, who also have the rights to the other Carnell titles. *Wrath of Magra* should be the first re-release and will retail at its original £11.95 price.

Level 9's return

The new blockbuster from Level 9, *Return to Eden*, is expected in the shops in the next few weeks. Significantly, the company are departing from their text-only

tradition and are planning to include graphics in the new game.

Return to Eden is the sequel to *Snowball*, and will be available for a wide range of machines including possible versions for the Memotech and the Amstrad. Only the Spectrum and the Commodore 64 versions will have graphics. The game will cost £9.90.

Doom for '64

Artie's well-known series of adventures, including *Ship of Doom* and *Ground Zero*, are to be released on the Commodore 64.

The games will be slightly enhanced with colour text plus save to tape and save to disc options. *Eye of Baine*, their new graphics

adventure, is currently being released for the Spectrum and all programs will cost £6.95.

Karn II arrives

Fans of *Heroes of Karn* from Interceptor will be pleased to know that there's a sequel in the pipeline. Called *Empire of Karn*, it features instant graphics, an enlarged vocabulary, and follows on where *Heroes* left off. It should be in the shops for the Commodore 64 in September, price £7.00.

Meanwhile Interceptor have also released a follow-up to their Spectrum adventure *Message from Andromeda*. The game should cost around £5.50. Plot details were not available at the time of going to press.



The Wizard's Mailbag

The White Wizard has been flooded with offers of assistance and cries for help this month. We'll be launching our new 'Helpline' column in the next issue - in the meantime there's just room to mention the following courageous adventurers.

First, an honourable mention of Stuart Henderson of 61 Stevenson Drive, Edinburgh EH11 3DU, who says: 'I would be honoured and delighted to help people who are stuck with either *The Hobbit* or *TKV*'. Thank you Stuart, and yes, there do seem to be a few anguished cries coming from the Goblin's Dungeon. If you can hear me in there, prisoners, drop Stuart a line and perhaps you'll be out in time for the next issue.

D. Parkes of Stoke-on-Trent is having trouble with Adventure International's *Incredible Hulk*, as are a number of other readers. The game holds no difficulties for Colin Sharp of Hitchin, who writes: 'I think this is Scott Adams' best adventure yet, difficult yet logical. These hints may put troubled Hulks out of their misery: The domes - the same yet so different. The egg - tasty. The ring - scratch your head about this one. The bees - wave them goodbye.'

Colin goes on to give a list of games which he can give help on. These are: Level Nine's *Colossal Adventure*, Scott Adams' *Voodoo Castle* and *Pirate*

Adventure, plus *The Hobbit*, and Channel 8's *Golden Baton* and *Circus*. His address is 53 Silverbirch Avenue, Stotfold, Hitchin, Herts. Many thanks, Colin, and I'm sure there'll be some fellow adventurers who will need your expert assistance.

Interceptor's *Heroes of Karn* on the Commodore 64 has also prompted a good deal of correspondence. 'I cannot find any possible way of getting past the vampire bat, pirate, or giant spider, let alone the witch!' writes Michael Banker, of 20 Minsterley Drive, Acklam, Middlesbrough, Cleveland, TS5 8QR. My goodness, Michael, you are having problems. Can anyone out there drop him a line and put him out of his misery?

George Williams, of 32 Meadow Road, Romford, Essex RM7 0LP, is having trouble completing *Rescue from*

Castle Dread for the VIC 20. 'The problem is that when I ask for help it sometimes replies "Use Magic!"'. I have tried everything that I can think of, including abracadabra. Can you please tell me what this clue means?'. Well, George, as a member of the Magician's Union I am forbidden to disclose any information relating to magical practices. Any non-union members out there, however, may be able to help you.

That's all I've got room for this month. Don't forget - if you're stuck, stumped, or stalled then just jot down your problem on a postcard and send it to: The White Wizard, c/o Personal Computer Games, 62 Oxford Street, LONDON W1A 2HG. Remember to include your name and address, and of course the name of the game you're stuck in and the machine you're using.

Keep those letters coming!

Adventurers' Guide Book

Another useful publication from the Duckworth stable, produced by Mike Gerrard, is the *Adventurer's Notebook*, a slim spiral-bound volume designed to aid the player in any quest he may choose to undertake.

The book falls into two parts. The first contains general notes and hints on playing adventures and a survey of the current scene.

The second section contains a series of blank adventure 'maps', laid out in grid form, which you can use to map out whatever game you are playing.

At first sight, this book seems like a great idea, but I have a few reservations about it. The first is that some of the

information is very incomplete. To say, for example, that the Dragon is 'a machine that doesn't rate very highly for adventure players' is rather wide of the mark - no mention, for example of the *Dan Diamond* series.

My other reservation is about the maps. More and more adventures these days are not mappable on a simple grid lay-out. This doesn't mean, of course, that the grids are useless, just that sometimes you will find yourself having to resort to all sorts of symbols to make sense of your wanderings.

That said, Mike Gerrard's book is a neat package, and at £3.95 it isn't going to burn too big a hole in your pocket.



Just a taste of the graphics from Melbourne House's up'n'coming adventure *Castle of Terror*. To be released in mid-October for the Commodore 64, this game looks like setting a new standard in adventure game graphics. The program also features complex input and sound effects as you battle your way to Dracula's castle to rescue a damsel in distress. Sounds like a good deal at £9.95.

ADVENTURE NEWS · ADVENTURE NEWS ·

Mega sorcery

Micromega, producers of *Deathchase* and *Full Throttle* for the Spectrum, are entering the adventure market.

If they manage to match the standards of their arcade games, then *Kentilla* - their first adventure release - could be a winner. The game has been described as a 'sword and sorcery game in the classic mould' and comes with graphics and interactive characters. *Kentilla* will cost £6.95.

Blackstar returns

CDS are re-releasing the excellent text adventure *Castle Blackstar*, first seen from SCR Adventures. The game is avail-

able for the Spectrum, Dragon 32 and 64 and later for the BBC, Commodore 64, Oric Atmos and Amstrad.

A sequel, *Pyramids of the Sun*, is also under development and should be available by early October for the same machines.

Valley on Spectrum

Great news for Spectrum owners. Bug-Byte are releasing a Spectrum version of *Twin Kingdom Valley*, the popular CBM 64/BBC game with interactive characters, tricky puzzles, and 170 graphics locations.

The Spectrum version of the game has been 'slightly enhanced' and is compatible with the Cur-

rah Speech unit. Be prepared to pay £7.95.

After the bomb

Channel 8 are now sole distributors for the entire Digital Fantasia range. What's more, they're bringing out two new titles, *Midwinter* and *After the Fire*.

In *After the Fire*, you have survived a nuclear holocaust and find that you are the only person not affected by nuclear radiation. *Midwinter* has you in the grips of the Ice-Age with only 12 days to melt the ice and save the world. Both games change hands for £9.95 and will be available for the BBC, Oric, Atari, Spectrum, Dragon, Commodore 64, and possibly - wait for it - the Sord M5.

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KILLER SATELLITES

By Gideon Summerfield

What a game! Congratulations to Gideon Summerfield for sending in the hottest listing we've yet seen for the Commodore. Beautifully smooth graphics, ten levels of play, why pay pounds for a game like this when you can type it in right away - for nothing!

Use your joystick to manoeuvre the astronaut across the screen avoiding the red killer satellites and the shooting stars. You must collect the other satellites and carry them to the hold of the space shuttle at the bottom of the display. Well instructions appear when the program is run.

Don't forget to take special care over entering the Commodore control characters - the reversed Pi symbol in line 100 for example. These characters can be entered directly from the keyboard using the Commodore key and the shift keys. Check your manual for instructions if you are at all uncertain about this.

Well? What are you waiting for? Get tapping!

VARIABLES

AD	Address of machine code
V	Address of video chip
M	No of lives left
LT	Total lives
W	Collision detect variable
X	Division of segments
P	Collected satellite flag
SC	Score
C	Number of satellites collected
T	Time left on clock

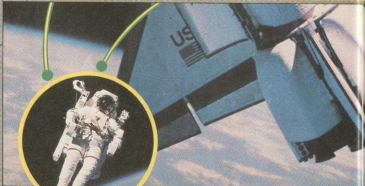
ARRAYS

SA()	Spends of shooting stars
PIA()	X co-ordinates of shooting stars
XA()	X co-ordinates of killer satellites
YIA()	Y co-ordinates of killer satellites
SCIA()	High scores

STRINGS

KSA	Killer satellite graphics
CBS	Fixed cargo bag graphics
SPS	20 spaces

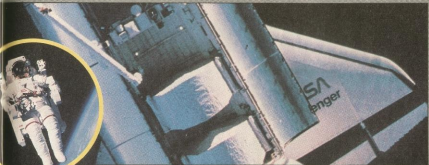
For the Commodore 64



A stylized graphic of a globe with a yellow ring and green lines. The globe is partially visible on the left, showing a blue and white horizon. A yellow ring encircles it, and two green lines with circular endpoints extend from the ring towards the right.

```

5 REM ***** FILED: BATTLEFIELD *****
6 REM ***** BY: SIDON SUMMERFIELD *****
7
8 10 DIM (30): I=0: B=0: A=0: J=0: V=0: S=0: L=0: Q=0: T=0
9 20 POK=V32: B=POK+32: B=POK+48: B=POK+64: B=POK+80: B=POK+96: B=POK+112: B=POK+128: B=POK+144: B=POK+160: B=POK+176: B=POK+192: B=POK+208: B=POK+224: B=POK+240: B=POK+256: B=POK+272: B=POK+288: B=POK+304: B=POK+320: B=POK+336: B=POK+352: B=POK+368: B=POK+384: B=POK+400: B=POK+416: B=POK+432: B=POK+448: B=POK+464: B=POK+480: B=POK+496: B=POK+512: B=POK+528: B=POK+544: B=POK+560: B=POK+576: B=POK+592: B=POK+608: B=POK+624: B=POK+640: B=POK+656: B=POK+672: B=POK+688: B=POK+704: B=POK+720: B=POK+736: B=POK+752: B=POK+768: B=POK+784: B=POK+800: B=POK+816: B=POK+832: B=POK+848: B=POK+864: B=POK+880: B=POK+896: B=POK+912: B=POK+928: B=POK+944: B=POK+960: B=POK+976: B=POK+992: B=POK+1008: B=POK+1024: B=POK+1040: B=POK+1056: B=POK+1072: B=POK+1088: B=POK+1104: B=POK+1120: B=POK+1136: B=POK+1152: B=POK+1168: B=POK+1184: B=POK+1200: B=POK+1216: B=POK+1232: B=POK+1248: B=POK+1264: B=POK+1280: B=POK+1296: B=POK+1312: B=POK+1328: B=POK+1344: B=POK+1360: B=POK+1376: B=POK+1392: B=POK+1408: B=POK+1424: B=POK+1440: B=POK+1456: B=POK+1472: B=POK+1488: B=POK+1504: B=POK+1520: B=POK+1536: B=POK+1552: B=POK+1568: B=POK+1584: B=POK+1600: B=POK+1616: B=POK+1632: B=POK+1648: B=POK+1664: B=POK+1680: B=POK+1696: B=POK+1712: B=POK+1728: B=POK+1744: B=POK+1760: B=POK+1776: B=POK+1792: B=POK+1808: B=POK+1824: B=POK+1840: B=POK+1856: B=POK+1872: B=POK+1888: B=POK+1904: B=POK+1920: B=POK+1936: B=POK+1952: B=POK+1968: B=POK+1984: B=POK+2000: B=POK+2016: B=POK+2032: B=POK+2048: B=POK+2064: B=POK+2080: B=POK+2096: B=POK+2112: B=POK+2128: B=POK+2144: B=POK+2160: B=POK+2176: B=POK+2192: B=POK+2208: B=POK+2224: B=POK+2240: B=POK+2256: B=POK+2272: B=POK+2288: B=POK+2304: B=POK+2320: B=POK+2336: B=POK+2352: B=POK+2368: B=POK+2384: B=POK+2400: B=POK+2416: B=POK+2432: B=POK+2448: B=POK+2464: B=POK+2480: B=POK+2496: B=POK+2512: B=POK+2528: B=POK+2544: B=POK+2560: B=POK+2576: B=POK+2592: B=POK+2608: B=POK+2624: B=POK+2640: B=POK+2656: B=POK+2672: B=POK+2688: B=POK+2704: B=POK+2720: B=POK+2736: B=POK+2752: B=POK+2768: B=POK+2784: B=POK+2800: B=POK+2816: B=POK+2832: B=POK+2848: B=POK+2864: B=POK+2880: B=POK+2896: B=POK+2912: B=POK+2928: B=POK+2944: B=POK+2960: B=POK+2976: B=POK+2992: B=POK+3008: B=POK+3024: B=POK+3040: B=POK+3056: B=POK+3072: B=POK+3088: B=POK+3104: B=POK+3120: B=POK+3136: B=POK+3152: B=POK+3168: B=POK+3184: B=POK+3200: B=POK+3216: B=POK+3232: B=POK+3248: B=POK+3264: B=POK+3280: B=POK+3296: B=POK+3312: B=POK+3328: B=POK+3344: B=POK+3360: B=POK+3376: B=POK+3392: B=POK+3408: B=POK+3424: B=POK+3440: B=POK+3456: B=POK+3472: B=POK+3488: B=POK+3504: B=POK+3520: B=POK+3536: B=POK+3552: B=POK+3568: B=POK+3584: B=POK+3600: B=POK+3616: B=POK+3632: B=POK+3648: B=POK+3664: B=POK+3680: B=POK+3696: B=POK+3712: B=POK+3728: B=POK+3744: B=POK+3760: B=POK+3776: B=POK+3792: B=POK+3808: B=POK+3824: B=POK+3840: B=POK+3856: B=POK+3872: B=POK+3888: B=POK+3904: B=POK+3920: B=POK+3936: B=POK+3952: B=POK+3968: B=POK+3984: B=POK+4000: B=POK+4016: B=POK+4032: B=POK+4048: B=POK+4064: B=POK+4080: B=POK+4096: B=POK+4112: B=POK+4128: B=POK+4144: B=POK+4160: B=POK+4176: B=POK+4192: B=POK+4208: B=POK+4224: B=POK+4240: B=POK+4256: B=POK+4272: B=POK+4288: B=POK+4304: B=POK+4320: B=POK+4336: B=POK+4352: B=POK+4368: B=POK+4384: B=POK+4400: B=POK+4416: B=POK+4432: B=POK+4448: B=POK+4464: B=POK+4480: B=POK+4496: B=POK+4512: B=POK+4528: B=POK+4544: B=POK+4560: B=POK+4576: B=POK+4592: B=POK+4608: B=POK+4624: B=POK+4640: B=POK+4656: B=POK+4672: B=POK+4688: B=POK+4704: B=POK+4720: B=POK+4736: B=POK+4752: B=POK+4768: B=POK+4784: B=POK+4800: B=POK+4816: B=POK+4832: B=POK+4848: B=POK+4864: B=POK+4880: B=POK+4896: B=POK+4912: B=POK+4928: B=POK+4944: B=POK+4960: B=POK+4976: B=POK+4992: B=POK+5008: B=POK+5024: B=POK+5040: B=POK+5056: B=POK+5072: B=POK+5088: B=POK+5104: B=POK+5120: B=POK+5136: B=POK+5152: B=POK+5168: B=POK+5184: B=POK+5200: B=POK+5216: B=POK+5232: B=POK+5248: B=POK+5264: B=POK+5280: B=POK+5296: B=POK+5312: B=POK+5328: B=POK+5344: B=POK+5360: B=POK+5376: B=POK+5392: B=POK+5408: B=POK+5424: B=POK+5440: B=POK+5456: B=POK+5472: B=POK+5488: B=POK+5504: B=POK+5520: B=POK+5536: B=POK+5552: B=POK+5568: B=POK+5584: B=POK+5600: B=POK+5616: B=POK+5632: B=POK+5648: B=POK+5664: B=POK+5680: B=POK+5696: B=POK+5712: B=POK+5728: B=POK+5744: B=POK+5760: B=POK+5776: B=POK+5792: B=POK+5808: B=POK+5824: B=POK+5840: B=POK+5856: B=POK+5872: B=POK+5888: B=POK+5904: B=POK+5920: B=POK+5936: B=POK+5952: B=POK+5968: B=POK+5984: B=POK+6000: B=POK+6016: B=POK+6032: B=POK+6048: B=POK+6064: B=POK+6080: B=POK+6096: B=POK+6112: B=POK+6128: B=POK+6144: B=POK+6160: B=POK+6176: B=POK+6192: B=POK+6208: B=POK+6224: B=POK+6240: B=POK+6256: B=POK+6272: B=POK+6288: B=POK+6304: B=POK+6320: B=POK+6336: B=POK+6352: B=POK+6368: B=POK+6384: B=POK+6400: B=POK+6416: B=POK+6432: B=POK+6448: B=POK+6464: B=POK+6480: B=POK+6496: B=POK+6512: B=POK+6528: B=POK+654
```

[illegible]



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PCG9







HUNCH BACK

For the BBC
By B. Wakelin



```

77 COLOURS:PRINT "Emerald begs you
  to rescue her sister!"FORI=1TO6000:N
EXT:CLS:LS=1:GOTO19
79 COLOURS:PRINTAB(5,15)"GAME OVER":
FORI=1TO4000:NEXT:MODE7
79 *FX15
80 IF(S)>TP(8) THEN:GOSUB80
81 CLS:PROCtitle:FORI=1TO8:PRINTAB(
I,15+2+2I):G% "STRINGS(26,"")% "TP(
10):TAB(4,15+2+2I)TP(I):NEXT
82 PRINT "CHR(13)"Press "SPACE" to pl
ay again or "CHR(13)" I for instruction
%."
83 *FX15
84 GS=GET:IF(S)=32 THEN:MODE2:GOTO16
85 IF(S)<7 THEN:WVDU:GOTO94
86 GOSUB94:MODE2:GOTO16
87 DEFPROCtitle:FORI=1TO1:PRINTAB(7
,15):CHR(13):CHR(12)"HunchBack - By B.Wake
lin":NEXT:ENDPROC
88 PRINT "CHR(13)&CHR(12)"NEW HIGH SC
RE !!!" "CHR(13)"Please enter your name
%."
89 INPUT "No. IF LEN(IN%)>20 THEN:WVDU:PRIN
T"CHR(12)"Too long, try again."GOTO97
90 IS=9:REPEAT:IS=1:UNTIL IS=10:TP(
12)=1:G%
91 FORJ=1TO15:STEP=1:TP(12)=TP(12)+
J:TP(13)=TP(13)+1:NEXT
92 TP(12)=NR:TP(12)=GS
93 RETURN
94 MODE7:PROCtitle
95 PRINT "CHR(13)" You have to help
Quazimodo across"
96 PRINTCHR(13)"the castle ramparts t
o save Emerald."
97 PRINTCHR(13)"This is no easy job a
s Emerald is"
98 PRINTCHR(13)"guarded by soldiers w
ith bows and"
99 PRINTCHR(13)"spears, rock hurling
giants and men"
100 PRINTCHR(13)"oil droppers, to add
to his trouble"
101 PRINTCHR(13)"he has to mind his he
ad from lumps of"
102 PRINTCHR(13)"stone above and get t
o the end of each"
103 PRINTCHR(13)"level before his ener
gy runs out!"
104 PRINTCHR(13)" You control Quazim
odo using "Z" and"
105 PRINTCHR(13)"X" for left and righ
t and "RETURN" to"
106 PRINTCHR(13)"jump."
107 PRINTCHR(13)" At the end of each
level you must"
108 PRINTCHR(13)"ring the bell and wal
k to the edge of"
109 PRINTCHR(13)"the rampart to contin
ue."
110 PRINTCHR(12)" To rescue Emerald
a you must pull"

```

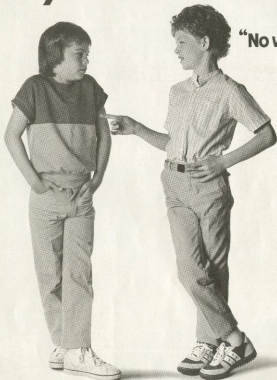
```

111 PRINTCHR(12)"the cyan rope on leve
l 4."
112 PRINT "CHR(13)"PRESS "SPACE" TO PLA
Y."
113 *FX15
114 GS=GET:IF(S)=32 THEN:WVDU:GOTO114
115 RETURN
116 DEFPROCstances:COLOURS:DOX=0:EX=0:IF
DRX=2TO1:EX(1)=EX(1)+1:IFEX(1)=1 THEN
EX=1
117 IFEX(1)=1:VE=1:ANDX(1)=1:VE=1:ANDX(1
)=1:VE=1:ANDX(1)=1:VE=1:ANDX(1)=1:
118 PRINTAB(10,15):EX(1)=1 "TAB(10
5(1),EX(1)):CHR(13)
119 NEXT:ENDPROC
120 DEFPROCcol:DOX=0:GS=0:IF(1)=1:PRINT(6
+4*GS+32,(32-GS)+32-40):BORG=2:THEMDOX=1
121 COLOURS:PRINTAB(PS,GS+11) "TAB(PS
,GS):CHR(24):ENDPROC
122 DEFPROCscreen:COLOURS:PRINTAB(6,1
0)"LEVEL "JL:COLOURS:COLOUR(129):FORI=19
TO257:PRINTAB(I,21):FORJ=1TO150:
NEXT:NEXT
123 COLOUR128:PRINTAB(6,10)SPC(8):CH
L(10000129,174,175,175,174,177
124 COLOUR128:COL(5):COLOUR3:PRINTAB
(17,2):CHR(240):MOVE1152:Y2B:DRW(112,512):
COLOUR7:PRINTAB(6,0)"SCORE "S:TAB(10,
27)"DOX=750:COLOUR2:PRINTAB(13,0)STR
ING(15V-1,CHR(239)):ENDPROC
125 COLOURS:FORI=1TO15:STEP7:PRINTAB(
13,21) "CHR(225) "TAB(13,22) "CHR(
224) "NEXT
126 RETURN
127 DEFPROCjump:JZ=1:KX=0:VE=-1:SOUND1
,1,100,1:ENDPROC
128 IF(S)=5 THEN:VE=0:JX=0:GOTO25
129 KX=GS+1:IF(S)=3 THEN:VE=-1:EL:VEX=1
130 IF KX=HG:1:ANDX(1)=HG:1:ANDX(1)=1:AND
DRX=0 THEN:BOUND2,2,150,1:BOUND3,2,140,1:
55=55+500+LS:COLOUR7:RBY=1:PRINTAB(6,0)
:G%
131 IF(L)=ANDX(5)=ANDX(1)=HG:ANDX(1)=VE+1
:ANDX(5)=1:THEM:BOUND1,4,100,1:55=55+1000
:COLOUR7:COLOUR128:PRINTAB(6,0):G%:ER2=
1
132 IF(POINT((X)+HG)+64,(32-YZ-VZ)+32-0
)=10:POINT((X)+HG)+64+96,(32-YZ-VZ)+32-0
)=1 THEN:G%
133 GOTO25
134 GOSUB125:COLOUR6:COLOUR129:FORI=1
4TO16:PRINTAB(19,13):CHR(224):NEXT:RETURN
135 GOSUB134:FORI=14TO16:PRINTAB(12,1
3):CHR(224):NEXT:RETURN
136 GOSUB135:FORI=14TO16:PRINTAB(16,
13):CHR(224):TAB(16,13):CHR(224):TAB(1,13):CH
R(224):NEXT:RETURN
137 GOSUB136:COLOUR120:FORI=14TO16:PR
INTAB(19,13) "NEXT:GOL(6):MOVE600,956
:BRW(600,512):RETURN
138 DATA9,4,99,4,109,4,109,4,117,3,12
1,3,117,3,121,3,117,6,0,3,129,6,137,3
139 DATA9,4,99,6,97,4,101,6,99,6,97,6
,91,6,101,3

```

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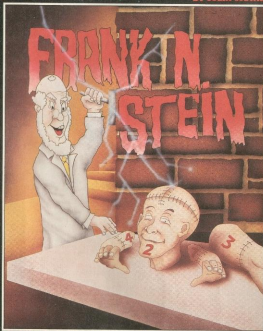
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Ballad of Frank N. Stein

Frank picks up a head,
A chest, some arms and legs.
He takes them to his tower
and adds a shot of power.

Frank must now be berated,
Just look what he's created!
A monster big and mad
The outcome must be bad.

Frank's monster's playin' rough,
Throwin' all kinds o' stuff!
If Frank can't reach that handle
he won't be worth a candle.

Phew! That's got the power off,
but Frank's out of his box!
He's found another brain,
and he's going for it again!

Cambell D. McCausland
(Poet?)



THE SETTING: Professor F.N. Stein's laboratory in his Castle in the Black Forest.

THE TIME: 1884

THE GAME: 50 Screens requiring timing, logic and planning to complete.

THE OPPOSITION: Too many to list here but featuring:- Snails, bats, ice (it makes you slip), firemen's poles, man eating pumpkins, spiders, slime (it slows you down), caterpillars, tanks, springs, light bulbs (they electrocute you), mice, lobsters, snakes, bumble bees, jack-in-the-box etc.

THE OBJECT: As you know, all the best monsters are hand built. Prof. Stein's life long ambition has always been to build his own monster - but first he needs all the bits!

You guide him around the dungeon picking up the bones - make sure you get the right order - then activate him by throwing the switch - the longer you

take to complete each screen the higher will be the charge you give him - and the angrier he will become - so watch out!



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- Centronics-type parallel printer port
- ROM cartridge port
- Uncommitted parallel input/output port
- Internal ROM board port
- Hi-Fi output port
- 4-channel sound through TV speaker
- PAL composite video colour Monitor port

THE RS232 COMMUNICATIONS BOARD

(required for disc expansions)

- Two independent RS232 ports
- 60-way Disc Drive Bus supporting up to four 5.25 and/or 8 inch floppy disc drives, plus instant access Memotech Silicon Discs, and Hard Discs with capacities up to 32 Megabytes

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- Optionally expandable to 512K in increments of 64, 128, or 256K

24K OF ROM which includes:

- MTX BASIC
- Noddy, a simple, text-handling language
- A powerful Assembler/Disassembler – sections of machine code can be created and run by calling the Assembler from within BASIC
- The sophisticated Front Panel, which displays the contents of all registers (including the F flag register) and pointers during program execution
- All four languages can be used interactively with each other, and with the user

ROM EXPANSIONS – up to 72K

- MTX NewWord, a 32K word processing package
- Microsoft PASCAL, written specially for the MTX Series

THE KEYBOARD

- Full size, 79-key, full-stroke professional quality keyboard incorporating:
 - Main Block with typewriter-style layout
 - A separate 12-key numeric/editor keypad
 - Eight programmable function keys (16 with shift)

HI-RES GRAPHICS MODE

- 256 × 192 pixel resolution plus
- 32 × 24 Text in 16 foreground and background colours
- All 16 colours (i.e. 15 colours plus transparent) are available on the screen together
- 32 user-definable easily controllable sprites
- 128 separate GENPAT statements providing a huge range of user-defined characters

TEXT MODE

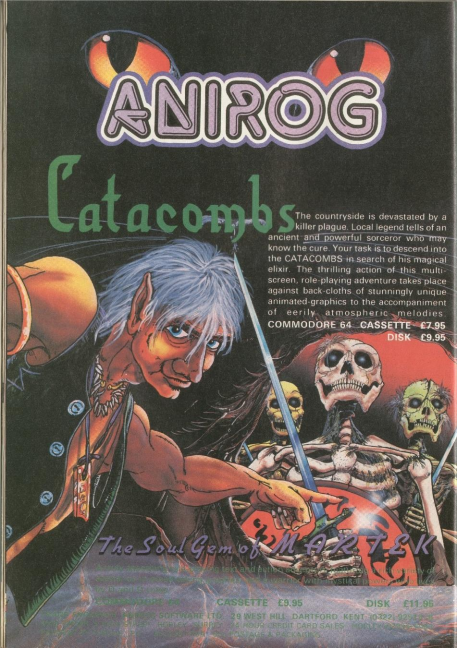
- Text resolution is 40 × 24 characters plus
- 128 user-defined characters
- Eight user-definable virtual screens or "windows" (available in all modes)

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The background of the advertisement features a detailed illustration. On the left, a character with long, flowing white hair and a determined expression is shown from the chest up. He wears a dark, open-topped tunic with a small, glowing red gem on a chain around his neck. He holds a long, slender sword vertically in his right hand. Behind him, several skeletons are visible, some holding weapons. The overall style is reminiscent of classic fantasy role-playing game art.

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POSTAGE & PACKAGING



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 the lists 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

GOOD BUY

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

So save yourself a lot of bother and get the most out of your money by referring to the Good Buy lists. All of the games here are heartily recommended by the PCG team.

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

● ADVENTURE A type of game growing in popularity in which to get things to happen you have to actually type in short instructions, instead of just pressing 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. Adventures usually proceed at a slower pace than arcade games, and their appeal is to do with brain power, rather than finger power.

● 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. But the term is also sometimes used in a more limited sense to mean a game which has appeared in the amusement arcades.

● 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: *Atic Atac*, *Jet Set Willy*.

● ANIMATION Movement modelled on a cartoon, in which, for example, characters walk moving their legs instead of simply being a rigid shape which moves round the screen.

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

● CENTIPEDE Game in which a cen-

tipede snakes down the screen and splits up when you hit it.

● DEFENDER Fast-moving space game in which your ship battles human-sealing landers and many other aliens against a scrolling background.

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

● FROGGER Game where you guide the frog across busy roads and crocodile-infested rivers.

● GALAXIANS Classic space shoot-'em-up with descending aliens wheeling and swooping as they attack.

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

● MISSILE COMMAND An arcade game in which you protect your cities from bombs by laying a protective covering of missile fire.

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

GAMESPEAK

● PAC-MAN Enjoyable maze game - gobble dots and steer clear of monsters. Eat power pills to get your own back.

● PENGY Arcade game in which you slide ice blocks and use an electrified fence to kill snow bees.

● PLATFORM GAME Any game which involves leaping around a series of platforms as in *Donkey Kong* or *Monty Minter*.

● Q*BERT In this game you must colour the blocks on a 3D pyramid while avoiding vicious springs and monsters.

● SCRAMBLE Arcade action in which you pilot your ship over mountains and through caverns avoiding missiles, meteors and other nasties.

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

● SPACE PANIC Frantic game in which you run around platforms, digging holes for monsters to fall into.

● 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 data statistics which you use to make decisions which the program executes.

COMMODORE 64 GAMES A-K

TITLE	PRICE	SUPPLIER	COMMENT
Aztec Challenge	8.95	Audigenia/Centresoft	Dodge spears, rocks and other hazards in a perilous fight for survival
Beach-Head	9.95	U.S. Gold	Multi-stage war-game with great graphics and sound
Chino Miner	7.00	Interceptor	Frenetic multi-level, multi-screen game
Chinese Juggler	6.90	Ocean	Exciting game in which you have to keep the plates spinning
Encounter	9.95	Novagen	Murderously fast 3D shoot-'em-up
Falcon Patrol	8.00	Virgin	Excellent fighter simulation with scrolling 3D landscape
Forbidden Forest	8.95	Audigenia/Centresoft	Terrific atmosphere as you fight your way through a monster-infested forest
Hover Bover	8.00	Llamsoft	Suburban gardeners run riot with their mowers in this fast and witty game
International Soccer	9.95	Commodore	Superb soccer simulation on cartridge
Jazzmin'	6.90	Taskset	Strange and exciting game capturing musical instruments
Jumpin Jack	8.95	Livewire	Definite 3D version of Frogger
Killer Wat	7.95	Alligato	Lovely graphics as you smash lightbulbs and monsters

SPECTRUM GAMES A-J

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Android 2	48K	3.95	Vortex	Very difficult 3D version of RoboRaid
Ant Attack	48K	6.95	Quicksilver	Amazing 3D graphics as you try to save the 'loved one' from killer ants
Atic Atac	42K	3.50	Ultimate	Brilliant and inventive arcade-adventure
Bugaboo	48K	6.95	Quicksilver	Help the stranded flea escape from the bizarre underground world
Cavern Fighter	48K	3.95	Bug Byte	Best Spectrum version of Scramble

Chequered Flag	48K	6.95	Pison
Chuckie Egg	48K	7.90	A&F
Code Name Mar	48K	6.95	Nicomaga
Deathchase	16K	6.95	Nicomaga
Fighter Pilot	48K	7.95	Digital Integration
Football Manager	48K	6.95	Addictive Games
Jet Pac	16K	5.50	Ultimate
Jet Set Willy	48K	0.00	Software Projects
Jumpin' Jack	16K	0.00	Imagine

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Explore the huge mansion in sparkling arcade adventure
A simple, but incredibly addictive game

BBC GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Blogger	7.95	Alligato	Multi-level game with a multitude of objects and obstacles
Chuckie Egg	7.90	A&F	A frantic multi-level game featuring deadly ducks
Colossal Adventure	9.90	Level 9	First of a series of text adventures with 200 locations
Fortress	8.95	Pace	A brilliant version of the 3D space game <i>Zaxxon</i>
Hopper	10.00	Acornsoft	Superb version of Frogger
Killer Gorilla	7.95	Micro Power	Excellent Donkey Kong game with beautiful graphics
Meteors	10.00	Acornsoft	The best version of Asteroids for the Beeb

VIC 20 GAMES A-L

TITLE	MEM REQD	PRICE	SUPPLIER	COMMENT
Bongo	16K	7.95	Anisong	Multi-level game with ladders and girders
Chariot Race	8K	6.95	Micro Antics	Thrilling race game set in ancient Rome
Choplifter	8K	25.00	Audiogenic	Rescue hostages in exciting helicopter game
Defender	8K	19.99	AtariSoft	Good and faithful version of the arcade classic
Gorf	8K	10.00	Vicsoft	Four screens of action with elements from several popular games
Jet Pac	8K	5.50	Ultimate	Use your jet-powered man to avoid the aliens and assemble a rocket
Laser game	8K	6.50	Llamasoft	Fast moving mega-zip with guns on x and y axes

ATARI GAMES A-M

TITLE	PRICE	SUPPLIER	COMMENT
Astrix 2	9.95	English	Excellent version of Scramble
Caverns of Mars	30.00	Atari	Smooth vertical version of Scramble
Choplifter	30.00	Broderbund	Rescue hostages in exciting helicopter game
Defender	30.00	Atari	Authentic arcade action in the classic game
Donkey Kong	30.00	Atari	Rescue your girl from the nasty gorilla in superb arcade copy
Miner 2049er	30.00	Big Five	A Donkey Kong derivative with novel elements
Missile Command	30.00	Atari	The best and meanest version of the original

ZX81 GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Black Crystal	5.95	Cornell	Multi-part graphic adventure
Cassette 4	6.00	Orwin Software	8 games including excellent <i>Scramble</i> and <i>Defender</i>
Forty Niner	5.95	Software Farm	Tunnelling game with superb high-res graphics
30 Defender	4.95	New Generation	Blat alien craft as they zoom towards you
30 Monster Maze	4.95	New Generation	Fight your way through the maze while avoiding T-Rex

ORIC GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Classic Racing	7.95	Salamander	Management simulation with great animation in the races
Colossal Adventure	9.50	Level 9	First of a series of complex text adventures
M.A.R.C.	6.95	PSS	Rescue stranded scientists in original space shoot-'em-up
Mushroom Mania	5.50	Arcadia	Smooth version of Centipede
The Hobbit	14.95	Melbourne House	Innovative graphics adventure based on Tolkien novel
The Ultra	4.95	PSS	Classic multi-stage space game
Xenon	8.50	IJK	Gripping space shoot-'em-up
Zorgon's Revenge	8.50	IJK	Interesting game with the flavour of the Spectrum classic <i>Monk's Mission</i>

DRAGON GAMES

TITLE	PRICE	SUPPLIER	COMMENT
Blac-Hood	7.95	Dragon Data	Q*bert clone on rectangular pile of blocks
Chuckie Egg	7.90	A&F	Addictive multi-level game with deadly ducks
Crusader	6.95	J. B. Morrison Micros	Rescue the damsel in distress
Cuthbert in the Jungle	8.00	Microdeal	Fight your way through the perilous jungle while collecting treasure
Danger Ranger	8.00	Microdeal	Arcade adventure with Kong-style elements
Empire	6.95	Shards	Computer version of the board game Risk
Franklin's Tomb	7.50	Salamander	An eventful text adventure
Frogger	8.00	Microdeal	Nice version of that familiar arcade game
Kruggel	6.95	Beyond	Excellent war-game with scrolling map
The King	8.00	Microdeal	Good version of Donkey Kong
Touchstone	8.00	Microdeal	Exciting game in large underground scrolling maze
Ugh!	6.95	Softek	Enjoy stealing the pterodactyl's eggs
Wizard War	6.50	Salamander	Two player game of battling wizards

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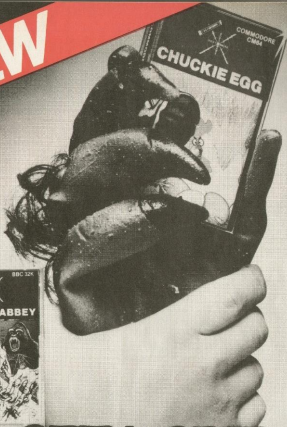
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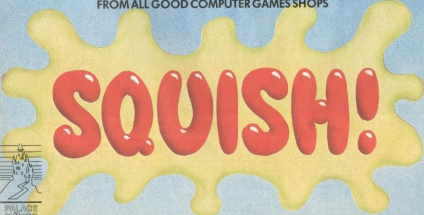
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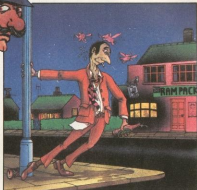
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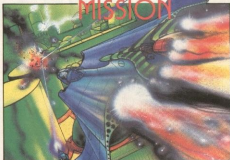
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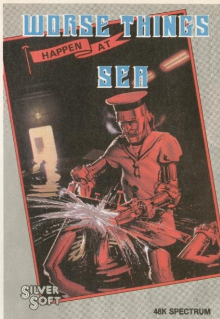
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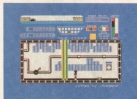
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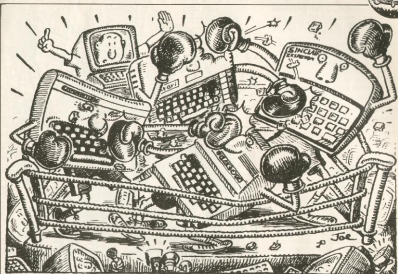


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THE GREAT MICRO DEBATE

Which one's best for games?

IT HAPPENED LATE ONE NIGHT. We were just locking up the office after another hard day's labour when the Spectrum in the PCG cupboard emitted an astonishing statement through its attached speech unit. The other computers began arguing with it angrily. Whipping out his shorthand notebook, editor Chris Anderson managed to get the whole remarkable debate down on paper. We present it without comment.

SPECTRUM: You're all rubbish at games.
(stunned silence)

SPECTRUM: I said, you're all rubbish.

BBC: Who's making that tinny little noise? Oh, it's the Spectrum. What are you talking about?

SPECTRUM: I was just observing that compared to me, none of you is a games machine worth considering. It's a straight matter of numbers. I can play well over 500 different commercially released titles. None of you can match half that.

VIC: Piffle. I've been around just as long as you have, rubber face. And back in the US of A where I'm from there are literally hundreds of different games written just for me.

SPECTRUM: A pity they couldn't make it across the Atlantic.

VIC: A lot of them have.

BBC: They can make the return journey as far as I'm concerned. Have you seen them actually played? Awful, chunky graphics. Positively primitive.

SPECTRUM: Besides, what can you hope to do with under 4K of user memory? Noughts and crosses?

VIC: Get out of it! There have been some great hit games released for me recently. Have you seen *Chariot Race*? That's an original game none of you can match. Besides, by the time I've added 16K expansion I've almost as much usable memory as you, la-di-da BBC. What's more, the top software houses produce programs for me. Have Ulti-

mate ever released a game on the Beeb? Or on the Commodore 64? They have not. But they've produced *Jet Pac* for the Vic 20. And it's GREAT.

SPECTRUM: *Jet Pac* - I remember that game - back in 1983, I think it was...

VIC: At least my version's got decent sound. What do YOU know about the true, full decibel roar of arcade excitement, you silly bleeper?

SPECTRUM: Er, um...

VIC: Or joysticks, if it comes to that. Anyone who wants to use a joystick with you has to buy a special interface first. What a rip-off!

COMMODORE 64: Well said, little brother Vic. And now perhaps, since I'm gradually making you obsolete, you'll let me take over the debate with these British upstarts.

VIC: Don't obsolete me, at least I'm cheap.

BBC: You're all so very cheap. So common.

(jeering, laughter, uproar)

SPECTRUM: The poor BBC doesn't seem to realise that it's actually an advantage to be cheap. If you're cheap, lots of people can afford to buy you. And when that happens, other people decide it's worth their while to write decent games for you. You ever had a decent game written for you, BBC?

BBC: Don't be absurd, of course I have. My software library includes the best versions of the arcade games *Defender*, *Kong*, *Scramble*, *Pac-Man*, *Asteroids*, *Space Panic*, *Galaxians* and *Missile Command* that you'll find on any home computer...

ATARI: I dispute that.

BBC: ... unless you want to pay £30 a time for them on a Yankee Atari.

SPECTRUM: So what, who cares about yesterday's arcade games? Those precious games of yours were released by Acornsoft well over a year ago. What's happened since?

BBC: Quite a lot, actually. For a start the release of *Aviator*, one of the best flight simulators ever. And what about *Zalaga* for a shoot-'em-up, and *Frak* for a platform game.

SPECTRUM: Three good games in 1984 - gosh, that's prolific.

ELECTRON: If you think the Beeb's badly off, what about me? When they made me they said tons of games would soon be available - but where are they? Some of the best BBC games haven't yet been converted. I feel ignored.

ORIC: So do I. I'm every bit as good as the Spectrum - and my sound's far better. But I don't have nearly as many games. Mind you, some of them are very good. Like *Xenon* I and *Zorgon*'s *Revenge*. And, for a great strategy game

there's *Racing Manager*. But ... what's that sobbing noise?

VIC: It's the Lynx. He's weeping! What's wrong Lynx?

LYNX: Oh, I feel so depressed. Listening to you people talking all the time about your wonderful games - and I just get left on the shelf. (sobbing) They told me I had great graphics potential, that I was a great machine for programmers. But hardly anyone bought me, and hardly any games were released for me, and then ... and then ... my company went bust! (uncontrollable sobs) ...

TEXAS: (bursting into tears) Mine did too!

DRAGON: (voice cracking) And so did mine!

(for a while nothing more heard except weeping, sobs and the occasional embarrassed cough)

DRAGON: Still, I suppose one must put a brave face on it. I've seen some fine games in my time.

SPECTRUM: You have?

DRAGON: I can boast an excellent version of *Kong* (*The King*) - and a really good wargame called *Kriegspiel*.

SPECTRUM: And?

DRAGON: And ... er ... the *Cuthbert* series, and several others.

SPECTRUM: Why do they almost all feature green screens?

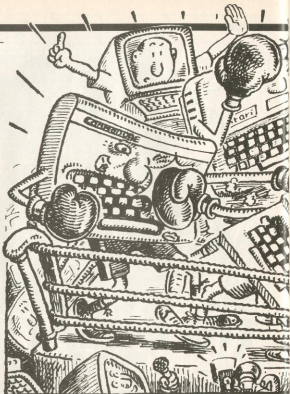
DRAGON: Don't be nasty.

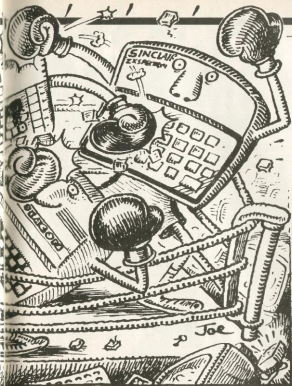
SPECTRUM: And why are Dragon joysticks so hard to use?

DRAGON: I'm going to cry again.

BBC: Keep your chin up, old boy, at least your version of Basic is pretty fine, eh? More than you could say for our American friend over there.

COMMODORE 64: Gee, I'm glad you hadn't forgotten me, because the way I see it I'm the one you should be comparing yourselves to. Just look at me: sprite graphics, 4-channel sound. Compared to me, Spectrum, you're a shmuck. Your graphics are limited, your sound about non-existent. What have you got to





match a game like *Loco*? Or *Forbidden Forest*? Or *International Soccer*?

SPECTRUM: How about *Stop the Express*, *Mugsy* and *Matchpoint*? The sound, I grant you, I can't match, but you can't lecture me on graphics. And I'll tell you what, for all your pretty pictures, you can't offer any games with lasting appeal. Most players are bored with simple arcade fare. They want lots of locations, a difficult task to solve. Where's your *Atic* *Atac* and *Sabre Wulf*? You've nothing to match *Jet Set Willy*. Or *Psytron*. Or *Lords of Midnight*.

COMMODORE 64: Times are changing, kiddo. Just look at this month's game-of-the-month. That's going to be the first of many 64 arcade-adventures. You've gotta remember, I'm still quite a new machine. I've got a big future ahead of me - and my potential is only just beginning to be realised. You, on the other hand, are ageing quite a bit. I wonder which of us will sell better this Christmas.

AMSTRAD: That is a very interesting

question, 64. I wouldn't be too sure it's either of you. The market's changing. You little boys have had your day. But now it's the big boys' turn. People who want a machine with a future will buy me.

MSX MACHINES: (in chorus) Or us.

COMMODORE 64: It's all speculation. You people don't yet have a single decent game to your credit. Buying you now is a gamble. For the most exciting games machine with proven potential, it's me you gotta turn to.

BBC: Yankee booster.

COMMODORE 64: You can't talk. Go back to your TV company.

VIC: Hear, hear.

SPECTRUM: Tired of arguing already?

COMMODORE 64: Of course not, schmuck.

DRAGON: Now, now, manners!

COMMODORE 64: Shut up, dodo!

DRAGON: I'm going to cry!

ALL: (except Dragon)
AAAAAAAAAAAAAGH!

The rest of the debate is lost in a cacophony of noise. Next morning, the chart below had mysteriously appeared on an office desk. What can it mean?

Notes: All ratings are out of 10.

'Joystick compatibility' is rated high if high quality joysticks can easily be connected to the machine, low if special interfaces are needed, or the machine's dedicated joysticks are not top quality. 'Games quantity' measures the number available now in this country.

'Games quality' measures the quality of the best dozen or so games on that micro.

'Tape loading' is a measure of both speed and reliability.

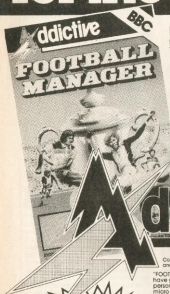
'Games prospects' is a guess at whether many more high quality games are likely to be released for that machine.

Complaints about this chart should be addressed to the PCG hardware cupboard.

MICRO RATINGS	GRAPHICS POTENTIAL	SOUND POTENTIAL	JOYSTICK COMPATIBILITY	GAMES QUANTITY	GAMES QUALITY	GAMES COST	MACHINE COST	TAPE LOADING	GAMES PROSPECTS	OVERALL
SPECTRUM 48K	7	3	5	10	10	9	9	9	8	9
COMMODORE 64	10	10	10	9	10	7	7	8	10	9
VIC 20 + 16K	4	8	10	8	6	7	8	7	4	6
BBC	9	9	3	6	9	7	3	8	7	7
ELECTRON	9	9	3	3	8	7	7	8	6	6
DRAGON	6	6	4	5	6	7	6	8	3	3
ATARI	10	10	10	5	10	2	6	8	8	8
ORIC/ATMOS	7	7	3	3	6	7	9	2	5	5
ZX81	2	0	0	6	1	10	10	3	2	2
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fantasy

SOFTWARE

"Ziggy turned, his fingers clutching the trigger of his capsule gun, something had startled him or had it?

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No sooner than he had accomplished this mission, he was summoned by Time Lord Hamilton (known as Super Ham to his friends) to go to DOOMSDAY CASTLE and to save the Universe from the infinitely evil Scarthax; this being no small task took several megayears. By this time Ziggy was completely exhausted, his capsule battered, dented and wobbling as he limps in the direction of home, a real super hero of our time. Unable to leave the Universe undefended he radioed his great friend and colleague Beaky on the planet of Crackit to stand guard until his return.

Beaky would normally assume this role without a second thought, however he had his own problems to face for the dreaded Eggsatchers had returned to threaten the very existence of his breed. Beaky's survival instincts do not allow him to leave Crackit until he has reared enough chicks to fight off the Eggsatchers. In order to crack it, he must pass through 12 different stages each getting progressively harder.

So we have it, Ziggy returning home for a complete refit under the illusion that Beaky is defending the Universe, surely it can't take Beaky that long to secure his own species and when will Ziggy be back.....?"

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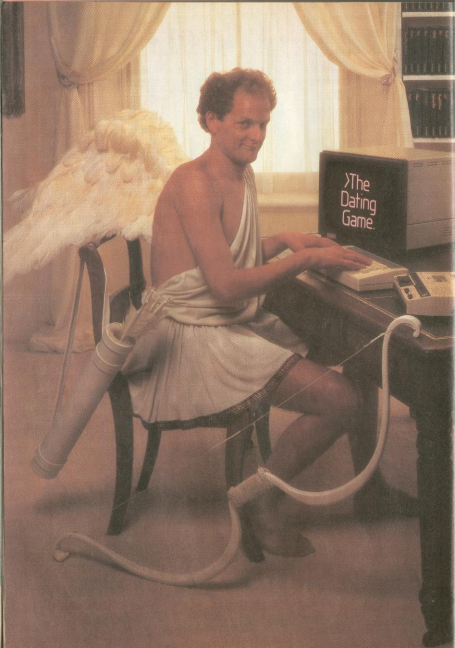
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ACORN **SOFT**

DIANA

Ant-eaters but no meat-eaters in this month's heroic, and vegetarian, 3D *Ant Attack* contest. Even before the traditional pre-Chamber hamburgers were refused the Master should have guessed the preferred diet of the contestants: Jason West of Orpington was sporting a badge proclaiming 'Bernard Matthews should be stuffed' while Diana Theodosiou of Canterbury visibly paled at the very mention of meat.

Neither, though, has any objection to blowing up a few giant ants if they get in the way during Quicksilver's impressive Spectrum game.

Ant Attack takes place in the walled city of Anteschur, where mazes, towers and steps combine in bizarre forms to provide cover for the grotesque and fearsome giant ants which live there. These horrible creatures have stolen your boyfriend/girlfriend and your task is to get 'the loved one' back. Armed with only a few grenades and your wits you hop over the outer wall and begin your search. The game features superb graphics and animation with fantastic 3D views of the city.

Both Diana and Jason are masters of the game's control and strategy. Their high-scores bear witness to their prowess: Diana, with 49,335, had a substantial lead over Jason's best of 47,905.

When you find out how much these two play computer games, though, their huge scores are understandable. 19-year-old Diana puts in a staggering two or three hours per day on games, while Jason, 15, plays for a more modest two or three hours every other day.

Both have been Spectrum owners for quite some time and are dedicated gamers. Diana buys a new game 'every week', which adds up to quite a lot over the year and a half she's had a computer. Jason, too, buys a lot of games and is also an arcade fan, obsessed by the intricacies of *Zaxxon* and *Dragon's Lair*.

But there was no intricacy in his tip for playing *Ant Attack*: 'Venceremos' his entry said. For those with no Spanish this simply means 'We shall overcome', which is not much help to the rest of us but seems to work well for Jason.

Diana did give some more detailed tips, including the essential information that you should 'use the ants to jump over the wall and get your man home', a technique both players used to great effect.

Dauting

Battle commenced with Jason using joystick and Diana keys, and almost immediately the triumphant music proclaimed that lives were being saved. At the beginning of the game both players know just where to go to find their loved ones.

Paralysing ants with great rapidity, both had rescued six loved ones after a



Taking on the killer ants in the strange city of Anteschur

mere five minutes, scoring well over 20,000 points. The screen displayed daunting messages such as 'Who would have thought you could get so far? Better not be silly now!'

And nobody was silly. After ten minutes they had saved nine lives and were ready to break the 40,000 barrier. By now the city was swarming with creeping monsters, and both Diana and Jason were desperately running and throwing grenades.

But the end was in sight. Almost simultaneously they leapt over the wall with their friends and the game was over. The scores were an upset for the form book: Jason - 48,136 and Diana - 47,995. Jason scored his best ever result but Diana was a couple of thousand below her best.

Huge scores

Another contest reversed the positions with Diana scoring 47,845 and Jason, after blowing himself up several times with his grenades, reaching only 43,028. With two such huge aggregate scores how could the Chamber Master declare one of these saviours of humanity a loser?

He couldn't. He's got too much heart. So this month two brave gamers leave the Challenge Chamber with the thanks of the human race ringing in their ears. And the moral of this stirring story is that if you want to save lives - give up meat.



Diana Theodosiou - hours of practice behind her high-scoring



Jason West - achieved a personal best in the contest



for two vegetarians

AV JASON

The Master's massive mail

One of the Master's minions has just arrived, breathless after running all the way from Sweden with this question: 'Am I the first to have managed *Sabre Wulf*? On 1st July I got out the jungle.' Well, Jonas Frober, the answer is no. You're not. The editor of this very magazine escaped some time before you and is alive and well in this office to prove it.

But well done Jonas, and all the other Chamber fans who have sent in entries for Ultimate's new game. Scores of around 100,000 are not uncommon. But more interesting is the time it takes you to escape from the maze. So I'm looking for sabre-persons who can solve the game as fast as possible (and with as LOW a percentage as possible!). So get those entries rolling in.

Meanwhile, back on the other machines, *Chuckie Egg* is still arousing strong feelings and monstrous scores. Richard Mazzaferri of Aberdeen has amassed 10,338,990 in a game lasting 15 hours on his Spectrum. This is just the kind of score the Chamber Master is inclined to doubt, but he had to believe it when he saw that Richard's form had been witnessed by a 'Minister of Religion'.

The Master's faith was bolstered by the long and detailed letter of tips that Richard sent with his form - tips we hope to print in next month's *Tricks 'n Tactics*.

Stunned

Raymond Graham of Birkenhead sent an anguished *Chuckie Egg* letter which almost made the Master's heart bleed. Referring to July's Challenge Chamber he says: 'You had a *Chuckie* play off - without me in it. I'm not being big-headed but I could have handled it. I was utterly stunned and then later angry for not being given the

chance to prove my claim.'

He goes on to say, 'That's all water under the bridge and I'm prepared to just be called the best and forget it.' Very magnanimous. A pity you're about 7,000,000 behind the new Spectrum high score, Raymond.

A couple of letters the Master received were so amusing that he thought they should get a wider readership, so look in *Byte-Back* for a stirring *Snapper* story and some musical tips for *Chuckie Egg* on the Dragon.

Room has run out for the Challenge Chamber this month, but in the next issue the Master hopes to print a lot more of your tips, funny stories and massive scores - so keep licking the stamps and sending the letters.

The scores to beat

GRIDRUNNER VIC 20

- * 447,900 Steven Bell, Barking
- * 330,970 Steven Blunt, Farnborough
- * 315,050 Andrew Philpott, Hertford

REVENGE OF THE MUTANT CAMELS COMMODORE 64

- * 1,885,000 Tom Burton, Saxmundham
- * 1,802,699 Alan Bilsborough, Glasgow
- * 1,420,000 Steven Finlay, Kircaldy

SHEEP IN SPACE COMMODORE 64

- * 1,146,000 Tom Burton, Saxmundham
- * 971,375 Tim Appleyard, Stockport
- * 854,019 Darren Hawthorn, Tadley

SABREWOLF SPECTRUM

- * 115,285 Robert Scott, London
- * 102,015 Andrew Cousins, Hull
- * 98,215 Graham Chadwick, Grimsby

3DANT ATTACK SPECTRUM

- * 49,335 Diana Theodosiou, Canterbury
- * 48,376 J. Jones, Kinghorn, Scotland
- * 48,136 Jason West, Orpington

BONGO VIC 20

- * 2,152,000 Alistair Lindsey, Aberdeen
- * 1,019,000 Kevin Pain, Otterbourne

CHUCKIE EGG BBC

- * 5,127,550 Binesh Patel, Wrexham
- * 3,074,000 Ian Cook, Braintree, Essex
- * 1,583,370 Sandy Rough, Aberdeen

CHUCKIE EGG SPECTRUM

- * 10,338,990 Richard Mazzaferri, Aberdeen
- * 4,601,300 Paul Hoare, Croydon
- * 3,220,550 Raymond Graham, Birkenhead, Liverpool

CHINA MINER

COMMODORE 64

- * 8,700 Robert Ireland, Prestatyn, Chwyd
- * 4,100 Andrew Beattall, Warley

FORBIDDEN FOREST COMMODORE 64

- * 586,280 Jonathan Kenny, Thetford
- * 324,287 J.D. Lister, Stalybridge
- * 323,007 Kevin Leonard, Pontypridd

CHUCKIE EGG DRAGON

- * 5,100,360 Paul Rivers, Oxford
- * 270,375 David Bettis, Finchley, London
- * 251,030 David Bram, St. Austell, Cornwall

SEND US YOUR RECORD SCORES

You too can achieve nationwide fame by sending us your high scores on any popular game for any micro. Just fill in the form below.

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OK - I'll dare the Challenge Chamber

(This portion to be filled in by witness)

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

Name
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 Signed

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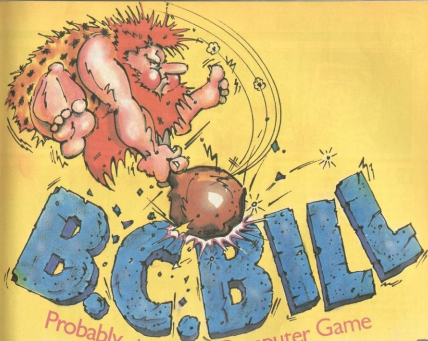
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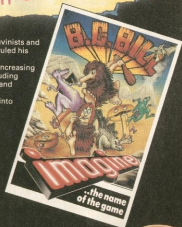
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A Fantastic NEW Game from





1 **How to cross safely.** The key is to understand how the cars move. Until level 6 there are simply two cars moving in each direction. After each car has passed, there will always be a pause before a car of the same colour comes again. So if, as often happens, two cars go through together in one direction, you will be safe from that direction for a bit.

Usually the best policy is to stand either at the top or the bottom of the screen, wait for two cars to go past together from the direction which is hidden and then cross. Should a car then come from the other direction, it will have to travel up or down the entire screen to hit you, so you should have time to take evasive action.

Remember – safety first: the game ends if you get hit by a car but if you're simply too slow you get two more turns. So try to relax, take it easy and cross the road very carefully.

2 **Plan your route.** You should compromise between the need to take houses in sequence as the dustcart moves up the street, and the need to cross the road as few times as possible.

Sometimes it's better to take a series of houses on one side of the road even though you will then have to double back a little to do houses on the other side. Here are the recommended sequences for the first five levels (L=left, R=right).

- 1: LRLRL
- 2: RRLRL
- 3: LLRRRL
- 4: LRLRLRL
- 5: LLRRRLRL



3 **Don't cross verges.** From level 3 onwards, you're often faced with the frustration of having the dustcart parked next to a grass verge.

It's tempting to cross it to empty your rubbish, but nine times out of ten it's not worth it. Your time bonus will probably fall further by stepping on the grass than if you walk the extra distance. And if the verge is opposite the house you're working on, you'll lose your tip.

You can sometimes avoid the problems (on levels 3 and 4) by walking down the OUTSIDE of the dustcart to reach the back.

BE A DEMON DUSTMAN!

Never let them tell you that being a dustman doesn't require skill. You need every ounce you can muster when you take on the job in *Trashman*, New Generation's colourful and addictive game. The Spectrum version was released earlier this year and we promptly dubbed it a PCG hit in our June issue. Since then an equally good Commodore 64 version has come out.

But after you've got used to the game's remarkable graphics and original plot, you must spend considerable time mastering its many subtleties to get a high score. Most of all you have to keep your cool, **Chris Anderson** tells you how.

4 **Don't enter pubs and cafes unless you have to.** These appear from level 5 onwards. If you enter one you may collect a large time bonus, but there's a 50-50 chance that you get no tip and emerge 'drunk' or 'bloated'. This often prevents you finishing in time.

So the correct strategy is to make the pub or cafe one of the last places you collect a bin from. If you're running very short of time, you may then have to gamble by entering them.

Learn to avoid the dogs. This may not seem important early on, but in level 6 dogs will sometimes attack even if you haven't walked on the grass. If you get bitten, you won't get a tip.

Using this advice you should soon be able to reach level 6 and score 10,000 points. If you can score much higher than this write to Challenge Chamber.

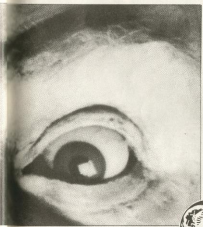
TRASHMAN: THE GAME

YOU'RE A DUSTMAN collecting rubbish bins from a series of houses in a limited time. As your rubbish lorry moves automatically up the street, you have to move to each house in turn, collect the dustbin, take it to the lorry, empty it, and return it. If you can do this without accidentally stepping off the path onto the grass, you will be offered a 'tip' which will increase your time remaining. Hazards include vicious dogs, reckless cyclists, and worst of all, the cars which threaten to kill you each time you cross the road. On the first level you must empty the bins of five houses. Each further level adds an extra house and various other difficulties.



Revenge made simple

Congratulations to Jeff Minter (again!) for his excellent game which I have beaten after hours of overheating my '64. My tips for clearing this game would be to learn individual strategies for each screen and not to worry about scoring highly until you are sure you can reach the next zone every go.



However, there is a BUG (shhh!) on the 8th, 14th, 29th and 41st screens (coincidentally the hardest). It is possible to clear these zones by pressing the Pause key when in danger. The enemies will float harmlessly through you to the edge of the screen. Then release the Pause until again in danger. This, admittedly, is slow, but if you're on your last life on 'Beastly Bonanza' (screen 41) it is worth the trouble.

What an amazing coincidence it is that on screen 36, 'Iratian Onslaught', if you view the aliens upside down, they look like Atari logos - and what do you get if you spell 'Iratia' backwards?

Carl Lyons, Huddersfield

Getting started on the 64

I own a Commodore 64 and have found a way of starting a game (of top quality) even

when the game has started and has a loading error. The secret is to list the listings and find the line which has 'SYS' and five numbers after it. Then type this in and press RETURN. The game should run.

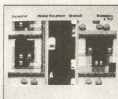
If the listings do not list then load the first few lines again and find the code.

Spencer Coles, Tonyrefail, S Wales

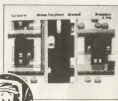
ways found by falling down a trap door which is on the ground floor in one of the smaller corridor rooms.

The RED KEY is always found where the mummy is, which is usually either on the ground or first floor.

TRAP DOORS - Use these for getting from one floor to another, which saves time if you remember where they go to. Also useful when running out of food, because if you fall



Above: Where to stand before crossing the road in Traskman. Below: Two cars (barred) move up the screen so it's safe to cross.



The key to Attic Attack

The GOLD CROSS is found on the ground floor, and wards off Dracula.

The SPANNER is found in the caverns and kills Frankenstein.

The RED LEAF is found on the ground floor. Use it to get the red key off the mummy. Place it in the room and the mummy will move away from the key in search of the leaf.

Other objects which are scattered around the castle can all be used to move the hunchback away from the blue door by placing one of them in the room.

The GREEN KEY is always found in the first couple of rooms on the ground floor near the start, OR on the first floor.

The BLUE KEY is always found in the caverns, usually near a pile of barrels.

The YELLOW key is al-

down a trap door, there is usually food there.

FOOD - Only eat it when you need it. Any food situated on or near an animal skin, leave if possible, as when you jump down a trap door you always land on a skin.

ATTIC - This area of the castle is probably the most important as one piece of the golden ACG key is always in there. To enter the attic, the yellow key is needed, as the only entrance is by a yellow door at the foot of a staircase. Once in the attic be careful not to fall down a trap door which has a clock in the same room unless you still have the yellow key, or you can be trapped.

THE CAVERNS - Don't bother to take in the yellow key, as there are no yellow doors in there. Getting in is easy, but once inside, there are only two ways out, one of which requires the blue key.

J. Southern, Leek, Staffs.

Lords of Midnight solved

It took me five days to complete *Lords of Midnight*. The easiest way of winning is to guide Morkin to the tower of Doom to seize the ice crown. However, to give yourself a harder task try to seize Usharak. On the way there avoid battles, as you need about 10,000 troops to do it. Make sure all troops are invigorated.

Forlame the Dragonlord can be found at a ruin behind a tower in Dodrak. Forlame has the longest day. The only way I found of seizing Usharak was to line up all my armies in front of it and attack in turn. The tower of Longrim is hidden behind the lay wastes. Finally, I think some of the Wise may sometimes lie.

Ben 'Soulboy' Vernon, London

Six tips for Sheep in Space

- 1) When your shields are low, land on some grass and your shields will quickly rise again (up to a maximum of 6).
- 2) If you have enough shields left it can often work in your favour to deliberately crash into an enemy craft.
- 3) Don't shoot the stationary camels placed along the landscape or you'll lose points (camel karma anti-bonus).
- 4) If you're having difficulty shooting an enemy craft, move into the centre of the screen and pass the enemy craft. Then drop down and change direction, so that the craft are coming toward you.
- 5) If you notice that the charges have built up to 4 at both charge busters, and you still have lots of ships to destroy, find some grass to land on. This replenishes your energy, ready to fight in free space.
- 6) If you find yourself in free space, don't panic! First of all keep firing. When all the enemy craft have passed one way, take note of their positions on the screen. You must then turn your ship around and position it where an enemy craft came through before. If you keep doing this, you should destroy some or all of the craft.

Darren Hawthorn, Tadley, Hants.

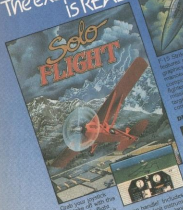
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Through the Forbidden Forest

SPIDERS. Load bow immediately (as with all screens in levels 1 & 2). Run from the first spider to give yourself room to lower your sights as far as they will go. Then move towards subsequent spiders as they appear. They will turn and run from you, and you chase until you're close enough to shoot. Warning! If you stop running, the spider will stop also and turn on you.

BEES. No special technique, just wait. Raise the sights a little. Wait for the bees to come alongside you and shoot them.

FROGS. Keep an eye on the top of the screen before and during reloading. Shoot frogs from side-on.

DRAGON. Set sights to height of Dragon when he's flying horizontally across the screen. If he's coming from the side, run on ahead of him drawing his fire until you see a break in it. Then stop running, let the Dragon come above you, turn sharply aiming slightly ahead of you and fire.

GHOST. Load straight away – sometimes the ghost will appear right in front of you. Otherwise chase the skeletons as you would the spiders (they're worth 1,000 points each) until you can get an easy shot at the ghost.

SNAKE. Load straight away, as sometimes you can fire immediately, without aiming, and hit. Reload with care, watching out for the venom.

DEMOGORGON. Not as hard as it's made out to be! Set your sights to near the top of the screen (one or two character blocks away). Run from side to side, and if you look carefully and closely enough you will see the demogorgon passing in front of or behind the more distant trees. Watch out for his legs, just above the grassy ridges, whilst he's still small, and as he gets larger, a straight edge covering up part of a tree. When you've caught sight of him, turn to the correct angle and fire. Note: sights are the same for screens 4, 5 and 6. I have been through all four levels and levels one and two again for 390,000.

David Wightman,
Halesowen, Birmingham

Mice advice

Here are my tips for playing *Caesar the Cat* on the BBC.

Leave Caesar in different places, and memorise the movements of the mice.

Don't attack a mouse that is about to move on – keep your distance, if you wait he'll come back again.

If three mice gather above the cutlery, chase along a side to the top. They will all run and at least one should appear at either bottom right or bottom left corner.

Wait on the second from the bottom shelf – a mouse will soon appear near you.

Try to get as many points as quickly as possible on the white mice.

Don't take any risks – go around the edges if possible.

Chris Byrne, Gloucester

Mastering Mushroom Mania

I've scored 161,069 on *Mushroom Mania* for the Oric. Here are my tips:

SPIDER. Make sure there is enough room to get under him. If he is too low, move up the screen and he should follow you. Then manoeuvre your blaster under him. But remember that after shooting him, you won't be able to move up for a couple of seconds because of the score, so don't try to shoot him when you're at the bottom of the screen and something else is coming from the side. Instead, wait until he moves down to you, then are over him. You should do this all the time when the spider and Pac-Man go across the screen together – never try to shoot

the spider if Pac-Man is close!

PAC-MAN: As long as you are not on the same line, or are behind him, he will not touch you. Listen for him coming.

CENTPEDE: Try to keep it in one piece – don't have lots of segments all over the screen, just shoot at the ends.

Chris Swift, Bradford

Protection racket

While playing Melbourne House's latest game *Mugsy*, I noticed an amazing bug. When it asks you how much you would pay to stop the mob putting a contract on you, if you type in ~10,000,000,000 you gain an amazing 7 thousand million dollars! It certainly helps my game!

A Wilkinson, Paisley

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Jet Set Willy Pokes

I have a few Jet Set Willy pokes to add to those recently printed in your magazine. They should be entered after loading the first part of the program using MERGE™, and then putting them on lines 31-39. The rest of the program can then be loaded by typing RUN.

1) POKE 37873,0. This means that as soon as you go into a room you get all the objects in it.

2) POKE 37853,52. This flashes the objects up randomly so the game is easy to solve.

3) (for sadists) POKE 37867,0. This means objects don't disappear when you collect them!

4) POKE 37857,0. The screen fills with objects.

5) POKE 37868,0. This means you can't get any of the objects. You just walk through them.

I have not enclosed my address because I am not sure whether it is legal to 'attack' programs in this way. Is it?

Michael Smith

Yes, it's quite all right - just so long as you don't make a few adjustments to it and then try to sell it to someone as your own game! (But who'd want to buy a game where you can't collect the objects?)

Get to grips with Gridrunner

I've scored 171,300 on Mr Minter's awesome game for the Vic. My strategy is simple:

Climb vertically and destroy the initial droid segments. As the y-zapper approaches on its second pass, move to the left extremity of the screen and blow away the remaining droids.

Utilising this method has the advantage that attack can come from only two places - from the right and the row above. If the droids are on consecutive rows and low down the grid, or the x-zapper is low and parallel to the droids, cease firing and avoid the droids, destroying them as they reappear.

Avoiding droids on low levels is relatively simple and requires only a little skip to the required level - joystick accuracy is essential.

Paul Robertshaw,
Doncaster

Bonio advice

I have my own way of playing *Shave in Space*. The best tip is to learn the amount of gravity which affects the curve of the bonios. This is crucial when trying to kill a charge carrier.

Another tip is to start off the screen by blasting all of the hostile ships in free space. After these, destroy the charge carriers.

Tim Appleyard, Stockport,
Cheshire

More on Jet Set Willy

In the Orangery you can get a magnetic head. Position yourself on the steps under the ledge. Press jump about five times. This will give you a magnetic head.

Also, try POKE 36353,44 (after loading the first part of the program using MERGE™). What it does is allow you to get sucked up a left-hand wall if you jump from underneath! You can jump twice as high as usual. Useful for the Nightmare room!

Mark Woodcock, Batley, W Yorkshire

How to Zoom above 600,000 points

I would like to give a few hints on playing *Zoom* (48K Spectrum). My personal high scores are 609,160 followed by 496,850 - the former taking about 75 to 80 minutes, saving 368 hostages and completing 30 attacks.

When an AIRCRAFT attack is taking place there is a position on the screen where nearly all the planes fly through. The height to position the centre of the sight-cross is where the large planes fly. An alternative way of finding it is by looking at the radar screen. The bottom of the viewing window will be approximately one line above the horizon.

To find the horizontal position of the sight place the indicator of the dibar to a position directly under the 'I' of the word DIBAR. In this position all RPVs will run into the line of fire, as will most planes, the only exception being EXORTRON firers at the bottom right of the screen (when they dive). This can be spotted before they get to their firing position because they approach at a level below the RPVs.

For the TANKS use both missiles and machine guns and place the cross as low as possible to avoid hitting the hostages. Using just the machine gun will work just as well - sparing more hostages

Encounter with Encounter

When attacked by the missiles (the diamond-shaped ones which make a horrible whining sound) pull back on the joystick and try to get the missile directly in front of you using the radar. Then keep on firing, keeping your eyes on the screen-window, not the radar, until you kill it.

There is only one snag: if suddenly whilst going backwards you hit a pillar, go forwards a little then pull backwards at an angle which enables you to go round the pillar. The effect of pulling back on the joystick is that it seems to make the missile move slower giving you more time to blow it to smithereens.

Can anyone help with the Boogaboo for the '64? I just can't get out of the cave.

Simon Holbrook,
Isle of Wight

Sabrewulf savvy

I have done it, the impossible, with the help of your map I am the first human being to complete *Sabrewulf*.

The great, incredible achievement was done on this very day (July 22) at 8.05pm. My navigator was my brother Tony, my 'pause-button' operator was my wife Sue and my amulet seeker was my sister-in-law Christine Gerrard.

I had lots of luck in capturing a number of extra lives which proved to be very valuable.

After finding three pieces of the amulet I started to make my way towards the cave. After passing it still with only three pieces, I found the fourth which was very close to the cave.

My proof of completing the game is the message which appears on the screen after you pass the keeper. The message tells you the next part of the four-part series which I can now reveal is UNDERWORLD.

My advice for other *Sabre Wolf* fanatics is:

1. You need at least three people - one to operate joystick, one to look at map, one to use pause button.
2. You need a joystick.
3. You certainly need PCG's map.
4. The joystick operator must have lots of experience.

Andy Batchelor, Thornton Heath, Surrey

Sorry Andy - you're not the first to complete the game (see *Hotline*). *Sabre Wolf* players will be interested to know that the pieces of the amulet aren't randomly distributed but are always found according to sequences of locations.

Finding the first piece in one location should tell you where the other three are.

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Here's a quick selection from the Digitiser print-out. Keep those calls coming in everybody, and don't forget to speak clearly and leave your name, address, and telephone number.

Conversion query

Can you tell me when Ultimate are bringing out their games for the Commodore 64 and if they're bringing out *Sabre Wulf* for it. If they do, how much will they cost?

Ian Dalach, Johnstown, Scotland

Sorry, Ian, but a spokeswoman for Ultimate said that they have no plans at present to convert their games for the Commodore 64. Still, we live in hope...

Moving question

I am having trouble with how to make my characters move around the screen. Could you tell me how to do it.

Anon

Try keeping the characters still and moving the screen instead.

Ultimate rubbish?

I'm complaining about Ultimate's *Sabre Wulf*. Frankly £9.95 is a lot for the Spectrum and it's a load of rubbish. It's just another version of *Atic Atac*, that's why it's so awful.

Jason Scotcher, Chingford.

Check out this month's Top 50 Charts, Jason. I think you'll find that most people wouldn't agree with you about *Sabre Wulf*.

Hard sell

I'm phoning you about the way I get treated when I go into Sumlock, home of LiveWire software. When I go in to try and purchase some software, I get insulted and thrown out. When I try to go in again, I get brutally attacked. I am getting sick of this as it is the only computer shop in my area that stocks software. Could you give me some advice?

Mark Bottomley, Manchester

They're a fierce lot at Sumlock, Mark. Especially when they think you're just going in to play the games and not buy any. Come on now lad - just how many games HAVE you bought there? The Commander awaits your reply, Earthling.

Running circles round your Oric

After hours of toil and error I've actually found a cure for the Oric oval. What you do is draw a circle and then put in the command `PULL 1,1,29`. The whole screen should stretch upwards and make the oval into a circle.

However, if your screen goes all spaghetti-like then adjust the vertical hold on the TV set and it should go back to normal.

Entering `PULL 1,1,31` flattens the screen again. Up IJK, down with Software Projects. Up with the Orics, down with the Spectrums.

Simon Deverell, Birmingham



Matrix magic

I'd like to say to all Vic owners, on the game *Matrix* by Llamasoft, if you press the CTRL key, the RUN/STOP key, the Commodore key, and the SHIFT key during play you will automatically go to the next level.

Richard Simpson, Swindon

Ant Attack antics

A funny thing happened to me playing *Ant Attack* the other day. After picking up the third person to take home, loads of people came out and I ended up with seven different people following me about. It was great because I could jump on their backs and if they jumped on each other's backs then I could climb up really high and jump off. Then I got a 'nasty fall' warning. Has anyone else found this out?

Gary Patterson, Leicester-shire

Speedy bug

I've found a bug in Atari's *Pole Position*. When you start the race you have a time to do it in and lap time increases or decreases depending on how well you're doing. But if your time goes over 100 seconds - say 103 - the game will only read it as 3 seconds, so this stops you from getting high scores. My best is 11,250.

Chris Briggs, Evesham

Trashman tactics

Could you give me some information on how to solve *Trashman*, and how to make him go faster and get more?

Barney Thrower

Sure can, Barney. Just turn to the new *Tricks 'n' Tactics* section in this issue.

Up against the wall

Hi, I've just recently purchased a game called *Manic Miner* and enjoy it very much. Unfortunately, I have a problem. On the eighth level - Miner Willie meets the Kombies - there is a wall down the middle and I cannot get off the ground because of it. Is this a fault or can you help me?

Michelle Peters, Sevenoaks, Kent

Code breaking

I'd like to talk about *Wheelie*. I have the codes to get on to the various sheets:
For the 2nd sheet - WITTY
For the 3rd sheet - SHARK
For the 4th sheet - BEBOP
For the 5th sheet - XENON
For the 6th sheet - ZX83B
For the 7th sheet - 2MQL3
For the 8th sheet - HRME2

Anon

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1999	1,900	190
2000	2,000	200
2001	2,100	210
2002	2,200	220
2003	2,300	230
2004	2,400	240
2005	2,500	250
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2007	2,700	270
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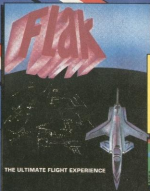
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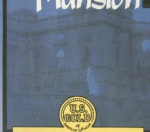


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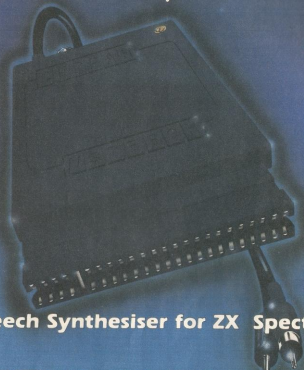
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WARRISH DEVASTATED

Dominion troops were wiped out to a man in the defence of Warrish against an overwhelming Union attack early this morning (writes our Helix correspondent).

During one of the worst dust-storms seen in the country since the beginning of the current Sun-cycle, a massive Union invasion force of over 50 armies swept over the southern borders and annihilated all opposition.

Warrish commanders, who had just begun a missile strike against neighbouring Dweria, were caught completely by surprise. The Union now controls a well-defended block in south-eastern Helix and Union commanders were in an expansive mood at a press-conference given this morning.

Behind the scenes, however, con-

siderable dismay was voiced over the loss of Bikonika. Last month the Union had to withdraw from Lorilon, and their defeat in Bikonika signals the end of their hopes in Central Helix for the near future at least.

Secrecy

Meanwhile the Federation is maintaining a tactful silence following their abortive attack on Himonia in the Northern Provinces. However a shroud of secrecy surrounds Federation policies in Vindrish, recently reinforced by Knephet. Will the Federation strike south into Zorg. Or is this a centralisation of resources? Time and your votes will decide.

The Commune continued to struggle with the problems posed by their divided position. In the Central Commune territories Aberstrof, Norland, and Zorg continued to build up defence forces. Rorglia mounted an abortive attack against Iskrand, but succeeded in destroying 15 Dominion armies in the process.

Commune commanders weren't laughing, however. They lost 10 armies in the attack and as a result of a neighbouring missile attack. Mass resignations from the Rorglia war-cabinet are confidently expected.

Confidence

Meanwhile in Droom there was widespread confidence following a massive

Commune build-up. Dominion commanders in Elmet have sensibly started building shelters.

The outcome of next month's votes should prove very exciting. There are still rich prizes to be had in the neutral territories, and already the superpowers are showing careful planning in their struggle to control the planet.

Honour, power, and prestige can all be yours. Get voting straight away, and if you haven't already joined then enlist today. It's never too late, and the fate of a world is on your hands.

This month's moves

The following orders were carried out by each country, as decided by your votes.

DOMINION

Elmet BS, Iskrand BA, Jorlon RI, Lorilon AB, Olgrish LR, Warrish LD.

FEDERATION

Knephet RV, Tigrion RD, Upland AH, Vindrish BA, Dweria BA, Fargrim RD

COMMUNE

Borgonia BA, Callyria RD, Droom BA, Norland BA, Rorglia AI, Zorg BA, Aberstrof BA

UNION

Pugrosch RY, Quithlin RY, Yinkan AW, Bikonika BA, Charg RY



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Key to map of Helix



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On the far-off planet of Helix, four superpowers are at war:

- The Union of Golathic States
- The Rorkian Federation
- The Commune of Margrand
- The Lorkonist Dominion

Each of the four powers controls a certain number of the planet Helix's 32 countries. Their aim is to capture more territory, and any power which manages to gain control over more than half of the planet (i.e. 17 countries) wins the game.

PCG readers playing the game are allocated to a superpower. They must then decide how each of the countries controlled by their power should move and vote accordingly. The possible moves are:

- BUILD ARMIES** **BUILD SHELTERS**
- BUILD MISSILES** **BUILD FACTORIES**
- SUPPLY** (another country)
- REINFORCE** (a neighbouring country)
- LAUNCH** (missiles)
- ATTACK** (using armies)

After the votes have been counted by the computer the moves which received the most votes are acted on. Once all four powers' moves for each country have been worked out, the computer uses the game's detailed rules to calculate the result.

Most exciting of all, however, is the election of the war-lords. Each month the computer will nominate those players from each superpower who suggested the most effective policies. War-Lords will have their names printed in the magazine and, most importantly, will have their voting strengths increased for future games.

FEDERATION HEAVYWEIGHT

A powerful hero has emerged from the ranks of the Federation. Paul Johnson of South Shields, Tyne and Wear, has headed the war-lords list for the second time. He now wields an awesome 191 votes (allowing for the loss of 5 votes a turn which happens to all war-lords to prevent them resting on their laurels). Helix's second most powerful war-lord is the Union's B. Musgratt with 176 votes, followed by the Commune's Andrew Clarke with 151. David Phillips of the Dominion is the only war-lord to have scored each month - he has 141 votes along with the Federation's Iain Smith. Congratulations, gentlemen.

WAR-LORDS

These heroes, who submitted the best votes. Their voting strength will go up by the number of votes in brackets.

DOMINION Andrew Blackmore, Boston (100); John House, Chippingham (90); Stephen Roberts, Market Drayton (85); A. J. Lane, Leeds (70); Alan Walker, Hemmingham (60); S. Ophorne, Cardiff (60); K. Morris, Solihull (50); David Phillips, Manchester (40); D. Dickinson, Cambridge (30); Andrew Bridge, St. Helens (20); James Ferguson, Glasgow (10); Simon Cook, Derby (00); Timothy Healey, Milton Keynes (00); Bob Jones (00); Dylan Lewis (00).

FEDERATION Paul Johnson, South Shields (190); Brian Hughes, Gosport (90); David Boske, Wolverhampton (80); Ian Smith, Forfar (70); Simon Wilson, Newcastle (70); Kevin O'Neill, London (70); Matt Robinson, Croydon (70); M. B. Coleman, Sitting (50); Joe Darcy, Hereford (20); Alan Smith, Airdrie (20); Simon Alcock, Norwich (20).

COMMUNE Adley Sidgill, Bathurst (180); Ian Cople, Dundee (90); Bill Munn, Penrith (80); Ian Burns, Weymouth (60); Stephen Tait, Dundee (60); Andrew Clarke, Wiltshire (60); Roger Kertley, Chesham (50); P. Pugh, Watlington (30); P. Evans, Bradford (30); Helen Lister, London (30).

UNION B. Musgratt, Salisbury (100); Peter G. Cress, Hackney (90); Ian Bell, Sheffield (80); David Tucker, Almondsbury (70); Richard Mazzoni, Aberdeen (70); George Gilchrist, Bournemouth (70); Michael Young, Didsbury (70); Frank Humphreys, St. Mary's (70); Paul Hildreth, Leeds (70); Anton Parker, Bournemouth (70).

● Final Conflict - How to vote

Enter one vote for each country that your super-power controls. Different superpowers control different numbers of countries so some of you will not need to fill in all the lines in the form.

First of all write down the list of countries (IN ALPHABETICAL ORDER) that your power controls, entering them in the lines provided.

Next, enter your votes for each country. Each vote is made up of just TWO letters. For the Attack, Launch missiles, Reinforce, and Supply orders you use the letters A, L, R, or S followed by the first letter of the country to be attacked, supplied etc. So to vote Attack Davaia you would write AD. The other possible votes are Build Armies (BA), Build Missiles (BM), Build Factories (BF), and Build Shelters (BS).

Final Conflict Voting Form

Name

Address

Membership code

Country	Vote
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	

Post this form to Conflict Voting, Personal Computer Games, 62 Oxford Street, London W1A 2HG. All votes must arrive by first post on 28th August to allow us time to process them. We are forced to hurry you due to an earlier publication date next month.

● FINAL CONFLICT ENTRY FORM

Complete this form and send it to us. You MUST enclose a stamped, self-addressed envelope. We will then send you a rule booklet and your exclusive membership code.

Name

Address

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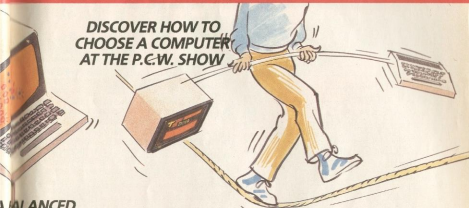


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Activision	79	Logic 3	112
Acorn	98/99	Memotech	81
Addictive Games	94	Micromega	23
Alligata.....	49	Micropower	121/123/125
Anirog.....	8/82/89	Miles Better Software	102
Artic	32/96	New Generation	53
Beast Software	109	OE Limited.....	126/127
Beau Jollys	96	Ocean.....	114
Beyond.....	74/102/IBC	Palace Software	88
Britannia Software	22	Personal Software Services	80
Channel 8 Software	119	Scorpio Games	61
Cheetah Soft	56	Silversoft.....	90
CK Supplies	44	Slogger Software.....	52
Computer Dungeon	36	Statesoft.....	7
CRL	10/11	Talent.....	70
Currah Computing	118	Taskset.....	26
Cygnus Two.....	109	UBIK Software	86
Discount Computer Services	85	US Gold	17/24/97/106
Dorcas Computer Services.....	22	Virgin Books	36
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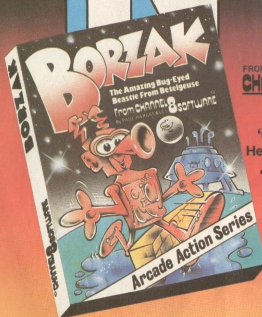
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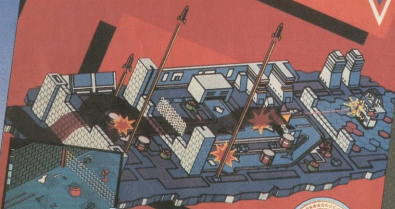
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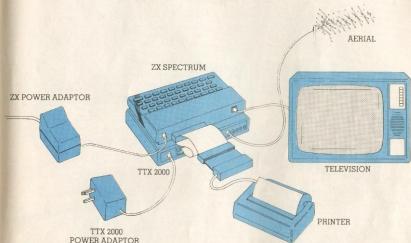
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