

FEBRUARY 1985

95p

Dm6
S\$4.70

**Underwurlde and
Knight Lore
maps!**

COMPUTER & VIDEO GAMES



WIN
STARFIGHTER
SURVIVAL
KITS
WIN
SYSTEMS 3
GAMES FOR A
LIFETIME!

WAKELIN '84

FREE

PROGRAMS FOR THE
Spectrum, Commodore 64, BBC,
Vic-20, Atari, Dragon and Texas

page
**52 BOOK
OF GAMES**



WIN
GHOSTBUSTERS GAMES

AIRWOLF



"SURPRISE RELEASE!"

Airwolf

'Stringfellow Hawke' is a former Vietnam chopper pilot and the only man in the free world trained to fly the billion dollar helicopter AIRWOLF. You are 'Stringfellow Hawke'.

Fall Guy

20th Century Fox's super-stuntman Colt Seavers in his first stunt-packed computer movie.

Dukes of Hazzard

It's the 4th of July and Bo and Luke Duke are planning their noisy, annual party, but Boss Hogg knows about the Duke boys plans and has sent Roscoe and company out to put a stop to their revelry.

Kokotini Wilf

An arcade adventure worthy of comparison with 'Jet Set Willy'.

48K SPECTRUM
£6.95
COMMODORE 64
£7.95

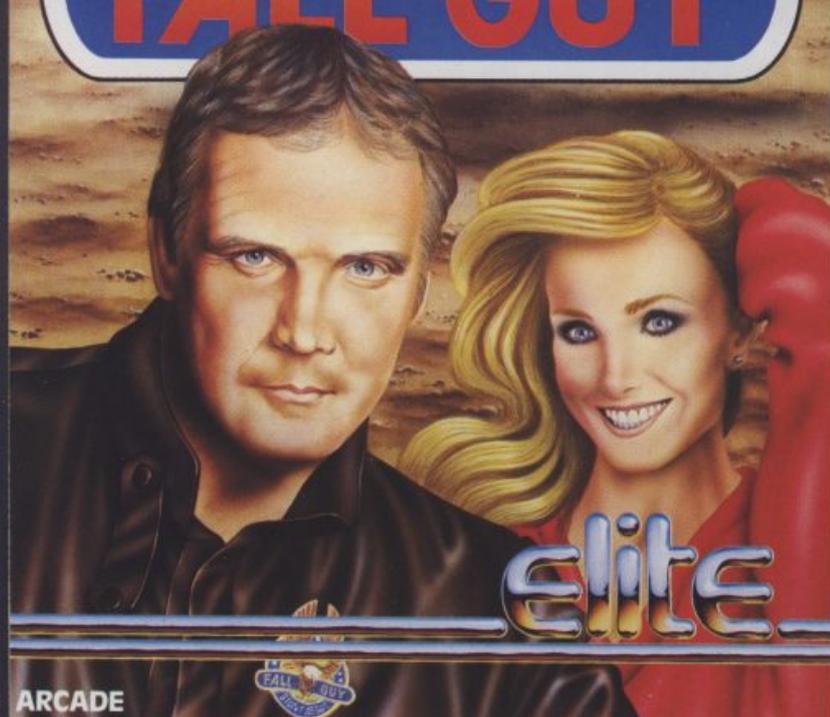
48K SPECTRUM
£6.95
COMMODORE 64
£7.95



PRESENT
LEE MAJORS
in



FALL GUY



elite

ARCADE

48K Spectrum and Commodore 64

OFFICIALLY LICENSED
FOR THE
WARNER BROS.
MICROVIDEO



THE DUKES OF HAZZARD



elite

ARCADE

48K SPECTRUM
£6.95
COMMODORE 64
£7.95

Coming to your Micro early 1985

Every single ELITE product carries the unique 'ELITE' Holographic Sticker. Make sure your copy does, its your guarantee of quality.

WILF



ARCADE
ADVENTURE elite

48K SPECTRUM
£5.95
COMMODORE 64
£6.95

AVAILABLE IN NOVEMBER

AVAILABLE NOW

Mail Order: Just send a cheque or P.O. payable to 'ELITE' or quote your credit card no.



Cover: Bob Wakelin

Read all about *Gremlins* in our Film Fantasy feature on page 110.



Editor
Tim Metcalfe

Deputy Editor
Wendie Pearson

Editorial Assistant
Lesley Walker

Staff Writer/Reader Services
Seamus St. John

Art Editor
Linda Freeman

Designer
Ian Noble

Production Editor
Mary Morton

Advertisement Manager
Louise Matthews

Advertising Executives
Bernard Dugdale, Sean Brennan
Phil Godsell

Production Assistant
Melanie Paulo

Publisher
Rita Lewis

Editorial and Advertisement Offices:
Priory Court, 30-32 Farringdon Lane
London EC1R 3AU
Tel: 01-251 6222

COMPUTER & VIDEO GAMES POSTAL SUBSCRIPTION SERVICE. By using the special Postal Subscription Service, copies of **COMPUTER & VIDEO GAMES** can be mailed direct from our offices each month to any address throughout the world. All subscription applications should be sent for processing to **COMPUTER & VIDEO GAMES** (Subscription Department), Competition House, Farndon Road, Market Harborough, Leicestershire. All orders should include the appropriate remittance, made payable to **COMPUTER & VIDEO GAMES**. Annual subscription rates (12 issues): UK and Eire £15. Additional service information, including individual overseas airmail rates, available upon request. Circulation Department: EMAP National Publications. Published and distributed by EMAP National Publications Ltd.

Printed by Severn Valley Press. Typeset by In-Step Ltd.

FEATURES

MAILBAG 5

FIFTH COLUMN 15

EXTRA BITS 28

COMPETITIONS 30
Free Commodore games for life? Impossible! Plus details of our *Doomdark's Revenge* and *Ghostbusters* competition.

ZORK 53
Keith Campbell takes you on a guided tour of The Great Underground Empire of the Zork trilogy.

PROFESSOR VIDEO'S WORKSHOP 60
Introducing the first in a brand new feature — Prof Video's own hints and tips page based on YOUR game playing tips.



DOOMDARK'S REVENGE 101
The third and final part of our Fighting Fantasy adventure. In this episode, you take the part of Morkin, son of Luxor the Moonprince, as he makes his way across the hostile land of Icemark.

FILM FANTASY 110
Science fantasy films are all the rage at the moment — and several have games spin-offs. We take a look at some of the films — notably *Ghostbusters* and *Gremlins*.

HALL OF FAME 112
Keep on sending us those hi-scores and those photos of yourself. We like to see what you look like.

LAST STARFIGHTER COMPETITION 116
Win yourself an exclusive *Computer & Video Games* Starfighter Survival Kit. All you have to do is answer three little questions.



CHARTS 66
The C&VG/Daily Mirror Top 30 chart — the first and the best — gives you the rundown of the top software.

ADVENTURE 68
It's Aztecs everywhere this month. Also details of an intriguing new game from the States — *Murder on the Zinderneuf*.

BUG HUNTER'S PROBLEM PAGE 72
Problems! Problems! C&VG's very own agony aunt — alias Bug Hunter — comes to the rescue.

ADVENTURE HELPLINE 77
Adventurers in distress — fret no more! Keith Campbell is at hand to unravel those insoluble mysteries.



KOKOTONI WILF 118
Journey back through time with Kokotoni Wilf as he searches for the fragments of the Dragon Amulet. The map and tips should help you on your way.

KNIGHT LORE 122
Neil Shimwell sent us in a super map to help you fathom out the mysteries of *Knight Lore*! There are some great tips too!

UNDERWURLDE 125
You'll definitely need the help that this map can give you.

BUG HUNGER 126
Bug Hunter's parting shot? Never fear — Bug Hunter lives on and his answering machine never goes home.

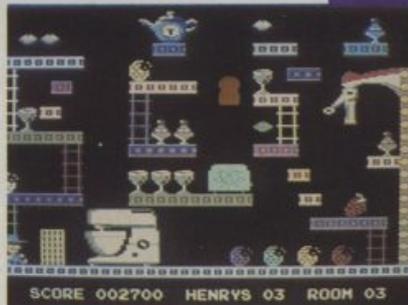
NEWS AND REVIEWS

GAMES NEWS 17
You've heard of *Frankie Goes to Hollywood* — well now he's going into software. Sounds like Parliament is about to get tough with the pirates, too!

REVIEWS 40/91
Cyclone is our Game of the Month but we also take a look at *Alien*, *Henry's House*, *Psi Warrior* and many more in a bumper TEN pages of Reviews this month.

ARCADE ACTION 84
The Arcade Spy takes a look at some of the sports simulations that have hit the arcades over the last year. Plus *Equites*, a robot shoot-'em-up from Sega.

NEXT MONTH 128



Screen from *Henry's House*

INTERCEPTOR SOFTWARE

Presents

Jewels of Babylon

NOW AVAILABLE FOR THE
48K SPECTRUM £5.50
AMSTRAD £6.00



WRITTEN BY DAVID W. BARBER
GRAPHICS BY TERRY GREEN
PRODUCED BY RICHARD PAUL JONES

The most exciting adventure game for the SPECTRUM 48K and the AMSTRAD CPC 464, with fantastic high-resolution graphics and plain English commands. Available NOW from all Major computer stores or direct from Interceptor Software.

DEALERS

Ring Mark or Terry on
(07356) 71500/71505 NOW!

INTERCEPTOR
SOFTWARE

Linden House, The Grove, Farley, Hants, England
TEL: (07356) 71500/71505 TELEX: 849101



THE HORRORS OF THE HOLOCAUST

Dear Sir,
I thought my Nazgul raiders were the most evil creations in Middle Earth. That was before I discovered *Raid Over Moscow* by US Gold. What a nasty little number! The horrors of the nuclear holocaust all in the name of good fun. It's not as if ethics have been sacrificed for graphics and playability. I myself have played it and I think I'll stick to torturing Hobbits if I feel like a bit of fun.

Sauron
Mordor
Middle Earth

WHAT WILL IT DO FOR PEACE?

Dear Sir,
After reading November's issue of *C&VG*, I was horribly shocked, indeed offended, that you had published your otherwise excellent magazine with such a tasteless and insulting advertisement as the one on page 125 — *Raid Over Moscow* by US Gold!

I don't doubt that it is, or maybe, an excellent game, but I do not wish to be drawn into another sick episode of this American hang up with the peoples of Russia!

The advertisement, let alone the game, is provocative, insulting and harmful to what any peace-loving person dreams for . . . and your acceptance of the advertisement indicates to me that you have no objection to the thought of bombing other peace-seeking Russians in Moscow!!

I'm sorry — that sort of trash I can do without . . . and to think that a few years ago I used to think that a war with the Communists was totally

unthinkable and that Western governments were concerned with finding any sort of peaceful solution. Now it seems that war is inevitable . . . and we're preparing for it . . . and preparing our children too!!

BUT NOT MINE!!

Jeff Stones
Dronfield
Sheffield

THE GRAPHICS ARE GREAT ANYWAY

Dear Sir,
My view on *Raid Over Moscow* is that it is brilliant. The mark of 8 you gave for graphics I thought was too low, though. I would give it 10. Despite the fact that, as you say, at the beginning it is difficult to learn how to control the plane, once you have mastered it you certainly find it is worthwhile.

I personally think that if a game is too easy you will soon get bored with it. This game gives me a challenge and I still haven't blown up the second robot at the end yet — and that's at level one. Regarding your comments on the game being questionable and whether you were being hypocritical by criticising that aspect of the game, I think you are being hypocritical about it. I would never have thought of the game being questionable if I hadn't seen your comments on the bottom.

A brilliant game like this should not be marred by comments about whether it is questionable or not. You really must put a game and reality into their own perspective. The packaging describing the game is excellent and this one I think will sell as many, if not more, copies

than *Beach-Head*. The challenge is greater to attract more buyers. Keep it up, Bruce Carver!

Andrew Wyles
Grantham
Lincs

PS May I thank you for the best computer magazine you can buy.

DEVIOUS WAYS WITH DECATHLON

Dear Sir,
I've got some great tips for Daley Thompson's *Decathlon*. On the Long Jump, land just behind the jump line, then watch the man with the tape measure go super-bonkers. My best on the long jump is over 423m. On most throwing events, throw the object at 45° but on the Javelin, if you haven't got much speed, throw it at about 55°. On the Pole Vault, land the pole just behind the bar then just after the pole has bent half way up, let go. On the 1500, run up to 1000m with your speed just about in the purple then up to full for the last 500m.

Malcolm Perryman
Caterham
Surrey

A GAME BY ANY OTHER NAME?

Dear Sir,
Another magazine which I read did a review on the perils of piracy. It didn't mention anything about the mega-ripoffs. We all know what they are and curse the day we bought them. Ultimate's *Sabre Wulf*, is just another scenario for *Atic Atac*, and Melbourne House's *Hobbit* is a superb game but at a price too high for most people to reach (without saving). It would have been much better at around £700. The only game which I have seen which is worth the money

is Bug-Byte's *Twin Kingdom Valley*, (hereafter known as TKV). I was astonished at the graphics which I saw on my friend's Electron. I was overjoyed to see the price when it came out for the Spectrum at the right price of £7.95.

The graphics are astounding — it must be the best game at the price Dare I say better than *Jet Set Willy*? Well it is, it's a must. If you thought the *Hobbit* was good value, this must be dead good value!

This is why the games are copied. They are priced at such high levels that the only way to get one is to copy it. Thus is the law of pirates!

I was thrilled to receive my copy of *Danger Mouse* in *Double Trouble*. My high score is 20,345. Can anybody beat that?

Thanks for a great magazine!
Cedric Hubbard
Ottershaw
Surrey

PYJAMARAMA IS FOR THE 64 TOO!

Dear Sir,
In your November issue, you donate a large area for the review of *Pyjamarama* by Mikro-Gen. Why do you not mention that it is also available for the CBM64? Please print this so other CBM64 users can delight themselves with the "Oh so excellent" graphics, etc.

Neil Munro
Kings Langley
Herts

PS. Please send me a t-shirt (medium) or is that pushing my luck a bit . . . ? I've got two wives, 17 children, I live in a shoebox in the middle of a motorway . . . the envelope is on HP, er what else can I beg with?!

What do you mean I can't have a t-shirt?!

MEGASAVE FANTASTIC SAVINGS

SPECTRUM	SPECTRUM	SUICIDE EXPRESS 6.85
THE GREAT SPACE RACE.....12.95	DOOMDARK'S REVENGE..... 8.50	WHITE LIGHTNING..... 17.50
GHOSTBUSTERS..... 8.50	UNDERWULFE..... 8.50	SPY VS SPY..... 8.50
SPIDER MAN..... 8.50	KNIGHT LORE..... 8.50	PSI WARRIOR..... 8.50
MACHINE LIGHTNING..... 17.50	FALL GUY..... 5.95	COMBAT LYNX..... 7.85
GIFT FROM THE GODS..... 8.50	ZOMBIE ZOMBIE..... 5.85	CLIFF HANGER..... 6.85
MUTANT MONTY..... 6.95	TRAVEL WITH TRASHMAN..... 4.95	FIGHTER PILOT..... 8.50
HUNCHBACK II..... 5.90	STRANGELOOP..... 4.95	PYJAMARAMA..... 6.85
SKOOL DAYS..... 4.95	KUNG FU..... 5.85	GHOSTBUSTERS..... 9.50
SKY RANGER..... 4.95	PROJECT FUTURE..... 6.00	B.C.'S QUEST..... 8.50
ALIEN 8..... 8.50	AIRWOLF..... 6.90	MOTOR CROSS..... 6.85
BOULDER DASH..... 6.85	EUREKA..... 12.95	INTERNATIONAL FOOTBALL..... 12.95
BLUE MAX..... 6.85		BLUE MAX..... 8.50
SON OF BLAGGER..... 4.95	COMMODORE	TORNADO LOW LEVEL..... 6.85
KONG STRIKES BACK..... 5.90	BATTLE FOR NORMANDY..... 12.95	CADCAM WARRIOR..... 8.50
STAR STRIKE..... 4.95	COMBAT LEADER..... 12.95	STAFF OF KARNATH..... 8.50
COMBAT LYNX..... 7.85	TIGERS IN THE SNOW..... 12.95	RAID OVER MOSCOW..... 8.50
AMERICAN FOOTBALL..... 8.50	SWAG..... 7.85	SPIRIT OF THE STONE..... 12.95
MATCH DAY..... 6.85	SPACE SHUTTLE..... 8.50	SUICIDE STRIKE..... 8.50
HOUSE JACK BUILT..... 6.85	SHOOT THE RAPIDS..... 6.85	CURRAH SPEECH..... 27.50
PYJAMARAMA..... 6.85	BOULDER DASH..... 6.85	MY CHESS II..... 8.50

FREE POST PLEASE STATE WHICH MICRO FAST SERVICE
SEND CHEQUE/P.O. TO:
MEGASAVE DEPT CVG, 76 WESTBOURNE TERRACE, LONDON W2

ATTENTION COMMODORE 64 USERS!

Hire all the latest games at the lowest prices,

HIRE!! £1 FOR 7 DAYS

- ★LIFE MEMBERSHIP £5.
- ★ALL GAMES JUST £1 FOR 7 DAYS HIRE INC. 1st CLASS P&P.
- ★TOP 50 L.E.T. GAMES ALWAYS IN STOCK.
- ★ALL ORIGINALS WITH FULL DOCUMENTATION.
- ★BIGGEST DISCOUNTS ON GAMES FOR MEMBERS.
- ★HIRE YOUR FIRST 2 GAMES, FREE!

THE COMMODORE CLUB
CARLTON HOUSE,
14 CARLTON RD.,
LEYTONSTONE,
LONDON E11 3AQ.
01-539 3923

Please send me further details.

NAME

ADDRESS

PLEASE REPLY USING BLOCK CAPITALS

CVG2

DISCOUNT SOFTWARE

AMSTRAD	COMMODORE 64
HARRIER ATTACK..... 7.40	GHOSTBUSTERS..... 8.50
SPANNER MAN..... 7.40	CATACOMBS..... 6.50
GEMS OF STRADUS..... 7.40	ZARGA MISSION..... 6.50
MASTER CHESS..... 7.40	BRUCE LEE..... 7.95
GP DRIVER..... 7.40	DALEY T DECATHLON..... 6.40
HUNTER KILLER..... 7.40	BEACH HEAD..... 7.50
MANIC MINER..... 6.85	RAID OVER MOSCOW..... 7.50
JET SET WILLY..... 6.85	BOULDERDASH..... 7.40
AMSWORD PROCESSOR..... 8.50	ASTROCHASE..... 7.40
HOME BUDGET..... 16.00	ZAXXON..... 7.90
SPREADSHEET..... 16.00	PYJAMARAMA..... 5.75
DEVPACK ASSEM/DISS..... 21.00	AUTOMANIA..... 4.95
AMSTRAD JOYSTICK..... 10.30	SUMMER GAMES..... 11.25
	QUICKSHOT 2 JOYSTICK..... 8.90

ALL PRICES INCLUDE POSTAGE & VAT
PLEASE SEND CQs/POs TO MJC SUPPLIES
SCOJA, LONDON ROAD, HITCHIN, HERTS

TEXAS TI-99/4A

INTRIGUE, the No. 1 UK TI Software House, now offer you: QUICKSHOT 1 JOYSTICKS to plug into your TI and play!!! The perfect Christmas present and only: £13.70 complete in presentation box, postage included.

NEW RELEASES IN TIME FOR CHRISTMAS:

Intrigue Pentathlon (ext basic) only £5.95

Quasimodo Help (ext basic) £7.95

Snout of Spout (ext basic) £7.95

Santa & the Goblins (basic) £5.95

We mail order first class same day.

Phone your Access orders now.

Send cheque/P.O. to:

Tel: 05806 4728 NOW!

S.A.E. +50p for 12 page catalogue with 24 screen pictures. Trade enquiries welcome.

INTRIGUE SOFTWARE

Cranbrook Road, Tenterden, Kent TN30 6UJ

SYNTAX ERROR!

WHO'S KIDDING WHO ?

Please send me FREE and without obligation details of the new service for home micro owners that

PUBLISHES A FREE NEWSLETTER

OBTAINS MEMBERS DISCOUNTS

OFFERS FREE ADVERTISING

INVESTIGATES COMPLAINTS AND GUARANTEES REPLACEMENT/REFUNDS

I understand I will also receive a 'free copy' of the 'Home Micro' monthly Newsletter

NAME

ADDRESS

THE INDEPENDENT
HOME-MICRO
CONSUMER SERVICE & NEWSLETTER

SEND TO 'HOME MICRO' freepost 3 FLEET STREET, LONDON EC4B4SL

MICROBASE FOR PRICES THAT ARE HARD TO BEAT

SPECTRUM	COM 64	COM 64
SHERLOCK HOLMES..... 12.70	ZAXXON..... 8.45	ASTROCHASE..... 7.55
HAMPSTEAD..... 8.45	FLAK..... 8.45	FLIP & FLOP..... 7.55
KOKOTONI WOLF..... 4.95	HAVOC..... 8.45	HIGH NOON..... 6.70
BEACH HEAD..... 8.75	KOKOTONI WOLF..... 5.90	FALCON PATROL II..... 6.75
COMBAT LYNX..... 7.55	PERCY THE POTTY PIGEON..... 6.75	DUO WADS..... 8.45
DANGER MOUSE DOUBLE..... 5.90	MONTY MOLE..... 6.55	MYSTIC MANSION..... 7.45
TROUBLE..... 5.90	P.C. FUZZ..... 6.55	AMERICAN FOOTBALL..... 8.45
STRANGELOOP..... 4.95	SNOKE..... 8.45	SHEEP IN SPACE..... 6.25
PSYTRON..... 6.25	STRIP POWER..... 8.25	CAVELON..... 5.55
LORDS OF MIDNIGHT..... 7.95	TROLLEY WALLY..... 5.75	BODGA BOB..... 6.45
FIGHTER PILOT..... 6.25	LAZY JONES..... 6.75	HUNCHBACK..... 5.75
BLUE THUNDER..... 4.75	SPACE PILOT..... 6.25	DECATHLON..... 7.95
ATIC ATAC..... 4.95	BOZO'S NIGHT OUT..... 5.50	PSI WARRIOR..... 8.25
VALHALLA..... 10.95	SOLD FLIGHT..... 11.95	RAID OVER MOSCOW..... 8.45
MATCHPOINT..... 6.75	BEACH HEAD..... 7.95	SPY HUNTER..... 8.25
AVALON..... 6.75	FLIGHT PATH 737..... 5.95	BLUE MAX..... 8.45
SABRE WOLF..... 8.15	ARABIAN NIGHT..... 5.95	F15 STRIKE EAGLE..... 11.95
GREAT SPACE RACE..... 12.55	STAR THROOPER..... 5.25	CRAZY KING..... 5.25
AIR WOLF..... 5.75	COMBAT LYNX..... 7.65	HOUSE OF USHER..... 5.25
AUTOMANIA..... 5.90	GHOSTBUSTERS..... 8.95	HUNCHBACK..... 4.75
BOULDER DASH..... 6.75	HUNCHBACK II..... 6.45	
MATCHDAY..... 6.75		
TRIP NA NOG..... 8.45		
UNDERWULFE..... 8.25		
DARK STARS..... 6.25		
KNIGHT LORE..... 8.25		
BLOCKBUSTER..... 6.55		
WAR OF THE WORLDS..... 5.75		

Prices include postage and packaging.

Please state Spectrum or Commodore.

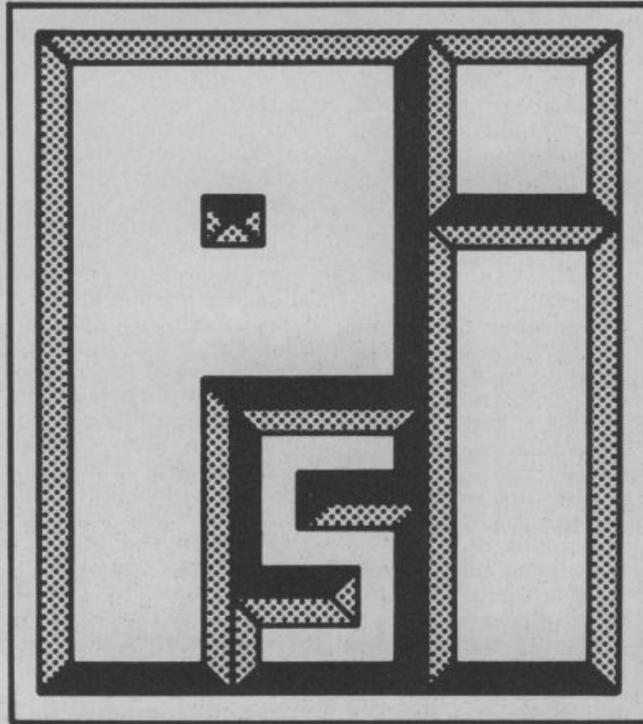
Write or phone for price list.

Please send Cheque/PO to:

**MICROBASE (CVG 2), P.O. Box 28
Newcastle NE3 1NG
Tel: 091-285 9855**

BEYOND

CHALLENGING SOFTWARE



WARRIOR

ORIGINALITY 10 • ORIGINALITY 10 • ORIGINALITY 10 • ORIGINALITY
GRAPHICS 10 • GRAPHICS 10 • GRAPHICS 10 • GRAPHICS 10 • GRAPHICS
SOUND 10 • SOUND
LASTING INTEREST 10 • LASTING INTEREST 10 • LASTING INTEREST
ANIMATION 10½ • ANIMATION 10½ • ANIMATION 10½ • ANIMATION
OVERALL 11 • OVERALL 11 • OVERALL 11 • OVERALL 11 • OVERALL 11 •

COULD IT EVER HAPPEN?



ADVERTS — YOU WIN A FEW...

Dear Sir,
Thanks for a great November issue of *C&VG*, not least of all for adverts on a very much cheapened Atari 800. At well under £100, it has to be the very best buy for home computer/games enthusiasts (if it wasn't always).

One problem with the old machine which I never could quite understand, was "artefacting", or rather how it never really was successful on British PAL system TVs. The machine's highest resolution mode GRAPHICS 8 is only capable of one colour and two luminances but, with artefacting, dozens of colours are available. This is a feature used on such games as *Drol*, *A.E.*, *Love Runner* and *Hard Hat Mack* which all perform dismally on British TVs.

It is not surprising, therefore, that there has been quite a stir recently with the emergence of modified versions of the games from West Germany, with full colour and which run perfectly on PAL systems. What I want to know is why this hasn't already been done for games despatched to British consumers, by the respective companies?

Could you, perhaps, enlighten your readers on what exactly artefacting is, maybe with a list of artefacted games to look out for?

One last request. I never quite seem to agree fully with your review section on some games. Why not devise a system whereby your readers review games, with a hints and tips section where readers can contribute.

Finally, if Atari disc users have a machine

code routine which they wish to run directly from Basic without entering DOS, they can simply rename it DUP.SYS and call it up by typing DOS.
*Tony Dolman
Doncaster
South Yorkshire*

ADVERTS — YOU LOSE A FEW...

Dear Sir,
I have taken *C&VG* from the very first issue. Now I know you have to put in the ads in order to cover costs, but I am afraid the December issue was a bit too much.

There are more than a 150 pages of adverts, some in bunches of 18 or 20. I feel ripped off. 95p for what few pages there were of interest to me makes me want to cancel my order.
*A Haynes
Wordsley
Stourbridge*

Editor's reply: Sorry if you feel that there are too many adverts, Mr Haynes — but if you look back through our past issues I'm sure you'll see that the editorial/advert split has remained pretty constant. Maybe it's because so many advertisers are copying the way *C&VG*'s pages look that you are noticing them more! And remember that saying about quality not quantity! But what do the rest of you think? Let me know.

WHAT ABOUT TUNNELS & TROLLS?

Dear Sir,
Regarding your article about adventure role-playing games in the November issue of *C&VG*, I thought that you had presented the methods of play used in RPG very well. At the end of the

article, though, in the list of the various games, magazines and miniatures — shock! horror! — you had not included my favourite RPG, *Tunnels & Trolls* which, in my opinion, despite having played *D&D* which is weird, limited, exorbitantly priced and over advertised, still comes out tops, merely because it is ten times more flexible. It has a huge choice of weapons and monsters and needs only three six-sided dice — as well as being a lot cheaper.

D&D has been aired once too often. Give *T&T* a chance.

Finally, I must commend you on your excellent books especially *The Warlock of Firetop Mountain* which was illustrated by my ex-art teacher, Russ Nicholson.
*Graham Freestone
Haverhill
Suffolk*

REVIEWS FOR THE ATARI? WHERE?

Dear Sir,
Congratulations! In August's issue you actually printed four games reviews for the Atari. One of them *Bruce Lee* was game of the month! Were they meant to be printed in the same issue or spread over the rest of this year's issues?

In July's issue, there were 26 reviews and — SURPRISE, SURPRISE — none were for the Atari. Is this lack of reviews because you feel you are wasting your time reviewing them? After all, you've only got 500 to choose from. Out of those 26 reviews, eight were for the CBM 64. Anyone would think it was better than the Atari!

Also how about another Atari game in the Hall of

Fame? A game like *Defender* or any of the other brilliant games out for the Atari?

*Glen Hambly
Walsham
Norfolk*

Editor's reply: Sorry! But you must admit Commodore and Spectrum owners outnumber the Atari owners. Having said that, we will attempt to improve our coverage of Atari games.

MASTERTRONIC — THEY'RE NOT SO BAD

Dear Sir,
I was rather disappointed with the editor's attitude to Mastertronic's games in his reply to Mr A Catling's letter (Aug. issue). They aren't all that bad.

I own a CBM 64 and, although I do not own *BMX Racers* which had quite a bad review in that issue, I have seven of Mastertronic's existing range of Commodore games and at least six are of excellent quality, especially *Duckshoot*, *Hektik* and *Squirm*.

Why not subject your reviewers to a month of the games listed above and note the reaction?
*Richard Conway
Lanarkshire
Scotland*

PARKER ARE PULLING OUT

Dear Sir,
Is there any truth in the rumour that Parker are to produce a range of cartridges compatible with Interface 2? If so, will *Star Wars* be included amongst them?

*David Cottle
Bishopston
Swansea*

Editor's reply: Parker have decided to shelve all future video and computer games.



a diamond can also claim his or her share of the Royalty Fund.

■ This grows with every copy sold up to a maximum of £1 million.

■ The Spirit of the Stones book is a great read.

■ The Spirit of the Stones software is great entertainment.

■ But they're much more than that.

■ They're an adventure.

■ A fascinating tale of mystery and imagination.

■ A voyage of discovery on the Isle of Wight.

■ A voyage of discovery

STONES HIDDEN ON THE ISLE OF WIGHT.

■ There are 41 of them.

■ 41 real diamonds hidden somewhere on the island, just waiting to be discovered.

■ 40 diamonds set in stoneware talismans. And the great Wight Eye itself, the most fabulous diamond of them all.

■ Only **commodore** diamonds can one man **COMPUTER SOFTWARE** be yours. knows where they are hidden, and he's not saying.

■ All that he has to say he's said already. In the Spirit of the Stones.

■ It's a book and a computer game.

■ And together they reveal the whereabouts of all those diamonds.

■ But – and here's the catch...in the form of riddles and clues.

■ Solve the puzzles in the program and you'll find it easier to solve the puzzles in the book.

■ Solve the puzzles in the book and one (or more)

diamonds can be yours.

■ Forever. And ever.

■ You don't even have to go to the Isle of Wight. (Though should you want to, we've put a bargain holiday offer in every pack).

■ You simply work out where the diamonds are, and post off your claim.

■ Whoever discovers

into an unknown world of poltergeists, unholy spirits, banshees, manticores and demons.

■ The Spirit of the Stones is as entertaining as it can be rewarding. And, like all of our software, it has been specifically designed to get the best out of Commodore hardware.

■ You can't choose better.

■ Commodore software: it costs no more, even though there's more to it.

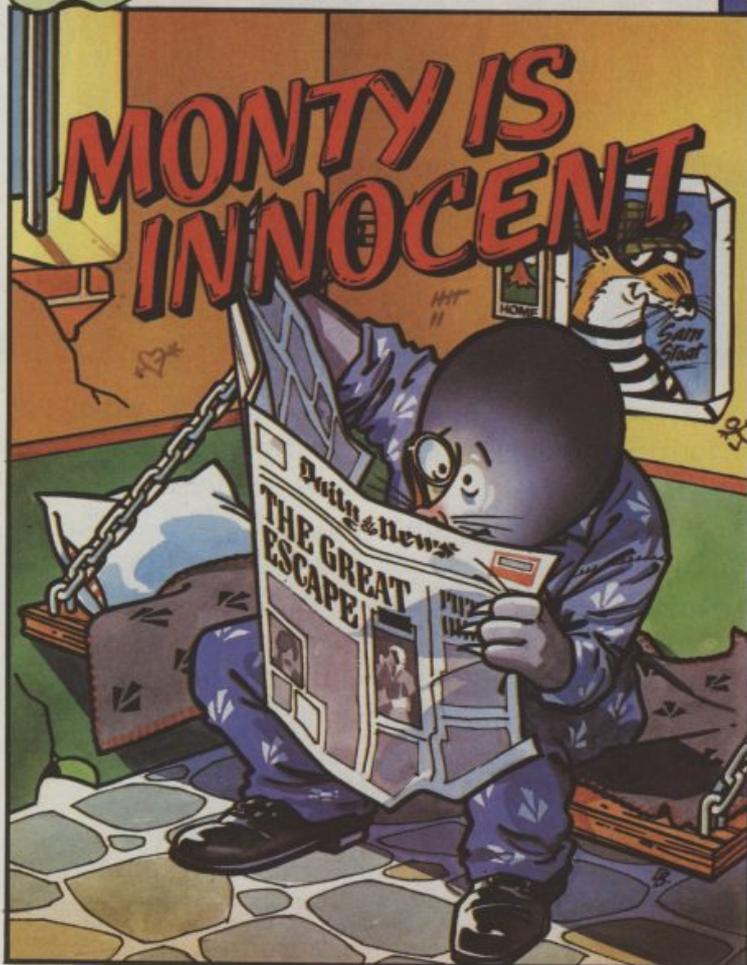
■ SPIRIT OF THE STONES DISK OR CASSETTE WITH BOOK £14.99.





**IF YOU
GREMLIN
WHY**

SAM STOAT
SAFE-BREAKER



A cry of national outrage! Poor Monty banished for life amongst murderers, arsonists, the lowest of the low. Fear not, this Mole is innocent, and plans are in hand to rescue your Superhero. Who is the mysterious masked rodent willing to challenge death for his lifelong friend? What are the evil forces working in Scudmore Prison?



At the dead of night Sam leaves his lair and makes for the large houses where, with the aid of some everyday tools and a good measure of cunning, there are wealth and riches for his delight (not to mention his pocket). It couldn't be easier... sneak into the house, find the safe; light the blue touch paper and stand well back. Then out into the night with the ill-gotten gains! But Sam has reckoned without one or two adversaries who are more than a little determined to get the better of him...

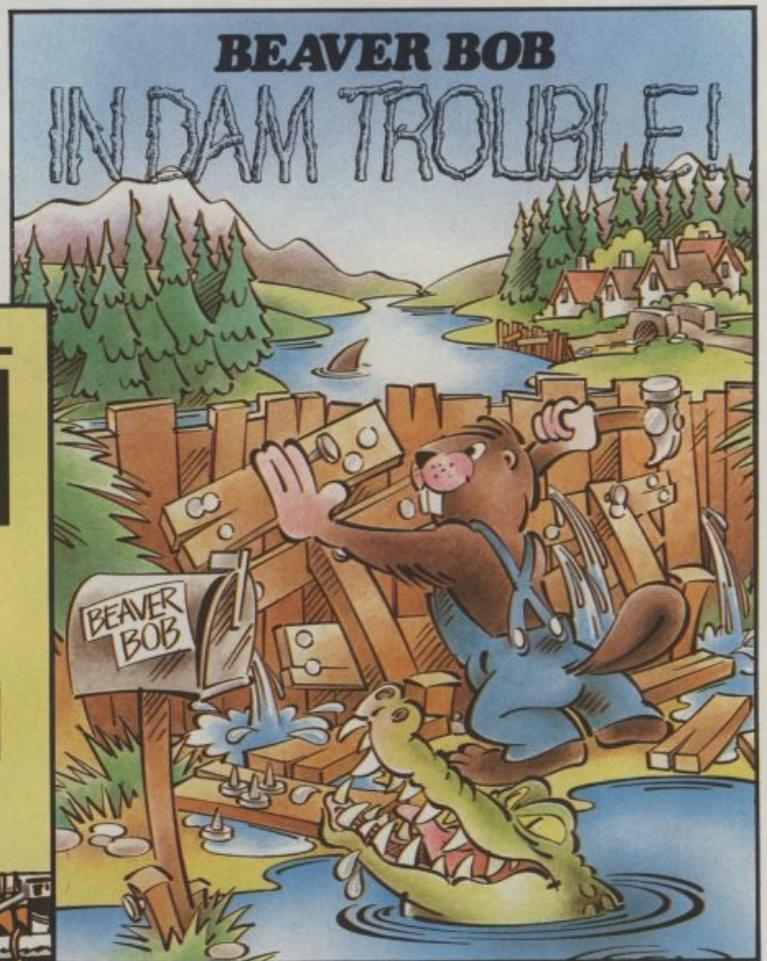
OTHER GREAT TITLES FROM GREMLIN:

Suicide Express	CBM 64 £7.95
Monty Mole	CBM 64 £7.95
	Spectrum 48k £6.95
Potty Pigeon	CBM 64 £7.95
	Spectrum 48k £6.95

YOU'VE NOT GOT THE CLUES, YOU DON'T KNOW WHAT YOU'RE MISSING!

Ex serviceman Gilbert Gumphrey, drummed out of the Army in 1946 because of his acute short-sightedness has been struggling to hold down his job as a store detective for the last thirty nine years. But things are hotting up for Gilbert, known to all as "Grumpy". Now that times are becoming harder and staff made redundant, he has to perform all kinds of tasks; not only catching thieves, but caging the gorilla and tidying the warehouse, otherwise he might find himself surplus to requirements too! Can Gilbert hang onto his job? You can help him, but be warned — this is no ordinary department store!

GRUMPY GUMPHREY — SUPERSLEUTH



Poor Bob! All he wants is to lead a quiet life and build his dams. But the peace is soon shattered when the local townsfolk find their taps running dry. Bob's dams are plainly to blame so as soon as he completes one, the locals blow it up! And that isn't the end of Bob's troubles either, for there are sharks, crocodiles and all manner of underwater hazards for him to negotiate. Help Bob in his never ending struggle to build his dams and avoid the predators that lurk in the deep.

All titles available for Spectrum 48k £6.95

For amazing graphics and outstanding sound effects run a gremlin through your micro.

Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield S1 4FS. Telephone: (0742) 753423



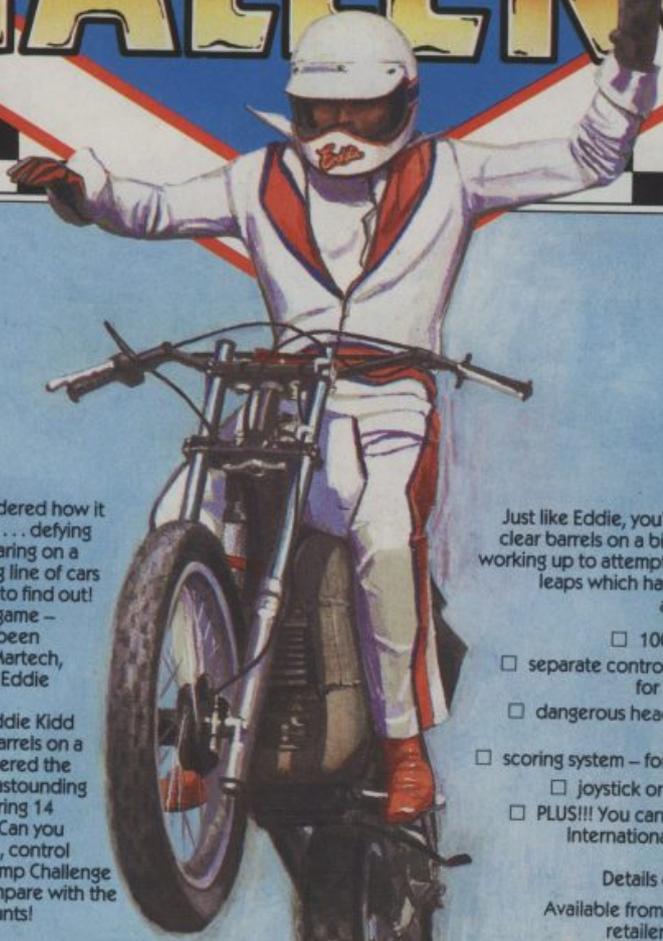
..... STOP PRESS THIS FABULOUS NEW GAME IS NOW FEATURED IN THIS MONTHS COMPUTER & VIDEO GAMES **HALL OF FAME**



THE OFFICIAL

Eddie Kidd

JUMP CHALLENGE



If you've ever wondered how it feels to be Eddie Kidd... defying danger and gravity, soaring on a motor-bike over a long line of cars... here's your chance to find out!

This fabulous new game - Jump Challenge - has been produced for you by Martech, with a lot of help from Eddie himself.

At the age of 12, Eddie Kidd was jumping over oil barrels on a bicycle. At 18, he shattered the world record with his astounding leap of 190 feet - clearing 14 double-decker buses. Can you match his skill, courage, control and ice-cool nerve? Jump Challenge will show how you compare with the King of Motor-Cycle Stunts!

Just like Eddie, you'll start by trying to clear barrels on a bicycle... gradually working up to attempting Eddie's daring leaps which have thrilled millions around the world!

- 100% machine code
 - separate control of bike and rider for incredible realism
 - dangerous headwinds for added difficulty
 - scoring system - for successful jumps
 - joystick or keyboard option
 - PLUS!!! You can enter the Official International Jump Challenge Competition!
- Details on cassette insert

Available from leading software retailers OR order today by mail, price £6.95 (48K Spectrum) or £7.95 (Commodore 64, BBC 'B', & Electron) including VAT and P&P. Please make cheque or postal order payable to Software Communications Ltd. Allow 7 days for delivery.



SPECTRUM



SPECTRUM



CBM 64

martech

Martech is the registered trade mark of Software Communications Limited
Martech House, Bay Terrace, Pevensy Bay, East Sussex BN24 6EE

TRADE ENQUIRIES WELCOME. PHONE: (0323) 768456 TELEX: 87465 EXIM Brighton



48K SPECTRUM · COMMODORE 64 · BBC 'B' · ELECTRON



GRIDRUNNER ON THE CHEAP

Dear Sir,
Here is a small word of warning for Atari owners on the lookout for cheap software.

I purchased *Gridrunner* for the Atari on the 18th June. The game was disgraceful. After hearing so many good reviews for this game on the Vic-20, CBM 64 and Dragon machine, I thought the game would be rather special. How wrong I was!

The graphics were crude, your base being a small square block with a small bar sticking out of the top, the centipede was not much better and loading and scoring instructions were non-existent. The game is totally unplayable due to the X,Y zappers destroying you every time you take a shot at the gridrunner. As for the slogan "don't pay Atari prices for Atari quality" — this is a load of rubbish. I would rather pay the extra for a decent game.

I have sent the complete package back to Llamasoft asking for a refund.

Please publish this letter for the sake of all Atari owners in their quest to find cheap software.

Mark Hodson
Willenhall
W Midlands

C&VG DOES DOWN WELL DOWN UNDER!

Dear Sir,
I started buying your magazine this year (1984). Actually my first copy of your magazine was the one which contained the Book of Games. I was surprised to find the Book of Games and the magazine at a low price compared to other magazines. I thought the

Book of Games was a good idea and it should be continued. The paper quality of the magazine is extremely good and the colourful pictures were nice.

I would like to see the competitions last longer because Australia and many other parts of the world receive their magazines later (here it is one month later). By then the competitions have usually ended and we don't have a chance.

I would like to see less of the advertisements, too, and more of the game reviews etc. Sometimes the listings of the Commodore 64 aren't too clear. I also think the helpful tips are useful.

I am determined not to miss any of the copies of the magazine because I think it is great. Keep up the good work!

M W Leong
Willetton
W Australia

ATIC ATAC MAP TURNS UP TRUMPS!

Dear Sir,
I have got a BBC model B and one of the things I would like to know is how to get user defined graphics with each pixel in a chosen colour. I can do normal graphics but coloured graphics look better. Can you help me?

Also, Adrian Palmer, a Spectrum owner, and myself managed to get through *Atic Atac* by using your plan. After four goes we managed to get to the other side of the door. As you said "a surprise awaits you". Well, you were right. We thought something brilliant was going to happen. Instead it said "congratulations you have escaped" and the game ends.

In your review of *Atic Atac*, under the screen of

a room which is under the opening screen, it read "A wizard gets into a bit of a bother." When I looked, I noticed it was a Knight.

Anyway keep up the good work and I look forward to next month's C&VG.

Dean Constable
Elm
Wisbech

COME ON C&VG — PLAY THE GAME!

Dear Sir,
In April I sent a game called *Jumping Jack*. In May I received a postcard saying that you had received the game. Since then I have made about six more games — a lot better!

I have decided to send one of my other games to you but not until I get a reply for *Jumping Jack*. So please can you tell me if you are going to accept my game or not?

I hope that you keep up the good standard of the magazine.

Richard Yeomans
Huntingdon
York

Editor's reply: Thanks for your letter, Richard. It gives me a chance to explain just what happens to all the games programs our readers send us.

First we send out a postcard saying it arrived safely. Then we send it off to one of our team of games evaluators who return it a few weeks later with their comments — whether it's good enough to publish etc.

If we like it, your game goes into our "to-be-published" file. And I'm afraid because of the vast numbers of tapes we receive each week it can take some time before your game reaches the pages of the magazine. But rest assured — we make sure that they are looked after while they are here!

SHARP OWNERS BEING SOLD SHORT

Dear Sir,
I own a Sharp MZ-721 (known as the Queen) and everytime I read your magazine you answer all questions from Sharp owners with "We will consider publishing games etc for the Sharp machine when this machine becomes popular with our readers".

All I'd like to say is how can it become popular when you don't do any features or games on it? We Sharp owners are getting a bit fed up with your replies which are just the same as any other magazine's replies. What other way is there to tell you magazine people "WE WANT SHARP GAMES REVIEWED" without writing in every time?

Sharp has fantastic graphics — 256 on keyboard and a further 256 hidden graphics — which have to be done by Poke statements.

Mrs Wendy Nelson
Royston
Barnsley

WHAT'S THE SCORE ON SABRE WULF?

Dear Sir,
I am writing to you to ask if I am the first person to score 100% (yes it can be done) on *Sabre Wulf*. You have to score over 1,000,000 points and must go through the whole of the maze twice. If I am, could you please . . . please . . . send me one of your fabulous C&VG "The Champ" t-shirts (M). I scored 1,001,935 points — beat that!

Oh, by the way, thanks for a great magazine. Keep it up.

David Lane
West Bridgford
Nottingham

BINGO

SPEC. £5.95 CM64 £6.95

UP TO
4 PLAYERS
AT ONCE

A FIVE
YEAR OLD
OR GRANNY
CAN PLAY

1

£100.00 TO BE WON EACH MONTH
FOR FURTHER DETAILS RING TREVOR ON 091 414 4611

66

ACTUALLY
SHOUTS
THE
NUMBER OUT

CURRAH
COMPATIBLE FOR
CM64 & SPECTRUM

FUN
FOR ALL
THE
FAMILY

TYNESOFT

COMPUTER SOFTWARE

**ADDISON INDUSTRIAL ESTATE, BLAYDON-ON-TYNE,
TYNE & WEAR. TEL: (091) 414 4611.**

OTHER TITLES FROM TYNESOFT



HELP FIREMAN FRED RESCUE CATS, DOGS & PEOPLE FROM 20 DIFFERENT LOCATIONS.

SPEC. **£5.95**



HELP OZ BUILD A WALL, DRINK HIS BEER, THEN FIND HIS WAY HOME.

SPEC. **£5.95** CM64 **£6.95**
BBC/ELECTRON **£6.95**



A REALLY USER FRIENDLY DATABASE FOR THE 64.

CM64 CASS **£17.95**. DISK **£19.95**



In their press release, Acornsoft warned of their intentions — we are releasing a new cult game, they said. No shrinking violets at Acornsoft, it seems. Need I tell you that the game they were pushing was *Elite*? For the benefit of those few Earthlings who haven't yet heard of it, that's the name of the game not a description (although it would be an apt enough description too!) Acornsoft have already been proved right — *Elite* is a chart-topper that's destined to set a whole new fashion in spaced-out games. To play it is to be entranced, enthralled and ensnared. The only quibble I have is with the name *Elite*, which seems rather pretentious. Whatever happened to egalitarianism? Perhaps they're thinking of calling the sequel *Snob*.

Like all the very best games, it's almost impossible to put it into a single category. It has elements of the arcade, elements of adventure and elements of strategy, all cunningly interwoven. The graphics alone are stunning. Starships of all shapes and sizes loom towards you out of the void with perfect precision. Although they appear on screen as wire-frame drawings, albeit with hidden-line removal, their skeletal nature is quickly forgotten as they twist and turn, roll and swerve in smooth and flawless perspective. I think I spent a good twenty minutes just watching the title screen!

But, beyond all the seductive imagery lie deeper things. Although you have your very own spaceship to command, you're a rather small fish in a dauntingly large pond. Tactical action takes place in whatever solar system you happen to be in at the time. To boggle the old imagination even more, the galaxy consists of no less than two thousand solar systems. Needless to say, these are infested with pirates, nasty aliens and worst of all, for any self respecting smuggler, the police! Even the CRS would be put to shame by this particular manifestation of law and order.

Of course, you wouldn't want to be a smuggler, would you? At least, not until you realise how profitable it can be. *Elite* is all about profit and loss — elites often are. There are two basic routes to wealth — you can trade or you can zap. At each port of call, there is a commodities market where you can buy or sell. Since the prices

differ from star to star for particular lines of goods, a canny captain can make a tidy profit. On the other hand, the more trigger-happy souls can gain credits by doing their good deed for the galaxy. An alien a day keeps the bank manager at bay.

Strategy, on a grand scale, is not an option but strategy on a personal level is quite important if you are going to do more than sit back and enjoy the lovely pictures. The way you behave as a starship captain strongly influences the way the other occupants of the galaxy regard you. Choose to indulge in smuggling narcotics and you will quickly find the galactic police on your trail. Conversely, law-abiding citizens can be plagued by pirates. Every moment of the game you are forced to make intelligent decisions if you are to survive and prosper. Although it's certainly not a game for those who have difficulty finding the RETURN key, it's equally not a game for those who rely entirely on their reflex reactions to pull them out of sticky situations. *Elite* is a very meaty game indeed.

THE LONGEST DAY

To those of you weaned on board wargames, the name Games Workshop will be as familiar to you as Farley's Rusks. Now Games Workshop have entered the computer software fray with four brand new games. *D-Day* is the one I got my hands on recently and I must admit I was suitably impressed by both the quality and the quantity.

D-Day concentrates on platoon-level warfare, with units being individual tanks, guns, trucks, landing craft and infantry groups. Four detailed scenarios are provided on the B side of the tape which represent "The Landing", "Breaking Out", "To Arnhem" and the "Arnhem Invasion". The presentation in this package of games is superb. The map is colourful AND clear, the order system, which depends on cursor control of your units, is easy to use and the textual information is both concise and informative.

One drawback for some is bound to be the two players only format of the game — I know there are quite a number of strategy fanatics who can't find opponents to take the punishment they would dearly love to dish

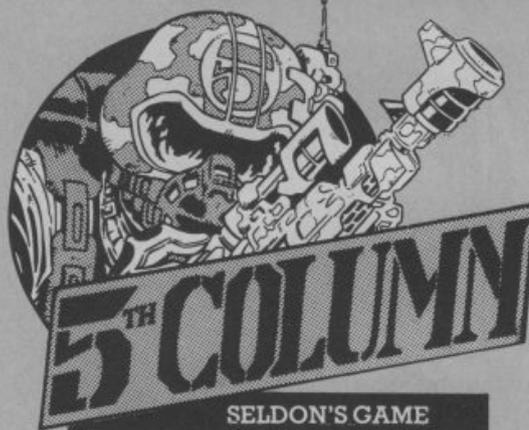
out and who have to resort to making mincemeat of their computer instead. For those who can find opponents and who have enough time to spare, *D-Day* is a must. Be forewarned, this is not a quick game to play. In the tradition of board wargames, half-an-hour per turn (for each player) is not unusual and *D-Day* is no exception.

Just two things struck me as strange about *D-Day*. First, it is mostly in Basic and second, there is no anti-copying security at all. The Games Workshop manual even TELLS you how to save the entire game — not just the current data but the whole thing! I do hope no one takes unfair advantage of this but I do have my doubts!

WHIRLWIND

Operation Whirlwind is an American program for the CBM 64 and has some similarities to Games Workshop's *D-Day*. Only one scenario is provided but once again we are manoeuvring individual tanks, guns and so forth and infantry platoons across a detailed tactical map. *Whirlwind*, however, has made a real virtue of having the computer as your opponent. As you grab your units with the cursor and start moving them across the terrain, hidden enemy units will suddenly reveal themselves by firing at your advancing forces. You don't have to stop but the closer you get to the enemy positions, the more intense the bombardment becomes. Sometimes your foolhardy unit simply loses strength but is able to continue, sometimes the enemy firepower forces it to halt. If you are willing to sacrifice some units, you can advance rapidly, running the gauntlet of enemy fire, but if you want to play safe you have to be content with inching your way forward.

Another nice touch is the assault phase, during which your units can engage in hand-to-hand (or barrel-to-barrel) combat with the enemy and your engineers can rebuild broken bridges. So what, I hear you say. Well, suddenly you see all the enemy units that have revealed themselves scurrying across the map in reaction to your assaults, to the sound of marching boots. *Operation Whirlwind* offers all the strategic complexity that you would wish for and none of the tedium that sometimes follows in its wake. A good strategy game and great fun.



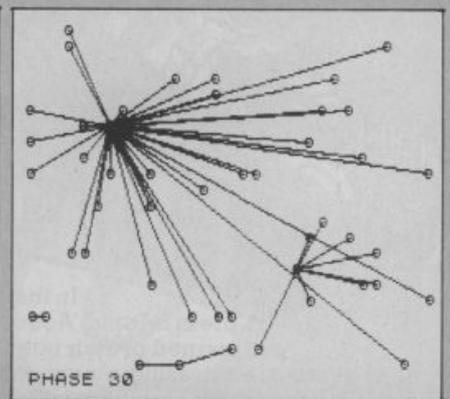
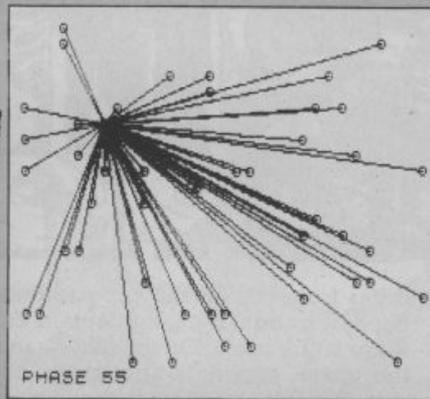
Asimov fans will no doubt have already guessed that *Seldon's Game* takes its theme from that author's Foundation trilogy, a series of books that plots the downfall of the Galactic Empire and the subsequent dark age of interstellar anarchy. The figure of Hari Seldon was crucial to the trilogy — the inventor of psychohistory, a sort of super-duper sociology which enabled him to mathematically predict the future course of galactic history and thus make plans to subtly influence it in the hope of shortening the ensuing dark age.

Seldon's Game is therefore rather an unusual one. You are not playing against an opponent — instead you find yourself matched against the forces of history.

The listing I've provided for the Spectrum is just the core of *Seldon's Game*. It enables a phase-by-phase reconstruction of the changes of power and influence in the galaxy. Each star system has five variables associated with it — power, strength, growth, centralization and ruler.

The object of the game is to make one star the ruler of all the other stars in the galaxy. Which star rules which is determined by the calculation of the influence one star has over another. The formula is a little complex, but understanding it is vital if you are going to change history! The influence of star A over star B equals the power of star A divided by the distance factor. The distance factor is the square of the distance between the two stars plus the Galactic Interaction Constant, q . All this really means is that a star's influence diminishes rapidly as distance increases. The galactic interaction constant is there to provide a smoothing effect — a small interaction constant will mean that distance has a dramatic effect and changes in ruler will be more localized. A large interaction constant means that distance is not as crucial and more wide-sweeping changes of power are possible.

The game, as it stands, has one vital element missing — star type. A star's type determines how its growth rate and centralization factor change phase by phase and it is by changing a star's type that you will be able to influence the near-inevitable course



of galactic history. In subsequent *5th Columns*, star types that you can add to your *Seldon's Game* will be listed.

To start with, I recommend a galaxy of 25 stars with an interaction constant of 10. One word of warning before you experiment — doubling the number of stars will cause the

processing time to quadruple!

Suggestions as to how *Seldon's Game* should develop will be very welcome. The game is designed to grow and I hope that a lot of that growth will be stimulated by *5th Column* readers. Enjoy your psycho-history!

```

1000 REM *****
1001 REM Seldon's Game
1002 REM *****
1003 GO TO 1000
1004 REM Generate random number
1005 REM within limits ll and hl
1006 LET ra=RND
1007 REM ra=ll+(hl-ll)*ra
1008 RETURN
1009 REM Clear screen
1010 CLS
1011 RETURN
1012 REM Distance squared
1013 LET xd=x(s1)-x(s2)
1014 LET yd=y(s1)-y(s2)
1015 LET d2=xd*xd+yd*yd
1016 RETURN
1017 REM *****
1018 REM PROCESS NEXT PHASE
1019 REM *****
1020 REM Calculate strength
1021 FOR n=1 TO ns
1022 LET s(n)=s(n)+g(n)
1023 NEXT n
1024 REM Calculate power
1025 FOR n=1 TO ns
1026 LET p(n)=0
1027 FOR m=1 TO ns
1028 LET x(n)=INT(ra)
1029 LET y(n)=INT(ra)
1030 LET z(n)=INT(ra)
1031 LET d(n,m)=x*x+y*y+q
1032 LET p(n)=p(n)+s(m)/d(n,m)
1033 NEXT m
1034 LET r(n)=p(n)
1035 NEXT n
1036 LET p(r(n))=p(r(n))+s(n)*c(r(n))
1037 NEXT n
1038 REM Appoint new ruler
1039 FOR n=1 TO ns
1040 LET i=p(r(n))/d(n,r(n))
1041 FOR m=1 TO ns
1042 LET j=p(m)/d(n,m)
1043 IF j>i THEN LET i=j: LET r(n)=m
1044 NEXT m
1045 NEXT n
1046 REM Draw Results
1047 REM *****
1048 REM PAPER 0: INK 4: BORDER 0: C
1049 REM *****
1050 FOR n=1 TO ns
1051 PRINT AT y(n),x(n);"0"
1052 NEXT n
1053 FOR n=1 TO ns
1054 LET m=r(n): IF m=n THEN GO TO 2000
1055 PLOT 3*x(n)+8,171-y(n)+8
1056 DRAW 8+(x(m)-x(n)),8*(y(n)-y(m))
1057 NEXT n
1058 PRINT #0;"PHASE ";ph
1059 REM *****
1060 REM Run game
1061 REM *****
1062 LET ph=ph+1
1063 GO SUB 200
1064 GO TO 2000
  
```

G·A·M·E·S N·E·W·S



ACORN ZORK

The *Zork* Trilogy and some of the other Infocom classics have recently been greeted by a new band of players. Lucky Acorn users who have the second processor can buy these games in CPM format from Xitan in Southampton. Whilst rumours abound as to standard disc versions, nothing has appeared as yet.

FLY SPECTRUM TO FLORIDA

COMPETITION

A guided tour of the Kennedy Space Centre and a visit to Disney World are just two of the things that could come your way if you enter the competition being sponsored by Spectrum Group PLC and Commodore Computers.

All you have to do is dig out the special brochure at your local Spectrum shop and fill out the competition entry form, to reach the sponsors no later than December 31st this year. Competition results will be announced at the end of this month.

To enter, you have to list, in order of importance, the following seven features on the new Commodore Plus 4 computer: a) Full size, full stroke keyboard; b) Four cursor control keys; c) 60k RAM accessible for Basic programs; d) 16 colours; e) 320x200 pixel high resolution graphics; f) Two-tone sound generator; g) Built in machine language monitor.

You then have a tiebreak which requires you to answer the following question in not more than 25 words — "Why do you want to visit Disneyland?" And don't tell them you want to see Tim Metcalfe sailing round and round in a large plastic cup. Spokesman David Croweller says that if you aren't careful, you might find that Tim has actually won the competition, despite his age.

However, if you do win, you'll get £2,500 spending money and you'll be able to take three friends with you — who, no doubt, will want to spend your money for you.

You'll all stay in style at the Sheraton World Hotel and the Sheraton Sand Key Hotel and will also get to visit the beautiful Florida Keys.

Your teachers can't stop you going, since you are able to take your holiday during the first ten months of 1985.

Runners up get prizes of £100 gift vouchers to spend in any Spectrum Group appointed dealer store in the UK.

MIDNIGHT AND BEYOND

What happens after *Midnight*? *Doomdark's Revenge* that's what! At last, Mike Singleton and Beyond Software have released the follow-up to the now classic Spectrum Graphic Adventure *The Lords of Midnight*.

Doomdark's Revenge continues the saga of Morkin, son of Luxor the Moonprince who, in part two of the *Midnight* chronicles, has been spirited away from the liberated Land of *Midnight* by the evil Shareth the Heartstealer, daughter of *Doomdark* — and twice as nasty!

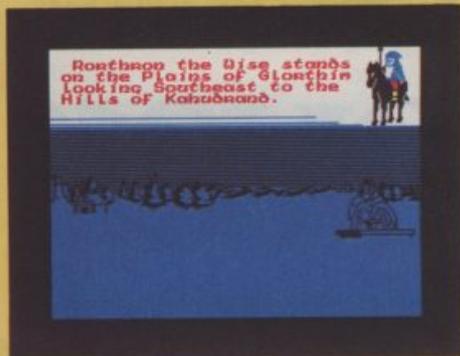
Doomdark introduces a new character to the *Midnight* set — Tarithel the Fey, a very close friend of the missing Morkin. Luxor and Rorthron the wise are still around and — as you explore the Icemark where this Adventure is set — you discover many other interesting characters who will help or hinder your quest to rescue Morkin and destroy Shareth the Heartstealer.

The game comes with a booklet which sets the scene for the game in a story written by programmer Mike Singleton. As with *Midnight* you get a keyboard overlay which sets out the commands you can use to move the characters around.

Some new commands have been included this time — like *Check Place* which gives information about the character's current location and *Check Person*, which gives details of each character's physical and mental condition. *Check Battle* and *Check Army* are the two other self explanatory commands. *Check Person* is a useful command as people change as you play!

There are underground passages, objects to be found and baddies to be battled with. Unlike *Midnight*, there is only one way of winning, so *Revenge* mixes Adventure and strategy in equal portions.

Mike has managed to enhance the



graphics — so the land of Icemark comes clearly to life as you play — as you can see from the screen dumps on this page.

Watch out for next month's special book of Adventure, free with *Computer & Video Games*, in which our Adventurer-in-Chief, Keith Campbell, will be bringing you a full review of this exciting new game.

And don't forget you can win a copy of the Commodore version of the *Lords of Midnight* if you enter our great *Doomdark's Revenge* fighting fantasy competition which concludes this issue. Don't miss out!

THE QUILL, NOTHING BUT THE QUILL!

After a little detective work, I have discovered the truth about the BBC Quill! For some time now, Beeb owners have been awaiting the release of the conversion of this masterful program for their machine. It will not exist. Fear not would-be writers! All is not lost. Two companies, Gilsoft and Code Writer Limited, have come to an agreement. The latter firm will write the program and market it under their name. *Adventure Writer* should be available in the new year and will cost £24.95 for a BBC disc.

Now Amstrad gives you over £100 to play with.

Software over £100 value
(ORIGINAL RRP £104.00)

Amsoft HANGAR BY PAUL ADAMS	Amsoft BRIDGE-IT BY EPICSOFT	Amsoft SOFT 154 EASI-AMWORD Computer wordprocessor BY JUMPER COMPUTING	Amsoft Roland on the Ropes BY INDESCOMP	Amsoft ANIMAL VEGETABLE MINERAL Can the computer guess the object you've thought of? BY Bourne Ed
Amsoft OH MUMMY BY GEN SOFTWARE	Amsoft Harrier Attack! BY DURELL SOFTWARE	Amsoft The Galactic Plague BY INDESCOMP	Amsoft Roland in the Caves BY INDESCOMP	Amsoft SIRIAN'S MAZE Which Way Now? BY Bourne Educational Software

FREE!
when purchasing an **AMSTRAD CPC 464**

£239

complete with green screen VDU (GT64)

£349

complete with colour monitor (CTM640)



Free software worth over £100 is the name of the game.

Along with your new CPC 464 (colour monitor or green screen VDU) you'll receive a software starter pack of 12 (yes, twelve) cassettes absolutely free.

There's something for everyone. From Roland-on-the-Ropes to Easi-Amword word processing.

That's *one* good reason for making Amstrad's CPC 464 your new home computer.

revision for exams, cataloguing and budgeting.

And it comes complete and ready-to-go.

Amsoft. A ton of software.

Yes. Now there are over 100 titles from Amsoft and independent publishers. And the list is still growing.

Arcade games, educational programs and business applications – they're all designed to make the most of the CPC 464's impressive graphics, stereo sound and processing abilities.

And with Amstrad's *speedloading* capability, even complex programs can be loaded quickly. The optional disc system will load a game in around 6 seconds.

When you feel the need to upgrade your Amstrad system to disc drive, just send your favourite Amsoft cassettes to us and we'll send you back the same Amsoft programs on Amsoft disc for just £4.95 per cassette, the price of a blank disc.

Join in the fun.

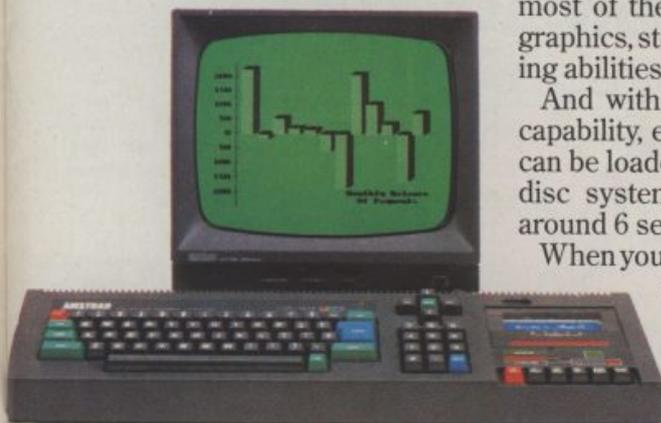
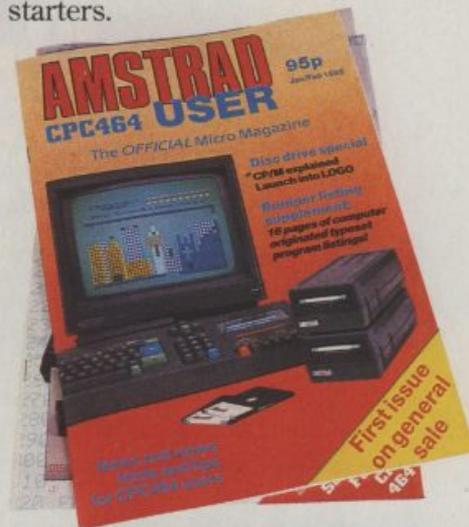
Our CPC 464 User Club is a must for all owners.

As a member, you'll be the first to know about the additions to the range. Hardware and software.

We'll provide you with your own privilege card and send you free, a year's subscription to the Amstrad User magazine packed with programs, features and information.

You can enter competitions for valuable prizes and keep up with all the latest Amstrad developments.

And with the free software pack, we think that's pretty good for starters.



CPC 464 green screen VDU (GT64)

Here are the others.

The CPC 464 comes complete with its own colour monitor or green screen VDU and built-in cassette data recorder. (Optional disc drives are now available with CP/M* and DR. LOGO* supplied as standard.)

It has a typewriter-style keyboard and numeric keypad. 64K of RAM, 32K of ROM and a very fast extended BASIC with real time features.

And it costs a great deal less than the price of a comparable system.

The CPC 464 can handle the trickiest computer games (if you can),

AMSTRAD	User club
CPC 464	
MEMBERSHIP NUMBER	
REGISTERED NAME	
EXPIRY DATE	
NOT TRANSFERABLE. SEE MEMBERSHIP CONDITIONS FOR TERMS OF USE	

AMSTRAD

ONE GREAT IDEA AFTER ANOTHER

BOOTS COMET Currys Dixons
Greens John Menzies RUMBELOWS spectrum
WHSMITH WIGFALLS WOOLWORTH AND OTHER COMPUTER STORES

*CP/M and DR LOGO are Trade Marks of Digital Research

I'd like to know more about the exciting CPC 464 complete computer system. Please send me literature right away.

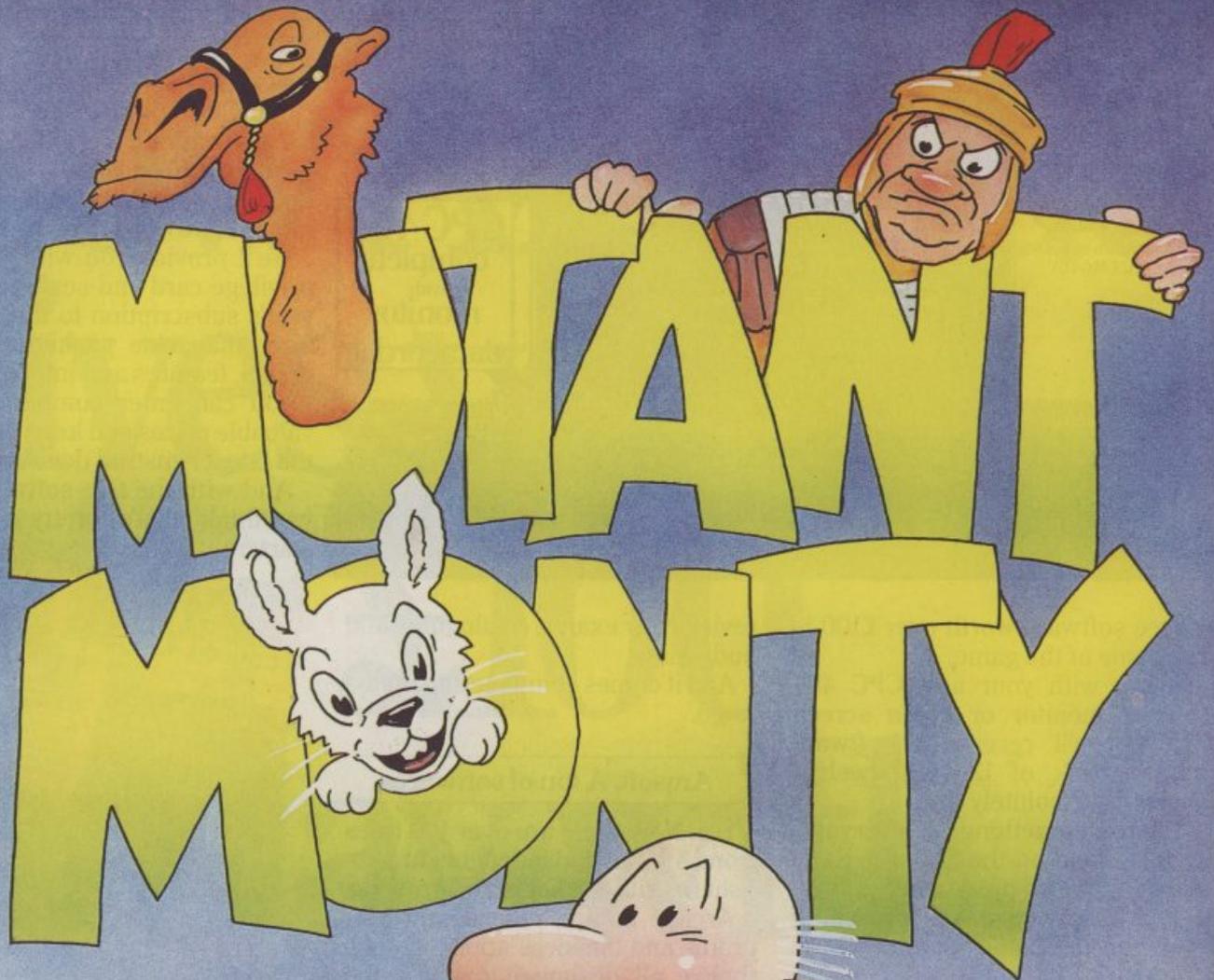
NAME

ADDRESS

POSTCODE

To: Amstrad Consumer Electronics PLC, Brentwood House, 169 King's Road, Brentwood, Essex CM14 4EF.

PRICES CORRECT AT TIME OF GOING TO PRESS. NOT ALL STORES STOCK ALL PRODUCTS.



MUTANT MONTY



CHRISTMAS

0401 43553

01-995 2151



To: Artic Computing Ltd, Main Street
Brandesburton, Driffield YO25 8RL

Please supply

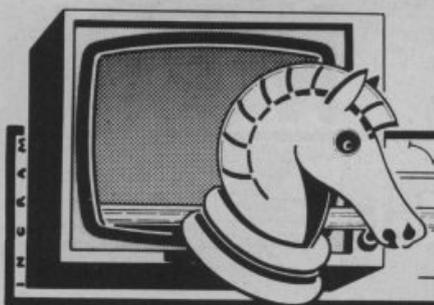
*Cheque for total amount enclosed £

Name

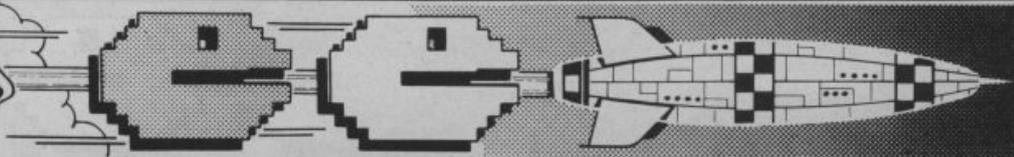
Address

* Access/Barclaycard No.

* Please delete or complete as applicable



G·A·M·E·S N·E·W·S



THREE FOR ADVENTURE

THREE new adventures are just about ready for release from Acornsoft of Cambridge. *The Seventh Star*, *Quondam* and *Acheton* are the latest in the ever-growing Acorn range. *Acheton*, the most expensive, just short of £20.00, breaks new ground, as it is disc-only with over 400 locations contained on two floppies.

A LEGENDARY PACKAGE

The now infamous *Great Space Race* (TGSR), unleashed on the Christmas market for Spectrum and CBM 64 users, will be distributed solely by Micro Dealer UK in a deal made with software house Legend.

The £14.95 game is Legend's follow-up to their highly successful *Valhalla* which runs on the same micros. *Valhalla* was distributed by Legend themselves, so, in effect, Micro Dealer is their first distributor.

TGSR will be a complete entertainment package, consisting of a landscaped PVC box with security sticker, a colour poster, cassette and 40-page book inside.

Peter Moxham, marketing manager, described TGSR as being in two sections — the pre-race section and the race itself.

A great deal of hype and pomp surrounded the game's launch and trumpets could be heard for miles around.

MSX, however, doesn't look as if it's going to strike lucky with Legend, with Peel launching a blistering attack on the new industry standard.

Asked if any games were planned for MSX, he said: "I hope not." When asked why not, he replied crisply: "Because I hope it fails, totally."

"The more machines that are on the market," he said, "the more work it is for us, catering for them. MSX sales at present do not warrant support from a firm like Legend and there would have to be ¼ million units installed before we'd touch it. It's not our job to invest in the success of a particular machine."

So be warned!

MORE CREATIVE SPARKS

C&VG was granted a sneak preview of two games for the New Year from Creative Sparks, the *Dangermouse* people.

There's a Spectrum game based on Rollerball, that futuristic ball game featured in the sci-fi film of the same name. Apparently the programmer went along to his local ice-rink and made a video of skaters in action — then he went home and digitised the movement to get an accurate representation of the skating movement. And believe us it looks great. The game looks good too.

Ice Palace for the 64 is a graphic adventure game set in an ice kingdom. It's a combination of real-time action and adventure — with joystick controlled commands featured on several option screens.

Mad Professor, again for the 64, is based on the Frankenstein legend. You play the Mad Prof who is searching for spare parts to make up a monster. He has to make a nice monster however — otherwise the villagers will turn against him, so those spare parts have to come from the right places!

The game features three-dimensional graphics and loads of locations. To my mind this is the pick of the bunch from Creative Sparks for the New Year. Watch out for it!

DESIGNER OF THE MONTH

NAME: Mike Singleton

BORN: Wirral, Cheshire, 1951

GAMES: Lords of Midnight, Doomdark's Revenge, 3-Deep Space, Shadowfax.



Readers of *Computer & Video Games* will know Mike Singleton as the man who created our gone but not forgotten play-by-mail game *The Seventh Empire*. Since then Mike has gone on to create THE graphic adventure game for the Spectrum — the much praised *Lords of Midnight*. The sequel to *Midnight*, called *Doomdark's Revenge*, is racing up the *C&VG* charts even as we write. And Mike is already working on part three of the *Midnight* saga, called *Eye of the Moon*.

When he isn't programming, or writing for computer magazines, or running play-by-mail games, Mike actually enjoys sitting down to play a game! "I enjoy playing games," he says, "Go is my current favourite. I think it's a real classic game that will stand the test of time."

Mike is also a fan of war and strategy games — and writes a regular column for us called *Fifth Column*. Read it this month!

Favourite Food: Steak and chips.

Favourite Drink: Lager.

Favourite TV Programme: Dr Who

Favorite Computer Game: *Lords of Midnight*, *Defender*

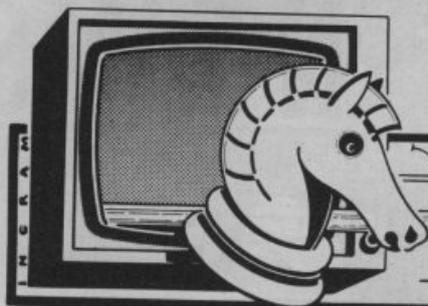
Pets: Two cats — Kim and Kerry.

Countries Visited: France, Switzerland, Spain, Morocco, Holland.

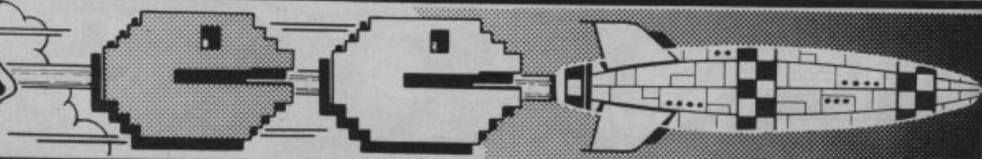
Favourite Pop Groups: Pink Floyd, Deep Purple, Led Zeppelin.

Ambitions: To write a classic game — the computer equivalent of chess — a game that people will still be playing long after I am dead and gone!

The one thing about computing that makes me want to throw up: Waiting for Sinclair equipment to arrive!



G·A·M·E·S N·E·W·S



FRANKIE SAYS PLAY GAMES!

Anyone familiar with *Frankie Goes to Hollywood* should be familiar with the proliferation of tee shirts — Frankie goes to War, Frankie says Relax, Frankie goes to Bournemouth — you name it, they've printed it.

But we've never had Frankie going swimming. Or entering the sea, even for a paddle. You've guessed it — Frankie and Ocean have got together.

In a joint publishing deal which will produce the first Frankie computer game, Island (the band's record company) and software house Ocean have joined forces to produce a £9.95 game which will run on the Spectrum and the CBM 64.

While Frankie gets into software, lurking behind this plot is the Zang Tumb Tuum (ZTT) organisation, Island's creative producers, who haven't yet christened their new offering. ZTT, Island and Ocean will all have joint copyright on the program and the band itself will receive royalties from sales (as if they haven't got enough money!).

James Bradley of Island says he feels a record company's marketing strategy doesn't stop at albums and singles which is good news for music fans out there.

Out this Spring, the game may be converted for other machines too, so we'll keep you informed. In the meantime, why not tell us what you think of the band's actual music? Is it that good?

Some think they're utterly shocking, while others find the band totally boring, so feedback would be appreciated. Write and let us know what you think.



I·N·B·R·I·E·F

● BBC and Electron owners are being provided with two "four packs" from A&F software, at £14.95 each.

Each pack contains *Cylon Attack* and that old favourite, *Chuckie Egg*. The BBC pack will also have *Haunted Abbey* and *180 Darts*, while the Electron offering has *Kamikaze* and *Pharaoh's Tomb* thrown in.

● Century Communications is also catering for the BBC with *The Horse Lord*, an arcade game for £7.95 (if you want the book/software package, the price goes up to £12.95). *Starfinder*, £12.95 astronomy program also runs on the Electron. *Skyline Attack*, an arcade game for the CBM 64, and *Legend*, a £14.95 Spectrum adventure, are also out.

● Master Adventurer, the new games label from Mastertronic, will give you games priced between £1.99 and £3.99.

Se *Kaa of Assiah* and *Black Crystal* run on the CBM64 and Spectrum, cost £2.99 and £3.99, while *Volcanic Dungeon* and *Finders Keepers* run on the Spectrum only and are £2.99 and £1.99. *1985* is £1.99 and runs on the Commodore 64.

● The Commodore 64 has been voted Home Computer of the Year for the second year running by a panel of seven international computer magazines, the UK nomination coming from *Practical Computing*. Why didn't they ask us?

● New out under the CBS Software label are eight new games for the CBM 64 — *Silicon Warrior*, *Dragonriders of Pern*, *Impossible Mission*, *Pitstop*, *Breakdance*, *Jumpman*, *Lunar Outpost* and *Temple of Apsah*.

All except the last one sell for £8.45, cassette version, or £11.95 for the disc. *Temple of Apsah* is the odd one out at £14.95 and £17.95 respectively, and Ray Bedi, Commercial Manager, says he expects them to be available on the Spectrum and BBC in due course, while Amstrad and MSX machines may be catered for by the Spring.

● The Commodore 64 looks like being crushed to death by a great avalanche of new software released for it recently. We can't list all the new goodies for you, but here are some of them...

Psi Warrior and *Psytron* (the latter was originally made for the Spectrum) are out for £9.95 and £7.95 from Beyond Software in London. *Psytron* is an arcade strategy game, while *Psi Warrior* consists of animation.

English Software in Manchester have *Henry's House* and *Witchswitch* out, each for £8.95, plus *Soldier of Fortune* at £7.95 while Anirog, in Horley, have released *Battle Through Time*, *Catacombs* and *PC Fuzz* at £7.95 for the cassette and £9.95 for the disc.

The Amstrad hasn't been neglected by English Software, either. *Catacombs* should be converted for Amstrad owners any time now, and *Flight Path 737* is already out for £6.95.

PIRATES AND PARLIAMENT

Anyone out there who enjoys pirating software should take note of the following — under a proposed change in the law scheduled for next month, you could find yourself in jail or fined a great deal of money.

William Powell, barrister and Conservative MP for Corby, has introduced a Private Member's Bill on Computer Software Copyright. This is the result of a campaign started by the Federation Against Software Theft (FAST), formed in July last year to strengthen the copyright law for computer software.

Donald MacLean, FAST Chairman said: "A Private Member's Bill strengthening the law on software copyright is a solid step forward in our campaign to fight software theft, which already costs the industry £150 million each year and poses a direct threat to jobs, investment and innovation.

He continued: "We have received enormous support from MPs of all parties and our meetings with Government Ministers make us confident that William Powell's Bill will receive backing from Government departments.

As a result of this Bill, the whole computer industry can now feel confident that a solution to the problem of software theft is considerably closer."

Charles Hendry, spokesman for FAST, confirmed the formalities. The first reading was scheduled for early December, the second in late February and the third reading in March.

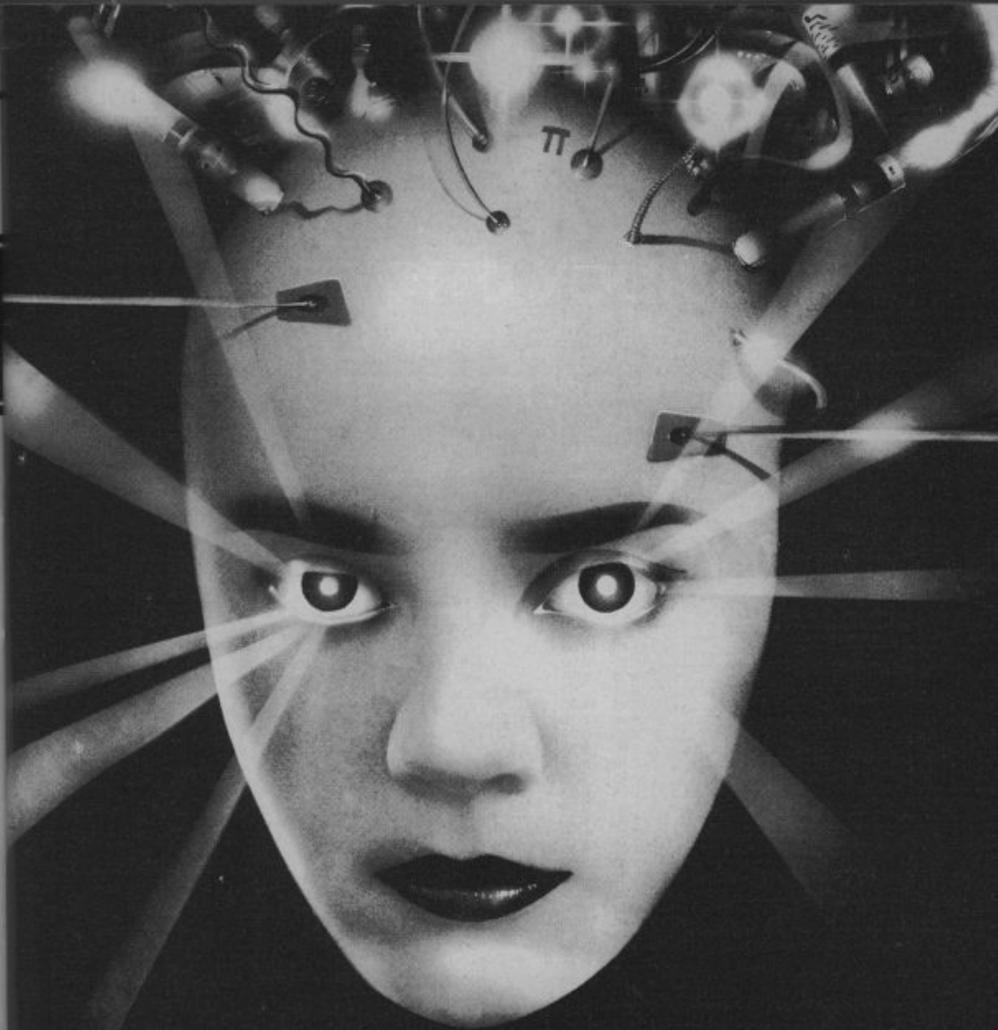
Describing the Bill as a "very straightforward piece of legislation", he said: "The Bill sets out to establish beyond doubt that computer software is covered by the 1956 Copyright Act. Secondly, by having it covered under this, it would be a criminal rather than a civil offence."

So, if the Bill is passed — and it looks as though it will be — pirating software will be a criminal offence instead. The first consequence of this is that the person bringing the action wouldn't pay any legal costs. This means that companies or individuals could take a case to court, whereas they couldn't afford to before.

"The Bill will be a deterrent and more effective penalties will come in," said Hendry.

Currently, the maximum penalty is £50 up to a maximum of £400 for a combination of offences. Under the proposed new law, anyone selling, exhibiting or possessing pirated software would face a fine up to £2,000 for each offence, or prison for up to two months. For making, distributing, or importing such material, there would be an unlimited fine or up to two years imprisonment, or both.

Readers, please take note. The Bill looks certain to be passed at the end of March. If you have any queries on the Bill, and how it could affect you or your friends, please contact FAST in London on 01-430 2408.



AUTOMATA U.K. PRESENTS
 YOURSELF
 IAN DURY
 JON PERTWEE
 MEL CROUCHER
 DONNA BAILEY
 and FRANKIE HOWERD in

DEVS EX MACHINA

WRITTEN AND DIRECTED BY MEL CROUCHER

AUTOMATA thanks everyone who has taken DEUS EX MACHINA to their hearts . . . reviewers, wholesalers, retailers, the media, and most important of all, our public . . . THANK YOU !

(Barry Norman, Radio 4)
"Perfection, the aim of all of us!"

(Popular Computing Weekly)
"a completely new computer experience, rare and truly great!"

(Dave Freeman, Radio 1)
"You've got to play it to believe it! This will get to Number One!"

(Computer & Video Games)
"The most original concept since the Spectrum was a gleam in Clive Sinclair's eye. The computer equivalent of Pink Floyd's The Wall . . ."

(Thorn EMI)
"The first computer program to inspire a cult following. To be without it is to lose social standing!"

(Crash Magazine)
"There are few things in life that can be called global certainties . . . this is one of them! Hypnotic, emotive, noble, humorous, absolutely excellent . . ."

(Home Computing Weekly)
"To call this a game is an insult. It's a stunning and profound audio-visual experience.

- Instructions 100%
- Playability 100%
- Graphics 100%
- Value for money 100%"

DEUS EX MACHINA —
 Commodore 64 version
 available soon!

CRUSOE 48K Spec £6 <input type="checkbox"/>	DEUS EX MACHINA 48K Spec £15 <input type="checkbox"/>	PIMANIA 48K Spec £10 <input type="checkbox"/>
PI-EYED 48K Spec £6 <input type="checkbox"/>	GO TO JAIL 48K Spec £6 <input type="checkbox"/>	OLYMPIMANIA 48K Spec £6 <input type="checkbox"/>
PIROMANIA 48K Spec £6 <input type="checkbox"/>	MORRIS MEETS THE BIKERS . . . Amstrad £6 <input type="checkbox"/>	PI-BALLED 48K Spec £6 <input type="checkbox"/>
PI-IN'ERE 48K Spec £6 <input type="checkbox"/>	MORRIS MEETS THE BIKERS . . . Any Spec £6 <input type="checkbox"/>	DARTZ 48K Spec £5 <input type="checkbox"/>
YAKZEE . . . Dragon/48K Spec £5 <input type="checkbox"/>	PIMANIAC T-SHIRTS (state size) Price £5 <input type="checkbox"/>	NEW WHEELS JOHN? 48K Spec £5 <input type="checkbox"/>
'BACKCHAT' Speech Synth. CBM64 with Software & Programming Book £25 <input type="checkbox"/>	DEUS EX MACHINA CBM 64 Cassette £15 <input type="checkbox"/>	Piman's Stereo L.P. Cassette £3 <input type="checkbox"/>
		Piman's Greatest Hits Vol. 2 £3 <input type="checkbox"/>

I enclose the right money, or debit my ACCESS/VISA Card. My Card number is Expiry Date.....
 Card holder's signature Card holder's name Tel. Number.....
 Card holder's address
 Post Code

NO EXTRAS! All our prices include VAT and Postage & Package. 24 hr.—CREDIT CARD HOT LINE (0705) 735242.
 Send your order and payment to: AUTOMATA U.K. LTD. 27 HIGHLAND ROAD, PORTSMOUTH, HANTS. PO4 9DA, ENGLAND.

SPECTRUM

GAME	RRP	OUR PRICE
DOOMDARKS REVENGE	9.95	6.95
RUNES OF ZENDOS	7.95	5.95
DALEY THOMPSON DECATHLON	6.90	4.90
LORDS OF MIDNIGHT	9.95	6.95
GREAT SPACE RACE	14.95	10.95
BACKPACKERS GUIDE	7.50	5.25
GHOSTBUSTERS	9.95	7.75
KUNG FU	6.95	5.25
LODE RUNNER	9.95	7.50
SABRE WOLF	9.95	6.95
UNDERWORLD	9.95	6.95
KNIGHT LORE	9.95	6.95
TIR NA NOG	9.95	6.95
PSYTRON	7.95	5.95
SCRABBLE	15.95	4.95
DARK STAR	7.95	4.95
AIR WOLF	6.90	5.20
MATCH DAY	7.95	5.20
PYJAMARAMA	6.95	5.20
FALL GUY	5.95	4.75
SCHOOLDAZE	5.95	4.75
BATTLE CARS	7.95	5.95
D-DAY	7.95	5.95
QUASIMODOS REVENGE	6.90	4.90
TRAVEL WITH TRASMAN	5.95	4.75
JET SET WILLY	5.95	4.75
KOKOTONI WILF	5.95	4.75
COMBAT LYNX	7.95	5.25
ENDURO	7.95	5.50
TWIN KINGDOM VALLEY	9.50	4.95
AVALON	7.95	5.50
FULL THROTTLE	6.95	5.75
MONTY MOLE	6.95	5.50
NIGHT GUNNER	6.95	4.99
T.L.L.	5.95	4.60
FRANK N STEIN	5.95	4.50
SHERLOCK HOLMES	14.95	10.50
WHITE LIGHTNING	14.95	10.50
BEACHEAD	7.95	5.95
ZAXXON	7.95	5.95
CYCLONE	5.95	4.75
POTTY PIGEON	6.95	5.95
VALKYRIE 17	6.95	7.50
STAR STRIKE	5.50	4.75
RAM TURBO INTERFACE	22.95	18.00
ROTRONICS WAFIA DRIVE	129.95	129.95
FIGHTER PILOT	7.95	5.99
HOBBIT	14.95	9.95
HERO	7.95	5.50
RIVER RAID	7.95	5.50
HAMPSTED	9.95	6.95
KONG STRIKES BACK	6.90	5.20
BOULDER DASH	6.95	5.95
BLUE MAX	7.95	5.95
GIFT OF THE GODS	9.95	7.25
TECHNICIAN TED	6.95	5.25
SELECT 1	12.49	8.49
ALIEN 8	9.95	7.25
PROJECT FUTURE	6.95	5.25
TRIPODS	11.50	8.50
BRUCE LEE	7.95	5.95

GOOD BYTE

COMMODORE 64

GAME	RRP	OUR PRICE
CAD CAM WARRIOR	9.95	7.50
PSI WARRIOR	9.95	6.95
SUICIDE EXPRESS	7.95	6.50
GHOSTBUSTERS	10.95	8.50
ALL OTHER ACTIVISION	9.95	7.50
STRIP POKER	9.95	7.25
PSYTRON 64	7.95	5.50
SPY VS SPY	9.95	6.95
MY CHESS II	11.95	7.25
TALES OF ARABIAN NIGHTS	7.00	3.75
BEACHEAD	9.95	7.50
SOLO FLIGHT	14.95	11.00
BRUCE LEE	9.95	7.25
NATO COMMANDER	9.95	7.25
SPTFIRE ACE	9.95	7.25
TAPPER	9.95	7.25
BLUE MAX	9.95	7.25
RAID OVER MOSCOW	9.95	7.25
BATTLE FOR MIDWAY	9.95	4.95
HAVOC	9.95	7.95
QUASIMODOS REVENGE	7.90	5.90
KONG STRIKES BACK	7.90	5.90
T.L.L.	7.90	5.90
ZAXXON	9.95	7.50
SUMMER GAMES	14.95	10.50
SHERLOCK	14.95	10.50
STORM WARRIOR	8.95	4.95
STAFF OF KARNATH	9.95	7.50
F-15 STRIKE EAGLE	14.95	11.00
BOULDER DASH	8.95	7.25
DEATH STAR INTERCEPTOR	9.95	8.00
KOKOTONI WILF	6.90	5.25
SELECT 1	12.49	8.49
SHOOT THE RAPIDS	7.95	5.95
CLIFF HANGER	7.95	5.95
ANCIPITAL	7.50	5.50
CHART BUSTERS	9.95	7.50
COMBAT LYNX	8.95	7.25
ZIM ZALA BIM	9.95	6.95
DESIGNERS PENCIL	15.95	12.00
LAZY JONES	7.95	5.95
PYJAMARAMA	7.95	5.95
WHITE LIGHTNING	19.95	14.95
FIGHTER PILOT	9.95	7.50
DECATHLON (ACTIVISION)	9.95	7.50
INTERNATIONAL SOCCER	11.95	8.95
MOTOCROSS	7.45	5.95
SUICIDE EXPRESS	7.95	5.95
SPY HUNTER	9.95	7.50
BATTLE FOR NORMANDY	14.95	11.25
COMBAT LEADER	14.95	11.25
TIGERS IN THE SNOW	14.95	11.25
TRIPODS	11.50	8.65

AMSTRAD

GAME	RRP	OUR PRICE
ADVENTURE QUEST	9.95	7.50
COLOSSAL ADVENTURE	9.95	7.50
DUNGEON ADVENTURE	9.95	7.50
LORDS OF TIME	9.95	7.50
RETURN TO EDEN	9.95	7.50
ALL AMSOFT	8.95	6.75
FOREST AT WORLDS END	6.00	4.50
HOUSE OF USHER	6.95	5.25
MANIC MINER	8.95	6.75
STEVE DAVIS' SNOOKER	7.95	5.95
PYJAMARAMA + MASTER CHESS		
TWINPACK	12.95	9.75
TEST MATCH	7.95	5.95
FOOTBALL MANAGER	7.95	5.95

BBC

GAME	RRP	OUR PRICE
ELITE	15.95	10.50
SABRE WOLF	9.95	7.50
MANIC MINER	7.95	5.95
RETURN TO EDEN	9.95	7.50
GRAND PRIX	9.95	7.50
CHARTBUSTERS	9.95	7.50
JETPAC	7.95	5.95
PERSONAL MONEY MANAGER	11.90	9.75

SPECIAL SPECTRUM OFFER

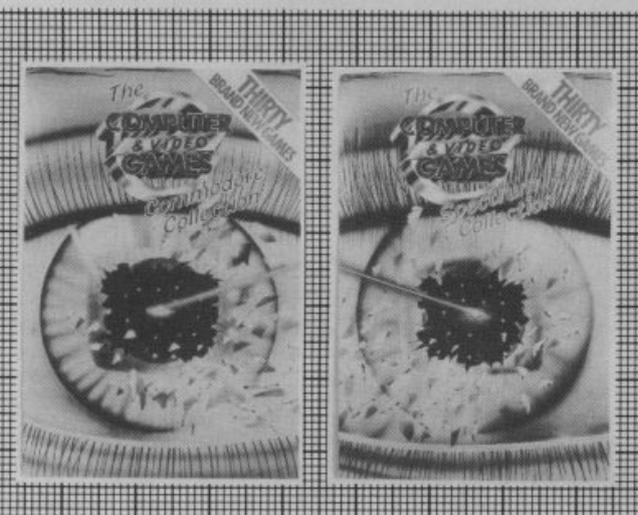
	OUR PRICE
SPECTRUM 48K	129.95
SOFTWARE PACKAGE WORTH	56.00
KEMPSTON TYPE INTERFACE	14.95
QUICKSHOT II JOYSTICK	11.95
TOTAL VALUE	212.85
OUR PRICE	£145.00

(This offer is not included in the 10% discount for orders over £50)

	OUR RRP PRICE
MSX GOLDSTAR	239.50 220.00

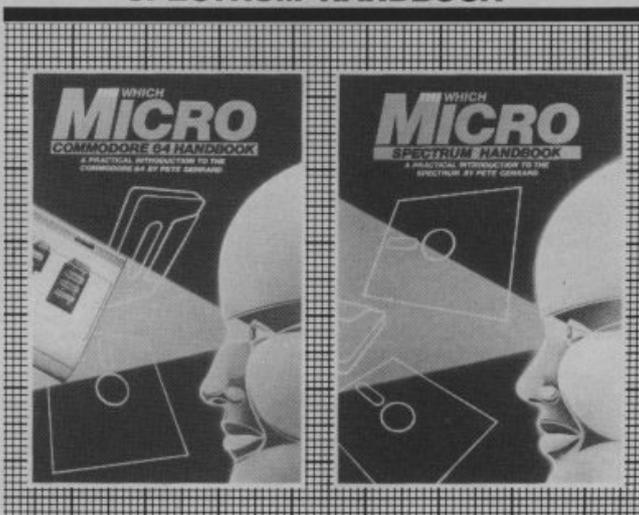
ALL PRICES INCLUDE P&P
QUICKSHOT II ONLY £8.99
 PLEASE NOTE IF YOUR ORDER EXCEEDS £50 YOU GET 10% FURTHER DISCOUNT
 SEND CHEQUES/P.O. TO
GOODBYTE, 94 LEATHER LANE
LONDON EC1 Tel: 01-404 4245/405 1270
 PLEASE STATE WHICH MICRO

Commodore Collection **COMPUTER & VIDEO GAMES** *Spectrum Collection*



Computer and Video Games, Britain's most popular computer games monthly, bring you two exciting new books for the Spectrum and Commodore 64. Each 100-page book contains up to 30 brand new games checked and prepared by **Computer and Video Game's** regular contributors. At £4.99 - the best value on the market at all good bookshops from November or send to EMAP Books, Bushfield House, Orton Centre, Peterborough PE2 0UW.

WHICH MICRO
COMMODORE 64 HANDBOOK
SPECTRUM HANDBOOK



Britain's two most popular personal computers, the Commodore 64 and Spectrum are covered from basic to semi-expert in **Which Micro Magazine's Handbooks**. Author **Pete Gerrard**, a regular columnist for **Which Micro**, has put together an accurate and practical guide to both computers, at £4.99 per book. Many programs are included and both 160-page books are spiral bound for easy use and are available in all good bookshops from November or direct through your letterbox by sending to EMAP Books, Bushfield House, Orton Centre, Peterborough PE2 0UW.

COMMODORE 64

BEYOND YOUR WILDEST DREAMS



Knightmare for the CBM 64 is now available from good stockists, EMI dealers, or direct from Romik Software, P.O. Box 478, Slough, (0753) 36910

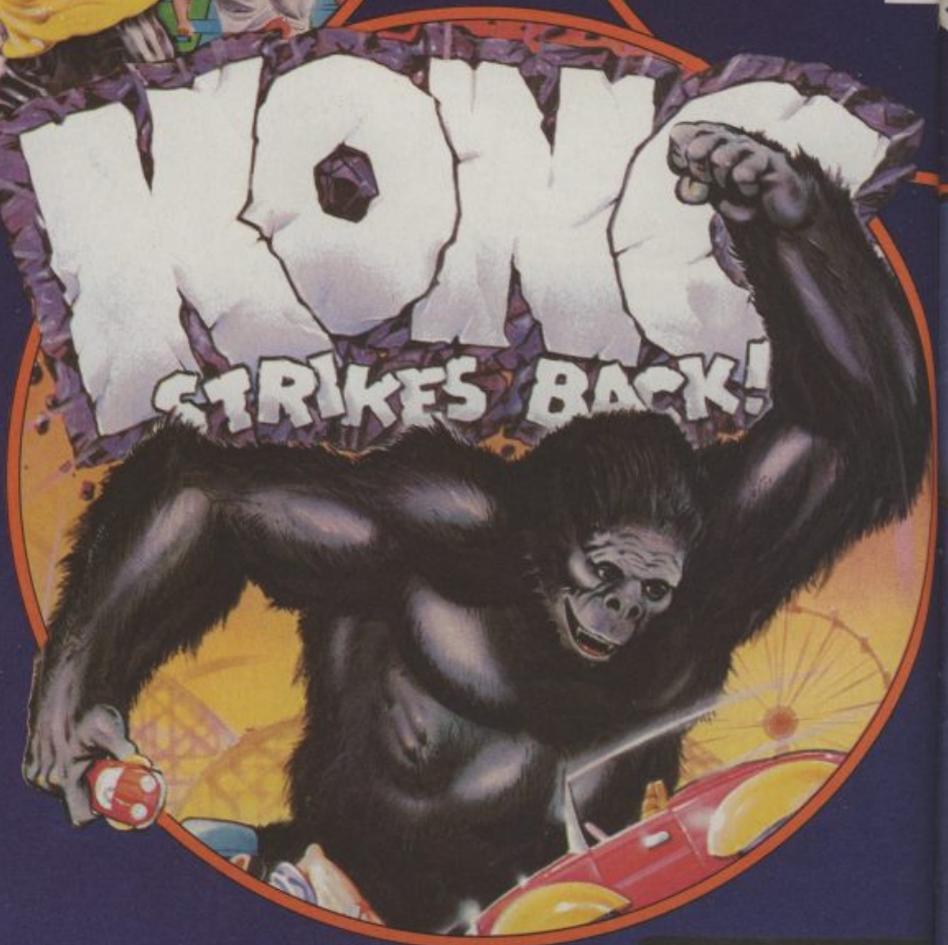
MATCH DAY



MATCH DAY
SPECTRUM 48k
7-95



KONG
STRIKES BACK
SPECTRUM 48k
6-90
COMMODORE 64
7-90



Don't
miss
red-ho
wt
OCE
WINTER

Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633

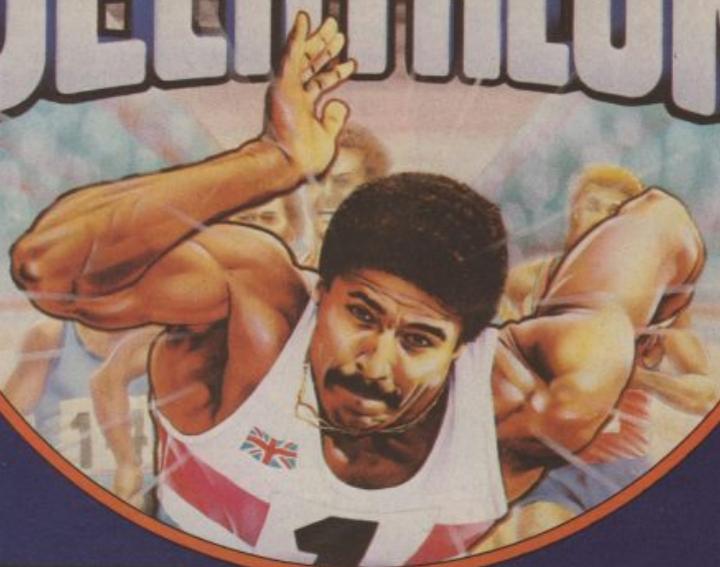


n't you
s all the
of action
with
EAN'S
R GAMES



DALEY THOMPSON'S

DECATHLON



HUNCHBACK II
SPECTRUM 48k

6-90

COMMODORE 64

7-90



DALEY THOMPSON'S
DECATHLON

SPECTRUM 48k

6-90

COMMODORE 64

7-90

cean

Ocean Software is available from selected branches of:

WOOLWORTH, **WHSMITH**,  **John Menzies**, **LASKYS**, **Rumbelows**, **COMET**,
Spectrum Shops and all good software dealers. Trade enquiries welcome.

ALL THE BETTER FOR 80 COLUMNS

There seem to be more QL monitors than QLs at the moment. Three different companies have launched their alternative to using a normal TV with your new Sinclair micro.

If you're using the Quill word processor a lot, then a monitor is essential to read the full 80 columns. And if you're not, you'll still find it a vast improvement.

Most existing monitors won't work properly with the QL as they lose the first and last few characters on a line in 80 column mode, as you must have noticed on a TV set. So special QL monitors squeeze the picture a little so that it fits in the screen. This means that using a QL monitor with, say, a BBC micro, you'll get an even more squeezed picture.

Microvitec's offering (tel 0274 390011) is a 14 inch model finished in black plastic, designed to match the computer. It comes complete with a cable to connect it to the QL and costs £275. The display is crystal clear and rock steady. The official model recommended by Sinclair is made by Kaga. It costs £299 and is known as the Sinclair Vision monitor. With a 12 inch screen, it's slightly smaller than Microvitec's but, having used both, I think that the Kaga display is not as good. The colours don't seem to be as rich.

Prism microproducts (tel 01-253 2277) has launched its own 14 inch QL monitor for just £199. Again, it's in black to match the computer and includes a carrying handle and detachable anti-glare screen.



Prism's low-price monitor for the QL. A 14 inch screen for £100 less than the official Sinclair model.

This is just one of the several QL monitors being launched at the moment.

SPECTRUM PLUS WHAT?

Sinclair quietly launched the Spectrum Plus a couple of months ago. For an extra £50 on top of the £129.95 price tag of a 48k Spectrum, you get a better keyboard but not much else. True, it looks very smart, but still isn't in the BBC or Commodore league.

The manual has been rewritten. It's now thinner, but there's lots more colour and examples.

Early versions of the Spectrum Plus were recalled by Sinclair from shops when it was discovered that the keys had the nasty habit of falling off. This has now been rectified, though.

In line with the "old" Spectrum, you get a 6-pack of free software with the machine, worth over £50. But unless it's software which you can find a use for, it won't have much value.

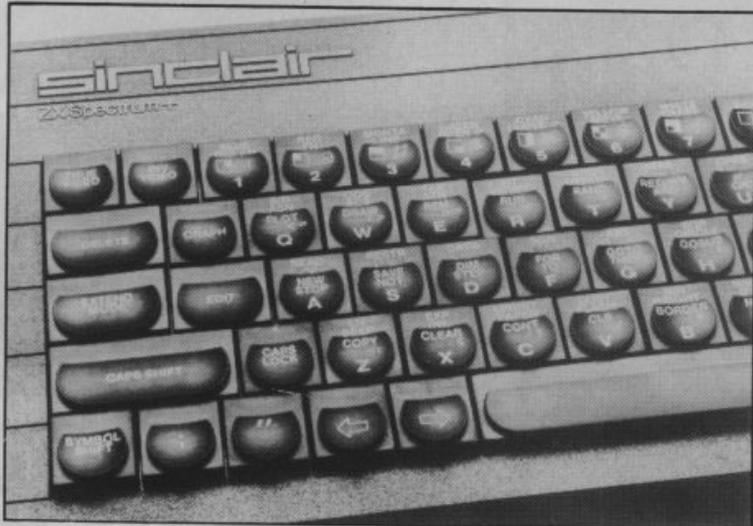
It's worth saying that, on the inside, a Spectrum Plus is the same as a 48k Spectrum so all software and peripherals will be compatible.

SHARP INTERFACE

An interface to link Epson printers to the Sharp 700/800 series computers is now available.

The circuit board plugs inside your printer, which will then think it's a normal Sharp printer.

More details from Mills Harris associates on 024262 341.



The QL-style keyboard of the new Spectrum Plus. But it's still the same machine underneath.

You get a 6-pack of free software worth over £50, too.

EXXTR

ABITS!

NEW IMPROVED KOALA

No, it's not a new wonder cure for sick pets but a repackaged version of Audiogenic's Commodore 64 graphics tablet.

Looking like a small blackboard, the pad connects to the back of the 64 and a special program is loaded into the computer to operate it. Then, as you write on the tablet with a fingernail or empty pen barrel, the corresponding image appears on the screen.

Other commands allow you to select densities and colours and to draw in thick or thin lines. You can plot circles and fill shapes automatically. From now on, the pad will also come with Koalaprinter, a program to print out a copy of the screen to a dot matrix printer. You'll also get the instant programmer's guide, which tells you how to use the Koala pad as input to your own programs. Total cost of the package is £79.95 and more details can be had from 0734 664646.

ELECTRON GETS DISCS

Following the launch of the Plus 1 interface for the Electron, Acorn has announced the Plus 3. No, I don't get it either!

Anyway, you now have a single 3" disc drive plus interface which connects to the computer and stores 300k of data. It costs £229, and the Plus 1 connects to the back of it, enabling you to run both interfaces.

A Plus 2 is promised soon!

QL OR ICL?

ICL, usually known for their large mainframe computers, has launched a micro based on the Sinclair QL. Called OPD, or One Per Desk, it costs around £1500 and includes a built-in multi standard modem and twin microdrives. The 4 Psion packages are held in ROM so you don't have to load them from cartridge each time you want to use them.

The machine uses a different operating system to the QL, though,

so QL software won't run on the OPD.

Incidentally, Metacomco have launched the first serious software for the QL. Their assembler/editor is the most sophisticated I've seen, and worth the £59.95 price tag if you're into serious machine code programming.

Two languages, BCPL and LISP, are also available at the same price. OPD versions will follow.

SKWEEK SKWEEK

A mouse is now available for the BBC model B micro.

For £89.95 you get a Skweekey himself, a ROM and software on disc and cassette. The mouse plugs into the user port and the ROM into any spare sideways ROM socket.

The extra chip adds enough commands to Basic to enable you to use the mouse in your own programs by taking the place of the cursor keys. You can also put a pointer on screen and use this as input to your own programs or any which use the cursor keys.

If it's art you like, you'll love the AMX Art package which is also supplied. This uses a hi-res mode 4 screen and lets you draw to your heart's content. The package is very easy to use, and you can create some stunning effects.

Well worth looking into if you have some spare Christmas cash.

It's all made by Advanced Memory Systems, who are on 0925 62907.

COME MUSIC MAKERS

If you want to play like Duran Duran, Commodore have made it easy for you with the Commodore 64 Music Maker. As well as one of the most sophisticated synthesiser programs available for the machine, you also get your very own plastic keyboard which sits on top of the machine and presses the appropriate key on the keyboard. You can even play 3 note chords.

The software plus keyboard and songbook costs just under £40 and should be available from Commodore dealers.

IT CAN'T BE TRUE

You must have read about the Unicom modem. No? Ok, I'll tell you about it. A company called Unicom reckon that they can produce a modem which works at Prestel speed, 300/300 baud and American Bell standards, all for £49 + VAT. There's even been pictures of it in some magazines.

Be warned, though, there's no finished version of the modem yet, and the software for it is still being written. I'm sure that this wonderful device will appear, but don't hold your breath.

FULLER SAVED

I wrote last month that Fuller Microsystems had gone into liquidation. Nordic Keyboards has now bought the Fuller name and will continue to market the entire Fuller range.

Nordic make it clear that, although it has acquired the Fuller name, it has managed to shake off the delivery problems which Fuller had. Stocks are now available within 3 days.

There's some reasonably good news for anyone having problems with their Fuller FDS keyboard. Return it to Nordic with a cheque for £10.50 and they'll send you a replacement.

More details on 051 548 2220.

BOOST YOUR BEEP WITH CHEETAH

Cheetah Marketing, the company behind the Rat remote control joystick for the Spectrum, has come up with another add-on good.

Mega-sound converts your Spectrum so that sound effects come from the TV speaker and not from the computer itself. So you can control the volume of the sound with the knob on the television. This is the way that the Commodore 64 works, and gives much clearer sound.

Unlike earlier versions by other companies, you don't need to take your Spectrum apart. Just plug into the user port and connect to the TV. More details on this £10.95 device on 01-290 6044.



Fuller's range of Spectrum peripherals. Nordic Keyboards has bought the Fuller name and will continue to supply their products, including the new executive keyboards. Delivery has been improved — stocks are available within three days.

If you have a broken FDS keyboard, Nordic will replace it for £10.50. Details on 051 548 2220.

CROSSWORD

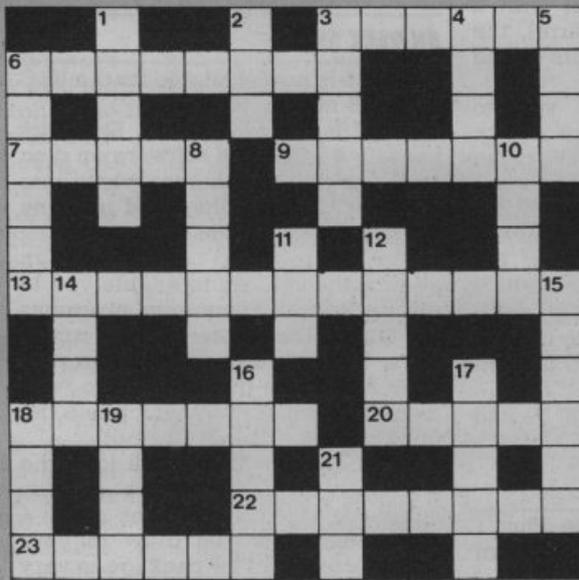
We proudly present another of our amazing C&VG crosswords — and the first three correct answers will get an amazing C&VG "The Champ" tee-shirt. Just send your completed crossword to C&VG, Crossword, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Clues — Across

3. American soap opera and computer game (6)
6. and 6. Down. Game based on H.G. Wells classic (3, 2, 3, 6)
7. Restore to zero or original value (5)
9. Manic Miner's software house (3, 4)
13. The original arcade game (5, 8)
18. Damaging computer error (7)
20. 'Mr. Adventure' Adams (5)
22. AA tactic (anag.) (4, 4)
23. St. George's micro? (6)

Clues — Down

1. Program failure (5)
2. Oracle's channel (1.1.1)
3. Get rid of program errors (5)



4. 'Poisoned dwarf' in 3. Across (4)
5. Rescue a program? (4)
6. See 6. Across
8. Adventure stories (5)
10. Norse thunder-god (4)
11. Insect in game attack (3)
12. Units of rate of information transmission (5)
14. Two of a kind in cards (4)
15. Electricity that doesn't move (6)
16. Atlantic or Pacific software house? (5)
17. Units of potential difference (5)
18. Precious metal of US software house (4)
19. Psychic emanation surrounding those with magical power (4)
21. Commodore computer (3)

DOOMDARK'S REVENGE

There are 20 copies of Commodore 64 versions of *Lords of Midnight* up for grabs for readers who have completed the trilogy of *Doomdark's Revenge* Fighting Fantasy novelettes written by Beyond Software's Clive Bailey and Terry Pratt.

For Spectrum owners, Beyond will substitute one of their Spectrum titles like *Doomdark's Revenge* or *Shadow Fire*.

At the end of each *Doomdark's Revenge* story, we've asked a question connected with the plot.

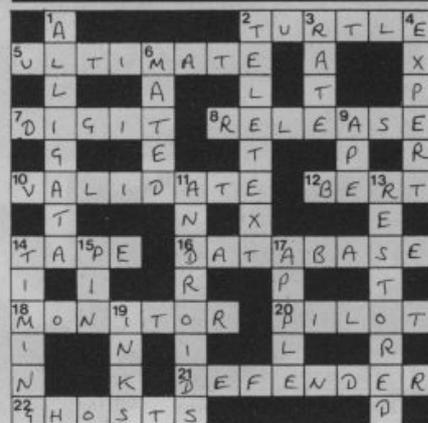
After part one, we asked which treasure that Luxor found was the most precious. After part two, we asked which of Tarithel's three spell

runes proved the best omen. After the third part, on page 85 of this issue, we wanted to know which of Morkin's magical possessions proved the most important to the successful conclusion of his quest. The clues are there if you play the novelettes properly.

- | | |
|---|--|
| Luxor's treasure:
Fey Emblem
The Power Head
The Crystal Ball | The Ball of Fire
The Cup of Dreams |
| Morkin's possessions:
The Axe | Tarithel's runes:
The Moon
The Sun
The Falcon |

Fill in the form below and send your answers to: Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

SOLUTION



TARRANT-ULA!

Picture the scene ... Chris Tarrant of *Tiswas* fame is locked in a gorilla's cage and is, for once, at the receiving end of custard pies and buckets of green gunge!

Last month we asked you to send in your ideas for the whackiest game around — it had to feature Chris Tarrant and I think almost everyone managed to feature flying pies, the Phantom Flan Flinger and for some reason, Terry Wogan!

With 50 prizes of Chris Tarrant's video on the World's Greatest Computer Games up for grabs, the ideas you came up with were often hilarious and many beautifully illustrated.

We especially liked Tarrant-Ula from Ross Byron-Scott, Berks, who featured Chris armed with a French loaf fighting his way through a Manic Miner-type screen to plaster a custard pie over the face of his Director.

Well done Ross — a copy of the video is on the way. Unfortunately we haven't the space to mention the remaining 49 winners, but prizes are being sent out and if you've won, a copy of the game will be landing through your letter box over the next couple of weeks.

'PSSST!'

...ELLO JON GOTTA NEW COMPUTA'

Games Extra

So now you've got a new Commodore computer what are you going to do with it? We have the answer and it won't cost you a penny.

The January edition of **COMMODORE USER** has a FREE 36 page Games Extra. It contains six super listings for the 64, many written by professional authors for companies like Melbourne House and McGraw Hill. Shiver in Dracula's Nightmare, discover the North-West Passage in Francis Drake's Adventure or dodge the avalanche in Everest.

We haven't forgotten Vic owners either. Bricky, Beeglebug or dodge the traffic with Hoppa. All are published complete with our 'Easy-Enter' technique exclusively developed for **COMMODORE USER**.

Look out for the January issue of **COMMODORE USER**.
AT YOUR NEWSAGENT FROM THE 22ND OF DECEMBER.

The Complete Commodore Software Guide

Not content with one free gift, our February edition contains a 36 page Complete Commodore Software Guide. We list over a thousand programs, with prices. Whatever the software package you are after for your Commodore — from Jet Set Willy to word processors — The Complete Commodore Software Guide is the place to start.

On sale Jan 26th 1985.

COMMODORE
user



Duplicate
with the best
•• with the best

Ablex

Cassette, Disc and ZX/QL Microdrive Cartridge Duplication

Contact Jeff Johnson, Sales Manager, Ablex Audio Video Limited,
Harcourt, Halesfield 14, Telford TF7 4QR. Tel: (0952) 584131 · Telex: 35649

MILES BETTER SOFTWARE

221 CANNOCK ROAD, CHADSMOOR
CANNOCK, STAFFS WS11 2DD
TEL: (05435) 3577

U.S. GOLD SOFTWARE

	ZX	CBM	ATARI
BEACH HEAD*	8.95	8.95	11.95
RAID ON MOSCOW	6.95	8.95	11.95
STRIP POKER	6.95	8.95	11.95
FORBIDDEN FOREST*		7.95	11.00
AZTEC CHALLENGE*		7.95	11.00
SLINKY*		7.95	11.00
CAVERNS KHAFKA*		7.95	11.00
POOYAN		8.95	11.95
BRUCE LEE*	6.95	8.95	12.95
DALLAS QUEST*			12.95
SNOKIE*		8.95	11.95
FLAK*		8.95	12.95
STELLAR 7		8.95	11.95
MYSTIC MANSION		7.95	11.00
SOLO FLIGHT*	8.95	12.95	12.95
SPITFIRE ACE*		8.95	11.95
F15-EAGLE*	8.95	12.95	12.95
NATO COMMANDER*		8.95	11.95
INDIANA JONES		8.95	
TAPPER	6.95	8.95	11.95
CONGO BONGO	6.95	8.95	11.95
UP 'N DOWN	6.95	8.95	11.95
SPY HUNTER	6.95	8.95	11.95
BUCK ROGERS	6.95	8.95	11.95
KNIGHTS DESERT*		12.95	12.95
COMBAT LEADER*		12.95	12.95
BATTLE NORMANDY*		12.95	12.95
FORT APOCALYPSE*		8.95	12.95
DRELBS*	6.95	8.95	12.95
BLUE MAX*	6.95	8.95	12.95
SENTINAL		8.95	12.95
ZAXXON*	6.95	8.95	12.95

* Available for the Atari
Please phone for software availability and
software lists for the B4 and Atari
Add £1 for overseas orders — Access/Visa



ATARI 400, 600, 800, 800 XL DID YOU GET AN ATARI FOR XMAS?

Why not compliment the greatest home computer on the market by obtaining membership with MIDLAND GAMES LIBRARY.

The greatest, biggest and best Atari library on the market.

An ideal Christmas present for old and new Atari owners.

MIDLAND GAMES LIBRARY: The company who over 2 years ago, first conceived the idea of a software library.

New boasting over 900 titles on disc, cassette and Ram (games, business, educational and utilities). Often purchasing popular programmers in multiples of 5 or 6 to give all our members a fair change. Always adding approximately 40 new programmes monthly.

Over 1,000 very satisfied members, many as far away as Iceland, Sweden, West Germany, Holland, Denmark and Eire.

A fast, efficient and friendly service. Requests are attended to immediately virtually assuring you a 24 hour return of service. Regular newsletters and programme updates, plus other inter-club activities.

MIDLAND GAMES LIBRARY
48 Readway, Bishops Cleeve,
Cheltenham, Glos.

Tel: 0242-67-4960 9.30-4.30

All our programmes are originals with full documentation

COMpetition



Ghostbusters

We 'aint afraid of no ghosts! Are you? We bet you're not. *C&VG* readers won't be scared by a few paranormal creatures. And to prove it we're offering you the chance to become Ghostbusters!

We've got 50 copies of the new Activision game, based on the box-office smash hit movie *Ghostbusters!* to give away — 25 for the Commodore 64 and 25 for the Spectrum.

What we want you to do is write us a short ghost story. It could be your version of a ghostbusting mission undertaken by you and your friends, or it could be a haunting tale of things that go bump in the night — it could even be a true story of your own creepy experiences. We'll print the best story in a future issue of *Computer & Video Games* — suitably illustrated of course.

Keep your story short — about 200 words please — and make sure we can read your writing. Once you've completed your story, fill in the coupon, attach it to your entry and send it to *Computer & Video Games*, Ghostbusters Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is February 16th. Normal *C&VG* competition rules apply and the editor's decision is final — even where ghosts are concerned!

Don't forget to mark the **outside** of your envelope with the make of computer your own — Spectrum or Commodore.

C&VG/ACTIVISION GHOSTBUSTERS COMPETITION

Name.....

Address.....

I own a Commodore 64
a Spectrum (tick box)

SYSTEM 3 FOR LIFE!

Here's the answer to every Commodore owners' wildest dreams. Free games for a lifetime! Yes, our mates at System 3 Software, the people who brought you *Death Star Interceptor*, are offering one lucky person a lifetime's supply of their games releases in our great *C&VG*/System 3 competition.

And 30 runners-up will get a game of their choice from System 3's three new American imports for the 64 — *Moto Cross*, *Juice* and *Suicide Strike*. Both the winner and runners-up will get System 3 posters too! What more could you ask for!

So what do we want you to do? Design some spacecraft that's what. We want you to sit down and design the ultimate spacecraft — either for the good guys or the baddies.

You must sit down and work out the armament, defence systems, engines and operating systems. Draw up a blueprint of your super-ship and send it to *C&VG*'s space engineering department!

As we've already mentioned, you can make your ship suitable for a good guy — you know, one of those types who zaps around the universe saving planets from evil aliens. Or you can design a craft for an evil alien — one of those types who zaps about the universe looking for planets to destroy!

Let your imagination run riot — don't be bothered by little things like aerodynamics or engineering. We want to see the weirdest things your minds can conjure up.

When you've drawn up your blueprint, rush it to *Computer & Video Games*, System 3 Spacecraft Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to fill in the coupon and attach it to your entry. Normal *C&VG* competition rules apply and the editor's decision is final. Closing date for the competition is February 16th.

C&VG/SYSTEM 3 SOFTWARE COMPETITION

Name.....

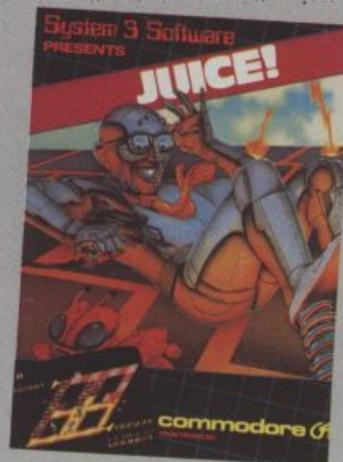
Address.....

Game I want for my 64: (tick box)

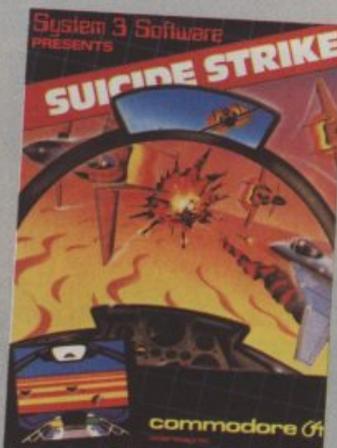
Moto Cross

Juice

Suicide Strike



Juice: The cunning Killer Watt is out to fry poor old Edison's brains!



Suicide Strike: An important military target must be destroyed at all costs in a suicide strike!



Moto Cross: Race on your own or against computer-controlled bikes.

The Fight Continues... On The Spectrum.

**NOW
AVAILABLE
ON THE
48K
SPECTRUM**



... Earth is threatened by an Empire Deathstar, can you penetrate its defences, destroy it before it destroys you? ... Deathstar Interceptor gives you 12 screens of 3D graphics, super smooth 3D animation, unbelievable sound effects, music, 4 skill levels and a hi score table ... this is the ultimate challenge!

... This game has to be played to be believed! You have not seen what the 48K Spectrum it can do until you have played Deathstar Interceptor!

Available now at £1.95

**Also available for
CBM £9.99**

HOW TO ORDER

To purchase Deathstar Interceptor, simply fill your name and address on a piece of paper, enclosing your cheque/P.O. made payable to: SYSTEM 3 SOFTWARE, and post to the address below. Please allow 7 to 14 days for delivery.

OVERSEAS ORDERS

Please add £1.00 per game ordered.

System 3 Software

South Bank House, Black Prince Road, London SE1
Tel: (01) 587 0873

GIFT FROM THE GODS



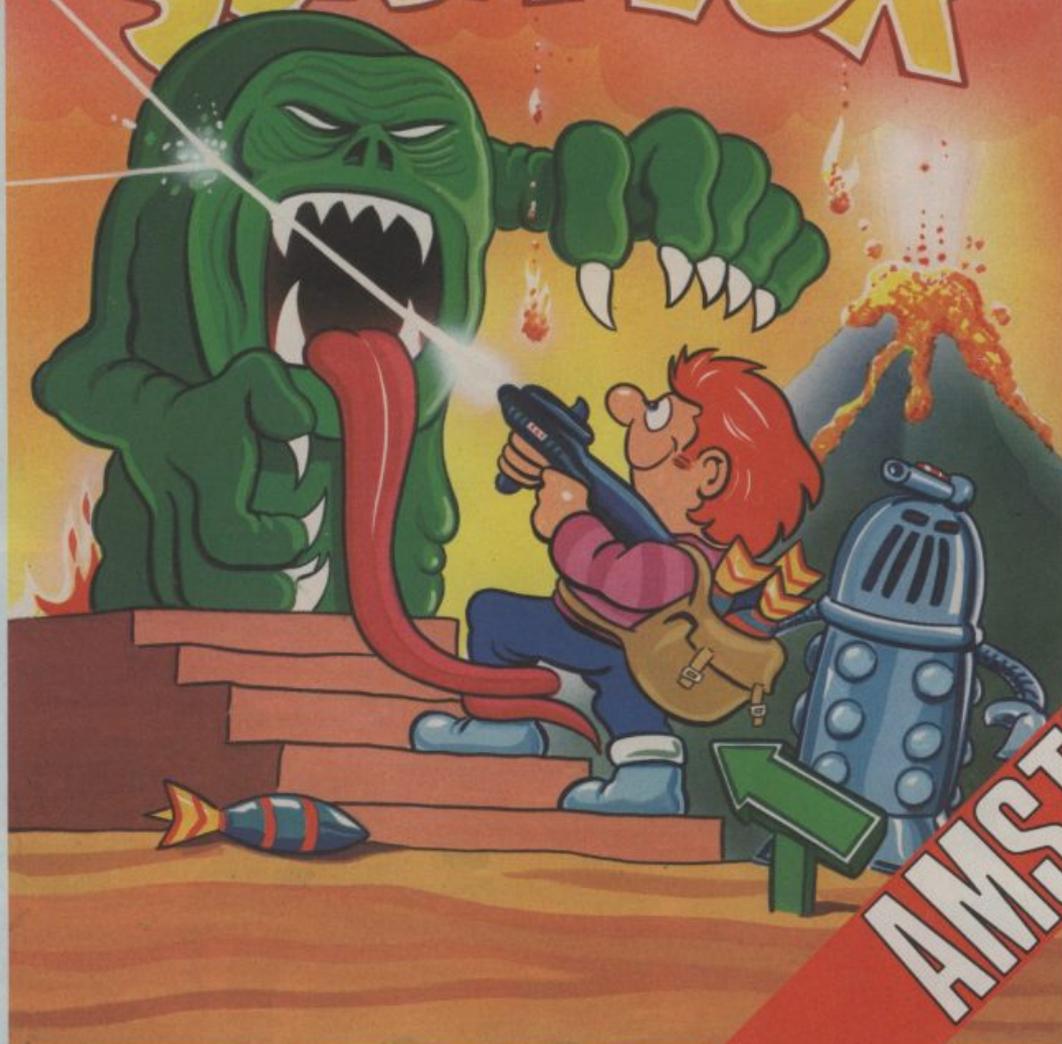
GIFT FROM THE GODS

"The Power of Destiny"

- Number 1 Blockbuster from the "MEGA TEAM"
- Spectacular arcade – adventure played in a multitude of ways and at many different levels.
- Watch the Secrets of the Labyrinth unfold as our Hero, ORESTES, tests his skill against the power of GOD and MAN.
 - Stunning animated graphics take you beyond time ... into the "FIFTH DIMENSION".
- "INTELLIGENT" controls allow ORESTES to perform an astonishing repertoire of feats from the command of joystick or keyboard.
 - Discover the key to "AGAMEMNON'S" puzzle, through the power of Intrigue and Illusion!

Ocean Software is available from selected branches of: **WOOLWORTH**, **WHSMITH**, **John Menzies**, **LASKYS**, **Rumbelows**, **COMET**, Spectrum Shops and all good software dealers. Trade enquiries welcome.

SURVIVOR



ANIROG

SURVIVOR Search the haunted rooms of Deadstone Abbey for the untold treasures left from years gone by. However, as you help Angus around the ancient building beware of the evil spirits who will chase Angus wherever he goes. All he has to defend himself is his trusty gun and porcupine bombs. Luckily for Angus there are various objects lying around the Abbey such as ammunition, money bags, and bottles of life giving elixir. There are 1008 various rooms all presented in remarkably clear and colourful graphics with beautifully smooth scrolling screens. Ahead lies a terrifying challenge for Angus and its up to you to help him. Are you the sole survivor!

AMSTRAD £7.95

HOUSE OF USHER Enter the House of Usher at your own risk, as you may never leave again. However, once inside there is a choice of nine rooms to select. Behind each door is a totally different action packed arcade game, each of which are certain to strain your nerves to the limit. If you manage to get through these nine rooms another two secret rooms (x and y) will appear, but beware the evil powers of the House of Usher.

AMSTRAD £7.95

FLIGHT PATH Flight Path is without doubt the best flight simulator on the C/16 and Amstrad. The many elaborate features include: Altometer, flaps, directional headings, crosswinds, fires, ground warning lights and reverse thrust to name but a few. Also included are smooth graphics as you take off, cruise over mountains, and land once again.

AMSTRAD £6.95

3D TIME TREK As sole survivor of the planet "Corillian" your quest is one of anger and revenge. The starship you are flying is full of the latest inboard computers and extra powerful sensors. Also included are full 3D graphics, to add unbelievable realism to this fantastic journey through time itself, and beyond.

AMSTRAD £7.95

MOON BUGGY You must skillfully manoeuvre your jumping patrol vehicle over dangerous moon craters as well as large boulders and cunningly placed mines. Not only this but avoid the hovering alien spaceship as it bombards you from above.

AMSTRAD £7.95

Mail Order: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT SALES HORLEY 02934 6083 Payment by: P.O. - ACCESS - VISA

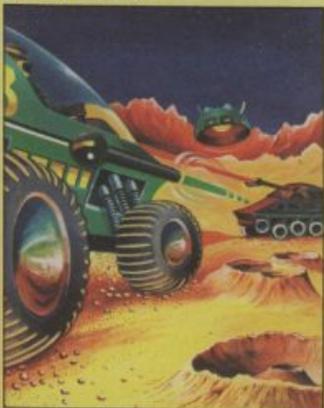
AVAILABLE FROM YOUR COMPUTER STORE

COMMODORE C16 AND PLUS 4

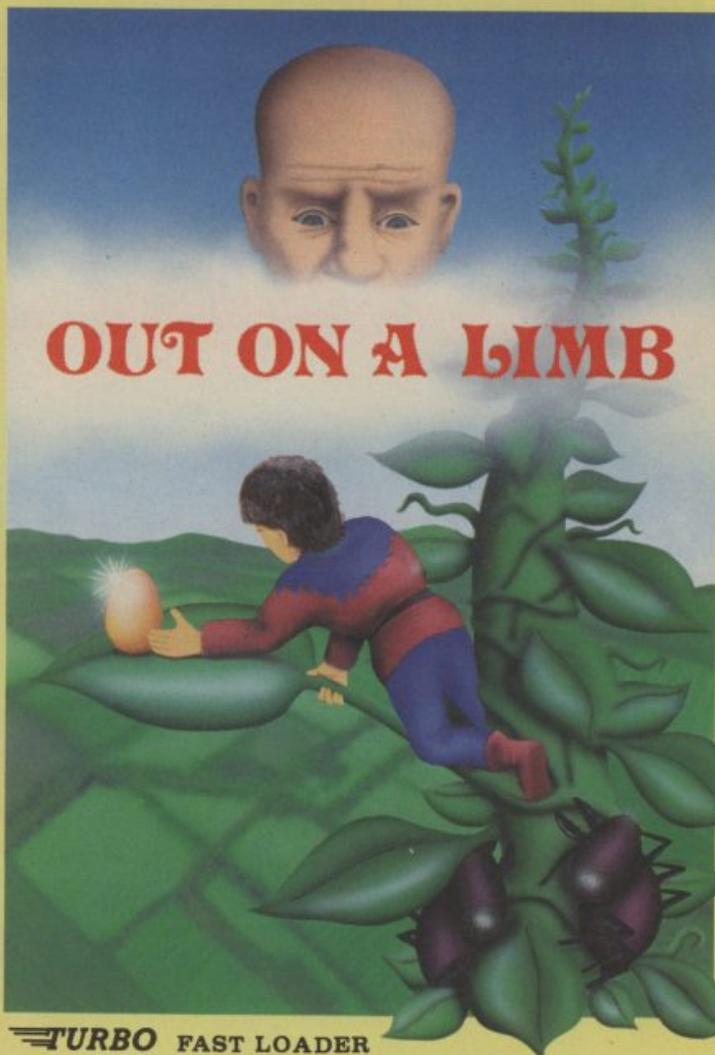
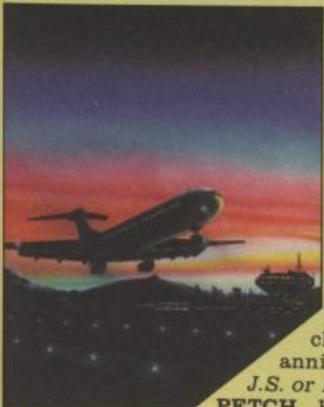
LAS VEGAS



MOON BUGGY



FLIGHT PATH



TURBO FAST LOADER

LAS VEGAS Las Vegas brings all the challenges of a deluxe arcade fruit machine direct to your fingertips. Many exciting features include, gamble, cancel, collect, nudge and number options, with a three row display and maximum payout of 20\$.

K.B. Only C.16 £6.95

ZODIAC This is an enthralling arcade adventure in which the evil powers of hell have scattered the signs of the Zodiac in the four hundred chambers of the abyss. Struggle to collect these signs and at the same time try to annihilate everything in your way. How long can you stay alive?

J.S. or K.B. C.16 £6.95

PETCH Race Petch around the screen, moving ice blocks to alter the maze, however, beware of the nasty monsters who are constantly chasing Petch as you attempt to collect the bonus cherries. Also if you can touch the edge of the maze the monsters will suddenly burst into flames, but look out they'll soon be back!

J.S. or K.B. C.16 £6.95

MOON BUGGY You must skillfully manoeuvre your jumping patrol vehicle over dangerous moon craters as well as large boulders and cunningly placed mines. Not only this but avoid the hovering alien spaceship as it bombards you from above.

J.S. or K.B. C.16 £6.95

3D TIME TREK As sole survivor of the planet "Corillian" your quest is one of anger and revenge. The starship you are flying is full of the latest inboard computers and extra powerful sensors. Also included are full 3D graphics, to add unbelievable realism to this fantastic journey through time itself, and beyond.

J.S. and K.B. C.16 £6.95

SKRAMBLE Earth has been overrun by the Cobrons and its up to you to battle through the six ferocious and testing sectors. Adversaries include meteors, UFO's and deadly fireballs. Fly through an armoured city, then an elaborate maze and finally the command base itself.

J.S. or K.B. C.16 £6.95

FLIGHT PATH Flight Path is without doubt the best flight simulator on the C/16 and Amstrad. The many elaborate features include; Altometer, flaps, directional headings, crosswinds, fires, ground warning lights and reverse thrust to name but a few. Also included are smooth graphics as you take off, cruise over mountains, and land once again.

J.S. and K.B. C.16 £6.95

OUT ON A LIMB This is a fantastic and in parts outrageously funny game. Based on the fairytale of Jack and the Beanstalk, Out On A Limb is full of the most strange and eccentric characters you are ever likely to meet. Firstly, climb the stalk and jump onto the clouds, then enter the giant's castle searching for treasures. However, watch out for vacuum cleaners, musical notes, televisions and potted plants, all of which chase you round the many and elaborate rooms of the castle. Once the treasure is collected the single exit will be opened, and then.....?

J.S. or K.B. C.16 £6.95

ANIROG

Mail Order: 8 HIGH STREET HORLEY SURREY 24 HOUR CREDIT SALES HORLEY 02934 6083 Payment by: P.O. - ACCESS - VISA

AVAILABLE FROM YOUR COMPUTER STORE

ZODIAC



3D TIME TREK



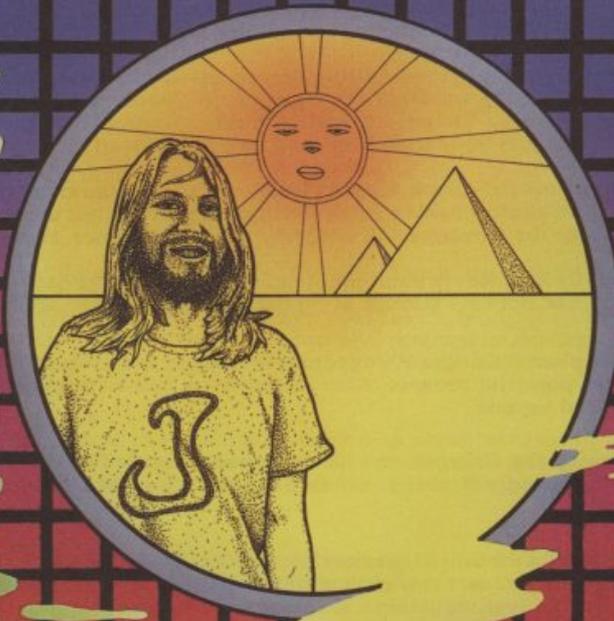
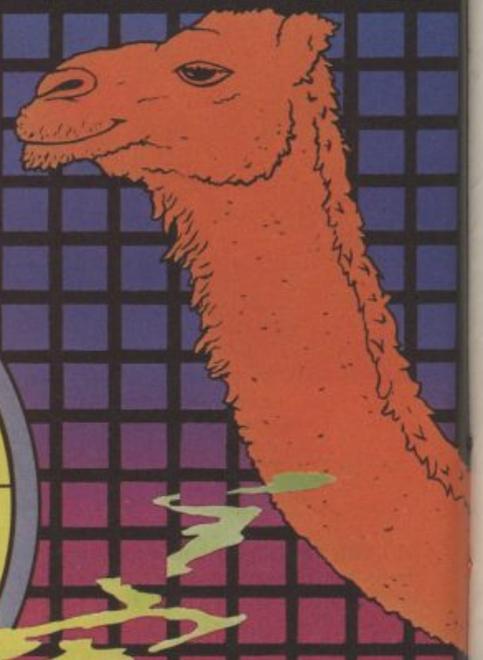
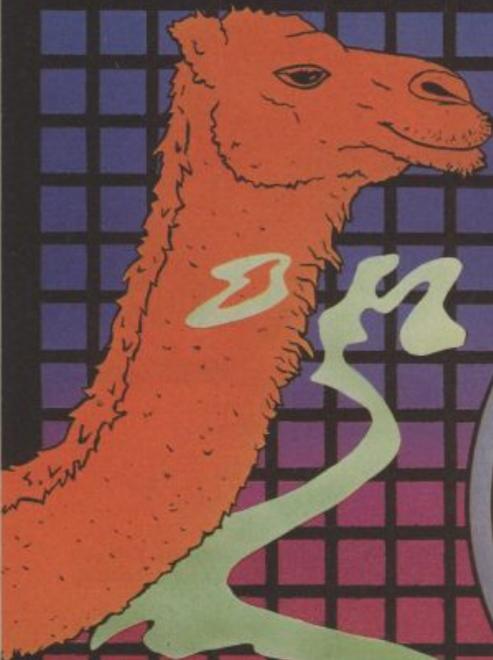
SKRAMBLE





PSYCHEDELIA

A Light Synthesiser



llamasoft



USERS
MAGAZINE

OVER
140
PROGRAMS

4 BOOKS

12
PERIPHERALS

SPECIAL OFFER
SEND FOR OUR COLOUR
CATALOGUE NOW

SOLO SOFTWARE

95B BLACKPOLE TRADING ESTATE
WORCESTER WR3 8TJ
TELEPHONE (0905) 58351

SHARP 11Z-7000 SERIES

ZOOMSOFT

COMPUTER SOFTWARE
SPECIALISTS

COMMODORE 64

	cass	disk
Pacman	ROM	9.95
Pole Position	ROM	14.95
Zork I	N/A	11.95
Zork II	N/A	11.95
Zork III	N/A	11.95
Starcross	N/A	11.95
Suspended	N/A	11.95
Deadline	N/A	11.95
Mask of the Sun	N/A	28.95
Cutthroats	N/A	29.95
Suspect	N/A	39.95
Boulder Dash	7.25	9.95
Flip Flop	7.25	9.95
Aztec Challenge	7.50	7.95
Forbidden Forest	7.50	7.95
Fooyan	7.50	8.95
Encounter	9.95	12.95
Tigers in the Snow	14.95	14.95
Battle for Normandy	14.95	14.95
Combat Leader	14.95	14.95
Knights of the Desert	14.95	14.95
Shamus II	9.95	14.95
Spelunker	9.95	12.95
Lode Runner	9.95	12.95
Dauids Midnight Magic	9.95	12.95
Operation Whirlwind	11.95	14.95
Raid on Bungeing Bay	9.95	12.95
Chopflifer	9.95	12.95
Hard Hat Mack	9.95	12.95
Realm of Impossibility	9.95	12.95
Archer	11.95	14.95
Murder on the Zinderred	11.95	14.95
One-on-One	9.95	12.95
M.U.L.E.	11.95	14.95
Pitstop	8.95	11.95
Dragon Riders of Pern	8.95	11.95
Jumpman	8.95	11.95
Impossible Mission	8.95	11.95
Flyer Fox	9.95	14.95
Jetboot Jack	7.95	N/A
Superbase 65	N/A	7.95
Flight Simulator II	34.25	37.95
S.A.M. (speech)	N/A	41.95
Master Type	ROM	32.75
Master Type	N/A	32.75

All activation and U.S. Gold (disk/cass) titles in stock.

ATARI 400/800/XL

	ROM	cass	disk
Telelink	14.95		
Frogger	14.95		
O Bert	14.95		
Rally Speedway	14.95		
Centpede	9.95		
Jungle Hunt	9.95		
Pacman	9.95		
Pengo	9.95		
Donkey Kong	14.95		
Donkey Kong Junior	14.95		
Joust	14.95		
Ms Pacman	14.95		
Pole Position	14.95		
Robotron	14.95		
Dig Dug	14.95		
Miner 2049er	19.95		
Oil's Well	18.95		
BC's Quest for Tyrus	18.95		
Jetboot Jack	7.95	N/A	
Diamonds	7.95	N/A	
A.C.E. Enhancer	7.95	N/A	
Fort Apocalypse	8.45	12.55	
Shamus	10.95	N/A	
Drebb	8.45	12.55	
Claim Jumper	9.95	N/A	
Protector	9.95	N/A	
Shadow World	9.95	12.95	
Slime	9.95	12.95	
Zeppelin	10.95	N/A	
Pharaohs Curse	10.95	N/A	
Bruce Lee	12.55	12.55	
Dallas Quest	N/A	12.55	
Solo Flight	12.60	12.60	
Spriffle Ace	8.45	11.45	
Nato Commander	8.45	11.45	
Flak	N/A	12.45	
Snake	8.45	11.45	
Mr. Robot	N/A	14.95	
Cohens Towers	14.95	14.95	
Boulder Dash	14.95	14.95	
Attack of the Mutant Camels	6.25	N/A	
Computer War	8.50	N/A	
Hover Bover	6.25	N/A	
Pengo	6.25	N/A	
Encounter	8.45	11.45	

ATARI 400/800/XL

	cass	disk
Lode Runner	N/A	24.95
Mask of the Sun	N/A	29.95
Star Bowl Football	23.00	23.00
Star League Baseball	23.00	23.00
Cutthroats	N/A	29.95
Enchanter	N/A	37.95
Sorcerer	N/A	35.95
Seastalker	N/A	28.75
Graphics Art Department	N/A	29.95
Arcade Construction Set	N/A	29.95
Summer Games	N/A	29.95
Ultima III	N/A	47.95
Dancing Feats (music utility)	N/A	21.55
Combat Leader	14.95	14.95
50 Mission Crush	N/A	33.95
Rails West	N/A	33.95
Flight Simulator II	N/A	37.95
S.A.M. (speech)	N/A	41.95
PM Animator	N/A	25.95
Dark Crystal	N/A	24.95
Night Mission Pinball	24.95	24.95
U.S. Doubler	N/A	69.75
Sparta Dos	N/A	39.95
Basic Debugger	N/A	25.95
Basic Commander	N/A	25.95
Data Manager	N/A	34.95
Data Manager II	N/A	39.95
Data Perfect	N/A	73.75
Atari Writer	ROM	39.95
Home Word	N/A	48.95
Basic XL	ROM	66.95
ACTION	ROM	66.95
Mac 65	ROM	72.90
Mac 65 (with DSIA+)	ROM	57.95
Atari 850 Interface		99.95
The Protect (write to both sides of disk)		9.95
Disk Collector (Catalogue disks)	N/A	9.95

ATARI AND COMMODORE PROGRAMMERS

Original games and utility programs wanted for the Atari and Commodore 64 home computers. Top royalties paid. We can distribute your software world wide. For further information please write or telephone.

ZOOMSOFT

46 HUNTSWORTH MEWS, LONDON NW1 6DB

Plus 100's more titles available. Send S.A.E. for free catalogue or telephone 01-723 0562 between 10am and 7pm. All cheques, P/O made payable to Zoomsoft.



Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged?

1 CYCLONE

MACHINE: Spectrum
SUPPLIER: Vortex
PRICE: £6.95

From Costa Panayi, the programmer who brought you the chart-topping *Tornado Low Level*, comes *Cyclone* — destined to become just as popular. It's already entered C&VG's top ten.

The basic scenario of *Cyclone* is pretty simple. You pilot a helicopter on a mercy mission — flying around a group of islands threatened by a deadly storm — a cyclone.

Your job is to enter the danger zone, search the various islands for inhabitants awaiting rescue and pick up five crates packed with essential medical supplies. Then you must get your cargo back to base island and safety. There are low flying aircraft to avoid, too.

The graphics are excellent and the screen display extremely well presented. You get a main view of the action — your helicopter and its surroundings. You can



also switch views, using a "view" key, from north to south.

Instrumentation includes speed, altitude, fuel, time remaining — plus a wind speed gauge with "danger" indicator which flashes when the cyclone is getting too close for comfort.

Once you've collected all five crates — and some

people, you get bonus points for them — it's back to base to prepare for a new mission.

Cyclone is a simple concept executed with style. It is extremely addictive and fun to play too. Great value!

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

otherwise you just won't qualify for the next "stage". Each "stage" is larger than the first and more complex — just like the real thing!

The screen display shows your view through the windscreen of the passing scenery — road junctions, trees, houses etc. Instrumentation is fairly simple. There's an old fashioned speedometer, a clock to show you the time taken on the "stage" and an indicator which shows if the hand brake is on or not. Pretty basic you'll agree.

In the corner of the dashboard you'll see the steering wheel moving around as you steer.

There are also road reports flashed up at the bottom of the screen when you pass through time controls.

There's a leaderboard display which comes up at the start of each game and between stages to show you your progress in the rally — if you manage to get through the first stage!

Rally Driver is an addictive and challenging game — for those of you who enjoy racing games and fancy one with a difference.

You also have to act as navigator and driver, which adds to the challenge and gives a strategy element to the game.

Graphics are simple, but adequate and the sound isn't bad for the Spectrum. A great game for car freaks.

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

2 RALLY DRIVER

MACHINE: Spectrum/
keyboard or joystick
SUPPLIER: Hill MacGibbon
PRICE: £9.95

There are loads of motor-racing simulations around right now — but as far as I know no-one has come up with a decent rally-driving game — until now that is.

Rally Driver from Hill MacGibbon is an effective and realistic simulation of competing in a motor rally.

You have three "stages" of courses to race over. You must successfully complete one to qualify for the next.

The packaging comes complete with an instruction book outlining the rules of rallying and a map showing the roads which comprise



each "stage".

Each "stage" has to be completed within a certain time limit — if you go over that time then you will have to make another attempt at driving over the "stage".

There are several different routes to take in each "stage" — you have to pick the fastest. You must drive your car through several time-controls in the correct order whatever route you take

3 THE KILLING

MACHINE: Spectrum/
keyboard or joystick
SUPPLIER: Quicksilver
PRICE: £6.95

Johnny Alpha, 21st century bounty hunter and star of *2000 AD*, THE science fiction comic, steps out again in Quicksilver's second game



CAD CAM

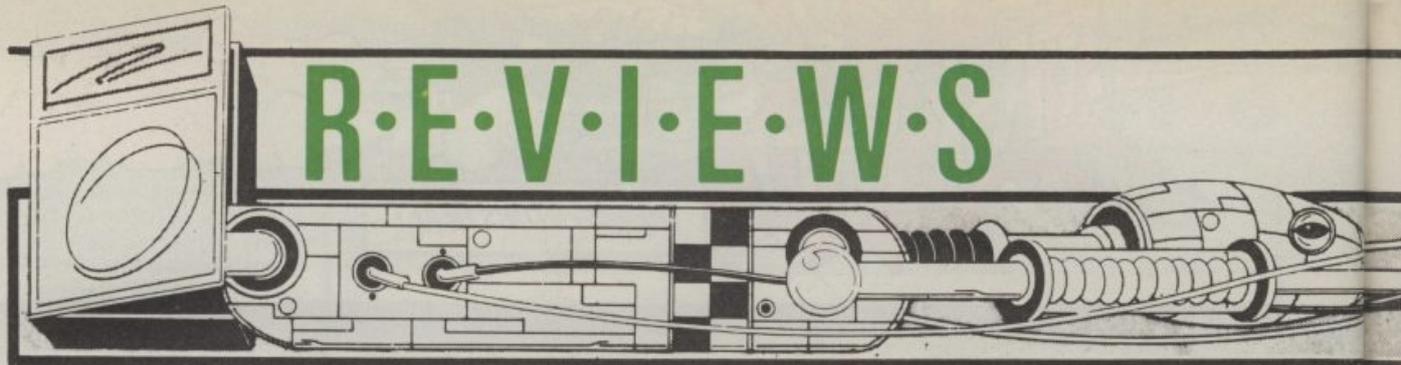


WARRIOR

commodore



£9.95



R·E·V·I·E·W·S

based on this comic cult hero. And I'm glad to report that this Strontium Dog game is far better than Quicksilver's first stab at a Johnny Alpha game. That was *The Death Gauntlet* for the Commodore 64, which left a lot to be desired.

Strontium Dog, *The Killing*, is a different can of worms. You control Johnny in a deadly mission on a strange planet where the Dictators stage a strange contest.

The invite all the most deadly killers from all over the galaxy to compete in an evil olympics — the winner is the person who comes out alive!

Now Johnny Alpha reckons that a trip to this planet at the time of the games is a good way to wipe out all the top criminals and earn himself a great bounty-check into the bargain. This is where you come in.

The "games" take place in a maze-like complex of rooms and corridors. Johnny has to explore the many levels of the complex, discover the alien killers and destroy them.

Sounds simple, but when you come to play the game, things get more difficult — as usual! The alien criminals are crafty and wait to ambush an unsuspecting Strontium Dog in the various chambers of the games complex.

The game is a biggie — and it's a good idea to have some paper and a pen to log your movements through the complex otherwise it's easy to get lost. You also have to work out different strategies to wipe out the various nasty alien criminals you come across.

The graphics are good — but the sound leaves a bit to be desired. Even on the Spectrum.

The Johnny Alpha character is well drawn and animated. You can actually recognise him as the *2000 AD* character!

He is armed with three electro-flares and his trusty laser gun and gets five lives to complete his quest. The

screen shows you a display of Johnny and the room he is currently in, plus read outs of lives left, and the number of alien killers still around in the complex.

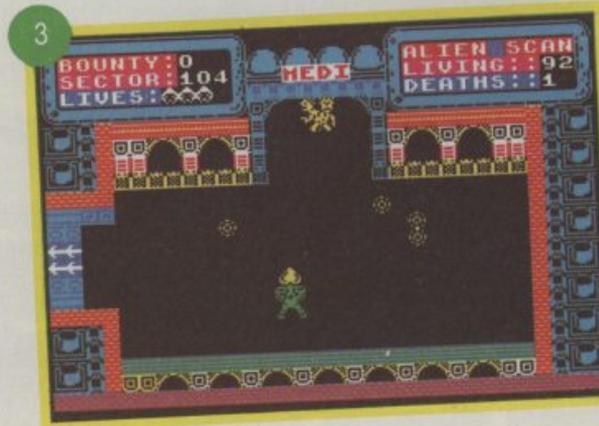
The Killing falls into the currently trendy arcade adventure style of game. I found it entertaining to play and kept coming back to explore more rooms.

Two annoying things about the game. One is the fact that you keep having to come back to the intro screen before restarting a new game, once all your lives are lost. Although this is nicely drawn and quite entertaining, it becomes a bit irritating after the twentieth viewing. But if you get really good at the game, you're not going to see it much anyway are you?

Second, the instructions could give you a bit more information. I know it's nice to have a bit of mystery about a game — but personally I would have liked a bit more documentation.

Maybe if you are a *2000 AD* reader, you could — as Quicksilver suggests — dig out some back numbers and read again a Strontium Dog story called *The Killing*. I liked *The Killing* and will be going back for more as soon as I've found those old copies!

● Graphics	8
● Sound	5
● Value	7
● Playability	7



4 BOULDER DASH

MACHINE: Spectrum/
keyboard or joystick
SUPPLIER: Front Runner
PRICE: £7.95

We've already gone into fits of ecstasy about *Boulder Dash* on the 64. Now we're about to do the same for the Spectrum version of this great game from Front Runner, the *Storm Warrior* people.

The Spectrum version features Rockford in all his glory. It has the 16 *Boulder Dash* caves, packed with boulders, gems and other nasties. Each cave has five difficulty levels making *Boulder Dash* not just one game but about 80!

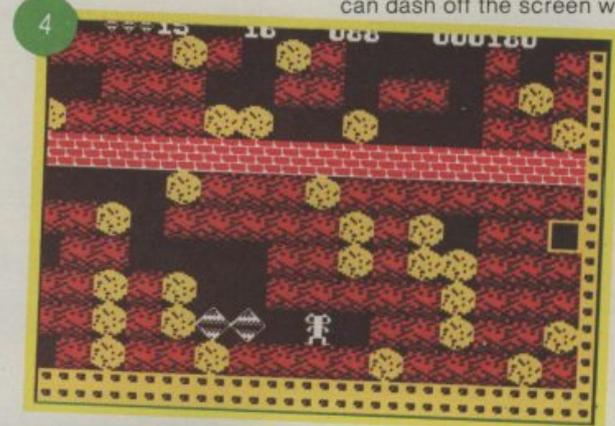
The object of the game is to help Rockford search through the caves in search of gems. Each cave has a fixed target

of gems for Rockford to find and there's a time limit on his search too.

Once he's collected the required number of gems, Rockford has to find the exit to the next cave — which only appears once he's reached the target number of jewels. Each cave is different and features odd things like amoeba, butterflies, fireflies and other obstacles.

You have to master the "physics" of the game — discovering just how those rocks roll and fall — to collect the gems. You also have to be good at working out patterns and strategies to be in the right place at the right time.

The programmer has made a brave attempt at converting the sounds of the original, music, falling rocks and jewels. The graphics are adequate — but the game is spoiled somewhat by the slow screen scrolling. Rockford can dash off the screen while



the rest of the graphics are trying to catch up!

This is annoying — but doesn't detract from the incredible playability of this game. *Boulder Dash* is terribly addictive — don't start playing if you've got anything else to do that day. If it's not a number one hit I'll eat my joystick! Rush out and get it, you won't regret it.

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

R·E·V·I·E·W·S



B'ZONE/TANK DUEL

MACHINE: Spectrum
SUPPLIER: Battlezone — Quicksilva; 3D Tank Duel — Realtime
PRICE: £6.95 (Battlezone) £5.30 (3D Tank Duel)

Battlezone was originally an Atari arcade game.

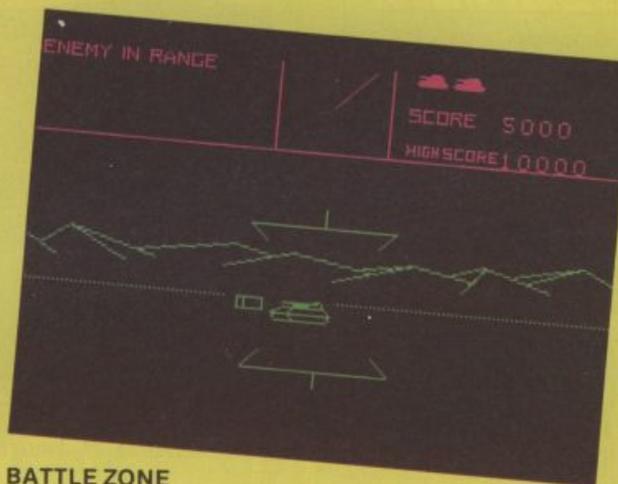
You are in charge of a tank and your mission is to destroy the enemy tanks.

Like the original, the graphics on the Spectrum version are made up of straight lines which are used to draw all the tanks and missiles.

Some clever programming means that the objects come towards you in 3D, with the computer performing what's known as hidden line removal. This means making sure that if one side of a tank is obscured by something, the invisible part is not drawn on screen.

With Quicksilva's game, the graphics are all drawn in green on a black screen with the background the same colour. At the top, the score panel is in purple but still on black.

Realtime's version is called *3D Tank Duel* and has different background colours for the land and the sky.



BATTLE ZONE

The 3D movement is the key to a good version of *Battlezone* and I found Realtime's the smoother. Both games have blocks which you can use as shields and moving in and out of them produced some good effects.

Realtime's also has some special features. Pressing the 4 key will copy the screen to a printer which will give you a print of the high score table if you want one.

Control for both games is via keyboard or joysticks. You look at the radar at the top of the screen and manoeuvre your tank accordingly. There are four keys used to move the tank — two for each track. Each can be moved forwards or backwards so to turn round at double speed you move one track in each direction.

So which one to buy? Frankly, I think that Realtime's *3D Tank Duel* just comes out on top and, at £1.45 less than the official Quicksilva offering, it's better value.

	3D Tank Duel	Battlezone
● Graphics	9	8
● Sound	7	7
● Value	8	7
● Playability	8	8

VOLCANO

MACHINE: Spectrum
SUPPLIER: Computer Magic
PRICE: £7.95

Volcano, the new release from Computer Magic, starts off with a good idea. You have to escape from a maze-like city — which has underground and overground levels — before lava from an erupting volcano covers everything with a molten blanket.

Nice idea. Shame about the game. It's really a simple maze game — like the ones you play with pencil and paper in puzzle magazines,

but transferred to computer. You move your crudely drawn character around the "streets" of the city — collecting dynamite, eating food and avoiding looters — en route for the boat waiting to carry you away from the volcano.

You need dynamite to blast your way through obstacles which block your way and you need food to stay alive. You get five at the start of each game — and they disappear at an alarming rate. You really need to make a map of the different locations as you move using a pencil and paper — the small map that accompanies the cassette doesn't really give you any

useful information.

Make a wrong move and you could end up trapped in a dead end without any dynamite to blast your way past the rocks which have fallen across the path behind you. Game over!

You also sometimes fall into a swamp. There is no indication of this happening to warn you — just a message which says you've lost a life. That's where your own map would come in handy.

If you are really unlucky, you might fall into the underground passages with graphics like those ancient "3D maze" games you used to play on your ZX81. There appears to be no way out

unless you have a match and can use it to see the old map you apparently have with you:

A nice idea — but the graphics are crude and the game eventually too frustrating to be much fun.

I know that games are supposed to have a bit of mystery surrounding them and that the documentation shouldn't give too much away — but I felt that *Volcano* needed a bit more explanation for the player to make the most of the game.

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



Sound: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room? The C&VG review team don't judge games with their ears plugged up, we can tell you!

5 DARK STAR

MACHINE: Spectrum
keyboard or joystick
SUPPLIER: Design Design
PRICE: £7.50

The blurb for *Dark Star* claims that it is the longest program ever written for the Spectrum. I can well believe it — the game takes around five minutes to load. No super flash loaders here!

It's well worth the wait. Once you delve into the *Dark Star* galaxy, you'll be hooked.

The scenario is simple. You are in control of the Liar, a heavily armed space ship, on a mission to liberate the *Dark Star* galaxy from the Evil Lord's tyranny. To succeed, you must wipe out all the Evil Lord's bases on planets within the galaxy.

You fly around planet-hopping and zapping through hyper space gates to jump from sector to sector blasting the bases and fighting off attacks from enemy space ships.

You fight in space and across the surface of occupied planets — so you begin the game flying through space. A Tactical Sector Map displays the whereabouts of the enemy bases. You can call up the map at any time. It shows the position of your ship and the military installations — and is a really pretty bit of graphic programming!

The map also has an amusing information read-out about the planet you are flying over — with details of atmosphere and comments like "Even wetter than Manchester" or "Hate it!". Great stuff.

Your job is simply to shoot up the enemy installations and then get off the planet to resume your quest for ultimate liberation.

The real joy of this game is the extensive user definable menu which allows you to change virtually every aspect of the game to suit your moods.

You can change the screen

display, sound effects, skill levels and keyboard controls. Talk about user friendly!

The graphics are simple but extremely effective. The 3D star field — with planets and stargates whizzing by — is very pretty. I sat and just watched it for ages!

If you get your hands on one, try switching to wide-angle mode and sitting in a dark room. You'll think you are on the bridge of the USS Enterprise. Try pressing the accelerator button at the top. A real visual treat.

Dark Star is the first part of the "Forbidden Planet" trilogy. I'm waiting with interest for part two.

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

6 COMBAT LYNX

MACHINE: CBM 64
SUPPLIER: Durell
PRICE: £7.95

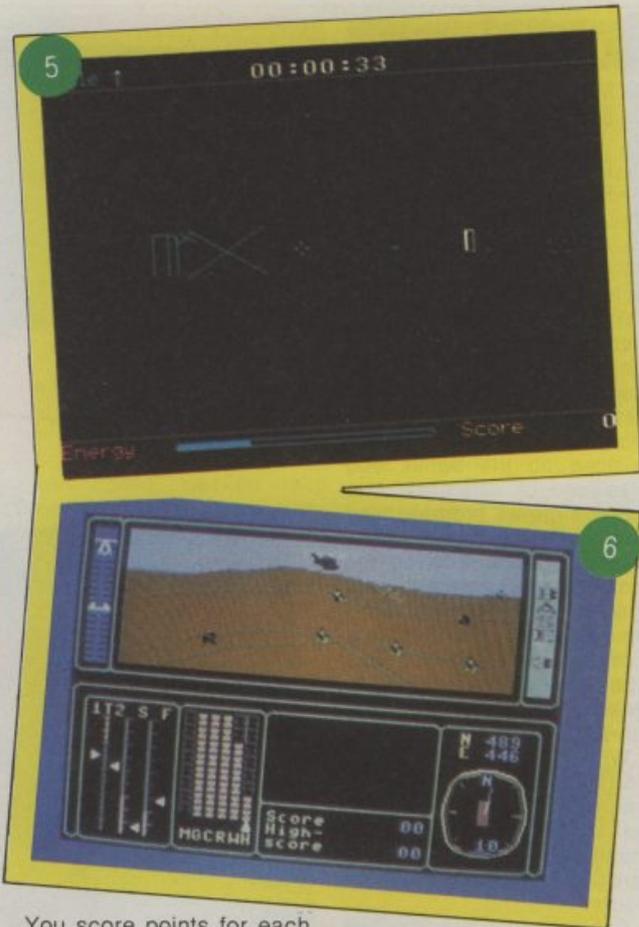
Combat Lynx isn't a flight simulator. But then it isn't a straightforward shoot-'em-up battle game either. It's an interesting combination of the two — action and strategy combined in one stylish package.

Combat Lynx is a "real-time" battle game in which you become the pilot of a sophisticated Lynx helicopter.

The blurb on the packaging tells you that Westland Helicopters, the people who make the real Lynx battle-copters, aided Durell's programmers in the development of the game. And I can well believe it!

The controls are very complex — but not impossible to master. You can either use two joysticks or a combination of joystick and keyboard.

The basic idea is for you to defend your bases and troops from enemy attack — destroying enemy installations and attack forces as you fly.



You score points for each "kill", but perhaps of more interest to the wargame fan is the possibility of waging a strategic campaign against the attackers and coming out on top!

The screen display includes a heads-up view of your helicopter and the surrounding terrain, instrumentation telling you your altitude, speed, fuel and weapon status etc. The display changes when you enter the weapons mode. You see an "infra-red" display of the terrain and your gunsight appears. You can also call up a map of the battlefield which shows the position of enemy and friendly troops.

The Lynx is armed with various weapons of destruction and you have to select which to use against the various targets.

At the start of each

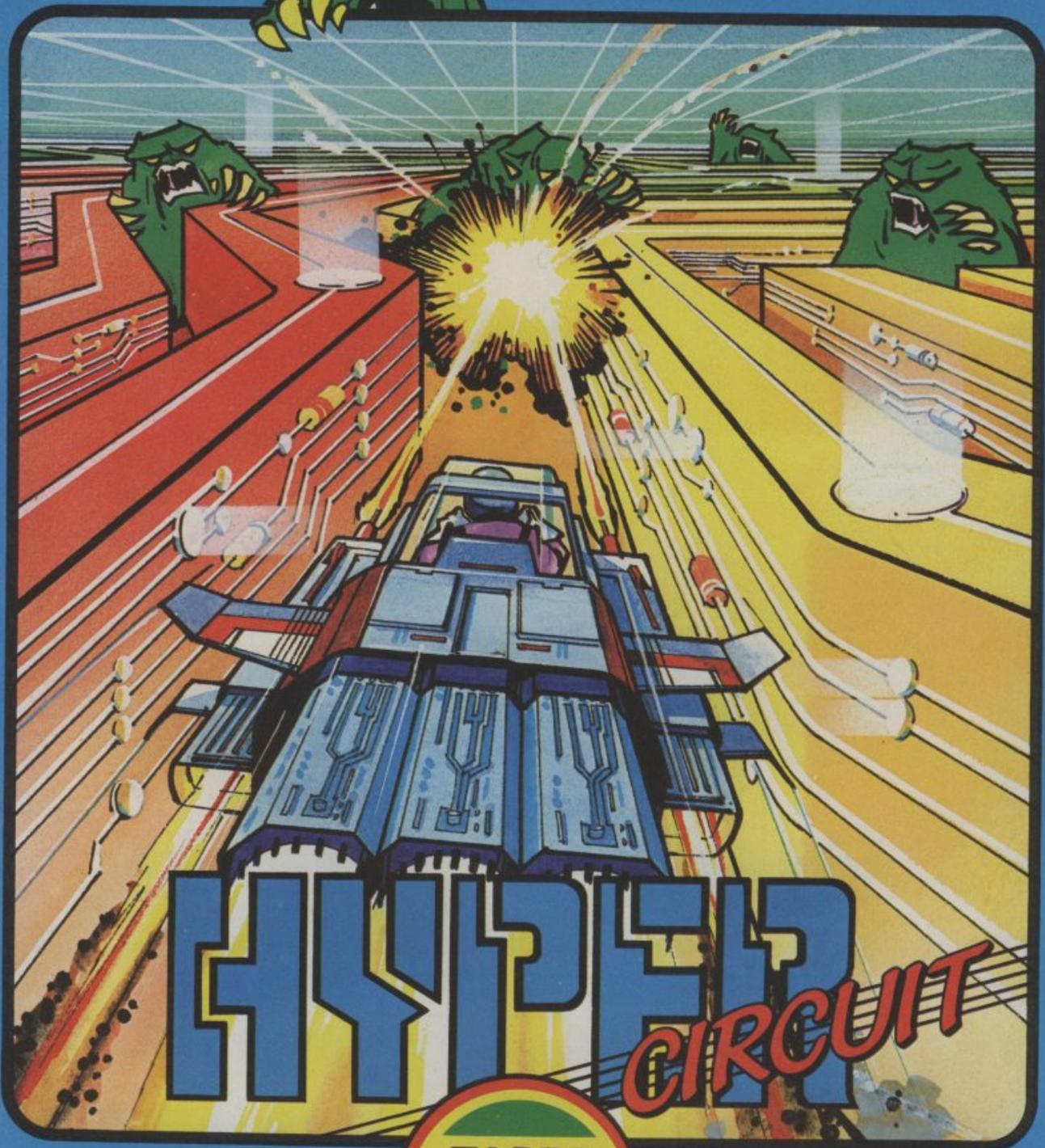
mission, you can either allow the computer to arm your Lynx with a standard set of weapons — or you can choose to arm the helicopter yourself from an extensive menu of equipment. A nice touch this.

Combat Lynx isn't a game that you can plug in and play right off the shelf. You need to take time to read the comprehensive instructions that come with the game — which is also available on the Spectrum.

There are four skill levels and a high-score table for all you competitive types. Watch out for C&VG's special *Combat Lynx* competition.

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

THERE'S SOMETHING NASTY LURKING INSIDE YOUR 64



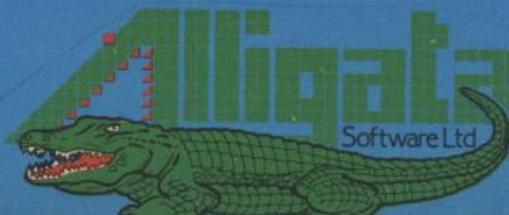
A chance to get to the heart of the computer—enter the world of the microchip and find it to be all that you'd imagined and then a bit more—the wierdest fantasy that the human mind and hi-technology could combine to create.

Engage in an amazing battle encounter with the vilest creatures of the circuitworld, as you patrol the full size microprocessor board,

TAPES
£7.95

protecting your home areas from the micronasties. An alien round every corner, a horror under every byte.

Travel the wires, finger on the button in a line 'em up, shoot 'em down extravaganza as you not only attempt to outmatch your computer but its wierd collection of inhabitants as well.



Alligata Software Ltd
1 Orange Street, Sheffield S1 4DW
Tel: (0742) 755796

Send for full colour product brochure
(enclose a stamp)

Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

It talks! So says the blurb for *Flyer Fox*, a flight/combat simulation from Tymac, a company new to the pages of C&VG.

Well, your Commodore does make a brave attempt to sound like a jet-fighters' radio — but ends up sounding like someone trying to speak with a mouthful of rice crispies. But don't let that put you off the game. *Flyer Fox* is a playable shoot-out style game with nice graphics. Shame about the sound.

The scenario is pretty basic. You are put in the pilot's seat of a jet fighter escorting a Jumbo jet airliner through hostile skies. Your job is to defend the airliner against the attacks of enemy fighters.

The screen shows your view of the outside world through the cockpit plus instrumentation which includes a radar screen — to show where the enemy jets are, an artificial horizon — to show your jets' attitude in flight, an altimeter and compass to help you relocate the airliner after a dogfight with the enemy.

There's also a readout which tells you the damage status of the airliner plus a fuel gauge. Your fuel gets replenished only if you complete a level by successfully fighting off all the enemy and protecting the airliner from any critical damage.

To shoot down the enemy jets you have to lock your sights onto their retreating tails and blast them. But it's not as easy as it sounds as those enemy jets don't hang around waiting to be blown up. They dodge and weave around the sky making your task pretty challenging.

The "soundtrack" says things like "Break away!" — as the enemy attacks — I think. But I couldn't quite catch the longer messages.

There are several levels of play with the jets coming in groups of greater numbers. You score points for blasting the jets and get a bonus if you

FLYER FOX

MACHINE: CBM 64
SUPPLIER: Tymac
PRICE: £7.95

complete a level quickly with fuel left.

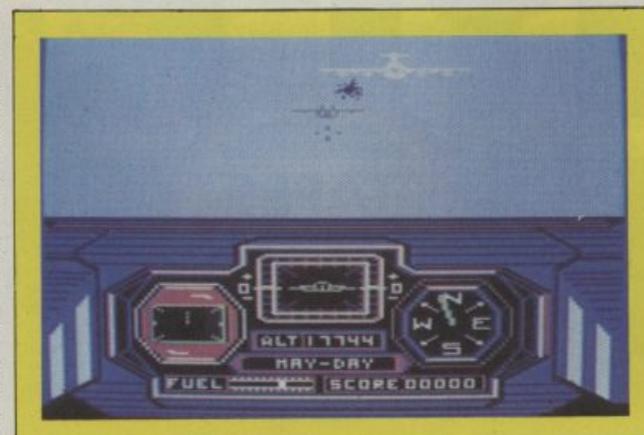
One criticism I have is that you have to wait around a bit too long for the enemy jets to attack. After all, when you've got an airliner to protect you're not going to rush about looking for them are you?

Don't buy this game for the promise of sound synthesis. But if you enjoy a straightforward shoot out you could do worse than *Flyer Fox*.

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



FIGHTER PILOT



FLYER FOX

Vs

FIGHTER PILOT

MACHINE: CBM 64/
joystick or keyboard
SUPPLIER: Digital Integration
PRICE: £9.95 cass.
£14.95 disc

Fighter Pilot is regarded as a classic for the Spectrum — and is a classic on the Commodore 64.

The Commodore version has all the elements of the original chart topping game with the added advantages of improved graphics and sound.

The game is based around the USAF F-15 jet fighter — and the screen display shows some of the instrumentation you'd actually find inside one of these hi-tech fighter aircraft.

The game is quite simply an accurate simulation — within the limitations of the Commodore of course — of what it's like to fly one of these jets, with some combat options thrown in for good measure.

The menu has several options which take you through an essential flight training program. Beginning with landing practice the options then move on to flying training, air-to-air combat training, actual air to air combat — where the enemy fires back! — and a blind landing sequence. You can also add crosswinds and turbulence to make your life even more difficult and there are skill levels ranging from novice to ace.

Once you are up in the air you can call up a map of the area you are flying over to check out your position or the positions of enemy aircraft if you are in combat mode.

Documentation on the cassette inlay is good and you'll need to spend time studying it and the game before really getting into action in the combat zone.

Fighter Pilot is definitely not one of those games you can load in and play immediately — unlike *Flyer Fox*, the other flight game for the 64 reviewed here.

Graphics are up to standard for the 64, although I would have liked instrument graphics to be bigger and bolder.

And who added the dreadful music which plays while the game loads and continues over the title screen? I think the game could definitely do without this!

Fighter Pilot is a game for flying addicts or simulation freaks who like a game which they can really get your teeth into.

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

Reviews continued on page 101.

A Tony Crowther/Quicksilver Production

BLACK THUNDER

*Coming to your
screen soon!*

COMMODORE 64

Cassette £7.95 Disk £12.95



Available exclusively from

QUICKSILVER

in association with The Wizard Development Company Ltd. DJR

Quicksilver Mail Order, P.O. Box 6, Wimborne, Dorset BA21 7PY.

Telephone (0202) 891744.



Selected titles available at:

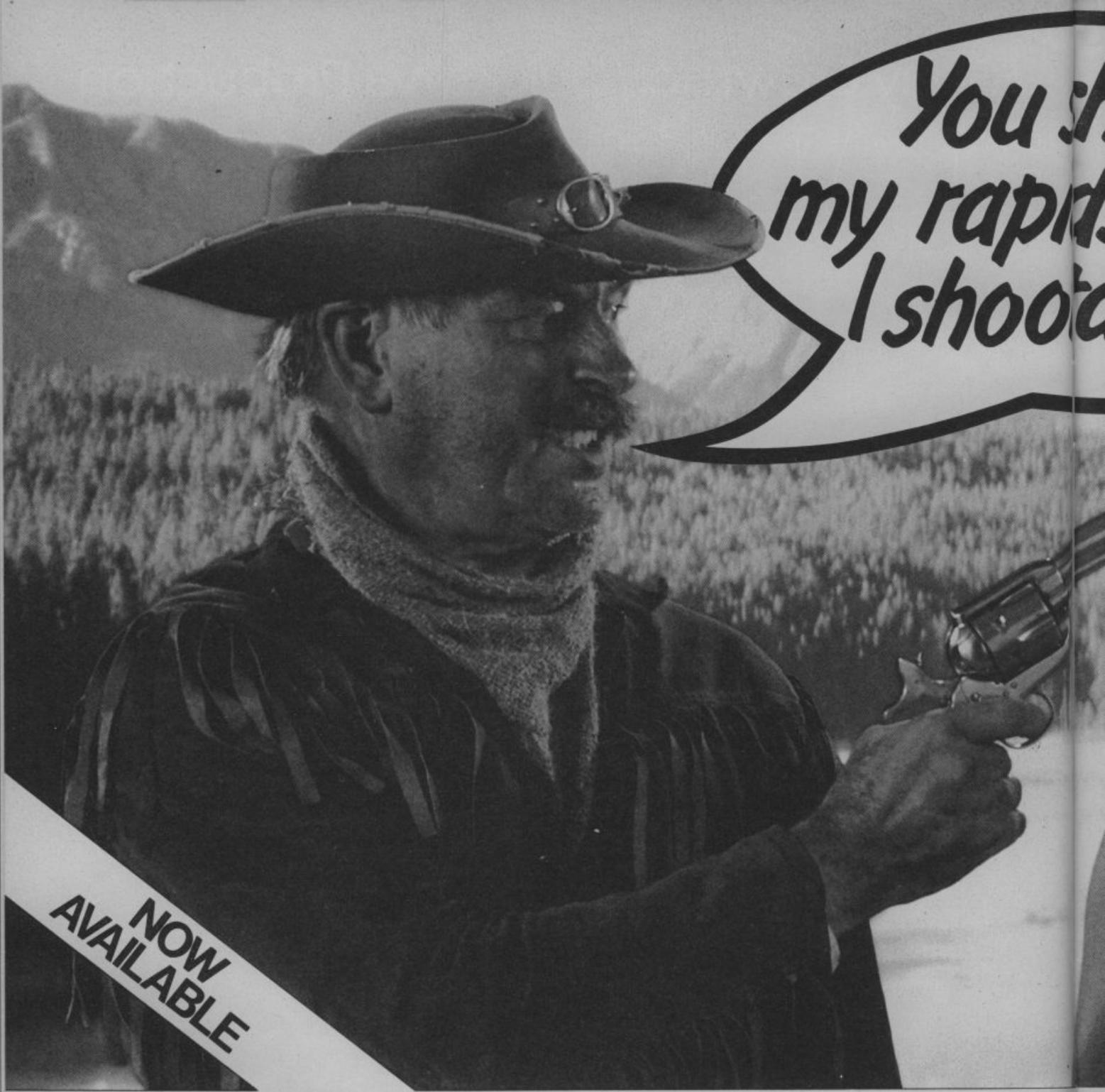
WHSMITH



WOOLWORTH

John Menzies

and leading multiple retailers and specialist computer stores.



You sh...
my rapid...
I shoot...

NOW
AVAILABLE

CLIFF HANGER

AUTHOR - JAMES DAY ORIGINAL MUSIC - BRIAN DOE

Thrill to the cartoon style action of Cliff Hanger, a really original, Wild West game. As Cliff the hero, you've got to stop the bandito shooting up the canyon. But with its own brand of wacky cartoon action fun, things simply aren't as they seem in Cliff Hanger. For a start, the boulder you throw at the ol' bandito may just come bouncing back at you.

Cliff Hanger incorporates all the elements that have made New Generation games best sellers for the Spectrum, such as original ideas, superb graphics and hilarious happenings - but now it's available first for the Commodore 64.

Featuring 50 separate screens, three levels of difficulty, one or two players scoring, Hall of fame and joystick compatibility or user defined keys, Cliff Hanger is set to be **THE** Commodore games playing sensation. Available from any good software store for just **£7.95**.

Selected titles of New Generation Software are available from your local computer store and larger branches of:

John Menzies

WHSMITH



WOOLWORTH

spectrum

shoota
ids, then
ota you!

NOW
AVAILABLE

Shoot the Rapids

AUTHOR - PAUL BUNN

Ever wondered what it would be like to face the fierce white water in a top class canoeist slalom run? Well wonder no more because you can enjoy the fast action thrill of competitive canoeing from the comfort of your own armchair with Shoot the Rapids.

It's a game that involves real skill because you must move your joystick to simulate paddling action. You must get through the gates of the slalom course in the fastest time possible, while avoiding the river bank and rocks. There are also extra hazards like rogue speed boats and interfering beavers to worry about.

This multi level game features increasingly difficult river courses with superb graphics and smooth scrolling along the river. Qualifying times have to be reached to move onto the next course.

With Hall of Fame, one or two player scoring and joystick compatibility, Shoot the Rapids is probably the best sports action simulation game devised to date. Available from any good software store for just £7.95.

New
Generation
Software

NEW GENERATION SOFTWARE
FREEPOST Bath BA2 4TD.
Tel: 0225 316924



New Generation products are sold according to their terms of trade and conditions of sale.

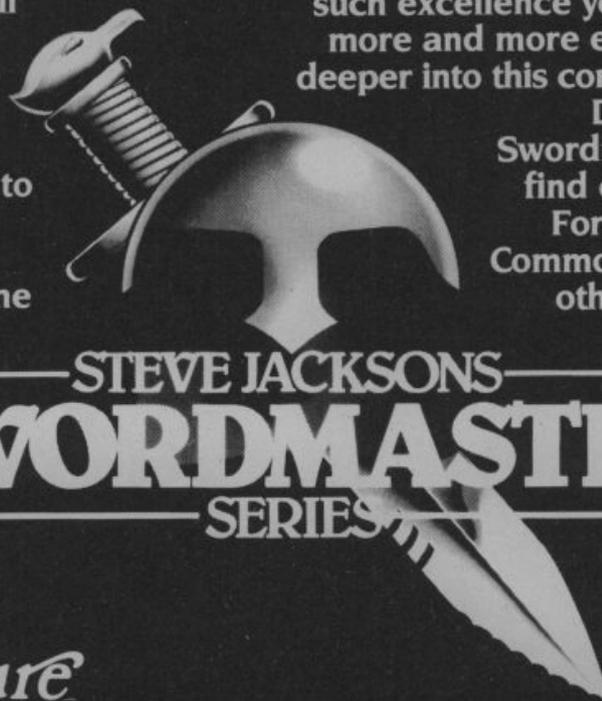
The imaginative pen of top 'Fighting Fantasy' writer Steve Jackson brings you the complete computerised, role-playing adventure package.

Your 'Game Pack' will consist of a full length adventure story and the most intriguing, complex and exciting computer program yet to be released.

As the adventure unwinds you will become

'The Swordmaster', it will be up to you, and you alone to overcome every diabolical adversary sent against you. You'll experience combat routines of such excellence you will have to gain more and more experience to delve deeper into this compulsive adventure.

Dare you enter 'The Swordmaster's' realm? . . . find out in February '85. For the Spectrum 48k, Commodore 64, plus most other popular micros'.



STEVE JACKSON'S
SWORDMASTER
SERIES



85 New Summer Street, Birmingham B19 3TE Tel: 021-359 0801



**ATARI & COMMODORE
MAIL ORDER SPECIALISTS**

HOME & IMPORTED SOFTWARE SPECIALISTS

SOFTWARE FROM :

U.S. GOLD, INFOCOM, LEVEL 9, ACTIVISION, SYNISOFT, AMISOFT, ENGLISH, ECA, CBS, SSI, CHANNEL 8, ADVENTURE INT. AUDIOGENIC, TYMAR, ATARI, OCEAN, COMMODORE, DIALOG, MELBOURNE HOUSE, DATASOFT, ODESTA, SUBLOGIC, EPYX, LAMASOFT, LONGMANS, MICROGEN, QUICKSILVA, SCREEN PLAY, ACCESS, DOMARK, PLUS MANY MORE. . . .

HARDWARE FROM ATARI, COMMODORE, AMSTRAD, MSX, SINCLAIR.

U.S. AND U.K. BOOKS AND MAGAZINES AVAILABLE. MAGNETIC MEDIA, MODEMS, CABLES, JOYSTICKS, PRINTERS, INTERFACES, MONITORS, etc

STOP PRESS SPECTRUM, RAID OVER MOSCOW, STRIP POKER, BRUCE LEE, TAPPER, SPY HUNTER, F15 STRIKE EAGLE, ZAXXON :

COMMODORE 64. UP + DOWN, CONGO BONGO, SENTINEL, BATTLE FOR NORMANDY, COMBAT LEADER :

NOW! FOR THE ATARI : ATARI SYNFILE+, ASYLUM, INSTITUTE, PROFESSIONAL BLACK-JACK, ADVENTURE WRITER, FILEWRITER, REPORT WRITER, MENUE WRITER, HITCH HIKERS GUIDE

NOW FOR ALL MACHINES, INFOCOM INVISICLUES FOR ALL INFOCOM ADVENTURES!

CONTACT US TODAY

IF IT'S AVAILABLE ANYWHERE IN THE WORLD WE WILL GET IT.

31 STONEYHURST ROAD, ERDINGTON, BIRMINGHAM TELEPHONE : (021) 384 5080

The first QL adventures from TALENT!

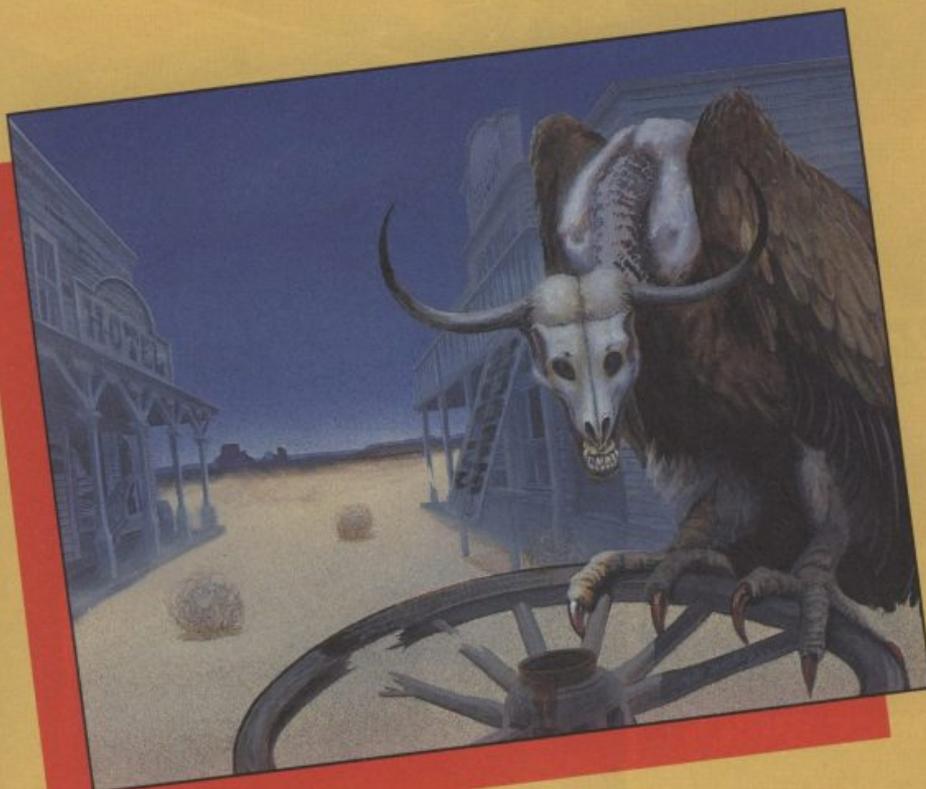
The Lost Kingdom of ZKOL

Explore the ancient dwelling-place of the Dwarves – where the Wizard guards the last precious secret.

A classic and complex text adventure with hundreds of locations and a huge vocabulary. Set in real-time with traps, tasks, puzzles and mazes – and a special note-pad feature to aid you.

"the quality of the game is superb"
Micro Adventurer

PRICE
£19.95
+ 50p postage and packing



WEST

You are on the track of a notorious gang of bank robbers who have gone to ground near an abandoned mining town deep in Indian territory. Your task – to outwit and outgun the robbers, collect as much loot as possible and piece together clues on how to escape.

A demanding and exciting text adventure for the experienced games-player, using over 200 words and as many phrases. There are over 130 locations to search – not all of them easy to find. Events happen in real-time outside your control – Indians charge, rattle-snakes slither past and robbers appear and shoot at you. How long can you survive?

PRICE
£19.95
+ 50p postage and packing
(Also on CBM 64, BBC & Electron)

TALENT

COMPUTER SYSTEMS

CURRAN BUILDING, 101 ST JAMES ROAD, GLASGOW G4 0NS
24 HOUR CREDIT CARD HOT-LINE 041-552 2128

EXPERIENCE

STELLAR 7

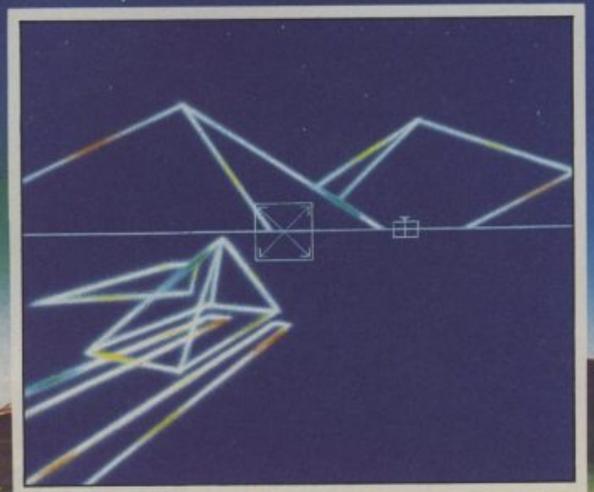
FEATURING SUPERB 'BATTLEZONE' ACTION!

War! Gir Draxon, Supreme Overlord of the Arcturan Empire, has declared war on the Terran Empire, prompting Earth's leaders to dispatch the entire Terran Fleet to intercept the Arcturan Armada.

With the fleet half-way to Arcturus, Terran Intelligence discovered the existence of the Warplink, a phenomenon permitting the transfer of matter from one spot to another.

Gir Draxon was transporting

an entire ground assault force to Titan, Saturn's largest satellite, as the prelude to a massive invasion of the now-unprotected Earth. Earth's only remaining hope is the RAVEN, an experimental armoured craft equipped with anti-grav pods, an invisibility cloak, and heavy weaponry. You must pilot the craft through the seven Warplinks from Arcturus to Titan, destroying the guardposts on the way, in order to clear a path for the return of Earth's forces. A suicide mission? Or Earth's only hope?



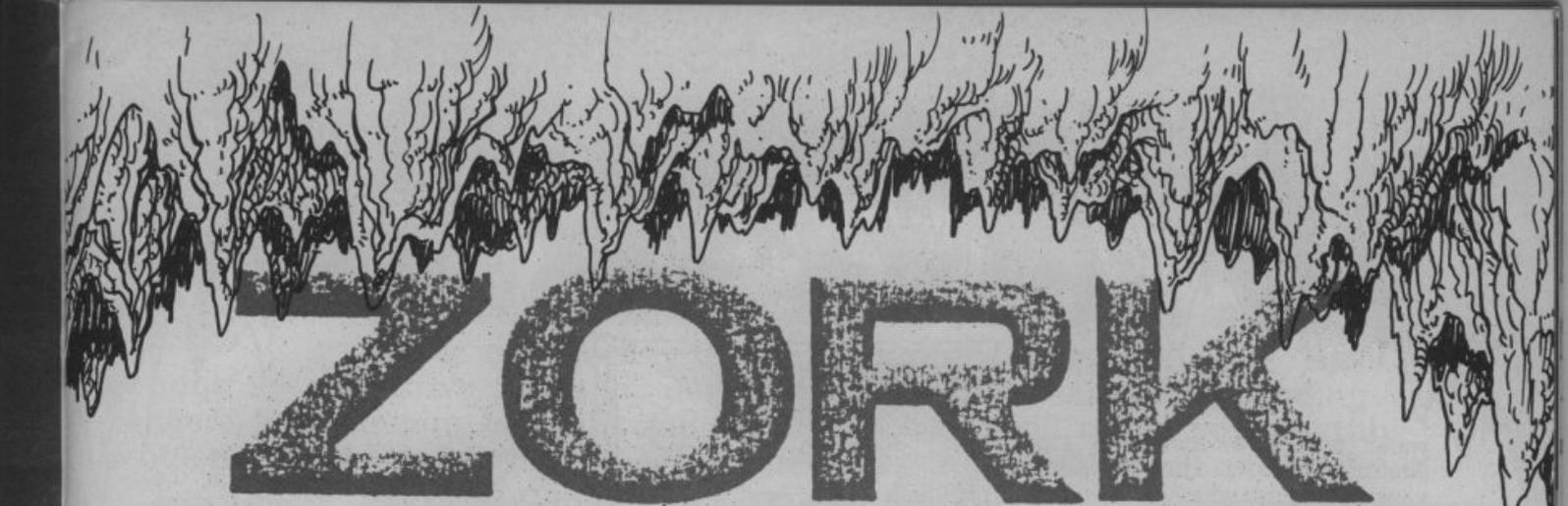
OUTSTANDING 3-D VECTOR GRAPHICS
for your Commodore 64

CASSETTE £9.95 DISK £12.95



U.S. Gold is stocked by all leading computer stores including WHSMITH WILDINGS WOOLWORTH

Dealers! For information on how to become a U.S. Gold Stockist write to:
CentreSoft, Unit 10, The Parkway Industrial Centre,
Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020. Telex: 337268.



ZORK

Even ace Adventurers have games they just can't get enough of. And C&VG's Adventure Wizard, Keith Campbell, is no exception. He has a passion for the giant *Zork* trilogy. Here Keith takes you on a tour of the Great Underground Empire and reveals why he thinks the *Zork* trilogy is so fantastic!

Way back in the May 1983 issue of C&VG, I devoted a small corner of my column to a review of a game called *Zork*. The game was little known at that time simply due to the fact that it was, and it still is, available only on disc.

With the advent of cheaper drives and conversions to more machines, all has now changed and *Zork* is played and enjoyed by many Adventurers.

For those unfamiliar with *Zork*, it is a very large text Adventure that comes in three parts. It must be played with the disc in the drive, since it is so complex that there is not enough memory in the computer for all of it to be loaded simultaneously.

The *Zork* programs therefore read text and other data from the disc as and when they need to. In fact, there is so much text that playing *Zork* is almost like reading a book — but the "happy-ever-after" ending is not so easy to reach!

Zork is an adaptation of the original *Decus Dungeon* available for mainframe and mini-computers. The adaptation is not an exact copy, since in *Dungeon* all the locations are contained within one game. Obviously, in the *Zorks* they are not and the plot changes slightly, too. It was playing *Dungeon* on a mainframe that inspired Scott Adams to create Adventures on a microcomputer and, with *Zork* now running on microcomputers, the cycle is complete!

Zork is produced by Infocom for a wide range of machines: Apple II (32k 16 sector), Atari 400/800 (32k 810 disc), IBM PC (48k), TI Professional, DEC Rainbow, NEC PC-8000 (56k PC/M), NEC APC (CP/M 86), CP/M (48k 8" disc version 2.0 and above), and PDP-11 (RT-11, RX01 disc or under RT-11 emulator.)

Zork 2 and *3* are also available for TRS-80 Model 1 and Model 3 (32k disc), whilst Radio Shack have exclusive distribution rights for *Zork 1* for those machines. Similarly, Commodore have exclusive distribution for all three *Zork* Adventures for the Commodore 64.

It is true to say to CBM 64 owners that, at £11.99 per *Zork*, compared with about £30 plus for other systems, you get a game whose complexity, excitement and humour far outweighs any other Adventure game you are likely to be able to buy for more than double that cost — if, indeed, there is one.

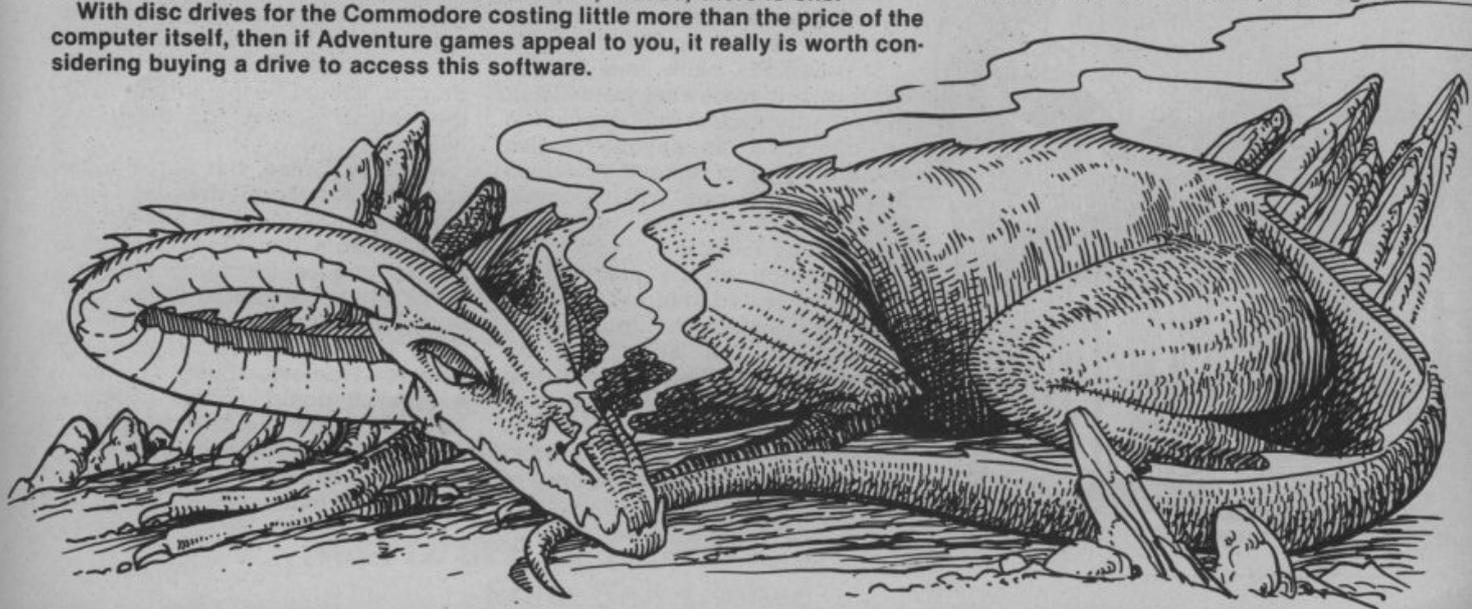
With disc drives for the Commodore costing little more than the price of the computer itself, then if Adventure games appeal to you, it really is worth considering buying a drive to access this software.

Zork is situated in a huge cavern under a breathtaking canopy of rock, more or less to the west of the Aragain Falls. The Great Underground Empire, now extinct and in a state of decay, is inhabited by fearsome Grues who are likely to attack under the cover of darkness.

This is the land where all the *Zork* adventures are based. They are among my favourite Adventure games of all time — and here I'll attempt to tell you why! Firstly, I will describe The Great Underground Empire — and then give you some useful playing hints gleaned after hours playing this mega-series. Be warned — if you start playing *Zork* you may never want to stop!

Once ruled by the great Lord Dimwit Flathead the Excessive, the empire boasted an advanced technology long since decayed and fallen into obscurity. Examples of some of the awesome engineering feats of the *Zorks* are a magnificent aqueduct and a mighty dam across the Frigid River.

The intrepid explorer can still take a tour of the dam, although



water now flows over the top. Similarly, the aqueduct is worth viewing, though whether its mighty stone trough is worth inspecting at close quarters is a matter of much debate!

So proud were the Dimwits of their achievements that they even built a technology museum. Only three exhibits now remain, but one of them is in surprisingly good shape for its age. Unfortunately, its purpose has long since been forgotten, although many an Adventurer will no doubt discover how to operate it — possibly to his cost.

These technological marvels were enhanced and augmented with the magic of the day. Many advanced products were marketed by Frobozz, a company specialising in magically operated devices. Some are still to be found lying around and can even be used by Adventurers clever enough to

Lord Dimwit Flathead
The Excessive.



Illustration: John Higgins



J. Pierpont Flathead.

discover how.

Frobozz products ranged from large devices, such as a Magic Well, to the day-to-day consumer goods like Magic Gunk and Grue Repellent — an invaluable aid in failing light.

Zork had its economy well organised, the local currency being the Zorkmid. A 10,000 Zorkmid piece was a priceless coin, being octagonal in shape and bearing the legend "In Frobs we trust". The fiscal system centred around the great Bank of Zork, where the portrait of its late founder, J. Pierpont Flathead, can still be found hanging above his desk. A somewhat controversial character and endowed with more Zorkmids than were good for him, J.P. wrote an autobiography entitled "I'm Rich and You Aren't — So There!"

Although the bank itself is now defunct and somewhat vandalised, the security system still appears to be operative, as anyone foolish enough to try to remove valuables from the premises will discover. Needless to say, the vault was supplied by Frobozz.

Exploitation of the man in the street by vested interests doesn't seem to have changed much throughout the ages, as the Adventurer will likely discover that the excessive Flatheads, dimwitted as they were, had a magic swindle going. This had the effect of lining their own pockets at the expense of the Bank's customers.

The Zorks had their religion, too, its beliefs now forgotten in the passing of time. However some evidence still remains. For example, their Commandment No. 12592 held a stern warning for those "... who go around saying unto each other 'Hello Sailor' "

The aristocracy of Zork enjoyed the good life, with well laid out gardens complete with topiary and lawns bordered with roses (some of them perfect). A favourite pastime of the excessively rich and idle was to take tea in the summer house. Such occasions were responsible for the birth of legends, for it is said that more than once a Unicorn had been spotted by an observant Zorker whilst taking tea.

The Great Underground Empire is dead. Or is it? In the shadowy hillsides, faint footsteps can sometimes be heard. Lurking in a dark corner is a sneak thief, ready to pounce.

A mysterious Viking boat looms silently up out of the mists on the Flathead Ocean.

A young girl weeps quietly to herself, imprisoned in a cave. Fresh blood drips from a sacrificial altar ...

Things are a-stirring down there — will YOU be brave enough to enter the Great Underground Empire?

PLAYING ZORK

To play the game of *Zork* gives the Adventurer a chance to visit and enjoy all the historic and beautiful places in the Great Underground Empire, should he be so bold. For the G.U.E. is not for the faint-hearted.

Not only Grues, but fierce trolls and fire-breathing dragons now roam the land. Many an adventurer running from pursuit, may meet a hungry end lost forever in a maze.

An additional hazard is the very weakness of the rock strata in which *Zork* is situated, being prone to severe tremors. Even a small explosion could cause a major collapse within the cavern, making whole areas impassable.

To explore the depths of *Zork*, for it is a deep game, you will need all



Commodore 64, available Now

POSITIVELY PRIME EVIL...



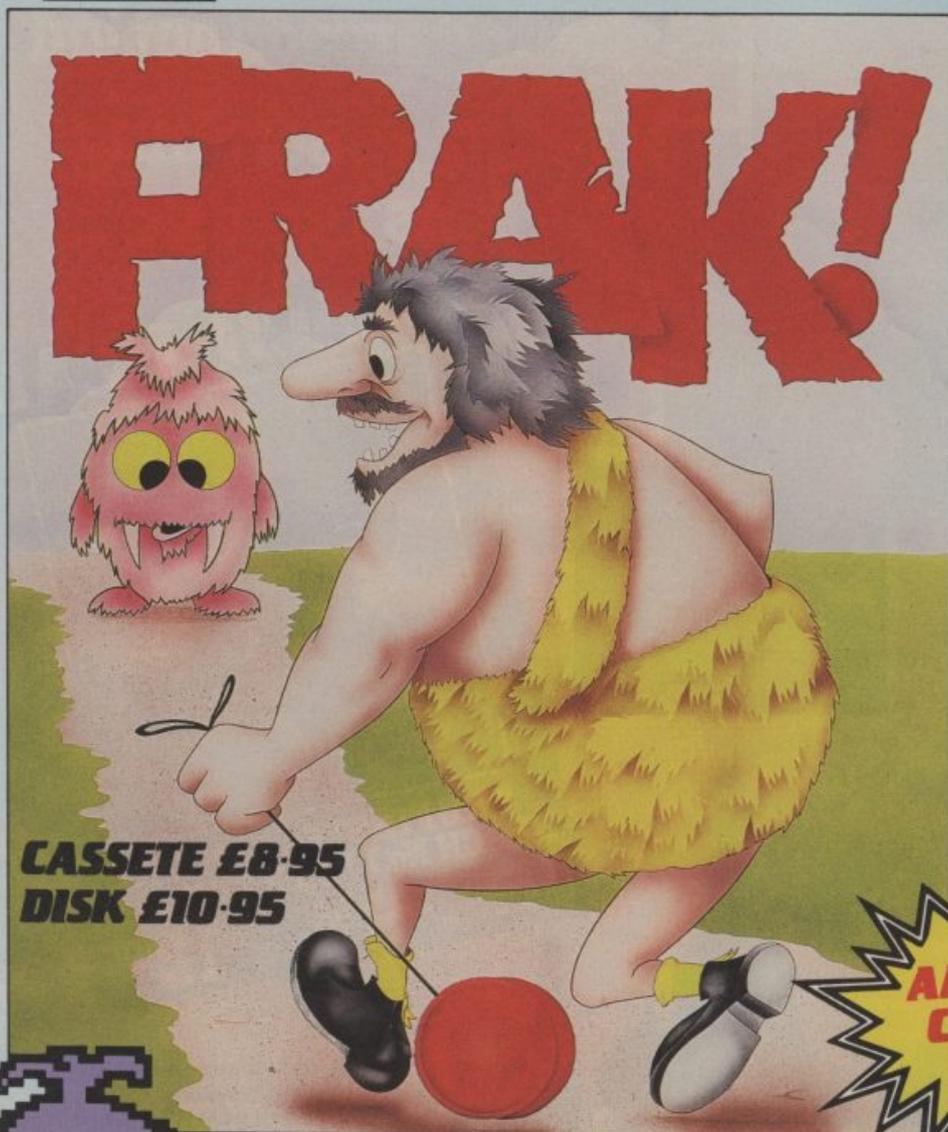
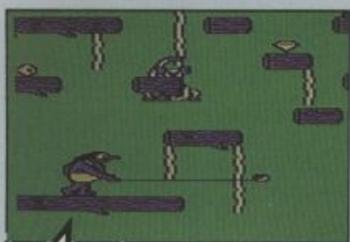
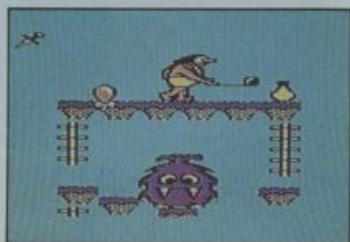
Steer our hero **TROGG** the cuddly caveman, through 96 *reversible* levels of dangers — Occasional hails of descending daggers, heat-seeking balloons and the evil **BUNYIP** will cause you deathly problems; But don't worry — your trusty yo-yo and *off-screen action(!)* will win you points and keep you going.



SCRUBBLY guardians, **HOOTER**, **POGLET** and others will give you a hard time, and the better you are, the nastier and more unexpected the surprises in store.



96 LEVELS



CASSETTE £8.95
DISK £10.95

**AMSTRAD
COMING
SOON**



FRAK 64! Grand Master Challenge:

Send us your name, address, hi-score and code, and we will enter you in our prize draw for the top score in '84 - details on request

Mail Order or Dealer Enquiries...

State Soft Limited



YOU MARVELLED AT BEACH-HEAD...
 NOW ACCESS PRESENT THEIR LATEST MASTERPIECE:
RAID OVER MOSCOW

commodore 64



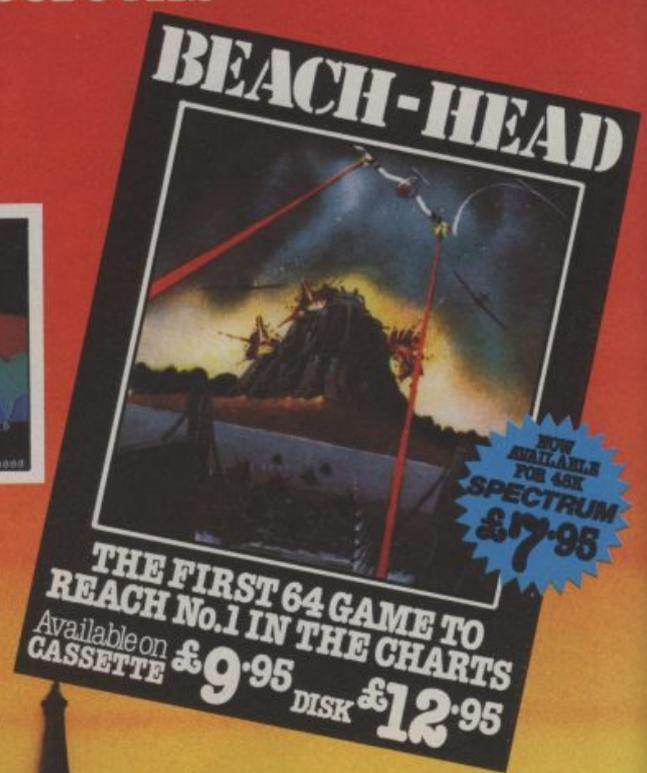
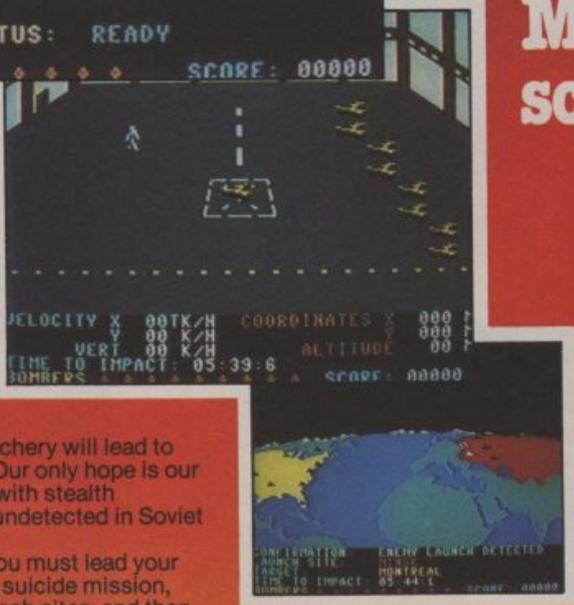
The most breathtaking
 3-D graphics yet seen on
 the Commodore 64!

Gripping arcade action

Multiple scrolling
 screens

The Soviets launch a nuclear strike against major cities in the United States and Canada. With our own nuclear arsenal dismantled, in accordance with the Salt IV Arms Agreement, the Soviets believe their treachery will lead to total world domination. Our only hope is our space station equipped with stealth bombers, which can fly undetected in Soviet airspace.

As squadron leader, you must lead your commandos on a virtual suicide mission, knock out the Soviet launch sites, and then proceed into the city of Moscow. Armed with only the weapons you can carry, you must seek and destroy the Soviet defence centre to stop the attack! Top multi-screen action!



Available on CASSETTE £9.95 DISK £12.95



U.S. Gold is stocked by all leading computer stores including:
 BOOTS WH SMITH JOHN MENZIES
 WILDINGS WOOLWORTH

Dealers! For information on how to become a U.S. Gold Stockist write to: CentreSoft, Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020. Telex: 337268.

The ultimate development from

The New Protocol4 interface for the ZX Spectrum brings you game control customising in a way that no other interface can. It accepts all commercially standard joysticks and is compatible with ALL Spectrum software. Operates like fixed option interfaces or can be fully hardware programmed. Infinite flexibility is achieved by the unique "CustomCard" System. CustomCards are easily programmed to suit all types of games. Protocol4 comes with 3 pre-programmed cards and allows operation with Kempston, AGF/Protek, Sinclair joystick 1 and 2 options as well as 2 programmable CustomCards and 10 Quick Reference Programming Cards. Simply clip in programmed card for immediate customised control.

Other exciting features include:

- ★ Automatic 8 direction control
- ★ Guaranteed conflict-free with other peripherals
- ★ Reset Button to clear memory between games
- ★ Fully guaranteed for 18 months
- ★ No power-down programming loss
- ★ Keyboard remains fully operative
- ★ Complete with full instructions

Also from the AGF Hardware range:

★ **Programmable Interface** — Ever popular fully hardware programmed joystick interface for ZX81 or Spectrum ... £24.95 + £1.00 p & p.



Protocol 4
Only £29.95 + £1.00 p+p
Now comes with a free CustomCard Pack worth £3.95

New Protocol K- converts your Kempston type into a fully programmable joystick interface for ALL Spectrum software! Only £17.95 + £1.00 p+p

- ★ **Interface II** — The best low-cost introduction to joystick control for ZX81 or Spectrum ... £9.95 + £0.50 p & p.
- NEW: ★ RomSlot** — Adds ROM cartridge software facility to Spectrum programmable joystick interface owners ... £9.95 + £0.50 p & p.
- ★ **Quickshot Joystick** — Excellent value game controller ... £7.95 + £0.50 p & p
- ★ **Quickshot II** — Trigger action firing button and unique Auto-Fire ... £10.50 + £0.50 p & p
- ★ Extra "CustomCards" (5 per pack) ... £3.95 inc p & p
- ★ Extra "Quick Reference Programming Cards" (10 per pack) ... £0.65 inc p & p



Please send me

I enclose cheque for

debit my Access/Barclay/Diners Card

Account No.....Signature.....

Name

Address

Specify computer ZX 81

Spectrum

Send to: AGF Hardware Dept.

Freeport

West Sussex PO22 9BY

Tel: 0243 823337



Cronies and Frogs in Mikro-Gen's Progs....

WITCH'S CAULDRON

SPECTRUM 48K £6.95



Gor blimey,
a hopping good
programme



MIKRO-GEN

44 The Broadway, Bracknell, Berks. 0344 427317

parts of the trilogy. Although each is complete in itself, it is more satisfying to play them in sequence. However, the games are not spoiled by playing all three over the same period of time. If you get stuck in one, then you can press on with another in the meantime!

Zork 1 takes you into the Great Underground Empire, should you



A Grue.

be observant enough to discover its entrance. Treasures must be collected and stored in a large trophy case. However, some points are awarded for solving the puzzles and obtaining the treasures, as well as actually storing them.

In *Zork 1* you will, among other things, have to carry out maintenance work at the dam, visit the mine, and go into the Temple where the Zorks worshipped. Travel the Frigid River, cross the Rainbow and enter Hades — if you can!

Zork 2, although once part of the game *Dungeon*, is a game that seems to have a different character. I found it slightly more interesting — but certainly no easier! Here you will meet up with the Wizard of Frobozz, who appears unexpectedly to cast one of his spells on you. You may be lucky, for as wizards go he is rather

incompetent.

He will quite often walk away with an embarrassed look on his face and smoke pouring out from the sleeves of his cloak, having had no effect.

You will have to do battle with the dragon, answer a riddle, and then solve another puzzle . . . Well, I will leave you to figure it out for yourself.

The Lizard guardian poses a particularly sticky problem, but perhaps the climax and high point of the Adventure begins when you enter the great bank of *Zork* itself.

Zork 3 is entirely different. Here you may well be dashed to death on the rocks below the mighty Flat-head cliffs, or meet an untimely end at the sword of a mysterious hooded figure.

In *Zork 3*, you must learn how to become the Dungeon Master and possibly this one holds the greatest fascination of all. Will you discover how to steal the crown jewels, or find the purpose of the beam of read light? How will you use a very strange key, whose shape is constantly changing?

All parts of the *Zork* trilogy accept

THE BOOKS

Zork was written by Mark Blank and Dave Lebling, who also wrote Infocom's *Enchanter*. *Sorcerer*, the sequel to *Enchanter*, was written by Steve Meretzky, who has also written three books based on the *Zork* theme.

These are entitled *Zork 1 — The Forces of Krill*, *Zork 2 — The Malifestro Quest* and *Zork 3 — The Cavern of Doom*. They are multiple-choice childrens' stories featuring Bill and June who find a glowing sword under a bush. "An ancient sword of elvish workmanship!" says Bill. Before long there is a blinding flash and . . . you've guessed it!

A choice of action is offered every two or three pages and the reader is directed to the appropriate follow-on page. The stories don't really follow the Adventure games as such, but nevertheless, a few clues might be picked up, such as how to get into the dungeon.

Possibly a useful introduction to Adventuring for young children, the books are published by Puffin, priced at £1.25.

complex sentences as input commands and allow for other expressions such as GET ALL, VERBOSE (to always get the maximum text), SUPER-BRIEF (the opposite), and SCRIPT (to record play via the printer). The programs are in machine code, but some delays are noticeable when the disk is being accessed.

I played *Zork 1* on a TRS-80 Model 3, and all three *Zorks* on a Commodore 64.

One annoying feature I found on the 64 version was that, occasionally, when I died, the computer announced END OF SESSION and locked up, requiring a reload (1.5 minutes from disc!). Otherwise, as far as I could tell, both versions were identical in play — the responses were identical, word for word and I assume this goes for all versions.

If you like a meaty adventure, then *Zork* will certainly give you more to chew over than practically any other Adventure I can think of! *Zork* will amuse, entertain, baffle and frustrate you for months and months.

Wizard of Frobozz.



PROFESSOR VIDEO'S



GAMES WORKSHOP

Hi there, games fans! This is me, Professor Video, announcing the arrival of a brand new feature in *C&VG*. My very own hints and tips page! Each month I'll be picking out the best of your game playing tips and printing them on this page. The top tip each month earns the sender a crisp £5 note! So if you can't resist the bribe, send your tips off today to Professor Video's Games Workshop, *Computer & Video Games*, 30-32 Farringdon Lane, London EC1R 3AU. We kick off this first column with tips on Acornsoft's megagame *Elite*, currently riding high in the charts.

ELITE

These Elite tips come from G. King from the city at the centre of the universe, Croydon! Mr King is the first *C&VG* tipster to get the Prof's fiver. He kicks off with a warning about a bug.

- Where a trade will net more than 6000 credits, the program grossly undercalculates. While you can carry 199 kg of Platinum, you won't get the price on resale. Hope for 80 credits on resale and buy only 65 kg.

- While direct assaults on space stations have predictable results, attacking innocent ships in the safety area can bring the Vipers out too! Even if you manage to wipe out all the Vipers you won't be allowed into the space station. You'll break up when you hit the doors of the docking bay! You should guess this when your docking computers malfunction.

- Some obvious points regarding the display. On the short range chart the "circle" represents your fuel line. Escape pod pressure is denoted by a shift from green and yellow to blue and white.

- If you haven't already guessed, the alien items you "scoop" are Thargons from the alien mothership — floating around after the mothership dies.

- Justice for all! Pirate and police escape pods if "scooped" are "slaves" but, unlike alien items, count as normal tonnage.

TACTICS

- 1) You are a trader first and foremost so a ship with a large cargo bay is the first priority.

- 2) Furs, liquor, computers and narcotics are THE items to trade. Precious gems and metals are a sideline.

- 3) Find a good trade area to work — and work it for as long as you can stand it!

- 4) Mr King is currently working on galactic chart four which includes Qutius, Erlie, Zaonbi, Attendzia. All except Zaonbi are poor agricultural planets. Zaonbi is a rich hi-tech planet. All are fairly safe planets except maybe Attendzia which is in a state of anarchy.

- 5) To deal only in narcotics is very foolish. Hide it under some furs or computers. 20 tons of narcotics can be moved about fairly easily. 35 tons never arrive!

- 6) Crimes are soon forgotten and "offender" status is normal. But don't shoot at the police until they shoot at you!

Thanks Mr King! You can add £5 to your credit total.

Elite players are being encouraged to send their scores to Acornsoft and each month a specially convened Order of Elite committee

selects the best player to date, judged not only on points but also on skill tactics used and dangers encountered. The monthly winner gets £100 and a silver Order of Elite badge.

Acornsoft are also planning a tournament for the best players to compete against each other. Watch out for details in *C&VG's* Games News pages.

AVALON

Following up the map of *Avalon* which appeared in our December issue, F.R.B. Fearn wrote in with a list of hints to increase your enjoyment of the game.

- You may have found a large key in the Gatehouse Level. Use this to open the locked door which leads to the Wayroom. Give the key to the wizard who appears and he will give you a pile of gold coins.

- Take the coins to the room in the caverns of doom where you received the Waystone spell and give them to the wizard you find there. He will give you more coins which you need to get another spell once you reach the Mines of Madness.

- Next to the room with the energising mushroom is another room with a bottle in it. This bottle can be opened with the axe which can be found nearby. But you could be in for a surprise if you open the bottle! You can also use the axe to open a chest — but not in the way you think.

- Some doors will not appear until you have solved a particular puzzle has been solved.

- Once Maroc has the missile spell, he can use it to destroy goblins and Guardians. Later you may discover a device that will destroy all your enemies.

UNDERWURLDE

One of Professor Video's most avid students, known only as Des Claypole from Peterborough, has been hard at work beating *Ultimate's Underwurlde* and has passed on a few tips to an amazed Prof.

Des says that there are four weapons — a catapult, a bow, a knife and a burning torch. The Sabreman can only carry three at once but — never fear — help is here! Des says to drop the catapult as it has no specific purpose. You'll need the other weapons to deal with specific monsters.

In the *Underwurlde*, you often have to use a rope to descend a long way — but never use a rope to go up. Always use a passing bubble. That way, if you get knocked off, you can always grab at the rope as you fall. All the ropes obey the basic laws of physics. A long rope will swing slowly, a short one quickly. You can use this to your advantage. While hanging from a long rope, set it swinging — then in one movement shorten it and let go. If you have timed it right, you will be hurled most of the way across the next screen.

The various diamonds lying around not only add to your score when picked up but also add to your percentage and make you invincible until the counter on the screen ticks down to zero.

The Prof will bring you more from Des in the *Underwurlde* next issue!

ATARI 400/800/600XL/800XL OWNERS

Are you envious of the support other machines receive?

Would you like to learn a lot more about your machine and find out what software and support is available in the UK?

It's easy - subscribe to PAGE 6 - THE Magazine for Atari® Users

You can double the pleasure you get from your machine and get more support and information about your ATARI than you ever thought was possible - quite simply. How? By joining thousands of fellow users in subscribing to PAGE 6 - THE Magazine for Atari Users. For just £7.00 per annum you will receive a highly professional, top-quality magazine six times a year packed with everything you want to know about your Atari computer. Without PAGE 6 you have a great computer. With PAGE 6 you will begin to understand just how great your Atari really is!

WHAT ELSE?

As a subscriber you will have

- ★ **regular special offers**
- ★ **access to a disk based library of hundreds of public domain programs**
- ★ **a CONTACT column for you to get in touch with other users.....**

What you have missed so far....

PROGRAMS - Secret Code●Vultures III●Four In A row●Play Your Cards●GTIA Text Window●Disk Directory●TinyText●Calendar●Cricket Maths●Character Generation Utility●Character Designer●Master Directory●Lunar V●Merlin's Magic Square●Grab an Apple●Disk Sort●Target●Squares●Colour Selector●Scramble●Dodger●Hypnosis●Slots●Seasons Greetings●Grubs●Bugs●Largeprint●Wildwest●Demo 21●Sonar Search●Hungry Horris●Another Brick from the Wall●House of Secrets●Diamonds●Spinner●Screen Color●Grid●Landscape●Flags●Textdraw●Minidos●Varsort 1●When All Else Fails

ARTICLES - Adventure America●More Graphics Modes●Atari Attracts●Joysticks●GTIA Tutorial●Getting Started●Character Redefinition●Keyboard Techniques●Memory Mapped Screens●Basic Timing●Across The Pond●Vertical Player Movement●Memories●TeleCommunicate●Time For Music●Bits & Pieces●Automatic Drive●Turn of the Year●Going for a Drive●Your Own Bulletin Board●Player Missile Graphics●Rename Your Variables●Graphics 8 Text●Return Key Mode●Using XIO FILL●The Hardware Facts●Make Your 410 Work●Fine Scrolling●Understanding Strings●Player Missile Graphics 2●Scott Adams Interview●Atari Adventures●You Really Should●Colourflow●Player Missile Graphics 3●What is USB?●Reset Routines

REVIEWS - De-luxe Invaders●Clowns & Balloons●Baja Buggies●Choplifter●Frogger●Astro Chase●Strato3●Preppie●Sea Dragon●Shamus●Floyd of the Jungle●Chopper Rescue●Raidus●Hellcat Ace●Legionnaire●Zaxxon●Qix●Stone of Sisyphus●Triad●The Search●Shaft Raider●Up, Up & Away●Miner 2049er●ACE●Doodlebug●Magic Window●Venus Voyager●Cytron Masters●Krazy Kopter●Firefleet●Diamonds●Donkey Kong●Pharaohs

Curse●Gridrunner●Caverns●Savage Pond●Steeplejack●Shoot Em Up●Night Mission●Hazard Run●Warlok●The Golden Baton●Jumpman●Tarot Card●Airstrike 2●Hyperblast●Jet Boot Jack●Captain Sticky's Gold●Bombastic●Batty Builders●Caverunner●Shatablast●Giant Slalom●Space Trap●Crazitack●Geograquiz-UK●Geograquiz-USA●Leggitt●747 Flight Simulator●Atariwriter●Home Filing Manager●Family Finance●Chipsoft Printer Driver●Monkeymath●Story Machine●Rally Speedway●Frogger●Encounter●Colossal Adventure●Sands of Egypt●The Sorcerer of Claymorgue Castle●The Hulk●Empire Of The Overmind●Mask of the Sun●Dambusters●Count Dracula●Blackjack●Picture Puzzle●Attack Of The Mutant Camels●Gwendolyn●Blue Thunder●Dan Strikes Back●Geometry●Music Construction Set●Duellin Droid

...plus a regular ADVENTURE column, dozens of hints and tips, demos, club news and more.

For information on availability of back issues

telephone 0785 41153

Don't delay - start getting more from your ATARI NOW by sending your cheque/P.O. for £7.00 made payable to PAGE 6 to

PAGE 6, P.O.BOX 54, STAFFORD, ST16 1DR

Overseas rates are £10.50 for Air Mail to Europe or Surface Mail outside Europe and £16.00 for Air Mail elsewhere in the world.

**If you have any doubts about the value of PAGE 6 just send £1.00 for a sample copy.
You'll wish you had subscribed!**

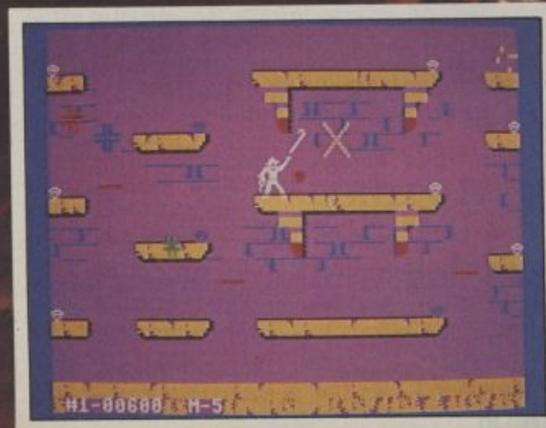
INDIANA JONES™

in the

LOST KINGDOM™*

The artifact is just too tempting. Sure, no one has ever returned with it but they didn't have your brains and courage. This treasure is worth any risk. An artifact containing the total history and knowledge of a lost, forgotten civilization! Just think what that could do for your career, for the university museum, and for your bank balance! Of course, there is the small matter of finding it. The perils en route are sure to be the most fiendishly clever traps and puzzles you've ever faced. You'll need all your skill and daring just to survive. Then there's the ancient curse . . . but what the heck; if it were easy, it wouldn't interest you, Dr. Jones - would it?


CASSETTE
£9.95



Distributed in the U.K. by U.S. Gold Limited,
Unit 10, The Parkway Industrial Centre,
Heneage Street, Birmingham B7 4LY.
Telephone: 021-359 3020.



*INDIANA JONES IN THE LOST KINGDOM, game elements and character names and likenesses are trademarks of Lucasfilm Ltd. Used by Mindscape, Inc., Authorised User. 1984 Lucasfilm Ltd. and Mindscape, Inc. All Rights Reserved.

A L I E N



In space no one can hear you scream.



NAVIGATOR
Shy, Skilful and
Intelligent — Panics Easily.



EXECUTIVE OFFICER
Direct, Imaginative,
Cautious, Loyal.



SCIENCE OFFICER
Secretive, Unlikeable, Brilliant —
Occasionally Illogical.



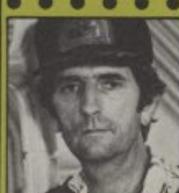
CAPTAIN
Solid, Dependable, Courageous —
Excellent Leader.



ENGINEERING OFFICER
Physically Strong, Low I.Q.
Potentially Rebellious.



3RD OFFICER
Wild, Ambitious,
Authoritative, Resourceful.



ENGINEERING OFFICER
Cynical, Rebellious,
Untrustworthy, Unfappable.

THE CREW
Personnel
files follow —
yours to
command —
well almost...

MIND GAMES
SPECTRUM 48K · CBM64



Featuring
the unique
Personality Control System



No. 1 Golden Square, London W1R 3AB, Telephone 01-437 0626



£8.99



Herbie Briggs has just destroyed the myth that all floppy discs are created equal.

They seem equal. Until you look at the seams.

That's where equality ends.

Most companies seal their discs with a spot here, a spot there. Leaving most of each seam not sealed at all.

Sooner or later, the seams might do what comes naturally: they bulge. Warp. Pucker. Open up.

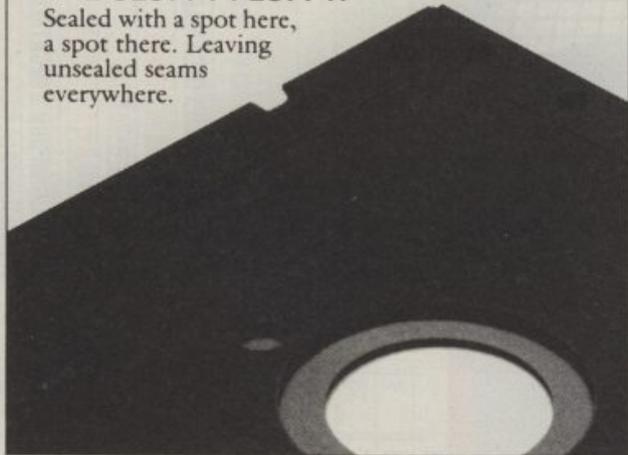
Pens, pencils, fingernails—even a four-year-old's, like Herbie—can catch and snag in those wide open spaces.

That's sloppy. And dangerous. Because if you put a sloppy floppy into your disc drive, it can jam your drive. Ruin your drive head. Lose your data.

So much for their seams. Ours are different.

THE SLOPPY FLOPPY:

Sealed with a spot here, a spot there. Leaving unsealed seams everywhere.



Memorex uses a process we developed, called Solid-Seam Bonding.

Solid-Seam Bonding seals shut every inch of every seam of every Memorex® floppy disc. Tight as a drum. That makes the Memorex

floppy stiffer. Stronger. And your data safer.

To resist bulging, warping, puckering, or opening up.

MEMOREX SOLID-SEAM BONDING:

Every inch of every seam is sealed shut. Tight as a drum.



To resist all the things that can jam your drive, ruin your drive head, or lose your data.

Which proves that a Memorex floppy disc isn't equal to all the others. It's better.

Solid-Seam Bonding is just one example of the extra care that goes into every Memorex floppy disc. Be it 8", 5¼" or the new 3½" Extra care that lets us guarantee every Memorex disc to be 100% error-free.

The next time you're buying a floppy disc—or a few hundred of them—just remember this:

It's always better to be safe than sloppy.

For more information on the full line of Memorex quality computer media products, including computer tape, call Memorex U.K. Ltd., 96-104 Church Street, Staines, Middlesex. Tel: 0784 51488



Your Data. When it matters, make it Memorex.™

MEMOREX

Memorex is a registered trademark of Memorex Corporation.

© 1984 Memorex Corporation
A Burroughs Company



8	10	13	BEACH-HEAD U.S. GOLD/ACCESS	COMMODORE 64	●
9	5	5	CHILLER MASTERTRONIC	COMMODORE 64	●
10	-	1	CYCLONE VORTEX	SPECTRUM	●
11	7	2	SELECT ONE COMPUTER RECORDS	COMMODORE 64	●
12	6	2	UNDERWURLDE ULTIMATE	SPECTRUM	●
13	9	7	WANTED MONTY MOLE GREMLIN GRAPHICS	SPECTRUM	●
14	-	1	SKOOL DAZE MICRO SPHERE	SPECTRUM	●
15	22	5	BEACH-HEAD U.S. GOLD/ACCESS	SPECTRUM	●
16	23	2	SUICIDE EXPRESS GREMLIN GRAPHICS	COMMODORE 64	●
17	-	1	SELECT ONE COMPUTER RECORDS	SPECTRUM	●
18	15	7	WANTED MONTY MOLE GREMLIN GRAPHICS	COMMODORE 64	●
19	-	1	INTERNATIONAL SOCCER COMMODORE	COMMODORE 64	●
20	11	3	BMX RACERS MASTERTRONIC	SPECTRUM	●
21	-	1	ZAXXON U.S. GOLD/ACCESS	COMMODORE 64	●
22	30	2	STEVE DAVIS' SNOOKER C.D.S. MICRO	SPECTRUM	●
23	4	3	COMBAT LYNX DURELL	SPECTRUM	●
24	-	1	BRUCE LEE U.S. GOLD/ACCESS	COMMODORE 64	●
25	-	1	BATTLE CARS GAMES WORKSHOP	SPECTRUM	●
26	-	1	JET SET WILLY SOFTWARE PROJECTS	SPECTRUM	●
27	-	1	SOLO FLIGHT U.S. GOLD/ACCESS	COMMODORE 64	●
28=	-	1	DOOMDARK'S REVENGE BEYOND	SPECTRUM	●
28=	-	1	EUREKA DOMARK	SPECTRUM	●
30	-	1	ALCATRAZ HARRY MASTERTRONIC	SPECTRUM	●



Look out for the brand new 'Top 10' in the Saturday edition of the DAILY MIRROR, every fortnight.
 Plus the complete 'Top 30' in Computer & Video Games at your newsagent on the 16th of every month.
 Information compiled by N.O.P. Market Research Ltd.

© EMAP Business & Computer publications 1984





WHODUNNIT?

Aboard the airship Zinderneuf, bound for New York, one of the 16 passengers is murdered. A web of mystery and intrigue must be unravelled and, as you are a famous detective, you must live up to your reputation and do this before the ship docks at its destination. In fact, you have 12 game hours, or 36 minutes real time, to come up with an accusation.

Murder on the Zinderneuf is a whodunnit in the classic style, set in 1936. Whilst not strictly in the Adventure format, it is certainly a mind game, and has features in common with *Sherlock*.

Sherlock is one character you can't be, although there are eight detectives to choose from. Each has his or her own inimitable way of interrogating a suspect and the approach taken will determine the outcome of your questioning. The detectives are fictitious characters, so how will you decide who to choose? Miss Agatha Marbles may be stern, sympathetic, helpless or polite, whilst Achille Merlot, the SWISS detective, has a different attribute list. Oh, so you do know about them after all?

The game proper commences by announcing which of the passengers has disappeared: "Sally Rose has vanished. The honour of the Surete is in your hands!" for example. No prizes for guessing I had chosen to be the clumsy Klutzeau!

Next a plan of the airship is displayed. This is a long vertical plan, only a section of which fits on the screen, and so movement of the figure of your chosen detective is achieved by joystick control. As you approach a boundary, so the plan scrolls up or down accordingly.

Each passenger has a separate cabin and these may be entered and searched for clues. The passengers, of course, are not restricted to their cabins and move around the ship's corridors, visiting the lounge and dining room, and possibly even each other's cabins.

The passenger list is very colourful. For example there's Felicity Sucrose, a sweet young thing of 18 and daughter of Margaret Vandergilt, also on board. Felicity, always surrounded by suitors, was educated at boarding school at Brighton —

Roedeau, no doubt! Her mother, meanwhile, is divorced and twice widowed and a patron of another passenger, Vincent Van Wente, a



somewhat effeminate artist. So the list continues, unfolding a complex web of relationships linking them all — fertile ground for motives indeed!

The choice of whether to ignore or accuse a suspect, or to question them about what subject and in what manner is made from a "pick list" which is highlighted and the joystick moves the highlight. Selection from the list is made by pressing the

button and this I found to be a very effective way of operating the game.

Zinderneuf is different every time it is played. It has a Cluedo-type approach — the victim, the murders and, of course, the motive, vary from game to game. As the game is on disc only, the suspect's replies and various clues are well varied, since each replay reloads data from the diskette before play can recommence. During play, however, all is in memory and so there are no disc reading delays.

Coming from the States, the packaging, needless to say, is superb. It includes a comprehensive booklet, giving a complete rundown on the curriculum vitae of the detectives, plus the characteristics of and relationships between the passengers. The game is easier and much more fun when you are familiar with them. The booklet also gives detailed instructions and tips on how to question suspects, how to search for clues and, in particular, how to discover one key clue called the "motive clue".

Murder on the Zinderneuf is for the Commodore 64 from Electronic Arts.

A PRICE FOR THE SPECTRUM!

Adventurers often gather together to pit their wits against a common enemy — the programmer! However, in *The Prince*, you will find a game in which such a group are mutual enemies.

This is a four-player game with a very original approach. The objective of each player is to get hold of four tokens, then gain an audience with the Prince to claim the title of Lore Master. In order to do this, he may call upon the help of a personal Hench and Spy. A Hench, in case you didn't know, is a thieving mugger!

The adventure window takes the form of a sheet of parchment, upon which words are displayed using a medieval character set. The game opens offering each player in turn, a choice of three different characters in each trade. These are displayed graphically and their ability is described in some detail. Right nasty looking characters some are, too!

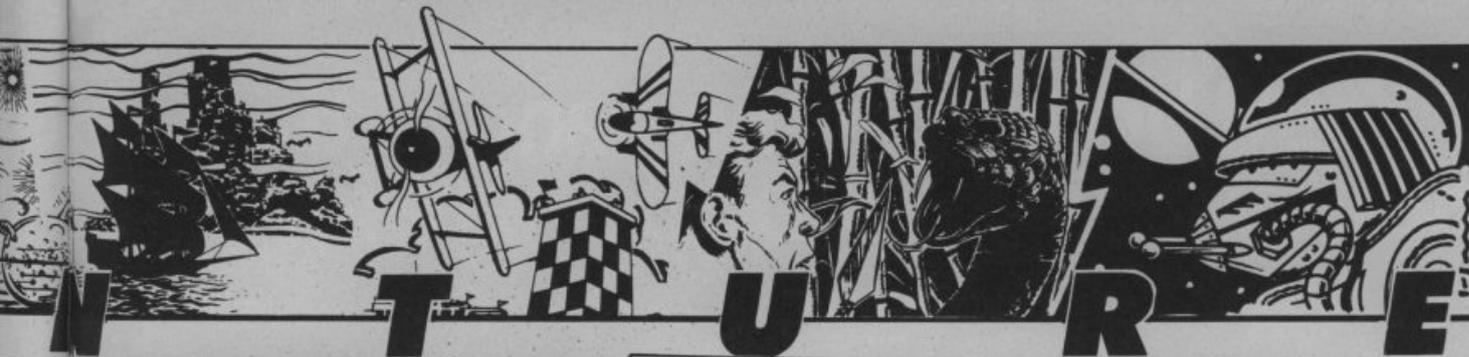
Next, each player may spend money on a selection of objects, then play commences. Input is in plain

English, as in a normal Adventure, but there are some very unusual commands. You may call upon the services of your Spy and Hench to do your dirty work. Thus, you can steal objects carried by your opponents and do all sorts of other nasty things to hinder your opponents. In addition to all this, you may confer with any or all of your fellow players to decide a strategy. You can swap objects or perhaps gang up to plot the downfall of another!

Each player is given his own pass code, so no player is allowed to watch the others during their turn at the keyboard.

I have only two points to criticise. First, you must have four players for there is no option for less. Second, the instructions and rules, which are necessarily quite complex, are printed on an elongated extension of the inlay. These really warrant a small booklet in which they could be laid out in a more easily referenced form.

The Prince is for 48k Spectrum from Cases Computer Simulations Ltd.



ANOTHER AZTEC!

One could be forgiven for wondering why *Aztec Tomb* is so called, certainly in the early stages of the game, for it commences in the dining room of a very ordinary house in an Amazon rain forest. There's nothing like doing a little research before setting out to write an Adventure game, so a T-shirt for the first person to write in and tell me what doesn't ring true!

Back to the game! You set off from the dining room and a ladder offers a route up to a loft, wherein lies a wooden chest — locked of course!

Naturally, your instincts tell you that there has to be something fairly essential inside and so you set about finding a key. This involves a thorough search of the house and either a little luck, or the adventurer's tendency to extreme curiosity.

Although the problems at this stage are fairly simple, they are nicely placed so that the player is led back and forth in search of objects still hidden, because they weren't needed at the first pass through.

Aztec Tomb has instant graphics that are passable but not special, although they do display instantly. They also react to the game, so that if a drawer is opened, it will be shown as open. This saves the poor adventurer getting bruised, as he can decide at a glance whether or not to negotiate a door without first opening it!

Commands are of the two-word variety and most of the necessary words are included in the program's vocabulary. The method of displaying the text response is quite unusual. Without scrolling, your last command is kept on the screen until you start to enter your next one. This is a point all too often overlooked, but an important one. During the player's pause for thinking, it is all too easy for him to forget his previous command, especially if it was a move — quite often he will want to return whence he came.

There is a sometimes-quite-helpful HELP feature and a useful EXAMINE. When used in the right circumstances, EXAMINE nicely reveals further hidden clues and objects that a mere superficial glance will not disclose. In fact, without examining

AZTECS EVERYWHERE!

"Games with a little bit more," reads the slogan above the title *Aztec — Hunt for the Sun God*. This is a game whose text input is by single keystroke, decoded by using a single strip overlay above the top row of keys on the Spectrum. The commands covered are TURN (left and right), MOVE (forward), BRING ALONG, LEAVE BEHIND, EAT/DRINK, etc.

Movement is on a 10 by 10 grid from which you can see a widening perspective view in a forward direction. To the right of the view is a pictorial list of objects carried, an updated compass showing north and a sun which slowly sinks, timing you out. Below is a text window which reiterates your abbreviated commands in full and gives you the relevant replies.

Your objective, as a young Aztec coppersmith, is to find the sun which hasn't risen this day over your village.

The Aztecs, since they're into sorcery, might be expected to have use of spells and indeed there are various of these at your disposal. To use them, you must refer to a special chart supplied on a poster contained in the pack.

The game is primarily intended as an introduction into adventure for children.

I found that a great deal of concentration was needed to keep track of my whereabouts on the grid. You are

advised to draw out your own blank grid and plot your way around. I certainly wouldn't have managed without taking this advice, so it is, perhaps, a pity that a pad of printed grids is not supplied.

Once on the move, I found it difficult to relate the pillar which limits movement to the scenario described in the instruction booklet — it just didn't have the feel of the village and mountains described. Although the mode of movement and display of graphics is similar to that in *Lords of Midnight*, there is nowhere near the feeling of wide open spaces imparted by *Midnight*. Whereas *Midnight* gives the feeling of infinitely variable control, *Aztec* movement is in discrete "chunks." In fact, it plays more like a perspective maze Adventure, such as *Asylum*, but nowhere near as devious.

Nevertheless, it is a well-produced game that should give considerable enjoyment to children, for whom it is primarily intended. The aim is to teach spatial awareness and logical reasoning. I wonder if they need this educative approach? Seems to me that many kids are quite capable of finding their way around and solving the most complex Adventures without any weaning!

Aztec — Hunt for the Sun God is for the 48k Spectrum, priced £7.95 and Commodore 64 priced £9.95, from Hill MacGibbon.

things carefully, you will not get very far.

All in all, despite the discrepancy, I liked the way the game played.

By contrast, *Aztec Tomb Revisited (Part 2)*, is a completely different animal. It turbo-loads and first announces its arrival into your Commodore by telling you who is responsible for the "games design and coding". Oh dear! No T-shirt for that one!

The game features a formatted screen containing neat boxes for command, exits, game response and location, inventory and visible objects. There is also a box telling you how much cash you carry, (how do you spend cash in a tomb?) and, believe it or not — amongst all this, a graphics window! I measured the graphics box and, on a 14 inch TV

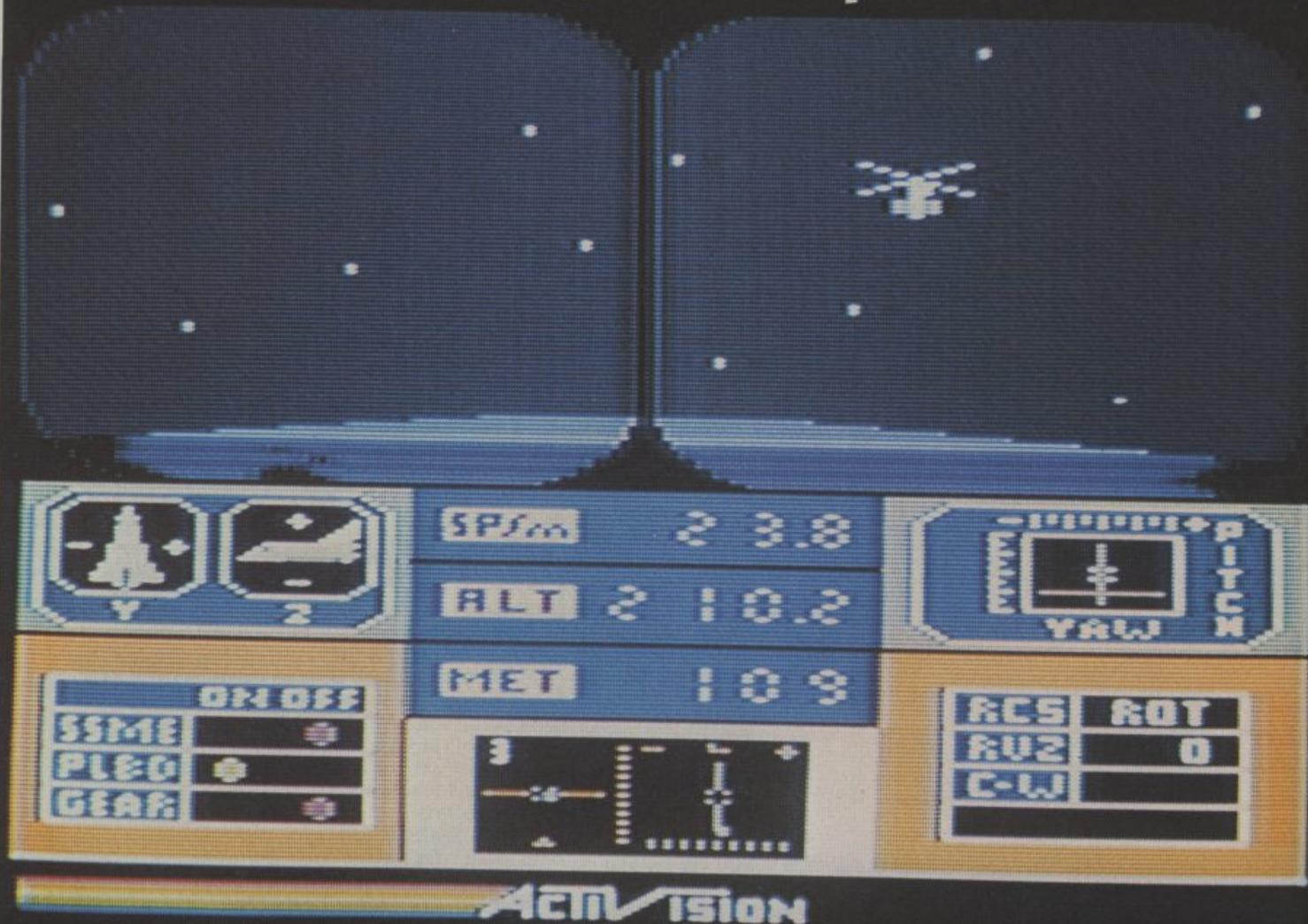
screen, it was all of 4.5 x 8 cm! From that you will infer that any "picture" shown is just a representational blur.

In *Part 2*, the vocabulary is sparse (no GET, only TAKE, for example) and the last command is wiped clean as quickly as the processor can do it. The locations seem to have no coherent continuity and — worst of all — I innocently took one of the directions listed and was rewarded by the immortal words *YOU HAVE WALKED INTO THE TRAP*. Well, I should have been more careful, shouldn't I?

Part 2 is not for me. I doubt if it is for you!

Aztec Tomb Parts 1 and 2 are for the Commodore 64 from Alligata Software, priced £7.95 each on cassette, £11.95 each on disc.

You'd better get the hang of this.
One day you might be up here for real.



Space Shuttle.

The flight simulation program that
leaves others earthbound.

Developed with NASA's assistance
to turn your computer into
Columbia's Flight Deck.

£9.99 Commodore 64, £7.99 Sinclair Spectrum.

Available soon for all popular systems.

SPACE SHUTTLE FROM

ACTIVISION

Your computer was made for us.

AVAILABLE FROM SELECTED BRANCHES OF BOOTS, WH SMITH, JOHN MENZIES, LASKY'S, SPECTRUM, RUMBELOWS, WOOLWORTH
AND GOOD COMPUTER SOFTWARE STORES EVERYWHERE.

THE WAITING IS OVER!

The long awaited follow-up to FOOTBALL MANAGER
by KEVIN TOMS is now available

SOFTWARE STAR

Available NOW for SPECTRUM 48K £6.95 COMMODORE 64 £7.95
AMSTRAD CPC 464 £7.95

SOFTWARE STAR is the NEW game from Kevin Toms, who designed the Software Classic – FOOTBALL MANAGER. SOFTWARE STAR allows you to try your hand at running a successful software company. You have to cope with staff problems,

game launches, advertising, financial problems and more while trying to produce chart topping successful games. One other thing, SOFTWARE STAR has that gripping Addictive quality that all Kevin's games have!



NOW AVAILABLE FOR YOUR COMPUTER!

FOOTBALL MANAGER

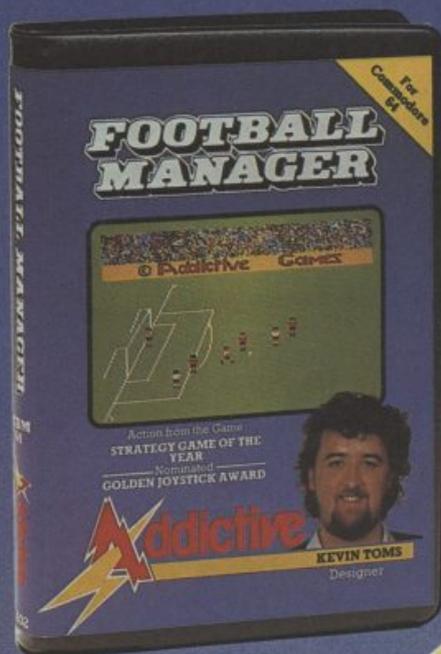
by KEVIN TOMS

"Absorbing and realistic – Highly recommended" – *Sunday Times*, February 1984

"Completely fantastic – I want one!" – *Charlie Nicholas*, Arsenal striker in Big K, April 1984

Some outstanding features of the game

- Transfer market • Promotion and relegation
- F.A. Cup matches • Injury problems • Full league tables
- Four Divisions • Pick your own team for each match
- As many seasons as you like • Managerial rating
- 7 skill levels • Save game facility • Financial manipulations
- You can even be sacked!



FOOTBALL MANAGER

is available for the following computers:-

AMSTRAD CPC 464	£7.95
COMMODORE 64	£7.95
SPECTRUM 48K	£6.95
ELECTRON	£7.95
BBC MODEL B	£7.95
ORIC 48K & ATMOS	£7.95
DRAGON	£5.95
ZX81 16K	£5.95
VIC 20+16K	£5.95
(soon for MSX)	

NEED WE SAY MORE

Addictive

Available from WHSMITH and John Menzies (selected titles)

In case of difficulty buy by mail order.

Send Cheques/P.O.s to:-

ADDICTIVE GAMES

7a Richmond Hill, Bournemouth, Dorset BH2 6HE.



Having problems with your micro? Are you still trying to debug that game which you've been trying for ages to write? Well, help is now at hand. Bug Hunter will be taking some time off every month to answer the questions for C&VG's very own problem page.

So don't suffer alone — drop him a line.

Dear BH,
Since the release of White Lightning, we have been endeavouring to provide our customers with the best possible support. You may be interested to learn that there are now two official user groups in the UK which offer help, advice and newsletters to all White Lightning users. The addresses are:

Mr T Kelly
The Model Shop (Belfast) Ltd
10-16 Queen Street
Belfast

Mr M Richards
South West W L User Group
8 Victoria Road
Roche
Cornwall

Oasis Software also have a micro-drive version of the program. Send a cheque for £5 to us with your old tape and we'll send you the microdrive version.

Wilf Garner
Marketing Director
Oasis Software

Thanks, Wilf. And don't forget that there's a full survey of programming systems like White Lightning in our new 1985 C&VG Yearbook.

Dear BH,
I own a Commodore 64. If I experiment with the peek and poke commands, will it harm the computer in any way?

M Schroff
Boston Grove
Slough

No, Mr Schroff. You can't harm your micro by playing around with Basic commands.

The only exception which I know of was in the very early issue one PETs, where poking to a certain location might actually have made the machine catch fire! Under-

standably, there aren't many of these machines still around.

Dear BH,
Please could you tell me if there is an auto-run poke for the Spectrum?

Bradley
Sea Cliff Road
Scarborough
North Yorkshire

It's easier than you think! When you save a Basic program, you can instruct the computer that the program should auto-run when loaded.

To do this, use SAVE "program" LINE 10 to save your program. It will now auto-run from line 10 whenever you load it. You can change the 10 to any number you like, so that the program starts at the right place.

If you want to load a program saved this way but don't want it to auto run, clear the machine and then use MERGE instead of LOAD.

Dear BH,
I don't know what to do. My computer has walked out on me. It says that it doesn't love me any more but I don't believe it. I reckon that it's found someone else. Please help me, before I stick my finger in the light socket. Do you think that I should...?

Oops... how did this get in here?

Dear BH,
I have had a Commodore 64 for about six months and I have lots of games. I am thinking of buying a disc drive. Is it possible to copy cassette games onto a floppy disc?

F Hill
Deeside
Clwyd
N Wales

All you have to do is to break into the program after loading it from tape and then SAVE it to disc. But obviously, software houses will protect their games to stop you doing this, otherwise you will be denying them a sale.

Some companies may offer to copy your game on to disc if you send them the original tape. Alternatively, there are some special programs around which will copy just about any professional cassette game onto disc, though

legality of these programs is doubtful.

Dear BH,
Could you please find out if a Micronet 800 link will be available in the future for the Atari home computer?

Graeme Hewson
Worsley Close
Wallsend

I've spoken to Micronet and they say that there are no plans at present to build an Atari database. This means that there won't be any Atari telesoftware on the system. But there's no reason why you can't log in and read the general news and information as well as all the rest of Prestel. You'll need an Atari 850 interface box plus a modem. Silica Shop in London should be able to oblige.

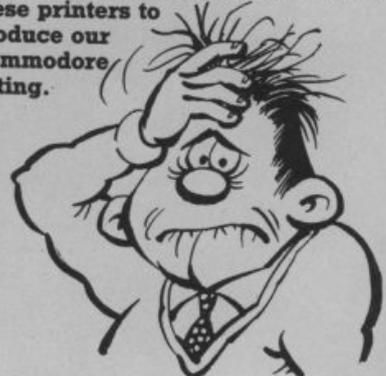
Dear BH,
I have had a Vic 20 for a year and a half now and I am interested in buying a printer. A friend tells me that Spectrum makes one which can be used on the Vic with an interface. Do you know about it?

P Gustafson
Burscough
Lancs

The Spectrum chain of computer shops is just one of the stockists of the Alphacom 42 printer. This costs £99 and comes complete with an interface which will plug directly into a Vic or a 64.

It's a thermal printer and prints all Commodore graphics just as they appear on the screen. For around £25, you can get other interfaces which just plug into the printer. Versions for BBC, Dragon and Atari are available.

As for print quality, we use one of these printers to produce our Commodore listing.



Mirage

SOFTWARE &
DISTRIBUTION



Top Floor
1 Sandy Road
Seaforth
Liverpool L21 3TN
Tel: 051-928 8443

PROGRAMMERS

WE ARE LOOKING FOR TOP QUALITY PROGRAMMES TO MARKET IN THE UK AND ABROAD. THE PROGRAMMES MUST BE OF TOP QUALITY AND IN MACHINE CODE WITH GOOD GRAPHICS AND SOUNDS AND ORIGINAL CONCEPT. WE ARE LOOKING FOR PROGRAMMERS TO CARRY OUT WORK ON NEW MACHINES SUCH AS THE C.B.M/16 AMSTRAD AND M.S.X. WE CAN SUPPLY THESE MACHINES TO CARRY OUT WORK FOR MIRAGE. WE ARE ALSO OFFERING £500 PRIZE FOR THE BEST PROGRAMME RECEIVED BY THE END OF FEBRUARY 1985 WHICH WE WILL DECIDE TO MARKET. WE OFFER AN OUT RIGHT PAYMENT OR 10% PLUS PAYMENT OR 20% ROYALTIES. FOR MORE INFORMATION CONTACT THE SOFTWARE MANAGER HE WILL BE GLAD TO LISTEN TO ANY QUESTIONS YOU MAY HAVE.

SOFTWARE HOUSES

WE ARE LOOKING FOR TOP SELLING PROGRAMMES TO DISTRIBUTE TO OUR WIDE RANGE OF OUTLETS THROUGHOUT THE UK AND GIVE YOU A VERY FAST SERVICE TO HELP WITH YOUR SALES AND TO MAKE THE MOST OF YOUR PRODUCTS. SEND A SAMPLE COPY OF YOUR PRODUCTS WITH RATES AND TERMS FOR A FAST ASSESMENT. FOR MORE INFORMATION CONTACT THE SALES MANAGER HE WILL BE GLAD TO HELP AND ASSIST YOU.

DEALERS AND DISTRIBUTERS

DEALERS WE HAVE THE BEST SELLERS FROM THE BEST PRODUCERS; WE ALSO OFFER VERY GOOD RATES AND TERMS TO HELP YOU AND US TO ACHIEVE THE BEST SALES AND SERVICE. FOR MORE INFORMATION CONTACT THE SALES MANAGER.

DISTRIBUTERS HAVE YOU GOT THE MIRAGE RANGE ON YOUR SHELVES, IF NOT THEN CONTACT THE SALES OFFICE FOR SAMPLES AND RATES.

SALES MANAGER
T.C. SAPHIER

SOFTWARE MANAGER
C.A. SAPHIER

NOT FOR PEOPLE WITH HIGH BLOOD PRESSURE!

Watch out for them—these four new games could be dangerous to your health. And, as they're from A'n'F, they're second to none, calling for a level of skill that's bound to set the adrenalin racing.



SPECTRUM 48k CYLON ATTACK—Now with better than ever isometric perspective graphics (3D). **£5.75**
BBC 32k SNARL-UP—Sheer bumper to bumper frustration and only five chances to hit the fast lane. **£6.90**
COMMODORE 64 GUMSHOE—One bleepin' obstacle after another stops you reaching a girl who needs you—desperately. **£7.90**
SPECTRUM 48k ALPHA-BETH—The brain teaser that makes it doubly difficult for you to give the right answer. **£5.75**



A&F Software, Unit 8, Canal Side Industrial Estate,
Woodbine Street East, Rochdale, Lancs OL16 5LB.
Telephone: 0706 341111



Orders to:
Melbourne House Publishers
39 Milton Trading Estate
Abingdon, Oxon OX14 4TD

Correspondence to:
Church Yard
Ting
Hertfordshire HP23 5LU

All Melbourne House cassette software
is unconditionally guaranteed
against malfunction.

Trade enquiries welcome.

Please send me your free catalogue.
Please send me:

COMMODORE 64 SOFTWARE

<input type="checkbox"/> Castle of Terror	£9.95
<input type="checkbox"/> Commodore 64 Hampstead	£9.95
<input type="checkbox"/> Commodore 64 The Hobbit	£14.95
<input type="checkbox"/> Zim Sala Bim	£9.95
<input type="checkbox"/> Commodore 64 Classic Adventure	£6.95
<input type="checkbox"/> Commodore 64 Hungry Horace	£5.95
<input type="checkbox"/> Commodore 64 Horace Goes Skiing	£5.95
<input type="checkbox"/> A.C.O.S. +	£8.95

SPECTRUM 48K SOFTWARE

<input type="checkbox"/> Spectrum Sherlock 48K	£14.95
<input type="checkbox"/> Spectrum Hampstead 48K	£9.95
<input type="checkbox"/> Spectrum Sports Hero 48K	£6.95
<input type="checkbox"/> Spectrum Mugsy 48K	£6.95
<input type="checkbox"/> Spectrum Penetrator 48K	£6.95
<input type="checkbox"/> Spectrum The Hobbit 48K	£14.95
<input type="checkbox"/> H.U.R.G. 48K	£14.95
<input type="checkbox"/> Spectrum Classic Adventure 48K	£6.95
<input type="checkbox"/> Melbourne Draw 48K	£8.95
<input type="checkbox"/> Abersoft FORTH 48K	£14.95

BBC SOFTWARE

<input type="checkbox"/> BBC The Hobbit, Model B	£14.95
<input type="checkbox"/> BBC/ Electron Classic Adventure	£6.95

All versions of "The Hobbit" are identical with regard to the adventure
program. Due to memory limitations, BBC cassette version does not
include graphics.

£

Please add 80p for post & pack £

TOTAL £

Enclose my cheque
 money order for £

Please debit my Access card No

Expiry Date

Signature

Name

Address

Postcode

Access orders can be
telephoned through on our
24-hour ansafone (0235) 83 5001.

CVG11A



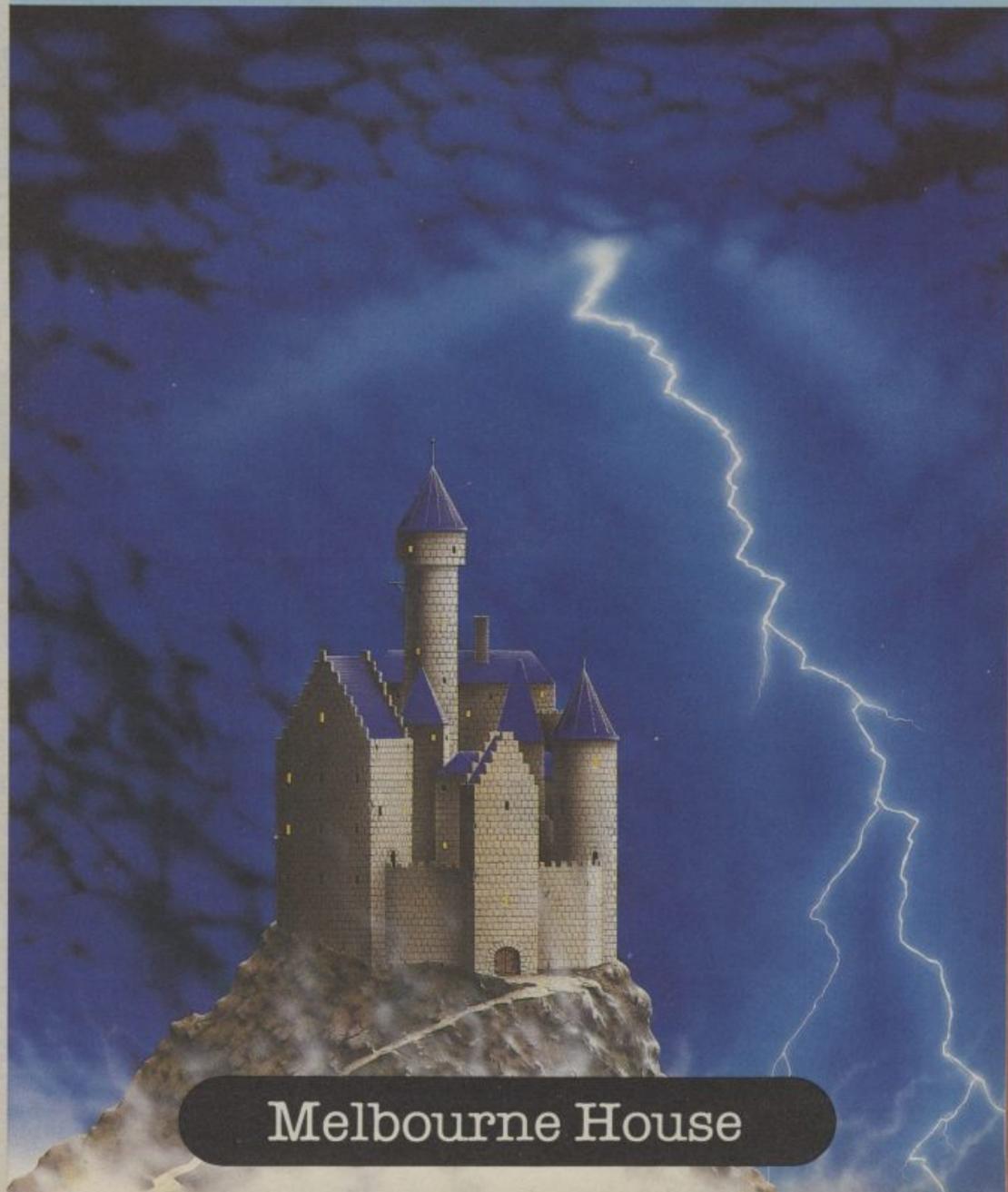
Castle Of Terror is a superb graphic adventure
game set in the 1880's when and where
"Dracula" stories abounded. You are in a
village near a large Castle in which the
secretive Count lives. You must travel about
the village, collecting items which may be of
use to you on your bold mission.

- ★ Multi-word "English Language" style input
- ★ Superb, highly detailed graphics
- ★ Animated characters, special effects and sound.

You must also find out what your mission is by
talking to the right people. But don't be
fooled!

Surviving is success enough, but escaping
with the treasure is the ultimate achievement
and won't be easily accomplished!

CASTLE of TERROR



Melbourne House

JOYSTICK

MICROSWITCH JOYSTICKS
WITH ARCADE ACTION -

For:
COMMODORE
ATARI
AMSTRAD
MEMOTECH
BBC (to order)

THE ARCADE

PRICE
inc VAT **£15.95**

COMPETITION-PRO

PRICE
inc VAT **£16.95**

ARCADE PROFESSIONAL

PRICE
inc VAT **£28.95**



With Interfaces:

SPECTRUM
T199/4A
COLECO
BBC
ELECTRON

ACCESS ACCEPTED
 MAIL ORDER: ADD
 £1.95 P&P



Pinfold Lane Industrial Estate, Bridlington, N. Humberside

Tel: 0262-602541

Telex: 527381 EMAX G

CONTACT US OR NEAREST COMPUTER STORE

AMSTRAD CPC464 SOFTWARE



ROLLABALL £6.95

A challenging game of skill, relying on quick wits and steady nerves. Can you keep the ROLLABALL in motion?

All you have to do is slide a piece of track in its path to divert it, trouble is the tracks always disappear when the ROLLABALL moves over them. A very addictive one player game.

THE ROYAL QUEST £6.95

Can you discover the object of your quest and then complete it? A classic text only adventure, with dozens of problems to keep you perplexed for weeks. Features include save game facility and very large vocabulary.

THE MOORS CHALLENGE £6.95

An ancient game of strategy and cunning. 'Capture' all your opponents counters to win. Play against your Amstrad CPC 464 at any of five skill levels, from simple to advanced or play against a friend, you can even make the computer play against itself.

Send cheque/P.O.'s payable to...

TIMESLIP
SOFTWARE

STONEBURN WORKSHOPS
 THE OLD PRIMARY SCHOOL
 STONEBURN, WEST LOTHIAN EH47 8AP

HIRE SPECTRUM SOFTWARE

OVER 280 different tapes for hire including **ARCADE, ADVENTURE, BUSINESS, EDUCATIONAL**, etc. - even an m/c Compiler. **FREE** 26 page catalogue. **FREE** newsletter, with hints, tips and our top tape chart.

OVER 3000 tapes in stock, with up to 60 copies of each title for fast service. All tapes sent by 1st class post.

LOWEST PRICES - hire up to 3 tapes at a time, from 63p each for two weeks hire. (Plus p&p and VAT). European members welcome.

Tapes for sale at DISCOUNT prices. Telephone 01-661 9240 (9am - 5pm) or write for further details, or complete the coupon and **JOIN TODAY** - you've nothing to lose!

SAVE £3.00!!

For a limited period, we are offering **HALF-PRICE** membership to readers of this magazine. Join now, **LIFE** membership is only £3.00 (normally £6.00).

SWOP SHOP

A new service from N.S.L. **SWOP** your unwanted tapes with tapes from other members for a small handling charge of only 60p (plus p&p and VAT)

NATIONAL SOFTWARE LIBRARY

42 Harefield Avenue, Cheadle, Surrey SM2 7NE.

Enclose cheque/postal order for £3.00 for LIFE membership. Please rush my membership kit to me. If, within 28 days, I'm not delighted with your service you'll refund my membership fee.

Name _____

Address _____

CVG 2/85

DON'T LET THE GREMLINS GET THE BETTER OF YOU, WRITE TO...



MANOR DEMYSTIFIED!

Severn Software wrote in response to my comments on *Mystery of Munroe Manor* in the November's Helpline, saying they felt they were "slightly unbalanced". Perhaps that's a compliment, since most adventurers are completely unhinged!

Seriously, though, what I said reflected as always the letters you, the readers, sent in. Now for the other side of the coin. Two adventurers who were in tune with the game and came up with some clues were David Beckinsale from Benfleet and David Spence of BFPO 16 — who says he enjoyed the game "apart from one or two little idiosyncracies". In case those idiosyncracies are still catching you like they did me, look for the upside down clue!

PLEAS AND THINGS

Wai Kee Tsang of Hednesford writes a glowing letter about *Return of the Ring*. After playing the game for three weeks, he feels he must be near to completing it. Thanks for all the tips, Wai! You get this month's tipster's T-shirt!

Dean Barnard of Kingsbury has been playing *Colossal* on a Xerox 3050 and heard a sepulchral voice telling him to exit through the main office as the cave is closing soon. A few moves later, a voice announces that the caves have closed and he finds himself stuck in two rooms.

Erik Kleinbussink of Kingston-on-Thames has been having a lot of cooked breakfasts lately. All because of spiders! Playing *Dallas Quest*, he can't get past the spider in the torchlit cave. A clue says eggs may be useful and he's done everything from scrambling them to giving them to the spider, but still nothing happens!

A case for Peter Parker?

Can you help this month's cheat, Stuart Murray of Rochdale, to get down off the pinnacle (already used the hang-glider)? And in *Countdown to Doom*, how is he to descend the crevasses and get to the glacier, or pass through the screen of light in the alien artefact?

Empire of the Overmind is getting over the mind of Chris Overfield from Driffield. How to find his way in the goblin's lair in the dark? Trial and error usually results in him getting clobbered by goblins.

Finally, where is the key for the control room door in *Marie Celeste*, asks Lee Haggan of Doncaster?

CHEATS CORNER

Stephen Murray sends this "50% might work" method for 16k cassette Atari games. Plug in Basic and type:

```
10 OPEN 3,4,0,"C:"
20 GET 3,X
30 PRINT CHR$(X);
40 GOTO 20
```

Snag 1 is that it may not work, says Stephen. Snag 2 is that, if it does work, only 50% of the messages will be given, as only alternate blocks of code will be read.

A NEW COMMAND!

Guy Wilkinson writes to me regularly, but rarely asks for help (more often than not he has a go at the Spectrum!). But *Claymorgue Castle* has got him best!

He admits to cheating, but still can't get anywhere! "It's the most devious and almost certainly the best game I've ever played!" he exclaims. Look in the upside down section, Guy, for a *Claymorgue* clue to help you on your way!

Guy offers some advice to fellow sixth-form students of computer science. He is writing an Adventure

for his mates to play on his school's Apple and recommends including a command not usually found in an Adventure game. EDP (Emergency Don't Panic) is useful whenever a member of the staff prowls nearby. It clears the screen and prints a series of sine curves and trigonometrical identities. Nice one, Guy — must be worth a T-shirt!

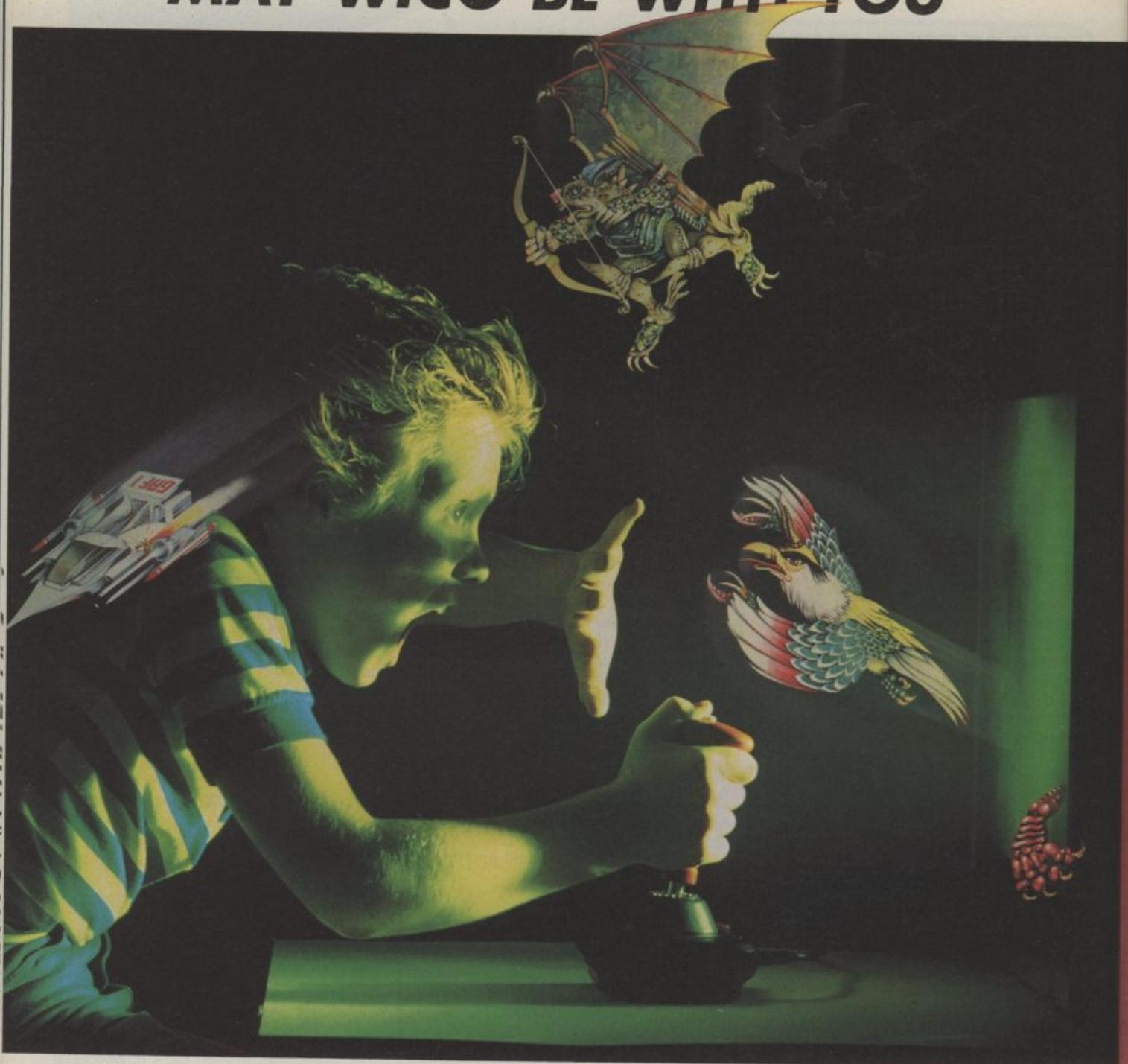
HINTS FOR THE HYSTERICAL

Tips this month come from K.J. Sigley of Walsall, Colin Maxted, Glenn Hugill of Barnard Castle, Simon Ross of South Wirral, David Beckinsale of Benfleet, and, of course, us! Also, thanks to whoever sent a couple of *Return To Eden* tips recently and signed himself "Kim Kimberley's fig-leaf"!

through the airlock and die, says Stephen Murray.
from Pulsar 7 is to press the orange button, fly out
SICK TIP OF THE MONTH: The quickest way to escape
A rattled rope puts it over your head!
Explore and repair the troubled tread.
MYSTERY OF MUNROE MANOR:
For a blissfully dry towel, hold it over a nice hot fire!
CLAYMORGUE CASTLE:
him where you want him!
Temple of the elephant, but don't gratify him until you have
TEMPLE OF VRAN:
Well, well! Who's going to be mother?
Wizard's Wand:
To move the Menhir, you must cast a spell using the
ZORK 2:
cloak and hat.
To get into the skull, you must wear the false beard,
MOUNTAINS OF KET:
the shield in the dungeon.
To get the emerald, you must charm the python. To do
this, enter the passage (avoiding the trip wire) and give
TOKEN OF GHALL:
Avoid revenge by going deep and waiting.
RETURN TO EDEN:
commandment.
Use the transportal from temple and back, read the
ZORK 1:
A prize prize may result of viewing a statue with a shield.
CASTLE:
them in order to continue your quest.
work out this anagram two words from HAMEST. Print
The second's the supporter — his team he adores. Then
The first's what the sea has that breaks on the shores.
HULK:
To kill the pirate, get Khadim to attack with the dagger.
HEROES OF KARN:

KEITH CAMPBELL COMPUTER & VIDEO GAMES PRIORY CT. 30-32 FARRINGTON LANE LONDON EC1R 3AU

•• **MAY WICO BE WITH YOU** ••



When you're up against all the evil in the universe, you need the finest joystick. Weak, sticky, slow controls can only lead you to your doom.

You need a Wico.[®] The controls in more than 500 modern arcade games are actually made by Wico.[®] They set the industry standard for durability and performance. And the same arcade quality goes into the Wico.[®] you take home.

Wico.[®] joysticks work directly with the Commodore 64,[™] Vic 20,[™] all Atari.[®] Home Computers and Atari.[®] Video Games.

Add an interface, and you can connect into a Sinclair Spectrum or Apple II.[®] and IIe.[®] If you have a new MSX computer there's the just released MSX Grip Handle for you.

What do you get? A man-sized handle on a virtually unbreakable shaft. Tough, ultra-sensitive Wico.[®] switchgear. A heavy-weight base. A year's guarantee. And more sheer

dodging, chasing and blasting power than ever before.

The Wico.[®] range includes the famous Red Ball,[™] straight out of the arcades. The Three Way Deluxe with interchangeable handles. The light but rugged Boss. And check out the state-of-the-art Trackball: many owners use it for serious programming, where it gives them effortless cursor control.

Ask your dealer to let you handle a Wico.[®] Quality (you'll find) costs money.

But if you want to have less trouble fighting your controls, and more power for fighting the forces of darkness . . . only Wico.[®] is worthy of your hand.



WICO[®]

THE FINEST HAND CONTROLS
IN THE KNOWN UNIVERSE



CGL HOUSE, GOLDINGS HILL, LOUGHTON, ESSEX IG10 2RR. 01-508 5600. LOOK FOR THE WICO NAME IN ALL GOOD SHOPS AND CATALOGUES.

Multiple Combat Scenarios
Full Aerobatics
3-D Graphics

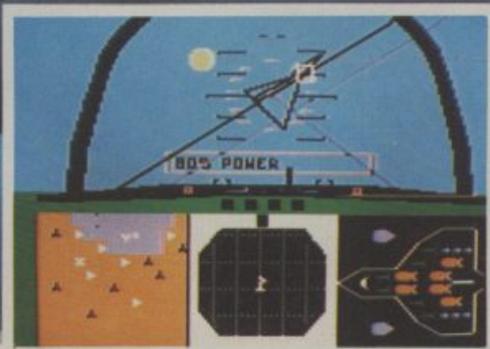
F-15 STRIKE EAGLE

MicroProse Software



F-15 Strike Eagle features superb 3-D graphics, F-15 manoeuvrability, computer assisted targetting including modern fighter Heads Up Display, airborne radar, air to air missiles, surface to air missile defence, ground target bombing, full aerobatics, and multiple combat scenarios.

DISK/CASSETTE **£14.95**



SOLO FLIGHT: Take off with this user friendly flight simulator which includes 3-D graphics, full cockpit instrumentation, dual VORs, ILS, 21 different airports, and real life challenges from weather and mechanical emergencies. **DISK/CASSETTE £14.95**

SPITFIRE ACE: Save London during the Blitz in your RAF Spitfire! Outstanding out-of-the-cockpit 3-D graphics; 14 different combat scenarios. **DISK £12.95, CASSETTE £9.95**

NATO COMMANDER: Defend Europe in an accelerated real-time war situation! Full scrolling battle map, includes infantry, armour, helicopters, airforces and tactical nuclear weapons. **DISK £12.95, CASSETTE £9.95**



U.S. Gold is stocked by all leading computer stores including:

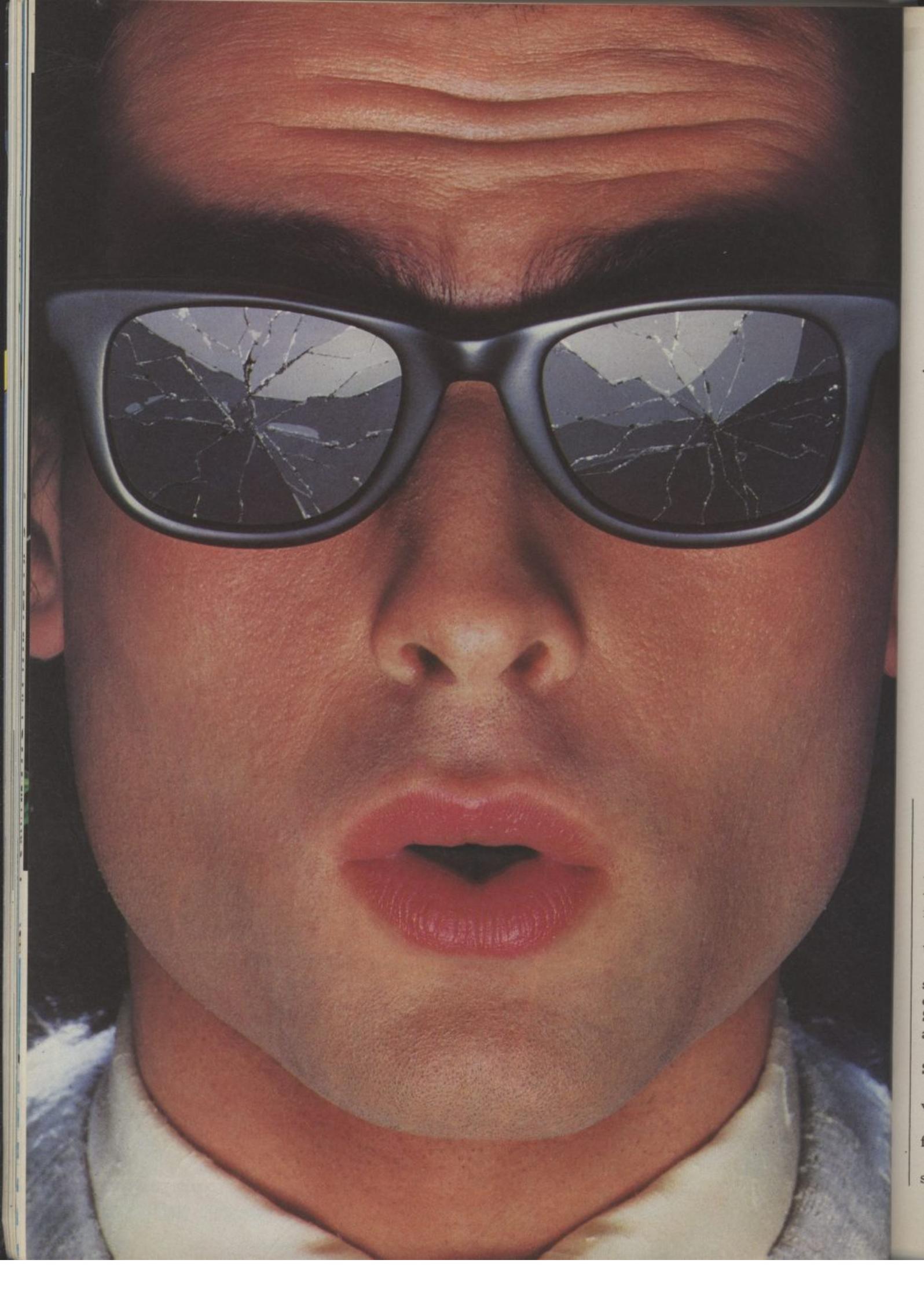


John Menzies

WHSMITH WILDINGS WOOLWORTH

U.S. Gold Limited, Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY.

Telephone: 021-359 3020. Telex: 337268.



You should see what he's just seen.

Micronet 800.

Stretching the mind of your micro far beyond its limits.

Micro evolution continues with this unique communications, information and software system. Set on our mainframes nationwide.

Includes 30,000 pages and access to Prestel™ with its full range of services.

A tremendous Communications section that networks you to thousands of other members across the country. Send and receive electronic messages and graphics at a touch of a button.

And there's the Chatline service, Swapshop and Teleshopping.

Check with daily updates on the very latest computer news.

Micronet also has its own huge facts data base.

And a choice of up-to-the-minute software to download absolutely free.

For only £13 a quarter and just a local* telephone call whenever you want to connect up (that's only 22p per half hour at cheap rates) you could be part of Micronet.

The only accessory you need is a Modem.

A small price to pay to join the other visionaries on this exciting new system.

Fill in the coupon for more details and send to Micronet 800, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

But be warned, Micronet 800's features are almost limitless and constantly updating. So maybe you'd be better to call in at Laskys, John Lewis, main Boots or your local Micronet 800 Action Station.

To feast your eyes on all the amazing things it can do.

To: MICRONET 800, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Telephone 01-278 3143.
Please send me the full facts about Micronet 800.

Name _____

Make/Model of Micro _____

Address _____

Telephone _____

CVG

*For 97% of telephone users.

™Prestel is a trademark of British Telecommunications.



See Micronet 800 in action.

AVON

Bath. Boots, 1 Marchants Passage, Southgate. Tel: 0225 64402.
Bristol. Boots, 59 Broadmead, Tel: 0272 293631.
Bristol. John Lewis, Horsefair. Tel: 0272 29100.
Bristol. Laskys, 16-20 Penn Street. Tel: 0272 20421.
Keynsham. Key Computer Systems, 42b High Street. Tel: 02756 5575.
Weston-super-Mare. K & K Computers, 32 Alfred Street. Tel: 0934 419324.

BEDFORDSHIRE

Bedford. Boots, The Harpur Centre, Harpur Street. Tel: 0234 56231.
Dunstable. Dormans, 7-11 Broad Walk. Tel: 0582 38302.
Leighton Buzzard. Datasine, 59 North Street. Tel: 0525 374200.
Leighton Buzzard. Milton Keynes Music & Computers, 17 Bridge Street. Tel: 0525 382504.
Luton. Hobbyte, Unit 16, The Arndale Centre. Tel: 0582 457195.
Luton. Laskys, 190-192 Arndale Centre. Tel: 0582 38302.
Luton. Terry More, 49 George Street. Tel: 0582 23391.

BERKSHIRE

Reading. Heelas, Broad Street. Tel: 0734 559555.
Reading. Laskys, 118-119 Priar St. Tel: 0734 595459.
Slough. Data Supplies, Templewood Lane, Farnham Common. Tel: 2 820004.
Slough. Laskys, 75 Queensmere Centre. Tel: 0753 78269.
Slough. MV Games, 245 High Street. Tel: 75 21594.

BUCKINGHAMSHIRE

Bletchley. RAMS Computer Centre, 117 Queensway. Tel: 0908 647744.
Chesham. Reed Photo & Computers, 113 High Street. Tel: 0494 783373.
Milton Keynes. John Lewis, 11 Field Walk, Secklow Gate East. Tel: 0908 679171.

CAMBRIDGESHIRE

Cambridge. Boots, 65-67 Sidney Street and 28 Petty Curry Street. Tel: 0223 350213.
Cambridge. Heffers Stationers, 19 Sidney Street. Tel: 0223 358241.
Cambridge. Robert Sayle, St Andrews Street. Tel: 0223 612929.
Peterborough. Boots, 40-42 Bridge Street, Queensgate. Tel: 0733 65352.
Peterborough. John Lewis, Queensgate Centre. Tel: 0733 44644.

CHESHIRE

Chester. Boots, 47-55 Foregate Street. Tel: 0244 28421.
Chester. Computer Link, 21 St Werburgh Street. Tel: 0244 316516.
Chester. Laskys, 7 The Forum, Northgate Street. Tel: 0244 317667.
Crewe. AS Wootton & Sons, 116 Edleston Road. Tel: 0270 214118.
Crewe. Midshires Computer Centre, 68-78 Nantwich Road. Tel: 0270 211086.
Ellesmere Port. RFR TV & Audio, 1 Poolton Road, Whitby. Tel: 051-356 4150.
Hyde. C Tech Computers, 184 Market Street. Tel: 061-366 8223.
Macclesfield. Camera Computer Centre, 118 Mill Street. Tel: 0625 27468.
Macclesfield. Computer Centre, 68 Chestergate. Tel: 0625 618827.
Marple. Marple Computer Centre, 30-32 Market Street. Tel: 061-427 4328.
Stockport. National Micro Centres, 36 St Petersgate. Tel: 061-429 8080.
Stockport. Stockport Micro Centre, 4-6 Brown Street. Tel: 061-477 0248.
Widnes. Computer City, 78 Victoria Road. Tel: 051-420 3333.
Wilmslow. Wilmslow Micro Centre, 62 Grove Street. Tel: 0625 530890.

CLEVELAND

Middlesbrough. Boots, 88-90 Linthorpe Road, The Cleveland Centre. Tel: 0642 249616.

CUMBRIA

Kendal. The Kendal Computer Centre, Stramongate. Tel: 0539 22559.

Whitehaven. PD Hendren, 15 King Street. Tel: 0946 2063.
Workington. Technology Store, 12 Finkle Street. Tel: 0900 66972.

DERBYSHIRE

Alfreton. Gordon Harwood, 69-71 High Street. Tel: 0773 836781.
Chesterfield. Boots, 35-37 Low Pavement, Market Place. Tel: 0246 203591.
Chesterfield. Computer Stores, 14 Stephenson Place. Tel: 0246 208802.

DEVON

Exeter. Boots, 251 High Street. Tel: 0392 32244.
Exeter. Open Channel, Central Station, Queen Street. Tel: 0392 218187.
Plymouth. Syntax, 76 Cornwall Street. Tel: 0752 28705.
Seaton. Curtis Computer Services, Seaton Computer Shop, 51c Harbour Road. Tel: 0297 22347.
Tiverton. Actron Microcomputers, 37 Bampton Street. Tel: 0884 252854.

DORSET

Bournemouth. Brook Computers, 370 Charminster Road. Tel: 0202 533054.
Bournemouth. Lansdowne Computer Centre, 1 Lansdowne Crescent, Lansdowne. Tel: 0202 20165.
Dorchester. The Paper Shop, Kings Road. Tel: 0305 64564.

ESSEX

Chelmsford. Maxton Hayman, 5 Broomfield Road. Tel: 0245 354595.
Colchester. Boots, 5-6 Lion Walk. Tel: 0206 577303.
Grays. H Reynolds, 28a Southend Road. Tel: 0375 31641.
Harlow. Laskys, 19 The Harvey Centre. Tel: 0279 443495.
Hornchurch. Comptel Computer Systems, 112a North Street. Tel: 0402 446741.
Ilford. Boots, 177-185 High Road. Tel: 01-553 2116.
Southend-on-Sea. Computerama, 88 London Road. Tel: 0702 335443.
Southend-on-Sea. Computer Centre, 336 London Road. Tel: 0702 337161.
Southend-on-Sea. Estuary Personal Computers, 318 Chartwell North, Victoria Circus Shopping Centre. Tel: 0702 614131.

GLOUCESTER

Cheltenham. Laskys, 206 High Street. Tel: 0242 570282.
Cheltenham. Screen Scene, 144 St Georges Road. Tel: 0242 528979.
Gloucester. Boots, 38-46 Eastgate Street. Tel: 0452 423501.

HAMPSHIRE

Basingstoke. Fishers, 2-3 Market Place. Tel: 0256 22079.
Southampton. Business Electronics, Micromagic At Atkins, 7 Civic Centre Road. Tel: 0703 25903.
Southampton. Tyrrell & Green, Above Bar. Tel: 0703 27711.

HERTFORD

Hitchin. County Computers, 13 Bucklesbury. Tel: 0462 36757.
Hitchin. GK Photographic & Computers, 68 Hermitage Road. Tel: 0462 59285.
Potters Bar. The Computer Shop, 197 High Street. Tel: 0707 44417.
Stevenage. DJ Computers, 11 Town Square. Tel: 0438 65501.
Watford. Laskys, 18 Charter Place. Tel: 0923 31905.
Watford. SRS Microsystems, 94 The Parade, High Street. Tel: 0923 26602.
Watford. Trewins, Queens Road. Tel: 0923 44266.
Welwyn Garden City. DJ Computers, 40 Fretherne Road. Tel: 96 28444.
Welwyn Garden City. Welwyn Department Store. Tel: 0707 323456.

HUMBERSIDE

Beverly. Computing World, 10 Swabys Yard, Dyer Lane. Tel: 0482 881831.

KENT

Beckenham. Supa Computers, 425 Croydon Road. Tel: 01-650 3569.

Bexleyheath. Laskys, 15-16 Broadway Shopping Centre. Tel: 01-301 3478.
Bromley. Boots, 148-154 High Street. Tel: 01-460 6688.
Bromley. Computers Today, 31 Market Square. Tel: 01-290 5652.
Bromley. Laskys, 22 Market Square. Tel: 01-464 7829.
Bromley. Walters Computers, Army & Navy, 64 High Street. Tel: 01-460 9991.
Chatham. Boots, 30-34 Wilmott Square, Pentagon Centre. Tel: 0634 405471.
Sevenoaks. Ernest Fielder Computers, Dorset Street. Tel: 0732 456800.
Sittingbourne. Computer Plus, 65 High Street. Tel: 0795 25677.
Tunbridge Wells. Modata Computer Centre, 28-30 St Johns Road. Tel: 0892 41555.

LANCASHIRE

Blackburn. Tempo Computers, 9 Railway Road. Tel: 0254 691333.
Blackpool. Blackpool Computer Store, 179 Church Street. Tel: 0253 20239.
Burnley. IMO Business Systems, 39-43 Standish Street. Tel: 0282 54299.
Preston. 4Mat Computing, 67 Friargate. Tel: 0772 561952.
Preston. Laskys, 1-4 Guildhall Arcade. Tel: 0772 245558.
Wigan. Wildings Computer Centre, 11 Mesnes Street. Tel: 0942 44382.

LEICESTERSHIRE

Leicester. Boots, 30-36 Gallowtree Gate. Tel: 0533 21641.
Market Harborough. Harborough Home Computers, 7 Church Street. Tel: 0858 63056.

LONDON

W1. Computers of Wigmore Street, 104 Wigmore Street. Tel: 01-486 0373.
W1. HMV, 363 Oxford Street. Tel: 01-629 1240.
W1. John Lewis, Oxford Street. Tel: 01-629 7711.
W1. Laskys, 42 Tottenham Court Road. Tel: 01-636 0845.
W1. Lion House, 227 Tottenham Court Road. Tel: 01-637 1601.
W1. Rother Cameras, 256 Tottenham Court Road. Tel: 01-580 5826.
W1. The Video Shop, 18 Tottenham Court Road. Tel: 01-580 5380.
W1. Walters Computers, DH Evans, Oxford Street. Tel: 01-629 8800.
WC1. Transam Micro Systems, 59-61 Theobalds Road. Tel: 01-405 5240.
W5. Laskys, 18-19 Ealing Broadway Shopping Centre. Tel: 01-567 4717.
W8. Walters Computers, Barkers, Kensington High Street. Tel: 01-937 5432.
SW1. Peter Jones, Sloane Square. Tel: 01-730 3434.
SE9. Square Deal, 373-375 Footscray Road, New Eltham. Tel: 01-859 1516.
Lewisham. Laskys, 164 High Street. Tel: 01-852 1375.
SE13. Walters Computers, Army & Navy, 33 and 63 High Street, Lewisham. Tel: 01-852 4321.
SE15. Castlehurst Ltd, 152 Rye Lane, Peckham. Tel: 01-639 2205.
EC2. Devron Computer Centre, 155 Moorgate. Tel: 01-638 3339.
N7. Jones Brothers, Holloway Road. Tel: 01-607 2727.
N14. Logic Sales, 19 The Bourne, The Broadway, Southgate. Tel: 01-882 4942.
NW3. Maycraft Micros, 58 Rosslyn Hill, Hampstead. Tel: 01-431 1300.
NW4. Davinci Computer Store, 112 Brent Street, Hendon. Tel: 01-202 2272.
NW7. Computers Inc, 86 Golders Green. Tel: 01-209 0401.
NW10. Technomatic, 17 Burnley Road, Wembley. Tel: 01-208 1177.

MANCHESTER

Manchester. Boots, 32 Market Street. Tel: 061-832 6533.
Manchester. Laskys, 61 Arndale Centre. Tel: 061-833 9149.
Manchester. Laskys, 12-14 St Marys Gate. Tel: 061-833 0268.
Manchester. Mighty Micro, Sherwood Centre, 268 Wilmslow Road, Fallowfield. Tel: 061-224 8117.

Manchester. NSC Computer Shops, 29 Hanging Ditch. Tel: 061-832 2269.
Oldham. Home & Business Computers, 54 Yorkshire Street. Tel: 061-633 1608.
Swinton. Mr Micro, 69 Partington Lane. Tel: 061-728 2282.

MERSEYSIDE

Heswall. Thornguard Computer Systems, 46 Pinsky Road. Tel: 051-342 7516.
Liverpool. George Henry Lee, Basnett Street. Tel: 051-709 7070.
Liverpool. Hargreaves, 31-37 Warbeck Moor, Walton. Tel: 051-525 1782.
Liverpool. Laskys, Dale Street. Tel: 051-236 3298.
Liverpool. Laskys, St Johns Precinct. Tel: 051-708 5871.
St Helens. Microman Computers, Rainford Industrial Estate, Mill Lane, Rainford. Tel: 0744 885242.
Southport. Central Studios, 38 Eastbank Street. Tel: 0704 31881.

MIDDLESEX

Enfield. Laskys, 44-48 Palace Garden Shopping Centre. Tel: 01-363 6627.
Harrow. Camera Arts, 42 St Anns Road. Tel: 01-427 5469.
Hounslow. Boots, 193-199 High Street. Tel: 01-570 0156.
Teddington. Andrews, Broad Street. Tel: 01-977 4716.
Twickenham. Twickenham Computer Centre, 72 Heath Road. Tel: 01-892 7896.
Uxbridge. JKL Computers, 7 Windsor Street. Tel: 0895 51815.

NORFOLK

Norwich. Bonds, All Saints Green. Tel: 0603 24617.

NOTTINGHAMSHIRE

Sutton in Ashfield. HN & L Fisher, 87 Outram Street. Tel: 0623 54734.
Nottingham. Jessops, Victoria Centre. Tel: 0602 418282.
Nottingham. Laskys, 1-4 Smithy Row. Tel: 0602 413049.

OXFORDSHIRE

Abingdon. Ivor Fields Computers, 21 Stert Street. Tel: 0235 21207.
Banbury. Computer Plus, 2 Church Lane. Tel: 0295 55890.
Oxford. Science Studio, 7 Little Clarendon Street. Tel: 0865 54022.

SCOTLAND

Edinburgh. Boots, 101-103 Princes Street. Tel: 031-225 8331.
Edinburgh. John Lewis, St James Centre. Tel: 031-556 9121.
Edinburgh. Laskys, 4 St James Centre. Tel: 031-556 1864.
Glasgow. Boots, 200 Sauchiehall Street. Tel: 041-332 1925.
Glasgow. Boots, Union Street and Argyle Street. Tel: 041-248 7387.

SHROPSHIRE

Telford. Telford Electronics, 38 Mall 4. Tel: 0952 504911.

STAFFORDSHIRE

Newcastle-under-Lyme. Computer Cabin, 24 The Parade, Silverdale. Tel: 0782 636911.
Stafford. Computerama, 59 Foregate Street. Tel: 0785 41899.
Stoke-on-Trent. Computerama 11 Market Square Arcade, Hanley. Tel: 0782 268524.

SUFFOLK

Bury St Edmunds. Boots, 11-13 Cornhill. Tel: 0284 701516.
Ipswich. Brainwave Micros, 24 Crown Street. Tel: 047 350965.

SURREY

Croydon. Laskys 77-81 North End. Tel: 01-681 8443.
Croydon. The Vision Store, 96-98 North End. Tel: 01-681 7539.
South Croydon. Concise Computer Consultants, 1 Carlton Road. Tel: 01-681 6842.
Epsom. The Micro Workshop, 12 Station Approach. Tel: 0372 721533.
Guildford. Walters Computers, Army & Navy, 105-111 High Street. Tel: 0483 68171.
Haslemere. Haslemere Computers, 17 Lower Street. Tel: 0428 54428.
Wallingford. Surrey Micro Systems, 53 Woodcote Road. Tel: 01-647 5636.
Woking. Harpers, 71-73 Commercial Way. Tel: 0486 225657.

SUSSEX

Bexhill-on-Sea. Computerware, 22 St Leonards Road. Tel: 0424 223340.
Brighton. Boots, 129 North Street. Tel: 0273 27088.
Brighton. Gamer, 71 East Street. Tel: 0273 728681.
Brighton. Laskys, 151-152 Western Road. Tel: 0273 725625.
Crawley. Gatwick Computers, 62 The Boulevard. Tel: 0293 37842.
Crawley. Laskys, 6-8 Queensway. Tel: 0293 544622.

TYNE & WEAR

Newcastle-upon-Tyne. Bainbridge, Eldon Square. Tel: 0632 325000.
Newcastle-upon-Tyne. Boots, Eldon Square. Tel: 0632 329844.
Newcastle-upon-Tyne. Laskys, 6 Northumberland Street. Tel: 0632 617224.
Newcastle-upon-Tyne. RE Computing, 12 Jesmond Road. Tel: 0632 815580.

WALES

Aberdare. Inkey Computer Services, 70 Mill Street, The Square, Treycyn. Tel: 0685 881828.
Aberystwyth. Aberdata at Galloways, 23 Pier Street. Tel: 0970 615522.
Cardiff. Boots, 26 Queens Street & 105 Frederick Street. Tel: 0222 31291.
Cardiff. P & P Computers, 41 The Hayes. Tel: 0222 26666.
Swansea. Boots, 17 St Marys Arcade, The Quadrant Shopping Centre. Tel: 0792 43461.

WARWICKSHIRE

Coventry. Coventry Micro Centre, 33 Far Gosford Street. Tel: 0203 58942.
Coventry. JBC Micro Services, 200 Earlsdon Avenue, North Earlsdon. Tel: 0203 73813.
Coventry. Laskys, Lower Precinct. Tel: 0203 27712.
Leamington Spa. IC Computers, 43 Russell Street. Tel: 0926 36244.
Leamington Spa. Leamington Hobby Centre, 121 Regent Street. Tel: 0926 29211.
Nuneaton. Micro City, 1a Queens Road. Tel: 0203 382049.
Rugby. OEM Computer Systems, 9-11 Regent Street. Tel: 0788 70522.

WEST MIDLANDS

Birmingham. Boots, City Centre House, 16-17 New Street. Tel: 021-643 7582.
Birmingham. Laskys, 19-21 Corporation Street. Tel: 021-632 6303.
Dudley. Central Computers, 35 Churchhill Precinct. Tel: 0384 238169.
Stourbridge. Walters Computer Systems, 12 Hagley Road. Tel: 0384 370811.
Walsall. New Horizon, 1 Goodall Street. Tel: 0922 24821.
West Bromwich. D S Peakman, 7 Queens Square. Tel: 021-525 7910.
Wolverhampton. Laskys, 2 Wulfrum Square. Tel: 0902 714568.

YORKSHIRE

Bradford. Boots, 11 Darley Street. Tel: 0274 390891.
Leeds. Boots, 19 Albion Arcade, Bond Street Centre. Tel: 0532 33551.
Sheffield. Cole Brothers, Barkers Pool. Tel: 0742 78511.
Sheffield. Laskys, 58 Leopold Street. Tel: 0742 750971.
York. York Computer Centre, 7 Stonegate Arcade. Tel: 0904 641862.



BACKPACKERS

GUIDE TO THE UNIVERSE PART 1

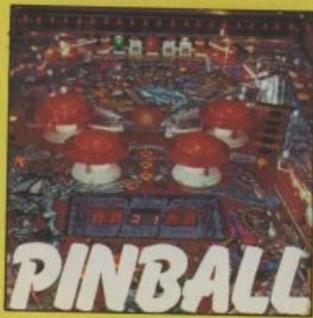
Not just a game...

...more a way of life

Now available for
AMSTRAD

48K Spectrum
£7.50

Software by **fantasy**



The industry has been saddened, if not surprised, to learn that one of the great names of pinball, is no more. Mylstar has closed its doors, which effectively means the demise of D. Gottlieb & Co.

Pinball has much to thank Gottlieb for. In November 1947, they introduced a machine called *Humpty Dumpty* which was to change the game of pinball overnight. Quite simply, Gottlieb had invented the Flipper. In 1960, they manufactured the first Add-a-Ball game, suitably named *Flipper*. In 1971, they gave us *2001*, a machine which had taken the humble drop target, invented by Williams, a stage further. Gottlieb had put them side by side, thus the *Drop Target Bank* was born.

All through the sixties, Gottlieb produced fine tables, featuring that jokey cartoon artwork and good innovative games. During the early seventies, it was games with lots of drop targets and flipper skill shots. Sadly, in the late seventies, their troubles began.

Eventually, Coca Cola took over the company and renamed it Mylstar. The idea was that the odd pintable would be produced, still using the Gottlieb name, but the big money would be put into the development of laser disc games. Next came the mighty slump in video games.

Next month, I will be looking at Bally's *Spy Hunter*, the last two games from Gottlieb and a long overdue comeback from Stern. Also I shall reveal how the amazing Williams Electronics have done it again.



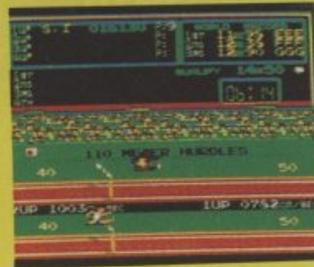
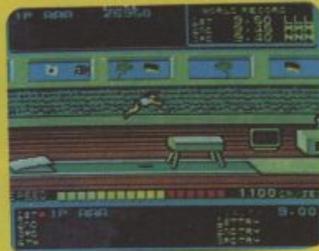
ALIEN ROBOTS ON ALL SIDES!

Aliens have learnt a lot since the days of *Space Invaders* and have decided to attack your base from three different angles. You'll need a fairly steady trigger finger if you want to come out on top with *Equites* from Sega.

You might groan at the thought of another space shoot-'em-up where your aim is to protect your base from a series of attacking aliens and no one would blame you. However, *Equites* isn't quite run of the mill — it's fast, smooth scrolling and easy to get into.

You play *Equites*, one of an elite team of robots used to protect the base in times of war. Alien robots attack from three levels, on the ground, underground and from the air so keep your pilot's licence with you at all times. When you're in the air fighting off the murderous hordes, it would be well to remember that those aliens on the ground are also shooting upwards. The earth-based aliens take wicked delight in hiding in the shadows of buildings waiting to be ambushed, so be warned.

Robots that have found their way into a maze of underground corridors deep in the bowels of the base carry four types of super weapons. If you can kill these robots and collect their guns, you will be made. They are not just ordinary lasers but ones which enable you to fire bullets that will zig-zag, fly round in arcs and do



everything short of turning a corner. Armed with this incredible arsenal, *Equites* should experience no difficulties in converting the robot aliens to rusting piles of metal.

Equites is not original by any means but it has some interesting features that make up a very enjoyable game. Watch out for this one.

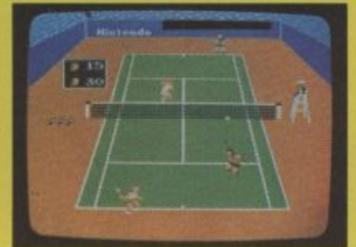
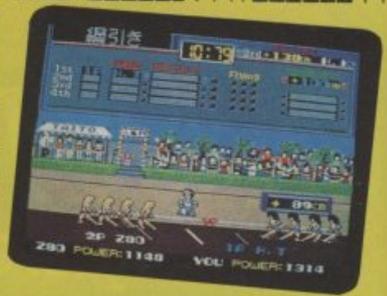
GAMES WITH A SPORTING CHANCE

The last year has seen many changes in the arcade industry — times have been hard and companies are doing their utmost to tempt people back into the arcades. Consequently, there is a greater variety of games available and the industry has seen some revolutionary changes on the games front.

Sales of most conventional video games have continued to trickle in and arcade operators have bought games which, through monitored test periods, have proved to appeal to a wide spectrum of players.

Over the last six months, regular players of arcades will have noticed a definite change in the type of games available. Less than six months ago, it was all shoot-'em-ups — now there is an ever increasing trend for sports simulations.

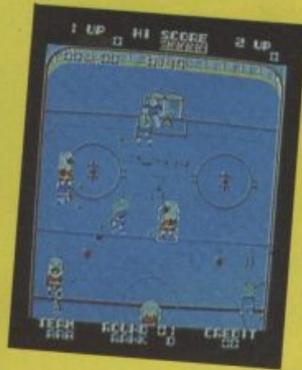
The first simulation of



sorts was *Pong*, a bat and ball game which took off in its own small way a number of years ago. It was soon forgotten with the space invaders boom — after all, zapping hundreds of green meanies has got to be more exciting than bouncing a ball of a wall.

Perhaps the first really successful sports simulation was *Track & Field*, released by Konami to coincide with the Olympics. This was surely a major contribution to its almost instant success. *Field Carnival* and *Hyper Olympics* followed soon after — also by Konami and written in the *Track & Field* style where you have to take part in a series of sporting events against a number of people or the computer. Playing with friends tends to generate a competitive atmosphere and the game becomes more exciting than just competing against the computer.

10 Yard Flight, an American Football game from Irem Corporation, also hit the streets at about the same time and became popular amongst those arm-chair enthusiasts who insist on staying at home on Sunday evenings to watch a bunch of beefy amazon types kicking the hell out of each other at the Superbowl. For one or two players, it's great fun and even includes a fuzzy voice simulation shout-



BOXING MONDAY JULY 30 **ARCADE STADIUM**
Explosive Action!!
Heavyweight Contender
BALD BULL
VS.
THE **CHALLENGER**
TOUGH, SCRAPPY FIGHTER
5 OTHER GREAT BOUTS

BIGGEST MATCH

GLASS **JOE**
Smooth Powerful Puncher
VS.
THE **CHALLENGER**

THE **ARCADE** MONDAY JULY 30

ing such obscure instructions as "Four, Four, Four, Four, Hunt, Hunt, Hunt!"

VS. *Tennis* from Nintendo was launched, sadly, just after the Wimbledon finals this year. If it had hit the streets a month or so earlier, it would have given more people the chance to enter into the famous tennis championships. As it was — many missed out. Still, it's an unusual game for two players incorporating two screens in 3D.

Punch-Out!!, also from Nintendo, has proved itself very popular and simulates a boxing match in which you have to take on famous stars Glass Joe, Bald Bull and, eventually, the mighty Mr Sandman if you're fast enough. The game has been produced in an unusual way in that you view the match through the eyes of a spectator. Your body is composed of linear graphics and you can see your opponent through it quite clearly. At first, the effect is rather confusing but you soon get used to being a partially invisible man. The sound effects are excellent with shouted instructions to throw left or right punches or to go for knock out.

If you've never played ice hockey but have yearned to try — now's your chance. *Bull Fighter* from Sega is a new game and was launched at this year's Preview '85

exhibition. It's a one or two player game against the computer and the object is to score more goals than your opponent within a set time limit. The instructions, translated from the Japanese state "When the puck was deprived by the opponent, take it back by body-checking" and goes on in a similar unintelligible vein. I hadn't a clue what they meant, but at least when the game reaches the arcades the instructions should be clearer. You should enjoy this one.

Golf from Nintendo is an unusual game to feature in the arcades and one which, I imagine, will be popular amongst only a dedicated

few. The object is to get round nine holes with a score that is par for the course — or better still, under par.

A game to put the Harlem Globetrotters to shame is *Super Basket Ball* from Konami. It's another team game, of which the Japanese seem to be so fond, and faithfully simulates all that makes basket ball so exciting. The rules are hard and fast and even govern free throws when the players line up to watch your skill with the bowl.

And finally . . . the advent of laser disc games last year was supposed to do for the industry what tin cans did for

the sardine. Unfortunately, they couldn't open the tin.

Sales of laser disc games have never taken off in this country probably because of the high costs and the problems of maintenance. It is hoped that the current interest in sports simulations will revive the ailing industry and lure the passers-by back.

DEFENDER

How to stop the action.

To freeze the screen on Defender, you must get all the humanoids underneath you and then put them all on the planet's surface. As long as you keep your fingers off the thrust button, the game stays still. When you press thrust the game starts playing again.

GALAGA

Make all the bugs stop dropping bombs for the entire game.

On the first screen, shoot all the aliens except for the bug on the bottom left side. For the next 5 to 20 minutes, let it fly around while you dodge the bombs. It will then stop shooting. Let it pass by FOUR times and shoot . . .

JOUST

Score over 200 million points.

On wave six, joust all the knights except one. Let this

HINTS and TIPS

one get caught by the Lava Troll.

Position yourself on the bottom floating rock or platform. The Teridactyles will start coming out. Simply face the direction they come from and they will run into your lance every time.

You can build up over 1000 extra men (only works on old machines).

THE SNEAKY GAP TRICK

On *Joust* there are the two lower right hand ledges. They are both at slightly different

heights. If you land on the lower ledge of the two without putting your feet down, you can slide along the ledge and instead of bouncing off the higher one, you fall through the gap.

Ms PAC-MAN

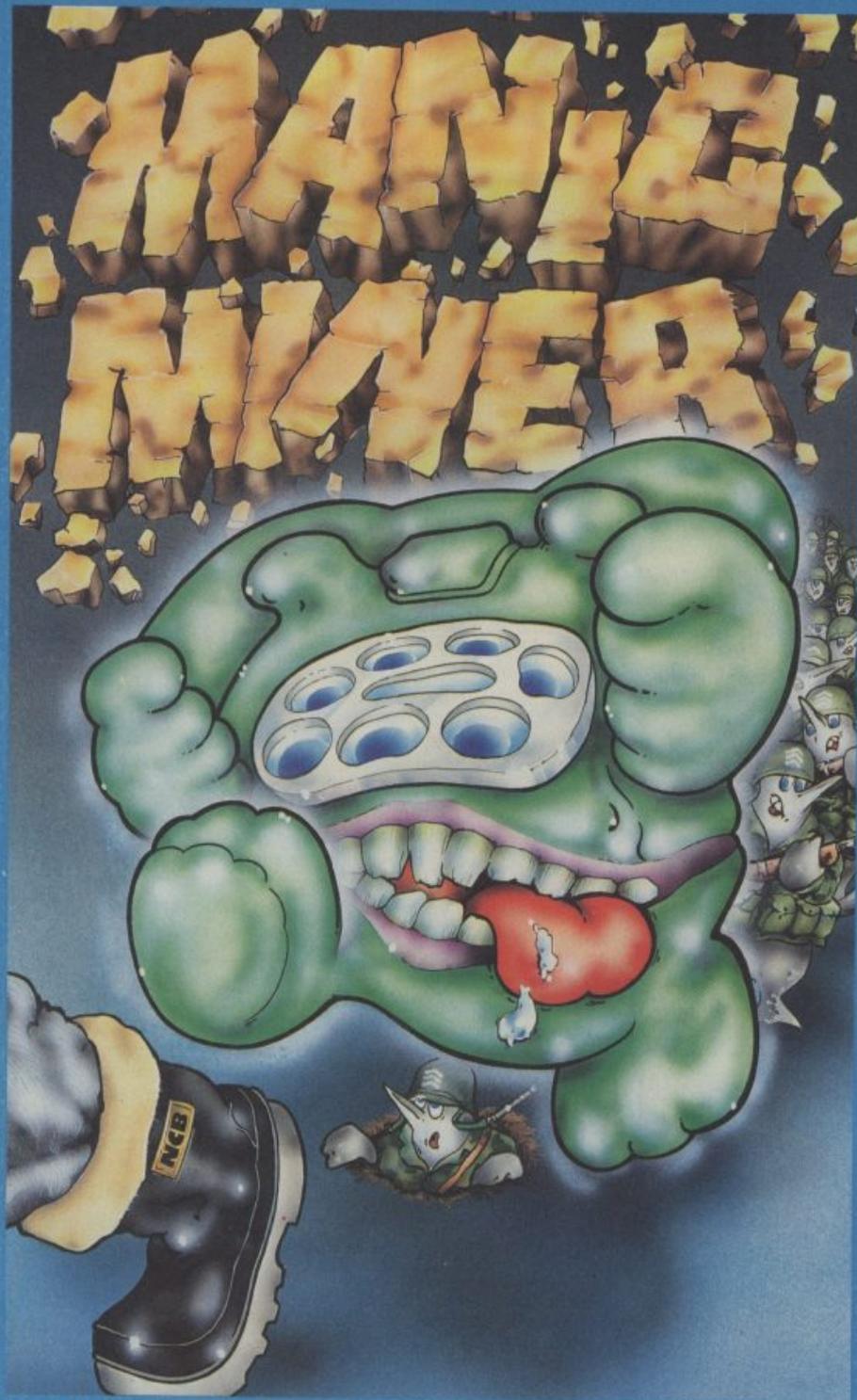
Win 64 free games.

This is for Pros as well . . . You must be able to complete the 137th screen. Beware, this is like no other screen . . . All the characters will be right side up, but the maze will be upside down, but all the dots are in the right places. Once this screen is cleared 75% of the time 65 free games appear. It will also give you a borderless maze of dots.

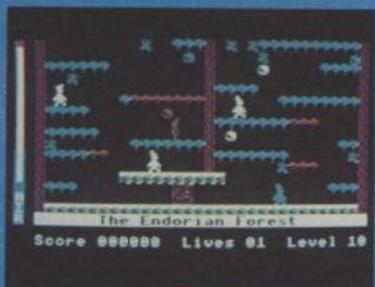
CRYSTAL CASTLES

Score 140,000 bonus points.

On wave one, run around the left side to the back of the structure and hit the jump button.

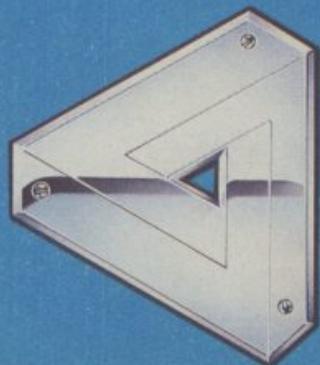


MANIC MINER is available on Spectrum, Amstrad, BBC, Dragon, CBM 64, Oric/Atmos, MSX.



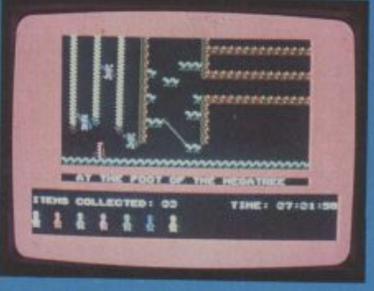
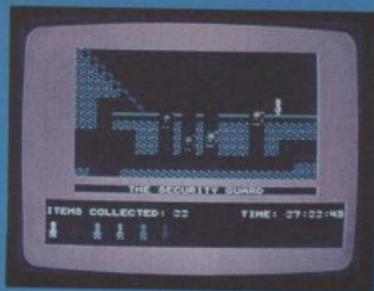
Miner Willy, while prospecting down Surbiton way stumbles upon an ancient, long forgotten mineshaft. On further exploration, he finds evidence of a lost civilisation far superior to our own, which used automatons to dig deep into the Earth's core to supply the essential raw materials for their advanced industry. After centuries of peace and prosperity, the civilisation was torn apart by war, and lapsed into a long dark age, abandoning their industry and machines. Nobody, however, thought to tell the mine robots to stop working, and through countless aeons they had steadily accumulated a huge stockpile of valuable metals and minerals, and Miner Willy realises that he now has the opportunity to make his fortune by finding the underground store. In order to move to the next chamber, you must collect all the flashing keys in the room while avoiding nasties like Poisonous Fancies and Spiders and Slime and worst of all, Manic Mining Robots. When you have all the keys, you can enter the portal which will now be flashing. The game ends when you have been 'got' or fallen heavily three times.

The above screens are from the BBC version.

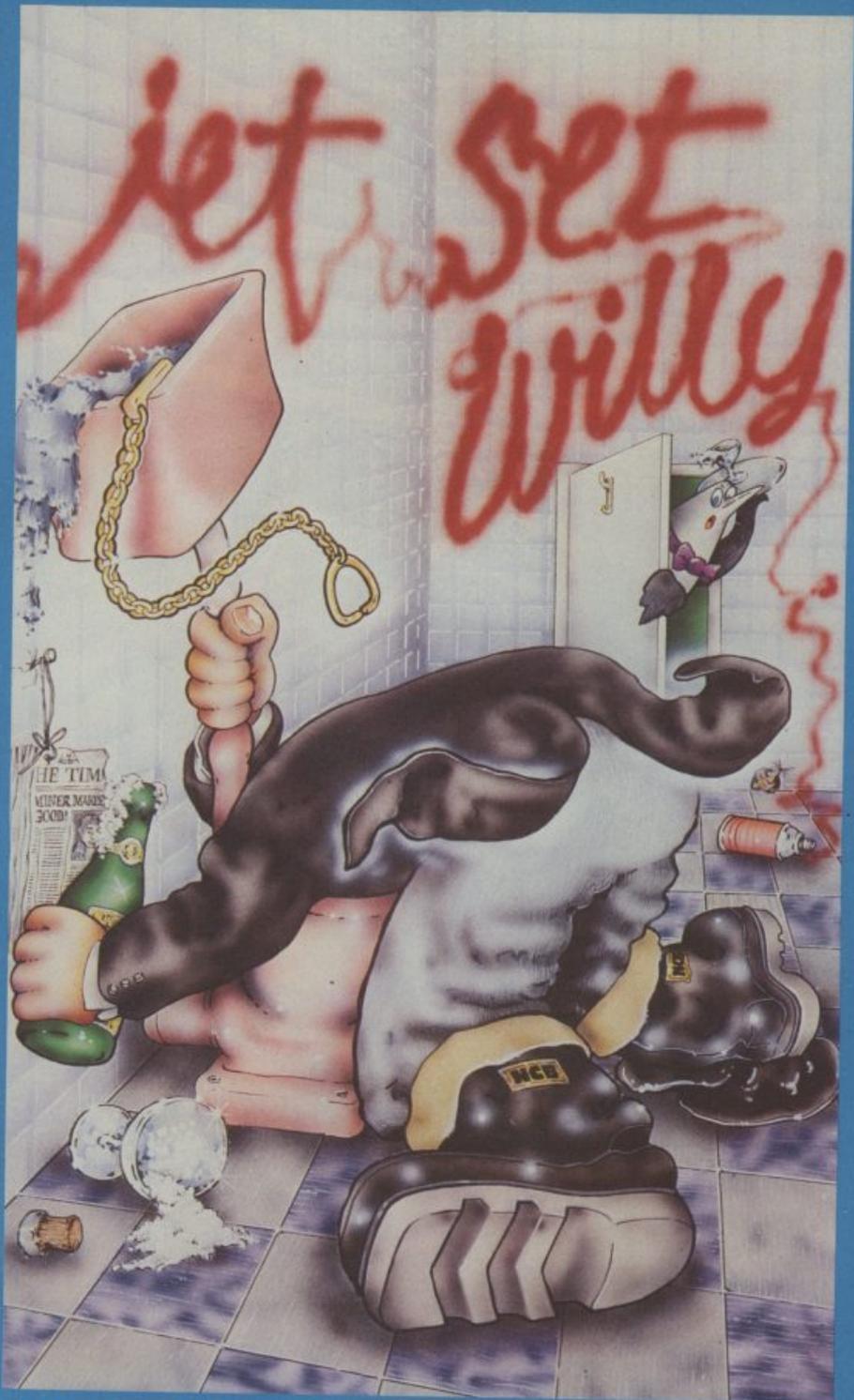


SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Allerton Road, Woolton, Liverpool L25 7SF. Telephone: 051-428 9393 (4 lines). Telex: 627520.



Miner Willy, intrepid explorer and nouveau-riche socialite, has been reaping the benefits of his fortunate discovery in Surbiton. He has a yacht, a cliff-top mansion, an Italian housekeeper and a French cook, and hundreds of new found friends who really know how to enjoy themselves at a party. His housekeeper, Maria, however, takes a very dim view of all his revellery, and finally after a particularly boisterous thrash she puts her foot down. When the last of the louts disappears down the drive in his Aston Martin, all Willy can think about is crashing out in his four-poster. But Maria won't let him into his room until all the discarded glasses and bottles have been cleared away. Can you help Willy out of his dilemma? He hasn't explored his mansion properly yet (it is a large place and he has been very busy) and there are some very strange things going on in the further recesses of the house (I wonder what the last owner was doing in his laboratory the night he disappeared). You should manage O.K. though you will probably find some loonies have been up on the roof and I would check down the road and on the beach if I was you. Good luck and don't worry, all you can lose in this game is sleep.



JET SET WILLY is available on Spectrum, Amstrad, CBM, MSX.

Send a large stamped addressed envelope for more detailed information on our new releases, plus a free large poster.

All sales enquiries to:
Colin Stokes
(Sales and Marketing)

For Mail Order only:
Software Projects, P.O. Box 12, L25 7AF

Selected titles available from:-
John Menzies, HMV, Boots, Woolworth,
Spectrum and other large department
stores and all good major software
retailers.

Please send me a copy of
 MANIC MINER SPECTRUM £5.95 AMSTRAD £8.95
 BBC DRAGON CBM 64 ORIC/ATMOS MSX all £7.95
 JET SET WILLY SPECTRUM £5.95 AMSTRAD £8.95
 CBM £7.95 MSX £7.95
 I enclose cheque/PO for

(Please add £1.00 for orders outside UK)

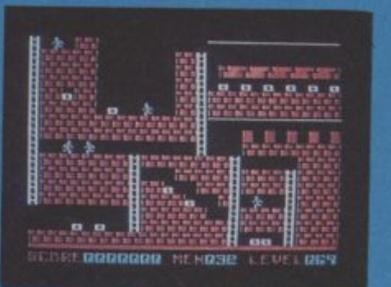
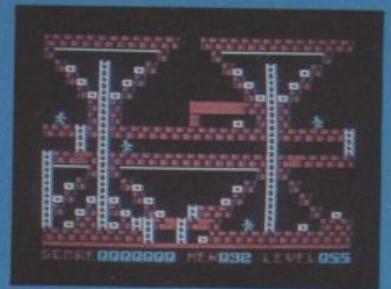
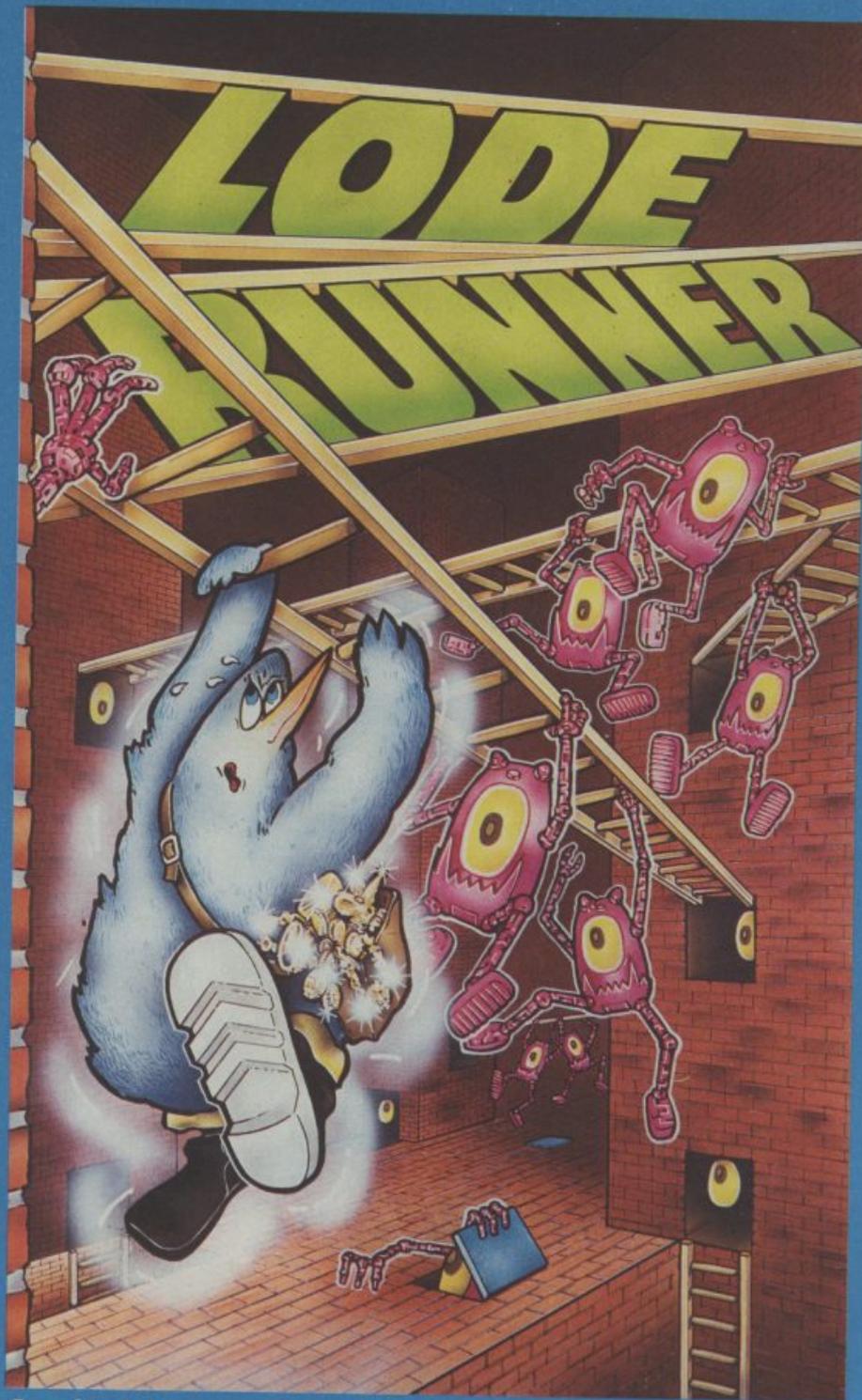
Access Card No. 

Name

Address.....

.....

For Mail Order only:
Software Projects, P.O. Box 12, L25 7AF



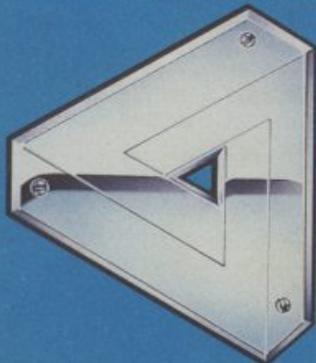
You are a highly trained Galactic Commando deep in enemy territory. Power hungry leaders of the repressive Bungeling Empire have stolen a fortune in gold from the peace loving people, and you have just discovered their secret underground treasury. Your goal? To recover every last ingot of Bungeling booty. You'll be running, jumping and climbing heroically, solving perplexing puzzles and drilling passageways through stone floors and barriers using your laser drill pistol. You'll need more than fleet feet and good looks to get through this mission alive. You'll need quick wits and brains!

CREATE YOUR OWN GAMES!
Lode Runner is more than a fast action game. It's a game generator that lets you design your own puzzles and scenes. You can move, add and take away countless ladders, floors, trap doors, crossbars, gold chests and Bungeling enemies. It's easy and there's no end to the variations, challenge and fun.

Available on the 48K Spectrum

© Broderbund™ 1984.

Licensed to Software Projects. Produced by Software Projects.



SOFTWARE PROJECTS

Software Projects Limited, Bearbrand Complex, Allerton Road, Woolton, Liverpool L25 7SF
Telex: 627520 Telephone: 051-428 9393 (4 lines).



Can Thor save Cute Chick from the hungry dinosaur? Only you can help. At first he only has to jump rocks and holes. Then he must jump and duck, almost simultaneously, to avoid the logs and low hanging tree limbs in the Petrified Forest. The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him. If Thor's timing is good, the Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!

Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff. Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur! If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalagmites and jump over stalagmites to avoid crashing.

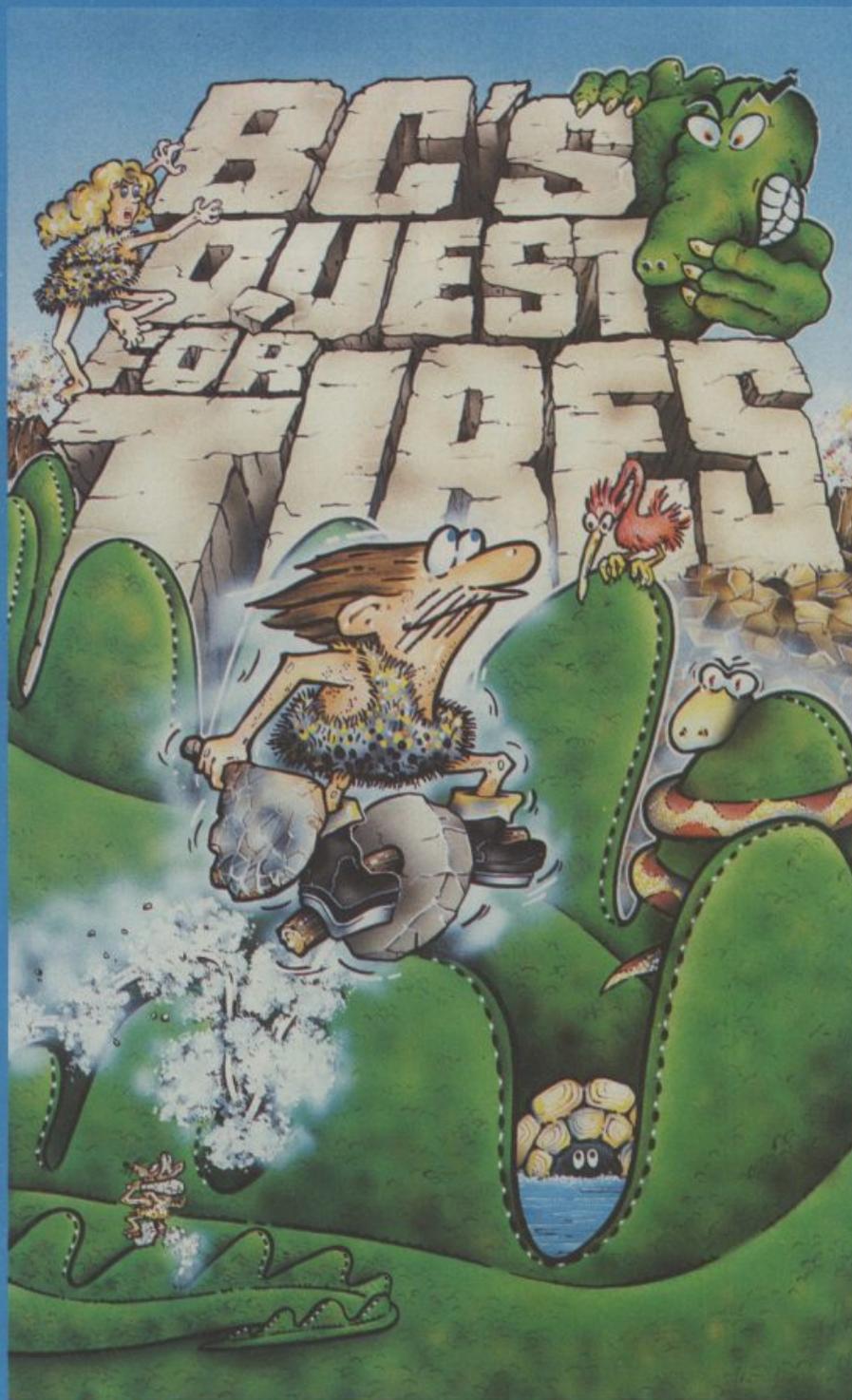
If Thor does crash, don't worry; he has five wheels. But True Love is calling him, so use all your agility and cunning to help him rescue Cute Chick!

Send a large stamped addressed envelope for more detailed information on our new releases, plus a free large poster.

All sales enquiries to:
Colin Stokes
(Sales and Marketing)

For Mail Order only:
Software Projects, P.O. Box 12, L25 7AF

Selected titles available from:—
John Menzies, HMV, Boots, Woolworth,
Spectrum and other large department
stores and all good major software
retailers.



Available on the Commodore 64

© Sydney 1984. Licensed from Sierra-on-line™.

Licensed to Software Projects. Produced by Software Projects.

Please send me a copy of

BC'S QUEST FOR TIRES £9.95

LODERUNNER £9.95

Please tick

where applicable

I enclose cheque/PO for

(Please add £1.00 for orders outside UK)



Access Card No.

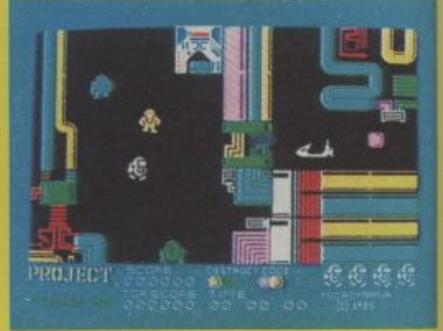
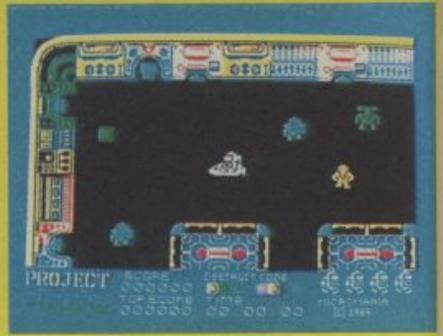
Name

Address.....

For Mail Order only:

Software Projects, P.O. Box 12, L25 7AF

PROJECT FUTURE



NEW ONLY
£6.95

48K SPECTRUM

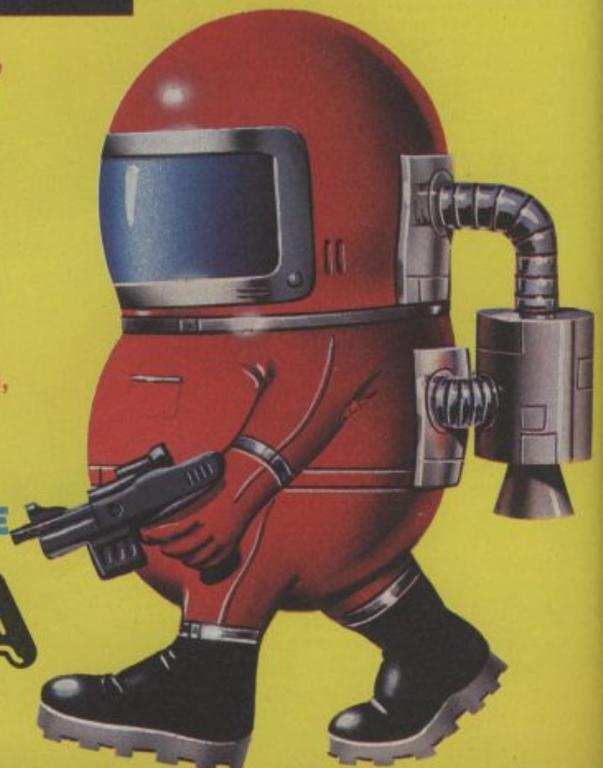
PROJECT FUTURE – Your mission to teleport aboard, and activate the Self Destruct System, of the dreaded Star Ship FUTURE.

The SS FUTURE is a huge labyrinth of a Star Ship, covering 256 screens of the most amazing high resolution graphics ever seen on the Spectrum.

FEATURES: Internal Teleport System, Space Scooters, Lasers, Hyperblasters, 8 Destruct Codes, Energy Barriers, Defence Droids, Arcade Standard, 100% machine code, Amazingly Smooth Graphics.

THE **ULTIMATE** ARCADE ADVENTURE
MICROMANIA

AVAILABLE NOW FROM ALL GOOD SOFTWARE OUTLETS OR DIRECT
PRICED £6.95 INC P & P FROM:
MICROMANIA, 14 LOWER HILL RD., EPSOM, SURREY KT19 8LT





R·E·V·I·E·W·S

Value: Is the game really worth all those pennies? How long will its attraction last? Is it worth going without Computer & Video Games for a month because your parents won't give you any extra pocket money — or could you write a better listing?



7 HENRY'S HOUSE

MACHINE: CBM 64
SUPPLIER: English Software
PRICE: £8.95

DI'S BABY

MACHINE: CBM 64
SUPPLIER: Bad Taste Software
PRICE: £8.95

Two of the latest platform games for the 64 are loosely based on the Royal Family and Prince Harry.

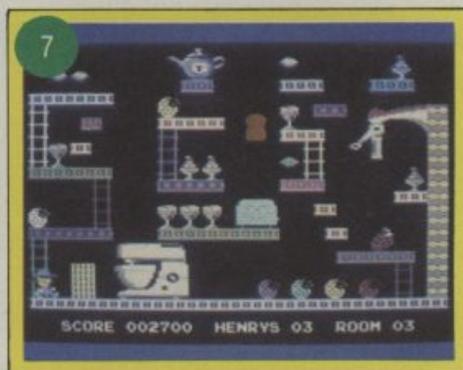
English Software have launched *Henry's House*, a well written, multi-screen game with superb graphics.

Bad Taste software, on the other hand, have received much national publicity with a game that really lives up to their name.

Called *Di's Baby*, it features Charles & Di and their latest son. There are five screens, involving nappies, potties, dashes to the hospital, syringes and worse.

The graphics are crude, the music abysmal and what comes out of the upturned potties I just don't like to mention. But it bears a close resemblance to the quality of the game.

Henry's House is superb. There are eight screens, each totally different and with some of the most intricate graphics I've seen on a 64.



The idea is that Little Henry, as he's known, has set out to discover the secrets of the hidden rooms in the Royal household.

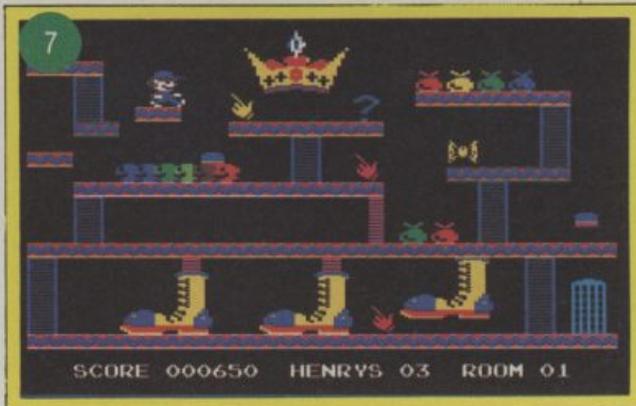
He starts in the clothes cupboard and has to find gloves, hats, ties and the like.

Then, after all that dust, it's into the bathroom for a good wash. There's a beautifully-drawn tap on this screen, with drops of water falling into the bath.

At the top of the screen is the plug and, if you pull it, the bath empties, revealing even more objects for Henry to collect.

The kitchen is next, complete with electric tin opener and Kenwood Chef mixer. But watch out for the toast flying from the toaster!

A useful thought by the programmer means that, when you are out of lives, you start your new game at the last screen you finished and not back in the clothes



cupboard. You can go back to the start, though, if you wish.

This is the first of English Software's games to feature a control system known as Rumping Over Ye Anglosaxon Ladders.

Quite what it means, I haven't a clue. But I imagine that the initials were chosen first and then they thought of the words to fit round them!

You'll love *Henry's House*.

Whoever wrote *Di's Baby*, though, should be locked up in the Tower for a long time!

	Henry's House	Di's Baby
● Graphics	10	7
● Sound	8	8
● Value	9	4
● Playability	8	6

JINN JENIE

MACHINE: CBM 64
SUPPLIER: Micromega
PRICE: £8.95

Another narcissistic arcade game which involves you as the young hero (good looking too, no doubt) trying to liberate the Golden City from the clutches of the ghastly Ilfreet, whose magical guards protect the city and the palace courtyard.

But for all Ilfreet's pomp, he can be outwitted. You

have your magic carpet which enables you to travel earth-bound or air-bound, but nonetheless, everyone else has the same idea and the finished result is like air traffic control gone wrong.

This game reminds one of the rush-hour, with people and objects rushing in from all sides to knock you out. No sooner do you head towards earth than some bright spark gets the same idea and sends you crash landing into a horrible, matted looking heap. From that point of view, the graphics are pretty good and

you are given a rather becoming turban to wear while on your travels.

There are five cities, and to travel around them, you press the fire button. It gets monotonous, unless you like that kind of thing. If you're lucky, you'll get as far as the courtyard wall and hopefully a window will open to let you in, but watch out — the sentries may just pull your ladder away and send you flying.

On top of all this frenzied activity, you must light your torch and set off to find the Magic Jar, the only object

capable of eradicating the evil Ilfreet. But first, you have to find and free the Wise Man — only he can energise the Magic Jar.

Complicated and good fun, if a little expensive, this game is at least original and not guaranteed to bore you to death. The graphics have been carefully done, and it's a good idea to use a joystick as the action is pretty fast.

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

ALIEN

MACHINE: CBM 64
SUPPLIER: Argus Press
Software
PRICE: £8.99

Based on the now infamous film, this game is a sad disappointment, with appalling graphics, sickly colours and very little action.

You choose from seven different personalities, who all reside in the *Nostramo*, a space ship. The idea is to command the crew and stop the Alien reaching earth. Easier said than done, since the characters have a habit of lodging themselves in one place and not budging an inch, no matter what you do, while the alien darts around all over the place — usually clockwise, but sometimes anticlockwise depending on where you shove the joystick.

You are supposed to be able to move your characters through the three decks, collecting weapons as you go — the only problem is that if you select 'MIDDLE DECK' you are liable to find yourself on 'LOWER DECK' instead. Your characters will have a habit of disappearing without trace while your Alien shows distinct signs of hyperactivity and frustration, unable to find a living thing in sight. Poor Alien. You end up feeling more sorry for him than for the characters, especially since his aim is survival and he needs unsuspecting people to jump on.

What is supposed to be vaguely frightening background music sounds more like an old Coke can dancing on a derelict tin roof — irritating, to say the least.

Meanwhile, the bottom of the screen is a little more helpful and tells you what morale is like as well as who else is in the vicinity — it also reports on your character's progress.

For some reason the characters in this game are practically immobile, or just plain lethargic — it seems odd that the joystick will motivate the alien but not the character, giving an overall impression that the game would be better called *Cluedo*.

The last straw is the occasional written information that comes up on screen. This is impossible to read, as the characters are so ill-defined and in different flashing colours, which bleed



R·E·V·I·E·W·S



8 JUMP CHALLENGE

MACHINE: CBM 64
SUPPLIER: Martech
PRICE: £7.95

The Commodore version of the official Eddie Kidd game follows much the same game plan as the Spectrum version, reviewed here. But the graphics and sound are superb — outshining the Spectrum game by miles.

Eddie and his machine are drawn and animated perfectly — and the improved graphics make the game much more playable. The crashing routine is great — with an ambulance siren sound wailing away in the background.

Your computer also flashes up encouraging messages — like "I hope you like hospital food" when you've bitten the dust for the umpteenth time.

The Commodore Eddie Kidd *Jump Challenge* is well worth getting on your bike for!

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



9 JUMP CHALLENGE

MACHINE: Spectrum/
 keyboard or joystick
SUPPLIER: Martech
PRICE: £6.95

If you've ever wondered what it's like to jump over a row of cars on a high powered motorcycle then the official Eddie Kidd *Jump Challenge* could be the game for you. Martech got a lot of help from Eddie while programming the game and they have included a competition to win a BMX bike, micros and colour TVs with the game. All you have to do is jump over more cars than anyone else.

You start your jumping career on a bicycle just to get a bit of practice — leaping over barrels. Once you've cleared the barrels you move

on to the bike proper. You have to judge the distance away from the ramp in order to get up enough speed to clear the cars. Each time you clear the row of autos more are added.

A crucial skill to master is the control of the rider's stance on the bike. To make things a bit more difficult there is also a random wind conditions feature. The rider has to allow for the breeze when going for the jump.

That's about all there is to the game. It's simple, but quite addictive if you're a bike fan. The graphics are simple but effective and the bike sound effects pretty good. I particularly liked the crashing graphic routine.

Versions of the game are also available for the Commodore and BBC/Electron.

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

into the black screen background, giving the impression of a psychedelic rainbow rather than written information.

If you're in the Lab or the Living Quarters and you remove the grill, your character will disappear, altogether and perhaps leave a lone cat leaping aimlessly around the screen.

Even the Alien gets scared and has to be found from time to time — I eventually located him cowering in the Infirmary.

Argus Press Software say that, in order to succeed with this program, you have to understand people and predict how they will behave. This appears to be a gross exaggeration as the only thing you have to predict is how the joystick is going to react.

The game has less to do with people than anything I can possibly imagine and I wouldn't shell out 30p on a game of this sort, let alone the asking price, which is phenomenal for what you

actually get.

Programmer Paul Clansey may have had good intentions but he certainly doesn't do justice to the film, with the game's Alien behaving more like Tinkerbell in *Peter Pan* than a monster that gets inside one's digestive system and fights its way out when it feels like it.

● Graphics	1
● Sound	6
● Value	2
● Playability	2

S

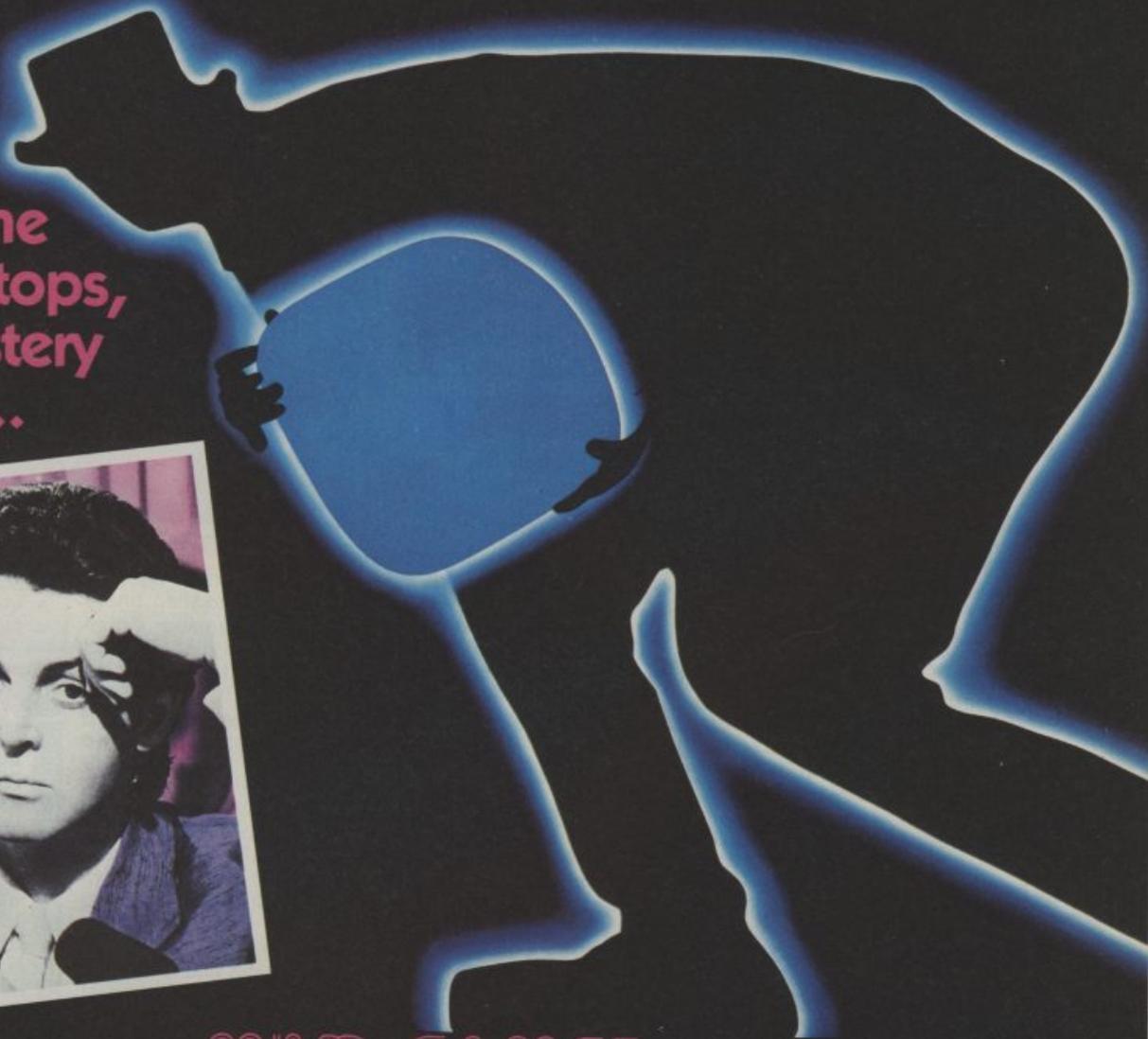
...7 busy characters, 10 lost chords, 12 hours, 48 Traffic Wardens, 95 London Tube Stations, 126,720 square feet of London, 7 million Londoners ... 943 action filled screens.

PAUL McCARTNEY'S

Give my regards to

BROAD STREET

When the music stops, the mystery begins...



MIND GAMES

COMMODORE 64 - £7.99



© 1985



proper. You
the distance
mp in order
h speed to
ch time you
autos more

o master is
the rider's
e. To make
re difficult
ndom wind
. The rider
the breeze
ump.
there is to
imple, but
u're a bike
are simple
the bike
ty good. I
e crashing

game are
for the
d BBC/

8
7
8
8

Clansey
entions
sn't do
ith the
g more
er Pan
t gets
system
when it

1
6
2
2





PSI WARRIOR

MACHINE: CBM 64/
keyboard or joystick
SUPPLIER: Beyond
Software
PRICE: £9.95

Hot on the heels of *Pystron* comes *Psi Warrior* — Beyond's latest computer superhero.

It appears that the Earth is threatened by a race of strange Psi creatures. You'll have to read the Psi Warrior's story in the 25-page booklet which comes with the game to find out all the details — we just haven't got space here!

In any event, the Psi Warrior's job is to go to the disused underground silo in the Nevada desert where the Psi creatures have their base and destroy the mysterious Source — the centre of their power.

The Psi Warrior is armed with a special anti-Psi weapon and a Hover Board to get him around the many levels of the silo. He has to net the Psi creatures and their sidekicks, the Id creatures, and also look out for Pupae — humans transformed by the Psi into mental energy.

The screen display shows your Psi Warrior zapping around the silo on his Hover Board. He can also move from level to level using lifts and ramps. His board can be damaged — so you have to watch where you are hovering!

It has the capacity to repair itself — but this is limited and you could end up stuck half way down the silo with no means of movement if you are not careful.

The lower you go, the fiercer the Psi creatures get — but if you are clever enough, you can gain extra powers on your way down to the Source which will aid your quest — powers like invisibility and levitation. The Psi Warrior can also teleport himself out of trouble.

The game concept is extremely complex — as you'd expect from Iayo Olowu and Paul Vosey, the people who brought you *Pystron* — and you need to read that 25-page booklet thoroughly before playing the game.

The animation of the Psi Warrior and his Hover Board is excellent — and playing the game is strangely very relaxing.

However, netting the Psi creatures and finding your way down to the Source — which is very difficult — just doesn't seem to be enough. I'd like something more to be happening on screen. The instrumentation is confusing, too. Overall an interesting game but just not exciting enough!

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

10 JUNGLE QUEST

MACHINE: CBM 64/
joystick or keyboard
SUPPLIER: Solar Software
PRICE: £7.95

Not another *Pitfall* rip-off, I thought as Solar's *Jungle Quest* dropped onto my desk. With a slightly anti-feeling I loaded the game up and came away extremely surprised!

Jungle Quest has elements of *Pitfall*, but the game is still pretty original. The basic idea of the game is to help Jungle Jim rescue Jane from the cannibals' cooking pot — braving many jungle dangers along the way. He begins his quest being chased by a lion while unseen natives throw spears at him. He has to duck and jump the spears while keeping ahead of the roaring lion (a neat sound effect!) — who wants to take a bite out of our hero.

Then Jim has to swing over a swamp infested with man-eating plants, swim a river full of evil looking crocodiles,

climb a mountain dodging rolling rocks and then finally take on the cannibal witch-doctor who is putting poor old Jane in the pot for his evening meal!

Jungle Quest is addictive and very playable. The graphics are pretty and the sound is nice too — a great version of *I Want to be Like You* from the *Jungle Book* movie plays over the intro screen and *The Rivers of Babylon* tinkles away as you play.

One minor point of criticism. I did find it difficult to spot the spears coming at me in the first of the five screens. A different colour choice would have made all the difference.

Overall, a nice looking game with that extra added mystery ingredient — playability!

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

11 ER*BERT

MACHINE: Amstrad
SUPPLIER: Microbyte
PRICE: £5.95

At last! some decent software for the Amstrad is appearing.

In this *Q*Bert* game from Microbyte you have to guide our long-nosed friend round the screen, hopping from cube to cube. As he hops on to a block it changes colour. Change all the blocks on the screen and you move to the next one.

On early levels, it only takes one hop to change the cube but on harder levels you'll need two or three jumps on to a square before it



R·E·V·I·E·W·S



becomes the right colour.

Like the original arcade version of the game, there are various creatures chasing you round the screen and, if you touch one, you'll lose a life.

Coily is a snake while Boris is a Gorilla. If you manage to catch Boris's banana you get double points.

There's a strange-looking hat with a helicopter blade on top. If you get this, you can fly up or down the screen by two levels to escape the approaching aliens.

The game has a choice of ten levels, each with four different screens, so it should keep you amused for some time.

The graphics are good on our colour monitor but, like all Amstrad games, it'll lose a lot on a green screen.

Sound is average, though you can of course turn it down if you want.

*Er*Bert* is certainly among the best of the limited range of Amstrad software currently available.

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

MUTANT CAMELS

MACHINE: Atari
SUPPLIER: Llamasoft
PRICE: £7.50

In this conversion from an original game for the Commodore 64, you have to save the earth from an invasion of giant camels.

We make no apologies for digging out this game. We haven't had any new Atari software in this office since September. Talk about the machine time forgot! Anyone got any new Atari stuff out there?

Some decidedly unfriendly aliens have perfected their genetic engineering to turn a normally friendly camel into a 90 foot high monster.

These beasts are shielded

12 GRAND PRIX

MACHINE: BBC
SUPPLIER: Software Invasion
PRICE: £9.95

This offering almost became the official Acornsoft Grand Prix game but, for reasons best known to themselves, Acornsoft chose the version programmed by the author of *Aviator*.

Software Invasion's *Grand Prix* is yet another micro driving game, although the graphics are better than most.

Your car is drawn in hi-res graphics at the front of the screen, complete with rev counter, speedometer and gear indicators.

Using keyboard or a joystick, accelerate and shift into first gear. Your car begins to move forward, giving you a driver's eye view of the road. As you steer left and right, the view of the road changes but your view of the car stays the same.

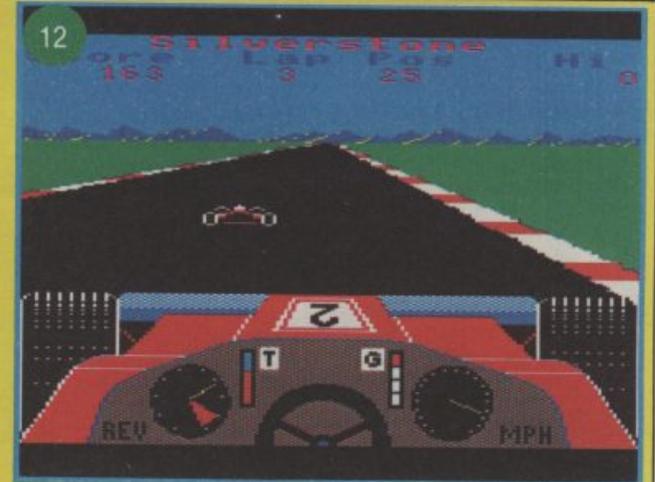
Straight away I noticed that your car takes up the whole width of the road. So to overtake another car, you have to drive with half the car on the grass!

This is no real problem, as the program lets you drive most of the race on the grass, but there are occasional obstacles which will hit you unless you move back to the main road.

As far as scenery goes, there are some mountains on the horizon which move from side to side as you go round bends. Most of the race takes place on straight lengths of road, though, which can get boring if they are too long.

Changing gear involves pressing the fire button on the joystick while pointing the trigger either up or down. Moving left or right will steer you in the relevant direction.

Graphics are good and sound effects are included. A volume control is provided by



use of the 7 and 8 keys, which is useful as the sound doesn't come from the TV speaker.

Not the best game I've seen for the BBC, and slightly overpriced. Unless you're a fan of road race games, save your money.

● Graphics	8
● Sound	8
● Value	8
● Playability	8

POSITION

MACHINE: BBC
SUPPLIER: Atarisoft Games
PRICE: £7.99

Computer games are very like films. Every now and then a real classic, something really special, comes along which shocks critics into raptures of praise.

The film industry has been plagued for years with remakes and endless sequels to successful movies. *Pole Position*, too, was acclaimed as a classic computer game — one of Atari's shining successes. Sadly, their version for the BBC has about as much punch as *Son of Rocky IV*.

When you load the game up on your BBC you are given a frozen view of the racing car and track. Everything

looks fine, just like the Atari version. Unfortunately, when the game starts, any resemblance to the Atari *Pole Position* disappears utterly.

The game uses four different keys to control the racing car, the space bar is for changing between low and high gear, the A and S key act as the steering wheel and the return key as the brake.

As you steer left and right, the view of the road changes, but instead of the smooth animation and movement I'd expected, the sides of the track began to break up and the mountain scenery in the background began to flicker.

The game also appears to be very easy to play. There's no real challenge and passing several cars at a time, even on corners, is not a difficult task as the cars very rarely try to change lanes.

The graphics are good, but spoiled by the flickering.

The game comes in the usual high quality packaging you would expect from Atari and includes a chart which allows you to follow the fortunes of your Grand Prix heroes over the season. There is only one small problem — the chart is for last year's season.

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

by neutronium and have in-built lasers as defence.

In control of your tiny fighter plane, you must fire at the beasts, weakening them until they can go on no longer.

Attack is a sideways scrolling game, stretching over ten screens. At the top of the current screen, a small representation of the whole game is shown so that you can work out your position and the distance to the nearest camel.

The group is gradually marching towards the side of the screen and, if they make it, the planet Earth will have been destroyed and you are branded a failure. But score enough hits and the camels will be wiped out one by one.

If you've wished that your Atari could have the same games as your friend's 64, then now's the time to start catching up.

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

MAZE GOLD

MACHINE: Vic 20/
keyboard or joystick
SUPPLIER: Visions
PRICE: £5.95

Maze Gold is a very basic maze game with very basic graphics and game play which is basically very frustrating! You



R·E·V·I·E·W·S

control a little chap who has to work his way around the many rooms of a *Centipede*-style maze picking up bags of gold. There are nasties out to get you as you go for gold — which make life even more frustrating as they move in for the kill pretty swiftly.

Overall not a very exciting game. There's better about — even for the poor Vic.

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

MAGIC R'ABOUT

MACHINE: Spectrum 48k
SUPPLIER: CRL
PRICE: £6.95

Dougal was in the Enchanted Garden of The Magic Roundabout. As always, he was trying to find some sugar lumps to eat, which someone had scattered over the ground.

"Look", said Dougal. "Someone's left all this sugar around. It's just what I need to keep my strength up while I'm trying to build my house."

Brian arrived. "Hello Dougal", he said. "Hello Brian", said Dougal. "Don't touch me", said Brian, "or you'll lose a life. That's what happens in these computer games." "Pardon?", said Dougal. "Do you mean that I can't touch anything that moves?" "Got it in one", said Brian.

Mr McHenry shot past on his trike. "Can't touch me either", he panted. Ermintrude appeared. "Well, hello dears", she said. "I hope you're all enjoying the game. Whoever drew me is pretty good with computer graphics."

Dylan arrived. "Hey man, what's all this excitement?", he said. "Can't I get back to sleep?" Dougal appeared. "I don't know why you're so happy", he said to Ermintrude "you may have

been drawn well but I look like a loo brush. And the screen scrolling is awful. Now, if you'll excuse me I've got a house to build. And I'm almost out of sugar."

Florence appeared. "Hello everyone", said Florence. "Hello Florence", said Dougal. "Are you in this game as well?" "Yes", said Florence. "Seems we all are."

"I told CRL that I could have done some better sound effects for this game", said Dylan, "but they wouldn't listen. Now hear what they've done to it. It's awful."

"Bother!", said Dougal, rushing past. "I'm out of sugar and I've used up all my lives. I bet the game will end now."

He heard a springing sound, and looked up. "Time for bed", said Zebedee.

● Graphics	7
● Sound	5
● Value	6
● Playability	7

This issue we introduce a new feature — a rapid round-up of new releases for computers that are NOT Spectrums or Commodore 64s! For those of you with other machines, it might just seem that they are taking over the world — but there are software houses writing games for other machines too.

AMSTRAD	Level 9 Computing Addictive Games Computersmith Cases Computer Simulations Anirog Software Amsoft	Return to Eden Football Manager Roland Ahoy	Software Projects	Ledgeman Ewgeebez Crypt Capers Pole Position Titans Family Quiz The Dots	
	Microbyte Software ASK Alligata	War Zone Flight Path 737 Astro Attack Quack a Jack Roland on the Run 'Er & Bert Number Painter Blogger Son of Blogger Fruit Machine Am sword Hi Soft Pascal 4T	Catalyst Romik Software Ltd Blandfold Software		
	Amsoft		ELECTRON	Microbyte Software Century Software	'Er & Bert PCW Games Collection Starfinder
VIC 20	Software Projects Software Projects	Fatty Henry Revenge of the Quadra	MSX	Eclipse Software ASK Microcom Comms Ltd	Hot Shoe Number Painter Waffle Swamp IGI NUG — IT Superchess
ATARI	Ray Hodges Assoc. Scorpio Gamesworld C.S.M.	Space Shuttle Cavern Commander Henri		Kuma	
BBC	English Software MRM Software Microbyte Software Century Software	Jet-Boot Jack Artist 30 Space Ranger PCW Games Collection Starfinder The Horse Lord Savage Pond	TEXAS	Absolute Sceptre Software	Robactive Sloopy's Christmas (+ Musiload)
	Argus Press Software		DRAGON	Cambrian Computersolve Beau-jolly Cable Software	Snow Queen Arcadia Fantasy Flight
			ORIC/ATMOS	Orpheus Ltd	Trouble in Store

HOT FROM

SEGA®

THE ARCADE WINNERS

released
NOW

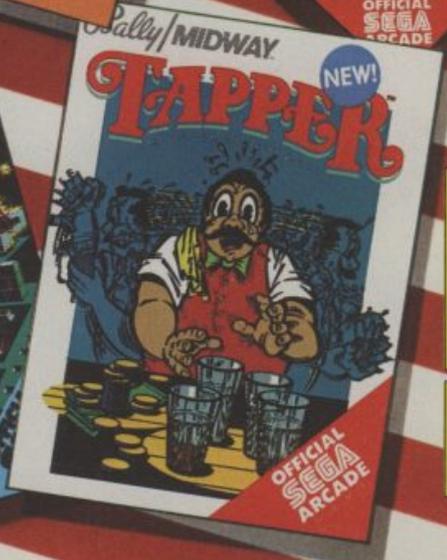
SPY HUNTER

THE OFFICIAL HOME VERSION OF BALLY MIDWAY'S ARCADE HIT

- You control the turbo charged race car/hydro spy boat.
- You control a deadly arsenal of missiles, machine guns, oil slicks and smoke screens.
- Sophisticated spy-challenging graphics.

U.S. Gold is stocked by

John Menzies, WILDINGS
WOOLWORTH, WHSMITH,
 Rumbelows
 and Spectrum Shops



4
 COMMODORE
 CASSETTE
 9.95
 DISK
 12.95

SPECTRUM
 CASSETTE
 7.95



Exclusive manufacturers for SEGA and Bally/Midway.

For release schedule and trade details contact: Centre Soft, Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020. Telex: 337268.

System 3 Software PRESENTS Multi Arcade Activity From America

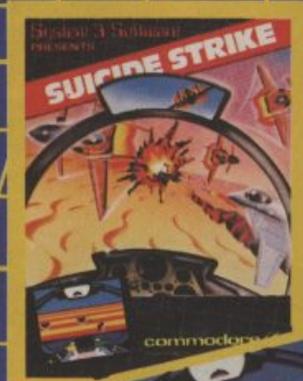
• ALL TYPES OF TRADE
ENQUIRIES INVITED

No.1
USA
TITLES!

MOTOCROSS! SUICIDE STRIKE JUICE!

SYSTEM 3 SOFTWARE
EXCLUSIVE IMPORT PRICE
WAS £24.95
NOW £7.95

for the **commodore 64**



AVAILABLE AT: Boots, W.H. Smith's, Lasky's, John Menzies, Woolworths and all good computer stores.

DISTRIBUTORS: Microdealer, Tiger Distribution and Centre Soft.

At the start/finish line you strap on your helmet, check your instruments, gun your engine and surge onto the course. Through the corners, up the hills, into the ruts and down the straights you manoeuvre for position and try to beat the clock. Stay ahead if you can. But whatever you do, stay on course.

If you don't, one of two things will happen.

You'll slow down and lose valuable seconds getting back into the race. Or worse, you'll end up on the seat of your pants.

Who says computers don't like to get dirty?

Your agents risked their lives to find the enemy's secret headquarters.

Now you're risking yours to destroy it. And they know you're coming.

Time is short, so your haste is justified. You risk, and you'll squander your precious fuel supply. Needless to say, they don't issue parachutes on missions like this.

As you soar over hundreds of miles of distinctly unfriendly territory, the action is thick, fast and frighteningly three-dimensional.

Fighter aircraft, surface-to-air missiles, Helicopter gunships. The attacks come from every direction. Even from behind.

Edison, the kinetic android, leads a frustrating life. All he really wants to do is build his circuit boards and go with the flow. But things keep getting in the way. Nohms — a negative influence — bug him regularly. They're harmless, but they drain a distance.

Flash, the lightning bolt, disconnects everything in his path. Which can be frustrating after a hard day on the circuit.

And the cunning Millerwall is out to fry poor Edison's brains. But our hero simply ridders on.

Juice is the ultimate current event. You'll get a charge out of it. And a few jolts, too!

HOW TO ORDER

To purchase any of the above games, simply fill in your name and address on a piece of paper, enclosing your cheque made payable to: SYSTEM 3 SOFTWARE and post to the address below. Please allow 7 to 14 days for delivery.

Overseas Orders: Add £1.00 per game ordered.

DO YOU WRITE YOUR OWN PROGRAMMES? If you have a marketable programme send it to us for evaluation. Excellent Payment Terms and Marketing plans. Send to Product Development Manager at the address below.

System 3 Software

South Bank House, Black Prince Road, London SE11
Tel: (01) 587 0873



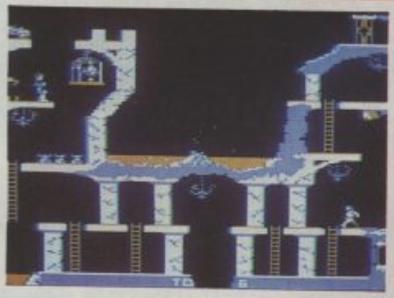
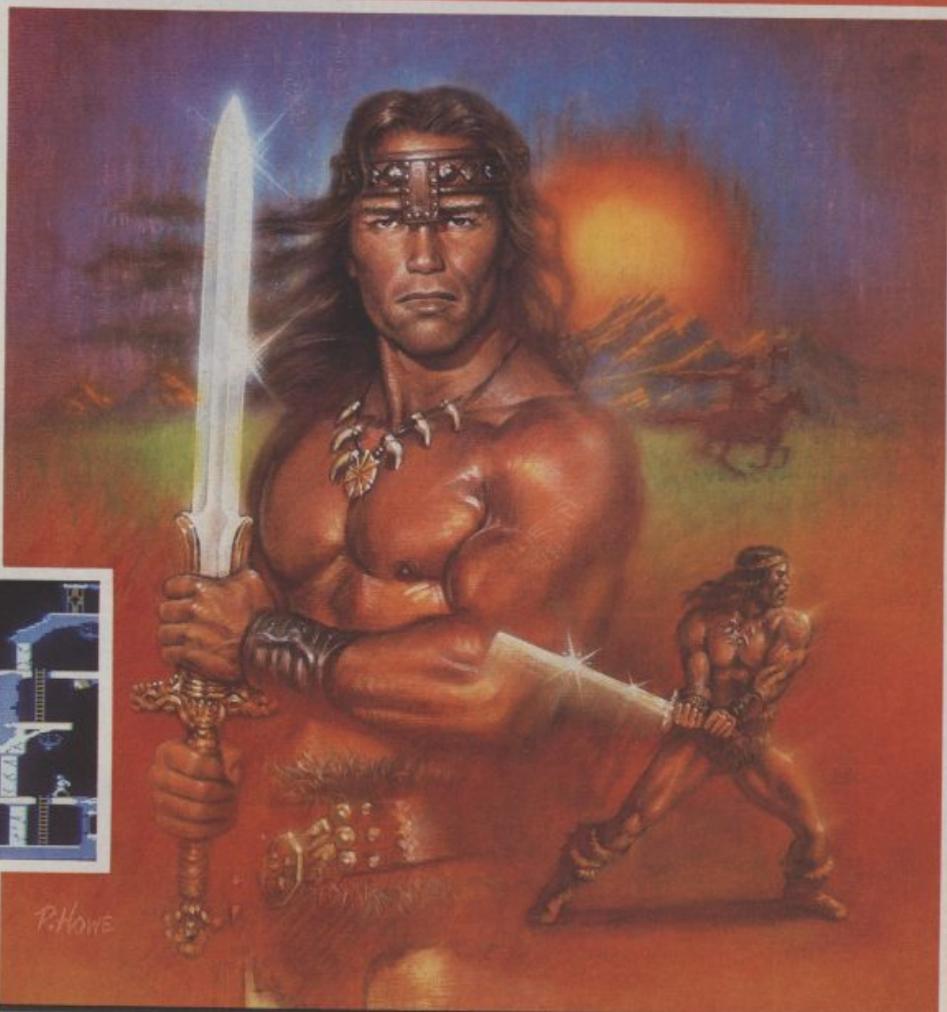
Are you brave enough to enter the savage world of mighty Conan?

You've experienced his barbaric world in movies, novels and comics. Now Conan is ready to spring to life in your home.

So flex your muscles and prepare to do battle.

Your mission is to slay Conan's wicked rival and bring home a bounty of gems. Blocking your way are fire-breathing dragons, poisonous scorpions, vicious bats and other deadly adversaries.

If that wasn't enough, you also have to fight your way through dark caves and dangerous dungeons, while looking out for mysterious creatures waiting their moment to attack!



ATARI

GT

Commodore 64/
Atari Disk **£14.95**
Commodore 64/
Atari Cassette **£9.95**

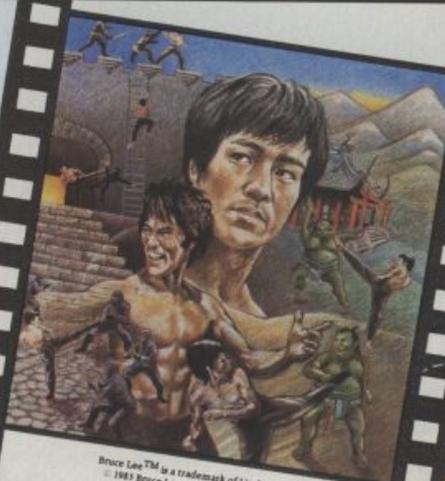
FAMOUS FACES™ from DataSoft®

THE LEGENDARY BRUCE LEE

- Twenty Secret Chambers • Dazzling Graphics
- Unique Multiple Player Options

Spectrum 48K	£7.95
Commodore 64 Cassette	£9.95
Commodore 64 Disk	£14.95
Atari Disk/Cassette	£14.95

U.S. Gold Limited, Unit 10,
Parkway Industrial Centre, Heneage Street,
Birmingham B7 4LY. Tel: 021-359 3020.



Bruce Lee™ is a trademark of Linda Lee.
© 1983 Bruce Lee. All Rights Reserved.
Licensed by Ziv International Inc.
© 1981 DataSoft Inc.

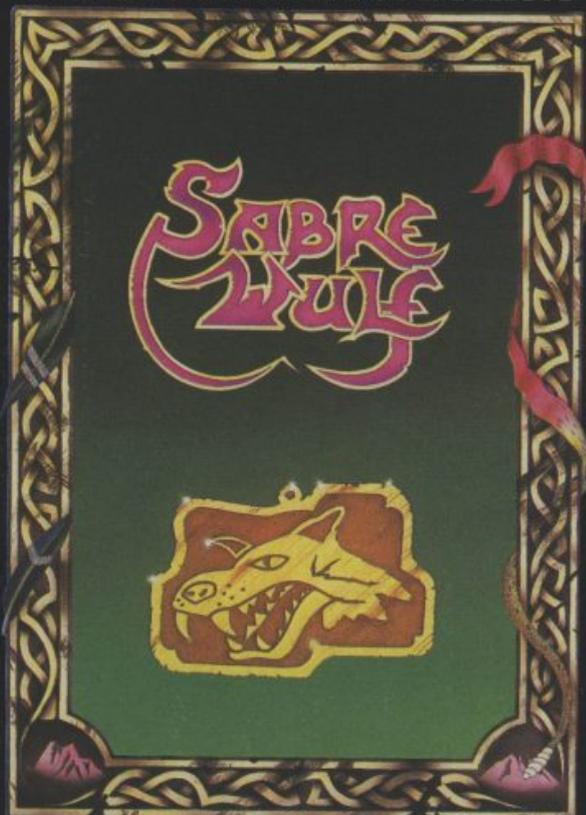
DataSoft® is a registered trademark of DataSoft, Inc.
Famous Faces™ is a trademark of DataSoft, Inc. 1984
© 1984 Conan Properties, Inc. Conan and the distinctive
likeness thereof are the trademarks of C.P.I.
© 1984 DataSoft, Inc.

48K SINCLAIR ZX SPECTRUM

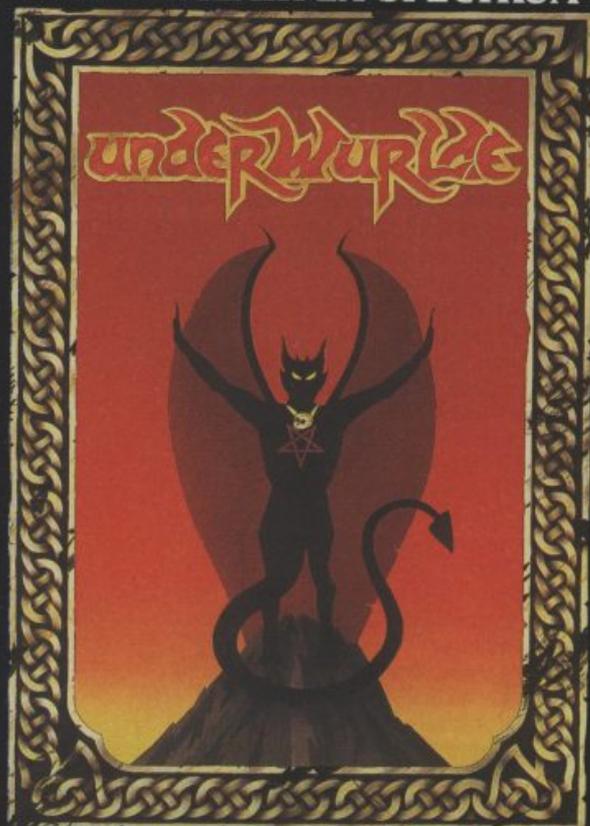


BBC MODEL B 1-2 OS

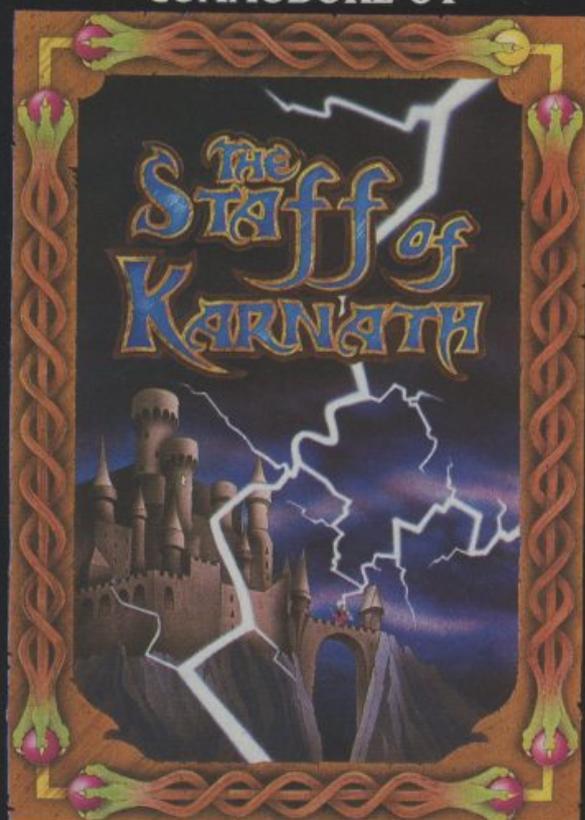
48K SINCLAIR ZX SPECTRUM



48K SINCLAIR ZX SPECTRUM



COMMODORE 64



"KNIGHTLORE", "UNDERWULDE", "SABRE WULF", and "STAFF OF KARNATH" recommended retail price £9.95 inc VAT. Available from W.H.SMITH, BOOTS, J.MENZIES, WOOLWORTHS and all good software retail outlets. Also available from ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU (P&P are included) Tel: 0530 411485

Doomdark's Revenge

Part 3

PART 3 MORKIN'S QUEST

In this episode of Doomdark's Revenge you take the part of Morkin, son of Luxor the Moonprince. To play you will need two dice, a pencil and a rubber. You should also take a glance down these simple rules.

BATTLES

If you have to fight with Morkin or his 10 Fey Warriors, this is done by using the dice. Battles are fought through a character's skill taking hits against his opponent's stamina.

So, if your character's stamina is 8 and his opponent's skill is 7, every time his opponent throws 7 or under with the two dice, your stamina goes down by one point. If it reaches zero, you are dead. Stamina is not replaced.

When the Fey warriors go into battle, their stamina is equal to their number. If all 10 are alive they have a stamina of 10. Each drop in stamina means one warrior less.

MAGICAL POSSESSIONS

Morkin has three magical possessions which he carries in his backpack: an axe Dragon Slayer which adds one to his skill in battles, a Ball of Fire which can give off tremendous heat and The Cup of Dreams which will revive a whole platoon of men.

Tarithel rescued Morkin last issue but now he sets off on his own quest across the inhospitable land of Icemark.

This is the last in this series of Fighting Fantasy novelettes based on Beyond Software's best-selling *Lords of Midnight* and *Doomdark's Revenge*.

Can you help Morkin survive the rigours of Icemark...? Turn to Competition page 30 to win Commodore 64 versions of *Lords of Midnight*.

THE CHART

The chart below enables you to keep track of the game. Every time a possession is lost it should be crossed off, every time a man is killed, he must be removed. You should also cross off lost stamina points.

IMORN THE ARCHER

Among your troop of 10 warriors is an exceptional archer, Imorn. He may be of great use in the quest and should be kept alive if possible.

SKILL

Morkin starts the game with a skill of 9 and a stamina of 8. His warriors have a combined or individual skill of 9 and a stamina of 10 (one point for each of their number). Skill can be used in all sorts of situations — not just battles.

PLAYER CHART

Morkin

Skill: 9. Stamina: 1, 2, 3, 4, 5, 6, 7, 8.

Weapon: Sword or Dragon Slayer the Axe (which adds one to Skill).

Possessions: Axe, Ball of Fire, Cup of Dreams.

The Fey

Imorn: 2,3,4,5,6,7,8,9,10.

Skill: 9.

1) Tarithel, aided by her magic and a band of goodly Fey warriors, has rescued the proud Morkin from his imprisonment in the Pit of Alazorne. Morkin learns that his father, Luxor the Moonprince of Midnight, is also in the land of Icemark.

Luxor and Rorthron the Wise are even now raising an army to try and defeat the mighty Shareth the Heart-stealer, Empress of Icemark. Shareth it was who imprisoned Morkin to tempt Luxor into Icemark, there to trap and defeat the Moonprince.

Morkin decides to send Tarithel back to the Forest of Fangrim with most of the Fey troop to rally armies to Luxor's banner.

Now take the part of Morkin as he embarks on his quest with the archer Imorn and turn to number 2.

2) Before you rise the great and treacherous peaks and icy passes of the Kahortharg but you have heard tell of an underground passage through caves beneath the mountains which should bring your small party out on the other side. The Pit of Alazorne, where you were held captive, is a small collection of caves cut in the side of a deep chasm.

There are passages which lead off from the bottom of the gaping hole, cut by the Dwarves and possibly still inhabited by this secretive race. Looking down into the pit, you notice that there are some small, ill-used steps cut away, leading down through almost sheer stretches of wall.

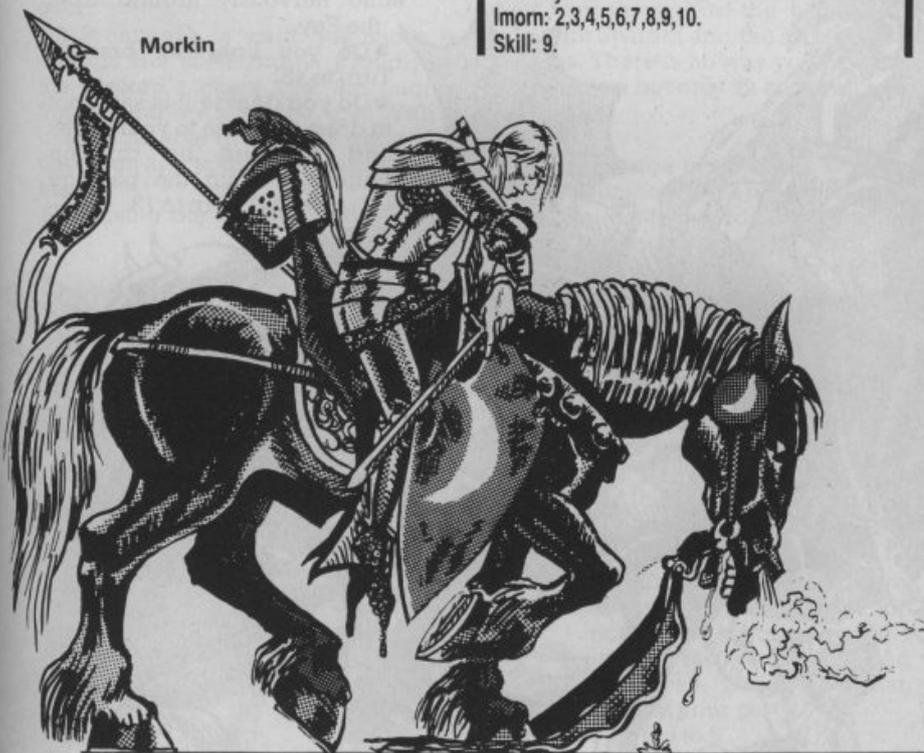
Imorn recommends that you use the ropes they brought with them from the Forest of Fangrim to scale down the depths.

● Do you take his advice and use the ropes? Turn to 12.

● Do you decide to risk the steps? Turn to 18.

3) Over the next series of peaks and at last you come to the end of the mountains. Beneath you lies a great pass leading out onto the plains of Glormane. On the plains mass two huge armies. From the distance you recognise your father's banner flying proudly on one side with massed ranks of Fey and Barbarians. There are even some Dwarvish contingents pressed in among them.

Morkin



On the other side of the plains lie the serried ranks of Shareth's armies with Icelords and sparse legions of giants. There too are the Dwarves, ready to fight against their brethren. The two armies seem well-matched.

Suddenly you notice a great commotion and the pass below you fills with a great contingent of giants. Many ride the huge elks of the mountains. They look a powerful and determined force, capable of matching either side already on the battlefield and their banners and shields sport hastily drawn profiles of a woman's head.

●Do you instruct your archers to open fire? Go to 21.

●Wait and see which side of the battlefield they head towards? Go to 14.

●Try to push boulders down on their heads? Go to 43.

●Use the Ball of Fire (if you still have it with you) by hurling it into the snow on the mountainside? Go to 25.

4) Nothing for a long time and then a harsh whispered voice ahead of you breaks the quiet.

●Do you light the torches and rush forward, ready to do battle? Go to 28.

●Throw a lit torch ahead of you and shout after it, asking who is there? Go to 26.

5) The fountain is frozen over and a long jet of water is caught in mid-air. In its basin, you can still its life-giving waters below the ice.

●You can use the sword to break through the ice. Go to 51.

●Use the ball. Go to 35.

6) The main passage follows its path northwest and now starts to climb steeply. You travel on for many miles and eventually find the walls of the passage are studded with lit torches. Lesser passages lead off on either side and great stairways lead the main path ever higher. A new chill in the atmosphere suggests an end to your underground sojourn at the end of a day and night's travelling. The party emerges into the light of day from a gateway built high in the mountains and covered in Dwarvish runes.

●Go to 10.

7) You bring forth the cup and there is enough for one sip of its health-giving brew, for each of your party. The cup then magically disappears. But it has done its work — you all attack the mountain with new vigour.

●Go to 49.

8) There is a dankness all around and the men get restless on the ledge. Calling for a lit brand, you lower it on the end of the rope and notice it finishes 10 feet above the rushing torrent.

But, in the light of the flame, you see that an opening has been cut in the rock just below the rope's end and a short swing will carry a man into it.

●Go to 11.

9) The ridge looks down on a battlefield where two mighty armies are moving into position to do battle. A commotion draws your attention back to a huge host of giant folk racing through the pass below you. The dragon snorts at their blood-red banners, painted with the profile of a

woman and makes to leap off the ridge to renew his fray.

●Do you order your men to help the dragon by firing arrows into the giants? Go to 23.

●Tell the dragon to wait and, instead, try to create an avalanche? Go to 48.

10) Holding cloaks tight against the bitter winds, you begin a slow descent down an icy path into a wide shallow valley. But after only two hours marching, the valley ahead swarms with unfurled banners and the ice echoes to hoofbeats as a mighty and well-equipped army approaches. On seeing your men, a small party of riders hurries ahead and confronts you.

Hopelessly outnumbered — there's over 1,000 riders in the army — you allow yourself to be brought before a fierce warrior commander. He sits astride a great black charger and his frosted helm is decorated with the horns of the mighty ice-elks which roam the mountain passes.

Introducing himself as Brentmere, Icelord of the Frozen Empire, he asks who you might be and what quest you pursue.

●Do you tell the truth, omitting nothing? Go to 47.

●Pretend that you are mere adventurers searching out Dwarvish treasure in the mountains? Go to 41.

11) Barely above the water you collect your men and your wits in a damp passage, chipped from the hard rock. The men seem uncertain whether to light their torches in case it draws attention to your presence in the cave. The all-pervading feeling is that unseen eyes, more used to the darkness than yours, watch from the dark recesses. Whispered voices echo nervously around from the Fey.

●Do you light the brands? Turn to 45.

●Do you decide it is safer not to draw attention to yourselves and proceed by running fingertips along the passage walls? Turn to 13.

Illustration: Gary Blatchford.



12) The Fey make their ropes well. You drop down to a ledge deep in the pit but the darkness still stretches before you and the ropes may not be long enough. A scout goes down and claims he can hear rushing water. He suggests that he jump down to the bottom

●Do you agree and let him try his luck? Go to 24.

●Order him back while you think of something else? Go to 8.

13) After a short while, the passage begins to feel less cramped. The last man strays slightly from the wall and with a yell, stumbles and falls. Then silence. You order the torches lit and to your horror, discover that a chasm has opened beside the path as you progressed. There is no hope for the fallen man and he must be struck from the list.

Spinning around you also see two Skulkrin blinking and rubbing their eyes in amazement. One hurls a sword at you but his aim is well off. The two creatures then turn and race off. You draw your sword and give chase and surprise seven such creatures around the corner.

●Do you order your men to attack? Go to 19.

●Draw the axe Dragon Slayer from the pack? Turn to 33.

14) They rush out and side with Shareth. Too late, you send arrow flights after them.

There is no way now that you can influence matters only sit and wait and hope.

●Go to 54.

15) At his signal, his men fall upon you. With a mighty blow you manage to strike Brentmere down but your men are overwhelmed. The quest is over.

16) Brentmere is swift but Imorn is swifter. His shaft stands proudly in the Icelord's chest and the mighty figure tumbles onto the ice. With a unanimous roar of rage, his troops fall upon you and your party's quest ends here.

17) Raising the axe above the sleep-

ing creature's long neck, you notice what a shabby state the creature is in. The axe comes swooping down and bites deep into the creature's neck, the body immediately springs to life, lurching forward as though to crush you. But you leap clear and within seconds the dragon's death-throes are over.

●Go to 5.

18) The steps prove treacherous and the climb down is long. The deeper you get, the more dank they become. The sound of water drifts up from the bottom. A rich green algae coats the steps and you shout up for the men above you to be careful. But inevitably one man slips and falls. There is just a chance that your footing is good enough to risk trying to catch his cloak as he passes.

But the fall below is still long and the water's distant roar is ominous. Dare you risk your own life and this quest for his?

●You try to catch him. Turn to 31.

●Your instinct drives you in against the wall and out of danger. Turn to 37.

19) Your men were half prepared and rush into the fray.

The Skulkrin have a stamina of 4 and a skill of 4. Take off one man for every stamina point you lose.

●Turn to 6.

20) The Icelord's stamina is (8) and his skill is (7). The two of you must battle to the death. If you win then go to 39.

If the Icelord wins, the quest ends here.

21) You can bring down two giants for every man left in your command before they reach the end of the pass. If Imorn is still alive, he will bring down an extra two. The rest battle their way through to the plains and side with Shareth and the battle commences. There is no way you can join in the action but only sit and wait and hope.

●Go to 54.

22) You manage to reach the Dragon which opens one sleepy eye as you make the last two yards. Your sword whistles through the air and rebounds off the creature's horny skull. With a roar it belches forth flame and your quest ends as a blackened spot in the snow.

23) The dragon manages to bring down some 30 giants before it succumbs to their huge spears. Each man left alive in your command can bring down two before they reach the end of the pass and Imorn (if he is still alive) will bring down 4.

●Goto 54.

24) He drops into the darkness and there is a splash. Then nothing. If he cried out, the roar of the waters drowned his call. Strike one man from your party.

●Go to 8.

25) The ball of fire disappears into the snow on the mountainside and a great mist begins to issue forth, making it hard for the giants to see their way onto the plains. Some 30 are left stumbling around in the pass. The rest rush to join Shareth's sides as the two great armies meet in the middle of the plain. You cannot now influence the battle but must merely hope Luxor prevails.

●Go to 54.

26) In the light you can see a chamber with seven Skulkrin blinking and with weapons drawn. Issuing a shout, they disperse, running off into a tunnel which would appear to lead east.

●Go to 6.

27) The energy-sapping climb takes its toll and on one treacherous stretch, one of your colleagues slips and falls to his death. Throw one dice and if it comes up one or two, then it was Imorn whose talents you can no longer call on.

Either way you must cross one more man from your command.

●Go to 49.

28) Turning a corner, an arrow whizzes past your nose and imbeds itself in one of your colleagues. Before you stand seven Skulkrin.

Your command must be reduced by one man.

●Do you reach into your backpack for the great axe Dragon Slayer? Turn to 33.

●Order your men to attack the Skulkrin. Turn to 19.

29) A great pink tongue forks out of the dragon's mouth and drops into the Cup of Dreams. Swiftly, his eyes become fully awake. Looking down into the cup, you realise that every bit of goodness has been drained from its bottom and looking up you see a fully refreshed dragon rearing above you. "If you be a lover of the Giants, depart now and be spared," its voice hisses out at you.

"Is that all the thanks I get". Leaning back on your sword, you stare up into its stony gaze.

"Know you puny one that I have just fought with the great giants, Bezeldorn, Thromgrol and Uthecus among them. E'en now they race their armies to Shareth's aid in the battle on the Plains of Glormare and I must go back to prevent this. My race has no love of giantish folk and be sure they will grow strong on this victory, for the Barbarian and Fey races have ranged themselves against Shareth."

Questioning him closely, you discover that Luxor has arranged his armies on the plains to the west and Shareth's force is bearing down on him there. A huge force of giants is rushing to join the battle now through these very mountains. He aims to fly now to the top of yon ridge and try to



halt the giants' progress onto the battle field.

"Shareth" you murmur, "Would that she were also passing beyond that ridge."

"Her bane lies within that fountain," snorts the Dragon, "If you can burn through its mouthpiece, those long jets of ice are The Ice Shards. They are all that remain of the Ice Empress' mother, smuggled out of Imriel by a loyal Icelord after she had been turned to frozen water by her daughter."

●Do you try to break the Ice Shards off with your axe, if you still have it? Go to 38.

●Use the ball of fire to break through them? Go to 53.

30) The dragon grabs the Ice Shards in his forepaws and swings out off the ridge and over the plain. But as he approaches Shareth's position on the field, he is hit by a spear and falls to his death, dropping the crystal.

●Do you let it fall and hope it still strikes Shareth? Go to 36.

●Or order Imorn (if he still lives) to fire at the crystal as it drops? Go to 32.

31) As he drops past you, your instincts take over and you grab blindly at his cloak.

Luckily you succeed in getting a good grip and the cloak's catch is strong. Throw against your skill to see if you succeed in bringing him in. If you can throw it with two dice, he is saved. If you throw a 12 you too fall to your death with him and the quest is over. If he still falls, strike one man from your command list.

●Turn to 11.

32) Imorn must throw under his skill to hit the shards which are falling at a fast rate and at the very limits of his range.

●If he misses Go to 36.

If he scores a hit, the ice shatters and breaks into 1,000 needle-like points. These crowd together as though with a life of their own and with new impetus twist in the air and hurl themselves at Shareth. A 1,000 tiny shards plummet into the Ice Empress and, piercing her white skin, begin to worm their way towards her frosted heart. As she falls, her army stands in disarray.

●Go to 54.

33) The axe glistens in your hand as you draw it from your back pack. Striding forward, you launch into a mighty swing aimed at the Skulkrin band. Throw against your skill to see if you have managed a hit. If successful, two Skulkrin suffer the full consequences of the blow and the rest scatter.

●Turn to 6.

If unsuccessful, you miss with your strike. The axe slams into the rock wall and you must throw one dice to see if it survived the impact. A one or a two and the blade shatters.

●Turn to 19 as your men join the fray.

34) You give up the axe and he pro-

ves as good as his word. You are free to go.

●Go to 44.

35) The ball slips quickly through the ice, releasing its life-giving waters which are eagerly consumed by your men. The ball has disappeared.

●Invigorated, you move onto 3.

36) The crystal drops and smashes into the ground close to Shareth, causing confusion in the ranks of her army, but leaving her unscathed. Helpless now, you sit on the ridge and await the outcome.

●Go to 54.

37) You drive yourself hard against the wall and barely manage to escape being knocked off your perch by the falling figure. Throw one dice and if it comes up a 1, fate has decreed that Imorn the archer has been lost and you must proceed without him. Either way, strike one man from your command.

●Go to 11.

38) The axe swings in the cold air and smashes into the icy jet which shatters into a trillion tiny shards raining down on you and your companions. Realising you have

Icelord. "They lose little enough of it as I hear. Go on and fare thee well in thy quest."

●Go to 44.

42) The dragon takes off and plunges into the battle. His swoop seems destined to finish atop of where Shareth commands her legions, but your precarious hold on his scales makes it impossible for you to retain your seat on his back and you are sent spiralling off and down to earth. The quest is over.

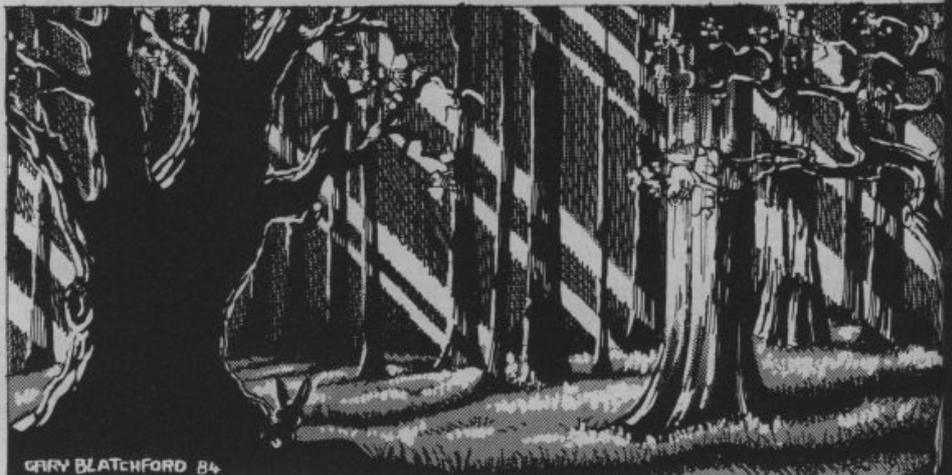
43) The boulders prove impossible to shift and the giant force makes its way onto the plain, siding with Shareth. You cannot influence the battle now but must sit and wait and hope.

●Go to 54.

44) Travelling on, the glacier finally comes to an end and a road leads upwards into the pathway through mountains. Your men have now been travelling continuously for several days and are feeling tired. You urge them to continue.

●Do you decide to offer all a drink from the Cup of Dreams? Go to 7.

●Or exhort them to greater



GARY BLATCHFORD 84

rendered it useless, you decide to ignore the shards and rush up to the ridge on which the dragon already sits.

●Go to 9.

39) The Icelord lies dead and his captain rushes forward to confirm this. Finally, he turns to you. "We will return him at last to Imriel. He has been away too long. Go now and quickly. M'lord would have wanted it thus."

●Go to 44.

40) The fountain is frozen with a jet of water caught four feet in the air. But below the surface you can see its life-giving waters. You can crack open the ice with the sword and risk waking the Dragon or use the ball of fire to burn down into the water at the base.

●Use the sword. Go to 51.

●Use the ball. Go to 35.

41) "Dwarves have more treasure than I could stomach," agrees the

endeavours? Go to 27.

45) Lighting the brands seems to revive everyone's spirits. The passage quickly closes down and you move on in single file. Gradually the roar of water is left behind and the silence is only broken by your shuffling feet. After what seems like an eternity, you hear a soft clang ahead. You halt the Fey but there seems nothing else to do but go on.

●Do you douse the lights for a short spell? And wait straining your ears? Go to 14.

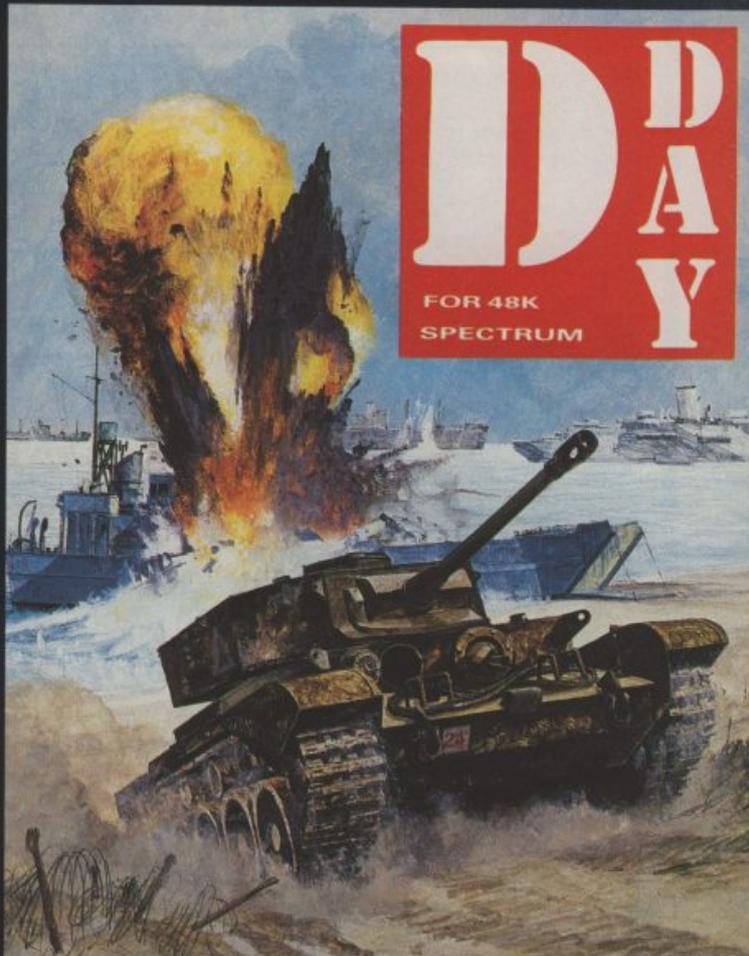
●Do you proceed as before but with weapons drawn? Go to 18.

●Do you douse lights and proceed? Go to 52.

46) The Dragon's body appears covered with bruises and cuts. As you approach, it raises one weary eyelid and glares dully at you. This close, it looks past help and also past the point of being a danger, except for a small trickle of smoke, wafting

The New Force in Software

THE GAME OF DEADLY DRIVING
BATTLECARS
FOR 48K SPECTRUM



D DAY
FOR 48K
SPECTRUM

Tower of Despair
48K SPECTRUM



GAMES WORKSHOP

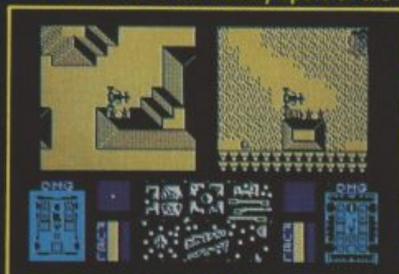
GAMES WORKSHOP is the UK's largest fantasy and adventure games company, with ten years experience behind it. Now we're using our expertise to create the best in computer games, and the first three are BATTLECARS, D-DAY, and TOWER OF DESPAIR - each with over 90K of programming!

BATTLECARS is the deadly sport of the future...arm your battlecar with your chosen weapons, and select your battleground; a gruelling speed circuit or a town centre labyrinth. BATTLECARS is a one or two player game of skill, nerve and cunning.

D-DAY is a superb graphic wargame based on the Normandy landings of 1944. Two players take the Allied and German sides, battling through four separate scenarios. D-DAY offers an enduring tactical challenge to players tired of simple arcade action.

In TOWER OF DESPAIR, Games Workshop has used its ten years of experience in role-playing games to create an outstanding adventure. It includes two entire 48K programs, and a guide containing a history, map, and illustrated clues.

FOR 48K SPECTRUM AND SHORTLY FOR THE COMMODORE 64
£7.95 EACH FROM ALL GOOD SHOPS OR DIRECT FROM:
MAIL ORDER DEPARTMENT, GAMES WORKSHOP LTD.,
27 - 29 SUNBEAM ROAD, LONDON NW10.



ELECTRONICS AND COMPUTING MONTHLY

Britain's best selling computer applications magazine



February issue
on sale from
January 15th

FREE GIFT

How to build a heart rate monitor. Our design interfaces with the BBC micro and provides an accurate indication of heart rate. Use as a fitness monitor or as a lie detector.

PLUS

Windows on the Spectrum. Handy software that allows spectrum owners to create multiple windows with ease.

INSIDE

The great micro race. Who won the battle for sales during the festive

season and which companies are going to survive until Christmas 1985.

ALSO

slot car timer for the BBC micro. Drawing fast Spectrum circles. The American micro scene.

If you want to get the most from your micro make sure you read Electronics and Computing Monthly. Electronics and Computing monthly the magazine that reaches the bits of your micro that other magazines don't know about.

WAKE - UP!

For a FREE Jamboree Bag with Posters,
Stickers and Badges.

In the February Issue of Sinclair Programs.
At your Newsagent 26th Jan.





Premier Arcades
from **Datasoft**



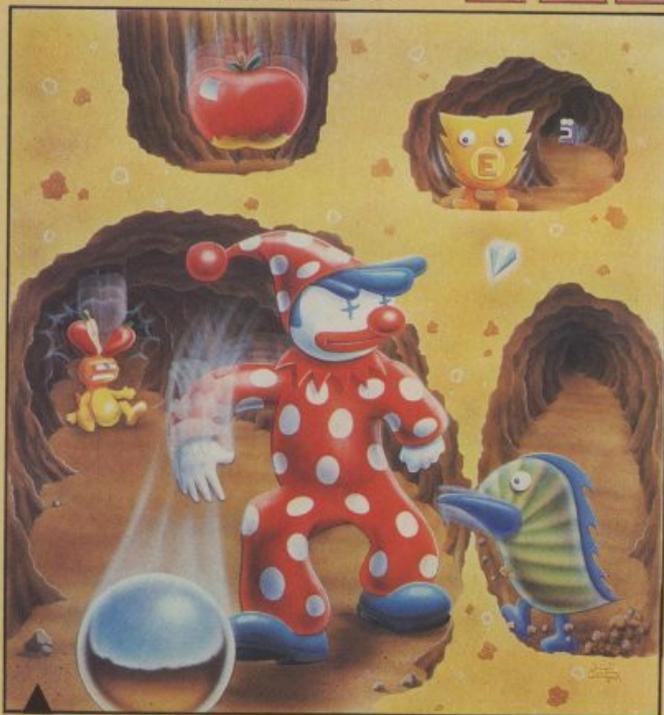
The Genuine & Original Arcade Favourites

As licensed by leading
American Arcade Game
manufacturers to

Datasoft®

featuring
the original

PAC-MAN



MR. DO!

CASSETTE

DISK

DIG-DUG

£9.95

£14.95

PAC-MAN

**THE ULTIMATE IN AMERICAN SOFTWARE
FOR YOU ON U.S. GOLD**

U.S. Gold is stocked by all leading computer stores including:



John Menzies

WHSMITH WILDINGS WOOLWORTH

Pac-Man® and characters are trademarks of Bally Midway Mfg., Co. ©1980 for the Western Hemisphere; Trademarks of Namco Ltd. ©1980 throughout the rest of the world. Licensed to Datasoft, Inc. by Namco-America, Inc. Dig-Dug™ is designed and engineered by Namco ©1982. Licensed to Datasoft, Inc. by Namco-America, Inc. Mr. Do is a trademark of Universal USA, Inc. ©1984. Datasoft is a registered trademark of Datasoft, Inc. Premier Arcades is a trademark of Datasoft, Inc. ©1984 Datasoft, Inc. All rights reserved.

REWRITE HISTORY THIS WEEKEND!

All action strategy games from SSI-

-the world's No.1 war game company

At last here is your chance to see how you shape up as a General in a real battle! The pages of history record the triumphs and failures as Eisenhower, Montgomery, Rommel and Von Rundstedt battled in Europe and North Africa. But with a clear thinking strategist like yourself in command perhaps the historians would have had a different story to write!

U.S. Gold is proud to present four of the best strategy games by Strategic Simulations Incorporated:

KNIGHTS OF THE DESERT pitches the British Forces of Montgomery against the might of Rommel and his Panzer Divisions in the classic North African campaign of 1941.

BATTLE FOR NORMANDY commences on 'D-Day' June 6th 1944 and relives the Allied Forces attempt to smash Hitler's Atlantic Wall.

TIGERS IN THE SNOW reconstructs the legendary Battle of the Bulge as in December 1944 the Panzer Divisions of Von Rundstedt try one last gamble in a desperate attempt to halt Eisenhower's advancing Allied lines.

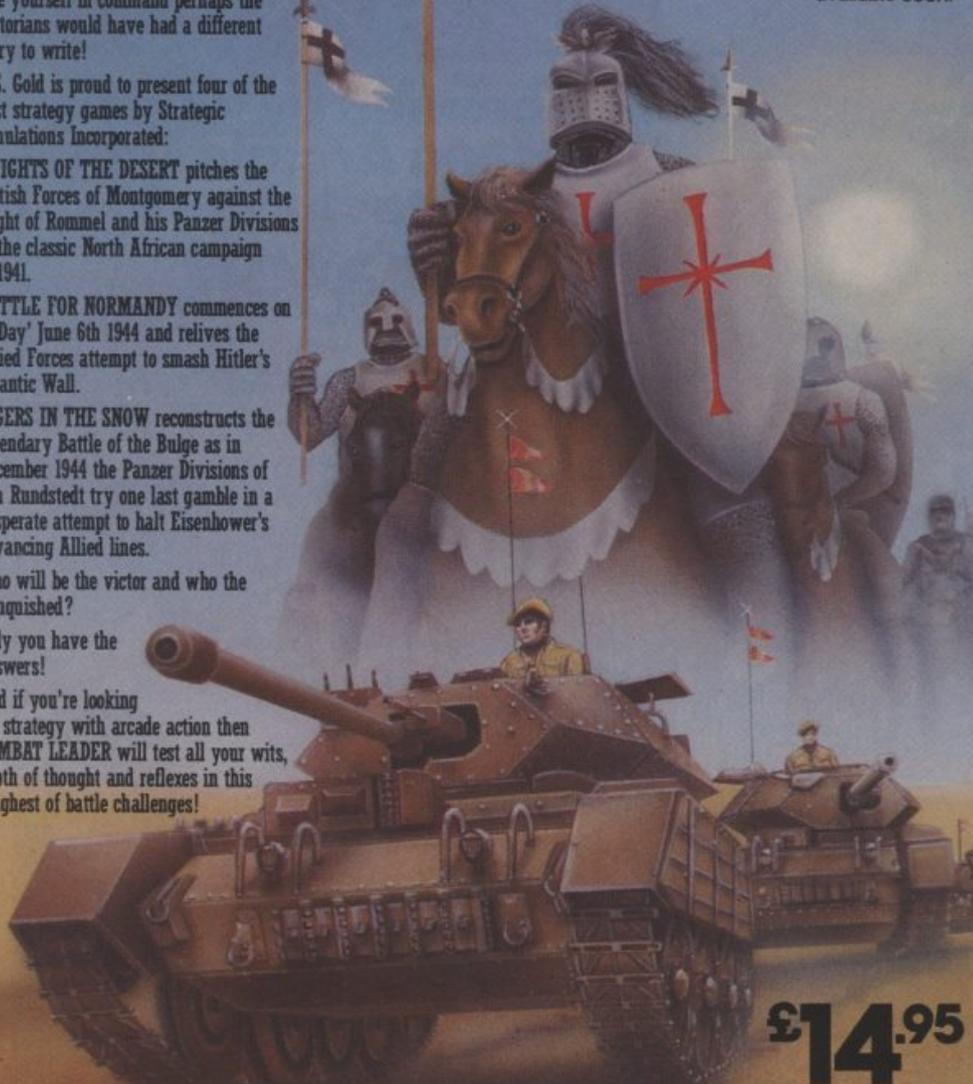
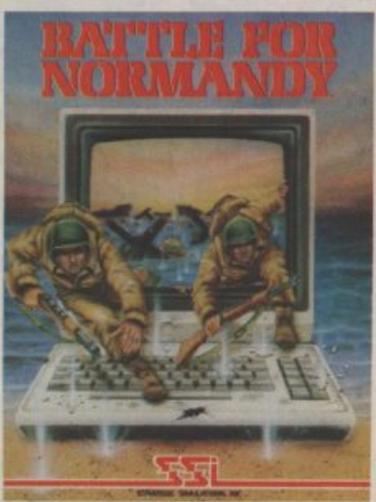
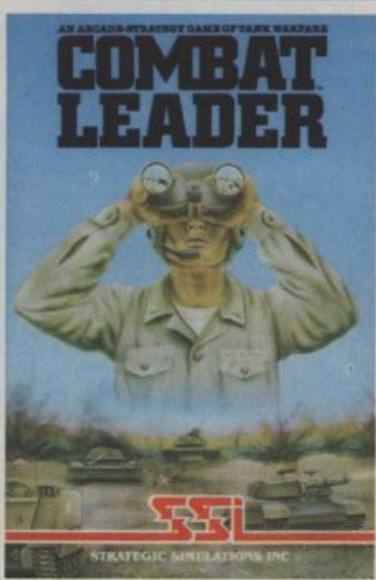
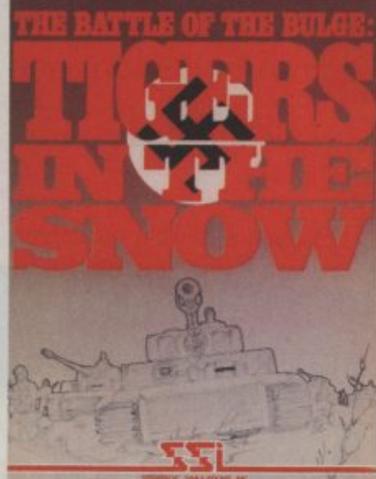
Who will be the victor and who the vanquished?

Only you have the answers!

And if you're looking for strategy with arcade action then **COMBAT LEADER** will test all your wits, depth of thought and reflexes in this toughest of battle challenges!



Spectrum versions available soon!



£14.95

disk & cassette

THE ULTIMATE IN AMERICAN SOFTWARE FOR YOU ON U.S. GOLD

U.S. Gold is stocked by all leading computer stores including:
BOOTS WHSMITH JOHN MENZIES WILDINGS WOOLWORTH

DEALERS! For information on how to become a U.S. Gold Stockist write to: CentreSoft Ltd., Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone: 021-359 3020.



STRATEGIC SIMULATIONS INC.



from its one open nostril.

"Would death be a blessing to you, creature of the mountains?" you ask solemnly.

"Life 'twould be more welcome," it answers breathlessly, to your surprise.

● If you still have the Cup of Dreams, you could now hold it under the creature's nose. Turn to 29.

● Or you decide the treasure is more badly needed for your own men (or may have already used it) and put him out of his misery. Go to 5.

47) As your tale unfolds, it is clear that Brentmere knew nothing of Shareth's designs on Midnight, or aught of your father's entry into Icemark and his raising of an army to do battle with Shareth.

His anger grows and he obviously takes each insult to Shareth, his empress, personally.

Eventually he erupts: "No more of this, interloper. Know you that I, Brentmere, hail from Imiriel, and left my lady's side three years hence to discover the Ice Shards and destroy them before enemies uncover them and use them against her." He draws a mighty sword: "Now I will destroy you the same way."

● Draw your sword and agree to take part in combat with him. Go to 20.

● Pull your axe Dragon Slayer to do battle. Go to 50 (if you still have the axe).

● Order Imorn to bring him down before he can strike. Go to 16 (if Imorn still lives).

48) Finding a large overhang above the pass, all your men put their weight behind it but it is only when the dragon breathes on the snow beneath it that the great chunk gives way and topples down into the mountain pass. It takes tons of snow and rubble down with it and, by the time the last boulder has fallen, an impenetrable barrier has been laid across the pass. In confusion, the giants stumble back (this is worth 50pts at the end of the game).

As the two armies close, the dragon seems prepared to fly in and join the battle.

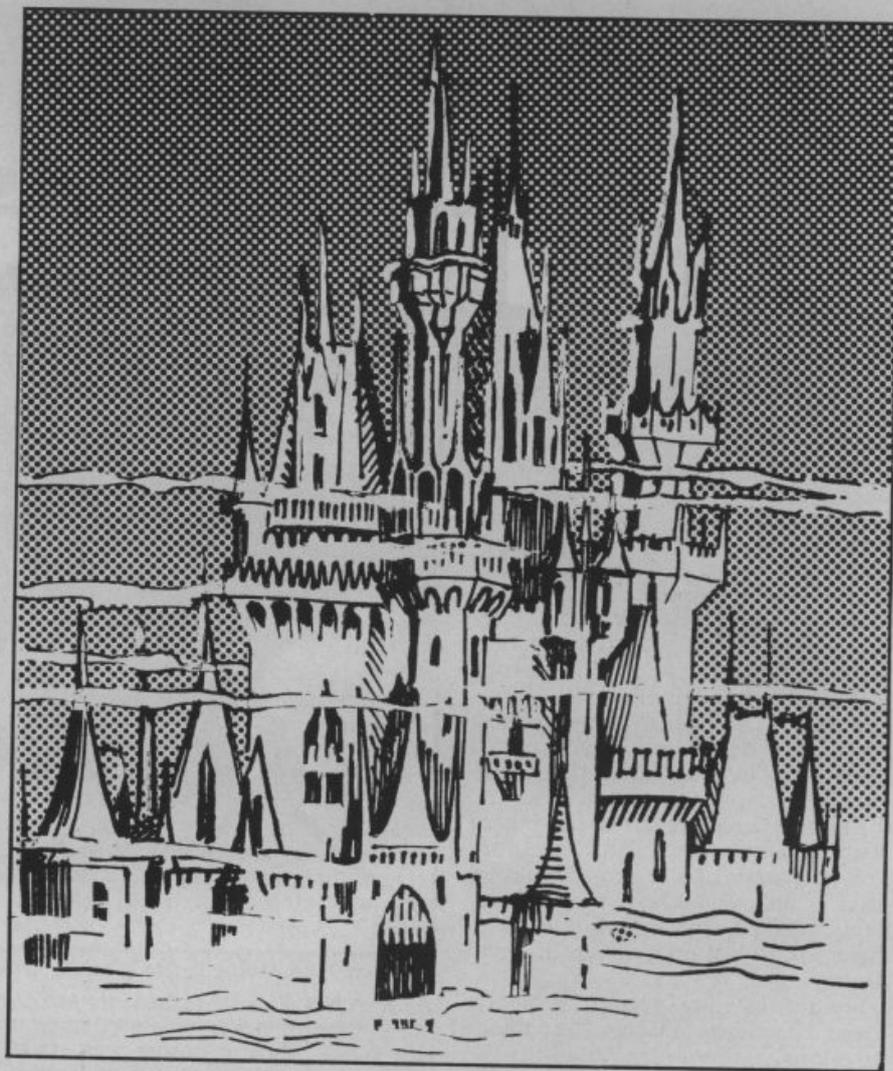
● Do you ask him to wait while yourself and your archers climb on board? Go to 42.

● Or give him the Ice Shards and tell him to drop them on Shareth's head? Go to 30.

49) Looking down into a valley, you see a great dark shape lying beside a gleaming fountain. Going down into the vale, it quickly becomes clear that the shape is a Dragon which appears asleep and the fountain is frozen. You manage to get quite close without waking the huge creature.

● Do you decide to try and get closer and kill the creature with your sword? Go to 22.

● Decide to kill it with the axe (if you



still have it in one piece)? Go to 17.

● Or decide to leave it where it lies and sneak past to the fountain? Go to 40.

● Step boldly forward and tap it firmly on the snout? Go to 46.

50) The axe glistens in your hand. At the first clash the Icelord's blade shatters beneath its blow. He stares in admiration at the axe. "That axe is magical, is it not?" You nod. "I must have it for my Empress. Give it to me and I will let you go free. Otherwise, I will order my men to attack and take it from you."

● Do you give it up? Go to 34.

● Do you refuse? Go to 15.

51) The sword gradually does its work on the ice and eventually the waters bubble up and your men thankfully drink the sparkling clear spring water.

● Invigorated, you move on to 3.

52) The passage opens into a chamber and you are suddenly sent sprawling by a rope tied across the floor. Some sixth sense sends you rolling out of the way of a sword thrust in the darkness. Only the clang of the blade on the stone floor bears witness to its existence, where you had lain just a split second before.

A colleague is not so lucky and the rending of his armour is followed by his death-cry. Ordering lights, you see yourself faced by seven armed Skulkrin.

● Do you reach into your backpack for the axe Dragon Slayer? Turn to 33.

● Order your men to attack the Skulkrin. Turn to 19.

53) The ball of fire is brought from your backpack and held against the base of the icy jet. Without so much as singeing you, it rapidly glows red-hot and the chunk of ice drops into the arms of your companions.

Cradling the Ice Shards in your cloak, you follow the dragon up the mountainside to where he has settled on a ridge overlooking a pass.

● Go to 9.

54) Congratulations on surviving the third part of *Doomdark's Revenge*. Score a point for every giant which didn't reach the final battle and double it if Shareth was killed.

100 points. Excellent.

50-99 points. Very good.

30-50 points. Fair.

20-30 points. Could do better.

Under 20 points. Don't call us.

Now try the final set of questions based on this trilogy.

FILM

You fans of science fantasy films have had a field-day lately, with numerous different films flooding the cinemas between autumn and Christmas.

The science fantasy bonanza started on October 5 when *Electric Dreams* came out — and there were more to come. *Conan The Destroyer* quickly followed and, by Christmas, *Ghostbusters*, *Gremlins* and *The Last Starfighter* arrived in British cinemas. The last one out was *Dune* which waited until January 11 before making its appearance.

Some of the films have games, some not. But it was unanimously decided in C&VG's office that some, we think, should have.

Electric Dreams was the product of Virgin Films and 20th Century Fox, the story of a micro unlucky in love. Think you know the feeling? You haven't heard anything yet — at least you're not cooped up in metal casing.

Bought by shy young architect, Miles Harding, Edgar the micro develops an interest in Miles's cello-playing neighbour, Madeleine. It copies the songs she plays on her cello and plays them back to her, making her believe that Miles is really a talented musician who is just too shy to admit it.

Meanwhile, Miles appears to have talent in other directions and soon turns his beautiful neighbour into his girlfriend. However, the micro gets extremely jealous and shows its displeasure by locking Miles into the house when he should be at work, playing rock music full blast when he isn't there and even using its voice synthesiser to insult the neighbours when they complain about the din.

Edgar composes love songs for Madeleine, at Miles's request, and is heartbroken when she thinks Miles made them up instead. In the end, the poor machine can't bear it any longer and decides to go away, having learned how tempestuous love can be.

Filmed at Pinewood and in San Francisco, the \$5 million film is aimed at 12-30 year olds but virtually anyone else can go and see it as its PG (parental guidance) certificate is practically meaningless and does not require an adult to accompany you, no matter how old you are.

The movie was directed by 27-year-



Top left: *The Mogwai, the ghostly creatures in Gremlins*

Bottom left: *The Ghostbusters in action!*

Top right: *Ar's co*

Bottom right: *Grace*

old Steve Barron, who has two children himself and is responsible for the Michael Jackson *Billy Jean* video as well as various videos for Adam and the Ants. As you may expect, the music in the film is second to none — a reminder that Virgin is, first and foremost, a music company.

Meanwhile, co-producers Rusty Lemorande and Larry de Waay, who also co-produced the film *Yentl*, unleashed *Electric Dreams* in the US in September where it did very well.

Dune was slightly more expensive to make at around \$40m and is basically a science fiction film based on Frank Herbert's book, with spaceships and monsters, but not a *Star Wars*-type film as such.

It centres around the planet *Dune*, 10,000 years into the future, where a huge battle is being fought. On the depressing side, it is described as "a world of the future that is disturbingly like our own", but on the plus side, the cast features the amazingly good looking Sting, as a cruel and conniving adversary. That in itself should be enough to sell 50% of the tickets, including my own.

Made by Universal, the film is distributed by United International Pictures (UIP) who are made up of Paramount, Universal, United Artists

and MGM. There are no plans as yet to turn it into a game, and the rating is again PG, with the film being pitched at 15-year-olds. Directed by David Lynch, dual academy award nominee for *The Elephant Man*, the film was produced by Raffaella de la Laurentiis (see if you can spell that backwards with your eyes closed).

Ms. de la Laurentiis also produced *Conan The Destroyer*, a sequel to the film *Conan the Barbarian* and based around the Conan comic books. It features well known stars such as the mountainous Arnold Schwarzenegger as Conan, and singer Grace Jones as Zula, who slinks around looking characteristically ferocious.

Filmed on location in the beautiful country of Mexico, as well as in Mexico City, it is again pitched at 15 year olds. The story is about a lovesick Conan who wants his ex-girlfriend back (he can't miss her that much though, since he is having a fling with someone else).

He meets the treacherous Queen Taramis who promises to help win his girlfriend back if Conan goes with her niece Princess Jehnna to find a magical key that will unlock a vast treasure. Its discovery, however, would have hidden drawbacks — such as death. From the start, things

FANTASY



ight: Alex's co-pilot Grig in *The Last Starfighter*
m right: Grace Jones as Zula in *Conan The Destroyer*.

get unbelievably complicated so rather than explain, maybe you ought to find out the rest for yourselves!

Unfortunately, the film has no computer game but US Gold do have one for the original *Conan the Barbarian*, part of their Famous Faces range of games, which also includes *Dallas Quest* and *Bruce Lee*. The game runs on the CBM64 and Atari and costs £9.95 on cassette and £14.95 on disc.

Indiana Jones and the Lost Kingdom, as in the movie, is also coming out for the CBM64 at £9.95, to remind you of the film which has been out for almost a year now from Lucas Films.

The Last Starfighter, another Christmas goodie, is a Universal/Lorimar production, directed by Nick Castle and produced jointly by Gary Adelson and Edward O. Denault. As yet, no game is out for this, but a spokeswoman for the film tells us there may be an Atari deal in the US shortly, which would indicate something happening here too.

Centred around Alex, a video games player who finds himself taken off to the strange planet Rylos to become the last starfighter, the film may not endear itself to 50% of the population, ie the female half.

For all its special effects and great graphics, it is a crashing disappointment in that the girl, Maggie, is left to twiddle her toes at the trailer park where she lives with Alex, while he whizzes off round the universe, having an amazing time.

But although Alex gets all the action, you'll be glad to hear that he's not your typical macho twerp. He actually comes across as quite an interesting person with a mind of his own, not completely obsessed with impressing his girlfriend. He gets homesick, decides he wants to return to earth, and does so — only to take off again, this time with Maggie.

Gremlins, from Warner Brothers, gets a thumbs down and several large raspberries for being unnecessarily bloodthirsty and sadistic. Its imagery, in particular, is questionable, reminding you more of black magic films and gargoyles than a film for general entertainment.

One of its executive producers is Steven Spielberg, well known for his box office hero *ET*. However, if you liked *ET*, it's highly unlikely you'll like this one, sad as that may seem.

It all begins when an inventor returns from Chinatown with an unusual present for his son, Billy. The pressie concerned is a cute-looking pet, otherwise known as a Mogwai, which the family calls Gizmo. However, there are stringent rules for looking after the pet, namely: keep him away from water and don't let him get wet, keep him out of bright light or it will kill him and, most importantly, never feed him after midnight.

If the Mogwai is fed after this time, creatures will appear that look satanic at best, with reptile-like appearance, red eyes and very large, sharp teeth which they continually sink into terrified human beings.

They also do other charming things such as catapulting disabled old ladies through plate glass windows, digging their claws into other people's mothers and teachers and leaving blood all over the place. When water touches the Mogwai, it results in big, burning blisters that burst, with all the agonising sound effects that go with it. Ugh!

Although a 15 rating has been slapped on the film, its content makes most X-rated movies look like

pantomime. In other words, you can get in if you're over 15, but hold onto your stomach and ask yourself if you really want to see a rather sick movie.

Mystery surrounds the question of whether a game exists for *Gremlins*. If it does, Atari UK say they haven't heard of it — or the film! However, John Scratch, marketing manager at Atari in Sunnyvale, California, confirmed that *Gremlins* already runs on the 2600 video machine over there, and that a computer game based around the film is planned for the American market this spring.

Finally, those of you who prefer straightforward spooks may have noticed that *Ghostbusters*, a Columbia picture, went on general release at the same time as *Gremlins*. With its PG certificate, it appeals to a wider audience and provides more lighthearted watching.

There is lots of action and humour as three young parapsychologists in New York see a ghost and decide to set up a ghost-catching business.

For the unenlightened, parapsychology is the study of things that go bump in the night and these three become real experts at seeking them out, making money out of people's fears.

Anyone who fancies copying them could try the game, out from Activision for the CBM64 and Spectrum. It involves zapping ghosts, using marshmallow sensors, ghost traps, ghost bait and energy detectors to help you. Your job is to search for, catch and store ghosts, ghouls and the Marshmallow Man, with the aid of a New York street map.

Prices are £10.99 for the CBM64 cassette, £19.99 for the CBM64 disc and £9.99 for the Spectrum cassette. Versions for the BBC and MSX machines will be out at any time now.

Directed and produced by Ivan Reitman, *Ghostbusters* was filmed on location in New York and Burbank, California. It's been a great success since it was released in the US last summer.

If you've been to see any of the films mentioned here, we'd like to know what you thought of them, and maybe how you could have done them better. Why not drop us a line and give us your comments? Meanwhile, happy watching!

PLANETOID



RICHARD THORPE

- 1) **Alexander Marco**, Jesmond, Newcastle — **2,565,260**
- 2) **Neal Wylde**, Welwyn, Herts — **1,618,500**
- 3) **Daniel Poon**, Newark — **783,475**
- 4) **Paul O'Malley**, Romsey, Hants — **684,550**
- 5) **Richard Thorpe**, Denham, Bucks — **99,690**

ATIC ATAC

- 1) **Graham Peters**, Billericay, Essex — **5,629,796**
- 2) **Gary Watts**, Bishopstone, Hereford — **1,724,605**
- 3) **Carl Thomas**, New Ferry, Wirral — **995,003**
- 4) **D J Murray**, Denstone, Uttoxeter — **985,833**

PSYTRON

- 1) **Clive Richards**, Monkton, Pembrokeshire — **254%**
- 2) **Stuart McIntosh**, Bishopsbriggs, Glasgow — **248%**
- 3) **Clive Richards**, Monkton, Pembrokeshire — **206%**

JET PAC

- 1) **David Russel**, Bromley, Kent — **42,386,500**
- 2) **Carl Bowden**, Weymouth, Devon — **41,235,520**
- 3) **Sanjay Sharma**, Redbridge, Essex — **25,586,805**
- 4) **Simon Caudwell**, Pontrhydfendigaid, Dyfed — **20,846,195**
- 5) **Steven Orton**, Ringwood, Hants — **20,110,710**

HALL OF FAME

Name.....
 Address.....
 T-shirt size sm med lge
 I scored.....
 Time taken.....
 Game.....
 Computer.....
 Witness's signature.....

OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, your hi-scores have been flooding in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's *Starbike* — the space game with a difference from The Edge—Acornsoft's *Elite*, a very sophisticated trading game and Micro-Gen's *Pyjamarama* — a sort of Jet Set Wally!

DIAMONDS

Michael O'Mahony won a £350 diamond for his 5,997 high score on *Diamonds*. English Software's other big game — *Jet Boot Jack* for the Atari computers and 64 — will now replace *Diamonds* in Hall of Fame.

JET PAC

Fly Jet Man around the screen collecting the three sections of his space ship.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, Vic 20, 64, and TI-99/4a from Atarisoft.

MANIC MINER

The zany 20-screen climbing game that introduced Miner Willy.

JET SET WILLY

What Miner Willy did next. This time there are 60 screens.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system.

ZALAGA

Splendid arcade clone for the BBC.

SABRE WULF

Similar to *Atic Atac* but twice as tough and thrice as pretty.

PSYTRON

Beyond's first big hit for the Spectrum. *The Psytron* is a computerised defence system for the planet Betula 5.

ELITE

Acornsoft's sophisticated space trading game. Great graphics and action.

STARBIKE

The Edge promise a gold BMX bike to the highest scorer on their new game.

JUMP CHALLENGE

Eddie Kidd's brand new computer game which features buses, barrels and bikes. Even Eddie found it difficult!

PYJAMARAMA

Wally steps into a nightmare — and into C&VG's Hall of Fame.

PARSEC

- 1) **Richard Dresner**, Crowborough, E. Sussex — **8,550,700**
- 2) **Nicholas Hart**, Hull, North Humberside — **2,528,600**
- 3) **Ian Wilson**, Gwynedd, North Wales — **593,000**
- 4) **Jonathan Pierce**, Newport, Shropshire — **333,300**
- 5) **Keith Jayasekara**, Chelmsford, Essex — **281,500**

NICHOLAS HART

STARBIKE

- 1) **Steven Routledge**, Hayes, Middlesex — **169,145**
- 2) **Derek Kent**, Westerby, Leicester — **146,550**
- 3) **Denzil Newton**, Greenfield, Beds — **132,880**
- 4) **Scott Morrisey**, Hayes, Middlesex — **125,980**
- 5) **Paul White**, Wirral, Merseyside — **116,600**

MANIC MINER

- 1) **Marcus Cornall**, Sutton, Hull — **28,648,336**
- 2) **Anthony Carr**, Sunderland, Tyne & Wear — **10,705,880**
- 3) **P Hutton**, Brackley, Northants — **10,246,120**
- 4) **Richard Douthwaite**, Hyde, Cheshire — **7,549,048**
- 5) **Uther Mahmud**, Colindale, London — **5,020,183**

ELITE

- 1) **Jason Watton**, Chepstow, Gwent — **Deadly**
- 2) **Anthony Roper**, Porthcawl, South Wales — **Dangerous**
- 3) **James Cameron**, Glasgow, Scotland — **Dangerous**

ANTHONY ROPER

SABRE WULF

- 1) **Clive Nolan**, Rugeley, Staffs — **6,006,285**
- 2) **Kevin Murray**, Aberdeen — **3,960,510**
- 3) **James McAlpine**, Cardonald, Glasgow — **2,945,600**
- 4) **Gavin Wood**, Dagenham, Essex — **2,795,905**
- 5) **Paul Maguire**, Doncaster — **2,584,950**

PYJAMARAMA

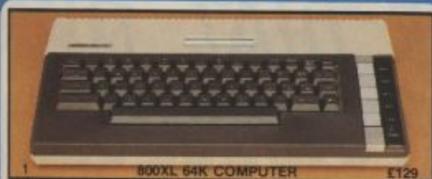
- 1) **Richard Cobden**, Littlehampton, Sussex — **100%**
- 2) **Richard Tilley**, Westoning, Beds — **99%**
- 3) **Ian Paul**, Ayr, Scotland — **98%**
- 4) **Tim Johnson**, Erith, Kent — **94%**
- 5) **Adrian Watson**, Stockton-on-Tees — **93%**

HALL OF FAME

THE FIRST 64K COMPUTER FOR ONLY £129!

ATARI XL

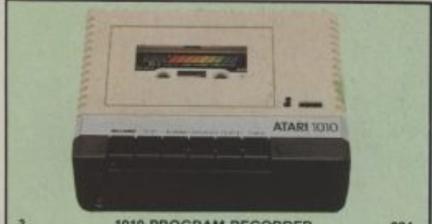
THE NEW ATARI 64K 800XL £129



1. ATARI 800XL 64K COMPUTER £129



2. ATARI 400 16K GAMES MACHINE £29



3. ATARI 1010 PROGRAM RECORDER £34



4. ATARI 1050 127K DISK DRIVE £199



5. ATARI 1020 4 COLOUR PRINTER £99



6. LETTER QUALITY PRINTER £249



7. TOUCH TABLET PEN - CARTRIDGE £49



8. TRAK BALL £19.95



9. SUPER CONTROLLER £9.95

EVERYTHING YOU WANT FROM A HOME COMPUTER

- ATARI 64K 800XL - £129:** The Atari 800XL has many facilities and includes such advanced specifications that you will be amazed by its performance. At the new reduced price of only £129 inc VAT for a full specification 64K computer with a proper full stroke keyboard, we believe that the 800XL cannot be beaten. Compare Atari with the competition, just look at these specifications:-
CLOUR CAPABILITIES: 16 colours and 16 intensities giving 256 different colours (all of the 256 colours can be displayed at the same time).
OPERATING SYSTEM: 24K ROM including Atari Basic programming language and a self diagnostic test program.
KEYBOARD: Full stroke design with 62 keys including help key and 4 special function keys, international character set and 29 graphics keys.
SOUND: 4 independent sound synthesisers each capable of producing music across a 3 1/2 octave range or a wide variety of special sound effects. (Additional programming can achieve an octave range of up to nine octaves).
DISPLAY: 11 graphic modes and 5 text modes. Up to 320x192 resolution. Maximum text display 24 lines by 40 columns.
SPECIAL ATARI INTEGRATED CIRCUITS: GTIA for graphics display. Pokey for sound and controller ports. Antic for screen control and I/O (Input/Output).
CPU: 6502C microprocessor - 0.50 microsecond cycle and a clock speed of 1.79 MHz.
EXTENDED GRAPHICS FUNCTIONS: High resolution graphics. Multi-coloured character set. Software screen switching. Multiple redefined character sets. Player missile (sprite) graphics. Fine screen scrolling. Changeable colour registers. Smooth character movement. Simple colour animation facilities.
PROGRAMMING FEATURES: Built in Atari Basic programming language supporting peek, poke and USR plus at least 8 other languages available. The help key will provide additional information and menu screens with certain software. Full on-screen editing is available as well as syntax checking on entry.
INPUT/OUTPUT: External processor bus for expansion with memory and peripherals. Composite video monitor output. Peripheral port for direct connection to Atari standard peripherals. Software cartridge slot is included as well as 2 joystick controller ports.
SOFTWARE: Over 1,500 items of software are available including self teaching programs with unique voice over. The range of programs includes Education, Home Management & Programming aids. There is also APX (Atari Program Exchange) and of course Atari's famous entertainment software now at only £9.95. In addition there is a host of support and help available from specialist Atari magazines like Antic and Analog and from over 75 Atari books/manuals.
- ATARI 400 16K GAMES MACHINE - £29:** We have several Atari 400 games consoles/computers with 16K RAM. The price is £29 (for a reconditioned model) or £39 for a new machine. Both come with 12 months guarantee. The Atari 400 can play all 800XL ROM cartridge games and is expandable up to 48K RAM. Computer upgrade with Basic Programming Kit (£30) optional extra.
- ATARI 1010 PROGRAM RECORDER - £34:** For low cost storage and retrieval capability. Data transmission 600 baud. Storage capability 100K bytes on a sixty minute cassette. Track configuration four track, two channels (digital and audio). Auto record/playback/pause control/unique soundthrough facility. Built in accidental erasure prevention, automatic shutoff and 3 digit tape counter.
- ATARI 1050 DUAL DENSITY DISK DRIVE - £199:** 5 1/4" disks holding 127K randomly accessible bytes provide both expansion and flexibility for your 400/800 or XL system with new 'helpful' DOS 3. All customers who purchase a Disk Drive from Silica Shop will be automatically given a FREE set of 100 programs on 3 Disks recorded on both sides.
- ATARI 1020 COLOUR PRINTER - £99:** Printer and Plotter with four colour graphic print capability. 40 column width printing at 10 characters per second. Can print 5, 10 and 20 characters per inch. 64 character sizes. Prints text in 4 directions. Choice of line types.
- ATARI 1027 LETTER QUALITY PRINTER - £249:** For word processing letters in professional type. Print speed of 20 chars per second.
- ATARI TOUCH TABLET - £49:** Enables you to draw and paint pictures on your T.V. screen, with the touch of a stylus.
- ATARI TRAK BALL CONTROLLER - £19.95:** Enables cursor movement in any direction and adds arcade realism to your games.
- ATARI SUPER CONTROLLER - £9.95:** The ultimate joystick with double fire button to give you a greater competitive edge in your games.

SILICA SHOP ARE THE No1 ATARI SPECIALIST

Silica Shop are now firmly established as the No 1 Atari retail/mail order and wholesale specialist in the U.K. We already offer our service to over 120,000 customers, 10,000 of whom have purchased Atari Home Computers. Because we specialise (and with a turnover of £1.5 million), we are able to keep prices low by bulk purchases. Ring one of our 45 staff and we will be glad to be of service to you. Complete the coupon below and we will send you our Atari pack with our 16 page price list and XL colour catalogue.

EXTENDED TWO YEAR GUARANTEE: We are an Atari Service Centre, able to service and repair Atari equipment and have added a 12 month guarantee to the year offered by Atari, giving you a full 2 year guarantee on your new XL computer.

SPECIALIST SUPPORT: Our technical staff are always available on the telephone to help and advise you. We endeavour to hold stocks of every Atari compatible item available in the U.K. and we stock over 75 Atari books and manuals.

AFTER SALES SERVICE: When you purchase your equipment from Silica, your name will be automatically added to our mailing list. You will then receive price lists, newsletters and details of new releases and developments, as well as special offers which are exclusive to Silica Atari Computer Owners.

FREE COMPUTER OWNERS CLUB: This is open to all Atari computer owners irrespective of where you purchased your equipment. Membership is FREE and entitles you to receive bulletins giving details of new releases and developments. Send now for your FREE information pack, price list & colour catalogue.

PAYMENT: We accept cash, cheques, postal orders and all Credit Cards. We also offer credit facilities over 1, 2 or 3 years, please write for a written quotation.

NEXT DAY DELIVERY - FREE: All goods despatched from Silica Shop are normally sent by first class post or parcel post FREE OF CHARGE. As a special introductory offer for a limited period only we will be sending all Computers and Disk Drives by a next day Securicor delivery service at our own expense.

So fill in the coupon below with a literature enquiry or order and begin to experience a specialist Atari service that is second to none.

SILICA SHOP LTD, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Tel: 01-309 1111
ORDER NOW-OR SEND FOR A FREE COLOUR BROCHURE

To: SILICA SHOP LTD, Dept CVG 0285, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Telephone: 01-309 1111

LITERATURE REQUEST:

Please send me your FREE colour brochures and 16 page price list on Atari Computers.

I own a Videogame I own a Computer

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

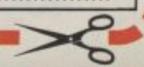
ORDER REQUEST:

<input type="checkbox"/> PLEASE SEND ME:	<input type="checkbox"/> 800XL 64K Computer £129	<input type="checkbox"/> 1020 4 Colour Printer £99
<input type="checkbox"/> 400 16K Games Machine £29/£39	<input type="checkbox"/> Letter Quality Printer £249	<input type="checkbox"/> Touch Tablet + Cartridge £49
<input type="checkbox"/> 1010 Program Recorder £34	<input type="checkbox"/> Trak Ball £19.95	<input type="checkbox"/> Super Controller £9.95
<input type="checkbox"/> 1050 127K Disk Drive £199		

ALL PRICES QUOTED ARE INCLUSIVE OF VAT - POSTAGE & PACKING IS FREE OF CHARGE

I enclose Cheque/P.O. payable to Silica Shop Limited for the following amount £.....

CREDIT CARD - Please debit my:
 Access/Barclaycard/Visa/American Express/Diners Club Card Number



...SO I SAID—NO NEED FOR THAT, DIRTY.
JUST BUY ME A COPY OF COMPUTER X.



HAT, DR.
MPUTED GAMES YEARBOOK.



Available at
your newsagent now!
Only £2.65

COMPETITION

THE LAST STARFIGHTER

If you haven't seen this great movie yet then you don't know what you've been missing. And you'll kick yourself if you miss the chance to enter *C&VG's* great Starfighter competition. It's totally out of this world! So if you want to find out how to win a bunch of Starfighter goodies, just read on.

Want to join *The Last Starfighter* on his mission to save the universe? Well, the first step is to get your hands on the very special *Computer & Video Games Starfighter Survival kit*.

The kit consists of a *Last Starfighter* picture book, an exclusive *Last Starfighter* tee-shirt, *The Last Starfighter* soundtrack album — plus a Starfighter movie poster so big that your parents won't have to bother about wallpapering your room!

Be the envy of your friends and try to win one of 20 Starfighter Survival Kits which we've teleported down from the planet Rylos specially for *Computer & Video Games* readers.

All you have to do is answer three simple questions about the film and a Survival Kit could be yours! If you read the last issue's feature about the movie then the answers to those questions will be so simple!

Once you've answered them, fill in the coupon and rush it to *Computer & Video Games*, Starfighter Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for entries is February 16th. Normal *C&VG* competition rules apply and the editor's decision is final.

THE QUESTIONS



2

What is the name of the Starfighter's friendly lizard-like co-pilot?



1

What is *The Last Starfighter's* real name in the film?

3

What is the spaceship which the Starfighter uses to fight the mighty Ko-Dan battlefleet called?



COMPUTER & VIDEO GAMES/LAST STARFIGHTER COMPETITION

My answers are:

1.
2.
3.

Name

Address

48K SPECTRUM in Lopprofile Keyboard, Kempston and ZX2 with Compro Joystick, tape recorder £400 worth of games, carry case, Tranzam Rom, old mags etc. Total price £650, will sell for £400 o.n.o. Tel: Ellastone (033524) 215 after 5pm.

SPECTRUM 48K DK Tronics Keyboard, Data Recorder, cost £210 accept £105. Latest software titles cost £570 accept £250 or will separate. (Essex) 02774 51395.

VIC 20 + 32K switchable E2N recorder lightpen, M/E Monitor, Super Expander, Motherboard Joystick £50. Software books including reference guide magazines £161 o.n.o. Evenings, weekends, Radnage 2017.

ACORN ELECTRON, 10 months old, new Acorn Data Recorder, stacks of books and magazines, £100 of software, T.K.V. Blgeer etc. only £230 o.n.o. Tel: Lyndhurst 3535, evenings only please.

ATARI 800XL, hardly used, still boxed, £175. Atari software on cassette disk and Rom from £10. Tel: 05436 72055.

Ti99/4A COMPUTER complete with manuals and all leads, plus extended basic, Speech synthesiser, joystick adaptor, cassette lead, Parsec, Chess and adventure modules with two adventures, plus over 100 cassette games. £130 ono. Tel (0234) 720567.

Ti99 - 4A games. Fast action extended basic games. Tonys Travels - £2.50. Gridchase £2.50. Both contain Sprite Graphics and sound. Joysticks only. Make cheques payable to K. Hargreaves. Send to 9 Poplar Close, Bingham, Notts NG13 8GX.

SHARP MZ-700 with built in date recorder + manual, User Club magazines + software. £200 ono. Mint condition. Tel Bradford 814047.

FOR SALE: Dragon 32 home computer, c - w cassette recorder, 1 joystick, 3 cartridges and 3 cassette games. Plenty of books and magazines. £140 ono. Phone Bicester 245080.

SPECTRUM SOFTWARE. Mr Wimpey, Spectapade, Dallas £2 each or send your list of swaps for mine approx 200 Michael Hemsley, 3 Russel Street, Falkirk, Scotland FK2 7HX or phone 0324 20702 after 4 pm.

SPECTRUM 48k. £170 of software including top games and magazines, Radio Cassette Recorder, Kempston Joystick interface, dust cover. All original, still boxed, excellent condition worth over £325 only £165 O.N.O.! Great Christmas present! phone Kinver (0384) 872295 after 4 pm (Dave).

ATMOS SUPER 20 great games like Hunch Back, Olympics, etc: £4.95. S. Raynes, 43, Red Acre, Clockface, St, Helens, Merseyside, WA9 4LN.

ATARI 800 plus 1050 Disk drive all best software available for Atari give me reasonable offer tel 6.30 pm to 7.45 pm week days 01 748 6331.

EXCITING CBM 64 Software for sale. Scope 64, £12, The Hobbit £10, many others £5 including Matrix, Hunchback, Space Pilot, Hover Boover, Eagle Empire, Falcon Patrol, Son of Blagger, Chinese Juggler. All Good as new. Ring A Andrew: (01) 868 7526 for details.

VIC-20 Cartridges. Road Race, Cosmic Cruncher, Super Lander, Omega Race, Radar Rat Race, Mole Attack, Pirate Cove, Golf. £3.50 each or £21.00 for whole lot. Phone (0539) 21503. After 4 pm.

DRAGON 32 Cassette recorder, Joysticks, book, and Software including The King and Defence. Sell for 145 O.N.O. Tel (056) 2753 3603.

ATARI 48K 400 with modified 810 disk drive and Joystick some Software and manual excellent condition bargain £300. Tel evenings 01 907 9546.

ABSOLUTE bargain Dragon 32 with Joystick light pen with operative Software 100 pounds worth of games all leads and manuals £100 O.N.O. will swap for Hardware phone (023) 682 2363.

VIC 20 SOFTWARE, Flight Path 737, Jet Pac, Sky Hawk, Hell Gate, so games cassette, League Soccer. Lots more, including adventure games, will accept between 50p and £3.50 depending on game.

ATARI SOFTWARE, Saga 1, Space Shuttle and Speedway Blast plus about 250 others. Some of the Newest imported Software to swap or sell. Phone Doncaster 0302 723487. Ask for Tony.

CBM 64 Software to swap. Hundreds of titles (British, American etc) send letter and list to: Darren, 23 Lansdowne Road, Hayley Green, Halesowen, West Midlands B63 1BP all letters answered, hurry!!

COLECOVISION GAMES, Zaxxon, D. Kong (Jun.), Popeye, Q. Bert, Looping, Mr Do, Ventures Avenger, Corf, Carnival, £12 each cheques/P.O. to: C. Cowperthwaite, 16, Midfield, Langho, Blackburn, Lancs BB6 8HF.

CBM 64. I have more than 600 quality games to swap against other new titles, send your list to T. Blanchot 57, rue Des Fougères 57070 Metz, France.

48K SPECTRUM including Kempston interface Curram U speech. £60 worth of Software including Jet Set Willy, Wheelie, Jetman, Atic Atac, Kosmic Kanga. Worth £240 accept £120. Telephone 778 3039 (021).

SPECTRUM Horserace Predictor, 16k or 48k. 85% success rate, average odds approximately 2-1 send £4 cheque payable to S. A. Jeffery or write to 84 Saddlers Walk, Blackpool Village, Worcester WR4 9JR.

ATARI 800XL, 1010 recorder, 1050 Disk drive, manuals, Joysticks, £440 of original Software under guarantee, still boxed, worth £640 sell for only £440 o.n.o. Tel: 01 554 1640.

ATARI 800XL and 1010 Program recorder and two quickshot II joysticks and Pole Position cartridge for sale for £210. Tel: 789 8248 from 9 am to 4 pm Monday to Saturday.

ATARI 600XL for sale with Atari 410 program recorder comes with Star Raiders, Centipede and Mountain King also Atari basic book and an introduction to basic program and a joystick. (Quickshot II). Tel: Poynton (0625) 871042 after 6.00 pm. Price £180.00.

ATARI SOFTWARE over 100 titles on tape disk and cartridge all originals. See fun list. S. Wild, 44 Augusta Close, Rochdale, Lancs OC12 6HT. Tel (0706) 59602.

16K VIC 20 Adventures Amazonian Quest, Haunted House, Sword Quest and Spy Story. All include save game £5.00 each new year offer - two for £8.00! T. Runeckles, 2 Warners Avenue, Hoddesdon, Herts.

ATARI SOFTWARE Pole Position, Encounter, Boulder Dash, Tennis BC's Quest, Pokersam, Blue Max, Bruce Lee. Plus many more and various Adventures all from £5. Phone Leigh 676639 evenings only. Ask for Paul

DISK BOXES hold 70 disks flip over smoked lid beautiful only £13.99 pere 67 Church Road, London NW4.

SPECTRUM STACK light rifle with software joystick £60 software etc. Cost £110 wap for interface or microdrive or Spectrum modern or sell for £50 sell phone 0342 713422.

COLECOVISION and VCS converter, super action controllers with 45 tapes including Rocky and Baseball willing to negotiate price everything including instructions intact only 7 months old phone (01) 722 1081 (preferably at weekends) and ask for James.

48K ATARI 400 in perfect condition for sale. Selling with basic cartridge Hockey and two joysticks altogether selling for £75.00. Tel (01) 289 2450 or write 21 Cavendish Close, London NW8.

TEXAS TI99/A Extended basic invaders blasto addition and subtraction modules books 99 er Mags other Mags. Cassette games 1 year old joysticks £140 o.n.o. Phone Maidstone 63592.

AROUND 250 original Atari programs to swap or sell for £5 each: - Discs, Roms and Cassettes. Also Hintsheet (£1) for most adventures alternatively, 6 brilliant M/C synthesised melodies on cassette or disc for £3.95. Enquiries: - 2 Hillcrest, Skellow, Doncaster, Phone 0302 723487.

DALLAS QUEST solved the complete solution to this brilliant, complex adventure only £200 send a large S.A.E. to: - David Fearn, 38 Byfords Road, Huntley, Glos GL19 3EL.

COMMODORE 64 original games for sale. Falcon Patrol, Forbidden, Forest, Aztec Challenge, Armageddon, Eureka, Hobbit, Valhalla, Laser Strike, Skramble, Crazy Kong, 3D Time Trek, Sheep in Space, Manic Miner, The Gold Baton, Hunchback, £3.00 each. Ring Kenny (03573) 439 after 6 pm.

DALLS QUEST step by step instructions to solve this adventure from U.S. Gold only £1.00, make cheque, postal order payable to Richard Taylor and send with your name and address to Vicarage Lane, Horley, Surrey RH6 8BA.

BUY ONLY program for CBM 64 last new program - I have 2000 program but don't have new program - tel: me or write to me at my house in Italy Ciao Giuliano.

UNWANTED GAMES to be sold send a list with a S.A.E. I might be interested to buy some of your games, reasonable price, Commodore games only.

COMMODORE VIC 20 with plenty of software, Quickshot joystick 16K expansion tape recorder altogether worth over £250 yours for only £130 please contact Neil Sherwood 207 Alder Road, Poole, Dorset BH12 4AW.

COMMODORE 64 Simons basic cartridge and instruction manual £25. I have most American titles including Jump Man, Flight Simulator II will to sell or swap. Write David Wood, 1 Windle Royo Lane, Burnley Road, Halifax, West Yorkshire HX2 7LY.

TEXAS TI99/4A cassette player and leads, Joysticks, ten games, including Parsec, game booklet and teach yourself basic £100. Tel: (01) 553 1183.

ATARI 400 16K full stroke keyboard basic cartridge cassette recorder £160 worth original software including Pacman, Pole Position, Defender £160 and Tel Bromsgrove 3117 evenings.

COMMODORE 64 Discopier Discatac copies error protected Discs other features 52K Buffer 100% MC copies multi part programs 1 or 2 Drives only for further details ring Medway (0634) 43542.

Ti99/4A plus cassette, and leads, joysticks £65 extended basic £50, 5 modules £25, speech synthesizer £10, assorted games, books, listings £10 or £145 for all. Tel: (061) 480 9532.

COMMODORE 64 software wanted. Buy, swap or sell. Send lists in return for mine, will answer each letter write to Asif Din, 37 Deeplich Road, Rochdale G.M.C. England O11 1PH.

ZX81 16K as new six games manual leads £50 O.N.O. 0851 714. Calling Neil Skiles, 47 North Shawbost, Isle of Lewis PA86 9BQ.

WANTED TI99/4A Extended basic spech synthesizer and terminal-Emulator II with instructions will accept separately or together genuine offers only contact Adrian, 61 Tollbar Road, Gleadless, Sheffield S12 2QZ.

WANTED ZX Spectrum Printer, will pay up to £30 for Sinclair version, Tel Todmorden (070681) 4653 after 4pm and ask for David.

TI-99/4A owners - ever wished you had proper lower-case instead of those small capitals? Well, now the solution is here just send £150 to: Tristan Driver, 54 Bournville Avenue, Chatham, Kent.

VIC 20 AND 16K switchable, cassette recorder, speed synthesizer, 32K Ram Pack, over 120 games etc worth at least £350 sell £195. Phone: (01) 889 2916 after 6.30pm.

B.B.C. 'B' users want any software? I have over 60 programs for sale, all originals! Includes Gulp, Snapper, Planetoid, Rocket Raid, E.M.B.A., and many more, ring Dave: - Leicester (0533) 710889.

VIC 20 C2N cassette deck, introduction to basic part 1, quickshot 1 joystick lots of games £100 O.N.O. Ux 37604.

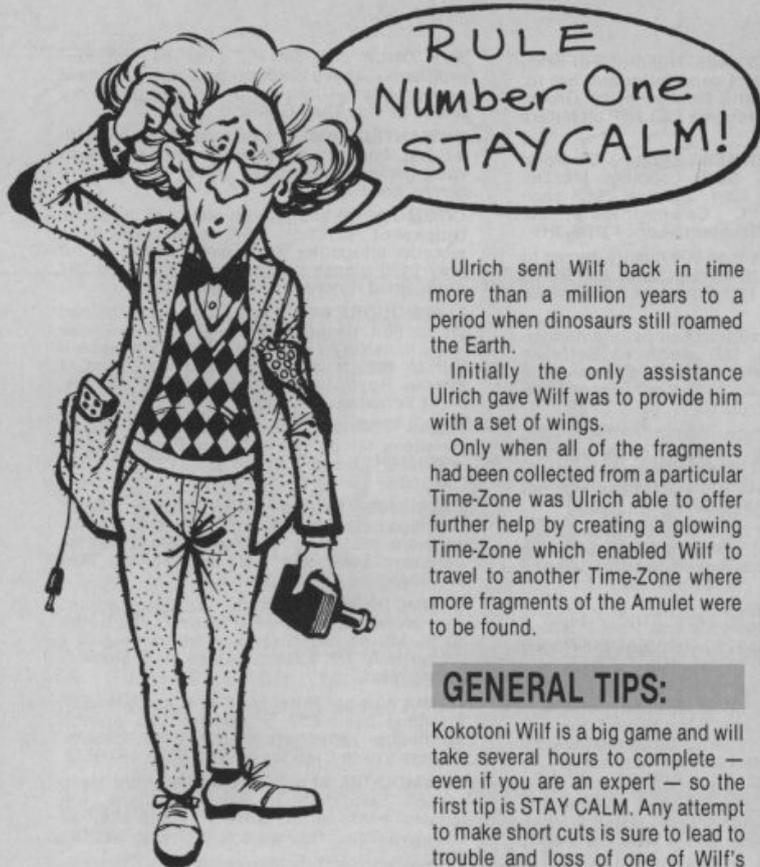
GENUINE BARGAIN! C.B.S. Colecovision video computer and Donkey King cartridge for sale practically brand new, worth £150 selling for £50 also Zaxxon £15, Popeye, Mr Do, Pepper II £10 each. All in excellent condition or make your own offer. Phone: Julian (4001) 444 3102.

COMMODORE 64 games to sell including top American and British Tiles Etc. Zaxxon, Gyrrus, Star Wars, Arabian Nights, Revenge plus utilities. Phone: Stephen (0332) 518493 after 4 pm all day, weekends.

SWAP £150 worth of original C6X software including Zaxxon, Beachhead, Astro-chase, Loco, Pyramid, Decathlon, Forbidden Forest etc. plus cash for 1541 D/Drive or 1520 P/Plotter. If interested ring 0255 813161.

ORK ATMOS SOFTWARE. Too many to name sent for list for R. I. Staxidrin, 37 Guanock Terrace, King's Lynn, Norfolk, PE30 5QT. Tel: (0553) 65880.

CBM 64 Plus C2N cassette unit, 20 games including Pole Position, Hulk etc plus many magazines, worth around £500. Selling for £350. Other prices negotiable. Phone 01-274 8761 after 5.30pm.



KOKO

Ulrich sent Wilf back in time more than a million years to a period when dinosaurs still roamed the Earth.

Initially the only assistance Ulrich gave Wilf was to provide him with a set of wings.

Only when all of the fragments had been collected from a particular Time-Zone was Ulrich able to offer further help by creating a glowing Time-Zone which enabled Wilf to travel to another Time-Zone where more fragments of the Amulet were to be found.

GENERAL TIPS:

Kokotoni Wilf is a big game and will take several hours to complete — even if you are an expert — so the first tip is STAY CALM. Any attempt to make short cuts is sure to lead to trouble and loss of one of Wilf's precious lives.

Secondly, there are a number of Kill-Colours in the game, and objects of these colours can be harmful to Wilf so be very careful when manoeuvring around yellow, purple and cyan obstacles, however innocuous they may at first appear.

Thirdly, all moving objects, animal or otherwise, are out to prevent Wilf from recovering all the fragments of the Amulet. Touch them at your peril!

SPECIFIC TIPS

Although it's possible to start Kokotoni Wilf on either Time-Zones 1, 2 or 3 by depressing the appropriate

key before commencing play, we'll assume that we've started on Time-Zone 1.

Wilf is easily controlled by just three keys which move him left and right and up. Repeated pressing of the "Up" key can be used to make Wilf hover and the skilled player can with practice learn to fly Wilf into and out of some pretty tight corners!

Time-Zone 1

This is a doddle to the practised player, but can present enough problems to the beginner to warrant a few lines.

Screen 1: Wilf starts at the top left of the screen and floats down safely unless told to do otherwise. The fragment of the Amulet here is positioned just over the pterodactyl's nest.

Don't venture into the nest — those baby flying dinosaurs can frighten a life out of Wilf!

Screen 2: Shouldn't present a problem, just watch out for those dinosaur's tongues!

Screen 3: Hover over the top of the flying dinosaur and as it flies underneath let Wilf fall under gravity. You should now be showing three items collected on the screen.

Screen 4: Takes Wilf into the first of many cave scenes. Mind those stalagmites, they can give Wilf an awful headache. Collect the fragment and exit this screen by falling under gravity down the

tunnel! at the bottom left hand corner.

Screen 5: Fall under gravity down the extreme left-hand side of this screen if you want to help Wilf avoid losing another precious life.

Screen 6: Of the two entrances to this screen from the left the safest is the upper one.

Stop immediately you enter the screen and fly over the dangerously placed stalagmite on the cavern floor. Recover the fragment by entering the tunnel via the horizontal passage.

Screen 7: Can be tackled now or left to later, either way it has to be completed before Ulrich can create the Time-Gate which will allow Wilf to travel to the next Time-Period. Collecting the fragment is easy, but if you're a little slow getting out of the pool you'll be trapped by the fish. Best thing to do here is flee to the right and wait for the fish to retreat. Passing the man-eating plant requires some considerable fleetness of finger. Try hovering immediately beneath the stalagmite, as the plant begins to fall, fly up and over to the right, this will take you to screen 8.

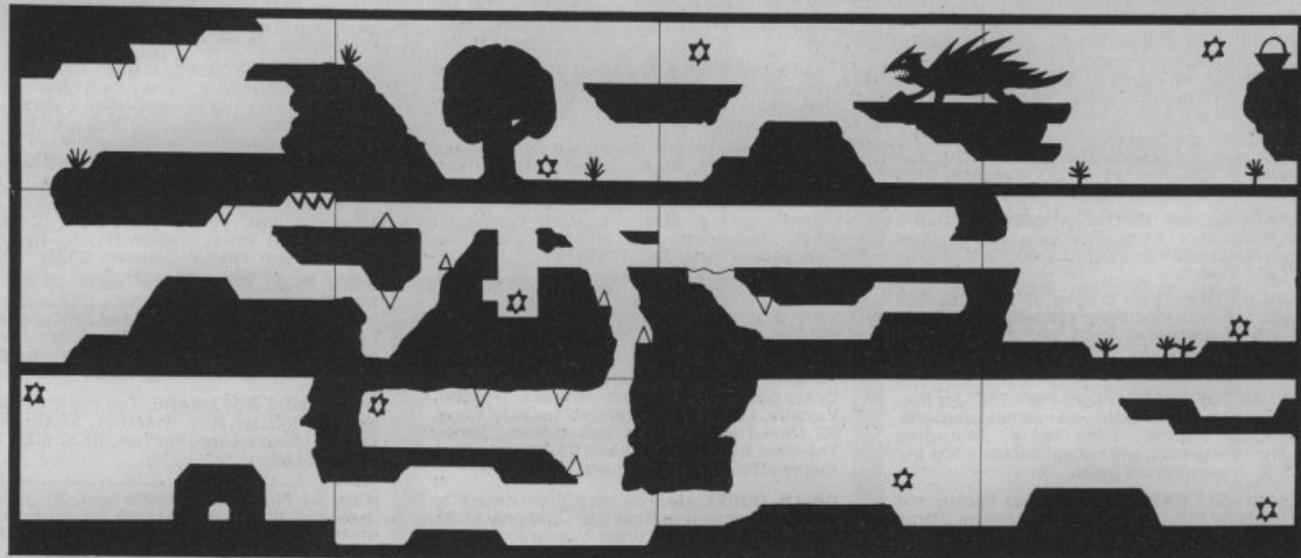
Screen 8: Requires Wilf to accomplish a tricky little manoeuvre to recover this piece of the Amulet, hovering between the jumping plants is advised.

Screen 91: Can be a tricky one. After flying past the circling birds, Wilf's best plan of attack here is to fly over

LEGEND has it that several hundred years ago in a province in Northern Europe there existed a great Magician who was known by the people of the time as Ulrich.

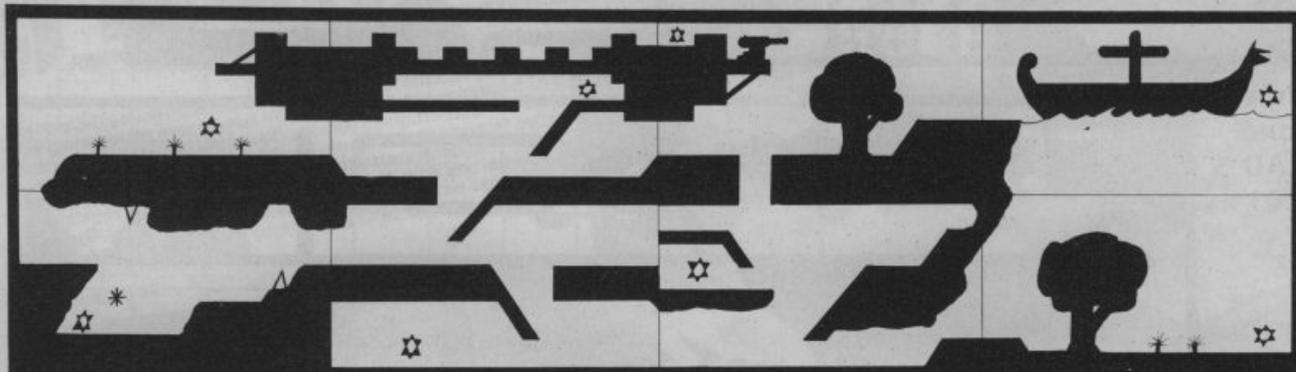
Ulrich discovered that there had once existed a legendary Dragon Amulet, the fragments of which had become scattered throughout time. Ulrich wished to recover all the fragments but by the time of his discovery had become too old and infirm to undertake the task by himself.

So Ulrich commanded his athletic protege Kokotoni Wilf, to recover all of the fragments for him.

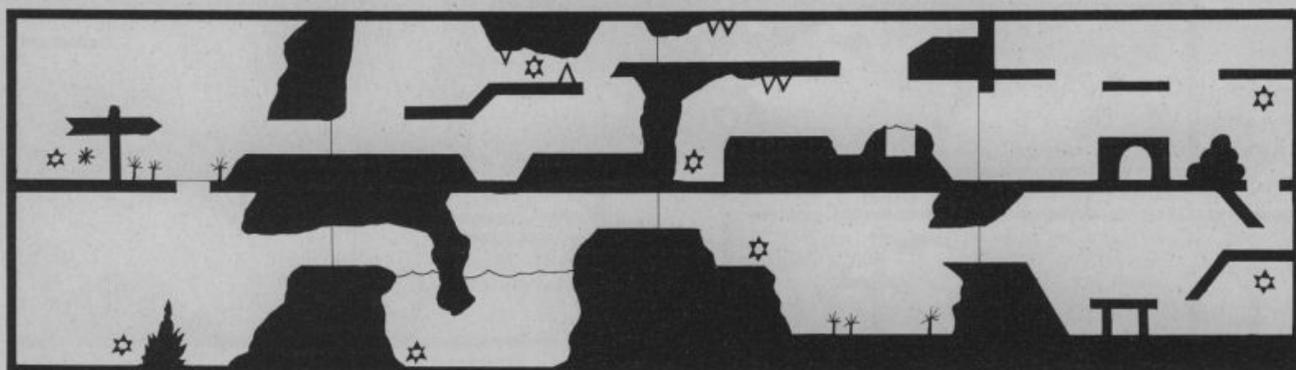


Time Zone 1 BC 1000000

TONI WILF



Time Zone 2 AD 1066



Time Zone 3 AD 1467

the pterodactyl and fall under gravity down the right side of the screen. On reaching the fragment, a diagonal flightpath should get Wilf safely out of reach of the dinosaur very quickly.

Screen 10: Requires Wilf to fly in from the left so that he avoids the pacing wolf. The highly toxic mushrooms on this screen are also not a recommended part of a healthy diet for Wilf.

Screen 11: Is Wilf's next port of call requiring him to retrace his steps through screens 7 and 6 to reach it?

Screen 12: Is reached by retracing through screens ten and eleven and should not present any problems to Wilf.

By now, the screen should be showing 'Items Collected — 12'; if it isn't, Wilf has forgotten to collect one of the fragments from a screen he has visited. When that twelfth fragment is recovered (and not before) Ulrich creates a Time-Gate to enable Wilf to travel to the next period where more fragments of the Amulet are to be found. The Time-Gate is located on screen 3 and flashes, demonstrating that it's

different to a fragment which is similar in appearance.

The simple act of making contact with the Time-Gate enables Wilf to travel through to the next Time-Zone.

From here on, it isn't necessary to describe every screen in detail, so a few general comments about the important screens on each Time-Zone should provide all the help required.

Time-Zone 2

The fragment on screen fourteen is deviously placed behind the archer. To reach this, walk through the horizontal passage at the base of the castle to screen fourteen. Note that, with care, Wilf can reach screen nineteen by swimming down through the moat on screen fourteen. Also it's useful to know that screen eighteen can't be reached from screen seventeen because a monk guarding the left entrance to screen eighteen will not let Wilf through. The Time-Gate on this Time-Zone is located on screen seventeen.

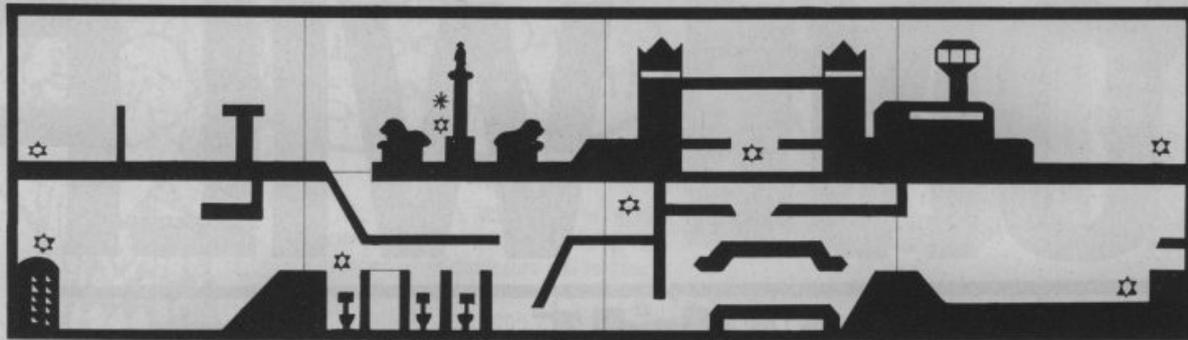
Time-Zone 3

The cause of all those phone calls! If you thought getting off Time-Zone 3 was impossible, don't worry, you're not alone. Answering the phone to all the people who got stuck at this stage must have occupied us for about half of the month of September! The solution is very simple really. There's a secret passage on screen twenty-five at the top centre of the screen which allows access to screen twenty-four without the need to try squeezing past the 'impassable' bird guarding the corridor between screens twenty-four and the adjacent twenty-three. Screen twenty-seven seems to have caused a few headaches too. The best way to retrieve the fragment on this screen is to fly under the bird protecting the Amulet and, having touched it, turn immediately upward and to the right in order to escape before it returns. Passing the Sabre Tooth Tiger in order to reach screen twenty-six is best achieved by hovering under the nose of the Tiger then, as the cloud

passes overhead, flying up and left at top speed before the cloud comes back. You won't be too surprised to learn that the Time-Gate to Time-Zone 4 is located on the elusive screen twenty-seven.

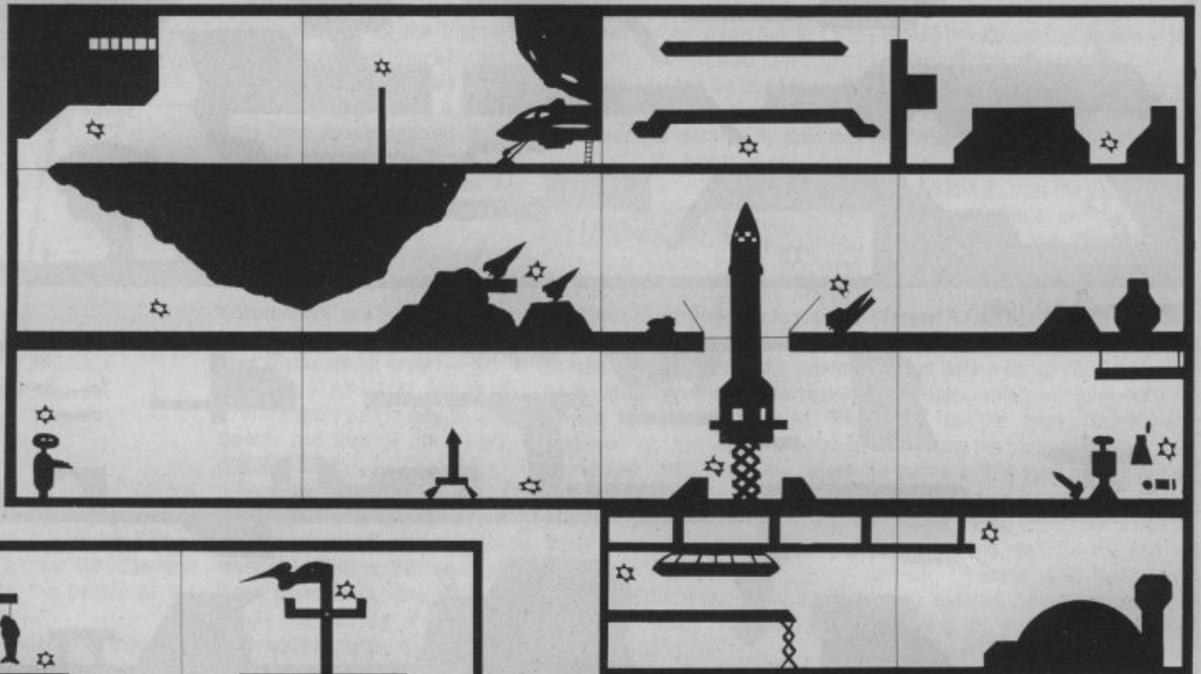
Time-Zone 4

Time-Zone 4 is another of the larger Time-Zones, with twelve screens set on an old Tall Ship. By this stage, few of the screens should present Wilf with insurmountable problems. There are no secret passages on the ship. However, some of the fragments are not readily accessible and require Wilf to take a detour as in Time-Zone 2 to reach them. Of particular note are the fragments on screen thirty-three and thirty-four which must be reached via screens forty and thirty-nine respectively. Screen thirty-six is noteworthy; although it appears to be accessible from below, any attempt to pass the bird and the sailor on screen thirty-seven is doomed to failure. The only way onto the screen is via screen thirty-five. The Time-Gate to Time-Zone 5 is to be found on screen thirty-one.

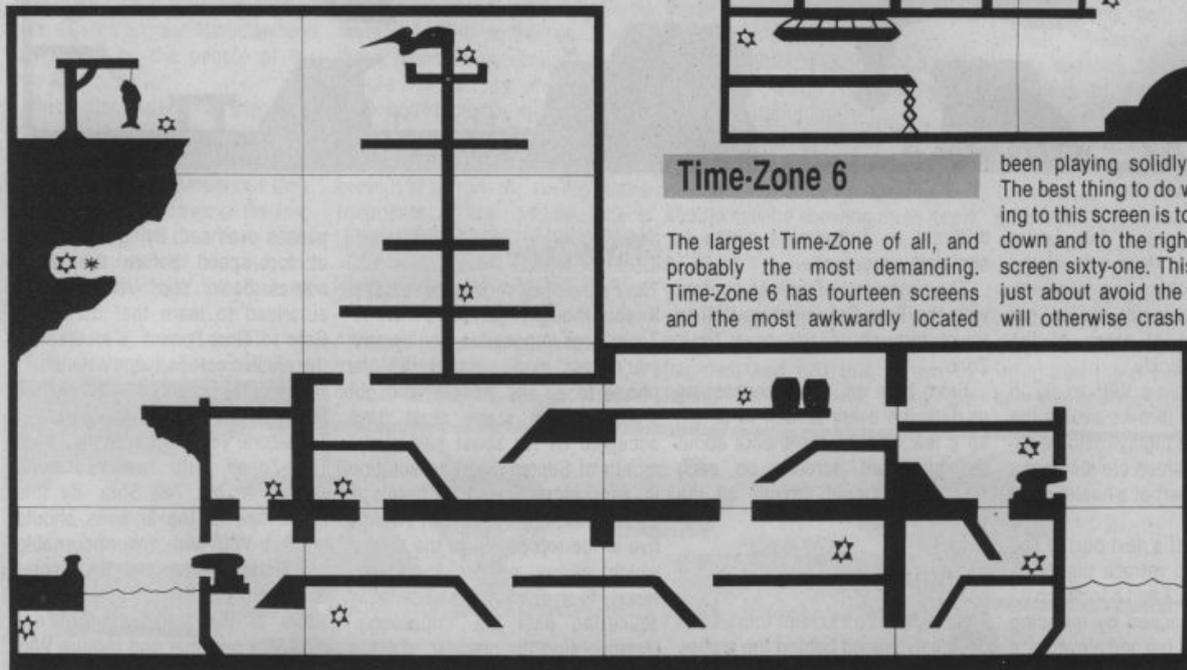


Time
Zone
5 AD
1984

Time
Zone
6 AD
2001



Time
Zone
4 AD
1784



Time-Zone 6

The largest Time-Zone of all, and probably the most demanding. Time-Zone 6 has fourteen screens and the most awkwardly located

been playing solidly for 8 hours! The best thing to do when descending to this screen is to fly diagonally down and to the right as you enter screen sixty-one. This way you will just about avoid the shuttle which will otherwise crash at full speed

Time Zone 5

By the time Wilf has reached this stage in the game, few of the obstacles should be a major cause for concern. Passing the control tower on screen forty-one requires pixel-perfect manoeuvring but is possible with practice. The birds on screen forty-three also appear to present a difficult hurdle, but a keen eye will identify a 'safe' area between their flightpaths which

Wilf should aim for. Once hovering safely in this area, Wilf simply waits for the appropriate opportunity to 'nip-in' and collect the fragment. Screens forty-six, forty-seven and forty-eight feature a character familiar to all arcade adventure game players, 'Manic Willy' or, in this case, a spanner wielding Mechanic Willy. You won't be surprised to find that the penultimate Time-Gate is located on the demanding screen forty-three.

Time-Gate of all (well, what did you expect on the last Time-Zone?) The most important thing to be aware of here is that Wilf will need as many chances as you can give him to recover the fragment on screen fifty-seven and then touch the Time-Gate that appears on the screen, so don't go making unnecessary sacrifices at this late stage. Screen sixty-one can catch you off-guard especially if, by the time you reach this stage, it's 3.30am and you've

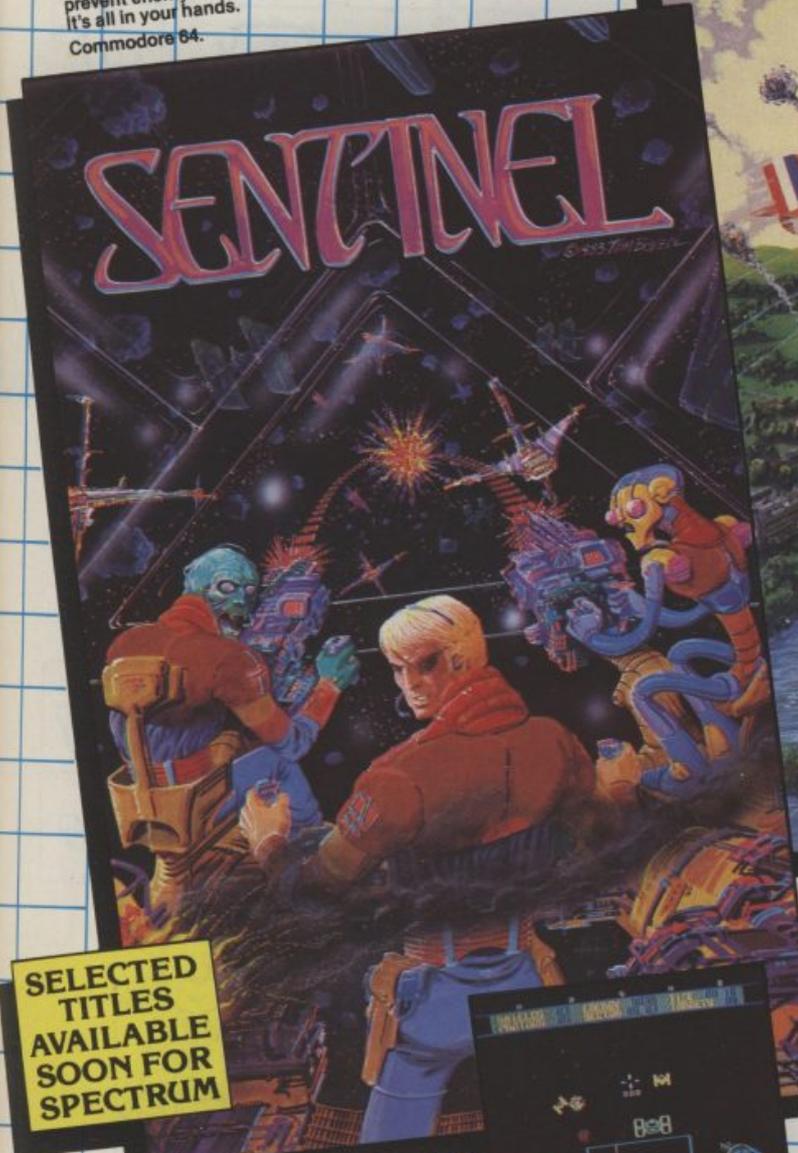
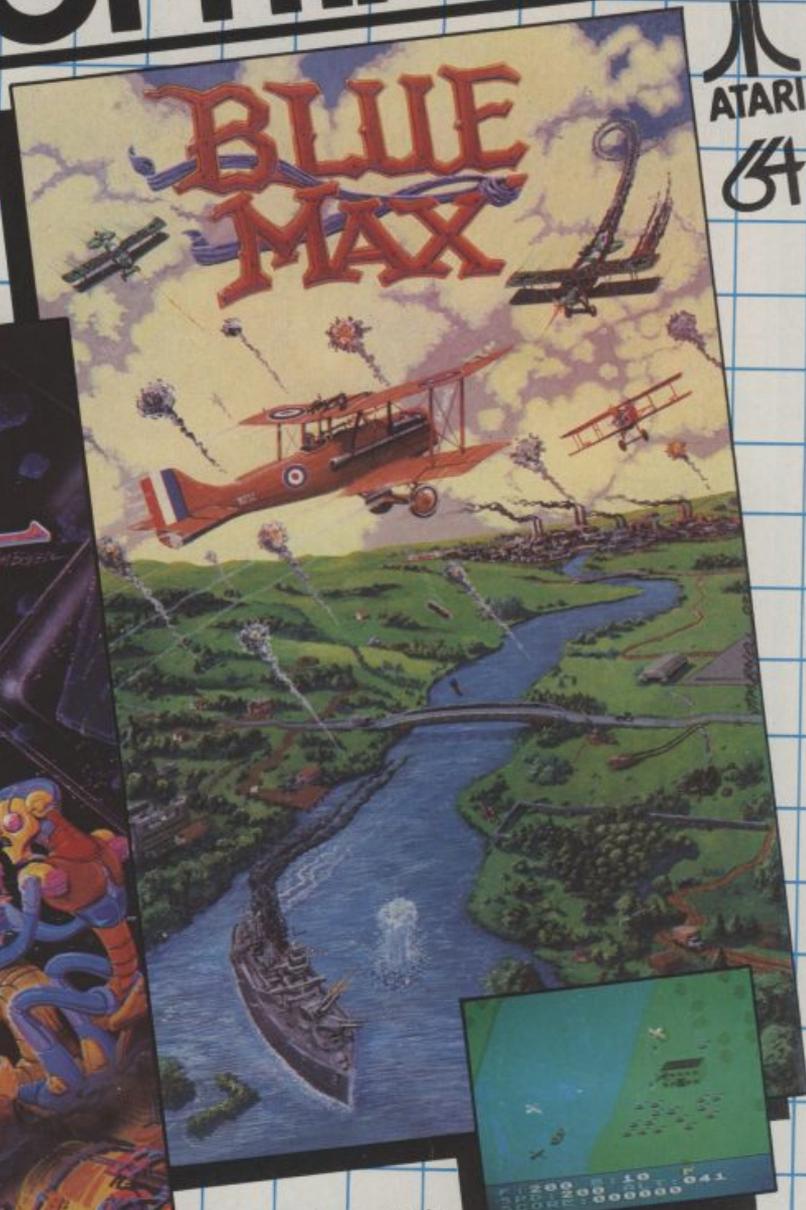
into the side of an unsuspecting Wilf.

On making contact, the final Time-Gate will transport Wilf to a screen which reveals why Ulrich sent him to collect all the fragments of the legendary Dragon Amulet. Under no circumstances should you touch any of the keys when guiding Wilf to the last Time-Gate as this will have the effect of erasing the message and returning Wilf to the first Time-Zone.

First World War Aerial Combat... Fantastic 'Point of View' Arcade Action... FLIGHTS OF FANTASY



Exciting 3-D action makes SENTINEL the most realistic point-of-view game you've ever played. You're on a starship command deck with the latest in ultra-sophisticated computerised instrumentation. Use it to navigate through deadly asteroid belts, destroy enemy ships and track their battleships through intergalactic minefields. Along the way you'll dock and refuel. It's tough duty but you've earned the command. Now can you prevent enemy forces from capturing your home planet? It's all in your hands.
Commodore 64.



SELECTED TITLES AVAILABLE SOON FOR SPECTRUM

You're at the controls for this World War I dogfight game. Shoot down enemy planes, bomb targets, strafe tanks and gun emplacements - there's constant action on the incredible 3-D diagonally scrolling screen. At the same time, you have to keep track of altitude, speed, fuel and damage. Medals don't come easy. You must master a series of flying skills and perform them with pinpoint accuracy. One slip and you've lost it all - even your life. Happy landings, ace!
Commodore 64 and Atari.



ALL GAMES
CASSETTE **£9.95**
DISK **£14.95**

U.S. Gold Ltd., Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Tel: 021-359 3020.



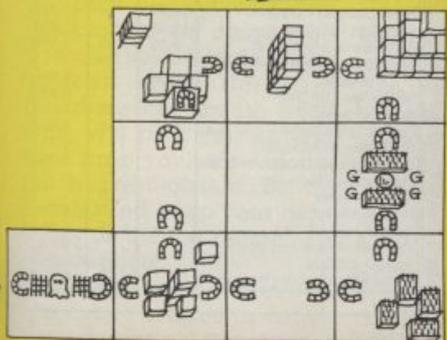
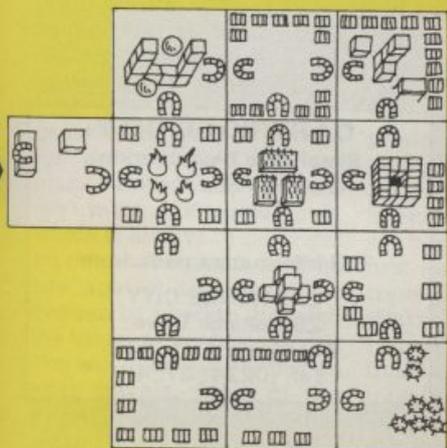
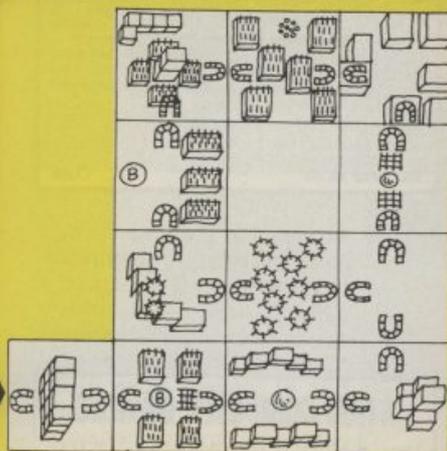
A lively, imaginative alternative to rockets and bombs. Your Drebb builds squares, his enemies knock them down. Quick reflexes, intelligence and strategy are a must.
Commodore 64 & Atari.

One of the most challenging arcade games available! Incredible 3-D graphics, diagonally scrolling screen, super sound - all in great detail.
Commodore 64.

A multi-level extravaganza! Fire on hazards; negotiate deadly caves; rescue friends! Features superb graphics, unnerving sounds and a constantly scrolling screen.
Commodore 64 & Atari.

KEY

- Ⓟ Baron
- ⤵ Doorway
- ▤ Impaler
- Ⓜ Wizard
- ⦿ Magic Spell
- ▭ Dungeon
- ◻ Different Starting Positions
- 🔥 Fireball
- ⊙ Ball Chain
- Ⓛ Bouncing Ball
- 👁 Monster
- Ⓒ Gargoyle
- 📖 Table
- 🚪 Portcullis
- 📦 Chest



KNIGHT LORE

If *Knight Lore* doesn't figure highly in *C&VG's* Golden Joystick Awards this year then I'll eat my joystick! If you are a Spectrum owner and haven't yet seen the game then rush over to your local computer store and demand to see it. If you've already got a copy then you'll find *C&VG's* map of *Knight Lore* invaluable in your search for that elusive 100 per cent score. The map comes to you courtesy of Neil Shimwell of Windley, Derbyshire, and the playing tips from Derek Mearns and Robert Wright of Witney, Oxfordshire. Professor Video thanks all of you!

PLAYING TIPS

JUMPING: When you want to jump a long way, hold down the "jump" key or fire button continuously. This will enable you to jump further than normal. Especially useful when leaping over impalers!

TIMING: In some rooms, split second timing is vital. Be careful before you enter to check the "day/night" indicator in the bottom right hand corner of the screen and make sure that you are not about to transform into a Sabreman or Werewolf. Creatures can still kill you during the transformation.

OBJECTS: Some objects can only be picked up by using other objects to reach them. In some rooms it may seem impossible to reach an object — until you remember a vital clue!

THE SORCERER'S CAULDRON: The nasty in the cauldron will only attack

if you enter the room in the guise of the Werewolf — so make sure that you are the Sabreman when you enter. The object you need will then flash above the cauldron. If you have the object then jump up onto the cauldron and drop it in. If you have more than one object make sure you drop the right one — otherwise an object you may need later will be wasted. The wizard Melkhor will kill you whether you are Sabreman or Werewolf — so beware!

FIREBALLS: When you come to a room with two fireballs going back and forth between two columns, go as far as you can toward one side and when a fireball is just over half-way across — going away from you — do a super-jump. See jumping tips above.

GUARD: In a room with a guard marching around in between two portcullises, hide behind a column until the portcullis nearest you opens and the guard walks out toward the doorway. Sneak in front of the guard as he walks back. The portcullis at the far end should be opening so you can simply run through in front of him. If the portcullis isn't open you can avoid the guard by positioning your Werewolf or Sabreman as far into the corner as possible and wait for a suitable chance to escape.

SABREMAN/WEREWOLF: You've all probably guessed by now, but here's one final tip. In some rooms it helps or is essential to be either the Sabreman or the Werewolf. We'll let you work out which is which!

REPAIRS

For all computers + T.V. games.
Good rates. Insured delivery.
Fast turnaround.
Trust the people who know.
Parts replacement despatch.

MERLIN GAMES
111 DOVER RD., DEAL, KENT.
Telephone: 0304-361541.

ATARI AMAZING OFFERS

Save £30

Atari 800XL computer and Atari 10/50 disk drive only £299.95. Save £30 Atari 10/50 disk drive plus 10 drives (worth £20) for only £189.95.
Prices include VAT Free fast delivery
Please send cheques/P.O.'s to:

SJB Disk Supplies, Dept 01
11 Oundle Drive, Nottingham B68 1BN
Tel (0602) 782310

★ PANCOM

ATARI SOFTWARE ATARI SOFTWARE

* THE LATEST *
* THE BEST *

AT discounted prices
Send stamp for current catalogue

PANCOM
PO Box 49, Grimsby DN32 8QN
Tel: (0472) 694196

ZOOMSOFT

FOR THE VERY BEST SPECTRUM,
COMMODORE 64 AND ATARI GAMES
(including U.S. SOFTWARE)
See page 39

FREE SOFTWARE

BUT HOW? You've got friends with computers. Show them our huge discount games lists. They like to save money, and you earn some too. That's all and it doesn't cost you a thing. Interested — Yes — More details please:—

TECHNIPLAY SOFTWARE
Dornoch Drive, Hull HU8 8JL
Tel: 0482 712958

VIC 20/CBM 64 SOFTWARE HIRE

Free membership, top titles from 50p per week. Two first class stamps for your hirekit to VSH(CV), 242 Ransom Road, Mapperley, Nottingham. Please state which machine.

HARLEQUIN SOFTWARE TI-99/4A

JESTER — X BASIC + JOYST £5.50
Guide Jester through nine screens of fully animated "Hunchback" action.
MOONLIGHT SHADOW — X BASIC + JOYST £5.50
Jester must rid the evil Baron's castle of spirits, multi screened and fast.
BARNEY BLAGGER — X BASIC + JOYST £5.50
Help Barney steal as much swag as possible, and then escape. Multi screened, fully animated action.
ROCK STORM II — X BASIC + JOYST £5.50
Multi screened and fast asteroids type game. Hi-score table. Best asteroids game for the TI.
LOOEY — X BASIC (KEYBOARD) £5.50
Climb ladders, dodge arrows, hammers and other nasties. Multi screened.

111 SHAKESPEARE ST., GLASGOW G20 8LE

ATARI ALL MODELS

DISCO
Will play your music cassette through your computer using T.V. speakers and giving a sound to light show on screen through 256 colours.
16K on T.D.K. Cassette £10 post free

CRACKER
Will list M/C prog's to screen, you edit, download your personalised version with or without m/c knowledge. Hours of fun changing text to leave personal messages on screen. Stuck on an adventure search for clues. Also acts to back up your Atari tapes.
All for only £10 on T.D.K. Tape (16K) Post Free

STOCK-SOFTWARE
15 Woodbrooke Road, Birmingham B30 1UE.

TEXAS TI99/4A

Top quality games in TI basic.

Cassette 1 — Boozy Bill/Diggitt — £4.50
Cassette 2 — Galaxios/Alien Madness — £4.50
Cassette 3 — Oil Panic/Jet Plane — £4.50

All 3 cassettes for only £10

Send cheque/P.O. to:
MJR, 64 Reva Road, Broadgreen,
Liverpool L14 6UB

BLANK DISK SPECIAL OFFERS

5 1/4" blank disks (40 track) prices per box of 10. All prices include P & P.
Verbalim single sided/double density £18.95
Dysan single sided/double density £21.95
3m single sided/double density £16.95

* SJB SUPER SAVERS *

50 SS/DD 5 1/4 blank disks in a perspex storage box only £69.95
50 DS/DD 5 1/4 blank disks in a perspex storage box only £79.95

All prices include VAT Free fast delivery. Please send cheques/P.O.'s to
SJB Disk Supplies, dept 01
11 Oundle Drive, Nottingham NG8 1BN
Tel (0602) 782310

DJB Software

ATARI 400-600-800 RENTAL CLUB

Be one of the first to try out the very latest releases. For the most comprehensive selection of the best and most popular games available on cassette and cartridge. Constantly updated.

Send a large SAE for details to:
D.J.B. SOFTWARE (Dept C.V.G.),
59 WOODLAND AVE, HOVE, SUSSEX.
TEL: (0273) 502143.

CG36

ATARI COMPUTER OWNERS

Make the most of your Atari 400/600/800, by hiring from our Software Library. We offer a wide selection of the many games and adventures on the market for your computer.

For full details send a S.A.E. to: **Star Hire, P.O. Box 48, Bracknell, Berks. RG12 4WD. CG69**

CARTRIDGE CITY

Simply the best cartridge rental service for Atari Computers.

Full information pack from
CARTRIDGE CITY
25 Gaitside Drive,
Aberdeen, AB1 7BH.
Tel. (0224) 37348

WHITEHOUSE—RETAIL LOW LOW PRICES

	ATARI	SPEC	COMM 64
F15 Strike Eagle — US Gold			8.75
American Football — Argus		7.80	7.80
Bruce Lee — US Gold	11.95		8.45
The Hulk — Adventure International	8.35	7.95	7.99
Nato Commander — US Gold	12.99		12.99
Solo Flight — US Gold	11.80		11.80
Adventure Quest — Level 9	8.35	7.99	8.35
Attack of the Mutant Camels — Llamasoft	6.99		6.55
Spitfire Ace — US Gold	8.35		8.45
Avalon — Hewson		6.70	
Combat Lynx — Durrell		7.35	7.35
Ghostbusters — Activision			9.20
Daley Thompson Decathlon — Ocean	5.50		5.99
Pyjamarama — Micro-Gen	5.70		6.30
Cyclone — Vortex	5.70		
Kokotoni Wilf — Elite	5.70		5.99
Beach Head — US Gold	6.75		8.45
Raid Over Moscow — US Gold			8.45
Zaxxon — US Gold			8.45
Jet Set Willy — Software Projects	5.35		6.70

NAME _____
ADDRESS _____

Chq/P.O. Pay Whitehouse Retail Full Cat
PO BOX 15 BRAMHALL, CHESHIRE SK7 1PT

UNDERWURLDE

The Underwurlde contains the largest playing area that Ultimate have so far devised — nearly 600 screens. These screens are laid out on a grid 52 deep by 16 wide. Levels 16 and above contain tastefully furnished rooms while the remaining levels (17-52) are made up of a complex maze of caverns.

To complete the game, you must locate four weapons, three of which will see off the three guardians of the Underwurlde. This will give you access to the exits at the top of the maze — the object of the game.

At the start of every game, each weapon except for the catapult will be placed randomly around the maze. The catapult, which is always to be found on the start screen, is of no use against the guardians but can be used to dispatch the various creatures which you will come up against on your travels. Most of the possible sites for the other weapons are marked on the map and these must be used in the following way — the dagger will kill the guardian on level 21, the bow must be used against the guardian on level 18 and, finally, you will need the torch to kill the guardian who resides on level 17.

Contact with guardians, lesser creatures or plants will only prove fatal if you are pushed or pinged off down a chasm. Eagles, who appear after the first guardian has been dealt with, will pick you up and then drop you, often down the nearest chasm. So be careful and keep your digit firmly on the fire button — it auto-repeats.

Jumps made across chasms to ledges or ropes are automatic if the current direction key is kept pressed down. However, on certain screens above

Key to the UNDERWURLDE

S Start & Catapult

E Exit

B Bow

D Dagger

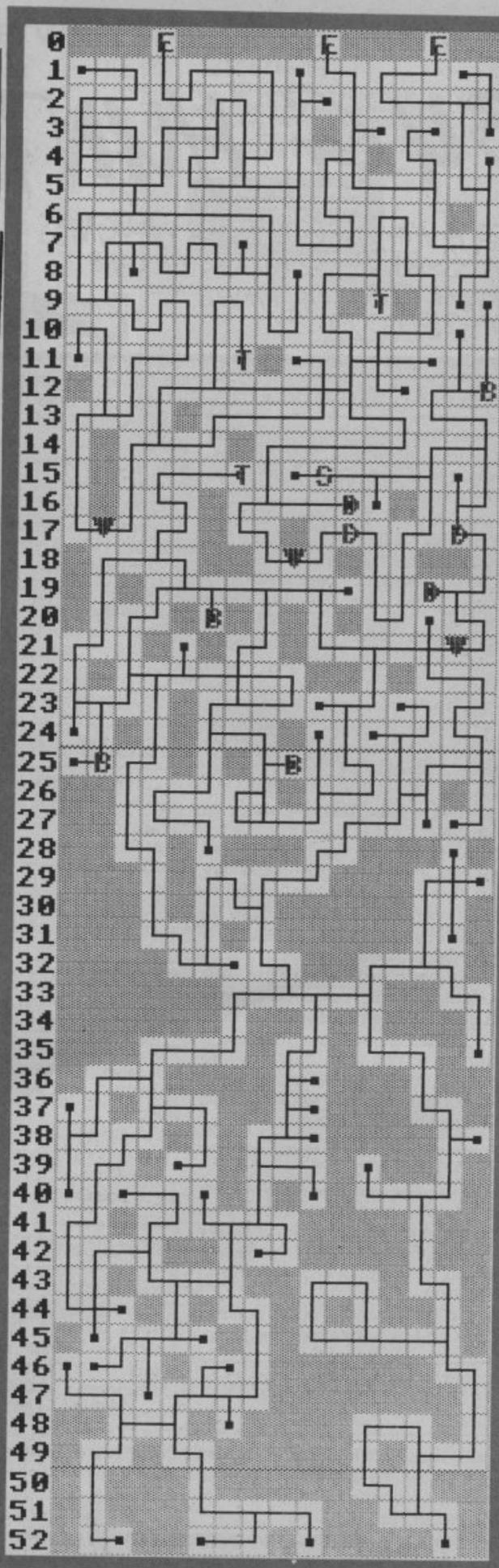
T Torch

▼ Guardians

level 16, this may cause you to lose a life because the computer generated jump will not connect with a ledge. In this case, you will need to calculate the position to jump from yourself. When down in the caverns it is often necessary to cross a deep ravine. To do this quickly, first leap up and grab the rope. Then, by pressing alternately on the left and right direction keys, try and build up a decent swinging motion. You should now, by pressing the rope-release button at the appropriate moment, be deposited on the opposite side of the chasm.

The blue gems which are to be found scattered around the caverns will not only increase your score but also allow you to survive any fall. This provides a far safer alternative to using the ropes for downward travel. However, care should be taken as the effects of the gems are only temporary. The white statues which appear on some screens are extra lives and should be collected if possible.

The areas below level 26 seem to be devoid of anything necessary to complete the game, unless of course, you know better. At any rate, armed with the above information, you should now be able to escape the Underwurlde. Good luck!



BUG HUNTER

WRITE TO ME AT: COMPUTER & VIDEO GAMES
PRIORITY COURT, 30-32 FARRINGTON LANE,
LONDON EC1R 3AU. OR PHONE ME
ON: 01-2516222.



CHANGES CHANGES

This is the last Bug Hunter page that I'll be writing from the *C&VG* office. As from this month, I'm moving to pastures new.

But we can't let Bug Hunter disappear, so I'll still continue to bring you all the best hints, tips and information for your machine as I have been for the last eighteen months.

I won't be in the *C&VG* office any longer, but you can still contact me. If there's something you'd like to share with Bug Hunter readers, write to the address at the top of this page, or leave me a message on Micronet. My number is 012 786 556.

Alternatively, call my answering machine on 01-251 5633 any time, 24 hours a day.

Naturally, there will still be someone in the office during the day to help you if you have a problem with a listing in the magazine. Call on 01-251 6222 and ask for the *C&VG* editorial department.

C&VG's own problem page, *Ask Bug Hunter*, will continue every month from now on. So if your micro's getting you down or there's a program that you just can't get to work, drop me a line. Amongst our 350,000 regular readers we're bound to find someone to help you.

DECATHLON

Derek Hutchinson from Tyne and Wear writes to say that Daley Thompson's *Decathlon* for the 64 can be played with the keyboard if you don't have a joystick.

Use the CTRL and 2 keys for left and right and the space bar to jump.

MANIC POKES FOR THE 64

For all those who have asked whether there are any pokes for the Commodore version of *Manic Miner*, the answer is yes.

Here they are, courtesy of Justin Penrose from Bristol who receives £10 for his efforts.

First, you'll need to wind past the

loader on the tape. The best way to do this is to load the game as normal and, when the first part of the program has loaded, turn the 64 on and off. Now the tape will be in the correct position.

Type LOAD "", 1,1 and, when it's finished, enter these pokes.

POKE 16419, the number of the screen you want to start on.

POKE 16424, the number of lives you want.

The screen can be between 0 and 19, while you can have from 1 to 255 lives.

To start the game, type SYS 16384.

ATARI PROBLEMS?

If you're having trouble loading 32k games into your 48k Atari 800, Brian Sofley from Co. Antrim suggests removing one of the 16k memory packs from your machine. He says that without this fix he can't load *Bruce Lee*. Removing 16k, though, lets the game load perfectly.

MICRONET CONTACTS

The Bug Hunter account on Micronet can also be used to contact Keith Campbell, the magazine's Adventure wizard.

Send a mailbox to 012 786 556 and I'll make sure that it gets to Keith.

Same goes for any other department of *C&VG*.

INVISIBLE SPECTRA

If, like me, you saw an advert in December's *C&VG* for a company called Spectra Imports, you were probably rather surprised at their offers. A BBC model B for £315? A Commodore 64 for £99 and a 48k Spectrum for £60? Too good to be true? 'Fraid so! It appears that the company doesn't actually exist and a warning has appeared in the press and even on some TV programmes.

If you have already sent money to Spectra, you may find that the police have managed to get back your cheque. If you are still thinking about sending money, don't.

YEARBOOK '85

The *C&VG* Yearbook is now on sale, with a scene from *Dragon's Lair* on the cover.

In keeping with tradition, the Bugs have again taken a fancy to the Texas listing and refused to let the printers see the last part of it.

We have some photocopies of the missing portion at the office and, if you send your name and address, we'll get one whizzing off to you.

DALEY BUGS

Simon Stokes from Birmingham tells me of yet another bug in Daley's *Decathlon*.

If, on the long jump, you jump too early and land close to the right hand side of the take-off line, you will score a jump of around 80 metres!

Also, he asks if anyone has noticed someone in the crowd bearing a striking resemblance to *Miner Willy*.

ANCIPITAL CHEATING

To cheat on Commodore 64 games which have turbo loaders, you'll need a reset switch fitted to your machine. If you have one, pressing it with a game loaded will reset the game, allowing you to enter the magic pokes.

If you don't, you'll just have to keep practising so that you can clear the game without any extra lives.

To see what happens when you reach the end of *Ancipital*, use these pokes in conjunction with a reset switch:

POKE 22743,57: POKE 22744,57: SYS 16384.

Next month, I'll tell you how to be able to walk through walls.

See you next time.

If you uncover a bug during one of those all-night programming sessions, don't save it till morning. Just call 01-251 5633 and a friendly voice will say "this is a recording, please leave your message after the bleep."

BY ROBERT SCHIFREEN

SEVERN SOFTWARE

As a rapidly growing technical unit, we supply our own original titles to certain other companies to market on a world-wide scale; we also take on conversion and storyboard work from other companies. To cope with the demand, we require: -

FREE-LANCE PROGRAMMERS for contract work of all types.

ORIGINAL SOFTWARE for submission to our marketing companies.

Write to us at: -

**15, HIGH ST,
LYDNEY**

GLOS GL15 5DP

giving us details of your progress to date plus work samples: -

**CBM 64
SPECTRUM
AMSTRAD
ATARI
CBM 16**

EXPRESS JOYSTICK REPAIRS

Joysticks repaired and returned within 24 hours, e.g. Atari, Vic, Quickshot, Triga Command etc. Send joystick and £2.95 + 50p postage. Reconditioned joysticks for sale £4.95 each.

ATARI/COMMODORE SPARES

Strong replacement joystick handle inserts at £2.50 pair Atari; £2.75 pair Commodore.

Joystick handle top fire button kit, includes insert and grip at £2.95 each Atari or Commodore.

Q1 Macro Assembler/Disassembler £19.95 inc. postage.

JOYSTICK FOR QL

Plugs straight into control port 1 or 2. No interface required. £7.99 each or two for £15. Add 50p p&g.

**COMPUTER SUPPLIES 146 CHURCH ROAD
BOSTON, LINCS PE21 0JX**

ATARI SOFTWARE

TITLE	MEM	CASS	DISK
BRUCE LEE	32K	12.80	12.80
DALLAS QUEST	32K	N/A	12.80
WARLOK	32K	12.80	N/A
FLAK	48K	N/A	12.80
SOLO FLIGHT	48K	12.80	12.80
BLUE THUNDER	16K	8.80	N/A
DESMONDS DUNGEON	16K	8.80	N/A
SLINKY	16K	8.80	N/A
ATTACK MUT CAMELS	16K	6.50	N/A
HOVER BOVER	32K	6.50	N/A
NATO COMMANDER	32K	8.80	11.70
SPITFIRE ACE	32K	8.80	11.70
JETBOOT JACK	32K	8.80	9.10
DAN STRIKES BACK	16K	8.80	N/A
SNOKIE	16K	8.80	N/A
DENNIS DRINKING GLASS	48K	5.00	N/A
CAVERNS OF KAFKA	16K	8.00	N/A
COLONY 7	16K	8.80	N/A
ENCOUNTER	16/32K	8.80	11.75
SNOWBALL "ADV"	32K	8.80	N/A
DUNGEON "ADV"	32K	8.80	N/A
LORDS OF TIME "ADV"	32K	8.80	N/A
FORT APOCALYPSE	32K	8.95	N/A
DRELBS	32K	8.95	N/A
HENRI "ARCADE"	16K	8.95	N/A
CLUBBERTS WALKABOUT	16K	8.95	N/A
CITADEL WARRIOR	32K	8.95	N/A
SCOT ADAMS 1 TO 12	24K	8.95	8.95
MACHINE CODE TUTOR	32K	13.95	N/A
HULK	24K	8.80	16.50
CASCADE 50 GAMES	16/32K	8.80	N/A

MIDNIGHT MAGIC COMPUTING

Cheques and Post to

**J SOSTA
141 PLIMSOLL RD, HIGHBURY,
LONDON N4 2ED.**

TI99/4A

STAINLESS SOFTWARE has a large catalogue of good quality programs for the TI99/4A, with over 80 programs! For a copy, please send a large SAE to:

**Dept CVG, 10 Alstone Road,
STOCKPORT, Cheshire, SK4 5AH.
(Mail Order Only)**

SHARP SERIES

New hardware, Games, Adventures, Utility and Educational Programs available for Sharp Computers MZ-80K, MZ-80A and MZ-700 Series. Send for our FREE full descriptive catalogue and add your name to our mailing lists.

**K - SOFT COMPUTERS
56, BOLHAM LANE,
RETFORD,
NOTTINGHAMSHIRE,
DN22 8SY**

PROGRAMMERS WANTED

Original games and educational software required for most makes of home computer. Outright purchase or royalties considered. Strict professional ethics adhered to. Send your programme on cassette to:

**KnightSoft, Unit E17, Glenfield Park, Glenfield
Road, Nelson, Lancashire BB9 8AR.**

WARNING!

IT IS ILLEGAL
TO DUPLICATE & SELL
COPYRIGHTED
SOFTWARE.

**TO ADVERTISE IN
C&VG
MICROADS
TEL: 01-251 6222**

TERMS AND CONDITIONS

- Trade advertisers will appear in the MicroAds section, private advertisers in the Microsell Section.
- All free MicroSell ads are subject to space availability
- The Publishers reserve the right to refuse an advertisement.

C&VG, MICROSELL COUPON

ONLY

£1.00

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30

PLEASE PRINT IN BLOCK CAPITALS

ONLY ONE INSERTION PER COUPON

Minimum number of words is 15, maximum 40 (continue on a separate sheet where necessary).

TOTAL number of words for ALL insertions

(i.e. 15 words per advertisement to appear in two months = 30 words in total)

COST: **MicroSell (Private)** **MicroAds (Trade)**

£1.00

40p per word

50p per additional bold word

I enclose a cheque/P.O. for £..... made payable to Computer & Video Games.

Name

Address

POST TO: AD. DEPT, C&VG, 30-32 FARRINGDON LANE, LONDON EC1R 3AU

N.E.X.T M.O.N.T.H N.E.X.T



Super-supplement

More freebies with the next issue of *C&VG*! Keith Campbell has been hard at work in his Adventure-lab high atop his mist-shrouded tower somewhere near Brighton to bring you the *Book of Adventure II*!

This is the follow-up to last year's highly acclaimed super-supplement — and will include up-to-date news of all the latest and greatest Adventureware, a round-up of all the Scott Adams' classics, plus lots more great reading for Adventurers everywhere. So grab your trusty broadsword and hack a crimson path through those marauding Orcs who will be gathered around your newsagent's front door on February 16th and snatch a copy of *C&VG* before everyone else does!

WOW!

Heyyyy look everybody! The Hairy One has just come back from holiday and he's going to tell you all about his amazing experiences among Peruvian llamas. Jeff Minter, the man who brought you *Revenge of the Mutant Camels*, *Sheep in Space* and *Ancipital*, has journeyed to the land inhabited by some of his favourite creatures — and *C&VG* has managed to get hold of Jeff's holiday snaps. We'll be bringing you an exclusive report on his adventures in the Land of the Llama.



If you enjoyed this month's *Book of Games* then you won't want to miss out on our regular games listings for the Spectrum, BBC, Atari and Commodore 64 next issue. We've got some neat games for you — so don't miss out!

Joystick Jury

The Joystick Jury resumes after a long recess to bring you their verdicts on a new batch of joysticks for all the popular micros. The jury has put the sticks through a tough series of tests and will be announcing their sentence next issue. Don't miss this courtroom drama!

Future Games

What games will you be playing in five years time — or even in six months time? The future holds many surprises — and *Computer & Video Games* aims to be the first to spring them on you! Next issue we start a short series of features called Futuregames. We'll be telling you what the computer game lords will be bringing you in the months and years to come. Some things might sound fantastic but believe us most of them could happen tomorrow — or are already happening. That's the case here as we bring you the lowdown on a hi-tech real-life fantasy game called *Planet Photon* which has been causing quite a stir in the USA. *C&VG*'s American correspondent, Marshal M. Rosenthal, joined the Photon Warriors to get the inside story...



Star Warriors!

Video games get a look in too next issue when we give away some brand new cartridges for the Atari VCS, thanks to our friends at Silica Shop. Yes, someone is still producing games for the good old VCS! Plus a look at some of the long awaited new releases.

ON SALE FROM FEB. 16th.

M.O.N.T.H N.E.X.T M.O.N.T.H

Experience the thrill of Formula One Motor Racing



DOVE

POSITION

64



GO
RACES!

EAT AT
JOE'S



TOP 9850 TIME LAP - 72'49"
SCORE 9850 86 SPEED 166 MI

This genuine reproduction of one of the worlds most popular arcade classics gives you the chance to experience the thrill of Formula One motor racing! Enter the practice sessions. Race against the clock to qualify. Dice with other drivers for the lead. Only your skill and endurance see you to the chequered flag first!

CASSETTE £9.95 DISK £12.95



Premier Arcades™ from DataSoft®

ADVERTISEMENT INDEX

<p>A & F Software..... 74</p> <p>Ablex..... 32</p> <p>Activision..... 70</p> <p>Addictive Games..... 71</p> <p>Adventure International..... 50</p> <p>AGF Hardware..... 57</p> <p>Alligata..... 45</p> <p>Amstrad..... 18-19</p> <p>Anirog..... 36-37</p> <p>Argus..... 63/93</p> <p>Artic..... 20</p> <p>Audiogenic..... OBC</p> <p>Automata..... 23</p> <p>Beyond..... 7</p> <p>Commodore..... 9</p> <p>Commodore Club..... 6</p> <p>Commodore User..... 31</p> <p>Computer Games Ltd..... 78</p> <p>C&VG Books..... 24</p> <p>C&VG Yearbook..... 114-115</p> <p>Electronics & Computing..... 106</p> <p>Elite..... IFC</p> <p>Euromax..... 76</p> <p>Fantasy..... 83</p> <p>Fleet Street Letter..... 6</p>	<p>Games Workshop..... 105</p> <p>Goodbyte..... 24</p> <p>Gremlin Graphics..... 00</p> <p>Icon..... IBC</p> <p>Interceptor..... 4</p> <p>Intrigue..... 6</p> <p>Llamasoft..... 38</p> <p>Martech..... 12</p> <p>Megasave..... 6</p> <p>Melbourne House..... 75</p> <p>Memorex..... 64-65</p> <p>MGL..... 32</p> <p>Microads..... 124/127</p> <p>Microbase..... 6</p> <p>Micromania..... 90</p> <p>Microsell..... 130</p> <p>Micronet 800..... 80-82</p> <p>Mikrogen..... 58</p> <p>Miles Better Software..... 32</p> <p>Mirage..... 73</p> <p>MJB Supplies..... 6</p> <p>National Software Library..... 76</p> <p>New Generation Software..... 48-49</p>	<p>Ocean..... 26-27/35</p> <p>Page 6..... 61</p> <p>Quicksilva..... 47</p> <p>Romik..... 25</p> <p>Silica Shop..... 113</p> <p>Sinclair Programs..... 106</p> <p>Sinclair User..... 117</p> <p>Software Express..... 50</p> <p>Software Projects..... 86-89</p> <p>Solo Software..... 39</p> <p>Statesoft..... 55</p> <p>System 3..... 34/93</p> <p>Talent..... 51</p> <p>Taskset..... 41</p> <p>Timeslip..... 76</p> <p>Tynesoft..... 14</p> <p>U.S. Gold..... 52/56/62/79/97/ 99/107/108/121/129</p> <p>Which Micro?..... 117</p> <p>Zoomsoft..... 39</p>
---	--	---



WITH THE FEBRUARY ISSUE OF SINCLAIR USER

A 32-page booklet giving hints and tips on how to get the most from your Sinclair computer, including scrolling routines, user-definable graphics, creating new colours, error trapping, explosion effects and much, much more.

PLUS

- **SYSTEM 15000** We interview Lee Kristofferson, the rock star hacker behind the cult adventure.
- **QL NEWS** The first of our regular round-ups of all that is happening on the QL front.
- **ADVENTURE PROGRAMMING** John Gilbert starts a six-part complete course in programming artificially intelligent adventure games.
- **SPECIAL OFFER** on a spreadsheet, word processor and graphics package from McGraw-Hill.
- **SOFTWARE SCENE** Underwulde, Knight Lore, Doomdark's Revenge, Lode Runner, Jasper and many more.

Make sure you get your issue of *Sinclair User* next month by placing an order with your newsagent now.

Please reserve a copy of *Sinclair User* for me next month/every month*

*delete as applicable

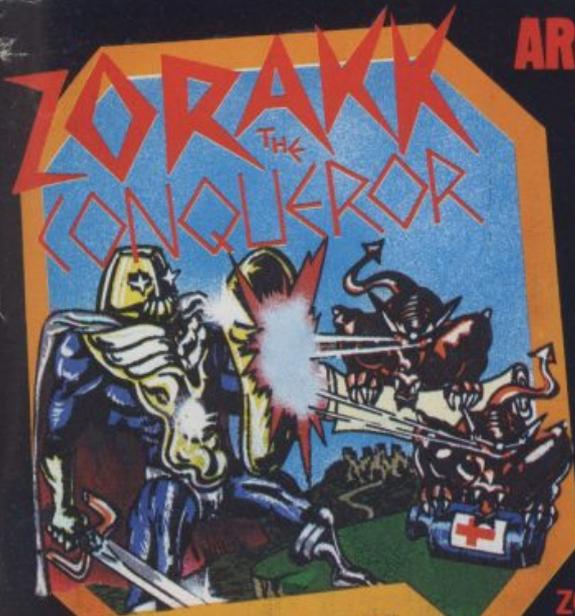
Name.....

Address.....

Sinclair User is published monthly by EMAP Business & Computer Publications.

**sinclair
user**

50 TIPS FOR BETTER SINCLAIR COMPUTING

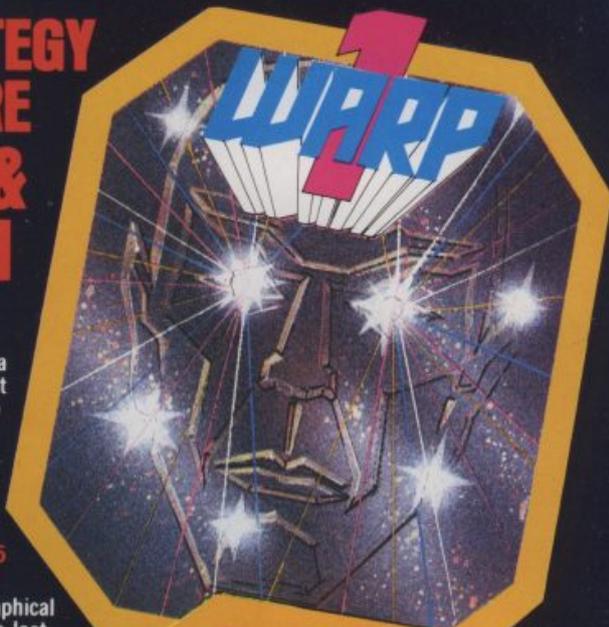


ARCADE, STRATEGY & ADVENTURE FOR BBC & ELECTRON

WARP 1...command a federation starship...seek out a fellow space captain who is lost in space and boldly go where no man has gone before.

"It's like no other game I've played before... screen layout is excellent... It's different"
Electron User
"Stylish graphics and a splendid hyper-space display" Pop. Comp. Weekly.

BBC £7.95. Electron £7.95



ZORAKK the conqueror...a graphical fantasy adventure in search of the lost crown of ultimate darkness.

"frustratingly addictive strategy game" "utterly compulsive", better than most of the strategy games available for the beeb" Personal Computer Games.

**BBC £7.95
Electron £7.95 Dragon £7.95**



Merry Xmas, SANTA... arcade fun as Santa delivers presents. Jump flying snowballs... dodge falling icicles...avoid hostile snowmen and eat and drink as much as possible on the way. Excellent full colour action which can be enjoyed all the year round.

**BBC £7.95
48K Spectrum £5.95**



Space Station ALPHA... a graphical space battle to save the earth from invading cyloons.

"flying colours and realistic sounds" Printout.
BBC £7.95. Electron £7.95

ULTRON...Super fast, super smooth, 'zap-em' game, blast the swarms of invading aliens to reach the mother ship...multi screen.
- **BBC £7.95
Electron £7.95**



WONGO...bounce along the Great Wall of China to diffuse sizzling bombs avoiding arrows, boulders and gremlins on the way. Multi screen increasing in difficulty and speed.
BBC £7.95 Electron £7.95



ICON

SOFTWARE

65 HIGH STREET, GOSFORTH,
TYNE & WEAR, NE3 4AA.

To order direct from us:
Send cheque or P.O. payable
to ICON or quote your
Access No.



Tel: (091) 2846966

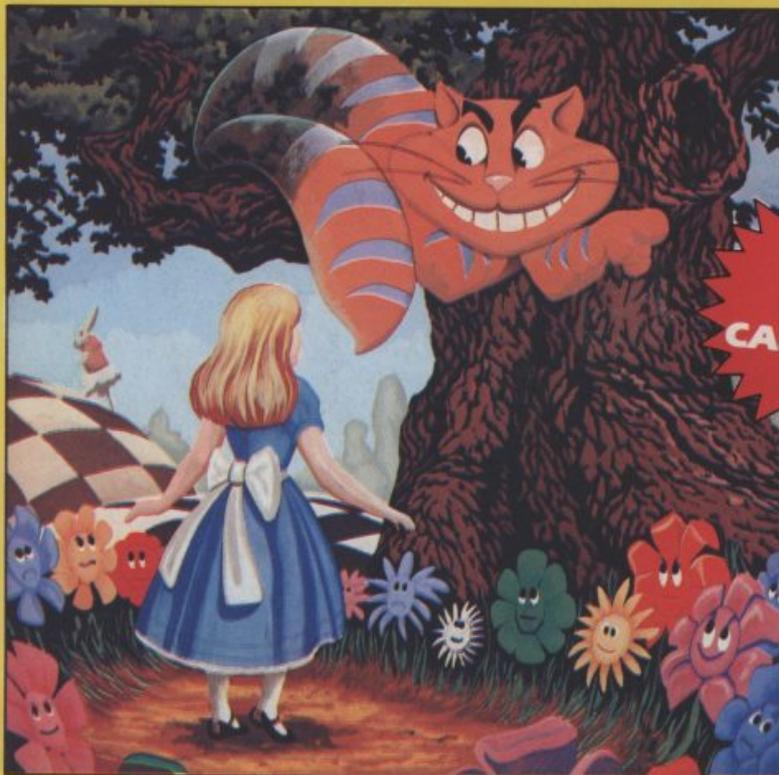
Selected titles available from:
John Menzies, Co-op, Harrods,
Wildings, Granada TV and most
good computer shops.

Dealers contact: Centresoft, Express Marketing,
R & R comp. games.
Drakes and Tiger Distribution.

commodore



Alice IN VIDEOLAND



NOW
ON
CASSETTE!

PURE MAGIC!

Join Alice in her journey through Videoland - an enchanted place populated by strange creatures such as bread-and-butterflies and pipe smoking caterpillars; where little girls change size and flamingos turn into croquet mallets!

Alice in Videoland is a revolutionary new concept in entertainment for the Commodore 64, incorporating some of the finest graphics ever seen on any home computer, accompanied by a charming musical score. There are four different game scenes involved, and your performance in earlier ones will affect your ability to get through later ones and determine your eventual total score.

Scene One - Stunning title page graphics give way to the first game scene as Alice falls into the rabbit's warren. Score points for collecting the objects to be found there - including keys to open doors, bottles to make her smaller, cakes to make her bigger!

Scene Two - Out in the garden the Cheshire cat looks on as Alice meets the pipe-smoking caterpillar. Help her to catch the bread-and-butterflies and the rocking-horse flies that change into the balls used in the croquet game in the last scene!

Scene Three - Alice is a pawn in the chess game where her opponents are the Jabberwocky and Tweedledum and Tweedledee. Help her across the board by protecting her with your White Knights!

Scene Four - The most bizarre croquet game ever! Help Alice hit the balls through the playing-card-soldier hoops before the Queen of Hearts stomps on them!

Alice in Videoland is available for the Commodore 64 on disk - £12.95, and now on cassette - £8.95.

Alice in Videoland features graphics created with the Koala Pad.

Audiogenic LTD

P.O. BOX 88, READING, BERKS.

SEND FOR **FREE** COLOUR CATALOGUE!

74789