

COMPUTERS! ★ MUSIC! ★ VIDEO! ★ FILMS! ★ TV!

BANG

WEEKLY

No. 5 4th October 1986

40P

WIN!
40 COPIES ALLEYKAT!!
ABSOLUTE BEGINNERS VIDEO!!!

SPITTING DISTANCED!

ALBUMS:

The Stranglers, Talking Heads, Elvis Costello

SOFTWARE:

Deactivators, Now Games 3, Zythum, Go For Gold

FILMS:

Rebel, About Last Night

VIDEO:

Buddy Holly, New Order, Adam Ant

JAMES BOND:

A solid Bond in your heart?

SAVAGE CULT puppet TV show *Spitting Image* has been forced to delay its move into the computer world.

A new series of the biting latex satire show started this week, but there will not be another one for a long time — if ever.

Spitting Image Productions, though, is not worried that the computer game might have less impact without TV back-up.

"Truly spectacular"

Director John Blair told *BANG*: "We haven't licenced anything yet but we are in discussion with a number of firms."

He does not expect a game to appear before next year even though negotiations have been going on for nearly twelve months already.

"We are not going to licence it to just anyone. It will have to be a truly spectacular and wonderful game," added Blair. He



Mr MARGARET THATCHER: Will he be the butt of computer satire?

BANG: MIX THOSE MEDIA AND PRESS THE FAST FORWARD!

Saga goes ga-ga over compliment

EXCLUSIVE DETAILS of Saga System's Compliment computer — which isn't actually a computer at all — were revealed to BANG last week.

Saga will be selling a full word processor enhancer to work with a Spectrum. It'll comprise a 150 cps letter quality printer, the Saga 2+ keyboard, a 256K disc drive, The Last Word word processing package, Omnicalc (spreadsheet), Campbell System's Masterfile database, The Last Word software extension (for different languages, enhanced page numbering, etc etc), Trans Express (which copies

cassettes onto discs), parallel printer interface, built-in power supply, a joystick port and sundry necessary cables.

In real language

This all costs £299 plus VAT — which is something like £344.95 in real language.

What emerges — according to Saga's ebullient boss David White — is a reason for serious Spectrum users to hang on to their systems rather than move up to an Amstrad PCW or PC.

"We're looking at those people who already have a Spectrum and monitor and who're anticipating buying a word processor, but who don't want to throw away £150-200 worth of equipment, simply to spend another £450.

"With pieces of string

"Just come up with 300 quid and you've got it — and it isn't all little boxes hanging together with pieces of string."

The Compliment will see the light of day on October 20th. When asked how well it will sell, White offered: "I'm not going to mouth off — you have to take it as it is.

"It's up to you to assess it, and I'm not going to make any statement about it other than to say that it's fantastic, superb, etc."

"You don't have to solder"

Having cleared up that little matter, White also pulled the veil back on his other hardware plans. Some time before the turn of the year, he's hoping to launch a £399 satellite dish, in kit form — "but you don't have to solder anything: it all plugs together". It probably does.

And also, the firm is producing mice (and graphics packages) for all the Amstrad and Sinclair games machines — as well as one for the QL. They'll cost £49.95 — which White insists is at least £20 less than any other comparable packages.



The Saga Compliment system looks nothing like this. David White, however, does...

Wait and see

IT LOOKS like teething troubles have finally been soothed for Amstrad and its Spectrum 128 Plus Two. The revamped machine — which includes a "glued on" dataset — should be in the shops within the next week or two.

"God knows"

Software manager Mike Mordecai played down any suggestion of technical problems with the machine.

"Once we get it it will go straight to the shops. We've been testing software on it for God knows how long," he told BANG.



PLUS TWO: Still not yet available

SPITTING DISTANCED!

would not say which firms are pitching for the game which is an obvious extension for the visual images of *Spitting Image*.

For Fluck's sake

The TV show is highly regarded for the way it pokes fun at public figures like Margaret Thatcher and Ronald Reagan and has already spawned a successful book. Blair's own reason for planning a game was simply, "a lot of people seem to like computers".

The humour used in the TV show has always been biting and near the knuckle. Blair doesn't forsee any difficulties capturing the same humour on a computer although the delay does seem to prove otherwise. "If we can't then we

won't. I think we're pretty good at giving people what they want."

When chosen, the publishers of the game will have to work hand in hand with *Spitting Image* masterminds Roger Fluck and Peter Law. For the sake of these two and its own image, Spitting Image Productions is understandably being careful about who gets the nod.

Legal action

Controversy concerning a computer game hit the firm back in June. This was due to Domark's release of *Spitting Images*, which despite claims of innocence, was faced with legal action for being a touch too similar in style to the puppet show.

Domark was forced to change the game's name to *Split Personalities*.

Spitting Image Productions was already in the midst of finding someone to take a licence, but Blair denied that the Domark game was a turned down effort. "They never approached us."

There was also no indication of how much the sought after licence would cost. "Those companies that have approached us know what kind of arrangement it will be," he offered.

RAINING TRILOGIES

AFTER GOING on and on about the Level 9 *Colossal Trilogy* Rainbird has started going on about two more.

The two as yet unpriced trilogies are *Silicon Dreams* and *Knight Orc*. No doubt these will include all the usual forests, wizards, legends and weird names that adventurers always love.

The BT firm is also planning a C64 and Amstrad version of its well received *Starglider*.

COM CON PACK

BANG WAS only one word out last week when we said that the new Commodore 64C bundle will be called the Connoisseur.

Instead, as can be seen from the pic, it'll be rolling out to the shops with the name The Connoisseur's Collection. It comprises the computer and cassette unit, mouse and cheese (we kid you not), colour graphics software, Pitman Typing Tutor, together with *Monopoly*, *Scrabble*, *Cluedo*, *Chess* and *Renaissance*.

It costs £249.99 and will be available very shortly.

Financial brink

Commodore — which appears to have pulled back from the financial brink — reckons The Connoisseur's Collection will be "one of the most talked about gifts this Christmas". It's presumably also looking for a few sales, as well...



SINS LIKE A BAD IDEA



Sinbad swashing his buckle
AFTER NUMEROUS films, books and cartoons the swashbuckling sailor Sinbad has finally made it onto computer.
 The hero who reached his peak on a July morning in the mid-

70s once again faces his arch-rival Salabin in the latest game from Superior Software.
Old fable
 General manager Steve Botterill told BANG: "It's quite a made up story. It's in keeping with the kind of things which happened

— if anything did happen."
 He also disagrees that Sinbad has past his prime. "It's like any old fable. It's still around in schools and cartoons."
The Legend of Sinbad features five different levels and eight soundtracks. It's for the C64 and 128 and costs £9.95.

WE ARE MATURE ADULTS

BUDGET LEADERS Mastertronic and Firebird are in the midst of a screaming row about who's selling the most.

According to latest Gallup figures Mastertronic's once uncatchable lead has been caught. They show that Firebird is now being outsold by less than two to one.

No surprisingly Mastertronic is having none of this. Chairman Frank Herman expostulated: "With all due respect, if their claims are based on Gallup's figures then they're full of shit."

He reckons big stores like Boots and local newsagents don't get taken into account, even though that is where a lot of Mastertronic stuff gets sold.

My one's bigger

To fuel the argument further Chris Smith — head of Firebird's budget Silver Range — claims that his firm will be "ahead of Mastertronic early in the new year". Altogether now. My one's bigger than your one...



Smash it up, smash it up

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FORWARDS

- 4 COMPETITION**
Forty copies of *Alleykat* just waiting for ya
- 6 SHORTS**
Is no-one spared from the evil Doctor X?
- 7 DONKHEAD CORNER**
How to cruise smooth while buying potatoes
- 8 THE WORLD OF BONDAGE**
All tied up with 007

- 10 BANGING OFF**
MSX spotlight, Electrons and cream cakes
- 12 BASEBALL**
Good old rounders US style



18 etc GAMES REVIEWS
No Games 3, Zythum, Go For Gold, Hopeless, Dillie and Lissa and more, more, more...



22 GALLUP CHARTS
 Software and TV listed 'til you're twisted

24 ACROSS THE BOARD
 Fighting something incredibly interesting called Ogre

24 MONTHLIES REALLY SCREW YOU UP
 Just say no

25 SCAN STARTS HERE
 Beeb mad about Madonna, charts, films, TV, cheese nibbles, ceramic hob...

26 TELLY TITTLE TATTLE
 Exclusive news on Noel Edmonds' latest BBC jumper (*Highly satirical — Ed*)

27 FILMS
Rebel, About Last Night

27 AMERICAN FOOTBALL
 All the results

28 NIGHTS IN BLACK SATIN
 Davina warms your cockles and tones your muscles

29 RECORD REVIEWS
 The Stranglers, Elvis Costello, Talking Heads, The Beach Boys

29 VIDEO
 New Order, Adam Ant, Buddy Holly

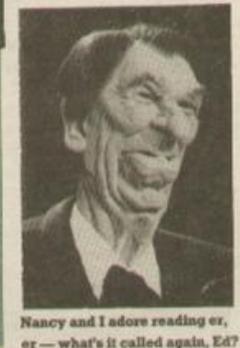


30 WAY OF THE EXPLODING MYTHS
 TV news coverage smashed to smithereens

31 CAN OF WORMS
 The world's first continuous vertical cartoon strip, and all the wacky, zany Croucher fun...



THE BANG GANG



Nancy and I adore reading er, er — what's it called again, Ed?

FREDDIE STARR ATE MY STORY

BANG's hot-off-the mark news coverage has once again been picked up by national press and TV.

Last week's story about a spoof royal computer game branded as "sick and offensive" got the newshounds sniffing immediately.

Soaraway BANG

The Sun latched onto our story about H.R.H. from Eighth Day Software and reported it in characteristic fashion.

The headline became "TV Game Snaps Di In The Bath — For Just £7" whilst the content was lifted completely from us. Despite this there wasn't even the tiniest mentions for your soaraway BANG. (Stop whingeing — Ed).

Anne Diamond

The Sun famed for world shattering headlines like "Freddie Starr Ate My Hampster" is always flip read on TV AM and thanks to this our story popped up yet again.

Eighth Day's Gary Kelbrick added that H.R.H. wasn't considered as harmless fun by all. "Anne Diamond was pulling a face about it. She looked a bit dubious."



Our own little message to The Sun

Clever Dicks



Once bitten...

FRESH FROM exploding sheep at the PCW Show, Mosaic is set to thrust onto an unsuspecting world a game based on Dick Francis' "thriller" *Twice Shy*.

And the plot thickens with a savage sting in the tail (*That's enough thrillerese — Ed*): the game comes replete with an animated horse-racing simulation which can be played separately.

Something like that

The game itself revolves around some tapes which contain a mad boffin's formula for horseracing. Or something like that. At various points, you have to go to the races to gain money — and so you flip the tape over and play the horse racing simulation.

Mosaic spokesperson Greg Lane offered: "The simulation is a rather nice gimmick that stands up as a game itself. It gives you a break from deep into the night adventuring, and you can go back to the main game with your brain suitably salvaged."

Last bit

Twice Shy is out soon at £9.95 on tape for the three main formats. Disk versions at £3 more will follow.

PIRATES AHOY!

PIRACY HAS reared its ugly head once again with allegations against the computer trade itself and publisher Newsfield.

Leading firms have become hugely upset about the matter — no doubt because they have enough problems with pirating by the public.

Illicit copies

Hewson recently discovered the source of pirated copies of *Alleykat* only thanks to a security numbering system and the honesty of a lad from Liverpool. Elite however, fears that the situation is particularly grave. It has slashed its number of pre-production trade and review copies from 100 to under 20, after finding illicit copies of *Airwolf II*.

"It seems that there is a kind of organised amateur network. We've been caught with our trousers down — but we're doing

something about it," commented Elite boss Brian Wilcox.

Rignall

Another firm understandably incensed by games appearing before release is Activision. The principle charge concerns *Hacker II* and was made against Julian Rignall of Newsfield (publishers of *Crash*, *Zzap* and *Amix*). This was backed up by another software house which also named Rignall.

Newsfield's publishing executive Graeme Kidd side-stepped the specific allegation. He claims that if Rignall's name has appeared on pirated copies then this was not his doing.

Boasting

Instead, he thinks it's a pirates way of boasting. "If they put his name on it, then they can tell their friends that they know him and got the game from him."

Fair enough

COMING SOON is the follow-up to The Edge's popular adventure *Fairlight*.

Titled *Fairlight II* it takes the original outside into a "gothic

wood". This will be available at first on Spectrum costing £9.95.

Third para

The Edge is also releasing *Palitron*, a robot adventure for the Amstrad. It will cost £8.95.

ALLEYKAT 40 COPIES UP FOR COMPETITION GRABS!

The Questions

1 Who is the Vulcan in *Star Trek*?

2 Who was the first man on the moon?

3 Which planet is nearest the sun?

Name

Address

Age

As part of BANG's anti-piracy campaign we're giving away 40 copies of Hewson's great C64 combat racing game!

Written by *Uridium* author Andrew Braybrook *Alleykat* features futuristic racing action on a bewildering variety of alien landscapes.

To reach the *Alleykat* finals you'll have to compete in speed trials, destruction races and survival tests while battling with Orbiters, Barrow-Paddlers, Nuts and Katterkillers set in to liven things up!

We reviewed this excellent C64 game in BANG 2 and now we're giving you a chance to win one. Absolutely FREE!

All you have to do to enter is answer three ridiculously easy questions and rush your entry (postcards only) to us as soon as possible as the first 40 correct entries that reach us before the closing date will win the prizes.

Hurry up as all entries must reach us by October 14th.



Why pirate games when you can win them for nothing?

Dancing in the street

SLOANE RANGER firm Domark has decided to get all trendy and with it. To help do this it's launching a brand new label called Streetwise.

The two man team of Mark Strachan and Dominic Wheatley — famed for their bow ties and high brows — reckon it's time game authors got some limelight.

Wheatley explained: "I would very much like to get away from software houses being like pop groups. I mean with records or books the publisher is immaterial. When you pick up a Jeffrey Archer novel do you give a bollock who published it?"

On Streetwise games the programmer will be pushed via photos and comments on the inlay card. "We will be lurking in the background making funny noises," added Wheatley.

"Awful title"

The first game to appear has the "really awful title" *Orbit the Terrorball*. It should be out by mid-October and will cost £7.95 on Spectrum only.



Domark's Strachan well cut up about programmers' lack of publicity

SAM THE MAN

HAVING SET the world on fire — well, some of it — with *Skooldaze* and the *Skool* trilogy, *Microsphere* has let slip a few details about its next release *Contact Sam Cruise*.

It features a private investigator — or "private dick" as they used to be called in the days before such phrases were too rude to use in public — similar to those from the black and white early 1940s film detectives.

Microsphere is promising that *Sam Cruise* will "interact with the many other characters in the game in a much more tantalizing way than Eric in the *Skool* trilogy".

Nearly finished

As well as interacting tantalizingly — or whatever it was — *Cruise* can do such extraordinary things as walk into buildings, wear disguises "and even make phone calls" shock horror.

The Spectrum *Cruise* 'll be out and about in November.

REALLY MEANINGLESS HUBBISH
The most distant cosmological object known is a recently discovered quasar. Its red shift puts it at a distance 14.4 million light years. The object we see represents a galaxy in the process of formation only 5-10 million years after the big bang.

MIRRORSOFT

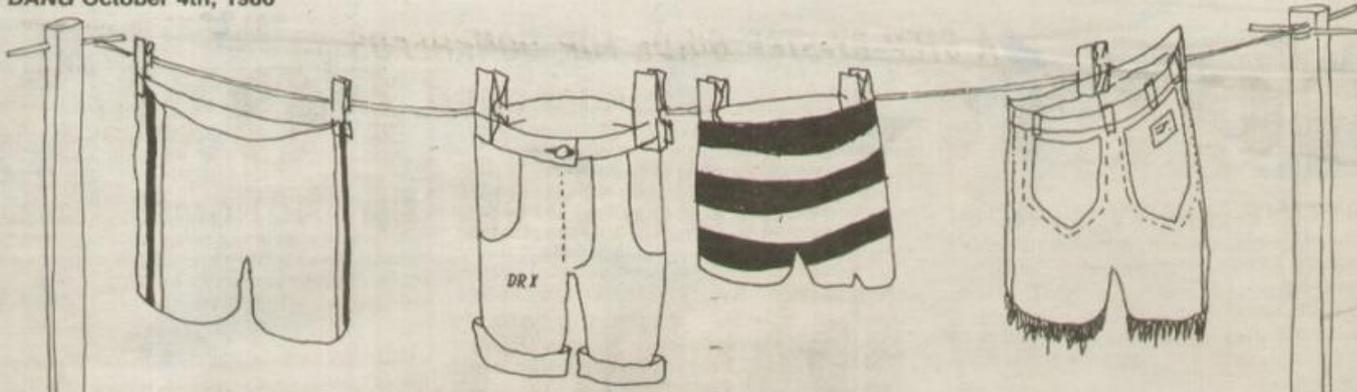
ZYTHUM

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SHORTS
WITH DR X

... Welcome to the world's first designer "Shorts" column. You don't have to understand it: just have to take part in the concept ...

... And over there in the Immensely Interesting I Never Knew That corner there lurks a breathless snippet desirous of bursting forth all about ACORN founder **Chris Curry**. Speak, oh snippet:

"Did you know that Chris Curry has been charged with driving in possession of a deadly weapon - to wit, too much alcohol? He was stopped just the other week (Would this be your way of saying this is a really old story, snippet? - Ed) in Cambridge and will be hauled up before the magistrates some time this month. And, er, that's it. There's no witty punchline."

Thanks a bundle, snippet. But we move on from Acorn to ... the BBC computer (this column ain't just thrown together, y'know).

For the venerable over-priced lump of chips is set to receive an enormous filip (and we aren't talking about the voluble one from **ACTIVISION**. He'll be dropping by for a quote later). None other than *Raid Over Moscow* is being released for the Beeb after all these years.

At last, Beebsters will be able to get their sweaty mitts on the world's least ideologically sound game. A game so nauseous that **US GOLD** did the sensible thing and apocopated it to just *Raid* when released on other formats. A game so gung holier than thou that it has endured the wrath of **CND** and the **NME**. A game - (That's enough ideological unsoundness - Ed).

No it isn't. Try this. US Gold is establishing a sort of sister company called **CAPITAL DISTRIBUTION**. The trade ads for it have touchingly, fetchingly, thoughtfully, sensitively trailed this event as "The biggest thing to hit London since the blitz". Ho ho ho, we all went ...

... Which, by a peculiar coincidence beloved of those who have to seek out life's tenuous links for living, is what we did when an attractively oblong box purporting to be an **AMSTRADDIFIED Spectrum 128 Plus Something Or Other** popped through the letter box.

For there, alongside said massively more interesting beastie, was a sad little note from the company who've really brought greyness to the market in more ways than one - Amstrad. It read: "You will find that there is no manual enclosed with the Spectrum 128. We will, however, have one sent to you as soon as we receive them ourselves."

Altogether now, repeat the propaganda: "Amstrad has brought organisation and clarity to a market which couldn't previously have organised a hiss up in a snakery ..."

... It can be delayed no longer. It's quote of the week time.

In third place - winning the **I'm Totally Plausible** goblet - is the **QUICKSILVA** spokesman, who insisted of the soon-come game *The Tube*: "It's got absolutely nothing to do with the TV programme." And yes, this is the same firm who've entertained us so much with *Miami Dice* (ha ha ha) and *Peter Shilton's Handball Maradona* (our sides were rent asunder. Honest).

Winning the much coveted second place prize of the **My Finger Is Totally on the Pulse Of What is Happening In The Real World** plaque is **PYRAMIDS'** boss **Daniel Purliot**. This great Frenchman quothed last week: "The **ST** is going to be a fashion in France in much the same way as the Amstrad was and the **ZX81** was." Er, y-e-s ... Have to come back to you on that one.

But quote of the week goes to Activision's **John Phillips**. He picks up the **Alan Sugar Flamethrower for Subtlety In Attempting to Silence Fatuous Press Questions** for saying - of foreign games - "I don't care if it's Hungarian, Latvian, French or English. If it's good, it's good - and I don't give a monkey's where it comes from."

... And finally - well, finallyish - we adjourn once more to the quiet world of US Gold. The firm that owns most of the bits of the computer world that Amstrad's forgotten about has just signed up yet another software house.

Only the whole thing's a big secret. Which is why no one's saying anything. Which is why I cannot let the word **ANCO** (as in **ANIROG**) pass my lips ...



The name of this pervert (yes, that is a Prince poster behind him) will be revealed unless he pays £100 to a charity of **BANG's** choice within an allotted time.

(A nanosecond scurries past.)

Too late! That's it! We are forced to reveal this man's identity. He is none other than the co-writer of Mastertronic's *Universal Hero*, **STUART MIDDLETON**. Cover yourself in shame young man (well cover yourself in something - anything to hide that body).

LIFE: ON THE LINE!



A STEP-BY-STEP GUIDE FOR DONKHEADS

GOING DOWN TOWN

GETTING READY: Going dan tan is your chance to show the squares just where you're at. You've got to look fierce, cazsh, mean, there, cooldudey and sound. The best clothes are denim jacket, purple paisley shirt, white socks, drainpipes and clean pants in case you get run over.

WHY: Bestest reason to go dan tan is shopping for your mum. This way you at least make 10p. NEVER take the shopping list with you. Memorise it. Mums always get 1lb butter, frozen peas, a packet of cheese nibbles, Andrex supersmooth puppy poop tissues and Peak Freans custard creams.

RAIN: Precisely twenty seven steps away from your house — it will start raining. Rain is wet. This makes you wet. This causes remarks such as "Haw haw I always thought you were a drip" and "Aah you poor love wanna cuppa?" Do not say "Yes what a jolly nice offer ma'am". This is uncool. A cool response is: "Shove off granny I only drink meths." This does cause the odd problem but dinnyworryabaidat.

TEA: Tea is not hip unless drunk in a cafe with the lads while nicking lumps of sugar.

SECURITY MEN: These get very upset about lumps of sugar. They wear horrible green suits and call you "laddie".

SHOPPING: This should not be done until you have walked rand tan for at least three hours. You must have said hello to at least seven people. If struggling you must learn how to casually nod to no-one in particular crying "allwite?" every ten seconds.

CHECK-OUT GIRLIES: Phooooor! Check-out girlies are dying to be chatted up. Casually plonk your fig rolls on the conveyor belt and say "How's that for perishable goods?" Check-out girls will then delicately shout back: "Ere Shirl, I wouldn't mind playing with his rock cakes knowarramean? cackle cackle."

BUS: To be really cool don't worry about change for the bus. Use a 50p piece and make girlies think you're loaded (this doesn't work if the ride costs over 50p or people can see your FineFare yellow label sausages).

SAUSAGES: Cue for many a crude joke but no place for them in this column. Uncrude joke about sausages to tell your mum: Q. How do you make a sausage roll? A. Put it on dad's bald head, hawdy hawdy haw (mums like jokes about dad).

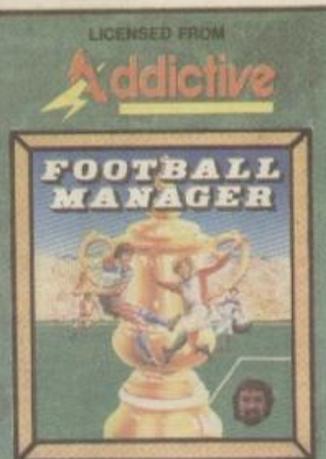
GETTING HOME: Once you're back from going dan tan mums always say "Did you get the carrots?" Never get the carrots. Not getting the carrots makes sure mum knows you're a rebel (and means there's no poeey stew for tea)

(Is that it? I mean, er, well done. Very good — ed.)

Stuart "donkhead" Dinsey



RRP
£8.95



If you have any difficulty in obtaining your copy of Football Manager for the MSX please send your cheque or postal order to: Endurance Games Ltd, 28 Little Park Gardens, Enfield, Middlesex EN2 6PG. Tel: 01-367 8213. Don't forget to include your name and address and please allow 28 days for delivery.



The instantly recognisable George Lazenby (who he? — Ed)

His name is Bond, James Bond and he just keeps on coming back. Another 007 game is planned for Christmas and a new film next year. STUART DINSEY went on a mission impossible to reflect on the double agent's continued success >>>

After the now usual respite of two years, secret agent 007 will return to the silver screen next summer. Not really surprising news that. In fact, some people would argue that it isn't news at all. Bond has become such a cinematic tradition that the once blaring exclusives on his next adventure have become just another mangled story in the dailies' pop 'n' gossip columns.

The films have fairly motored along for what will be twenty five years by the time *The Living Daylights* has its royal premiere. The original books have chalked up thirty four years.

Media build-up and aftermath have long since lost any spontaneity which the films may sometimes manage to create. The pattern has become title leak, new Bond rumours, old Bond persuaded to do one more, release, and then massive criticism. But after that, of course, there's a crowd-queuingly huge success.

Bond has outlasted his critics of the Sixties but since gaining a good reception for the first couple has always fought a losing battle. Just like the skeletons in *Jason and the Argonauts*, critics don't die: they reform with twice as many colleagues.

Thing is, the makers of Bond films have taken up an oath to defy their enemies. In a golden shrine resides an Aston Martin DB-5 (*Goldfinger* and *Thunderball*) under which sits a plaque, it says Bond Films Are Forever.

Okay, so that's a bit elaborate but if there's one thing Bond film supremo Cubby Broccoli doesn't take any notice of its critics. What he listens to is the sound of jangling change and crisp notes which have been collected at box offices worldwide since Bondmania began.

THE WORLD

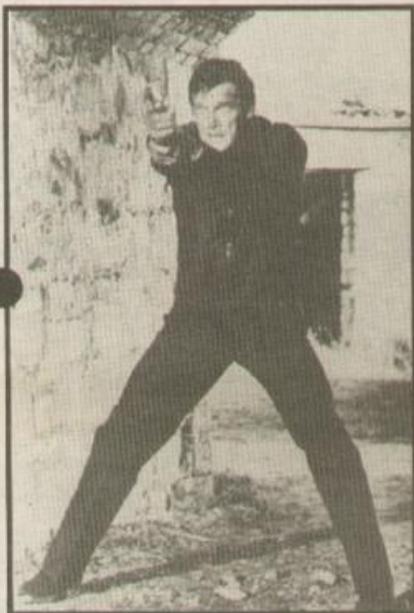
And the Bond played on

The run up to the next Bond film has already begun thanks to the unveiling of the fourth Bond, Timothy Dalton. He is an unknown who must be having sleepless nights at the thought of suffering the same fate as the other unknown Bond.

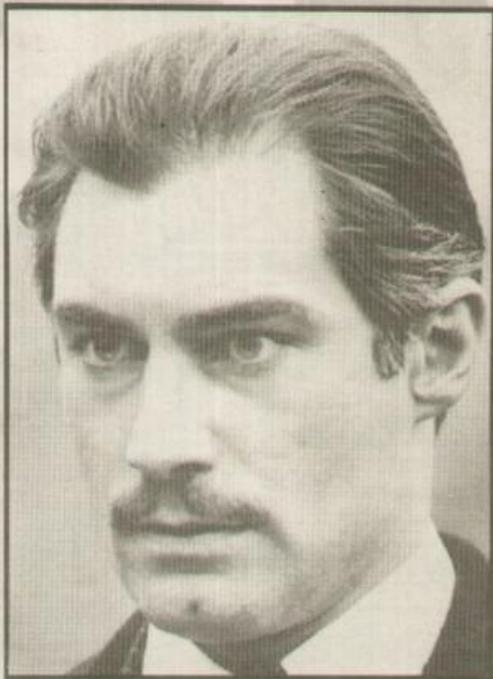
Everyone knows that Early Bond films were played by Sean Connery and later ones by Roger Moore but there was also a middle-man. An Australian chap called George Lazenby played the role of Bond in *On Her Majesty's Secret Service* (1969) but despite a strong story-line and shock ending (his newly-wed wife gets murdered) it was thrashed out of sight. Sean Connery was tempted back for *Diamonds Are Forever* and Lazenby, after his brief flirtation with stardom, fell straight back into oblivionsville.

Dalton will hope to emulate Connery or Moore but it seems unlikely that Bond films will ever again command the same attraction as before. The most recent, *A View To A Kill*, spawned a hit for Duran Duran, a massive media hype for Grace Jones and even a computer game but still lacked something. Probably interest...

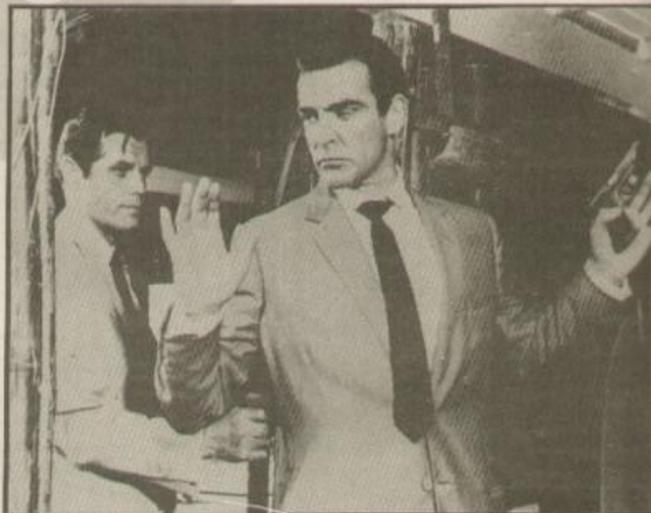
In the Sixties Fleming was still writing books which could be raped for film use a decade later but now there is hardly even a spark of his original flame left. A character created in 1952 has lasted until the mid-eighties and most probably the nineties, but the rigours of time are beginning to date Bond himself as well as Connery and Moore.



Roger Moore makes a tunnel for the choo-choo.



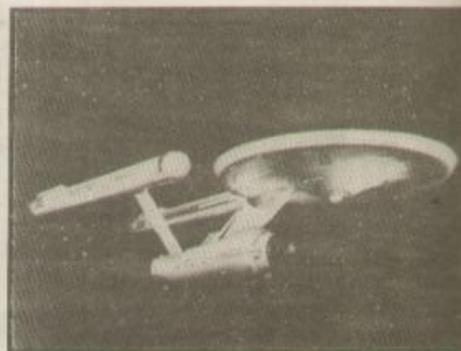
New Bond Timothy Dalton ponders his fate



"Well, if you put it like that I will do one more film"

BANGING

WITH DR X



The ever popular, unforgettable, or ...

MSXCITING SUBJECT . . .

Sir,
I have purchased all your issues so far and in general have been very impressed. I feel the paper has filled a very big gap in this area.

However, I must strongly complain about the continual unjustified criticism of MSX. I agree that at the start MSX was a bit of a joke but that was only due to lack of support from software houses. People like yourselves who try to treat MSX as a joke never qualify your reasons. That is because MSX compares, as a machine (and available extras, ie. printers, disc drives etc) more than favourably with the so-called leaders, Spectrum (with its toy keyboard) and Commodore (with its wonderful C16).

But now the tide has turned, and with over 100,000 sales of MSX machines over last Christmas, software houses such as Gremlin, US Gold, Mastertronic, Ultimate, Martech, Level A, etc., etc., have started to

release all games etc on MSX. And without doubt the graphics and sound is better than all the other popular micros except the C64.

So please stop having a go at MSX unless you can justify it, apart from that keep up the good work.

Are you bold enough to print this or are you only printing letters of praise? Yours sincerely
Mark Drabwell
17 The Gladeway
Waltham Abbey
Essex

Haven't we had this one before?

No? Well they're an active lot, this MSX crew.

OK, so MSX gets derided. But it won't get ignored by your super soaraway BANG so keep reading.

(There, that treads the path between editorial ideological soundness and commercial reality pretty well . . .)

MOST ENTERPRISING

Dear Tony,
Muchos gracias for your piece on the IEUG (Independent Enterprise User Group, to ruin your guessing game!) in BANG No. 3. Hopefully any Enterprise owners enlightened enough to be reading BANG who hadn't heard of us should now be freaking out uncontrollably, 'cos you failed to mention our address! It is:

IEUG
12 Whitegates
100 Station Road
New Barnet
HERTS
EN5 1QB

Private Enterprise mag is the User Group's official publication, but is

available only to members, so anyone wandering round keeping an eye out for it will be wasting their time! Circulation is currently around 400, which is pretty sad considering the number of people in the UK with Enterprises (more than you may think, before any of that lightning sarcasm reduces me to a quivering jelly!)

Last thing before I depart — negotiations for the rights to existing Enterprise software have got bogged down due to the fact that Enterprise commissioned every software release for the machine bar the Level 9 adventures. Therefore the

copyrights belong to whoever ends up with the carcass of the company — we'll have to wait until its sold off to make any progress along that particular path.

However, we're currently talking to major software houses about conversions of current titles to be done by skilled enthusiasts within our own group — and many have expressed an interest! More news to follow as and when . . . Cheers for the help.

Neil Blaber
(The Psychedelic Yob)
The Ridgeway
Potton
Beds

Do you know, Psycho (I can call you psycho for short, can't I?), there are some very sensitive people hereabouts. And I have been begged to massage their egos by pointing out that Tony Hetherington did not write the Enterprise User Group thang at all, and that he has nothing to do with the new stuff at all, at all.

All of which, Psycho, they find more interesting than your Enterprise Users group.

But I'm on your side. I think we need to encourage these really minority part-times . . .

CLIVE ALIVE AGAIN

Hi there
Here's a few names for Clive Sinclair's new company.

- 1 Smurf Cars Ltd (after his C5 cars)
- 2 Pandora's Box (after his new computer Pandora)

5 The Stuff Amstrad Did Not Want Ltd

If I win my computer is a Spectrum.

All the best.
Steve Adams
Pheasant Rise
Barhill
Cambridge

Such was the quality of entries to this comp that it was impossible to choose a winner.

So we chose a second place instead.

The third suggestion from Steve Adams was the second best one we received (are you following this? There'll be questions afterwards). But because it wasn't the best, it doesn't win the prize. Ho ho.

(Actually, something hugely appropriate will be winging its way to Cambridge. We're such goodhearted souls . . .)



"The Stuff Amstrad Didn't Want Ltd"? I think that's a mega-groovy name

MSX CORNER

ALL THE LATEST NEWS
OF THIS EXCITING FORMAT

Er . . .

(That's enough MSX — Ed.)



These people really are burglars. No, really. Honest. Or rather, dishonest.

There's no way that they'd be someone like Ariolasoft dressing up in some cacky fashion to promote some load of old twaddle like *They Stole A Million*.

If you see these people, arrest them. Then they won't try to pull any more marketing stunts.

This has been Shaw Taylor, for *Police Five* returning you to the studio . . .

LIFE IS NOT A CREAM CAKE

Dear BANG
Ever since you have published your magazine I have been ordering them from my newsagents. When I noticed the CD competition I thought "great" so I started to save the first two tokens and began sussing out the questions. I did this after a bit and awaiting with anticipation the third question.

The following Friday — alas question three, "az clet nem habostorta" I thought "oh my good stars". At first I went to my school library and after two hours trying to suss it

out felt like shooting myself. I came up with something called "Esperanto" or something like that. Anyway, I went to my local library and they didn't have anything at all.

I went home, all the light and excitement of the comp turned out to be a goddamn failure. Please BANG I've got nothing against you (Hint — I've now stopped my BANG's through the newsagent) just stop making the quizzes too hard.

Please if you could reply my letter at the back page (only a little square) as I

have never had this done before. Please, please, please.

PS. Sorry about the handwriting, I've broken my wrist. Thanks for reading my letter.
James

(No other indication of his existence, such as surname, address, etc., etc. The youth of today . . .)

Promise you won't tell anyone, James?

OK — 'Az clet nem habostorta' means: "When we've only managed to persuade a company such as

Endurance to cough up *one* Compact Disc Player, we have to come up with a fairly unfair sort of question to make the process of passing on the thingy that much easier.

However, it is quite possible that this one was too hard, and in which case there'll be a tiebreaker in the merest nanosecond"

You got that, James? (Your fourth paragraph was impressively impenetrable, by the way. Keep it up and you might become a BANG staff writer.)



Az clet nem habostorta indeed . . .

POINTLESS HEADLINE

Dear Sir
I am writing to the people (or is that being a bit optimistic?) of BANG about what I think of their weekly paper. It may surprise you to know (no laughing, I've got good hearing) that I own an Acorn Electron.

Yes I know it was a massive flop, but due to last Christmas's Dixons offer there are quite a few of us around now. It would be greatly appreciated if you could review a few reviews or reports on the Electron.

To give you an idea of the Electron's come-back, a few major software companies have taken a bit of notice over the past few months. *Commando* and *Ghosts and Goblins* have been released by Elite, *Bombjack* is meant to be on the way. Imagine

released *Yie Ar Kung Fu* and *Mikie*. US Gold released *Beach Head* a year back. From BANG 3, centre pages I see have also released Crystal cassettes.

Also loyal and constant support from Superior and Tynesoft software (they advertised *Commonwealth Games* for the Electron in BANG 3 also) must prove that the Electron is finally getting the attention it deserves, even if it does only have 32K.

Besides the fact the Electron is never mentioned (even in some sarcy comment) your paper is great. But how about including the top twenty singles and albums? Us computer gamers as we mature also find interest in films, TV and other games.

Keep the articles rolling in on all these items. If you don't, I might find myself forced to terminate my ordering your paper.

Yours sincerely
Mr P McCarthy
Stolle Close
Arnold
Nottingham
PS I would have enclosed the answers to the CD competition but alas I couldn't find the answer to number 3.

Yeah it's terrible the way these supposedly lesser machines get all

but ignored by the BANG team (*This doesn't sound very loyal — Ed*). If I were in charge, I'd do an awful lot more on the Electron, MSX, C16, VIC 20. In fact, I'd base the whole of BANG on them. I'd . . . I'd . . . I'd better stop lying.

Point taken, Mr P. Record charts: currently being evaluated.

So you too don't know what "Az clet nem habostorta" means, either Mr P? Wait till next week . . .

BANGING OFF

So what do you really think of BANG? Got a strong view on what someone's said in it? Got any words of wisdom to impart to the great BANG populace? Well BANGING OFF is the place to do it. Send your letters to DR X at BANGING OFF, BANG, BTC, Bessemer Drive, Stevenage, Herts SG1 Postcode garbage etc etc. Be there, or — as they say — be square. Get on with it >>>

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TOUCHING BASE

Following on from the success of American Football, Baseball begins its regular spot on Channel 4 this Sunday. DAN BARTELSKI gives you the rundown on America's favourite sport >>>

This Sunday Channel 4 begins a Baseball series leading up to the climax of the season, The World Series.

Each program can only feature a fraction of the action since most teams play a game every day.

The World Series itself is a seven match play-off contested over a week with games alternating between the cities of the teams involved. This can involve a lot of travelling when teams are as diverse as Texas, Los Angeles, New York and Montreal!

The World Series is contested between the champion of the American League and the winner of the National League.

Most people will recognise at least some of the team names. For example the American League includes the Boston Red Sox (the team Sam "Mayday" Malone from *Cheers* was supposed to pitch for), Kansas City Royals and New York Yankees. The National League features the other New York team the Mets as well as the St Louis Cardinals and the LA Dodgers.

Although Baseball is a game of pitchers and base-hitters, curve balls, knuckle balls and change ups it is a simple game to follow.

It was obviously derived from rounders and is played between two nine man teams. Substitutions are allowed but once a player is substituted he is out of the game.

The game lasts nine innings with both teams having a chance to bat in each inning.

Baseball is played on a pitch the size of a football pitch (indeed many baseball teams share facilities with American Football teams). The most important area is a diamond with the four bases (1st, 2nd, 3rd and home) forming its points. In the middle is a mound on which stands the pitcher.

A field the size of a football pitch is a big area for nine men to cover so generally there is a pitcher, catcher (who stands behind the batter), 1st, 2nd and 3rd basemen, a shortstop to cover anything the

basemen take out left, centre and right deep fieldman.

Knuckle balls, sinkers, screwballs

A team is out when three of its players are out either by being caught, runout when running for a base

(either tagged with the ball or caught by a fielder touching the base the player is running to) or struck out.

If a batter misses the ball when it could have been hit then the umpire calls a "strike". Three strikes and the player is out. If it is judged impossible to hit a ball and the batter hasn't swung at it then a "ball" is awarded. Four "balls" and the batter is allowed to "walk" to first base.

Consequently the real battles in baseball come from the confrontation of pitcher against batter.

The pitcher attempts to throw the ball in a way that tempts the batter into swinging at it without giving him any chance of hitting it. League pitchers have an incredible range of throws that include fastballs, knuckle balls, change ups, sinkers, screwballs and sliders.

Naturally the batter has only one thought and that is to hit the ball out of the ground. This happens surprisingly often and is known as a "home run". This scores one run for the batter and another one for every batter on a base since they are all allowed to run home.

A single run is also scored whenever a hitter completes the circuit around all four bases no matter how long it takes.

A hit that allows a batter to run to a base is logically called a "base hit" a term often used by baseball commentators.

Other terms you may hear include "Top of the 7th", "stealing", "fly balls", "grounders", and "bunting". "top of the 7th" means the game is just entering the seventh inning with the first team batting.

"Fly balls" are balls

A player may "steal" a base (run on to the next base) whenever the ball is pitched even if the batter misses it. He runs the risk of being out if the fielding side are quick enough but it might score a run or at least add to the pressure on the pitcher.

"Fly balls" are balls that are hit into the air and therefore can be caught. Logically "grounders" are balls that bounce along the ground.

"Bunting" is when a batter hits the ball by holding his bat up rather than swinging it at the ball. The result is that the ball only rolls a short distance. This may sound like an odd thing to do but it can catch a field by surprise and may even get you to first base.

Finally when a batter is on every base (1st, 2nd and 3rd) the bases are "loaded" and the crowd gets very excited. Bands start playing and both the pitcher and the next batter feel the added tension. This tension can cause them to do some very odd things.

I think you'll enjoy watching baseball particularly once you've seen some of the great sides in action. After a few weeks you'll be rooting for your team and more than ready for The World Series.

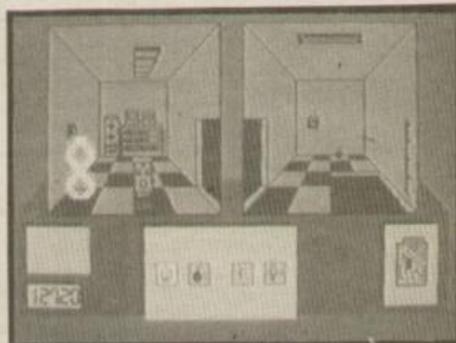
Deactivators is a marvellous mix of arcade action and strategic planning as your crack team of droids attempt to deactivate a building full of bombs before they explode. TONY HETHERINGTON checks out this explosive game >>>

A group of fanatical saboteurs have infiltrated the Gravitational Research Institute and have planted bombs that are set to explode. Using your crack team of deactivating droids you must find the bombs and get them out before they go off!

The complex is split into five increasingly difficult floors split into rooms. Since it's a gravitational research centre some of the rooms appear upside down or sideways.

This restricts the areas in which your droids can move as do the complexes defending robots that are now programmed to kill you!

The game logically begins on the first floor which consists of sixteen rooms. Three bombs must be ferried out by the droids before the level is complete.



The bombs are removed from the building by passing them through the complexes windows from droid to droid until it can be thrown out of the exit.

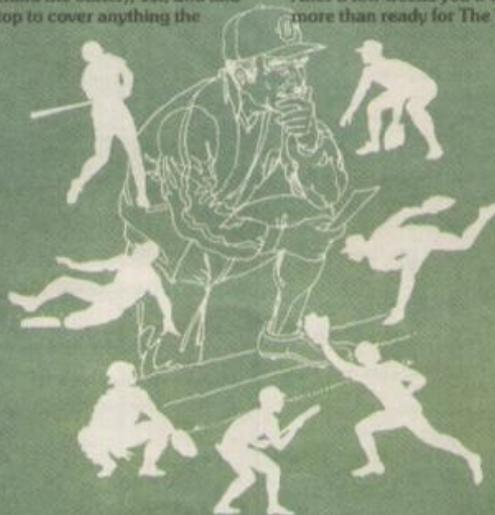
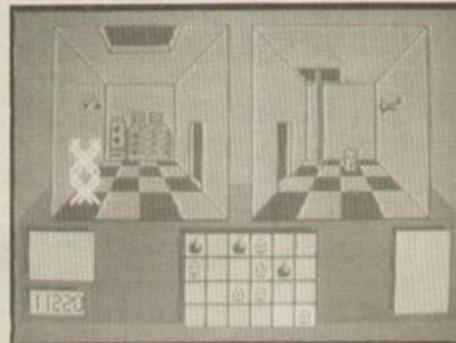
If a bomb isn't disposed of in time it explodes and that room becomes impassable and the game is effectively lost.

In addition to the doors and windows the complex also contains transporters but some of these may be inoperable at the beginning of the game but can be repaired by finding circuit boards and ferrying them to the computer room.

Welly required to lob

To make life even harder the rooms have different gravities ranging from 1/2G to 3G which effects the amount of welly required to lob a bomb or circuit board through a window or trapdoor in the ceiling.

It is essential to perfect this ferrying of objects since bombs tend not to react too well to being constantly dropped. In fact they tend to explode so be sure to have a catcher ready and in position.



NEXT WEEK — WE PICK THE BEST OF THE COMPUTER BASEBALL ACTION

SEND IN DE DROIDS

DEACTIVATORS
C64, Spectrum, Amstrad
Ariolasoft
£8.95 (C64 £9.95)

The robot guards can be destroyed if you can get them to follow you down holes in the floor since enough of these drops will kill them but have you time to do all this before a bomb explodes?

By level 2 the number of rooms has increased as have the number of droids you control. Unfortunately so has the number of bombs that you have to get out and there are a few added problems.

More circuit boards must be found and ferried down to the computer to activate lifts and turn off traps that make simple doors and (up/down) poles deadly to your touch.

The screen display shows a 3D view (with perspective) of two adjacent rooms centring on the droid you have currently selected. Below is a map of the present level, your score, any bonus droids you've earned (these can be beamed into any room) and a picture of a bomb or circuit your current droid is carrying.

Pressing the fire button presents a series of options

EXPLOSIVE

that allows you to control a different droid, examine any room and lob a bomb or circuit board.

Delayed by bughunters

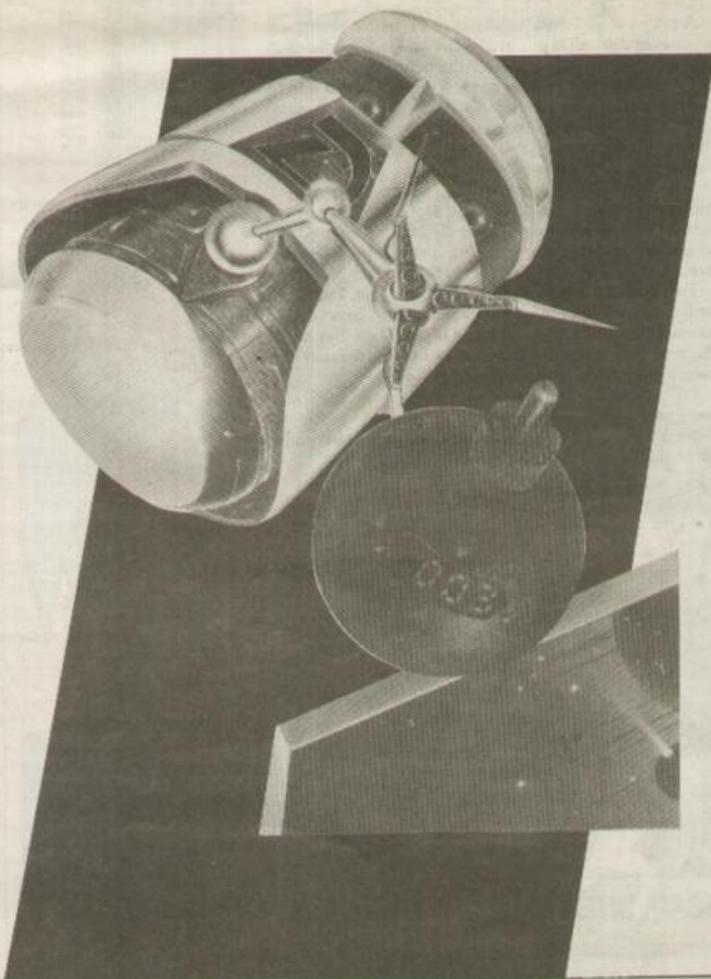
In later levels things get even worse as rooms containing bombs, boards and the computer are cloaked in darkness! Why didn't they fit the droids with infra red vision?

The game can be played at difficult and impossible levels and includes the option to start a new game at the highest level so far achieved but without the points. This allows you to tackle higher levels without ploughing through the easier ones every time.

Deactivators was designed by Tigress (the game design studio behind the awful *Video to a Kill* and the excellent *Golf Construction Set*) and marketed by Ariolasoft. Its release has been delayed by bughunters but the result is definitely worth the wait.

HINTBOX

1. Use the view option to map out the level taking note of the positions of bombs, boards and robots.
2. Practice droid control particularly in the inverted rooms as you can't afford to waste time later on.
3. Lead robots down trapdoors to destroy them but don't get too far ahead or you'll lose them.
4. Even though a level seems impossible there is an answer.
5. Quickly find and ferry down the circuit boards to activate the transporters and disable the traps.
6. Take account of the gravity when judging the throw of a bomb. For example a lob up through a ceiling trapdoor is impossible in 3G.
7. If you pick up a bomb with a burning fuse get rid of it quickly as it's about to explode.
8. Remember that replacing circuits can open doors that were hidden before.
9. Use the transporters where possible as they save valuable time.



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MARSH: Insisting this week that it was Aftershock that made his hair fall out

Is it a bird? Is it a plane? No it's Garry Marsh charging through the acid rain to the rescue of the innocent millions. The Chernobyl disaster has left everyone confused and scared and in need of a super hero to save them. Can adventure man Marsh save these people? Can he prevent a major nuclear holocaust? Will he survive the **AFTERSHOCK?** ...

BOING

"Aarrghh! NO, NO! Anything but that!" ... Eh? What? **AFTERSHOCK**. Oh sorry I thought you said 'aftershave'; which is as bad as

offering Superman some Kryptonite. Never use the stuff myself - 'aftershave' that is, not Kryptonite. Anyway, those guys down at Interceptor have just released **Aftershock** onto an unsuspecting public still shaking from the torrent of lies surround the Chernobyl disaster.

They describe this little adventure as a "modern day graphical" adventure concerning the aftermath of an earthquake caused by a nuclear reaction from an underground test. Well at least it's different - it could have been about a fission-holiday!

So my plan of action was clear: I must make my way out of the city, reach the power plant and repair the cooling system, thus stopping a nuclear reaction from blowing us all to kingdom come! Well, we've all got to go some way, some day - but should people make games about such things I ask myself? Is this the stuff that good adventures are made of?

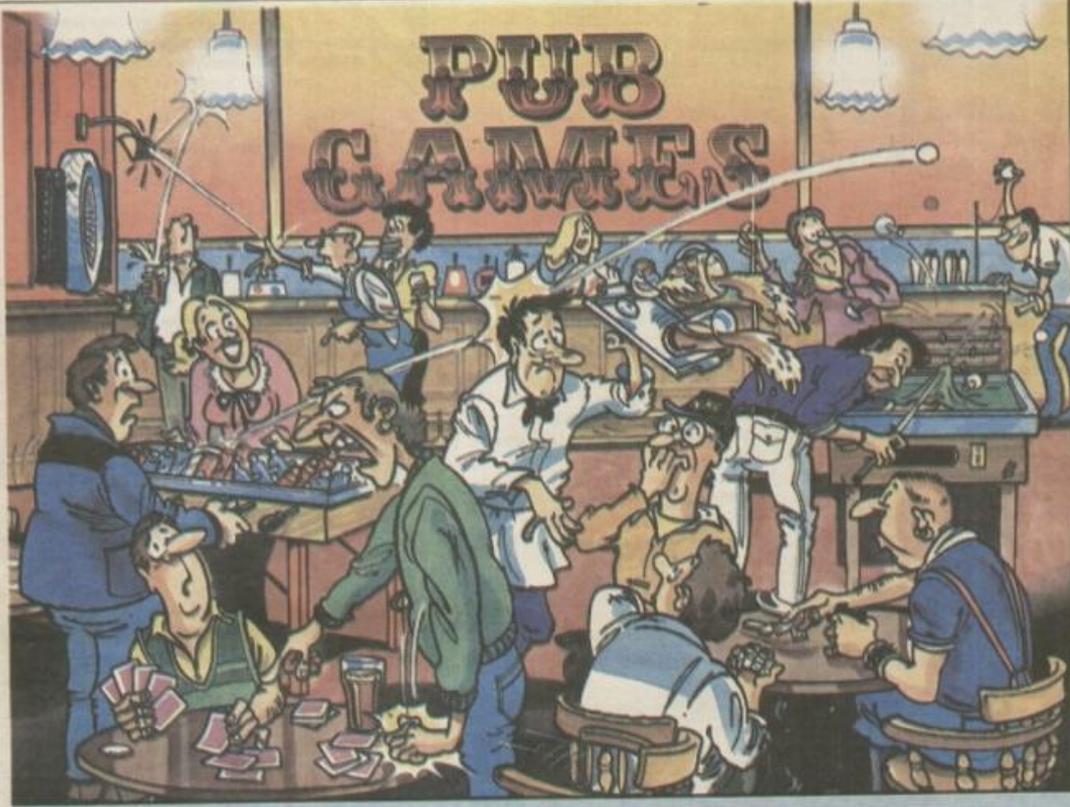
After all, this game has been under development for nearly a year, say the guys down at Interceptor; perhaps author David Banner has a secret death wish, as well as lots of qualifications in English, French and other dialects.

What I want to know is, what's wrong with synonyms? Why can't I use the word "get" instead of "take"? What's the point of asking for "help" when all you get is "try examining things" and when you do examine things, "you find nothing of interest"! Most frustrating!

Innovation, sarcasm

C'mon guys this is a nice little adventure, but what happened to innovation, sarcasm and the like? The responses one is able to elicit from this game are boring to say the least - though no doubt in grammatically correct English. Which is just the way you have to input your commands otherwise you are told to "try another command". Very original! I have nothing against prepositions; let's hope no-one else has, eh?

Object of the game? Well at one point I was the object, when the screen said "You can see:-



ALLIGATA BITES BACK

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ALLIGATA BITES BACK

ALLIGATA BITES BACK

BITES BACK

UNDERGROUND

"You are standing on a chair."

Did it really take a year to programme? Am I really nit-picking? Well to be honest I was in two minds about playing this little adventure, bearing in mind the subject matter, but it really is the first time that I've played with a schizophrenic game, which responds with both first and second-person singular, ("I" and "You"). It is usual to stick to either one or the other, OK!

This adventure radiates "ordinary" so much so it made my hair drop out and my gums bleed, to say nothing about my other orifices!

I am now waiting to see the foreign language versions, just to see which parts of my body these will have drastic effects on. I think I've said enough about the games' reaction on me but what about the graphics? Well to be honest they are very, very good. But I feel I must say that a picture isn't always worth a thousand words.

Including dwarves

Graphics often take a big bite out of a program, leaving a bare skeleton of a scenario, on which to hang your words, and you have to make them count. In fact it's the little things in life that count most of all, including dwarves! It really didn't take much effort to drag me away from *Aftershock*, and I would have really liked to have gone for a dip in the pool, but I found the water a little too heavy for my liking.

Never mind *Interceptor*, you can't win 'em all and this is a no-win situation. Bear in mind that even Paul McCartney didn't get a good review within these hallowed pages for his new offering. Next time maybe I ought to review the new McCartney album - totally biased of course - and the record reviewer can have the bad taste adventures. Shock 'n' roll maybe! Yours, tongue heavily placed in cheek, GARRY "the amazing Beatie Man" MARSH

PS Is it true Russian Football fans sing: "Here we glow, here we glow, here we glow"? All together now, *Interceptor*...



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FUTURE KNIGHT

THE STORY

You are Randolph (a hero). Your quest is to rescue your beloved maiden from the evil clutches of Spegbott the Terrible.

You receive an inter-dimensional distress call from the S.S. Rustbucket, the ship she was travelling in; the message reads:-

CRASHED ON THE PLANET 2749/2 OF THE ZRAGG SYSTEM STOP REQUIRE ASSISTANCE STOP PRINCESS AMELIA CAPTURED STOP TELEPORT CO-ORDINATES: 217N/502:79A/45 STOP PLEASE COME QUICKLY STOP MESSAGE END STOP

You pull on your Omnibott Mark IV (all purpose attack suit with lazer assisted plasma rifle) and rush to your local teleport station. Three blips later you find yourself inside the S.S. Rustbucket and so begins your quest to find your beloved Amelia.

You progress through twenty gruelling levels, fighting your way through the wrecked space cruiser. Defending yourself against Berzerka Security droids you finally reach the planet's surface where you must do battle against mystic creatures to ultimately reach Spegbott's Castle where you will find your beloved, guarded by the awesome Henchdroid. Defeat him in mortal combat to finally release the beautiful Amelia.

GO FORTH, DESTROY AND RESCUE

CASSETTES: SPECTRUM 48K, MSX £7.95, C16+4 £6.96, CBM 64/128, AMSTRAD £9.95.
DISKS: AMSTRAD, CBM 64/128 £14.95.

TRAILBLAZER

Commodore 64/128, Spectrum, MSX, C16 Plus 4, Amstrad.

Determination, speed and dexterity are the key assets needed to complete Gremlin's new program TRAILBLAZER successfully.

Thundering into the unknown at breakneck speed, are you agile enough to negotiate the perils? Roll left and right to avoid the cracks but be careful not to fall off the edge of the path as you go. Be sure to identify and avoid the squares which will slow you down, sometimes fatally, and those which will either speed you up or make you jump automatically. Keep a careful eye on the clock as the more time you have left at the end of each level, the more bonus time you will be awarded.

Not a game for the faint-hearted TRAILBLAZER stretches your reflexes to their limits. Can you stand the pace?

CASSETTES: SPECTRUM 48K, MSX £7.95, AMSTRAD, CBM 64/128, ATARI £9.95, C16+4 £6.95.
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Bounder
Starquake



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Pan the horizon, eyes peeled, for the most amazing collection of characters and events - an earth bound catastrophe from out of space; high flying, fast moving, bouncing balls; a turtive furry mammal dodging the law and a robot out of control and out of his mind. Excitement, fun, game appeal... it's got the lot.

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BOUNDER ● MONTY ON THE RUN ● STARQUAKE

CHRISTMAS CRACKERS

THE WAY OF THE TIGER

Avenger

(THE WAY OF THE TIGER 2)

The first arcade adventure in The Way Of The Tiger series is about to be launched, following the Number One hit of the same name.

Then you had to prove yourself Ninja – a master warrior of the martial arts; now you must avenge the death of your foster father Najishi, who has been killed by Yaemon, Grandmaster of Flame. Yaemon has also stolen the Scrolls of Ketsuin from the temple and you have sworn to the God Kwon that you will both avenge Najishi's death and recover the Scrolls.

Your enemies are plentiful and your many skills are called upon when you enter the Great Keep.

The graphics, speed and sheer imagination in this game will keep you engrossed for days.

CASSETTES: CBM 64/128, AMSTRAD, MSX C16+4, SPECTRUM 48K £9.95.
DISKS: AMSTRAD, CBM 64/128 £14.95.

AVAILABLE NOVEMBER

FOOTBALLER OF THE YEAR

CBM 64, SPECTRUM, AMSTRAD, MSX, BBC/ELECTRON, C16+4, ATARI

At last, a realistic football program is due to be released.

In this new and exciting game, you adopt the role of a professional footballer. You start your career at the age of 17 with a Fourth Division team, £500 in cash, 10 goal cards and the footballing world at your feet. The aim is to develop your career and be nominated FOOTBALLER OF THE YEAR.

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DISKS: AMSTRAD, CBM 64/128 £14.95

Disk
£14.95

Sword of Destiny
Jethers
Gullwing Falcon
Reach for the Sky



C16 CLASSICS III

A unique opportunity to enter into combat as fought through the ages – hand to hand combat with muscle and sword; the aerial skill of World War II flying; precision and control of jetpac and handlazer and the thrilling excitement and power of 21st century spacelighter. If you like a challenge these contrasting gameplay will put you to the test.



MSX CLASSICS

From stone age man to 21st century space hero, with brief stop-overs in the lawless West and 1980's to master the antics of an irrepressible bouncing ball, this riveting compilation provides power packed excitement that transcends time.

Grog's Revenge
Quantflight
Valley
Bounder

Monty on the Run
Bounder
Starquake



ZZAP SIZZLERS II

Colourful encounters of the extraordinary kind. Enjoy a futuristic shoot 'em up in sci-fi terrains or mysterious star systems. Go on the run with a furry little mammal or find yourself 'jump sick' with an effervescent ball.

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ACCOLADES

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REVIEW

ZYTHUM
Spectrum
Mirrorsoft
£7.95

The hero of *Zythum* is a laser bolt firing wizard that can leap massive craters in a single jump.

Why is he risking life and limb to look for a magical liquid that will give him even more powers isn't clear. Neither is why you would want to waste your time and money on a game so dated that it would barely be tolerated as a budget game.

The result is a two dimensional game in which you must leap craters and boulders while blasting the winged demons that are out to get you (yawn!!!).

Keep your hands off

The pace reaches fever pitch when you pick up smart — sorry, light bombs that destroy everything on the screen.

Later on you may be able to get your hands on a chalice that gives you temporary levitation, a cross that makes you immune to the touch of the winged minions and a treasure to give you bonus points.

Only if you can keep your hands away from the off button.

Tony Hetherington



DATED

STORM
Spectrum
Mastertronic
£1.99

As US Gold and Electric Dreams battle over who has the rights to the coin-op game *Gauntlet*, Mastertronic has literally stormed in with a *Gauntlet*-style game.

The evil Una Cum has kidnapped Storm's wife and he and his wizard friend Agravaïn go to sort him out.

Una's lair is a hazardous place packed with hideous creatures that spew out of Cum's generators. These will quickly overpower and destroy our heroes if nothing is done.

Killing the critters will only prolong the problem as more creatures are generated to take their place. To kill them permanently you must fight your way through and destroy the generators.

Storm is ideally a two player game (Agravaïn goes alone if there's only one player) in both players must help each other battle through the lairs rooms.

Entrance to Cum's lair

Each player begins with lots of energy and no score. As the game proceeds energy is lost by enemy attacks but replenished by finding food and healing potions. Unfortunately these vanish when used so there's usually a scramble to get them (so much for co-operation!)

The object of the game is to find and collect three snake brooches that will open the entrances to Cum's inner lair.

Until then our heroes will have to fight for survival using scrolls (destroy all creatures on the screen), cabbalabs (open secret doors) and the mysterious magical mask as best they can.

If US Gold and Electric Dreams don't stop arguing and start programming, Mastertronic will have won the *Gauntlet* battle before they're ready to fight.

ALISTAIR McCANN

GREAT

OLLI AND LISSA
Spectrum
Firebird
£1.99

Sir Humphrey is a ghost. However anyone can see him so he's not that scary. This is unfortunate since he's trying to frighten off an American who's trying to steal Shilmore Castle.

As Olli of *Olli and Lissa* fame (who?) you must collect the objects that Sir Humphrey needs to complete his invisibility spell.

These are hidden throughout the castle's rooms that are populated by deadly ghosts.

The game itself is a fun platform game that won't tax your brain or your pocket.

Alistair McCann

CHEAP 'N' CHEERFUL



GALAX-I BIRDS
C64
Firebird
£1.99

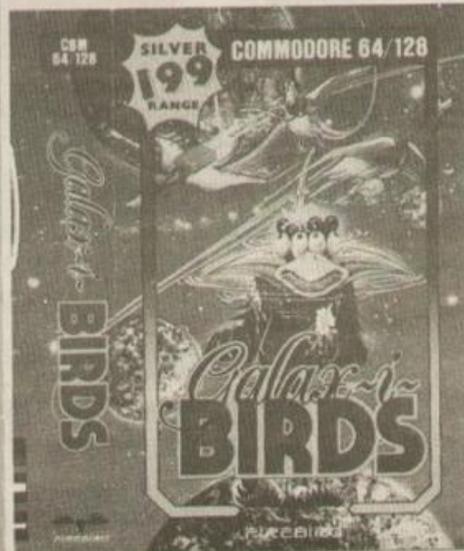
A fast action shoot-em-up that is an unashamed rip-off of games like *Galaxians* and *Star Firebirds*.

The object of the game is simply to blast as many aliens as possible before they get you. (Surely not/what a surprise/Get away — Ed)

Screen one sees the attack of the flying ducks flapping wildly as they attack in formation. Blast them with your twin firing laser ship sent out to save the world yet again and you'll have to battle with a whole collection of avian adversaries including vultures and canaries as well as Minter style aliens.

The action is fast and furious and will drive you back for "just one more game" until your joystick wears out.

TONY HETHERINGTON



FAST

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.



PUB GAMES

C64 also
Spectrum,
Amstrad (Soon
BBC, MSX)
Alligata
£9.95

Forget *Winter Games*, *Summer Games* or even *Knight Games*. Here's the sports simulation we've all been waiting for: *Pub Games!*

Gone are the pole vaults, hurdles, sialoms and targets. Instead the pub athletes compete in seven drunken events testing their cardplay, dart throwing, skittling, bar billiards, dominoes and table football skills. There's prize money to be won which will all go on beer.

A novel tape loading system allows you to quickly load in each event from tape by automatically fast forwarding to the correct point before turbo loading the program. Unfortunately the game doesn't justify this technical expertise.

Limp ghost hand

The darts event is weak with the game consisting solely of moving a limp ghost hand over the board and pressing the firebutton when you want the hand to stop shaking and actually throw the dart. This is very slow and far too many darts seem to hit the wire and fall out.

Bar billiards is my favourite pub game but this version isn't. The perspective graphics and ball control options are pointless when bugs cause the pins (that lose your score) to fall over when you haven't hit them.

The table football game is the only redeeming feature and should have been released on its own as a budget game but along with the uninspiring dominoes, pontoon, poker and skittles it's a waste of time.

Better save your money and go to a real pub. Too young?

Buy 25 copies of *BANG* instead!

GRAHAM HARRIS



MIAMI DICE

C64, Spectrum
Bug-byte
£2.95

Named after the hit TV series this game has absolutely nothing to do with Miami, cops, TV or rock music. The only similarity with the TV show its title is a pun of, is that it has no plot.

Instead the game is based on craps — an incredibly tedious dice game that the Yanks like to lose their money at.

The bad news is that in gambling games like pontoon, roulette or brag it's the gambling that's exciting not the game. Craps suffers from the same problem.

So unless you're going to send me the money you're bound to lose (just to add that authentic touch), you're going to get

incredibly bored.

Bug-Byte has tried to spice it up a little with the inclusion of characters for you to play and the odd speech effect. But once you've waggled your joystick to make the granny, sheik cowboy or buxom girl throw the dice the limited appeal has been lost.

TONY HETHERINGTON



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REVIEW BRUISING

THAI BOXING C64 Anco £7.95

Thai Boxing is a combination of karate and boxing with the aim simply to pummel your opponent.

Forget mystic rituals or honour. In this game, it's brute force that counts.

Anco's *Thai Boxing* is fought between one or two players on a variety of backgrounds.

Joystick controlled actions allow you to punch, kick, chop and leap on your opponents while dodging his feet and gloves.

Graphically as blood

Each blow takes its toll on these battling boxers which is illustrated as a decrease in an energy level and more

graphically as blood that appears on their faces. First as slight cuts over the eyes then more and more until it's literally dripping.

At the end of each one minute bout attendants wipe the blood away and prepare the fighters for the next battle.

Fast action supported

by impressive graphics make a change from the constant slog of kung-fu games.



NOW GAMES 3 C64, Spectrum, Amstrad Virgin £9.95

The third in the successful *Now Games* series features five games for the price of one.

This collection includes *Nick Faldo Plays the Open* (Mind Games), *Sorcery* (Virgin itself), *Everyone's a Wally* (MikroGen) and *A View to a Kill* and *Codename Mat II* from Domark.

A View to a Kill is the "big" game of the compilation and takes over one side of the tape (the other four are crammed onto side one).

More Bondage

Unfortunately, Domark's digital version of the last Bond film doesn't live up to this star billing as only one of its three parts is worth playing (*City Hall*).

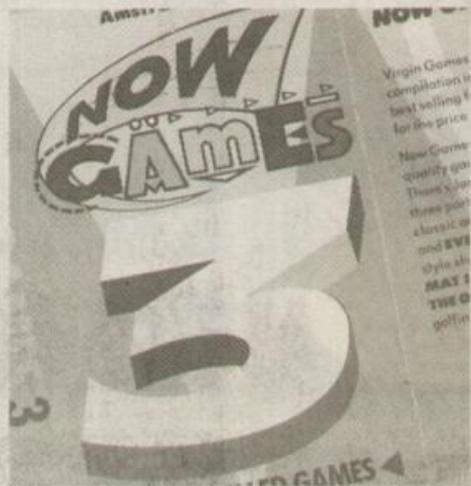
Domark's other contribution received less coverage when it was launched yet it is a far better game.

The sequel to one of my all time favourites, *Codename Mat II* has you battling with the Myons while shifting between long and short range scanners, battle computers and damage reports.

Nick Faldo Plays the Open is a well designed, icon driven golf simulation which unfortunately is spoilt by poor graphics just when you finally get the ball near the hole. Poor definition, particularly on the Spectrum smudges the display making it impossible to see where the ball is.

Finally the collection is completed by two popular arcade adventures.

Now Games 3 lacks the impact of its predecessors that sold largely on the strength of star titles such as



Lords of Midnight, *Tix Na Nog* and *Cauldron*.

All of the games are over a year old and now face strong competition from budget games costing only £1.99.

Faced with a choice between *Now Games 3* and five budget games, *Now Games 3* would always lose out. Next step: budget compilations?

Alistair McCann

So-So

3D STARSTRIKE Realtime/Firebird Amstrad CPC £9.95

Realtime is not a company renowned for fast and furious releases. In fact to my knowledge it has only ever released three titles in its three year existence.

To this end Realtime has built up a platinum reputation for originality, quality and slick, slick graphics.

Starstrike Two is no exception and while I'm always sceptical about follow ups this game is a cracker.

The game is a frenzied battle against the aliens of the original *Starstrike* who've been forced back into their own planetary systems.

spinning squares and triangles, must be studied carefully in order to find a safe route through.

Shot by way

Orbital Fighters that patrol the planet can be shot by way of location scanners and fast reflexes. Don't forget to pick up the fuel they leave behind.

Once you've overcome the fighters you descend to the planet's surface and along the ventilation duct which contains



ACTION
PACKED

Go For Gold C64 (Disk) Americana £4.99

Originally released two years ago as *Hesgames*, this six event sports game has been reissued at a budget price.

Both you and your joystick will have to be fit to go for gold in diving, 100m, long

jump, 110m hurdles, weightlifting and archery events.

Although frantic joystick waggling is required you also need precision timing to get the medals.

The game includes some nice features that set it apart from the other decathlon style games which include a replay facility so that you can bask in past glories, customised running stripes and actual, British,

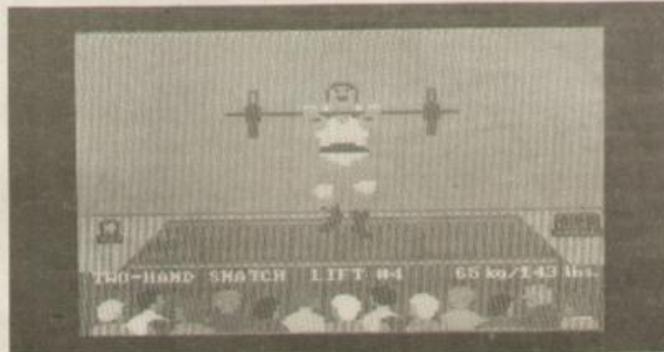
Olympic and World records to beat.

The graphics are excellent as is the speech that starts the races.

In its original form *Hesgames*, *Go for gold* was last into the decathlon race and was definitely out of the medals. Now it's back at a lower price and sure to be a winner.

Tony Hetherington

GREAT



HOPELESS C64 Ariolasoft £8.95

The next game from Radarsoft (the people who brought you *Floyd the Droid*) to be marketed in the UK by Ariolasoft stars Al Bluntz an inter-planetary top sportsman and ex-bartender.

His girlfriend has just been kidnapped by infamous space criminal the "Manik Munk". Your job is to help Al get his girl (back).

Luckily you find a spaceship and zoom off to the Munk's private solar system. Here the ship forms part of a maze of platforms, walls, deadly laser beams and doorways that are populated by a collection of alien nasties.

Our hero can walk and fly (with his jetpac) around the maze and can defend himself with either kung-fu (a single button press reduces the moves), a laser or with a shield.

The real interest in the game lies in the computer terminals that are scattered around the scrolling screens. With these you can teleport, view the map, gain more energy, fuel and power, open barriers in your way and gain a computer assisted compass to guide you.

Not as original as *Floyd the Droid* but still entertaining.

ALISTAIR McCANN

GOOD

New Generation Software

ARCANA

Joystick required.
Commodore 64/128
£8.95

Arcana, the Castle of Mysteries, holds the *Dark Chronicle*, the most powerful *Black Magic* book ever known.

Bahadar, the hero of the game, comes from the *Land of Belghil Elves*. His quest is to find the *Dark Chronicle* and destroy it before its terrible knowledge falls into the hands of the evil king *Valarequill*.

The smooth scrolling passages of *Arcana* are fiercely protected by all manner of *harmful creatures* which he must *repel* with his *magic bolts* of *intimidating fight*.

There are *30* finely detailed rooms with many secrets for our hero to discover. He needs *7* *talismans* to defeat the *demons* that guard the book, then he must destroy it before its sinister writings are revealed to *Valarequill*!

For further information please contact
Brynm Gilmore, Sales Manager,
2-4 Vernon Yard,
Portobello Road,
London W11 2DX.
01-727 8070.

CHARTS

GAMES 50

1	(—)	PAPERBOY	Elite
2	(2)	SUPER CYCLE	Epyx/US Gold
3	(4)	DAN DARE	Virgin
4	(1)	DRAGON'S LAIR	Software Projects
5	(3)	TRIVIAL PURSUIT	Domark
6	(6)	A C E	Cascade
7	(13)	JACK THE NIPPER	Gremlin Graphics
8	(5)	GHOSTS AND GOBLINS	Elite
9	(9)	GREEN BERET	Imagine
10	(—)	GLIDER RIDER	Quicksilva
11	(8)	KNIGHT RIDER	Ocean
12	(7)	PARALLAX	Ocean
13	(15)	STRIKE FORCE HARRIER	Mirrorsoft
14	(16)	YIE AR KUNG FU	Imagine
15	(—)	ASTERIX AND THE MAGIC CAULDRON	Melbourne House
16	(12)	TT RACER	Digital Integration
17	(17)	KUNG FU MASTER	Data East/US Gold
18	(—)	JEWELS OF DARKNESS	Rainbird
19	(23)	HEAD COACH	Addictive
20	(19)	ELITE	Firebird
21	(11)	NIGHTMARE RALLY	Ocean
22	(14)	COMMANDO	Elite
23	(re)	FOOTBALL MANAGER	Addictive
24	(21)	INTERNATIONAL KARATE	Endurance
25	(—)	BEST OF BEYOND	Beyond
26	(24)	SILENT SERVICE	Microprose
27	(32)	MISSION ELEVATOR	Eurogold
28	(20)	DYNAMITE DAN 2	Mirrorsoft
29	(26)	IRIDIS ALPHA	Hewson Consultants
30	(34)	SPY HUNTER	Sega/US Gold
31	(19)	KNIGHT GAMES	English
32	(—)	COLOSSOS CHESS 4.0	CDS
33	(25)	MIAMI VICE	Ocean
34	(40)	WINTER EVENTS	Anco
35	(39)	WINTER GAMES	Epyx/US Gold
36	(—)	STARSTRIKER 2	Realtime
37	(33)	BOMB JACK	Elite
38	(41)	HEARTLAND	Odin
39	(re)	RAID OVER MOSCOW	Access/US Gold
40	(28)	THEATRE EUROPE	PSS
41	(re)	THEY SOLD A MILLION 2	Hit Squad
42	(30)	WAY OF THE TIGER	Gremlin Graphics
43	(22)	PSYCASTRIA	Audiogenic
44	(35)	MERCENARY	Novagen
45	(35)	CAULDRON 2	Palace
46	(47)	JOHNNY REB 2	Lothlorien
47	(38)	IAN BOTHAM'S TEST CRICKET	Tynesoft
48	(45)	BATMAN	Ocean
49	(—)	ART STUDIO	Mainbird
50	(—)	COMMONWEALTH GAMES	Tynesoft

SPECTRUM 20

1	(—)	Paperboy	Elite
2	(1)	Dragon's Lair	Software Projects
3	(—)	Glider Rider	Quicksilva
4	(5)	Dan Dare	Virgin
5	(2)	Thrust	Firebird
6	(3)	A C E	Cascade
7	(8)	Kai Temple	Firebird
8	(6)	TT Racer	Digital Integration
9	(—)	Trivial Pursuit	Domark
10	(re)	Bump Set Spike	Mastertronic
	(—)	Starstrike 3D	299 Classics
11	(—)	Head Coach	Addictive
12	(7)	Video Olympics	Mastertronic
13	(4)	Nightmare Rally	Ocean
14	(re)	Ninja Master	Firebird
15	(re)	Knight Rider	Ocean
16	(re)	Jack The Nipper	Gremlin Graphics
17	(9)	Ghosts and Goblins	Elite
18	(—)	Happiest Days	Firebird
19	(re)	Green Beret	Imagine
20			

C64 20

1	(2)	Super Cycle	US Gold/Epyx
2	(1)	Go For Gold	Americana
3	(3)	Ninja	Mastertronic
4	(4)	Warhawk	Firebird
5	(—)	Dan Dair	Virgin
6	(6)	Parallax	Ocean
7	(10)	Hole In One	Mastertronic
8	(9)	Speed King	Mastertronic
9	(—)	Asterix	Melbourne House
10	(5)	Dragon's Lair	Software Projects
11	(8)	Trivial Pursuit	Domark
12	(—)	Ghosts and Goblins	Elite
13	(—)	Hollywood or Bust	Mastertronic
14	(7)	Leaderboard	US Gold/Access
15	(—)	Green Beret	Imagine
16	(—)	Iridius Alpha	Hewson Consultants
17	(—)	Knight Rider	Ocean
18	(—)	Jack The Nipper	Gremlin Graphics
19	(—)	Mission Elevator	Eurogold
20	(—)	A C E	Cascade

AMSTRAD 10

- | | | | |
|----|-----|---------------------------|------------------|
| 1 | (2) | Thrust | Firebird |
| 2 | (1) | Speed King | Mastertronic |
| 3 | (8) | Kane | Mastertronic |
| 4 | (7) | Conquest | Mastertronic |
| 5 | (3) | Ninja Master | Firebird |
| 6 | (—) | Apprentice | Mastertronic |
| 7 | (—) | Jack The Nipper | Gremlin Graphics |
| 8 | (5) | Harvey Headbanger | Firebird |
| 9 | (—) | Star Firebirds | Firebird |
| 10 | (—) | Five A Side Soccer | Mastertronic |

BEEB 10

- | | | | |
|----|------|-------------------------|--------------|
| 1 | (4) | Kane | Mastertronic |
| 2 | (3) | Spy Hunter | Sega/US Gold |
| 3 | (1) | Psycastris | Audiogenic |
| 4 | (5) | Trivial Pursuit | Domark |
| 5 | (2) | Thrust | Superior |
| 6 | (re) | Speech | Superior |
| 7 | (6) | League Challenge | Atlantis |
| 8 | (9) | Galaforce | Superior |
| 9 | (re) | Tennis | Bugbyte |
| 10 | (—) | Vegas Jackpot | Mastertronic |

MSX 10

- | | | | |
|----|------|------------------------------|------------------|
| 1 | (1) | Speed King | Mastertronic |
| 2 | (3) | Vestron | Players |
| 3 | (9) | Foot Volley | Players |
| 4 | (2) | Molecule Man | Mastertronic |
| 5 | (4) | Formula One Simulator | Mastertronic |
| 6 | (—) | Finders Keepers | Mastertronic |
| 7 | (5) | King Size | Robtek |
| 8 | (10) | International Karate | Endurance |
| 9 | (—) | Jewels of Darkness | Rainbird |
| 10 | (7) | Jack The Nipper | Gremlin Graphics |

ATARI 10

- | | | | |
|----|------|------------------------------|----------------|
| 1 | (1) | Ninja | Mastertronic |
| 2 | (3) | Thrust | Firebird |
| 3 | (2) | Spellbound | Mastertronic |
| 4 | (4) | Kik Start | Mastertronic |
| 5 | (9) | Raid Over Moscow | Access/US Gold |
| 6 | (re) | Action Biker | Mastertronic |
| 7 | (—) | Collapse | Firebird |
| 8 | (5) | Soccer | US Gold |
| 9 | (re) | Vegas Jackpot | Mastertronic |
| 10 | (re) | One Man And His Droid | Mastertronic |

TELLY TOP TENS

BBC1

	Indiv. Viewing (millions)
1	Eastenders (Tue/Sun) 18.70
2	Eastenders (Thu/Sun) 18.50
3	Only Fools and Horses 16.65
4	Howards Way 12.95
5	Open All Hours 11.75
6	In Sickness and in Health 11.70
7	Russ Abbot Show 11.40
8	Ever Decreasing Circles 11.10
9	Animal Squad 10.30
10	Help 9.80

ITV

1	Coronation Street (Mon), Granada 15.90
2	Coronation Street (Wed), Granada 15.10
3	Blind Date, LWT 13.10
4	Dempsey and Makepeace, LWT 12.80
5	The Benny Hill Show, Thames 12.20
6	3-2-1, Yorkshire 11.30
7	Crossroads (Wed), Central 10.90
8	We'll Think of Something, Thames 10.85
9	Crossroads (Tue), Central 10.85
10	Copy Cats, LWT 10.80

BUDGET 20

- | | | | |
|----|------|------------------------------|--------------|
| 1 | (2) | Speed King | Mastertronic |
| 2 | (4) | Thrust | Mastertronic |
| 3 | (3) | Ninja | Mastertronic |
| 4 | (6) | Kane | Mastertronic |
| 5 | (1) | Go For Gold | Americana |
| 6 | (5) | Ninja Master | Firebird |
| 7 | (8) | Warhawk | Firebird |
| 8 | (7) | Formula One Simulator | Mastertronic |
| 9 | (9) | Kik Start | Mastertronic |
| 10 | (15) | Bump Set Spike | Mastertronic |
| 11 | (11) | Hole In One | Mastertronic |
| 12 | (10) | Molecule Man | Mastertronic |
| 13 | (14) | Kai Temple | Firebird |
| 14 | (—) | Guzzler | Players |
| 15 | (re) | One Man And His Droid | Mastertronic |
| 16 | (—) | Starstrike | 299 Classics |
| 17 | (17) | Spellbound | Mastertronic |
| 18 | (—) | Storm | Mastertronic |
| 19 | (13) | Video Olympics | Mastertronic |
| 20 | (—) | Finders Keepers | Mastertronic |

BBC2

1	Paul Daniels Magic Show 5.45
2	Jack High (Mon) 4.30
3	Top Gear 3.85
3	International Athletics (Wed) 3.85
5	Moonlighting 3.80
6	Jack High (Tue) 3.55
6	Jack High (Sun) 3.55
8	The Mango Trees 3.50
8	Tender Mercies 3.50
10	Star Trek 3.40

CHANNEL 4

1	Brookside (Mon/Sat), 5.50
2	Brookside (Tue/Sat), 5.40
3	International Athletics (Fri), 4.00
4	Golden Girls, 2.60
5	Budgie, 2.60
6	American Football, 2.35
7	Hill Street Blues, 2.25
8	The Naked Civil Servant, 2.20
9	Bewitched, 1.70
10	A Night at the Opera, 1.70

OUR SOUL COMPETITION:

THE WINNER!

I must say some of you out there haven't got a lot of imagination, have you? The other week I asked you to tell me why you thought you deserved those eight soul records from Magnum.

What did I get? Sickly, sickly flattery, sorry tales of woe — all blind grannies and kiss your feet, creep, creep, flatter, creep.

The winner doesn't bother with any of that, He gets right down to it. He is John Ellwood and this is what he's got to say:

Dear Dolores
 Holy Pastrina
 Your groovy soul eight,
 Are the kinda sounds that make me gyrate,
 I'm turned on by plastic,
 I don't need no pills,
 My body reacts to black vinyl thrills,
 So pass me the Magnums,
 Go ahead "make my day",
 C'mon Dolores send 'em my way,
 N'maybe you'd 'Bang' with me while I'm having a play.
 Yours in anticipation
 J. Ellwood

PS Dolores if I win how 'bout a photo, sounds like your the kind I'd like to know.
 Wow John I'd really like to challenge your joystick to a game of invaders.

Be seeing you,
 Dolores

PRIZE ALBUMS

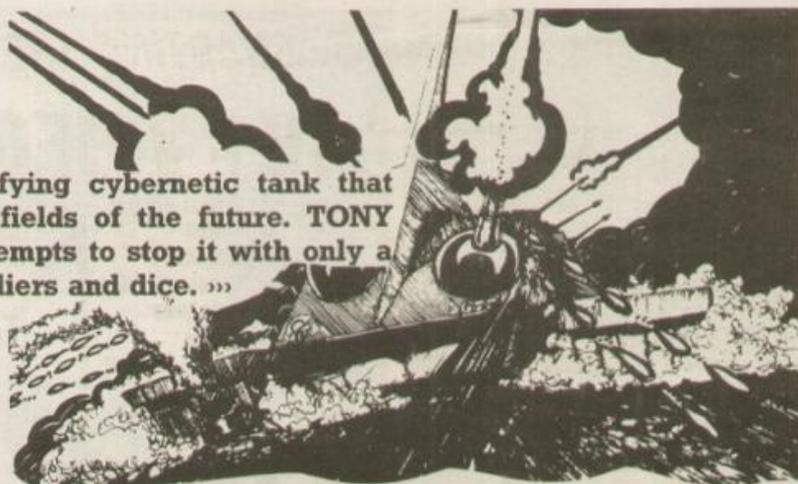
ERIC CLAPTON The Survivor
LORRAINE ELLISON Stay With Me
ROY ORBISON The Big O
DARYL HALL & JOHN OATES Really Smokin'
ARETHA FRANKLIN Soul Survivor
LOU RAWLS Classic Soul
GLADYS KNIGHT & THE PIPS Every Beat Of My Heart
PERCY SLEDGE Warm & Tender Love

C16 10

- | | | | |
|----|-----|------------------------------|--------------|
| 1 | (1) | Speed King | Mastertronic |
| 2 | (—) | Guzzler | Players |
| 3 | (2) | Kik Start | Mastertronic |
| 4 | (3) | Street Olympics | Mastertronic |
| 5 | (5) | Fingers Malone | Mastertronic |
| 6 | (8) | Winter Events | Anco |
| 7 | (9) | One Man And His Droid | Mastertronic |
| 8 | (6) | Torpedo Alley | Firebird |
| 9 | (—) | Robo Knight | Americana |
| 10 | (4) | Yie Ar Kung Fu | Imagine |

ACROSS THE BOARD

The Ogre is a terrifying cybernetic tank that dominates the battlefields of the future. TONY HETHERINGTON attempts to stop it with only a handful of tanks, soldiers and dice. »»



The year is 2085 and entire battles are fought in minutes. Nuke-firing infantrymen dodge around the battlefield in powered armoured suits. Deadly tanks and hovercraft keep on going even if their crew are killed but nothing compares to the horror of the cybernetic Ogre.

This intelligent monster tank stomps on infantry, rams tanks, fires long range

missiles and has two heavy guns, four light guns and eight anti-personnel guns.

Its target is your command post that you must defend with your men, tanks, howitzers and hovercraft but can you stop the Ogre's relentless progress?

Another

There are in fact two different Ogres, a Mark III and a Mark V, with the Mark V being the real toughie. To compensate for this the defending commander receives

more points with which to buy his force from the supply of tanks, guns and howitzers.

These units are then placed on the board before the Ogre begins its relentless journey of destruction.

Each turn the defender moves his units and attacks the Ogre's weapon systems and wheel tracks in an attempt to slow it down or weaken its formidable fire power.

The GEV or hovercraft is the defenders best hope as these nifty vehicles can nip in, deliver a hefty blow, and

Ogre's range. Whereas the tanks and infantry are left as sitting ducks.

Ideologically unsound

The Ogre trundles on as long as it has some tracks left destroying almost anything in range of its powerful weapons that can fire every turn. Basically anything left in range is annihilated.

The GEV spawned a sequel logically called GEV and featured a new Ogre, the Mark IV, and a series of scenarios

include raids by squadrons of GEV's, an assault on a train and a battle between armies containing GEVs, tanks, infantry, howitzers and Ogres.



The good news is that both *Ogre* and *GEV* are part of the Steve Jackson range of cheap games which are the budget equivalent of board games and cost about £8. The bad news is that they are imported from the States and are extremely rare.

"Game"

If you manage to find one, buy it, you won't regret it.

NEXT WEEK — JUDGE DREAD!

MONTHLIES REALLY SCREW YOU UP JUST SAY NO!



Let's not kid around. Monthlies aren't trendy or cool. They're downright dangerous. You get LATE news, POOR editorial, WISHY WASHY reviews, and WASTE YOUR MONEY.

You think you can handle it, don't you? You can't.

We also spoke to Tarquin of Wyndham who still can't kick the monthlies. "Hey wow mega mega. I try to mega mega talk properly mega zapp boogie but it's so hard mega mega. I could crash zoom give them up tomorrow, though, couldn't I?"

Take Andy from Lincolnshire. He'd been a monthly pap addict for over a year before he discovered BANG.

"You think it's all for laughs but then their hooks get into you. All I lived for was reviews, reviews that hid the truth. I lost everything, style, taste, money and sense of humour. Give 'em up before they get you too."

Don't mess with Doctor Death. Buy BANG every week from WH Smiths, Martins, Menzies and other leading newsagents. Keep at it. Make sure you don't get sucked in by the glossies' empty promises.

Stay clean by filling in the form.

BANG 6 GIVING MONTHLIES THE NEEDLE!

NEWSAGENTS

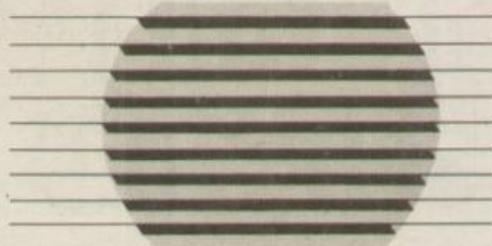
Please reserve a copy of BANG each week for

Please stock more BANGs because it's absolutely brilliant and everyone in this area ought to have a chance to read it.

SCAN

CHARTING THE PARTS BANG CANNOT REACH

TV * VIDEO * MUSIC * FILM *



BEEB DESPERATELY SEEKING MADONNA

THE BBC has pillaged its autumn budget of £4.26 to buy up a new batch of films including Madonna's *Desperately Seeking Susan*.

And just to show what a grip the little lady has on Beeb minds, they even forked out an extra couple of quid for a film by her hubby, Sean Penn.

What a palaver

Desperately Seeking Susan is joined by several other box office hits, hitettes and famed productions as well as the Penn film.

These include *Clockwise* with John Cleese's smiling headmaster palaver; three Woody Allen films (*Heaven and Hell*, *Sisters*, *Broadway Danny Rose* and *Purple Rose of Cairo*); and *Plenty*, *Prizzi's Honour*, *The Woman in Red* and *Maxie*.

Slag

The bad news for Madonna fans is that the films can't be shown until three years after their cinema release. *DSS* should be around some time in '88.

If anybody is interested, the Penn film is called *The Falcon and the Snowman*, but nobody will be, so there's no need to slag it off yet (*Very fair* — Ed).

Will Madonna still be sought after in 1988?

FILMS

LONDON TOP TEN

- 1 (1) ALIENS
- 2 (-) POLTERGEIST TWO: THE OTHER SIDE
- 3 (2) MONA LISA
- 4 (3) BETTY BLUE
- 5 (6) A ROOM WITH A VIEW
- 6 (4) HANNAH AND HER SISTERS
- 7 (5) SWEET LIBERTY
- 8 (-) F/X: MURDER BY ILLUSION
- 9 (7) HIGHLANDER
- 10 (9) THE COLOR PURPLE

≡ screen ≡
INTERNATIONAL

FILMS

VIDEOS

RENTAL TOP 20

- 1 (19) RAMBO FIRST BLOOD PT 2 (Cannon)
- 2 (14) NO RETREAT NO SURRENDER (Entertainment In Video)
- 3 (2) LEGEND (Cannon)
- 4 (9) RETURN OF THE LIVING DEAD (Vestron)
- 5 (4) COCOON (CBS/FOX)
- 6 (6) NIGHTMARE ON ELM STREET (CBS/FOX)
- 7 (1) GOONIES (Warner)
- 8 (5) GOTCHA (CIC)
- 9 (7) WITNESS (CIC)
- 10 (20) BLACK MOONRISING (Cannon)
- 11 (11) WEIRD SCIENCE (CIC)
- 12 (3) MAD MAX — BEYOND THUNDERDOME (Warner)
- 13 (12) BEST DEFENCE (CIC)
- 14 (-) EMERALD FOREST (Embassy)
- 15 (-) DESPERATELY SEEKING SUSAN (Orion)
- 16 (-) EXPLORERS (CIC)
- 17 (8) POLICE ACADEMY 2: THE FIRST ASSIGNMENT (Warner)
- 18 (18) GHOSTBUSTERS (RCA/Columbia)
- 19 (10) KARATE KID (RCA/Columbia)
- 20 (-) THE PROTECTOR (Warner)

* Courtesy of Video Week

MUSIC VIDEO

TOP TWENTY

- 1 (1) IN CHINA-F/SKIES (CBS/FOX)
- WHAM
- 2 (2) NOWTHAT'S...MUSIC7 (PMI/Virgin)
- VARIOUS
- 3 (4) ALCHEMY LIVE (Channel 5)
- DIRE STRAITS
- 4 (5) BROTHERS IN ARMS (P'gram)
- DIRE STRAITS
- 5 (7) LIVE IN RIO (PMI)
- QUEEN
- 6 (-) HITS 1980-1986 (CBS/FOX)
- ADAM ANT
- 7 (9) WE WILL ROCK YOU (Peppermint)
- QUEEN
- 8 (6) THE VIRGIN TOUR (WEA)
- MADONNA
- 9 (-) VIDEO HITS (RCA/Columbia)
- WHITNEY HOUSTON
- 10 (3) THE REAL BUDDY HOLLY STORY (PMI)
- VARIOUS
- 11 (17) THE VIDEOSINGLES (Polygram)
- LEVEL 42
- 12 (Re) LUXURY OF LIFE (RCA/Columbia)
- FIVE STAR
- 13 (15) WHAM: THE VIDEO (CBS/FOX)
- WHAM
- 14 (12) STARING AT THE SEA (Palace)
- THE CURE
- 15 (19) UNDER A BLOOD RED SKY (Virgin/PVG)
- U2
- 16 (14) GREATEST FLIX (PMI)
- QUEEN
- 17 (11) GREATEST HITS (RCA/Columbia)
- BUCKS FIZZ
- 18 (8) PUMPED FULL OF DRUGS (Ikon)
- NEW ORDER
- 19 (13) STOP MAKING SENSE (Palace)
- TALKING HEADS
- 20 (10) VIDEO EP (PMI)
- FREDDIE MERCURY

Courtesy of Video Week

Telly tittle tattle

ANYONE NOTICED Saturday night telly? Okay, okay, so you're all trendy types who never stay in at the weekend. But if, just if Wanda turns you down this week you might notice something about the progs lined up.

Yep, they look a bit like last year's don't they? *Every Second Counts* (BBC 1), *The A Team*, *Blind Date*, *Copy Cats* and *3-2-1* (all ITV) were all part of the schedules the last time the nights started drawing in. Add to this *Casualty* (BBC 1) — which is *Juliet Bravo* hospitalised, (which sounds like the best

thing to do to it) — and it all gets a bit much.

But wait. Not wanting to make it lopsided in the lack of imagination stakes, the Beeb has made sure *The Late Late Breakfast Show* gets another long run. Wonderboy **Noel Edmonds** returns to host live shows after all them "best of" repeats and at last we know Winter is on its way.

...I've got a link and I'm going to use it. Well something like that anyway. This week's *Hold Tight* (ITV Wed) features Michael Le Vell and Sally Whittaker who play Kevin Webster and Sally Seddon in *Coronation Street*

(ITV Mon & Wed). Remember it? It was the everyday tale of everyday folk which people used to talk about everyday until those guttersnipes called *EastEnders* (BBC 1 Tues & Thurs) stole their thunder.

Also on *Hold Tight* are those little punk dollies *We've Got A Fuzzbox And We're Gonna Use It*. Only *Cheggars Plays Pop* (BBC 1 Fri) to go girls!

...Sex, sex, sex. That's what teenagers were into in the sixties. Well that's what the people who made *Flashback* (C4 Wed) reckon anyway. You can even send for a booklet about it (the programme, the programme!).

Anyone remember *The Goodies*? You know, **Bill Oddie**, **Tim Brooke-Taylor** and the boring one. Well the boring one, **Graeme Garden**, bobs back onto TV this week after his stint on *Bodymatters*.

He appears as a labour councillor in *In Sickness And In Health* (BBC 1 Thurs)



EASTENDERS: We've got a token punk and we're going to use her

to be, no doubt, mauled by staunch Tory Alf Garnett.

... Whilst we're down memory lane let's stop off at the Radio Stars Return. In here we find **Ray Wilkins** lookalike **Peter Powell** bragging about his appearance on *Blankety Blank* (BBC1 Fri). In which he joins other well known celebrities like **Lynda Lee-Potter** and **Lynn Faulds Wood** (*Who?* — Ed). That Beeb chequebook and pen certainly knows how to lure the stars, dunnit?

... World Cup fever is back. No greasy little

Maradonas in this one — just good old stiff upper lipped hockey players. All the



Who can ever forget Hitchcock's *The Birds*? (You obviously can — this is the wrong pic — Ed)

scintillating action will be captured in *Sportsnight* (BBC 1 Wed) along with some boring non-English Euro soccer.

Scarey man **Alfred Hitchcock** is centre of attraction for the *Omnibus* (BBC 1 Fri) team this week. Chiller classics *Psycho* and *The Birds* are mullied over as well as not so successful later movies.

No doubt the famous shower scene will be in there, so it might be worth brushing your teeth before you watch it. (Ugh! *You don't brush your teeth in the shower do you, Charley?* — Ed) **CHARLEY HUNT**

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SCAN

FILMS

Sex and, er — more sex

ABOUT LAST NIGHT (18)

Starring: Rob Lowe, Demi More, Jim Belushi.

Director: Edward Zwick

Release: Now

Stage plays turned into movies mainly mean one thing: **BOREDOM**. *About Last Night* is a picture based on a play called *Sexual Perversity in Chicago*. The pleasant surprise is that it's not boring.

Danny (Lowe) is a catering supplier. He meets Debbie (More), a gorgeous advertising executive. Danny digs Debbie; Debbie digs Danny; they screw each other stupid. This idyllic, passionate relationship soon turns sour with constant arguments and they split up.

And in the words of Bugs Bunny "That's all folks".

Sound kind of dull? Wrong.

About Last Night puts modern relationships under the microscope and sharply dissects the guts, particularly the sexual cliches we've all used at one time or another (or will use) and subsequently regret. Macho relationships get the treatment too; here represented by Lowe and Jim Belushi (brother of Jon), who steals the show.

This is a good movie, even though the disco sludge soundtrack is frequently intrusive, and the rough, realistic dialogue of the play has been softened.

As the film posters says, "It's about men, women, choices, sex, ambition, moving in, no sex, risk, underwear, friendship, career moves, strategy, commitment, love, fun, breaking up, making up, bedtime, last night..."

Sounds like my adolescence.
And yours probably.
See it.

Phil Nutman



"Hey — d'ya think we should throw in the towel?"

REBEL WHIMPER

REBEL
Matt Dillon, Bryan Brown
Directed by Michael Jenkins
General release: Now

MATT DILLON is one of the foremost members of the so-called brat pack (which boasts names like Emilio Estevez, Rob Lowe, Diane Lane and Molly Ringwald) stars in this tale of an AWOL marine who falls in love whilst in Sydney.

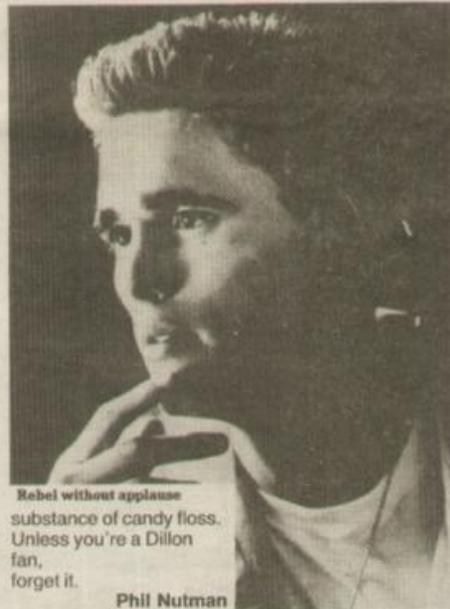
Dillon — a great

believer in mumbling and method acting (shades of Brando) — plays the title role of a wounded soldier who falls in love with a singer in an all-girl band, Kathie (Debbie Byrne).

She agrees to shelter him while the local spiv (Bryan Brown — well, if it's based in Australia it must have Mr Rachel Ward in it) tries to arrange a passage for Dillon back to the USA.

Unfortunately, that's it. Director Michael Jenkins had the opportunity to make a film about the ties that bind (no, not a Springsteen song) and young men learning about the senselessness of killing.

Instead, he makes nothing more than a '40s pop video with all the



Rebel without applause substance of candy floss. Unless you're a Dillon fan, forget it.

Phil Nutman

WINNER!

The winner of issue three's Pic Caption Contest was **Marc Graham** of Milton Keynes whose entry was Brian Jacks' "Are you sure this is the Masonic handshake?" and the victim's reply: "How should I know? I'm not even in the police force" (there is a joke in there somewhere, Honest). Marc should receive his £10 token from Software World soon.

Sorry to all those many millions who didn't win but in this comp there can only be one winner. There were a few that came close though.

They were: **Darren Garbutt**, Sutherland Terrace, Leeds with "That's nice of you to let me take your girlfriend out tonight," Victim's reply "That's OK Brian, ouch! I think I'm too good for Tania anyway" (Thanks a lot Darren, pal). **Jon Sendel** had a go with Brian Jacks "So whose is biggest?" Victim "Yours, yours, your bubble is far bigger" (Ummm...) Jon was from Sheffield, S. Yorks.



WEEK 4 RESULTS

Channel 4,
Sunday 6 pm

AMERICAN FOOTBALL

Atlanta Falcons	23	20
Chicago Bears	44	7
Detroit Lions	21	24
Green Bay Packers	7	42
Kansas City Chiefs	20	17
Los Angeles Rams	20	34
New England Patriots	20	27
New Orleans Saints	17	20
New York Jets	26	7
Pittsburg Steelers	22	16
San Diego Chargers	13	17
San Francisco 49ers	31	16
Seattle Seahawks	14	19

Tampa bay	
Cincinnati	
Cleveland Browns	
Minnesota Vikings	
Buffalo Bills	
Philadelphia Eagles	
Denver Broncos	
New York Giants	
Indianapolis Colts	
Houston Oilers	OT
Los Angeles Raiders	
Miami Dolphins	
Washington Redskins	

NIGHTS IN WITH DAVINA BLACK SATIN

How can I possibly thank you enough? Since I was conned into writing this column, the fanmail has been simply unbelievable. And the hate mail's just as stupendous — yes, Mr Ackroyd- Pancreas from Finchley, you WILL be hearing from my solicitor. However, I must single out three specially devoted "Davinettes" — Phil from Rhyl, Kerry from Derry and Mavis from Chipping Ongar — and all will be receiving copies of my latest opus, *Nagging for Beginners*, currently on sale at all good branches of the Gas Board.

Lately Davina's been thinking of taking up a hobby, something to fill those empty spaces between meals. What's needed is a gentle vocation befitting one of my unassuming, mouse-like (and no, we're not talking rodents) disposition.

So I've enrolled at weightlifting classes. Which may prove doubly beneficial if my third husband ever shows his boat-race around these parts again.

Another bod whose choice of past-time has caused widespread alarm is **Stevie Wonder** who according to our "Which Way's Left?" Department has taken up flying.

Wonderbiggles, moseying around at 10,000 feet in a private jet belonging to a friend (does anyone have this guy's telephone number?) sauntered up to the cockpit and asked the pilot if he could have a test drive. And said pilot, who — it was later reported — once failed an IQ test to join the Smurfs, answered "Go right ahead".

"It was a really great feeling for a few minutes" said screwie Steve "but then the plane suddenly nosedived and the pilot had to take over".

Stevie (Biggles) Wonder has now bought his own Cessna 182 flying machine and will shortly begin a series of flying lessons. Meanwhile all birds in the area have doubled their life insurance.

For yonks the bizz has been abuzz with gossip about the choice of **Bob (Gillette) Geldof's** comeback single. At a key moment during the Investiture, Her Majesty was believed to have suggested a contemporary version of **Hotlips** classic *Neanderthal Man* might be appropriate, whilst another much fancied candidate was that timeless oldie *Make a Daft Noise for Christmas*.

Instead the dotty Dubliner has plumped for a ditty titled *This Is The World Calling* (but I think we've got the wrong number), co-starring assorted **Live Aid** playmates, and which is scheduled for a debut airing on a BBC special to be shot on the Ark Royal in front of 1200 sailors. Davina's name is at the top of the guest-list as I've promised specially to lay on one or two things (*That's enough smut, Davina — Ed*).

The world of R+B was shaken to its very roots this week by the news that after many years of hard work, devotion to detail and dressing up in women's clothing, **Queen** have finally released a decent single. As it may never happen again, a grateful, if dubious **EMI** forked out 150 big ones (as in thousand) for a video featuring Welsh fruit-cake **Freddie Mercury**, in a whistle-and-flute.

Initial reports that, when asked the question "Does this mark a change of musical direction for the band", the lead singer replied "What musical direction?" have subsequently been denied.

It sure is tuff at the top — outside the studio stood a helicopter ready and waiting to whisk FM off to a holiday in Tokyo. All I ever get to whisk is an egg.

The **Police** are together again suffering for their art (it says here) "in a dingy recording hovel somewhere in London" (which knowing **Sting** means they've rented out the Savoy). And all in the cause of remixing their greatest waxings for pre-Christmas revelation, to a breathlessly awaiting public who've largely forgotten who the hell they are.

All the hits will be there — who could ever forget such classics as

Roxanne, *Walking on the Moon*, *Agadoo* and *Every Little Thing She Does Is Tragic*. Doubts remain however as to whether the previously unreleased **Sting** meisterwerk *I'm just a boring Georgie Git with no talent and a frog in my throat* will finally see the light of day.

And in his spare time, the hairstyle in a bottle jets Romeward-bound to continue filming *Julia*, a black comedy co-starring **Kathleen Turner**. Last week's schedule was particularly demanding. **Sting** spent three days in bed, bonking the — (*Cut! No more smut PLEASE!! — ed*). In between bouts of treatment for bed-sores, **Sting** voiced his thoughts on the role — "I can't believe I'm being paid to do this" (the same thought struck Davina many a time in a not dissimilar position). Work, work, work — it sure is tough at the bottom. Or should that be "ON the bottom?"

And from our "that wasn't one of your better ideas Perkins" department — **FIRST**, the **Poison Penns** quadruple Exec Producer **George Harrison's** grey-hair count during filming. **THEN** the critics fall about laughing at the preview of *Shanghai Surprise*. Until that is, the lady with the ice-cream points out it isn't a comedy and unless more respect is shown pronto, chuckle out time will result.

Nothing however can save *Shanghai's* certain banishment to Tinsel Turkey Town, and methinks maybe more of a Shang-Hai check is needed next time around.

Here's the chance we've all been waiting for — the opportunity to don the mantle of Pop impressario and follow in the footsteps of legends such as **Dick** (pass the pickle the boat is sinking) **Branson**.

All you have to do is enrol for the appropriate course and survive 12 months at that world-famous seat of scholarship — the East Lothian College of Further Education.

Asked what he feels will be the major benefits of studying subjects like developing an eye for new talent (guest lecturer **Rod Stewart**) busting into the big-time (**Samantha Fox**) and driving on the left-hand side of the road (**Bucks Fizz**), the course principal replied: "Nobody's going to walk out of this course and become chairman of CBS. They're going to have to start as a teaboy like everyone else". Which rather begs, the question why bother going on the course in the first place!

Killing Joke's lead singer **Baz**, needing a rest in places placid before embarking on the soon-cum World tour, went to Libya for his holidays. Well I suppose the beach is bigger than Bournemouth.

The fact that the place is governed by a nut cutlet in uniform didn't seem to alarm our **Baz**. Reports that **Gaddafi** wants to use KJ's new album as a secret weapon have been grossly exaggerated.

He's chosen **Meat Loaf** instead.

Finally, kiddies, it's time for this week's episode of **JACKO-nory**. Fresh from revelations about his life in a tent (I fail to see what's so startling about this — **Demis Roussos** wears one the whole time). **Walt Disney** threw a shebang to celebrate the belated completion of *Captain Eo*. (Davina's invite got lost in the post).

No killer diller à la thriller this one — but the fact that half the movie was scrapped because it included scenes suitable only for a **Paul Raymond** special was not brought up by any of the 2,000 guests. And nor indeed was anything else as **MJ** refused to allow any booze on the joint. Not that Jackson was in the least bit concerned as he didn't bother showing up.

Which leads us neatly into "Comment of The Week" from **Janet Jackson**. On brother Mikey — "he's just a screwball, I guess". Rumours that the remainder of the Jackson clan are having their youngest member's handle changed by deed-poll to **Michael Pratt** have been firmly denied.

LOTS OF LUV
BIG DAY

ABSOLUTE BEGINNERS

ABSOLUTE BEGINNERS

ABSOLUTE BEGINNERS

SHAKE THOSE BRAIN CELLS

1. Which Punk film is **Julian Temple** (director of *Absolute Beginners*) famous for?
2. Name four of **David Bowie's** hit singles. (Hint: include *Absolute Beginners* and you're disqualified).
3. Which Punk trio had a hit with *Absolute Beginners* (nothing whatsoever to do with the film)?
4. Pick out the artist or group that didn't feature in *Absolute Beginners*.
a) Tenpole Tudor; b) Paul Weller; c) Working Week; d) Thin Lizzy; e) Ray Davies.
5. What is an Aardvark?

Get your entries to the Tania Yates at BANG, 81C, Beckenham Drive, Slough, Berks, SL1 2BA



Name _____
 Address _____

 Age _____
 1 _____
 2 _____
 3 _____
 4 _____
 5 _____

Surrounded by the magic of the late 1950s are stars such as **David Bowie**, **Patsie Kensit** and **Sade**, a combination to blow your mind. *Absolute Beginners* the video is what we have to offer. **Palace Video** and **BANG** are looking for five cool dudes with all the answers to win a copy each of *Absolute Beginners*. The only price you pay is the price of a first class stamp and a smidgen of knowledge to answer these few questions.

ALBUMS off Rip

THE STRANGLERS OFF THE BEATEN TRACK (EMI)

Stop — stop! Before you dance with joy at a new slice of vinyl from Guildford's most famous export take a look at what's inside.

Yep, good old EMI have found their own rock 'n' roll swindle. Some exec somewhere has rooted through his

Stranglers 45s and made up an LP of b sides and non-album singles.

There's the excellent *Go Buddy Go*, *Walk On By*, *Five Minutes*, and *Shut Up* but for non-blackened ears very little else.

It wouldn't be so bad if this was mid-price but EMI of course didn't think of that. There's some famed Stranglers sexism and eccentricity apparent in *Mean To Me* and *Man In White* (with Pope John Paul II on vocals) but nothing can wash away that smell of rip-off.

The Stranglers manic followers will buy enough to give EMI a healthy profit and, of course, still wait for the new stuff.

Everyone else should stick to the two-year-old singles album *The Collection*.

Stuart Disney

On the road to somewhere . . .

Previews, reviews, views and news —

we gottem!

TALKING HEADS TRUE STORIES (EMI)

Amidst all the babblings and scribbles about Talking Heads and their modernist sensibility (and no, I don't know what that means either) one thing is often forgotten: that the Heads write damn fine

pop songs.

This album is full of them. Make that, half full of them: side two is great. From the soaring wonderfulness of the singular *Wild Wild Life* to the waltzing, swaying *Dream Operator* to the My Favourite Song Of All Time Number 427,578 *City Of Dreams*, side two is just staggering. Songs

to smile to, to sing to, to dance to. Pop songs. Songs that *SWIRL*.

Unfortunately, side one ain't quite there, as it were. It all sounds a bit too familiarly Talking Heads. *Love For Sale* is more spiky quirky manic pop, and *Puzzlin' Evidence* is XTC Meets A Gospel Choir And Loses On Points.

But anyway. Forget all the trappings of intellectualism which still stick to the Heads. Forget that this is (not) a soundtrack to a film due later this autumn. Forget — if you want to be really callous and upset David Byrne — side one.

Just hear side two, and succumb . . .

Ron Peck



(Still) angry young(ish) man

ELVIS COSTELLO "BLOOD AND CHOCOLATE" (IMP)

Becoming engaged has improved EC's temper no end. This is his angriest, noisiest, most daemonic album since *Get Happy* — the audio equivalent of a McEnroe tantrum.

Kings of America, January's solo effort, remains one of the years landmarks — the artefact of a craftsman honing his talent to a quintessential pitch. *America* was all the more unexpected having followed *Goodbye Cruel World*, universally regarded as the creative

lowpoint of the Costello catalogue.

Rumours of a split from the Attractions have since persisted, and if *Blood and Chocolate* represents one last attempt at rekindling the fire of old, its narrow failure owes more to the lustre of *America* than inherent weaknesses of its own.

Costello remains this island's premier songsmith but *Chocolate* is the frustrated work of a man in desperate need of another Top 20 hit, yet refusing to moderate the lyrical maelstrom that so restricts his audience. Not for nothing did Elvis revive The Animals' classic *Please Don't Let Me Be Misunderstood*. But no one's listening anymore.

Gary Leboff

THE REAL BUDDY HOLLY STORY (Picture Music, £16.99)

I have a diagram here on my sofa which proves, "proves" no less, that Buddy Holly, born 50 years ago this month, influenced every one of the white rock 'n' rollers I have ever idolised, so the man deserves a modicum of my attention.

I found this video hugely enjoyable, and was morbidly fascinated by the ageing process of his ex-sidemen The Crickets, and physically shocked by Keith Richards looking like Bub, the lead-corpse in *Day Of The Dead*.

Then there's the first ever film of the fat kid named Elvis Presley, a 1957 home movie of someone called Chuck Berry, and a pink-frosted granny who wanders in and out playing boogie, just like she did on the original records 30 years ago.

There are many unanswered questions in

this *Real Story*, like how come an adenoidal jerk from Fartsville, Texas, became the biggest star in the States overnight? Why did he beat up his wife? Why did the Crickets dump him? Why does early death ensure permanent glamour?

And I think I know why we don't get any answers; you see, this entire video is an excuse for Paul McCartney to singalonga Buddy. The inflatable Beatle, like a similar

parasitic tick my dog once had, happens to own the rights of all Buddy Holly's work. Yes folks, it's a con job.

But for once it doesn't matter, and I rather like old bum face acting humble, and showing me original clips from the Ed Sullivan Show.

Well conceived, well paced, well edited — music video at its most entertaining, the glottal-stop as history.

Maxine Shapiro

ADAM ANT Hits (CBX FOX, £9.99)

This is more like it! Forgotten but not gone! Adam Ant, the original and most talented superstar of this decade!

Every video is a little self-contained gem, and viewed in compilation, they provide some great entertainment. *Apollo 9* is chilling in the context of the Shuttle disaster, whereas *Puss In Boots* is pure electronic pantomime, and our dear departed heroine dames parade poutingly, camping it up.

Here comes Diana Dors in a rubber sack and lace nightie. Is that Pat Phoenix in the ashtray? Why is Lulu sitting and grinning like that?

The anatomically correct hanging scene in *Stand And Deliver*, the hilarious Gary Glitter homage in *Dog Eat Dog*, the divine red indian makeup on *Kings Of The Wild Frontier*.

Adam can dance the pants off Bucks Fizz, sing the socks off A-Ha, and lick the chocolate sauce off yours truly any time after 7pm.



X marks the Strangler — can you spot all four?

VIDEO

NEW ORDER

Pumped Full Of Drugs (Ikon, £19.99)

Do not buy this video unless you are disgustingly rich, astoundingly stupid, and very easily satisfied (I mean YOU, Davina).

The title is totally irrelevant, unless it refers to the Mogodon-butties sustaining the director, whose technique is as

firm-handed as Sooty, as sure-footed as Douglas Bader and as far-sighted as Helen Keller.

Pumped Full Of Drugs is the result of a small lost dog sniffing around a sweaty stage, with a video camera tied to its hindquarters, while New Order perform a tedious concert in Japan. There are no insights into the location whatsoever, no interviews, no juxtapositions, no jokes, no reason why anyone should want to rewind and replay.

The songs are as good as ever, with *This Time Of Night* and *Subculture* oddly effective in the context of a Japanese arena. However, this overpriced, underproduced reel of tape is a warning example to how to utterly waste the powerful new medium of music video.

Maxine Shapiro



So that's where Costello got his look from

WAY OF THE EXPLODING MYTHS

We here at BANG are all journalists.

The aim of all journalists is to search for the truth, the whole truth and any old nonsense that we think might shift a few units. Or something.

The commonly held belief amongst journalists and indeed among the public is that there is some point to this endless quest, that one day we will turn over a bureaucratic rock and there, covered in a thick layer of dust and slightly curled at the edges will be "The Truth".

We will all immediately recognise it because of course it will look like we always knew it would. It will be er... sort of er... well you know! We all know, don't we? We all have our ideas of what the "truth" is on almost any given subject. The fact that all our visions of truth may be totally contrasting is not important; we still see one version (at least) as *THE* truth.

Most of us of course realise this. We are all pretty shrewd dudes and we realise that if someone tells us *Knight Rider* really is a good game "and that's the truth" we know that they are either very drunk, employed by Ocean or their "truth" is considerably different to our own.

Unfortunately there are certain areas where this seemingly obvious "truth" tends to get forgotten. These areas usually occur when journalists get involved. Journalists are somehow always supposed to purvey not just *A* truth but *THE* truth. They are supposed to live in some sort of professional vacuum so that their work is not affected by such human things as emotion and personal opinion.

Prepare yourselves for a shock now trusting BANGers - This is not

entirely true. Journalists are as human as anyone. They have definite views, they are influenced by outside forces, they go to the pub at weekends. Why I have even heard that Alastair Burnett uses the toilet now and again!

The myth of course is of a strange notion of "balance". Balance is the magical powder that journalists sprinkle over events to produce the truth. Balance involves giving both sides equal time (hang on - who decided there were only two sides?) and not letting personal opinion colour the message. Mix this with wearing a nice suit and talking proper, stir all the ingredients well and the product is what passes for *THE* truth.

The danger comes when the myth of "truth" and "balance" is exploded: *News at Ten* seems to be about as trustworthy as that dodgy geezer trying to sell us *Knight Rider*.

Life's a Riot

For instance whenever a riot occurs the idea that both sides are given equal

time is shot - or petrol bombed - to pieces. Hours of airtime are given to police chiefs and "community leaders" who were probably about as close to the actual violence as er... someone who wasn't very close to the actual violence.

And when reporters do venture into the community and try to talk to actual rioters they do it with the attitude of an intrepid colonial explorer venturing into unknown jungle territory. Armed only with a double barrelled microphone and a belief that they will somehow discover the "truth" in this new land they stalk their prey, shove their loaded mike into the nearest black face and then rush off back to the bar to boast how they bagged a real vicious lion today.

The resulting 30 seconds or so of footage from this expedition of course adds fuel to the "truth" and "balance" myth.

Even leaving aside this massive time discrepancy on the verbals front the visuals can not always be entirely trusted. The myth

is that the camera never lies, but it certainly stretches a strict definition of the truth now and again. You'd've thought that if something was happening and a camera was pointed at it the truth might somehow emerge. But that ain't necessarily so...

If you look closely, you'll see the camera is always situated behind the police lines so that it appears that the rioters are rushing straight towards your living room and the only thing stopping them is the thin blue line (aren't our police wonderful?)

If the cameras were on the other side that "thin blue line" was charging towards you they may well seem more like the thick blue wedge. Neither view is necessarily correct: they are both the product of the position of the camera.

And God spake unto Alastair

But this myth is a really hard one to explode. That nice Mr Burnett talks so nicely and wears such nice suits surely he wouldn't lie to us? Well the honest answer is no he probably wouldn't. What he does do however is present us with a version of the truth as if it is the only version, the *right* version.

But remember his scripts for *News at Ten* are not written on stone tablets, they are not passed down from the mountain through his agent Moses and they should therefore not be treated as gospel. It is not so much that mistakes are being made or lies deliberately told but that it is all written from a perspective - not a right or wrong perspective just *A* perspective.

So the next time you are watching *News at Ten* and one of Alastair's suits dazzles you into believing every holy word he says in his very nice accent - just try and imagine the pompous old blatherer on the toilet. The news will (hopefully) never seem the same again.

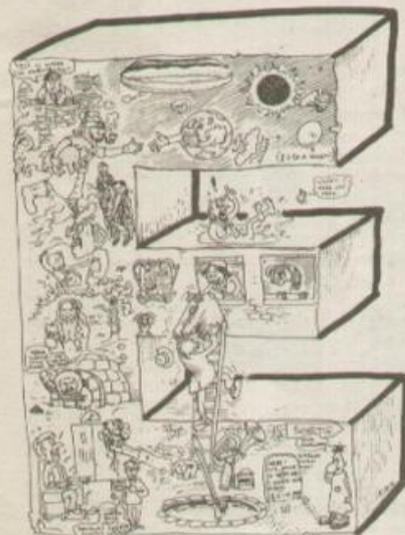


BURNETT: This man uses the toilet

CAN OF WORMS

Words by MEL CROUCHER, pictures by Robin Grenville-Evans

UNCLE NASTY'S KOMPUTER ALFABET: Your weekly enlightenment into the Real World of Floppy Intelligence:



MICROSAGA CRUCIFIXION

Three crosses are planted on this hill. Two each cross one man is nailed; two dead, one nearing death, whose eyes meet those of a soldier. How calm they are. Spontaneously, the soldier soaks a rag with wine, and offers it to his victim, on spear tip. But the Jew's dying words are a curse. A moment of peculiar silence, and then a bird sings, joyously. The soldier sighs, dons his helmet, turns and climbs onto his vehicle. Today he fancies a country drive, and swings East, joining the old M27, towards Portsmouth.

What you have just read is a MICROSAGA, an intriguing story form, well-suited to these times of miniatunsation, and instant gratification. I will be choosing one Microsaga each week, for your entertainment, and I invite you to write your own, suitable for publication, preferably better than the one what I wrote out up there.

This is NOT a competition, (although I'm always on the lookout for talent), and there are a few simple conditions if you want to see your work in print:

- your Microsaga must be less than 100 words, including the title.
- it must be a self-contained story, not a synopsis or an extract.
- it must be completely original, and entirely your own work.
- you should provide your name and address, and I am not averse to knowing your age, sex, likes, dislikes, height, favourite weekly publication, etc.
- Microsagas can be about anything, and need not necessarily concern 'the abnormal', computers, sci-fi or their ilk.
- anyone employing the phrase "and then I woke up" will be deep-fried in cocoa-butter.
- you may write a load of obscenities, we may read it, but there's no way we will print it.

Please send your contributions to this pioneering art-form to me, here at BANG, and mark them "MEL'S MAZING MICROSAGAS". See you in print.

THE BANG GANG (53 Years into the present)

—1— TO ESCAPE THE HORRORS OF THE 1930'S, OUR DEFROSTED DUO EMERGE INTO FUTUREWORLD!
— I don't care if I am a secretary to a BILLIONAIRE, Mr Hobbs, after 53 years DEEP FREEZE I feel like a SNACK!

—2— You look just fine, Miss Bosworth. Let us find a Fish and Chip establishment. Don't be surprised at ANYTHING you see; this is 1986! There will be flying automobiles, moving pavements, ray guns and food prices will be WICKED!

—3— Look! 90 for fish! How much did you draw from my account, Miss Bosworth? — 200 Mr Hobbs. Do we eat yet? — No, no, not HERE. Let's go up the road a little.

—4— But what's wrong with THIS one? We expected INFLATION ... — Did you see a single ROBOT behind the counter of that dive! — Hmm, it's gonna be a real LEAN winter ...

E is for **EINSTEIN** — a small plastic box filled with Japanese chickenwire, used for the synthesis of Great Thoughts. For example, last Tuesday it correctly produced a Theory of Relativity, linking my Energy to Bank Holiday closing time, thus: $E=MC^2$. "Einstein" also spells "Good weather", backwards, in Russian. E is for **ELECTRICITY**, named after Electra, Goddess of Plates. There are many laws relating to Electricity, such as:

- Boyle's Law**, (zitts always appear on the back of the neck Friday evening).
- What's Law**, (minesh a largsh zgginn . . .)
- Parkinson's Law**, (everyone hates a smoothie).
- Ohm's Law**, (the capital of Norway).
- Bernard Bresslaw**, (this is pathetic, Croucher)
- Sodde's Law**, (never look up in a birdcage).
- Cole's Law**, (shredded white cabbage and mayonnaise).

E is for **ENTERPRISE**. The Enterprise was a bizarre computer, made variously of certain cakes. Needless to say, nobody bought one, and after a period of Klingons, it boldly went.

E is for **EPSON**, keyboard player with 1970's supergroup Epon, Lake and Palmer. Their hits included:

- "Shaddupa Your Interface"
- "One Day My Prints Will Come"
- "Ribbon Stay Way From My Floor"
- "Dot-May Tricks, but Daisy Whill"

KOMPETITION TIME

Speaking of Dot Matrix, she's our office cleaner, and what a lazy, state-scrourging, stupid, typical female she is. She's gone and cleaned the keys on our word-processor, and mixed them up! Help the poor little, foreign, leftie, four-eyed, frigid beanpole put them back in the right order, by circling the two keys that are still mixed up:



Send your answers to Uncle Nasty, Kompetition Number Five, and complete the following sentence to decide the winner, "Software breeds sexist bigots because . . ."

Winners to be announced, along with the results of last week's Match Heads Compo as usual.

They knew it would Sell, You know it as

Vietnam

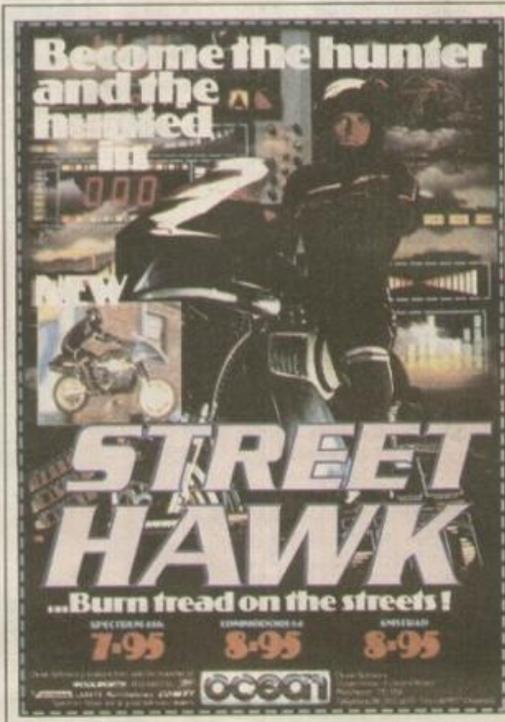
Be exact one of the most mindless episodes in the history of warfare, when huge forces of mechanised olive Americans uprooted peasant villages, sprayed chemical weapons on their fields and butchered their children. The US invaders were conscripted by liars, aided by drugs and led by morons. Their defeat was inevitable but you can change history. Join the Vietnam!

1979 1982 Power to the People

THE BEST IN HOME-COMPUTER GAMES

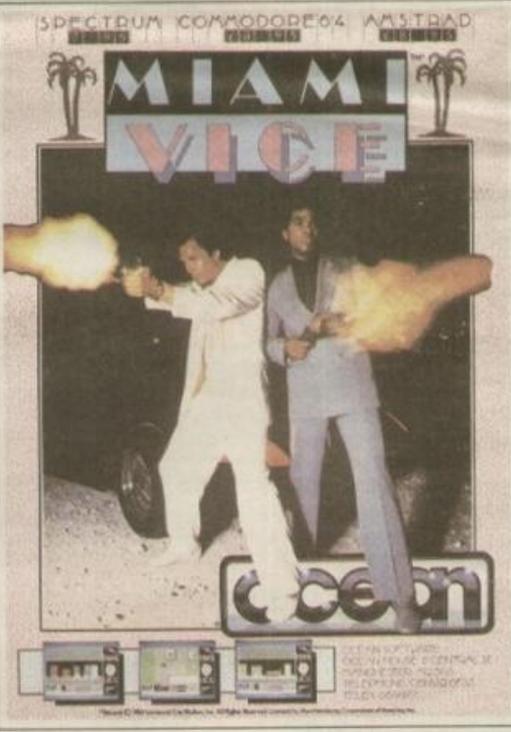
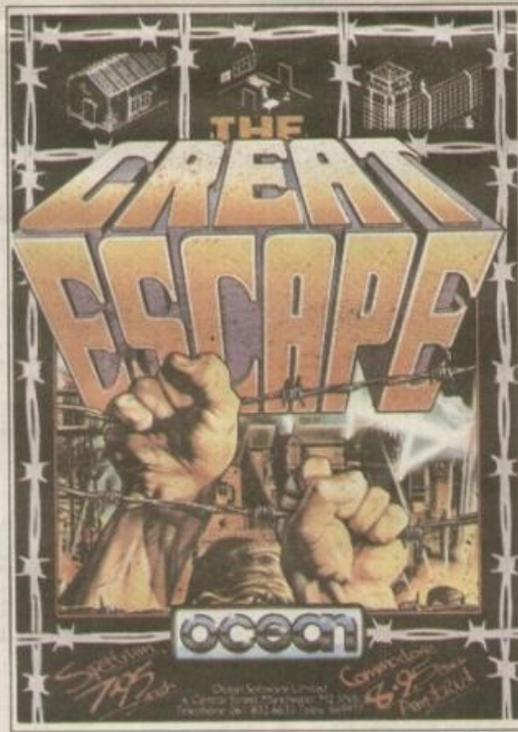
PLAYING

Your name is Jesse Mach a cop with a test pilot mentality. You have been chosen by Norman Tuffie, a crack government engineer to test the top secret motorcycle project Street Hawk — and in so doing avenge the death of your best friend Marty, killed by criminal elements who you must track down and destroy.



Manhattan: 1986. In a vast underground garage beneath Madison Square Garden, two men are locked in mortal combat. The huge cavern echoes with the sound of clashing steel, for although this is the 20th century, one combatant wields an ancient scimitar sword, the other a broadsword. The duel is deadly earnest, ending only when the loser is decapitated. For the victor, however, it is only one more conquest in a drama he has been living for 450 years.

The year is 1942, the place Germany. War has broken out and you have been captured and placed in a high security P.O.W. camp. Victory may be far away, so it is your duty to escape, but this will not be easy. It will take careful planning and much patience, culminating in a skilful and resourceful implementation. Escape if you can!



Crocker and Tubbs have heard the word on the streets — a contraband shipment is due in town. Get in the right place at the right time and you'll find your contact (into the underworld, it's a mean scene — shoot first and you'll lose the news, but keep your finger on the trigger or you'll be the news!)

NOW!