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GAMES!!!!  
BOOKS!!!!

# BANG

WEEKLY

No. 4

27th September 1986

ONLY 40p!

# MP ATTACKS ROYAL SPOOF

H.R.H.

SATIRICAL ROYAL computer game *H.R.H.* has been angrily branded "sick and offensive" by a top Tory MP.

Peter Bruinvels hit out at the game after discovering that it features a two fingered salute from the Queen on its cover.

### "Naughty Knickers"

"I think it's pretty sick and offensive. It is unfair to the Royal family who can't defend themselves against this sort of thing. There are plenty of other games possible without having to interfere in their personal lives," he exploded to *BANG*.

The game written by Liverpoolian outfit Eighth Day Software features:

- Taking pictures of Princess Diana in the bath and selling them to *The Sun* for a pair of "naughty knickers".
- Dropping a stink bomb in the Queen's bedroom.
- Wearing rubber ears to impersonate Prince Charles.
- Telling Prince Andrew



Is this offensive?

the results of his girlfriends' pregnancy test.  
● Giving the "naughty knickers" to the Archbishop of Canterbury.  
● Locking Prince William and Prince Harry in a cupboard.  
Michael White, the

twenty eight year-old co-boss of Eighth Day told *BANG*: "We wanted something which was apparently controversial to give it a push."  
"It's in the *Spitting Image* style of humour. It's not a computer nasty. I think it would have to be

bit more offensive to be classed as that. It just really emphasises the little eccentricities the royals have."  
*H.R.H.* is available for the Spectrum at £6.95 but only through mail order. No shops have taken it yet

**DOCTOR WHO:**  
Never mind the Daleks

**CENSORSHIP:**  
The unkindest cuts?

**NEW ALBUMS:**  
Adam Ant, Huey Lewis, David Sylvian reviewed

**PAPERBOY:**  
First past the post?

**BANG: MIX THOSE MEDIA AND PRESS THE FAST FORWARD!**

# ALLEY-OOPS!

A LIVERPUDDLIAN KID'S honesty sparked off a nationwide search last week for a software pirate who has been ripping off Hewson's soon-come *Alleykat* game.

Illicit copies of the game — which is released officially only this week — were on sale at the recent *Commodore User Show* in Manchester. It was there that the unnamed lad picked up a copy — and passed it down to Hewson.

## Tracked down the source

Only a handful of *Alleykats* were made available to journalists and distributors for pre-release evaluation. Hewson boss Andrew Hewson told *Bang* that he'd tracked down the source of the leak to software distributor Lazer.

In turn, Lazer explained that it had sent *Alleykat* on to a retailer in Bournemouth — and it was one of the staff there who had pirated it.

## "Bopped him on the nose"

Lazer boss Andy Denning told *BANG*: "It's obviously very embarrassing, and we're very sorry. If it'd happened to me, I'd've gone mad and bopped him on the nose."

Hewson, though annoyed, evidently isn't annoyed enough to do that. "He says it was a mistake — but that's putting it mildly," he said.

A private detective is now looking into the matter, and Hewson hopes he'll track down the culprit shortly. The Liverpool lad, meantime, is likely to gain a reward from Hewson.

## Running higher

As for *Alleykat*, orders are running 20 per cent higher than they were for *Uridium*, and the firm reckons it'll be its biggest seller.

# Going beyond Beyond

YET MORE musical chairs were being played last week amongst software house bosses, with Beyond man Francis Lee finding himself without a seat when the music stopped.

Officially, Lee is "on leave". This is usually a polite way of saying "no longer with the company", which itself is a polite way of saying "sacked".

## Lousy year

BT — Beyond's owner — would only note that there had been "certain difficulties" with Lee's management capabilities.

His going caps a lousy year at the label, which has seen Beyond virtually disappear off the agenda of major software labels.

Meanwhile, just a few postal districts across London, Argus has found a new boss. He's Stephen Hall — who was formerly Thames TV's controller of corporate communications, though no one knows what that means.



LEE: Seeing the back of Beyond?



# Missing Fist too?

ANYONE WAITING patiently for the appearance of *Fist II* will have to sit it out for at least another two weeks.

The sequel to *Way of The Exploding Fist* was first mooted as an August release which then became the first week in September.

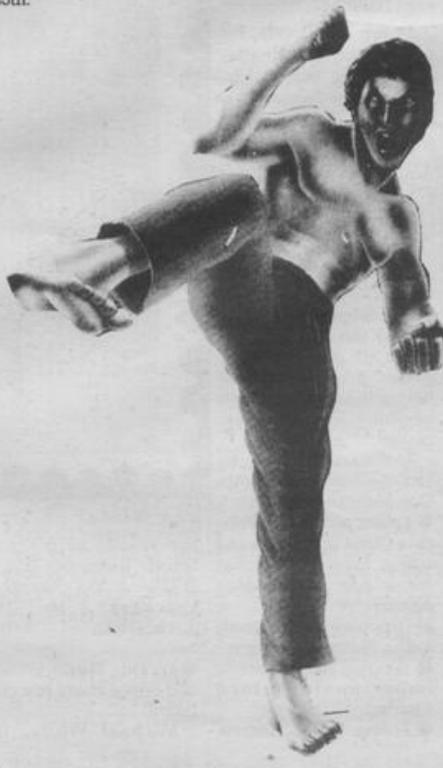
## Out of date

Melbourne House sales manager Andy Wood could only blame the delay on "programming difficulties" and promised its arrival in the first week of October.

He claimed that "finishing touches" have been added and that previous reviews of the game are now out of date.

## Data as late

*BANG* contacted several distributors, most of which confirmed its availability in a fortnight. One, more cynical than most did offer a date as late as October 25th.



Many games come out late. *Fist* too

# NOW THAT'S WHAT I CALL AN OBVIOUS NAME...



Domark's Mark Strachan: Another chance to pose in Bondage

COMPILATIONS? You want more compilations?

Virgin evidently thinks you do. It's collected another five titles together under its *Now That's What I Call A Remarkably Interesting Title For A Series But Shame It's A Bit Of A Mouthful* banner.

## Five pence

*Now Games III* features *Nick Faldo Plays The Open* (Argus), *Sorcery* (Virgin itself), Domark's *Code Name Mat II* and *View To A Kill*, together with Mikro-Gen's old *Everyone's A Wally* number.

Due shortly on the three main formats, it'll leave you with five pence change from £9.

# MP ATTACKS ROYAL SPOOF

games but this is going to the extreme.

## Ronald Reagan

"The Royals are private people and no-one should make money out of them."

Eighth Day plans another adventure game in a similar vein called *Ronnie Goes To Hollywood*. This uses Ronald Reagan as its character but is described again as "provocative" rather than offensive.

## Condemnation

White was unperturbed by the MP's condemnation of *H.R.H.* "I don't see how he can say anything if he hasn't seen it," he offered.

but an unrepentant White does not blame this on what he calls its "provocative" cover. "We think it stands out. It's a funny game."

*BANG* contacted Buckingham Palace but a spokesman was not prepared to comment on the Royals' reaction. Bruinvels — the MP for Leicester East — added: "It is a bad influence for children. It's already stretching it a bit with some of these war

# HANDS OFF SHE'S MINE

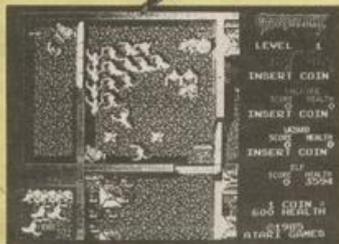
SOFTWARE BIG boys US Gold and Activision have been arguing about the new biggie *Gauntlet* in a classic case of "I was there first". All the fuss was over the game which has been packing them into the arcades and is reported to have cost US Gold 100,000 smacklers.

## Screaming

*Gauntlet* looks set to do big things, as they say in the trade, so Activision thought it should get a piece of the



# GAUNTLET



action. It did this by licensing a game called *Dandy* which was actually the original version of *Gauntlet*. Then Activision decided to confuse everybody even more and call it *Dauntless*.

This was when the screaming started and after a less than amicable exchange of views (*If you mean vicious, physical argument, then say, er, amicable — ed.*), Activision dropped the name *Dauntless* and reverted back to *Dandy*.

## Big, bigger, biggest

US Gold's operations director Tim Chainey commented: "*Gauntlet* is going to be the biggest home computer game ever, even bigger than *Ghostbusters*. Everyone knows this, especially those trying to release clones of it."

All together now:  
Ner ner ni ner ner ...

GAUNTLET: No hair pulling or tantrums. That's left to the publishers

# HOLD THE FRONT PAGE

THE VERY foundations of the whole computer industry were shaken last week with the launch of a devastatingly interesting product.

Industry-watchers were predicting that computing life as we know it will, er — that something will have happened to it.

Anyway... this enormously exciting thing is Inmac's new series of red, blue and yellow coloured labels (pause for impact). Wowsa wowsa — the labels "provide greater impact when used to address envelopes or when labelling files" er, yawn.

Is this enough? No? OK — these splendid label thingies come in two sizes, extraordinarily enough: either 3 1/2 inches by 1 1/2 inches (we kid you not) or 4 inches by the same boring old 1 1/2 inches. Inmac obviously ran out of creative ideas when it came to the old size details. That's it.

## Two's company

Not surprisingly, Elite is attempting to cash in on the success of *Bombjack* and *Commando* by releasing follow-ups.

*Bombjack II* and *Commando '86* will both be in the shops on Spectrum, C64, Amstrad and C16 by the middle of November.

Exact details of the new games are not known except, of course, that there will be all the usual shooting and explosions.

Both have the same prices of £7.95 Spectrum, £8.95 Amstrad, £9.95 C64 and £7.95 C16. The first to be released should be the C64 *Commando '86* which is planned for October 13th.

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# Make it Big

YET MORE proof of compilations mania has emerged with Durell packing up singular production of *Turbo Esprit*, *Saboteur*, *Combat Lynx* and *Critical Mass*.

Once existing stocks of these games run out they will only be available in a package called *The Big 4*.

## Fatworm Blows

Durell reckons the games could still sell on their own but manpower wouldn't be able to cope with them once its autumn releases appear.

*The Big 4* will retail at £11.95 on C64, Spectrum and Amstrad but boss Robert White preferred to enthuse about *Fatworm Blows A Sparky*. "It was going to be called *The Killer Dos* but that's far too sinister and serious."

## "Crawlers"

This imaginatively titled game of "sparkys, crawlers and creepers" joins *Thanatos*, *Chain Reaction*, *Sigma Seven* and *Deep Strike* as an autumn release. *Saboteur II* is also planned for just after Christmas.

# DURELL BIG 4

4 Smash hit games in one pack — Only £9.95 available on Spectrum, Commodore 64 & Amstrad



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Telephone 0423 54448 & 54277

No more *Esprit* unless you buy other two



## FORWARDS

- 4 **COMPETITION**  
Win Human League, Now That's What... 7 and David Sylvian albums
- 7 **DONKHEAD CORNER**  
The truly unfashionable way to stomp at, er "gigs"
- 8 **DOCTORING WHO**  
Der-der der dum, der-der der dum: whoo-woo! The who's who of *Doctor Who*
- 10 **BANGING OFF**  
The hippest letters section

- in town (*Yes, but which town?* — Ed)
- 10 **COMPETITION**  
Supply the best pic caption and win er, something
- 12 **PAPERBOY**  
Does Elite's latest hot number deliver the goods? A hot off the presses review
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The great adventurer Garry ("Totally sane") Marsh

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All the fax 'n' figures 'n' formats
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Really one for the cucum-

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- 25 **SCAN STARTS HERE**  
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- 30 **UNKINDEST CUTS OF ALL**  
TV censorship slashed to pieces

31 **CAN OF WORMS**  
Usual garbage, plus yet another competition

## FORWARDS

## NEXT, PLEASE

Nexus will be following up its *Nexus* game later this month with two new titles - keeping the same distinctive packaging though different colours are promised.

After launching the game that named the firm, the new titles will be simply called *Escape From Death Mountain* and *Assault Machine*.

### Bond-like

Boss Bill Delaney commented modestly: "The games will be as good as anything we have done before. We know what constitutes a good game and we think that our two new titles will reflect that."

*Escape* is a James Bond-like ski chase and *Assault Machine* is set on a "futuristic assault course". It will be available on the three major formats priced £9.95.



The box of the game of the name of the...

CHINESE version: (C64) version:  
 TITLE: N.E.X.U.S. TYPE: ARCADE ADVENTURE  
 COMMENT: You have a mission: To smash the drug ring which kidnapped your friend. But, the drug baron is powerful. Only N.E.X.U.S. can help you kick, punch, shoot & jump your way to victory.  
 JOYSTICK CONTROL ONLY. LEARN AS YOU PLAY.  
 DEMAND A DEMO NOW!  
 SYSTEM: COMMODORE 64/128 Cassette.

## TUBE FOR COMPUTERS?



"Jools, can I use your joystick?"

"Play your cards right darling and you never know"

TOP ROCK show *The Tube* is thinking about mixing a regular look at computers with its usual coverage of live music, interviews and videos.

A new series is scheduled to start on Channel Four at the end

of October but no decision about the unprecedented computer spot has been made.

### "Scrap the whole idea"

The reason for delay is stringent rules set by Channel Four's governing body the IBA. *The Tube* is

classified as a music programme (*Why?* — Ed) and needs special permission to include computers.

*Tube* spokesman Steve Lodge told BANG: "If they look down their list and see too many computer programmes already they might say no. Then we'll have to scrap the whole idea."

## BACK TRACK

Rainbird — quite possibly the most image conscious publisher there is — has at last brought a game out on a common machine.

The BT-owned firm which has until now stuck to arty-farty products, tie-ups and high profile machines, is to release *Tracker* on the C64.

### New ground

It is an arcade war game which Rainbird claims does not signify any major change in policy. "We still won't bring anything out under £14.95. As long as a game breaks new ground we will release it," Rainbird's marketing manager Paula Byrne told BANG.

A disk version will be available at £14.95 and other formats are set to follow.



BYRNE: "Won't bring anything out"

## HUMAN LEAGUE ★ NOW THAT'S WHAT... 7 ★ DAVID SYLVIAN

**SUPER  
DOOPER  
POP  
COMP!!!**

Howdydoodi all you wonderful BANG fans (now, now — none of that).

Here I am again your super-gorgeous, totally irresistible and grossly generous fairy godmother of competition land with more brilliant, mega-groovy, mind blowing albums to give away to four ultra-fantastic BANG lovers (Hey, Hey).

Virgin have let us have (me and thee) four *NOW THAT'S WHAT I CALL MUSIC 7* albums, three copies of Human League's *CRASH* album and three copies of David Sylvian's *GONE TO EARTH* album. The first two correct entrants get a copy of each album. The third entrant gets a copy of *NOW THAT'S... 7* and a copy of *CRASH*; entrant number four gets a copy of *NOW THAT'S... 7* and a copy of *GONE TO EARTH*. How about that? All you have to do is answer three ridiculously easy-peasy questions (that is you won't suffer an immediate brain death by answering them). Only the first four win. Tough... GO FOR IT!

1. What will the next album in the series after *NOW THAT'S WHAT I CALL MUSIC 7* be called?

2. What is JAPAN?  
 a) A chunk of cheese  
 b) A band  
 c) A pile of something nasty

3. What is the name of the Human League's lead singer?  
 a) Philip Oakey  
 b) Philip Cokey  
 c) Philip Piliph

Name .....  
 Address .....  
 Age .....

Send your entries as soon as possible (speed of light and all that) to me Tania Yates at BANG, BTC, Bessemer Drive, Stevenage, Herts SG1 2DX.  
 Closing date is 1 October.

## SHOCK HORROR HORROR BOVER

GET THE crucifixes ready. That evil vampire from Transylvania has stirred and is about to seek out your juicy computer.

Perhaps not, but two firms are getting ready for a bloody duel to make their Dracula game count. CRL has sucked up an adventure game called *Dracula* whilst Piranha

has bitten into an arcade version of the *Nosferatu* story.

### "Living dead"

Both firms are well into the gory side of their creations and reckon horror can easily transfer onto computer. "Kids love the vampire thing and living dead type stuff,"

commented Richard Bason at Piranha.

CRL boss Clement Chambers was equally sure of success. "This one is the real McCoy. It's like reading a *Dracula* story."

### Coffin it up

*Dracula* will appear on Spectrum C64 and Amstrad at £7.95 and *Nosferatu* will initially be out on Amstrad and Spectrum at £9.95.

And may the best vamp win...

## COM AGAIN?

THE EXPECTED package of 64C, games and dataset is to be called the **Connoisseur**.

**Connoisseur means a critical judge, something you certainly won't be if you pay up 250 smackers for this little number.**



64C: Bundled at last



"I'll do anything. Just don't turn me into a computer game!"

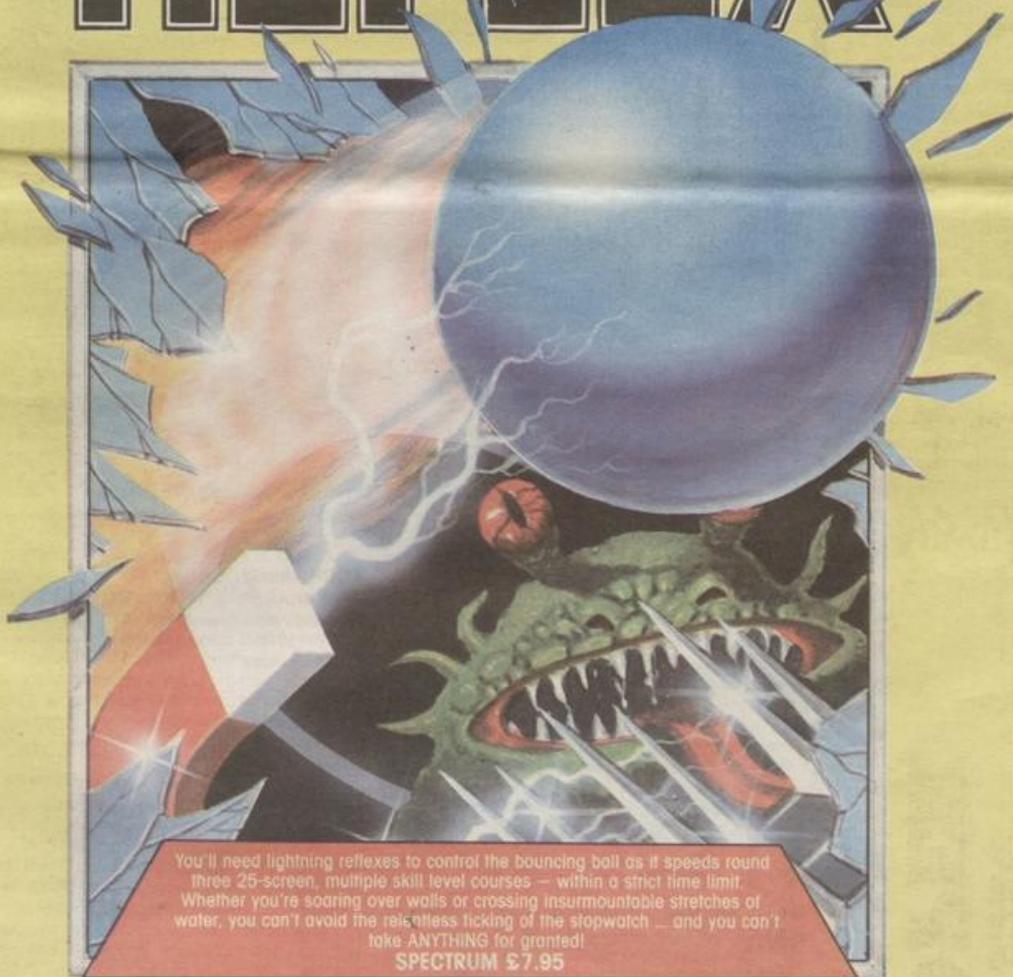
## BIG STICK

MOST JOYSTICKS may well be cheapo bits of plastic with an irritating habit of breaking at the worst possible moment — but there's big money being made out of the dear things.

The most recent indication of this came last week with a \$3 million deal signed between Welsh-based manufacturer Kontx and US software house Epyx for the Speed King stick. In the States, it'll be called the Epyx 800 XJ — though what's wrong with the Speed King name is not clear.

This is believed to be the biggest licensing deal for a joystick in the whole wide world. Ever...

# Action REFLEX

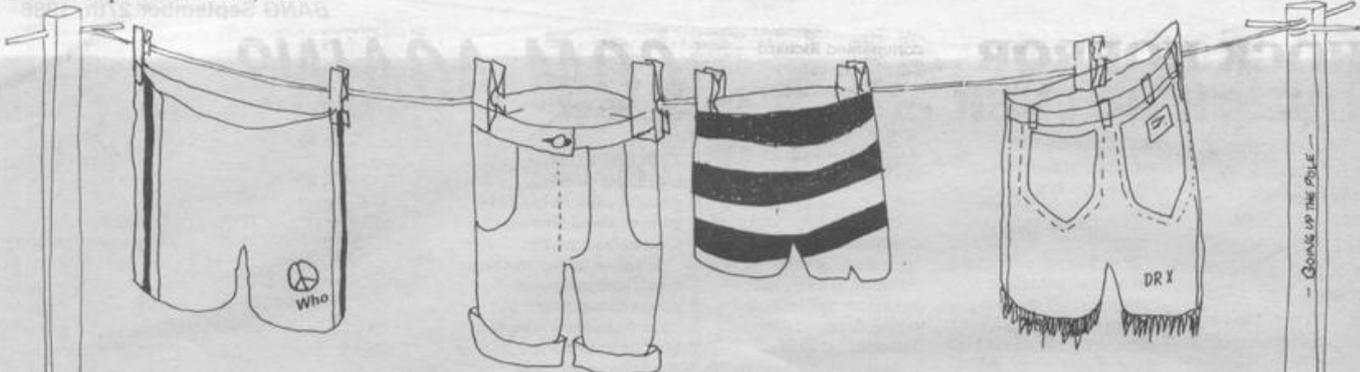


You'll need lightning reflexes to control the bouncing ball as it speeds round three 25-screen, multiple skill level courses — within a strict time limit. Whether you're soaring over walls or crossing insurmountable stretches of water, you can't avoid the relentless ticking of the stopwatch... and you can't take ANYTHING for granted!  
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# SHORTS

WITH DR X

... More micro stories from the man who matters. Yep, okay — so don't look at that intro too closely. Instead — and here comes another tenuous link, already — take a close look at this ludicrous garbage from Scotland.

There was anti-piracy man **Bob Hay** of **FAST** (and yes you do know what that stands for, and no I'm not going to repeat the godawful mouthful **Federation Against Software Theft**) all ready to be anti-piratical in East Kilbride. One Peter Drummond had pleaded guilty to pirating, he'd had his equipment stolen (*Sounds a bit excessive for piracy — Ed*) and had even been fined by the courts.

So why was Hay less than entirely grunted? Cos no one told him about the court case date — even though he brought the action. Even worse, following some impenetrable Scottish legal ruling, no details of fines, etc. can be given out afterwards. Even to Bob Hay...

... But from Hay, we move swiftly on to er, something else. To wit, **DATABYTE**. This mini-**US GOLD** is destined for huge things in the next 38½ weeks, according to someone who actually knows about these things. Actually, to be accurate, this someone didn't say 38½ weeks, cos he's not that imaginative...

... But anyway. Guess who's marketing the new immensely exciting destined to be hugely successful (*That's enough sarcasm — Ed*) **MEMOTECH** MTX MK 2 — snappy name! — tape based computer which costs £99.95? Yes, you're absolutely right: **Mark Butler!**

Whaddya mean, you've never heard to him? This is Maaaarrk Booooooooler — the famous Liverpudlian ex-**IMAGINE** man. And what did he quoth on this momentous occasion? "There's 256K RAM, 64K video RAM, a professional keyboard in a metal case blah blah." Such eloquence...

... Almost as eloquent as **OCEAN's** reasons for being hauled before the Advertising Standards Authority for the 418th time this year (*Actually, it's only twice. Don't let the facts get in the way of a good insult, though — Ed*).

This time, the great Manchester delayers were chastised for the late arrival of the already-advertised Amstrad version of *Superbowl*. The reason given? The programmer working on it died before completion. I'm not surprised — I'd've been bored to — (*CUT!!! You can't say things like that! — Ed*).

... And now we step sideways into the world of Well What An Extraordinary Coincidence — I Almost Choked On My Mars Bar Dept. Did you (I want to) know that **US GOLD/ETC/ETC/ETC/ETC** boss **Geoff Brown** used to be in a band called **Muscles** which once supported **Squeeze**? Even more remarkably, the er, gig, er man, was promoted by **Godfrey Rust** — the bloke now in charge of **Gallup's** computer charts as published by **BANG** only 40p every week absolute bargain you read it here first — Sorry. Got carried away by all these amazing coincidences. (*I'm not surprised. They really are quite deeply staggering — Zzzzzed*). Oooops. Here's another. Geoff Brown's record label manager was none other than **Hugh Rees-Parnall** — the man who was sacked after a blazing row-walked out after an amicable discussion as boss of **ACTIVISION**.

... Enough did you knows. (Well, if you insist, I'll tell you that world famous boring **ELP** man **Carl Palmer** was also once in the same band as Geoff Brown. Apparently. But don't repeat that to anyone else, cos it may not be true.)

... A genuine piece of news: **KEMPSTON** has produced a joystick for the Amstrad PCW machine. Sounds like a great idea. Except the joystick costs £29.95. And then you'll need an interface at £14.95. And then, in Kempston language, you'll be interested to know that "leading software houses... are endeavouring to ensure that any pending software releases which could benefit from joystick control incorporate the Kempston protocol".

Suddenly, shelling out the best part of £45 on a joystick for a machine with hardly any games which'll *maybe* work with other future games — which *maybe* won't be written at all, given the PC rush — doesn't sound anything like a great idea...

... More smart ideas. Boringly huge and hugely boring megacorps such as **ICI**, **Shell**, **Ross Foods** and the **NatWest** are reported to be considering buying more Amstrad PCs than they need to use them for spares. Brilliant! Immediate built-in obsolescence...

... But over to the computer industry's Mr Nice Guy, **AMSTRAD's** boss **Alan Sugar**. Cautious, worried about his public image he ain't: "We're interested in the mass-merchandising of anything. If there was a market in mass-produced portable nuclear weapons we'd market them too." Yes, he was being serious...



Would you buy a used nuclear bomb from this man?

... Almost as serious as the matter in which dear old **ACORN** found itself embroiled in. It was found guilty of being in possession of a misleading Beeb 128K ad — which apparently gave the impression that a monitor was being sold along with the keyboard for £499. Acorn — bless 'em — denied the charge — presumably on the grounds that anyone who knows anything about computers would know that there was no way that Acorn would ever offer anything reasonable like a 128K machine and a monitor for £499.

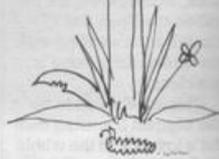
Acorn had to cough up a the monumental sum of £800 as a fine and duly lost its annual profits in the process (this very last bit isn't entirely true)...

... What also isn't true (*Devastating link! — Ed*) is that **MELBOURNE HOUSE's** old boss **Geoff Heath** is set to replace someone very senior at **US Gold**. I just thought I'd try out an unsettling piece of gossip...

... Which is a description that certainly doesn't apply to the next item (*Encore! Encore! — Ed*). Yes, I thought that was a pretty damn fine link myself — to the extent of forgetting whatever it was going to be about.

... And finally, a word from a software house. "You are **Questor** — and only you have The Power. The power and the will to deliver your Kingdom from the evil, Garr."

Just *WHEN* will these people learn? How much more garbage donkhead rubbishy middle earth garbage adventure garbage garbage is going to be thrust out? It's all just utter **UTTER** — (*Yep, that's enough words for this week — Ed*).



# GIG GOING

## A STEP-BY-STEP GUIDE FOR DONKHEADS

### WHAT

**BAND:** Going to gigs is supposed to be enjoyable, sweaty, noisy and most importantly hip. The bands you see are supposed to be enjoyable, sweaty, noisy and most importantly hip.

These include U2, Big Country, The Alarm, Prince, Brooce, Bert Snadger's Hick Bookie Band the The Damned. Not all of these are sweaty, noisy and most importantly hip, but they were the first ones I could think of.

### DON'T EVEN THINK ABOUT IT:

Ones not to see are "look at me I'm here on a stage and you're a pimply faced teenybopper' mega dollar pensioner bands like Queen, Queen, Queen, Freddie Mercury and —er Queen.

### QUEEN:

Whatever you do don't go and see Queen.

**TICKETS:** You need tickets to get in sometimes so these can be helpful. Paying on the door has got far more street cred because this makes people think you're not really that bothered about the band. Crying when you get turned away has very little street cred and saying "Is this where Queen are playing?" has *absolutely no street cred at all.*

**CLOTH:** Don't wear badges, T-shirts, neckerchiefs, silk scarves, woollen cardigans with fluffy lambs on or *Ghostbusters* patches. These make you look silly. Don't wear headbands, flares, multi-coloured shirts or wide colours. These make you look like a Queen fan.

### SUPPORT BANDS:

These are the nobodies who come on before the main band. Don't snigger and say "haw haw what a lot of stinky rubbish" because some nobodies become somebodies some day. Support bands are usually a lot of stinky rubbish.

### DANCING:

Dancing at gigs depends on who you see. If you see the Style Council you have to dance cool and groove smooth. If you see Balaam and the Angel you have to wear black, give looks, get black eyes and eat blackjacks. If you have

mistakenly walked into a field full of 150,000 freakie deakie long-haired, smelly hippies you are at a pop festival. No-one dances at pop festivals because no-one can see anything, move anything and everyone has trod in something.

### ENCORES:

Just because the band says "You've been wonderful tonight, thanks and goodnight," this does not mean it's home-time. People who leave at this point either get laughed at or know Freddie Mercury is about to come on as a special guest.

### FREDDIE MERCURY:

He is *not* special. He is ugly.

### GOING HOME:

This is when you can sneakily buy a T-shirt if you must, but **DON'T PUT IT ON.** Wearing a tour T-shirt on the way home makes people say "I saw them three years ago". Saying "I saw them three years

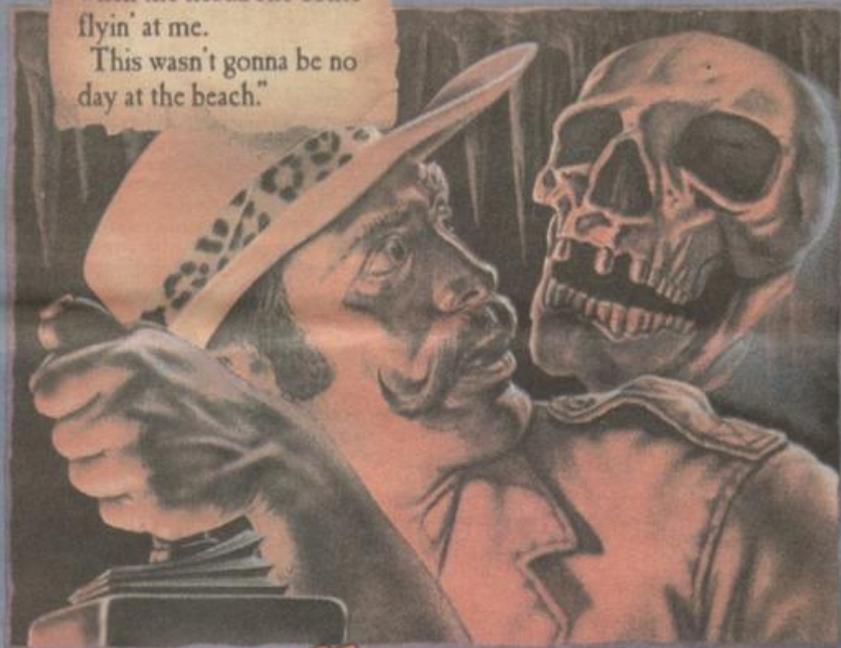
ago" is far more hip than going to gigs.

### THAT SOUND:

Lying in bed you will hear a high pitched pweeeeeeeeeee... This means you have been to a real rock concert. Alternatively, it means you've fallen asleep with the radio on.

Stuart "Donkhead" Dinsey

"I had to think quick— I remember where I seen that key or I'd be hotfootin' it over a fire pit. That's when the headbone come flyin' at me. This wasn't gonna be no day at the beach."



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Commodore 64 Atari 400/600/800/XL/XE

**DATABYTE**

# DOCTOR WHO

Since 1963 *Doctor Who* has usually commanded a set niche in BBC 1's schedule. Saturday afternoons after your dad has cursed the football results and your mum has gone to make the tea.

This is when cushions are at the ready and gaps are made behind the settee just in case the Doctor's adversaries look a bit too dodgy for comfort.

The idea behind *Doctor Who* came from Canadian-born Sydney Newman. He wanted a show which bridged the gap on a Saturday between the afternoon's sports coverage, which attracted a huge adult audience, and *Juke Box Jury* which had a largely teenage following. "*Doctor Who* was never intended to be simply a children's programme, but something that would appeal to people who were in a rather childlike frame of mind," he recalled.

Newman's original concept was to have an absent-minded, unpredictable old man always running away from his own planet in a time-machine. He would also never know how to operate it so that he kept on ending up in the wrong place at the wrong time. He was called *Doctor Who* because "no-one knew who he was, where he came from, what he was running away from, and where he was headed".

This has hardly changed except the last couple of Doctors couldn't quite manage the distinction of being old. In fact, the fifth Doctor, Peter Davison, was positively baby-faced.

## Ex-ter-min-ate

The first ever Doctor was the late William Hartnell. He established future Doctors characters by being a snappy old man who whisked off two of his granddaughter's teachers after finding them in his Tardis. Hartnell starred in the first story, *An Unearthly Child*, which was broadcast on November 23rd 1963. It was rather overshadowed by the assassination of President

**Doctor Who has been zipping about the various universes for twenty three years facing Daleks, Cybermen, Sea Devils and all sorts of BBC special effects. The immortal Time Lord has recently returned after an eighteen month lay-off. CHARLEY HUNT braves the archives and finds out just who this Doctor is »»**

President Kennedy the day before and such was the overload of news that it went out ten minutes later than the scheduled time of 5.15pm.

## Ex-ter-min-ate

Still, *Doctor Who* was well regarded but it was December 21st that year which began his real popularity — this was of course due to the ever-famous Daleks. When the story called *The Daleks* was ready to run few at the BBC had faith in them, but because so much money had been spent they had to go on. The

producer Verity Lambert was bawled out for producing what Newman called "bug-eyed monsters" which he had specifically said he didn't want. Lambert protested that they weren't "bug-eyed monsters" but human brains whose bodies had disintegrated, and therefore they needed the metal shells.



The current Doctor (Colin Baker) shows off his sartorial elegance

The public accepted the Daleks in much the same way as the Beatles and the hula hoop. They returned in numerous different series in stories such as *The Dalek Invasion of Earth*, *The Dalek Master Plan*, *The Evil of the Daleks*, *Day of the Daleks*, *Death to the Daleks*, *Genesis of the Daleks* and most recently *Resurrection of the Daleks*. There has yet to be a *The Daleks Are Totally And Utterly Dead* — DEFINITELY.

Hartnell was forced to give up being the Doctor due to ill health so in 1966 the second Doctor, played by Patrick Troughton, appeared in *The Tenth Planet*. The idea of changing Doctors is now accepted as part of the show's attraction but was originally greeted with surprise and speculation as to whether such an unprecedented action could succeed.

Troughton was set up as a Charlie Chaplin-type "cosmic hobo" as a deliberate way of escaping from any Hartnell typecasting. This has become usual as well with successors Jon Pertwee (*No Jokes* — Ed.), Tom Baker, Peter Davison and the present Doctor, Colin Baker, all having their own personalities and quirks. There is also a seventh Doctor in the shape of Peter Cushing who starred in the films *Doctor Who and the Daleks* (1965) and *Daleks — Invasion of Earth 2150 AD* (1966).



"My mum always said umbrellas indoors were unlucky"



William Hartnell (1963-66)



Patrick Troughton (1966-69)



Jon Pertwee (1970-74)



Tom Baker (1974-80)



Peter Davison (1981-83)



Colin Baker (1983- )

**The Master Plan**

Over the years there have been countless monsters and meanings as well as the odd tricky situation when the unpredictable Tardis managed to go back into human history (e.g. Marco Polo, The Aztecs) and the result of this is that the most loved ones, if that is the right terminology, just keep on coming back.

The Daleks, The Cybermen, the Yeti and The Sontaran have all had more than one attempt as well as evil itself, The Master.

He appeared in 1971 in *Terror of the Autons* and the combination of total evil and impeccable good manners made him a Seventies favourite. The man most famous for playing the renegade Time Lord was Roger Delgado. He died in a car crash in 1973 and since he was a close friend of Jon Pertwee this was a major factor in the third Doctor's decision to leave after the following series.

Other famous foes are *The Sea Devils* (1971), *The Kamelion* (1963) and *The Ice Warriors* (1967). The Doctor has always had companions either volunteering to help or being unwillingly dragged around, with firm favourites K-9 and the Brigadier managing to avoid the axe longer than most.

The axe is a word which makes *Doctor Who* fans shudder as it has been wielded threateningly over the famous Time Lord many many times. The latest series returns after a lay-off of eighteen months which was designed to save the show from becoming tedious and ultimately the BBC scrapheap. *The Trial of a Time Lord* stars Colin Baker as the Doctor who has once again been hauled up in front of the Gallifrey Time Lords charged with interfering in galactic affairs.

Will he be found innocent and be able to continue his adventures? Who knows?

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# Besotted sports buff writes . . .

Dear BANG  
You're mag is really great and — (*Whole load of blathery praise cut here — Ed*).  
But two things could make it even better. First of all, you need to have more sport. You've done nothing on football. OK, so you lot like American football, but what about

real football?  
And what about Basketball? I can't be the only BANG reader who'd want to know more.  
The other way to improve your mag is quite simple. I was at the PCW Show and I met your Tania Yates (Hi Tania! I was the one in the red and white teeshirt — remember

me?). I'm amazed that you've never shown her picture — she's absolutely — (*Whole load of Tania-besotted stuff chopped here — Ed*)  
So what about it, ch?  
Yours  
Pete Filby  
Benhill Road  
Camberwell  
London SE5

Sport? Ah, y-e-s. We'll have to come back to you on that one.  
Personally, I can't stand American Football — garbage bonehead clunkers. Basketball? Uh — so-so.  
As for your Tania suggestion, that'd be completely ideologically unsound. There's no way that we'd do that sort of thing.



(Whatever happens, don't use this pic of Tania — Ed)

## ANOTHER CRAWLER

Dear BANG  
I am a weirdo from Redditch who got one of your magazines at the PCW Show. Well it was right at the end when they were being given away. I thought Oh God that's this "crap". I was just about to lob it at the Amstrad stand (lighted of course) when the horrible thought of travelling back to Redditch from London without anything to read. Not even my ZZAP 64, (more of that later).

So I kept it.  
I then read it, then read it again and again.  
It's brill, fab, witty, completely biased, sexist, (*Sexist?! — ideologically sound — ED*), crummy, degrading, mega-cheap, mega-readable and most important indestructible. At last a computer mag that doesn't break, rip or explode.

If I ever meet you I'd buy the lot of you a drink. Please print this letter because I'd like to share my view with others. Be warned anyone who doesn't buy BANG will be given the treatment by the management

You deserve to do well.  
Best of luck and you've got my support and 40p. Bye for now.  
I'll write later okay?  
Cheers

Ian Nash  
Worcester

*Tell you what, Ian. Rather than buy us all a drink, why don't you just send us the money?*

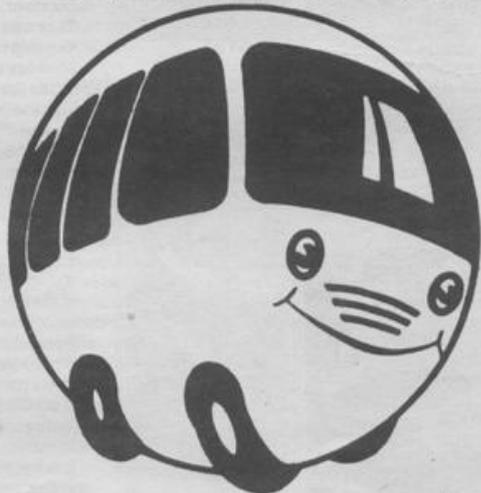
*It's not that we don't want to meet you — just that "a weirdo from Redditch" is, er, not necessarily the sort of person with whom we would wish to have a meaningful social interaction.*

*Or something . . . (Zany marketing ploy about BANG being "indestructible", by the way. Have to come back to you on that one.)*

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# READ ALL ABOUT IT?

Elite has always been famous for its computer conversions of well known names and games.

It's first major titles were *Airwolf* and *Frank Bruno's Boxing*.

Then last year saw real chart success with the first of the coin-op conversions featuring *Bombjack* and *Commando* which were followed by *Ghost* and *Goblins* that is still topping the charts.

The next in line is the conversion of Atari's superb *Paperboy* that dominated the arcades when it was launched in '85.

Undoubtedly it's the best coin-op machine that Elite has converted and is almost guaranteed the top spot in the charts.

To find out whether *Paperboy* actively delivers the goods, read on»»

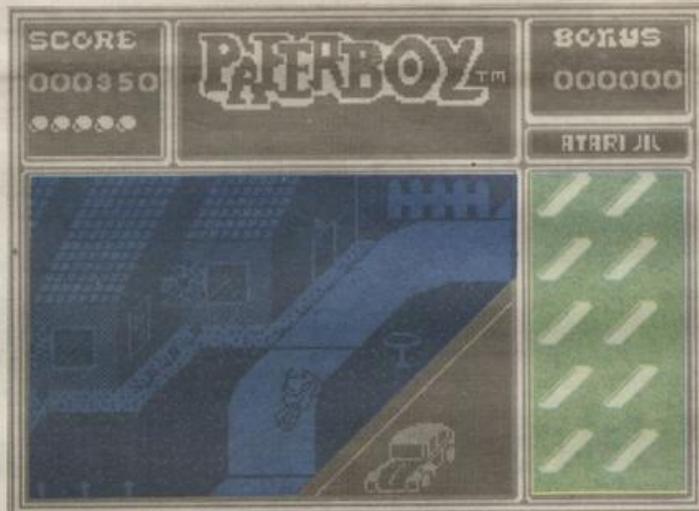
## "Toilet seat"

### HINTBOX

1. Make sure you have enough papers to supply your subscribers, but use the rest to vandalise.
2. Only go on the road when you have to as a car is sure to come along.
3. Remember how you were killed last game then you'll learn how to avoid it.
4. Look before you shoot. To avoid accidental damage to subscribers' houses.
5. Don't look after you've shot. Watching a paper break a window is very satisfying, but it's better to watch where your going.
6. Your priority must be to supply subscribers, since a perfect run earns a lot of points.
7. On Monday and Tuesday aim for maximum points for vandalism. Later on in the week you can't do this since the papers are needed for self defence.
8. Take out anything that looks threatening — for example a lawnmower or a biker. A well timed shot can get it before you get in its range.



*Paperboy* is the latest coin-op conversion from chart-topping game kings Elite. TONY HETHERINGTON has the news»»



Wearing a baseball cap and riding a BMX bike, the hero of *Paperboy* braves an American street. His mission is to deliver the *Daily Sun*.

The street is twenty houses long and surprisingly only half have subscriptions to the *Sun*. These non-subscribing houses are immediately recognisable as they are dark, run down and covered in cobwebs whereas the average *Sun* reader has a bright, neat and clean house.

Armed with a bag of ten papers *Paperboy* rides the street.

Delivering newspapers American style involves hurling them at doorsteps or wallboxes (whichever the customer prefers). If you're on target a bleep sounds and the subscriber is happy.

Miss the target or the house altogether and they'll cancel their subscription. Lose all of your customers and you're out of a job.

### There's always more garbage in *The Sun*

Being a *Paperboy* is a risky job since everything seems to be out to get you. Ride on the road and you're soon knocked flat by a car. Stay on the pavement and you may fall play to drunks, workmen, lawnmowers, bikers, giant tyres as well as the many bins and fences that are strewn in your way.

Collisions with any of these will cost you one of your valuable lives. But never fear, *Paperboy* can use the papers to defend himself and earn valuable bonus points.

Bikers can be sent crashing, bins flying and drunks and workers will almost flee in fear.

The papers can also be used to break windows and generally vandalise non-subscribers. Although this can score you valuable points, you must be careful not to waste papers.

*Paperboy* can only carry ten papers in his bag at any one time. He will find bundles in the street that he can collect by riding through them, so he must be careful that he has enough for his subscribers.

At the end of the street is an assault course of ramps, walls, cones and targets with which *Paperboy* can practise his skills and win some bonus points.

Completing the course ends the day and is followed by a report that illustrates how many subscribers received papers (250 points for one) and how many were missed or accidentally vandalised. These immediately cancel their subscriptions (fussy aren't they).

Should you manage to deliver to all your subscribers then you receive 500 points for each one and a new subscriber.

That was Monday. The run has to be completed every day of the week.

Monday and Tuesday are reasonably easy since the hazards are scarce and static. By the end of the week things are getting hectic with almost everything out to get you.

*Paperboy* is a conversion of the excellent Atari coin-op game that amazed the arcades when it was introduced last year. I've played the Spectrum version although Amstrad, C16, C64 and BBC conversion are to follow.

### Freddie Starr Ate My Coin

Naturally the graphics aren't up to the standard of the coin-op machine, but are clear enough to see what your supposed to do (and what went wrong).

Since the game is played at a fast pace, it will take players time to acclimatise themselves with the screen that scrolls past you at an alarming rate. Somehow you have to pick out from the blue, subscribers to deliver to, non-subscribers to vandalise and hazards to avoid.

It takes time and all of your riding skills just to finish one day, never mind a whole week.

Another guaranteed winner from Elite.

## »» CHARTBUSTER





MARSH: "Busy searching for dumplings"

This week GARRY MARSH has time-jumped in to the weird and wonderful Sixties, trapped as "The Prisoner Of The Village". Will this beige polo-necked, suede-jacketed secret agent scuff his shiny brown beetle crushers in his attempt to find out where he is and what he's doing there? »

# BOING

Some of you readers out there in computer and video-land will have noticed that a great deal of interaction is going on within the aforesaid enter-

tainment media. That is, computer games based on films, on videos, on books, on music and even song lyrics. Indeed other aspects of the media have become a great source of scenarios for adventures and their like.

Oh how I wish that some enlightened programmers out there would take a look back a few years to when our editor was a mere lad, back to the wonderful sixties and those obscure esoteric programmes, as: *The Twilight Zone*, *The Outer Limits*, and even the total-believable (?) *Avengers*. Now there's some creative ideas for you.

And as it would be in this age of technology, a time machine is not needed, no... just turn to Channel Four etc. Oh for a game based on *Bewitched*, and that lovable little twitching nose. I used to watch in awe as our ancient black and white telly tried in vain to cope with signals from outer-space beaming in *The Outer Limits*. The telly's inability to tune in properly added more so to the special effects; besides I couldn't see much through my fingers tightly clenched over my eyes!

## I AM NOT A NUMBER

Someone, somewhere must have used some of this wonderful material by now, I thought, there must be something better than *Knight Rider*. So I dug deep into my underground cavern and finally I hit pay-dirt. "Eureka! I have it." I shouted, displacing half the bath water. *The Prisoner Of The Village* lay there gathering dust on the saddle of a long forgotten "Penny-farthing".

Fear gripped my heart as I loaded the adventure based on *The Prisoner* and I raised my fist high above my Spectrum and screamed "I am not number..."

I awoke in a room no dissimilar to my own music playing softly from a radio that had no on-switch. A quick self-examination, and I discovered a badge mark with a "No 6". Looking out of my window I realised that I was in a strange village, somewhere in the swinging-sixties.

Who am I?

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# UNDERGROUND



Where am I?  
Why am I here?  
Interested? (Don't  
answer that - Ed).

Well, you too can be  
*The Prisoner of the Vil-  
lage*, alias Patrick  
Magoohan, as a resigned  
secret agent, who wakes in  
"the Village" unsure of  
who his captors are or  
what they require of him! I  
gladly accepted my badge,  
and set off to solve my first  
problem, my hunger.

Not too difficult this  
one, a quick visit to the  
cosmopolitan "village-  
cafe", where a most in-  
teresting menu was avail-  
able, including After Six  
Mints, only on request. I  
was busy searching for  
dumplings and other des-  
serts from the series,  
such as the luscious  
Fenella Fielding with her  
"deep-brown voice". Alas  
I had to make do with a  
"Chef's special", and a  
copy of the "village-story-  
book", which made very  
interesting reading.

I was almost elected to  
mayor of the village, but  
opted to visit the Labour  
Exchange, yesteryear's  
answer to the Job Centre,  
where I was met with  
question after question,  
(does nothing change?). I  
found a sign to answer all  
questions; "Questions are  
a burden to others.  
Answers a prison for one-  
self." Wow!

**"Whose side are  
you on?"**

I think I ought to try  
T.M. next!

Finally I found myself in  
the "aptitude-testing-  
room". "Are you fit to be a  
citizen?" "Question:  
Whose side are you on?  
..." Well I know who's  
side I'm on, yes it's *Spoof  
Software* hailing from 58  
Railway Road, Urmston,  
Manchester M31 1XT.  
Who for a small price,  
namely £5.50 including  
p&p, will send a nicely  
packaged copy of this  
Spectrum adventure wing-  
ing your way.

Well worth looking at,  
not too clever, but a nice  
idea! Incidentally this is a  
text/graphic adventure  
produced with *The Quill*,  
before the advent of the  
"illustrator" and "patch".  
But like the original TV  
series has the ability to  
stand the test of time.

Anyway I must go now,  
only there's some kind of  
creature sitting on the  
wing of the plane! My God!  
He's ripping the engine  
out!

GARRY MARSH

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# REVIEW

## Asterix

AND THE  
MAGIC CAULDRON



**ASTERIX  
C64  
Melbourne House  
£9.95**

Asterix, promised for so long, has finally appeared in an unusual arcade adventure.

The plot centres around our hero's attempts to recover the seven pieces of the magic cauldron that was accidentally smashed by Obelix.

Sent on their quest by the Gaul's leader Vitalstatistix, Asterix and Obelix must find the pieces before the Romans overrun the village.

As Asterix explores the village, countryside, forests and Rome itself, the gameplay is constantly interrupted by the wait for the next screens graphics to be drawn. Although they are almost cartoon-like in detail the wait is intolerable. This is particularly annoying should you accidentally move too far up or down a screen. You have to wait as the screen you don't want to be in is drawn before you can return and wait for the screen where you were and wanted to stay is redrawn! During their explorations, Asterix and Obelix will find apples to eat, wild boar that can be turned into ham if defeated in combat, keys to open doors, money which scores points, pieces of cauldron and Roman guards and centurions.

A fight calls up the combat window which shows an enlarged version of Asterix and his adversary as well as two bars indicating their strengths, punches and spear jabs will reduce these so Asterix must get stuck in first. If he loses then he forfeits one of his five lives.

Asterix's combat skills can be enhanced immeasurably by drinking a bottle of magic strength giving potion, given to him by the wizard Getafix before the quest began.

However, this only lasts a very limited length of time and so should be used wisely.

Inside Asterix is a good game trying to get out. Unfortunately it hasn't made it.

Alistair McCann

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Including Spectrum +2 Selector Connector.  
The 125 comes complete with a full 12 months warranty

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# REVIEW

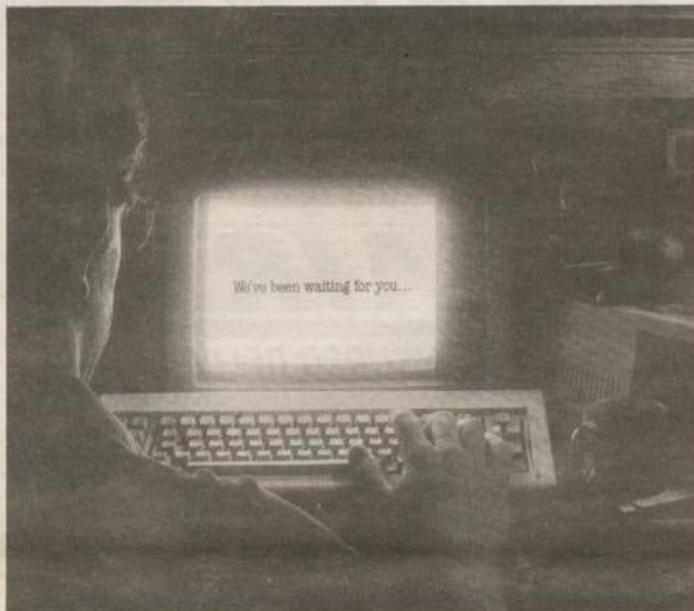
**HACKER 11**  
**C64**  
**Activision**  
**£11.95**

You always knew racing would get you into trouble and now it has.

While logging onto the network Actisource to look up the latest games reviews, your line is interrupted by the CIA. They have noted your hacking abilities and have decided you are the man they're looking for.

Those Ruskses have some doomsday papers that contain plans to bring down the USA. Your job is to get them back. Not by going to Siberia (where they are kept) but by controlling three robots that the yanks have sneaked into the base.

You control them from a bank of TV screens with which you can tune into the robots' view, either of the planets security



monitors or run a selection of 38 video tapes to confuse the watching guards.

By using the robots you must search the complex to first find a combination that will open a safe containing the documents. These you must then deliver to a CIA agent who is hanging around the exit.

You are informed that the access code to one of the cabinets that contains part of the combination is

RED 7 and sent on your way.

Using the mapping function and by patching into the security monitors you must try and plot the positions of monitors and enemy patrols so you can plan a route for your robots around the complex.

Using the correct video tape you can mask your robot from a security monitor. It sees what the corridor would look like empty.

If you are detected an alarm sounds and the annihilator is activated. This then tracks you down and inevitably destroys your robot.

Lose all three and you have failed.  
**Dan Bartelski**

**INTRIGUING**



**BUMP SET SPIKE**  
**Spectrum**  
**Mastertronic**  
**£2.99**

This is a two-a-side volleyball game in which you have to control both of your players at once.

Pressing a key swaps control from one to the other who then must run to where the ball is about to land and hit it back over the net.

To make things easier, a cross appears to mark the spot where the ball will land. This doesn't make it as easy as it sounds since you always seem to have control of the wrong player at just the wrong time.

The games title is derived from the moves you can make instead of just hitting it over the net. The first player bumps the ball up in the air, the second sets it up for the first to spike or slam it over the net. This gives the opposition no chance.

Scoring is as in volleyball, with only the server getting any points, so expect some 10-0 defeats in your early games.

Keep practising your bump, set and spikes and you could become a champion.  
**Tony Hetherington**

**CHAMPION**

**ROOM 10**  
**C64, Spectrum**  
**CRL**  
**£7.95**

Glyding was one of the first games that was designed by Gal-corp, to be played on low gravity planets and asteroids. The Glyding "cell" is often contained in **ROOM 10** of the leisure complexes.

Back on Earth, **ROOM 10** is the second in the **Tau Ceti** series of games written by Pete Cooke.

It isn't a sequel to **Tau Ceti** (that's coming in **Academy**) but shares the Gal-corp setting.

Glyding is best described as three dimensional pong with each player controlling a bat at either end of **ROOM 10**.

The object of the game is to hit the ball in such a

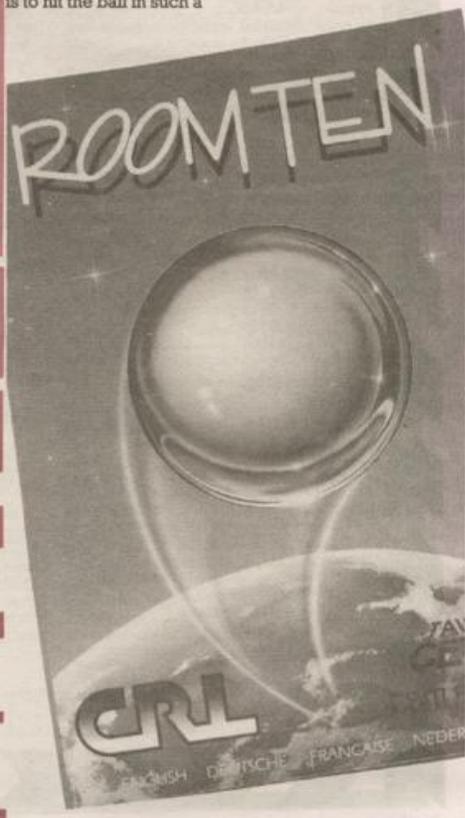
way that it bounces off the room's walls, floor and roof and past your opponents bat. This scores five points. Score 35 points and you win the game.

This isn't going to be easy against a human or three skill level computer opponent especially if the match is played at the fastest of the games seven speed levels.

The **ROOM 10** package is completed by enough information on Glyding and Gal-corp to start you believing and, the facility to change the screen colour combinations to suit your taste.

**ROOM 10** is a simple game, it is also a very good game with a lot of bounce.  
**Tony Hetherington**

**EXCELLENT**



# BANG REVIEWS

Press the **FAST FORWARD** button and play this game. Check the comment to find out why.



Put this one on **HOLD**. There's something wrong with it that will spoil your fun.

**REWIND** this one and take it back to the shop. Playing these games may damage your brain.

## GLIDER RIDER SPECTRUM Quicksilver £8.95

The Abraxas Corporation must be destroyed. This evil group boast that they provide arms for anyone, anywhere and in any quantity "and hide out on EoOs Island.

You are sent to destroy it. You are provided with a motorbike, collapsible hang glider and nine grenades with which you must destroy ten reactors while avoiding the islands laser defences.

In bike mode you can trundle around the islands landscape searching out more ammunition and the defence control towers. These you can drive into to disrupt which puts them out of action for a few seconds. Then by finding a suitable hill you can leap off into hang glider mode and drop bombs on anything below.

Unfortunately if you drift near an undisrupted laser tower you'll be fried. This combination of bike to explore and hang glider to bomb game play creates an interesting game.

The tape in-a-fact contains two versions of the game; the standard 48k game with buzzes and blips and standard graphics and an expanded 128k version with added soundtrack and graphical quirks that are automatically loaded if a 128k Spectrum is detected.

More games like this may make the 128's extra memory worthwhile.

Tony Hetherington



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- FIRST -** For **LOW PRICES**... "My Spectrum blew recently. I took it to MANCOMP, who fixed it in 8 mins. and for less than £10. they are local, 'clued-up', and blindingly efficient!" COMPUTER COLUMN, '4 HEATONS DIGEST', (Vol. 1, No. 11).
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# REVIEW

## POWERPLAY Arcana Amstrad CPC £14.95

It says 'ere in the blurb that *Powerplay* is a game of skill, speed and wit for two to four players devised by Zeus in an effort to quell the constant bickering among the god's as to who's numero uno. So miffed is the great one that he's devised a special courtyard in the gardens of the Temple of Apollo as the arena for the big showdown.

Naturally the great gods have no intention of condescending to battle themselves so they have at their disposal four warriors to compete according to their commands.

This is where you, the player, gets to play god for a while. Can't wait, eh? Each of your warriors has one of four wisdom strengths and the difficulty of the questions posed by Zeus is graded accordingly.

The arena is depicted as a courtyard in the form of an eight by eight grid divided into coloured squares representing four categories.

These are general knowledge, sports & leisure, science & technology and history & geography. In addition there are four teleport squares which transport your warrior randomly around the arena.

When you fall on a coloured square you must answer the respective

question within the time limit. Speed of response is dictated by the pre-selected skill level at the beginning of the game. If you answer the question correctly you are offered the option of mutating to a higher wisdom level prior to moving your piece to another square.

When two opposing warriors meet on the same square they are faced with a play-off. The first warrior that answers correctly forces the opposing piece to mutate down a level. If the losing player is already on the lowest level then they are removed from the game.

Naturally the object of *Powerplay* is to remove all your opponents pieces from the arena and thus win the game in a godlike manner.

In addition to the two thousand questions contained within the program there's a question compiler and editor allowing players to create their own questions within the boundaries of the four categories.

*Powerplay* features some nice 3D graphics, imaginative use of colour and detail throughout plus sound and animation for extra effect.

All in all *Powerplay* is a well presented quiz game with novel presentation offering hours of entertainment to trivia buffs. My only niggle is the lack of a high score table. I don't know about you but this god likes everyone to see who's top of the heap even on Mount Olympus.

Adam Haylett

## TRIVIAL

## JOHNNY REB II C64 Lothlorien £9.95

*Johnny Reb* was Lothlorien's most famous game. Now it has a sequel.

Again it is set in the American Civil War when the union and Confederate states fought with musket, cannon and carbine.

In *Johnny Reb II* the action is controlled by joystick selected icons that issue orders to the units.

For example, advance to a specified part of the map, fire, dig in for cover or charge.

The unit will then attempt to carry out this order as best it can until either it completes it or it becomes so damaged that the soldiers forget about the orders and think about running away instead.

The object of the game

## Monty on the Run C16 Plus 4 Gremlin Graphics

Things have definitely looked up this year for the poor C16 owner. Younger than your average computer wiz-kid, no doubt his mum was conned into buying this attractive but ridiculously non-standard machine by the nice man at the High Street multiple who assured her it was "just like the real thing".

Fortunately companies like Gremlin have done much to bring good conversions of popular games to this generation weeny-hackers, albeit several months too late.

*Monty On The Run*, in case you didn't know, has wobbled his way through two prequels already on the '64 and Spectrum, and now finds himself in a race against time to get from prison to cross-channel ferry and home.

As before this is an attractive and testing platform game, with some jumps having to be pixel-perfect to pull off. The detailed locations are virtually identical to other versions, although there are obviously less of them. There is also a disappointing absence of the

'escape kit' from which you could select certain items to aid you on your trip and the delightful somersault that accompanied Monty's jumps on the '64. Ah well

## Many nasties

On your travels you must pick up glowing gold coins which are deposited in various places and in all such games contact with anything mobile kills you in a display of molecular dispersion and attribute problems. The nasties are many and colourful and all in all this produces a challenging and fun game that is well worth buying.

Gremlin and Mastertronic have also brought a fair number of 'original' shoot-em-ups and arcade adventures to the C16 recently, but these conversions would appear to be the more popular tack. After all, ask any Electron-owner what it's like to be out in the cold!

Tina Milan

## Rebel Planet Amstrad CPC US Gold £9.95

Life after Anita Sinclair must be hard. Not that *The Pawn* was that great an adventure (and no, it wasn't good enough to justify buying a ST as some columnists would have you believe) but because its passing was state-of-the-art, and fumbling for the right noun-verb combination has since become a little pointless.

Admittedly I'm not the world's best adventurer, anyway, lacking as I do the meticulous skill to explore and examine each and every object, person and piece of underwear to discover hidden trinkets that may be useful 18,000 locations further on. All the same a relative degree of linguistic freedom, or a comfort of lush Level 9-style description is the least I expect while I battle to perform the meanest of functions.

On then to *Rebel Planet* — attractively packaged by US Gold and flung out a few months after it was well received on the Commodore. The game concerns a spy network spread across three planets that you must seek out and tap for information before proceeding to Arcadion, home of the (wait for it...) Arcadion Empire.

Once there, you enter their computer centre and blow the hell out of it, using the secret code you extracted from your spies along the way. It did worry me that here in the far flung future evil empires are still using 9-digit binary codes to safeguard their well-being, but what the heck...

is for a superior confederate to cross a river and advance off the side of the map. The Union player, although outnumbered, must stop him.

Either side can be controlled by human or computer players on a map that can be custom built using the screen designer.

The game is simple and enjoyable to play. In fact it contains all of the factors a war game should — strength, supplies and

morale — but in a way that leaves the players free to crunch soldiers rather than figures. Tony Hetherington. BANG 4/5

## ENJOYABLE



You flit from planet to planet using a small but well-equipped ship called the Caydia, and rest assured it leaves without you if you don't freeze time first (don't blame me, I didn't write it.)

The game is atmospheric and detailed, often quite amusing, and illustrated with some pretty graphics. I was also pleased to note some animation and awareness of time where waiting often has a genuine effect rather than that monumental message "time passes".

All in all, a gripping and intelligent game that should be well received on the Amstrad for as long as Mr Sugar allows us to buy them.

Tina Milan



# CHARTS

## GAMES 50

1	(3)	<b>DRAGONS LAIR</b>	Software Projects
2	(1)	<b>SUPER CYCLE</b>	Epyx/US Gold
3	(—)	<b>TRIVIAL PURSUIT</b>	Domark
4	(2)	<b>DAN DARE</b>	Virgin
5	(4)	<b>GHOSTS AND GOBLINS</b>	Elite
6	(6)	<b>ACE</b>	Cascade
7	(20)	<b>PARALLAX</b>	Ocean
8	(5)	<b>KNIGHT RIDER</b>	Ocean
9	(8)	<b>GREEN BERET</b>	Imagine
10	(17)	<b>LEADERBOARD</b>	Access/US Gold
11	(7)	<b>NIGHTMARE RALLY</b>	Ocean
12	(14)	<b>TT RACER</b>	Durell
13	(9)	<b>JACK THE NIPPER</b>	Gremlin Graphics
14	(23)	<b>COMMANDO</b>	Elite
15	(15)	<b>STRIKE FORCE HARRIER</b>	Mirrorsoft
16	(12)	<b>YIE AR KUNG FU</b>	Imagine
17	(11)	<b>KUNG FU MASTER</b>	Data East/US Gold
18	(21)	<b>ELITE</b>	Firebird
19	(18)	<b>KNIGHT GAMES</b>	English
20	(16)	<b>DYNAMITE DAN 2</b>	Mirrorsoft
21	(26)	<b>INTERNATIONAL KARATE</b>	Endurance
22	(45)	<b>PSYCASTRIA</b>	Audiogenic
23	(13)	<b>HEAD COACH</b>	Addictive
24	(43)	<b>SILENT SERVICE</b>	Microprose/US Gold
25	(33)	<b>MIAMI VICE</b>	Ocean
26	(22)	<b>IRIDIS ALPHA</b>	Hewson Consultants
27	(re)	<b>FOOTBALL MANAGER</b>	Addictive
28	(30)	<b>THEATRE EUROPE</b>	PSS
29	(24)	<b>STAINLESS STEEL</b>	Microgen
30	(—)	<b>WAY OF THE TIGER</b>	Gremlin Graphics
31	(29)	<b>JEWELS OF DARKNESS</b>	Rainbird
32	(34)	<b>MISSION ELEVATOR</b>	Eurogold
33	(35)	<b>BOMB JACK</b>	Elite
34	(48)	<b>SPY HUNTER</b>	Sega/US Gold
35	(27)	<b>CAULDRON 2</b>	Palace
36	(19)	<b>MERCENARY</b>	Novagen
37	(44)	<b>SABOTEUR</b>	Durell
38	(41)	<b>IAN BOTHAMS TEST CRICKET</b>	Tynesoft
39	(32)	<b>WINTER GAMES</b>	Epyx/US Gold
40	(25)	<b>WINTER EVENTS</b>	Anco
41	(10)	<b>HEARTLAND</b>	Odin
42	(40)	<b>GRAPHIC ADVENTURE CREATOR</b>	Incentive
43	(—)	<b>MONOPOLY</b>	Leisure Genius
44	(—)	<b>SOCCER</b>	US Gold
45	(38)	<b>BATMAN</b>	Ocean
46	(49)	<b>SPEECH</b>	Superior
47	(—)	<b>JOHNNY REB 2</b>	Argus Press
48	(—)	<b>STEVE DAVIS SNOOKER</b>	CDS
49	(—)	<b>SOLO FLIGHT 2</b>	Microprose/US Gold
50	(—)	<b>MISSION A.D.</b>	Odin

## SPECTRUM 20

1	(1)	<b>Dragons Lair</b>	Software Projects
2	(—)	<b>Thrust</b>	Firebird
3	(5)	<b>A C E</b>	Cascade
4	(4)	<b>Nightmare Rally</b>	Ocean
5	(2)	<b>Dan Dare</b>	Virgin
6	(—)	<b>TT Racer</b>	Durell
7	(re)	<b>Video Olympics</b>	Mastertronic
8	(3)	<b>Kal Temple</b>	Firebird
9	(10)	<b>Ghosts and Goblins</b>	Elite
10	(re)	<b>Full Throttle</b>	Micromega/ 299 Classics
11	(—)	<b>Trivial Pursuit</b>	Domark
12	(re)	<b>Ninja Master</b>	Firebird
13	(re)	<b>Jack the Nipper</b>	Gremlin Graphics
14	(re)	<b>Molecule Man</b>	Mastertronic
15	(—)	<b>Happiest Days</b>	Firebird
16	(re)	<b>Dynamite Dan 2</b>	Mirrorsoft
17	(—)	<b>Bomb Scare</b>	Firebird
18	(8)	<b>Bump Set Spike</b>	Mastertronic
19	(9)	<b>Knight Rider</b>	Ocean
20	(—)	<b>Head Coach</b>	Addictive

## C64 20

1	(2)	<b>Go For Gold</b>	Americana
2	(1)	<b>Super Cycle</b>	Epyx/US Gold
3	(—)	<b>Ninja</b>	Mastertronic
4	(5)	<b>Warhawk</b>	Firebird
5	(6)	<b>Dragons Lair</b>	Software Projects
6	(re)	<b>Parallax</b>	Ocean
7	(re)	<b>Leaderboard</b>	Access/US Gold
8	(—)	<b>Trivial Pursuit</b>	Domark
9	(7)	<b>Speed King</b>	Mastertronic
10	(3)	<b>Hole In One</b>	Mastertronic
11	(4)	<b>Dan Dare</b>	Virgin
12	(9)	<b>Ghosts and Goblins</b>	Elite
13	(10)	<b>Knight Rider</b>	Ocean
14	(re)	<b>FormulaOne Simulator</b>	Mastertronic
15	(re)	<b>Green Beret</b>	Imagine
16	(re)	<b>Miami Vice</b>	Ocean
17	(—)	<b>A C E</b>	Cascade
18	(re)	<b>Ninja Master</b>	Firebird
19	(—)	<b>Skoldaze</b>	299 Classics
20	(—)	<b>Iridis Alpha</b>	Hewson Con'tants

## BUDGET 20

- |         |                              |                            |
|---------|------------------------------|----------------------------|
| 1 (2)   | <b>Go For Gold</b>           | Americana                  |
| 2 (1)   | <b>Speed King</b>            | Mastertronic               |
| 3 (6)   | <b>Ninja</b>                 | Mastertronic               |
| 4 (3)   | <b>Thrust</b>                | Firebird                   |
| 5 (5)   | <b>Ninja Master</b>          | Firebird                   |
| 6 (4)   | <b>Kane</b>                  | Mastertronic               |
| 7 (15)  | <b>Formula One Simulator</b> | Mastertronic               |
| 8 (11)  | <b>Warhawk</b>               | Firebird                   |
| 9 (10)  | <b>Kik Start</b>             | Mastertronic               |
| 10 (12) | <b>Molecule Man</b>          | Mastertronic               |
| 11 (7)  | <b>Hole In One</b>           | Mastertronic               |
| 12 (14) | <b>SkooIdaze</b>             | 299 Classics               |
| 13 (re) | <b>Video Olympics</b>        | Mastertronic               |
| 14 (9)  | <b>Kai Temple</b>            | Firebird                   |
| 15 (8)  | <b>Bump Set Spike</b>        | Mastertronic               |
| 16 (—)  | <b>Full Throttle</b>         | Micromega/<br>299 Classics |
| 17 (19) | <b>Spellbound</b>            | Mastertronic               |
| 18 (20) | <b>Knight Tyme</b>           | Mastertronic               |
| 19 (—)  | <b>Video Poker</b>           | Mastertronic               |
| 20 (—)  | <b>Happiest Days</b>         | Firebird                   |

## MSX 10

- |        |                              |                  |
|--------|------------------------------|------------------|
| 1 (1)  | <b>Speed King</b>            | Mastertronic     |
| 2 (2)  | <b>Molecule Man</b>          | Mastertronic     |
| 3 (—)  | <b>Vestron</b>               | Players          |
| 4 (—)  | <b>Formula One Simulator</b> | Mastertronic     |
| 5 (3)  | <b>Knight Tyme</b>           | Mastertronic     |
| 6 (9)  | <b>King Size</b>             | Robtek           |
| 7 (6)  | <b>Jack The Nipper</b>       | Gremlin Graphics |
| 8 (—)  | <b>Monopoly</b>              | Leisure Genius   |
| 9 (—)  | <b>Foot Volley</b>           | Players          |
| 10 (7) | <b>International Karate</b>  | Endurance        |

## C16 10

- |        |                              |              |
|--------|------------------------------|--------------|
| 1 (1)  | <b>Speed King</b>            | Mastertronic |
| 2 (2)  | <b>Kik Start</b>             | Mastertronic |
| 3 (4)  | <b>Street Olympics</b>       | Mastertronic |
| 4 (6)  | <b>Yie Ar Kung Fu</b>        | Imagine      |
| 5 (7)  | <b>Fingers Malone</b>        | Mastertronic |
| 6 (—)  | <b>Torpedo Alley</b>         | Firebird     |
| 7 (re) | <b>Formula One Simulator</b> | Mastertronic |
| 8 (3)  | <b>Winter Events</b>         | Anco         |
| 9 (9)  | <b>One Man And His Droid</b> | Mastertronic |
| 10 (5) | <b>Booty</b>                 | Firebird     |

## AMSTRAD 10

- |        |                           |              |
|--------|---------------------------|--------------|
| 1 (1)  | <b>Speed King</b>         | Mastertronic |
| 2 (2)  | <b>Thrust</b>             | Firebird     |
| 3 (3)  | <b>Ninja Master</b>       | Firebird     |
| 4 (—)  | <b>Trivial Pursuit</b>    | Domark       |
| 5 (6)  | <b>Harvey Warbanger</b>   | Firebird     |
| 6 (9)  | <b>Ghosts and Goblins</b> | Elite        |
| 7 (4)  | <b>Conquest</b>           | Mastertronic |
| 8 (7)  | <b>Kane</b>               | Mastertronic |
| 9 (re) | <b>Radzone</b>            | Mastertronic |
| 10 (5) | <b>Dan Dare</b>           | Virgin       |

## BEEB 10

- |         |                             |              |
|---------|-----------------------------|--------------|
| 1 (4)   | <b>Psycastria</b>           | Audiogenic   |
| 2 (3)   | <b>Thrust</b>               | Superior     |
| 3 (2)   | <b>Spy Hunter</b>           | Sega/US Gold |
| 4 (1)   | <b>Kane</b>                 | Mastertronic |
| 5 (—)   | <b>Trivial Pursuit</b>      | Domark       |
| 6 (re)  | <b>League Challenge</b>     | Atlantis     |
| 7 (re)  | <b>Commonwealth Games</b>   | Tynesoft     |
| 8 (6)   | <b>Air Wolf</b>             | Elite        |
| 9 (—)   | <b>Galaforce</b>            | Acornsoft    |
| 10 (re) | <b>Strike Force Harrier</b> | Mirrorsoft   |

## ATARI 10

- |         |                         |                 |
|---------|-------------------------|-----------------|
| 1 (1)   | <b>Ninja</b>            | Mastertronic    |
| 2 (3)   | <b>Spellbound</b>       | Mastertronic    |
| 3 (2)   | <b>Thrust</b>           | Firebird        |
| 4 (4)   | <b>Kik Start</b>        | Mastertronic    |
| 5 (5)   | <b>Soccer</b>           | US Gold         |
| 6 (—)   | <b>Silent Service</b>   | M'prose/US Gold |
| 7 (—)   | <b>Last V8</b>          | Mastertronic    |
| 8 (—)   | <b>Leaper</b>           | Bugbyte         |
| 9 (—)   | <b>Raid Over Moscow</b> | Access/US Gold  |
| 10 (re) | <b>Nuclear Nick</b>     | Americana       |

# TELLY TOP TENS

### BBC1

- |    |                                |       |
|----|--------------------------------|-------|
| 1  | <b>Eastenders (Tue/Sun)</b>    | 18.10 |
| 2  | <b>Eastenders (Thu/Sun)</b>    | 16.85 |
| 3  | <b>Only Fools and Horses</b>   | 14.20 |
| 4  | <b>Howards Way</b>             | 12.05 |
| 5  | <b>Ever Decreasing Circles</b> | 11.65 |
| 6  | <b>Open All Hours</b>          | 10.65 |
| 7  | <b>Nine o'Clock News (Fri)</b> | 10.40 |
| 8  | <b>Russ Abbot Show</b>         | 9.40  |
| 9  | <b>Animal Squad</b>            | 9.05  |
| 10 | <b>Dallas</b>                  | 8.95  |

### BBC2

- |   |  |      |
|---|--|------|
| 1 | <b>Kingdom of the Ice Bear (Mon)</b>       | 4.25 |
| 2 | <b>M*A*S*H</b>                             | 3.80 |
| 2 | <b>International Athletics (Fri 19.55)</b> | 3.80 |
| 4 | <b>Paul Daniels Magic Show</b>             | 3.50 |
| 5 | <b>Kingdom of the Ice Bear (Tue)</b>       | 3.45 |
| 5 | <b>Gardeners' World</b>                    | 3.45 |
| 7 | <b>Star Trek</b>                           | 3.35 |
| 8 | <b>Farnborough '86</b>                     | 3.10 |
| 9 | <b>Scarlet Buccaneer</b>                   | 2.80 |
| 9 | <b>Festival of Flowers</b>                 | 2.80 |

### ITV

- |    |   |       |
|----|---|-------|
| 1  | <b>Coronation Street (Mon), Granada</b> | 15.45 |
| 2  | <b>Coronation Street (Wed), Granada</b> | 14.35 |
| 3  | <b>Murder With Mirrors, ITV</b>         | 13.40 |
| 4  | <b>News (Sat 20:49), ITN</b>            | 12.70 |
| 5  | <b>Blind Date, LWT</b>                  | 12.60 |
| 6  | <b>Emmerdale Farm (Tue), Yorkshire</b>  | 11.75 |
| 7  | <b>Crossroads (Tue), Central</b>        | 11.20 |
| 8  | <b>Taggart, STV</b>                     | 11.15 |
| 9  | <b>3-2-1, Yorkshire</b>                 | 10.95 |
| 10 | <b>Dempsey and Makepiece, LWT</b>       | 10.90 |

### CHANNEL 4

- |    |                                      |      |
|----|--------------------------------------|------|
| 1  | <b>Brookside (Mon/Sat)</b>           | 5.85 |
| 2  | <b>Brookside (Tue/Sat)</b>           | 5.20 |
| 3  | <b>Mirage</b>                        | 3.35 |
| 4  | <b>Hill Street Blues</b>             | 2.40 |
| 5  | <b>International Athletics (Fri)</b> | 2.05 |
| 5  | <b>Pickwick Papers</b>               | 2.05 |
| 7  | <b>The Cosby Show</b>                | 1.95 |
| 7  | <b>Raging Bull</b>                   | 1.85 |
| 9  | <b>American Football</b>             | 1.90 |
| 10 | <b>Budgie</b>                        | 1.80 |



# ACROSS THE BOARD

If your idea of a card game is patience, bridge or snap, then you're in for a shock. *Nuclear War* is an explosive game of propaganda, fallout and germ warfare. TONY HETHERINGTON has his finger on the button»



A missile doesn't necessarily indicate the start of hostilities (although it's a good hint) since it might be followed by another missile which would mean war or another missile or a propaganda chart in which case the missile would be wasted.



## VIDEO COMPETITION

WARNER HOME VIDEO



PG



Copies of this great comedy video to be won starring Dan Aykroyd and Chevy Chase

Send your entry with your required format (VHS or BETA) to:

TANIA YATES, BANG, BTC, BESSEMER DRIVE, STEVENAGE, HERTS SG1 2DA by October 1st

Name \_\_\_\_\_  
 Address \_\_\_\_\_  
 Age \_\_\_\_\_  
 Format \_\_\_\_\_



'Spies Like Us' will soon be available for sale or rental at your local stockists.

### CLUES

- | Across                                   | Down                               |
|--|------------------------------------|
| 1. Found in a basket? (7)                | 1. Special assignment? (7)         |
| 2. ... you like it? (2)                  | 2. Female (6)                      |
| 3. Energy (3)                            | 3. ... word, needed for entry (6)  |
| 4. Needed to enter a foreign country (8) | 4. Organ for seeing (3)            |
| 5. Series of dots and dashes (3-4)       | 5. Investigation bureau in USA (3) |
| 6. Handwritten writing (5)               | 6. The art of spying (8)           |
| 7. Defiled (3)                           | 7. Lark (3)                        |
| 8. Listening device (3)                  | 8. Fastened together (6)           |
| 9. Edge of government (4)                | 9. Make a phone call (4)           |
|  | 10. Lark (3)                       |
|  | 11. Fastened together (6)          |
|  | 12. Make a phone call (4)          |
|  | 13. Signal (4)                     |
|  | 14. Signal (4)                     |
|  | 15. Lark (3)                       |

*Nuclear War* is a card game in which two to six people attempt to blow each other to smithereens.

Using propaganda, germ warfare and less subtle warheads, the players wipe out each other's population.

The victims in question appear on population cards in one, two, five and 10 million denominations that are dealt out at the beginning of each game.

Then according to the game rules, "the owner of the game (who also deals and plays first, deals nine *Nuclear War* cards to each player". These contain missiles, anti-missiles, propaganda, and secret cards.

The secret cards are played immediately and cause unpleasant things such as population defections by the million, earthquakes and germ warfare to happen to your enemy but also the occasional mishap to your own. Then the cold war begins.

### Ideologically

The game is played in turns, with each player turning over a card and then replacing it from the pack. Although only one card is played at a time, each player must commit two by placing them on the table. The cards he selects determines his strategy.

A warmonger will select a missile and warhead which will fire at its target when the warhead is revealed. A cold-war antagonist will play propaganda cards that will persuade other players population to leave their country for his. Unfortunately propaganda loses its effect as soon as the mushrooms start appearing, so choose your tactics carefully.

### Unsound

There are four types of missile, each capable of carrying a different warhead. The smallest is the Polaris, that can only carry 10 megatons, the Atlas (20 megatons) and the Saturn missile that can deliver a horrifying 100 megatons). The fourth carrier is the B70 bomber that can carry up to 80 megatons but, in more than one warhead, so it can fire at more than one opponent at the same time!

It's generally a good idea to have only one enemy at a time since they have a habit of ganging up against you. When the bombs start raining down on you, your days are numbered.

The casualties from a warhead are decided by the size of the bomb and the turn of a spinner. The basic value of the warhead (10 megaton wipes out two million/100 megaton kills 25 million) can be doubled, trebled or wiped out by a single spin. There is a slim chance that any warhead may set off a chain reaction that destroys the world, in which case, everybody loses!

### "Game"

Players can defend their countries by using anti-missiles, turning powerful cards over (a Saturn with 100 megatons) as a deterrent or issuing general threats.

If these don't work you will at least have the satisfaction of a final strike in which you can blast whoever you dislike with whatever you've got.

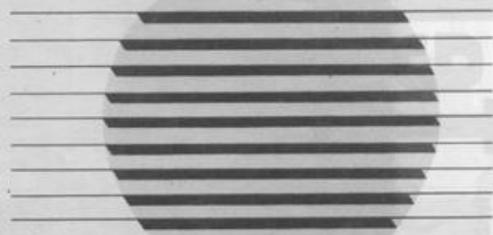
Once someone has been eliminated, peace can return. But it won't last long ...

NEXT WEEK — CAN YOU STOP THE OGRE?

CHARTING THE PARTS BANG CANNOT REACH

# SCAN

TV \* VIDEO \* MUSIC \* FILM \*



## CDs do the jukebox jive

The first ever compact disc jukebox is about to hit the States and its introduction to the UK could follow shortly.

The new machine is made by American electronics firm Seeburg and will be called Crusader.

### One dollar bills

As well as being the first CD jukebox it is also the first jukebox that doesn't accept coins. It has a note

acceptor which takes five and one dollar bills. The eventual European version is expected to stick to a coin mechanism which would make the whole thing slightly cheaper.

The jukebox breaks new ground by allowing the user to put on a whole album. Because of its structure and the fact that every CD holds ten songs, the minimum number of selections will be an incredible 600. However, this will be mainly major label acts and not the usual Top 40 stuff — which isn't yet on CD — that jukeboxes currently feature.

The makers are predicting US sales of 5,000 next year which is half the annual sales of jukeboxes across the whole of America.

## MUSIC VIDEO TOP TWENTY

- 1 (1) **IN CHINA-F/SKIES** (CBS/FOX)  
**WHAM**
- 2 (2) **NOW THAT'S...MUSIC** (PMI/Virgin)  
**VARIOUS**
- 3 (13) **THE REAL BUDDY HOLLY STORY** (PMI)  
**VARIOUS**
- 4 (3) **ALCHEMY LIVE** (Channel5)  
**DIRE STRAITS**
- 5 (4) **BRO'S IN ARMS** (Polygram)  
**DIRE STRAITS**
- 6 (9) **THE VIRGIN TOUR** (WEA)  
**MADONNA**
- 7 (7) **LIVE IN RIO** (PMI)  
**QUEEN**
- 8 (5) **PUMPED FULL OF DRUGS** (Ikon)  
**NEW ORDER**
- 9 (re) **WE WILL ROCK YOU** (Peppermint)  
**QUEEN**
- 10 (6) **THE VIDEO EP** (PMI)  
**FREDDIE MERCURY**
- 11 (14) **GREATEST HITS** (RCA/Columbia)  
**BUCKS FIZZ**
- 12 (15) **STARING AT THE SEA** (Palace)  
**THE CURE**
- 13 (—) **STOP** (Palace/PMI)  
**TALKING HEADS**
- 14 (8) **GREATEST FLIX** (PMI)  
**QUEEN**
- 15 (10) **WHAM: THE VIDEO** (CBS/FOX)  
**WHAM**
- 16 (re) **TONIGHT HE'S YOURS** (C5)  
**ROD STEWART**
- 17 (17) **THE VIDEOSINGLES** (Polygram)  
**LEVEL 42**
- 18 (19) **THE SINGLE FILE** (PMI)  
**KATE BUSH**
- 19 (18) **UNDER A BLOOD RED SKY** (Virgin/PVG)  
**U2**
- 20 (12) **1982-1986 THE VIDEOS** (PMI)  
**MARILLION**



I can't get no chart success

## VIDEOS RENTAL TOP 20

- 1 (1) **GOONIES** (Warner)
- 2 (17) **LEGEND** (Cannon)
- 3 (6) **MAD MAX - BEYOND THUNDERDOME** (Warner)
- 4 (2) **COCOON** (CBS)
- 5 (8) **GOTCHA** (CIC)
- 6 (3) **A NIGHTMARE ON ELM STREET** (CBS/FOX)
- 7 (11) **WITNESS** (CIC)
- 8 (4) **POLICE ACADEMY 2: THE FIRST ASSIGNMENT** (Warner)
- 9 (—) **RETURN OF THE LIVING DEAD** (Vestron)
- 10 (16) **KARATE KID** (RCA/Columbia)
- 11 (5) **WEIRD SCIENCE** (CIC)
- 12 (10) **BEST DEFENCE** (CIC)
- 13 (13) **BEVERLY HILLS COP** (CIC)
- 14 (—) **NO RETREAT NO SURRENDER** (Entertainment in Video)
- 15 (—) **VOLUNTEERS** (Cannon)
- 16 (20) **GREMLINS** (Warner)
- 17 (14) **FLETCH** (CTC)
- 18 (7) **GHOSTBUSTERS** (RCA/Columbia)
- 19 (—) **RAMBO - FIRST BLOOD PART 2** (Cannon)
- 20 (—) **BLACK MOON RISING** (Cannon)

## FILMS LONDON TOP TEN

- 1 (1) **ALIENS**
- 2 (2) **MONA LISA**
- 3 (—) **BETTY BLUE**
- 4 (3) **HANNAH AND HER SISTERS**
- 5 (—) **SWEET LIBERTY**
- 6 (5) **A ROOM WITH A VIEW**
- 7 (4) **HIGHLANDER**
- 8 (6) **TARGET**
- 9 (7) **THE COLOR PURPLE**
- 10 (8) **ROSA LUXEMBURG**



# Telly tittle tattle

IT'S COME round at last. The wedding of the year. Not Susan Barlow and Mike Baldwin or Andy and Fergie but dopey Lofty and sour-faced Michelle of *EastEnders* ((BBC 1 Thurs).

No doubt the papers will have done it to death by the time Shel walks up the aisle so that's the last word.



One Hilda Ogden, there's only one Hilda . . .

The Beeb must be getting used to the top spot by now, but did you know trusty old *Coronation Street* (ITV Tues & Thurs) still holds the honours in the Ulster, Border and North West regions? Altogether now . . . yah boo sucks to BBC 1.

Here we go, here we go, here we go. Football action is popping up all over the place again and *Midweek Sports Special* (Wed ITV) features 2nd

round matches from the **Littlewoods Challenge Cup**, previously the **Milk Cup**, the **Walls Pork Sausage Cup**, the **Allied Shagpile Carpet Cup** and the absurdly named **League Cup**.

Onwards . . . There certainly are a few ugly mugs on TV this week. **Bruce Forsythe** manages to get on twice with *Play Your Cards Right* (Fri ITV) and *Slinger's Day* (Wed ITV) but yuckiest must be **Rob Buckman**. *The Buckman Treatment* (Wed ITV)



BUCKMAN: Is this the ugliest man on TV?

dribbles on for another week and is joined by more pseudo-intellectual brain fodder. Yes you've guessed it, every science teacher's favourite programme *Tomorrow's World* (Thurs BBC 1) . . . all the important discoveries are back including a pregnancy test for the rhinoceros. Honest. Would I lie to you? Okay - watch it if you insist.

Good word rhinoceros. Shame there won't be any on *Top of the Pops* (Thurs BBC 1) which it is rumoured might have a group on this week. This would make a change from charts and donkhead DJs but what do you expect from a three minute show (Okay, okay so I've exaggerated but what difference does that make to the price of cheese nibbles?)

Can't answer that one can you? Here's another. What type of serials run on Sunday nights? Yep, that's right, boring ones with wooden acting and plastic sets which run for ever and ever. Well here's a surprise, the new drama *Inside Story* (Sun ITV) is about the exciting, devious, stressful world of journalism zzzzz.

This means you can watch *Howard's Way* (Sun BBC 1) and *Howard's Way In Fleet Street* one after the other . . . Isn't TV great?

I leave you with a poser. If *No Limits* (Tues BBC 2) is supposed to be a British rock show why doesn't it ever feature British bands? Answers on a £100 cheque to **BANG** Editorial Fund.

Charley Hunt

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# SCAN

FILMS



## EPIC FX

**F/X — MURDER BY ILLUSION (15)**  
**Starring: Bryan Brown, Brian Dennehy**  
**Director: Robert Mandel**  
**Release: Now**

Rollie Tyler (Brown) is a movie special effects expert who is hired by US Government agent Lipton to arrange the fake assassination of De Franco, a former Mafia boss turned supergrass. After Tyler carries out the hit, Lipton tries to shoot him, but Tyler escapes.

Contacting Colonel Mason, Lipton's superior, Tyler is told to sit tight. However, the policemen sent to pick him up gun down an innocent man, mistaking him for the effects artist. Realising he has been set up, Tyler goes on the run.

Meanwhile, Police Lieutenant Leo McCarthy (Dennehy), who is investigating the murders is removed from the case. Undeterred, he continues, linking the deaths to Mason's Witness Relocation Programme. Obsessive about his job, McCarthy refuses to let the matter drop — even when suspended from duty.

Tyler, intent on clearing his name, heads for Mason's country mansion for showdown, using all his formidable skills to stay alive.

F/X takes the standard trappings of conspiracy thrillers and gives them a new dimension by setting the events against the backdrop of cinematic illusion. Consequently, the plot has more twists and turns than a roller coaster ride, ably tied together by Robert Mandel's taught direction which incorporates the special effects used by Tyler (monsters, prosthetic makeup, fake gunshot wounds, gore, etc) into the story instead of letting them take over — a common fault in films these days.

Both Brown and Dennehy (the lead alien in *Cocoon*) give solid, likeable performances which also provide nice touches of humour. Overall, F/X is an exciting, highly entertaining movie well worth a look.



"I told you you'd never make a barber"

## LITTLE BANG,



The cast from *Poltergeist II* model C&A's bedtime collection

## NO WALLOP

**POLTERGEIST II: The Other Side**  
**Starring: Craig T. Nelson, JoBeth Williams, Will Sampson.**  
**Director: Brian Gibson**  
**Release: Now**

Sequels, as we are unfortunately aware, are seldom as successful, either artistically or financially, as their predecessors. Not surprisingly, *Poltergeist II: The Other Side* is a big disappointment after the kinetic shocks of Tobe Hooper's original.

The unlucky Freeling family from the first film (here played by the same cast), have wisely moved from the ghost-plagued Cuesta Verde housing estate where their lives were disturbed. Now living in Arizona with their grandmother, things start going wrong again after she dies. As in the first film, the poltergeists are after their daughter, only this time the whole family are pulled into the Beyond with her.

Fighting against the forces of darkness are Tangina Barrons, the psychic from the first film, and Taylor (Sampson), a mystic indian.

The problem usually encountered by horror movies that deal with this subject is that the tension is undermined by showing too much. Once you reveal the cause of the problems, where do you go from there?

Sadly, most film makers lack the imagination required to take the events depicted further. *Poltergeist II* builds well then goes downhill when the Freelings are transported to Hell, despite the fact it has been visualised by H. R. Giger, the Swiss surrealist responsible for the otherworldly look of Ridley Scott's *Alien*. Although the creatures are quite horrible and the special effects, created by the guys responsible for *Ghostbusters*, frequently stunning, the tale loses much of its power.

Directed by former BBC man Gibson, whose only other big screen credit is the awful rags to rock riches flick *Breaking Glass*, the film is less assured than Hooper's original. Gibson again proves he is unsure of himself when it comes to storytelling outside of TV. This factor, coupled with a limp script, means *Poltergeist II* is all flash, a little bang, and no wallop.

Phil Nutman

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 10 SHOPS  
 SAID THEIR  
 CUSTOMERS  
 PREFERRED IT

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**BANG**<sup>5</sup>  
 automatic



**Remove All Spots Stains and Inhibitions!**

# NIGHTS IN BLACK SATIN

## WITH DAVINA

I'm telling you cock, I was shocked. Well, it's hardly the sort of thing you want to read over brekkie. There's nothing naff in my gaff — Davina only takes the "serious" papers.

So it was with horror as I was scanning *The Sun* in mid-repast (ie I'd safely negotiated the grapefruit and cornflakes and was planning a pincer movement on a gefilte fish-burger) that the offending itemette put an end to all further thoughts of topics comestible.

Now — you know I've always had this passion for Spaniards. True it hasn't stopped trysts with Thais, flings with Finns or fun with Huns but there's none quite like the muchachos from Span and Spic Land. And leading the Diagonack is dishy-dashy, yummy-bummy Julio Iglesias. Indeed just penning this piece brings rampant movement to Davina's nethermost regions (*Are*

*we talking bowels? — Ed*).

The big J has spoken thus: "I sell a dream. If I dropped my trousers I'd never sell another record". Interpretations are many and varied. Does the great man have a little problem? Is it growing? Could it be caused by an overactive zipper? And is this what they call "Spanish Flies"?

Staying with the donger theme, *Escort* and *Mayfair* magazines (no, I've never read them I'm not tall enough) buzzed Mute Records to score Review copies of *Nick Cave's* newie *Kicking Against The Pricks*, (yet given the title, Mute surprisingly are still awaiting a call from *Gay News*). When the hapless press lady explained the moniker was bible-based, howls of laughter from men falling off chairs was distinctly audible at the other end of the dog-and-bone.

Mute decided to vent their feelings by slapping an injunction on both Mags preventing the pair from so much as giving a mense to the N.C. waxing. It is not known whether the forthcoming *Spandau Ballet* album *Songs for Schlongs* will

suffer a similar fate.

Now I've promised the token staff Spandau fan (well it's very important to keep in with the office dog) one whole issue without being rude about *Kemp* and Co. Maybe next week.

Gerra load of this crappola from smart Mart who admitted to a few technical hitches at a gig in Rome. "During *True*, only the bass and drums could be heard. The amazing thing was no-one complained." Uh-uh Mart — the really amazing thing was that anyone turned up in the first place.

The Lights are on but there's no-one at home Department; A short while back, famous fruitcake *Genesis P. Orridge* decided it was time he mixed with others on a similar intellectual plane. So off he went to the shops and returned with a pet python (who sadly was not called Monty). Said squiggly has now gone bye-byes from the Pridge 'ouse 'old (having repeatedly smegged potty G.P.O. at *Trivial Pursuit*). It's all a bit of a boa for the worried residents of Hackney who say they've really adder enough and Geneis and the rest of his

band — the cutely-named *Throbbing Gristle* — can jolly well pistle off to somewhere more exotic where snakes will be welcome. Like Brixton.

And there was another outbreak of panic — this time at the Beeb — when the bronzoid coin that's less than two pee finally dropped, and it was realised that *Cutting Crew's* hit-pick, *I Nearly Died In Your Arms Tonight* was actually about — let's put this delicately — giving it one.

But they weren't the only ones misled — I thought it was the lament of a chap who was upset that his girlfriend had put on weight — could have sworn the DJ said it was called, "I nearly cried at you — (I think we can guess the rest — Ed).

Not that I'm one to spread gossip but I know this won't go any further. *James Grant* of up'n'coming combo *Love And Money* has this really serious personal problem. Mid-number, sans warning, he suddenly goes all mutton, (for the benefit of viewers north of Peckham, Mutton = deaf) Davina's sympathies are hereby extended. I have exactly the same trouble when

anybody mentions the word "bill".

And a mega-version of that most despicable of bill-species awaits *Broooce-bores*. *El Springbean* has finally sanctioned the release of the long awaited "official" live recording, and it promises to have a major impact on the mortgage rate.

The plan, Stan, is for a five-album, 4 hour collection setting back die-hards a mere twenty nicker. A lot of moolah? — depends how you look at it really. Twenty quid is the equivalent of a) One and a half minutes royalties for *Michael Jackson* or b) Three weeks wages for *BANG* staffers.

Can't leave Bruce without re-aring the best gag from the American version of *Spitting Image*. *Mel Brookes* and *Colonel Ghadaffi* are at a party and in front of them sits a bowl containing a lurid watery-green mixture. "Is that Jello?" asks Ghadaffi, "No" replies Brooks, "Bruce Springsteen finally managed to clear his throat."

Lastly to the star of the prog that's the best reason to show a

Saturday morning leg since *Tiswas* kicked the bucket. *Cheryl* (wotcha mate) *Baker's* roots are showing and give cause for hope for all boys, girls and those who've yet to take a vote on the subject. Her parents, clearly deciding at birth she was destined for glory, christened our *Shel Rita Crudgington* — a name subsequently considered for one of the characters in *EastEnders*, but rejected as too far-fetched.

*Cheryl*, sorry *Rita's*, life-story is a classic victory of determination over countless obstacles. And telling her own story in a voice not unreminiscent of a parrot with migraine, *Rita*, sorry *Cheryl*, recalls "I went to the same elocution school as *Lorraine Chase*. It closed down when the headmaster shot himself. But I did leave my own special mark. I was the only girl ever to flunk English. Still, Mr English was pretty grateful and flanked me very much."

*Cheryl* now shares domestic bliss with fiancé *Adrian*, doggy *Malcolm* and gerbil, *Harold*. **Make mine a double, Luv Davina**

# AMERICAN BALLS

## BASEBALL SUNDAYS FROM OCTOBER 5 CHANNEL FOUR

NO SOONER has Britain finally succumbed to the hype of American football than we have more Yank sport in the shape of baseball. Is there no end to cross-Atlantic pap washing up on our shores?

This one's a jazzed up version of rounders — yep someone throws a ball at you, you have a good swipe at it and then scamper off to one of the four bases. Exciting stuff for a kid at primary school, so it's no surprise this appeals to Uncle Sam.

If you ask an American about the game, he would have to peel off the layers of popcorn, designer caps and bats, burgers, popcorn, hysteria, home runs and yet more popcorn, to find the answer. It is nothing more than an ancient game, found in many an English playground.

If you think I'm getting wound up, you're dead right — if only the Great British public could be re-educated that standing on a delapidated terrace watching *Scunthorpe United* lose one-nil, is real sport. Nothing beats the freezing cold feet, the January drizzle and the big crowd atmosphere of 1,634 fellow sufferers.

To be honest I'm sick of all those smiling faces, happy families, cheerleaders with perfectly shaped pom poms and of course

mountains of Coc-Cola. America's life-saving elixir appears in TV ads, on hoardings, on the scoreboards and I believe is tattooed on the left nipple of every new-born American. *Ye-es, quite possibly — Ed*.

So to the culprits — Cheerleader — of TV company already responsible for American football's sudden rise in popularity. The fact that a talentless fat slob with the oh-so funny nickname of dishwasher can become a national hero just about sums up our Stateside brethren — after all they did elect a president whose brain died ten years ago. (*Heav-vy — Ed*). Now the increasingly Americanised British public can feed on Boston Red Socks, Seattle Mariners and New York Yankes in between their

regular diet of American rugby or whatever it's called.

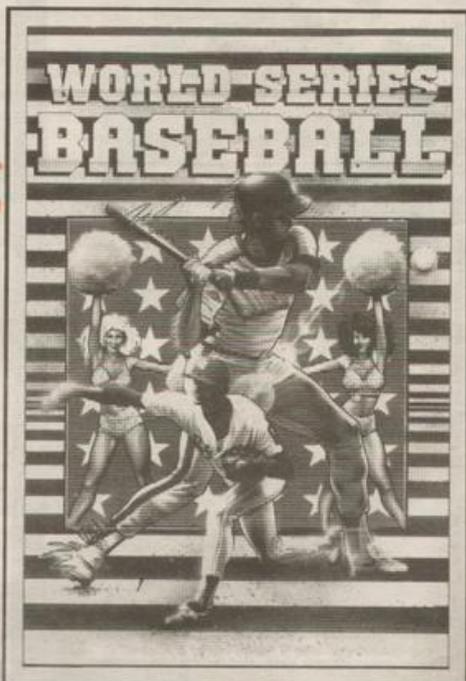
The new series on Channel Four will show highlights from the World Series (although it is actually only the Yanks and Canadian lumberjacks) and the season which led up to it. There will also be an explanation of the game from *Timmy Fairclough*, aged seven, of St John's in Bicester.

No doubt it will be a success, but where will it all end? I hear Channel Four is planning a series on how to make pumpkin pie and cabinet meetings start with *The Star Spangled banner*.

Me, I'm going to stick with good old fashioned British sports.

Now where *did* I put that hockey stick?

Charley Hunt



# ALBUMS

## HUEY LEWIS AND THE NEWS FORE (CHRYSALIS)

Summertime . . . sun beating down . . . cruising in the convertible . . . drinking coke and eating ice cream. The new Huey Lewis album was made to go with these Americanish things.

*Fore* is basic good old fashioned American rock 'n' roll that has unfortunately been released at the wrong time of year. Huey Lewis's music cannot be listened to and enjoyed in the middle of an English autumn — it's



too light and summery. And it's too American for this country.

Huey's two biggest hits in this country — *The Power Of Love* and *Stuck With You* — grace the platter, surrounded by what some of the less discerning among us call Supermarket music. I don't. I like it.

But, the great British record buying public won't because *Fore* is not strong enough by any means to

establish Huey and The News as a major US act over here. For that matter, name three other US rock artists apart from Springsteen who are.

Still, the success of *Power Of Love* means that Huey will keep popping up on *Wogan* and *The Late, Late Breakfast Show* for years to come, and Dixie Peach will keep on playing his records.

And, so will I.

STEVE RYLES

"OK guys" — so it's utter bilge. But it sells, right?"

## ADAM ANT HIT (CBS)

It's already five years since Adam and the Ants leapt straight into number one with *Stand and Deliver*.

This first of three number ones heralded the lithe one's takeover of

British pop. Let's not mix words, momentarily at least, he was King. In just two years — from *Kings of the Wild Frontier* to *Desperate But Not Serious* — he chalked up no less than sixteen chart entries.

His early non-CBS singles aren't amongst the thirteen here, but pop classics *Antmusic*, *Puss 'n'*

*Boots and Stand and Deliver* are.

Obviously some have dated badly and *Ant Rap* is still embarrassing. Despite this Mr Ant's sexiness and style still shine through untarnished.

But it — ridicule is nothing to be scared of.

CHARLEY HUNT

## DAVID SYLVIAN GONE TO EARTH (VIRGIN)

Dave Sylvian is back after an absence of nearly two years. Unfortunately he has brought no new ideas along with him.

*Gone to Earth* is full of interesting sounds, but lacks good songs. It is a simple rehash of obsolete Japan-type rip offs that go

nowhere and mean nothing.

Dave Sylvian has always been one of life's great posers, and he lives up to that reputation admirably in this new double album.

Despite his once great past, he is now boring.

This is wallpaper music without the pretty patterns. It is depressing. Two sides of this are bad enough, but *four*?

I wonder why Virgin lets him get away with it. Where's my *Tin Drum* album?

Simon Harvey



This was deemed the height of fashion in '81. Honest

# AMERICAN FOOTBALL

Channel 4, Sunday 6 pm

Cincinnati Bengals	30	13	Cleveland Browns
Atlanta Falcons	37	35	Dallas Cowboys
Denver Broncos	33	7	Philadelphia Eagles
Houston Oilers	13	27	Kansas City Chiefs
Los Angeles Rams	24	7	Indianapolis Colts
Miami Dolphins	45	51	New York Jets
New Orleans Saints	17	26	San Francisco 49ers
New York Giants	14	9	Los Angeles Raiders
Pittsburgh Steelers	7	31	Minnesota Vikings
St Louis Cardinals	10	17	Buffalo Bills
Seattle Seahawks	38	31	New England Patriots
Tampa Bay Buccaneers	24	20	Detroit Lions
Washington Redskins	30	27	San Diego Chargers

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# THE UNKINDEST CUTS OF ALL

Too much sex and violence on TV is bad for you. Stunts your growth, turns you into a psychopath — all that sort of stuff. Wrong, according to STEVE RYLES. He reckons that censorship makes violence seem more normal >>>

*The Sweeney, The Professionals, Minder, Demsey And Makepeace, The A-Team, Miami Vice, T. J. Hooker, Magnum.*

The above programmes are all networked into millions of homes by the BBC and ITV. All feature murders, rapes, torture, kidnapping — and all without exception, show people dying.

In one episode of *Demsey And Makepeace*, Dempsey (Michael Brandon) killed six people in one hour — and he's supposed to be a good guy.

Take the aforementioned list and compare it to this: *The Postman Always Rings Twice, 48 Hours, Jubilee, Scum, The Deerhunter, Apocalypse Now, American Gigolo.*

These are all films shown by the same two companies — ITV and BBC — ITV more so than the BEEB — and all depict scenes much the same as are found in *The Sweeney, Miami Vice* and the like. Also, they are all shown "prime time" — that is, at 7.30pm or thereabouts when it is deemed that most people watch TV.

The films have all been shown after 10.00 pm — and in many cases, haven't been networked, being shown just in the London area or by TVS and Central. There's one crucial difference between those two lists: *the films were censored.*



Robert de Niro in *Raging Bull* — impact was ruined by the chops made by Channel 4 for screening earlier this month.



For example, most of the supposed "bad language" in Walter Hill's *48 Hours* was edited out because it was "offensive". But, it is apparently not offensive to see the A-team throwing villains out of eighth storey windows.

## The censor always snips twice

What makes the biggest impression on a youngsters mind? Eddie Murphy in *48 Hours* saying "Bulls\*\*t" or "F\*\*k"? Or, Mr T (whose vocabulary is, to put it mildly, equivalent to that of the Incredible Hulk) kicking seven shades of something unmentionable out of a villain?

The language used in films such as these is what most of today's kids hear all the time at school, in the street or at home. It's not offensive to them to hear such language — they hear it every day.

Yet the TV censors snip scenes out of films — shown late at night when children are supposed to be in bed (we all know that they aren't, but that's neither here nor there) and so are shown to an adult audience.

If the censors cut out scenes because they are offensive, but put them out late at night because children will be in bed, who'll be offended? The parents? I doubt it very much indeed.

*The Postman Always Rings Twice* (Jessica Lange, Jack Nicholson) is essentially about illicit passion that leads to murder. So wash Shakespeare's *Macbeth* and so was a recent episode of one of those awful US detective series (they're all so much the same that I can't even remember its name — it featured Angela Lansbury). The murder was shown, and this was 7.45 on a Sunday night, which is prime time peak time.

By censoring films such as *Postman, American Gigolo* or *48 Hours*, people view and then forget them, dismissing them as "just another film", they are all *DECENT* films, based on what people *REALLY* say and do.

Can you imagine T. J. Hooker (aka Captain Kirk — sorry, William Shatner) a supposed tough American cop not saying "S\*\*T" or "F\*\*K" if he get wounded?

Oh no, he grits his teeth and says "Oh dear me, I've been shot. Never mind, I'll recover by the last ten minutes." It's pathetic, embarrassing and an insult to the intelligence to expect the viewing public to believe that.

Do the TV chiefs expect us to believe that death by gun or knife means one little hole and a trickle of blood out of the side of the mouth?

No, if someone's stabbed — and I speak from personal experience — it means a gaping hole, lots of blood and most of the onlookers losing the contents of their stomachs.

If violent death is shown to be vile, nasty, painful and downright horrible people will not think about it as being glamour-filled and glorious. They won't want to copy their heroes or villains.

## Censor sensibility

Two of the best anti-war films of recent years — *The Deer Hunter* and *Apocalypse Now* — were shredded by the censors. When shown in the cinema, audiences left feeling disturbed and strongly against war. On TV, both pictures lost impact. Real people weren't speaking, real soldiers weren't fighting or dying. It was actors dying and fighting, as TV actors should — cleanly.

It's not convincing and it's an insult to the intelligence.

Films like this are meant to be nasty, are meant to stir anti-war feelings, not just to become another Sunday night TV movie.

## Passion is also glossed over

How is one supposed to believe in a crime of passion in *Magnum* when all you see is a chaste kiss — not even a smouldering look. It's not believable at all. I've seen greater crimes of passion in the *Dandy* when Desperate Dan can't get hold of cow pies.

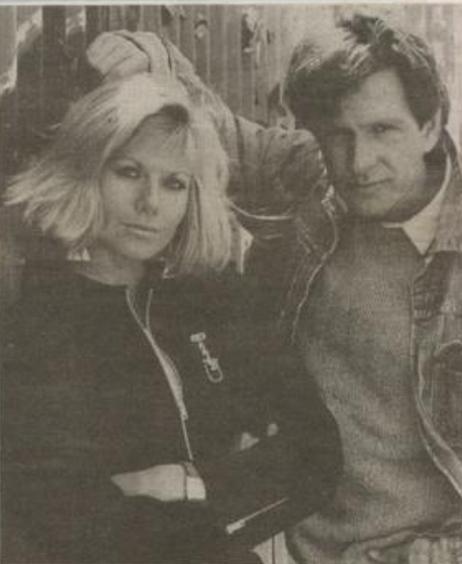
## Deaf wish, too

*The Postman Always Rings Twice* was ruined by the TV censor, who obviously believes we don't know about sex, violence and death. Don't we read newspapers? Are we deaf to the radio, blind to the TV news?

Compared to what's seen on BBC 1 at six o'clock in reports about South Africa, Ireland or Toxteth, *48 Hours* and the like are tame. Anyone can pick up the *Scum* — sorry, *Sun* — and read about axe-crazed murderers, child molesters, rapists, or see the unmentionable bits one page 3 (and I don't mean Jonathan King).

But shock horror if, at 11.47 on a Sunday night the viewer sees a breast or hears a swear word. How could the censors miss these unforgivable happenings — he (or she) must be blind.

But I forget that according to these purveyors of good taste, we don't read papers (so, no-one's reading this, so it can't be censored) because we're blind. We don't listen to the radio because we're deaf. And when we hit our thumbs with a hammer we don't swear because we're dumb.



Dempsey and Makepeace — the safe, acceptable truly damaging form of TV violence.

Yet, we can still watch Dennis Waterman break someone's nose at eight o'clock on a Wednesday night whilst defending Artur because it's funny. Ha Ha. Suppose that after viewing this, we were to watch *The Deerhunter* — what are we going to be most influenced by? Our Tel belting someone in the face or Christopher Walken playing Russian Roulette? Are we more likely to see Russian Roulette or a fist fight on the streets of Manchester, Birmingham, Croydon or Crewe which results in a bloodied lip and broken nose?

## Magnum's force

I abhor violence as much as the next man, but if we are to see it on our TV screens, for God's sake don't let it be clean and clear cut. Let it be vile, nasty and painful so it puts people off. Not precise and clean because violent death is not like that. By God, if *Magnum* hit me, he'd break my jaw, most certainly bruise me and I definitely wouldn't be able to shrug it off as one of those things and belt him right back.

Here it is then ITV and BBC. The people who watch TV aren't brainless or deaf and blind to what happens in the real world.

We are real people, not actors in a TV show. Put the kids off violence and the like at an early age by making it more... lifelike.

Death by gun or knife is not clean. It is nasty. Honestly.

# CAN OF WORMS

Words by MEL CROUCHER, pictures by Robin Grenville-Evans



**UNCLE NASTY'S KOMPUTER ALFABET:** Your weekly education into Computing Reality. Can YOU spot all 72 items beginning with the letter D in the illuminated letter?

D is for **DREAMS**, which is what the computer biz tries to sell us. Computer Dreams fall into the following categories:

- Ocean launching a program on time* (Impossible Dreams)
- Off The Hook* (Sweet Dreams)
- Boots stocking the best software* (Day Dreams)
- Ninja Kung Fist Fu* (Bad Dreams)
- Software houses entirely controlled by the KGB* (Electric Dreams)
- Samantha Fox Underwater Poker* (Wet Dreams)

D is for **DAVINA**, BANG's very own supersophisticated gossip column, except that I always thought

columns were meant to be straight, slender and upright. The poor dear was complaining at last week's editorial luncheon that she was suffering sexual harassment at work. This is typical of Davina. She works alone in her flat!

D is for **DRAGON 32**, (the suffix refers to the number sold), the greatest Welsh computer in the history of Welsh computing. Its language was based on the Dylan Thomas *Rugby Songbook*, its economics were based on Rhondda pit closures, and the graphic definition was modelled on the Prince of Wales' ears. Dragons are mythological beasts, and never actually existed.

D is for **DISASSEMBLER**, the ability to use specialist software to unscrew your buttocks.

D is for **DIGITAL COMPUTING**, which refers to using your fingers to encrypt information, and is coded thus:

- one finger = "How do you do"
- two fingers = "kindly go away"
- three fingers = "I am an Archbishop"

four fingers = "about this much vodka, please"  
 five fingers = "can y' lenduz a quid, Jemmuhl!"  
 The cheapest form of digital computer is the rubber glove. (Warning! Certain Arabic digital computers do not function correctly, if convicted of theft.)

D is for the **DOOMSDAY PROJECT**, which is the collation of all known facts about the British Condition in this Year Of Grace 1986 by schoolchildren, to be stored on laser discs, for use in their schools. At £3,000 for the hardware, and fifty quid for the discs, nobody can afford to use it in educational establishments where one pencil is shared between six consenting students.

## BRITANNIA RUES THE WAIFS

Are you being bullied by a teacher, or by thugs in the playground? Have you got a problem with alcohol or drugs? Is your father forcing you to have sex against your will? Are you upset by a divorce or a recent death in the family? Is there nobody to turn to for help, advice, or simply to *listen*?

On October 30th, BBC ONE, the nauseating Esther Rantzen launches a National **CHILDLINE**, in a two hour *Child Watch* programme. This freephone service for children is a registered charity, with backing from the DHSS, and it follows similar highly successful services already in operation in Holland, Germany and Scandinavia.

You don't have to give your name, and the people manning Childline will advise you on absolutely any problem that you have, and are unable to discuss with your family, friends, teachers or doctor.

## BRITANNIA RULES THE AIRWAVES

And now for news of our "freedom of the

airwaves". I was sharing a pleasant hour or two with Graham Ball recently, manager of that modest string quartet *Sigue Sigue Sputnik*, and he was telling me all about his latest scam, which involves sticking adverts between the tracks of *Sputnik's Flaunt II LP*.

Well now, one of these innocent little ads is for that well-known pirate TV station Network 21.

Did you know that in our free society, to aid and abet a pirate station is a criminal act? Well it is, and the Department of Trade are threatening a huge fine, or three months in jail!

Far be it from me to encourage BANG readers to watch wicked Pirate TV, and subvert our society by watching pop videos and the like. No, gentle reader, don't you dare indulge in such sinful criminal acts.

I expect you all spend your time doing traditional things like rioting.

## BRITANNIA RUDES THE KNAVES

Thomas Bowdler, Mary Whitehouse, Snow White, Pope John Paul Ringo the Second, and similar officers in the Army of Righteousness have been joined by a most

unlikely recruit: none other than Jeremy Isaacs, head prefect of Channel Fourletterwordsareourbusiness.

You know, the one next to your video/computer frequency.

Hitler used a pink triangle to delineate homosexuals in his death camps, a yellow star for the Jews, brown for the Gypsies, red for Bolsheviks, and so on... just so everyone knew where they trampled.

Jeremy Isaacs has chosen a white triangle with a red border to brand programs that come under his unilateral declaration of self-censorship, (in other words, programs containing scenes of **EXPLICIT SEX**).

This will undoubtedly help all of us mindless folk to save miles of video tape, and hours of wasted viewing on programs lacking the helpful little triangle. If you don't want to play this game, you can get all the murder, genocide, rape and inhumanity from your usual source.

I refer, of course, to **ITV's News At Ten**.

Starting in next week's **Can Of Worms**, the World's First Ever Vertically Continuous Cartoon Strip, **"The BANG GANG"**. Don't miss it! You have been warned!

## MATCH HEADS COMPETITION

Last week's "X Marks The Players" Compo brought in an astounding number of entries, but sad to say, not one of you got anywhere near the correct solution.



1 Loretta Cohen, the lady behind Lightning Software Distribution.



2. Jeff Minter, half man, half angel cake, wholly Llamasoft.



3. Clement Chambers, young, thrusting supremo of CRL.



4. Mel Croucher, the future of software is in his hands.



5. Pauline Garaden, the power behind the throne at Endurance software.



6. Tania Yates, our very own Editorial Assistant.



INFANT A



INFANT B



INFANT C



INFANT D



INFANT E



INFANT F

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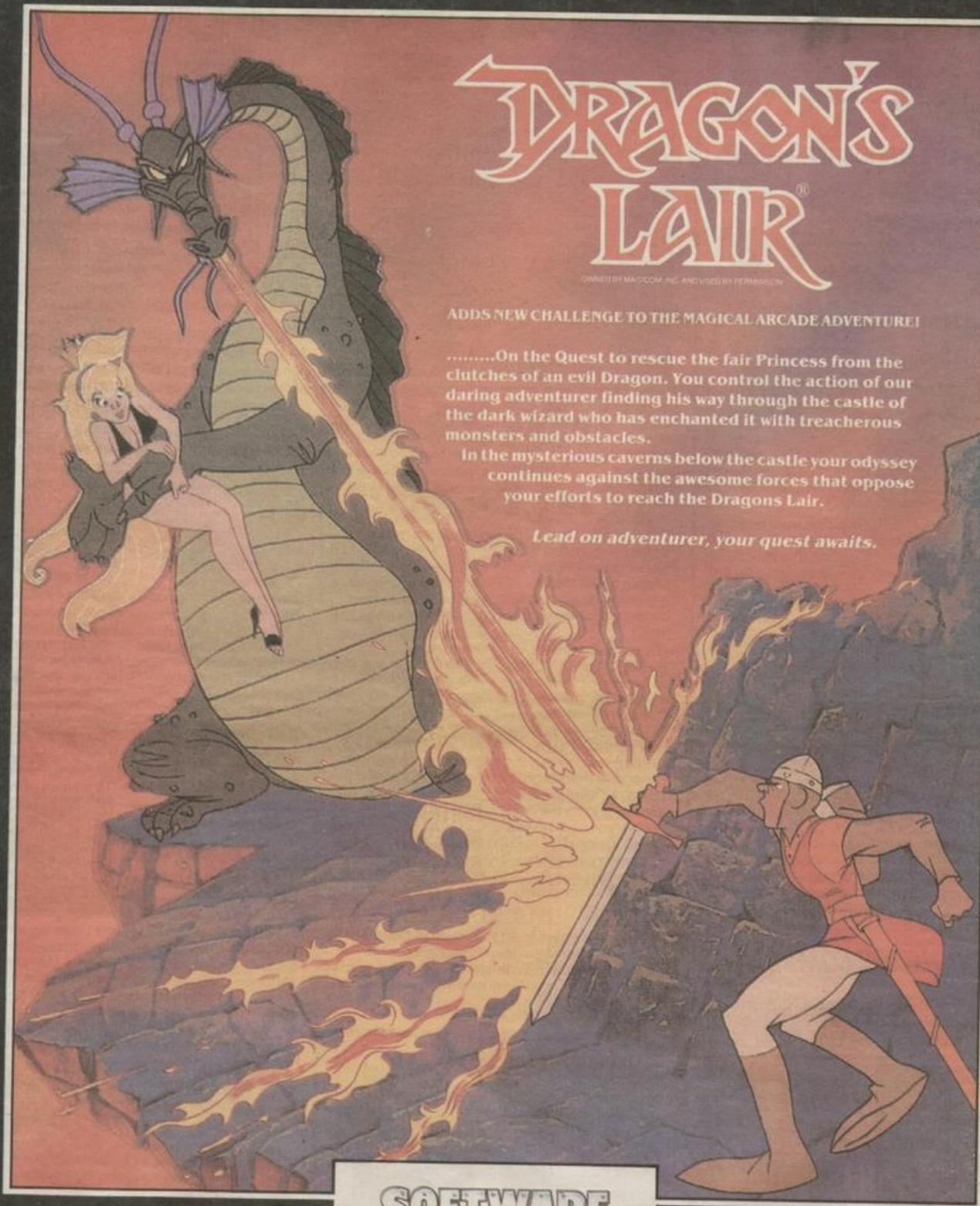
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