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BANG

WEEKLY

No. 7 18th October 1986

40P

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TWICE SHY!!
BOB GELDOF BOOK!

STAR TREK GROUNDED

JUDGING DREDD:
Better read than Dredd?

ALBUMS:

Cyndi Lauper, A-Ha,
New Model Army

SOFTWARE:

Trailblazer, Druid,
Doomdark's Revenge,

**ALCOHOLIC
GAMES:**

Confessions of a
computer addict

BUGS, BUREAUCRACY and over-ambitious deadlines mean that the computer version of classic sci-fi serial *Star Trek* is struggling to be ready by Christmas.

The game was originally planned for release on September 14th and after an undistinguished year so far, BT-owned publisher Beyond is desperate for it to succeed.

The first version available — and the most likely one to appear in time for Christmas — will be the Atari ST. No date has been mentioned for the final appearance of the major three formats though.

Beyond belief

Marketing manager Marc Pierson at first denied that there had ever been a set release date. This was contradicted by erstwhile boss Francis Lee



"Captain — this delay is Beyond belief!"

being quoted on a date of September 14th in trade paper *CTW* way back in May.

In fact in July, in the very same publication, Pierson said 1986 was "the prime time" to release *Star Trek*. This year is the twentieth

anniversary of the show first appearing on TV. Now it seems the most important versions will appear in *Star Trek's 21st* year.

Pierson told *BANG*: "We didn't set a date because it would have forced us to bring the

game out and this would have meant shaving bits off.

"It's nearly there. We may well be releasing one version by Christmas."

Last year Beyond suffered a fiasco with its major licence for

BANG: MIX THOSE MEDIA AND PRESS THE FAST FORWARD!

IT NEVER RAINBIRDS BUT IT POURS . . .

WILD SUGGESTIONS of the imminent demise of all the British Telecom software labels were swirling around the software world last week.

Sources both inside and outside of Telecomsoft — as the whole enterprise is known — stated that Firebird, Rainbird, Beyond and Odin had been given until the end of the year to improve or be closed.

Recently given a stiff

This has been denied by BT, but the labels were recently given a stiff lecture by overall boss Ederyn Williams.



Rainbird ponders his future . . .

Though he didn't accept the dire interpretation put on his words by some at the firm, Williams revealed his tough tone to BANG.

"Obviously, I told them that it was a crucial phase, and that we didn't want any screw ups or disasters. I gave firm words to my staff to help them coordinate their efforts. Some appeared to be under the illusion that if they screwed things up, they'd still be in a job. That illusion has been passed around too much."

Since the tough talking to, Francis Lee has left as manager of Beyond, and last week Tony Rainbird quit in a shock move as boss of Rainbird Software — to be replaced by Paula Byrne. Further, what should've been one of Telecomsoft's biggest titles *Star Trek* has been delayed beyond Christmas.

"Much longer"

Consequently, the merchants of doom were out in force last week. One close to Telecomsoft claimed: "It's pretty obvious to anyone — and that'll include BT — that Telecomsoft is not making much money. And if they don't start making money soon, then that'll be the end. An awful lot of people within BT itself don't give it very much longer."

To Williams, such talk was nonsense — dangerous nonsense, at that. He said that increasing sales, the taking on of new staff and the signing of a £1 million year-long German sales deal all should indicate that Telecomsoft is *not* on the way out.

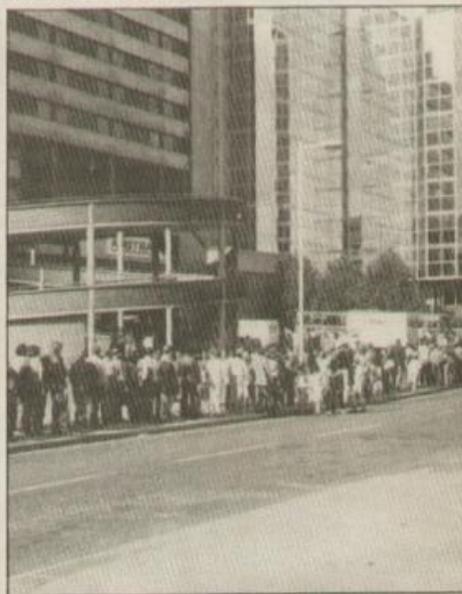
Rainbird, meantime, quit with no firm plans for his future — though he stressed that there was nothing untoward about this. He said that he had been constrained working for BT, and wanted to branch out on his own.

"Gone through a bad patch"

He too echoed the corporate line saying "I really don't believe that BT will pull out — and it's as simple as that. There are a lot of rumours flying about even within Telecomsoft itself, and parts of it have gone through a bad patch. But I don't believe that means it'll all be closed."

SHOWING OFF II

YET ANOTHER computer show is being held next month, bringing the total to a staggering three due to be held in November.



Eager former Commodore employees pose in an attempt to convince the busy passing trade that computer shows really are interesting

This one is the Commodore Computer Show at the Hammersmith Novotel on November 21-23.

The last one attracted over 20,000 enthusiastic Spectrum owners (*Are you sure about this?* — Ed), and Database spokesman Derek Meakin quoted observantly: "It's six months since our last Commodore show. That was so busy that on the Saturday alone we had to close the doors six times."

Door that'll close

This time, Database is hoping to find a door that'll close properly, to keep out the rampant hordes of er, MSXers.

American high

SYSTEM 3 was doing cartwheels last week after hearing that its *International Karate* has hit top spot in America.

The game — which Epyx markets in the States as *World Championship Karate* — is believed to be only the second ever UK game to make it.

how the saying goes about how the mighty fall," added Cale.

Beforehand

Epyx took on *International Karate* just prior to Cale signing a worldwide sales deal with Activision.



INTERNATIONAL KARATE: Hi-ya hi-ya, lower, lower

"Over the moon"

The first was Firebird's *Elite* although not all agree that it was a clear number one. System 3's boss Mark Cale commented: "We are over the moon. Very, very pleased."

The firm hopes to repeat this success with its next US release *The Last Ninja*. "You know

BRODERBUNDERSNATCH!

US GOLD last week announced it had won the rights to publish Broderbund games in the UK — and promptly sparked off the sort of grumbling, rumbling rowette which the industry manages best.

The Broderbund games used to be published over here by Ariolasoft. Now they'll be turning up with US Gold stamped all over them.

First up will be the likes of *Choplitter*, *Raid On Bungling Bay*, *Karateka* and *Loderunner* on the £2.99 Americana budget label.

A four game £9.99 compilation called *Broderbund Blasters* will follow, along with two previously unpublished old titles (*Loderunner's Revenge* and *Championship Loderunner*) and the PC version of *Karateka*. All will appear early in the new year.

Broderbund — which means something vaguely like

STAR TREK

Superman. The game was massively delayed with only the C64 version appearing before being swiftly withdrawn.

Beyond would obviously not want a repeat of that this Christmas. "Obviously you can compare it to

Superman. It's the licenced product of a major series, but that's where the similarity ends," added Pierson.

The reasons for *Star Trek's* delay do not only comprise of unreachable deadlines. Mike Singleton, one of the six-strong programming team, told BANG: "It's basically like any complex program. You've got to get it right. There is a lot of effort going into making sure the game ends up being what

"The Brotherhood" in South African — is claimed to be six times bigger than Microprose and three times bigger than Epyx — both of which US Gold has already.

But the Broderbund agreement has caused Ariola to point out that it has the cassette version rights, and sundry other conversion rights. "US Gold will either have to do all the conversions themselves, or buy the rights from us. The conversions will take time — and if they come to us it'll cost them a fortune.

"Obviously we'll be watching very carefully to see if their conversions are similar to ours . . ." Ariola's Frank Brunger noted carefully.

US Gold's Tim Chaney brushed aside the problem, saying that it would produce better versions. In the manner beloved of publishers, he concluded by pointing out that US Gold had never lost a publishing agreement "unlike others" — such as Ariola with Broderbund.

it ought to be."

Added to these problems are the painstaking approvals which have to be made by *Star Trek's* US owner Paramount. This means as each stage of the game is completed it has to be shipped from London to New York and from there to California — and back again — for work to continue.

Ederyn Williams, general manager for BT's New Information Services, to

which Beyond belongs, told BANG: "There haven't been any disapprovals — well, there's been one or two discussions. You know, if they don't like the smile on Kirk's face or whatever."

Another blow for Beyond is that it looks like the game will now no longer coincide with a running of *Star Trek* on BBC 2. The current series will finish in early December.

X MARKS THE VAMP

ALL THE scary bits put into CRL's *Dracula* to make it authentic seem to have been a touch too scary — it's set to be censored.

The Board of Censors is currently looking at *Dracula* to decide whether it should be the first ever X-rated computer game.

CRL boss Clement Chambers commented: "It's like reading a real *Dracula* story. We took legal advice on it because you can imagine what the graphics are like.

"It's not censored yet — it may get a 15, but it will be the first censored game."

Same Fox Strip Poker

As a point of interest, not even the controversial *Sam Fox Strip Poker* managed a censor's certificate, although some prim shopkeepers did refuse to stock it.

Dracula will be available on the Spectrum, C64 and Amstrad costing £7.95... only if you're old enough, mind.



Dracula covers at the thought of yet another X certificate

CHARITY BEGINS AT HOME COMPUTERS

IN THE beginning — well, 1984 actually, there was *Soft Aid*. And *Soft Aid* did do good. Verily were the Gods of the Industry well pleased.

Soft Aid begat *Off The Hook*. Though *Off The Hook* did less good than *Soft Aid*, verily the Gods of the Industry were still pretty damn happy 'cos it still raised in the region of £100,000 which isn't as much as *Soft Aid*'s £350,000 but is still a tidy sum (*Get on with it* — Ed).

And then there came the new venture — *The Charity That Cannot Be Named*.

Geldof the Hook

Yes, *BANG* can exclusively reveal that another software industry charity is being launched, following a gala dinner in penguin suits at the end of the year.

The organiser of the charity, Activision's boss Rod Cousens told *BANG* that he was mindful of complaints made against

the choice of an anti-drugs effort like *Off The Hook*.

Apparently — though Cousens chastely avoided the topic — there are some kind souls in the software world who argue that since drugs abuse is "self-inflicted", there shouldn't've been a charity to help the sufferers.

Cousens wouldn't name the new venture, but both

children's and disabled's charities have been tipped.

At this stage, it is not yet clear whether *The Charity That Cannot Be Named* will follow the pattern set by *Hook* and *Aid* by raising money as a games' compilation. Cousens said he'd adopt "a more lateral outlook" — and agreed with *BANG* that this doesn't seem to mean very much.



COUSENS: Adopting a more lateral outlook in his charity plans

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"I used to be an old Welsh windbag, before I discovered *BANG*."

FORWARDS

4 FORWARDS
That's this bit, donkheads!

4 COMPETITION
Trillions and trillions of *Mesale's Twice Shy* to be won... well twenty actually

6 SHORTS
Angry and constipated Doctor X lays into whatever winds him up at the time

7 OH MY DARLING
A brand new film, some brand new games and a feature that fits just right on page seven

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Nic, really, burp, good this



8 TREASURE HUNT
Search for the ancient land of Newsagentia

10 BANGING OFF
Yet more pimply youths sighing over the delights of Tania Yates, plus a letter about bondage



11 COMPETITION
Fill in that huggle and see if you won the *Spys Like Us Comp*

12 FILLED WITH DREDD
An exclusive interview with Tharg, whoever he is

13 MSXTREMELY INTERESTING
Something to keep the meanders quiet



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Garry Marsh takes some pictures of Princess Di in the bath

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Hey wow mega mega and all that sort of computerish type stuff. Actually it's exclusive looks at *Gauntlet 2*, *Academy* and lots more

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In depth look at Gremlin's new baby

20 COMPETITION
Win a copy of Bob Geldof's autobiography

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The game and TV tables that make you eat bananas for breakfast

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Davina wraps her legs round more pop gossip

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A-ha, Cameo, New Model Army, Cyndi Lauper...

29 KNOW-ALL RESULTS

30 VIDEO
Maxine Shapiro sharpens her nails on this week's offerings

31 CAN OF WORMS
American football ripped apart and masticated over



Crazy about CDs

BRACE YOURSELF. Here's some tremendously important but really complicated news about computers.

You see there's this really amazingly clever way of storing computer stuff on compact discs rather than using boring old cassettes or floppy discs.

Going bananas

It's called CD-ROM and in the world of mega-million techno companies everyone is going bananas about it. Pergamon Infoline (owned by the same people as Mirrorsoft) has just launched a label called Compact Solution with its first release being the ten volume *Encyclopaedia of Education* all on the disc.

Don't worry

Other firms getting in on the act are Lotus, Microsoft, Philips and Hitachi. The latter has just helped the Post Office put all of the UK's addresses onto disc — and that's quite a few.

If you're confused by all this, don't worry. So are most people. Just blather knowledgeably.

Biting back at licences

FISH-LOVING LABEL Piranha reckons its *Strike Force Cobra* is doing well because it isn't a licence.



Strike Force Cobra and not a snake in sight

If that's the case then the firm might soon be wishing it had picked other debut games — because all the rest are licences.

First batch

Piranha's Richard Bason commented: "Its success is the result of a strong game being released in its own right, without any tie-ins."

The other games in the firm's first batch are *Nosferatu*, *Trap Door*, *Rogue Trooper* and *Colour of Magic*.

Creative Bugging

QUITE POSSIBLY the second best computer publication in the whole wide world has had its future secured.

The mega-groovy north London fanzine *The Bug* is being sponsored by budget software label (and many other things beside, it says here) Creative Sparks to the tune of 1,000 smackers.

Bug to the future

That's the good news. The bad news for *Bug* fans is that under the terms of the agreement, the organ will be reviewing each and every Creative Sparks release.

However, *The Bug* will maintain its editorial purity, which suggests it's a pretty damn fine deal.

FLYING SORCERY

PSSST! . . . PSS is following up its *Swords and Sorcery* with a really brilliantly named graphic adventure.

It's called, wait for it, *Swords and Sorcery II*. It should be out by mid-November on the Spectrum costing £9.95.

"Bigger"

Boss Gary Mays reckons its "bigger, better and faster" than the original, but then he would, wouldn't he?

COMpetition

TWICE SHY

WIN 20 COPIES!!

BANG SWEEP STAKE

Become involved in all the danger and mystery that surrounds the world of Dick Francis. Alternatively, try and score on a freebie. A horse-racing simulation game based on Dick Francis' thriller, *Twice Shy* has been released by Mosaic. **BANG** has 20 copies of this exciting game to give away — at a price.

Enter the **BANG** Sweep Stake: All you have to do is come up with a name for one of the runners in the **BANG** handicap. The dafter the name the better the odds.

Name

Address

Age

Suggestion

AMSTRAD OF THE HOOK

THE BIG HIT

WELL WOULD you believe it? Elite has hit on this great new idea to put lots of oldies out on compilations.

As you may have noticed by reading BANG's hot-off-the-mark news pages this idea isn't really that new. In fact, it seems

the world and his pigeon is falling over itself to lump together old stuff.

Spanking

Elite has even launched a brand spanking new label. It's called Hit Packs and a different theme is promised for each little number.

The first one's theme is Elite hits and will be called *Hit Pack Elite*. The games included are *Commando*, *Bombjack*, *Frank Bruno's Boxing* and *Airwolf*.

Subsequent packs will have themes such as sport and include games from firms other than Elite.

Release is planned for early November on Spectrum, C64, Amstrad and C16. Each pack will cost £9.95.



Ideologically unsound, but a big hit

OUT NOW!

Deactivators

Filmed in Glorious 3 Dimensional Deactivation

Clear the Gravitational Research Institute of bombs with your Deactivator Droids and repair the computer. Watch out for robot guards and make use of the different gravities in each room in this Arcade Action program with Strategy Elements.

AMSTRAD ACTION - "RAVE"
YOUR SINCLAIR - "MEGA GAME"
SINCLAIR USER - "CLASSIC"
COMMODORE USER - "SCREEN STAR"
C&VG - "HIT"

AMSTRAD'S TAKEOVER of Sinclair Research last spring was officially given the seal of approval last week.

The move will not, after all, be referred by the Office of Fair Trading to the Monopolies and Mergers Commission.

Adherents

This is despite the takeover giving Amstrad at least 65 per cent of the market (or just 25 per cent, if you believe the ridiculous claims of MSX adherents).

Customarily, referrals are made if a move results in a firm having more than a 25 per cent share of any market.

OFT we jolly well go

Amstrad can now press on with its Sinclair work - which is just as well, considering that it's been doing that for the last six months anyway...

FOR

AMSTRAD 464/664/6128
- £14.95 (DISK) - £9.95 (CASSETTE)

COMMODORE 64/128
- £14.95 (DISK) - £9.95 (CASSETTE)

SPECTRUM 48/128
- £9.95



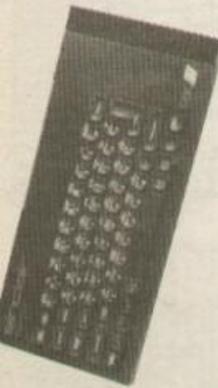
Screen shot represents C64/128 version



Marketed and distributed by

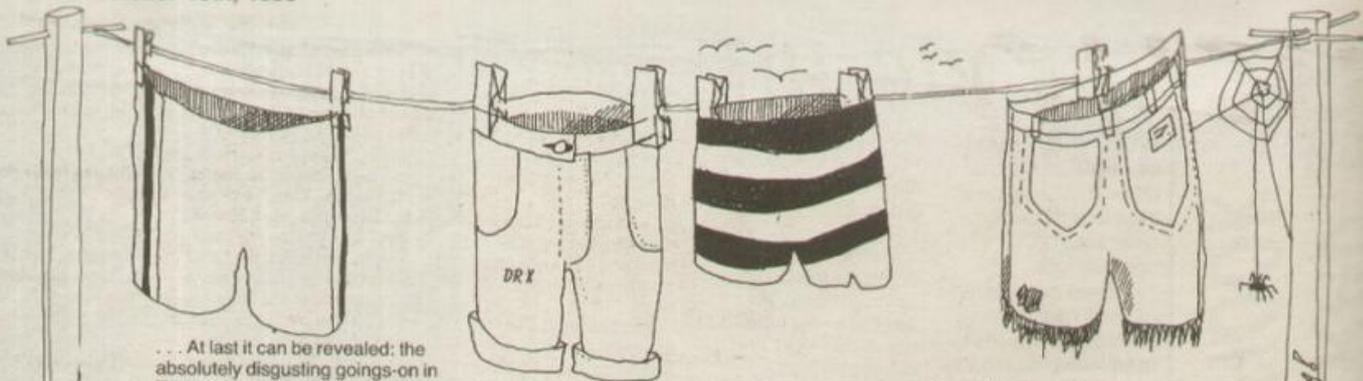


WIN A FREE GAME IN OUR 'SCREEN SHOT CHALLENGE'



Would this've had to be pulped had the OFT said no?

AVAILABLE FROM ALL GOOD SOFTWARE RETAILERS - IF ITS NOT THERE, PLEASE ORDER IT - ON THE CASE OF DIFFICULTY SEND TO: THE DISTRIBUTOR, 10, BROADWAY, APOLLOSOFT U.K. LTD., INCLUDING YOUR OWN NAME AND ADDRESS. (PHILIPPOFF, 7-2, AVE, 811, 3000, BOSTON, MA)



... At last it can be revealed: the absolutely disgusting goings-on in Tangiers last week involving 32 supposedly top people from the computer world, two beds of nails, one belly dancer, a pair of baggy red Y-fronts, a fire-eater, 21 people in one hotel room at 2.25am (and nine of them near-naked), inestimably huge quantities of alcohol, 16 fezzes, 375,006 beggars and no camels. But I'll save that for later.

... Meantime, onto more exciting matters that have absolutely nothing to do with **US GOLD's Tim Chaney** and **MELBOURNE HOUSE's Andy Wood** wandering about in Tangiers singing *Rock The Kasbah*. The curse of **SHORTS** has hit **KONAMI**. Just a week after having its "Sensitive Input Creative Output" (SICO) drivelt gently ridiculed for its pomposity, two Konami games have been delayed, struck down by the curse. And guess what? **Green Beret** and **Jail Break** were both due for that oh-so-lovable **MSX** format. Both now won't be saying hello to the world until some time next month.

... Remember the 3" disk shortage earlier this year, when everyone who was anyone could be heard saying: "There's a 3" disk shortage"? Apparently this was all a collective brainstorm. **Steve Burke**, the boss of **SJB - AMSTRAD's** official disc distributor - said last week of the shortage: "That's a load of bollocks."

By an extraordinary coincidence, this was the same phrase applied by **One Who Shall Be Nameless** at **A Certain Software House** to an article written in the obscure monthly **Commodore Computing International** about **Geoff** "US Gold/ The World/Etc etc/You Fill In The Gaps, I'm Too Busy" **Brown**.

The piece contained such wondrous blather as "... Geoff Brown's thought processes are of interest because he affects us. He influences our choices, enhances or restricts important areas of our leisure. He plays a role in our lives ... What is certain is that nothing that Geoff Brown does will be done without the use of creative intelligence and imagination. Those are exciting qualities in a man who - (*That's enough bunkum - Ed*).

Only one question remains. Quite what did Geoff Brown do to deserve such an appalling write-up?

... Did you know that 66,070 people went to the **PCW Show** last month? (*No and I didn't want to - Ed*).

... OK. Did you know that this means that approximately 54,933,930 British people didn't go to the Show? (*That's much more like it - Impressed Ed*).

... And why is **SYSTEM 3** (whose boss **Mark Cale** is nicknamed "Ripper" - though I won't mention that) doing an **ST** version of

International Karate "Germany." quoths a lugubrious **Tim Best**.

"There's thousands of STs over there - well, er 12,500. And we only support machines where we can sell more than 10 copies of a game" - which suggests that doing an **ST** version of **International Way Of The Exploding Martial Arts Boom** is being wildly optimistic.

System 3, by the way, has a new motto even more ridiculous than Konami's. "Perfection is the only accepted state". Expect the curse of **SHORTS** to strike soon ...

... But not quite as soon as some might wish it to strike **EPYX's** president, **Gil Freeman**. The great man has been having a quoth all about how crappy the British games market is.

"The British market is far too cheap for the quality of game we are making," he opined. He then suggested that he didn't really believe **Elite's** claim to have been a US number one, before relenting: "At one time or another it probably was somewhere or other ... And then the fine fellow drew an analogy between US and UK games as the similarity between colour and some mono tellies.

Damn upstarts. Never should've given 'em independence, that's what I say. Why if I - (*Yes I'm sure this is all desperately interesting. Get back to gossip, contumely and innuendo - Ed*).

... UK. So you've heard some of the official reasons behind **Tony Rainbird's** departure from, er, **PAULA BYRNE SOFTWARE**, or whatever **RAINBIRD SOFTWARE's** going to be called. Unofficially, it can be revealed that Rainbird (the bloke) tried to call **BT's** bluff over some foreign sales deal, and threatened to resign if he didn't get his way.

They then said, "OK chummy - get stuffed" (or something like that) and Rainbird thus outmanoeuvred himself from his job. Staggering, eh? Even worse, so el **BT** molette quoths, Rainbird only just turned down the chance to be the boss of **ARGUS PRESS SOFTWARE**.

... Good news: **TATUNG** has sold out of its first batch of **Einstein 256s** already.

Bad news: This was something in the 100s only."

Really bad news (and terrible if you live in Birmingham): The **Einstein User Group** is organising a show at the **National Motorcycle Museum** in Brum on November 8th.

... And now, news of the newsmakers. Mega-gigantically huge enormous (*That's enough satire - Ed*) **EIGHTH DAY SOFTWARE** have been plagued by the press and meeeeee-jah in general ever since **BANG** banged on about their Royal spoof. Last week, the **Canadian Broadcasting Corporation** tracked 'em down (these Mounties always get their men), and then there

was the world famous German mag **GertenSturfeldorffenGraab** or something.

It merrily chartered away to Eighth Day's boss **Gary Kelbrick**: "We like to know all about your Royal Family, ya?" To which the witty Liverpudlian responded with biting political satire - "Yeah, but you don't have to pay for 'em."

Wowsa wowsa - hea-vee! Almost as heavy as all the pennies made by **INCENTIVE** (welcome to **SHORTS**, you debut-maker) out of **Graphic Adventure Creator GAC Thingy**. It has sold over £1 million's worth. Betcha didn't know that. huh ...

... Betcha also didn't know that world famous wandering industry personality **Kevin** "I've written for every computer mag in the whole world but they always miss my name off for some impenetrable reason" **Williams** has bounced back at **ANDROMEDA**. Having spent about 386 months writing a book about why the old **IMAGINE** went bust ("Because their business sense was as bad as their games" - can you beat just 10 words?), he's now explaining why **Andromeda's** been so er, low-profiled.

"We kept quiet because a lot of people were saying how great they were and then balling it up." No **Kevin**, it was the other way around: they all ballised it up first and then said how great they were ...

... Which brings us neatly to **COMMODORE**. The dear old firm, now operating out of a shoebox in Maidenhead, was running a walloping great display for the **Amiga** last week in, er, a telephone box (or something). **CBM UK** boss **Chris Kaday** (pronounced as in "What a Kay-day") promised it would be a "no bullshit presentation". This was widely deemed to be impossible, and so no one turned up ...

... Aha! **MSXers**, you zany people - here's one for you. **Made Simple Books** - wa-kee name! - is publishing a book for **MSX** users called - wait for it (*That's a stupid big girly name for a book, haw haw - R. Mayall*) - **MSX Made Simple!** Staggering eh? And there, a piece of **MSX** info passes from me without a snide comment about the book having to be pretty simple for the sort of people simple enough to buy an **MSX** in the first place ...

... Anyway, back to Tangiers, I can reveal that wearing just a pair of baggy red underpants (with an embarrassingly positioned vent at the front), having been undressed by a belly dancer and in front of everybody was none other than **H** - (*Sorry, no more room this week - UtterlyBoringBasterd Ed*).

SHORTS

WITH DR X

What a Reg!

GOSSIP!

THORPE

HELLO DARLING

Take three Darlings (Richard, David and Jim), add not inconsiderable success with the likes of *The Last V8* and *BMX Racers*, add ambition and what results is a new software house called Code Masters. **STUART DINSEY gets the lowdown >>>**

Vancouver one of our friends got a Vic 20 as soon as they came out. I was about twelve or thirteen at the time." During that particular long hot summer Richard, David and friend fiddle faddled around and eventually learnt their trade. Having learnt the hard stuff and returned to Blighty the Darlings soon found pennies could be made from their modest art. Back then they were selling stuff mail order and some of it included offerings from their left behind Canadian friend.

"He joined a band. He even got them to play back-up a few times to his dad's country and western group." Richard, though, had no such musical tendencies. "I am not at all musical. If I had the talent I would have joined one as well."

His faves are a mixture of Lloyd Cole, Dire Straits and some band called The Astronauts. "They're really good, a bit like Pink Floyd. But don't write that or people will think I'm copying Jeff Minter."

Richard likes the idea of being known as a businessman rather than a whizzkid programmer. "I suppose the bad image must be because of films like *War Games* and *Joe 90*. Some seem never to do anything else until their eyes drop out."

Richard has managed to write his latest game without such a grisly fate. It's a follow up to *BMX Racers* called *BMX Simulator*. This will appear at the same time as his brother's follow-up to *The Last V8*, called *The Red Max*.

Money's too tight to mention

Obviously much, if not all, of the money made from those two, plus *Chiller*, *Spacewalk* and *Master of Magic* has been ploughed into Code Masters. But Richard is still never short of a bob or two.

"Basically it all goes into a big pot and we take out what we need." A little enquiry as to whether this arrangement is a happy one gained the reply, "we're thinking of splitting it fairly soon".

The Darlings are selling their games at £1.99 because they think it's the right price. Obviously then they will have to sell quite a few to keep going.

So which of the thirty games scheduled is going to rake in enough money to fight off the ghoul called bankruptcy? "I'd say *BMX* but that's because I did it."

Full of confidence these company directors.



Daddy Darling and little Darling express total confidence in David's riding ability

Imagine yourself out on the razzle on a Saturday night. There you are in your brand new strides and Italian leather and all you want to do is impress people.

Of course it doesn't matter at all who they are as long as they remember you. The crunch is telling them what you do. Sadly, for most of us it's a muffled "this and that".

There's no such anonymity for eighteen-year-old Richard Darling. When asked, his reply is a simple but impressive, "I'm a company director". That means no A levels, no YTS and no part-time jobs in Macdonalds. In their place are board meetings, press conferences and PR men.

With brother David and dad Jim, Richard has decided to stop writing hits for other people and form his own label. Code Masters was recently launched in London and after touting for programmers at PCW it plans to release thirty games before Christmas.

So how do you become a company director at eighteen? If you do it the Darling way you'll have to take a trip to the pine-filled land of Canada. "Over in

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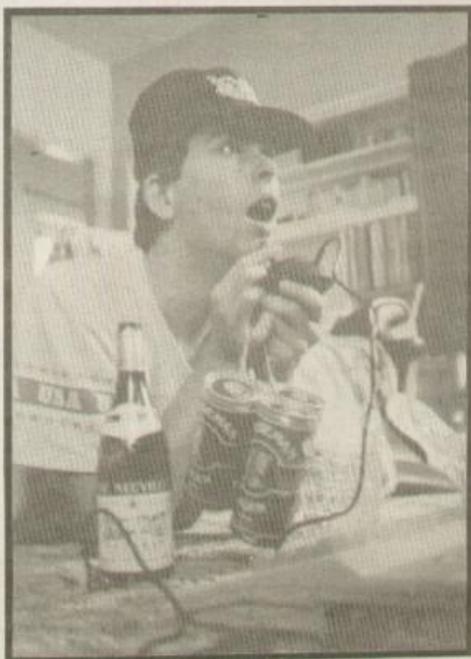
CONFESSIONS OF AN ALCOHOLIC GAMES PLAYER

First they came as awesome, hulking grey metal monsters, mounted on modern office walls – a sign of technological progress and expansion. Now that the computer is everywhere, there's nowhere to hide. They've invaded the living-room, the office, even the local; You can't escape from the binary blabber, you've lost your bottle or rather slipped into it.

NIGEL WATSON lines 'em up >>>

Computers are spearheading the electronics revolution which is sweeping our planet faster than a flu epidemic.

During the 1960s huge machines mounted in fine new office tower blocks spun magnetic tape from reel to reel in glass fronted cabinets lit by fluorescent tubes and were preserved at the right operating temperature in their air conditioned tombs.



You can see them now affectionately portrayed in the films of the period. The glow of their control panels, the chatter of the printouts, the mini-skirted office girls serving their every need, confirmed that the computer was king of a brave new world decked with power and glory.

Alcoholic button pushers

By the 1970s computers lost weight. They spread into more and more businesses and offices; but for most members of the public their electronic majesties were only noticed in pubs. At first black and white tennis games crept into our favourite drinking establishments. Although crude by today's standards they were a noisy and entertaining novelty.

In their wake came aerial 'dog fight' games, then race car games, then another brain child of a demented computer programmer would appear to appeal to the jaded senses of the alcoholic button pushers.

Not content with a place in a pub, the computer games rapidly invaded our homes. With more than a little help from a chap named Sinclair, the home computer nudged the by now ancient tennis 'n' football games machines out of the living room and into the attic.

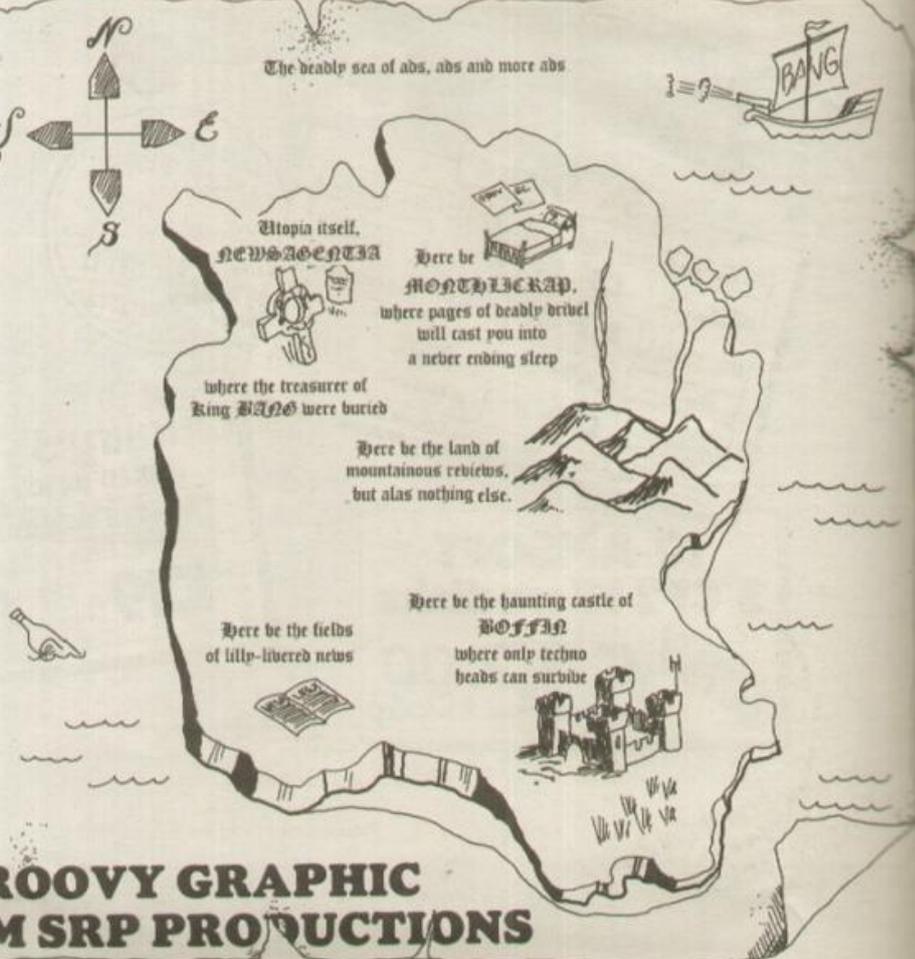
In the old days life was simple. You went to the pub, drank a few pints of best bitter and after a while you began to wonder what the irritating 'plink'

*BANG and
the SEARCH
for PIECES
of EIGHT*

Ha ha Jim Lad, will you be finding the famous crock of gold next week? The treasures of King BANG, buried in an ancient land two hundred years ago, are just waiting to fall into the hands of a clever sea-dog.

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Take a look at the map and sea if you can find your way to the glorious land of **NEWSAGENTIA**. Somewhere there you can find the pieces of BANG EIGHT which will simply pop your cork. Good luck BANG hunters!



**A FABBO MEGA GROOVY GRAPHIC
ADVENTURE FROM SRP PRODUCTIONS**

and 'plonk' noise was. It seemed to come from a machine the size of a juke box surrounded by eager people who kept their drinks precariously perched on the top of it.

After the crowds had slowly drifted away you would discover a few pence change rubbing a hole in your flared trousers, so quick as a flash you would think to yourself: "I'll have a go on that funny machine." Lurching over there with your friends you had to discover how to load the contraption with money.

After a few attempts the coins would trickle into its innards, you grabbed a wheel-like control and then spent several minutes of intense concentration battling a square white blob across a flickering black screen. Usually by the end of the week the machine collapsed into a heap of junk and everyone returned to drinking their ale in peace.

Even when such machines came into the home they were simple to use, and after 48 hours of continual use your eyeballs would drop into your lap, and you'd swear that you'd never play with the thing again.

A very big drink

The fight for these crude machines in the shops showed that there was a great demand for home video games. This was probably due to their novelty combined with the fact that they added to the attractions of the television box.

Furthermore, your first can easily increase if the game fails to be loaded. As you wonder if the recorder's volume setting was correct, or if you typed in the correct instructions, or if a wire worked loose, you can discover that your small drink rapidly becomes a very big drink.

Once loaded you then find you have to work ten different controls which an octopus would find difficult to reach without contorting itself into a confused knot of tentacles. Notwithstanding that the aliens fight dirty; little white blobs floating gently across the screen are not part of their armoury.

Instead, rocket ships, laser beams, bombs, missiles, invisible projectiles, & reek towards you with a frightening speed. Full trained astronaut no doubt find a Space Shuttle flight simple compare to the sensory and physical demands of most of today's computer games they just are not made for anyone who has

had more than a cup of coffee to drink.

Abandoned tatty teddy bears

This might be why children have increasingly become expert at understanding the infuriatingly complicated complexities of these wayward machines. As their parents have stumbled away from the tangle of wires and the technicolour flashing of the television set in search



of a drink to restore their sanity, the children have taken over the controls.

Abandoning their tatty teddy bears and lethargic action men, they have crept firm under the settee to take charge of the electronic marvels left before them. Not aware of the dubious pleasures of the bottle they have wandered into an electronic world which is as alien to their parents as a million pound cheque.

So if one night you look outside your window and

see someone rolling in the gutter with a bottle in one hand and a tatty teddy bear in the other you will know that he has fathered a child of the computer revolution.

It is a frightening thought that the next generation might never step inside a pub in preference for the friendship of Pac Man a multitude of alien invaders and allied friends.

It's enough to drive anyone to drink!

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BANGING OFF

WITH DR X

SICK AS A PARROT

Well what can I say?

Fab Mag! Really, honest, it's really ticketyboo and all that, but one small criticism: Pete Filby of London. (BANG No. 4) Football! BANG is a magazine of great repute not like comics he reads, like *Hotspur* and *Womans Own*. Typical — sport on telly, radio and now they want it in magazines that are designed for Computationalgamingandvideofilms that the BBC will never be able to afford to show at Christmas. That took some saying didn't it? Perhaps not. No.

A little word in your ear BANG, you're doing a great job supplying us with up to-the-minute news so don't spoil it with reviews of future football matches and the top twenty football teams. RASP! Next they'll want to see pictures of beloved Tania. His letter (he being the 'Delboy' — you know who you are) then goes on to want to see pictures of TTania. See what I mean (have I overlapped the next page yet?)?

Changing the subject from, PAH, sport, I particularly like *BANGING OFF*, the reviews, charts — in fact the whole thing's pretty t'rif. Two criticisms — is *Big 4* by Durrell £1.95 on the C64, Spectrum and Amstrad but the picture quotes it as being "only £9.95" — and would it be possible to have a couple of staples because in my crazed frenzy to be enlightened upon the

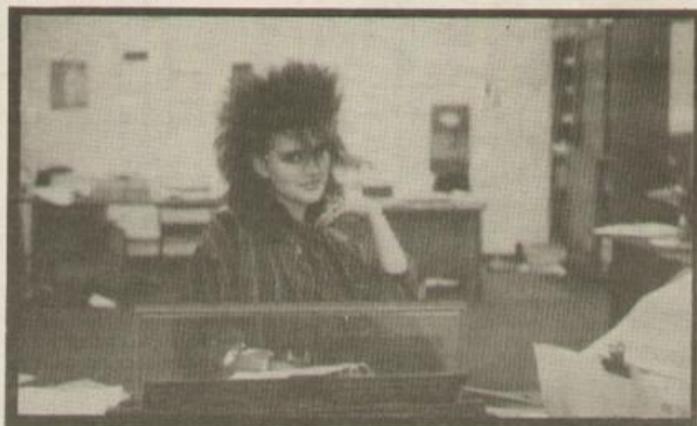
better things in life — in other words as I zip through BANG — it falls apart.

Love to Tania. (Would it be possible to have a signed piccy? ... it's not for me, it's for my younger sister) Darrell Hooper South Cliff Scarborough

You want staples Daz (they do call you Daz, don't they?)? You gottem!

As for this Tania stuff — all the other computer mags seem to be cottoning on to the girlies these days, and trying to make some (ideologically unsound sexist) selling feature out of them. BANG — being purer than pure — won't play these games.

(The pic's in the post, loverboy — Tania)



Whaddya mean, "blatant hypocrisy"??

GUESS WHAT?

Dear Sir,

I am writing in regard of the letter from Mr K.A. Neal's letter about MSX. I agree 100% with what he said about MSX and I don't think your reasons for not liking MSX are valid in any way. In fact it only goes to show how little you know about the mag you put together on computers.

Like it or not the MSX group of computers are growing in number more than any other type of computer. The reason is due to people getting fed up with buying computers like Amstrad, Commodore, etc one day and finding them out of date the next.

With MSX we have a standard and this is why people like you are upset about them, as MSX will kill-off all other machines if we were given a large amount of mag coverage. Even shops dare not tell people the facts on MSX due to the 1,000s of jobs that would be lost when other computer companies could not compete.

People are crying out for a computer standard but are not being allowed by you to hear the true facts that *WE HAVE THAT STANDARD NOW*.

We are winning little by little now but if mags would tell the facts as they are we would have 100% of computers using MSX now and not the 37% as it now stands.

TELL THE TRUTH ON MSX AND SHAME THE DEVIL.

Don't run away from it, as it is here to stay. PS. Unless you change your mind on MSX soon you will find your mag's life very short indeed as you need readers.

Yours faithfully,

D.A. WEBB
Ayscough Avenue,
Spalding,
Lincs.

For once and for all, let's lay this to rest.

In Britain, a useful number of MSX machines were shifted by virtue of manufacturers and multiples slashing prices. But the level of ownership is nowhere near your 37 per cent figure. And it is nowhere near as high as the MSX group thought it would be when the 'standard' was launched in the autumn of '84. The machines offered too little for too much too late. MSX owners are programmed to go berserk if you dare allude to any of this, though...

Anyway, BANG will continue to cover MSX. If this prompts impenetrably paranoid stuff about the whole world ganging up to suppress the gleaming white truth that MSX is mega-brilliant and has 37, 73 or even 100 per cent of the market, then so be it.

PUNK VIDEO SCAMBOS

SYCOPHANCY THAT!

Dear Dr X,
I'm sure you must bin grovelling stuff like this but I felt I had to write to say how wonderful I think BANG is.

You seem to have hit on a great mixture of computers, records, films and the rest. More than that, your magazine is really funny. And you can tell Stuart Disney I think he's a very

good writer. Keep it up. Darren Young Stubbington Avenue Portsmouth Hants

Yeah, boring flattery (yawn, yawn, yawn). By the way, you didn't disguise your handwriting very well, Stuart.



Scambo Scum were:

Nigel Wood, Eastleigh, Hampshire.
Kerri Mitchel, Bolton, Lancs.
Matthew Donnelly, Shipley, W. Yorks.

"We're so pretty, oh so pretty vacant".

Quite an appropriate turn of phrase there. You just wouldn't believe some of the entries that found their way on to my desk. How can anyone who's vaguely human know the answers to MY questions?! After mucking through sackfuls of hopeful entries I finally chose three worthy people (I think) to be the owners of the *Hending Punk in London* videos.

ANSWERS:

- 1 Which Great Train robber recorded with the Sex Pistols?
Ronnie Biggs
- 2 Who were 'Looking After Number One' in 1978?
Boombtown Rats
- 3 What was Johnny Rotten's first single after the Pistols?
Public Image
- 4 Where are the Jam from?
Woking
- 5 What was The Clash's first single?
White Riot

HO-HUM Oh Bondage — up yours!

Dear Sir
I'm an MSX user! Don't laugh, it's not funny. I just want to set you straight about a few facts about it (hang on — I'm just recovering from hysterics).
1 It has lots of software (and I've got both of them).
2 It's a 64k machine with 28k (I'm still having trouble trying to load *International Soccer* for the C64 on it).
3 It's Japanese (So it's a nippy micro, eh?)
Anyhow as I was saying don't knock this computer — because it'll break and there won't be any users left in Britain (Shame).
I'm off to play *Hypersports 3* (we're 2 copies ahead of Speccies and Commies — Ner Ner na nerr nerr). Never mind I'm sure it'll never happen to you.

With the Greatest of Japanese (*completely illegible bit here. Never mind — it's probably yet more twaddle — Dr X*)
L. S. (MSX OBE, prat etc)
Tuxford
Nr Newark
Notts
PS. Anyone want to buy a computer?
PPS. Please give my greetings to BROG and BORGs — Spectrum users, because stamps are expensive here in Toyota land.

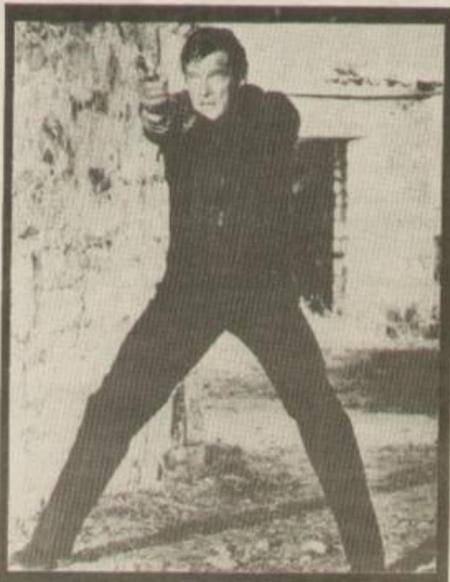
And what, gentle reader, was I saying about MSX owners just last week? That eventually, amidst all the whingeing, I'd get a letter from one with a sense of humour. And of L.S. here sure fits that bill. Laugh? I nearly needed major surgery ...

Hello People
Come on now. What's the big idea?
I've been buying your paper for the past few weeks and have been unable to criticise it in any way: it's topical, interesting and very informative. However, I've just opened the pages of issue 6, and must protest angrily about your article on James Bond. In the introductory column, you wrote "another 007 game is planned for Christmas".
Another game based on my favourite fictional character. Great, I thought. I hastily read the article. I read it again, a little more slowly.

Nothing. In fact, aside from the introductory mention, there was no other reference to this new game at all.
If you're going to mention it, at least have the decency not to leave your readers dangling. Who's releasing it? Is it based on one of the films, if so which one? Which systems is it for?
I appreciate that some of these points may not be known yet, but surely there must be some further information on which you based the statement. Or is it just rumour, with no evidence to substantiate it? I do hope not, as too many publications these days have a tendency to thrive on rumour. *FACTS* are what people want to read. Whichever the case, please explain ...

Yep — it's a rumour. You've got us bang to rights, sunshine. What were you

talking about again? Oh yes: Bond. Dear ol' BANG had carried details of the new Bond game in Ish 3. Unfortunately, there's no space here to print the salient info such as the game(s) being *Live and Let Die* and *Living Daylight*, and that the first will be out before Christmas on all major formats and that the publishers will be jolly old Domark.



Roger Moore: Registering complete and utter astonishment at Jimmy Greaves' letter

Best wishes
Tim Greaves
Eastleigh
Hampshire

VIDEO COMPETITION



MESSAGE P
I I E A
S R Y S
S P I E S L I K E U S
I A S
F O E P A S S P O R T
N I E E I
D W O R S E L O D E
I N K N I R D
A A G U A R D
L R U G N C
E K E R S

- ACROSS
1. Found in a bottle! (7)
 7. ... you like it (2)
 8. Eaters (3)
 9. Needed to enter a foreign country (8)
 13. Series of dots and dashes (5-4)
 16. Inevitable writing fluid (3)
 17. Defrost (5)
 18. Listening device (3)
 19. Edge of pavement (4)
- DOWN
1. Special assignment (7)
 2. Female (4)
 3. word, needed (4)
 4. Organ for seeing (3)
 5. Investigation bureau in USA (3)
 6. The art of spring (9)
 10. Look (3)
 11. Fastened together (4)
 12. Make a phone call (4)
 14. Signal (4)
 15. Break (3)



WINNERS

Dan Aykroyd and Chevy Chase star in *Spies Like Us*. Now it's on video and BANG had six copies to give away in our crossword competition sponsored by Warner Home Video (that's because we're the absolute greatest. Honest).
The six winners are:
T. Rowlands, Blackwood, Gwent.
S. Fowell, Dagenham, Essex.
S W Early, Sutton, Norwich.
Anton Pryczka, Mid-Glam, S. Wales.
Ian Harper, Hardingstone, Northampton.
Alan C Francis, Greenford, Middx.



PIC CAPTION COMPETITION

Just what is Alex Hurricane Absolutely Brilliant Snooker Player The People's Champ Etc Etc Higgins saying to Amstrad boss Alan Sugar?
Supply the wittiest suggestion, and you'll receive a whole £10 to spend at Software World — the purveyors of software, videos, CDs, whatever.



Send your entries asap to:
Tania Yates, BANG, BTC, Bessemer Drive, Stevenage, Herts SG1 2DX

FILLED WITH DREDD

Judge Dredd, the lawman with a heart of stone, is bound for computerdom next month. STUART DINSEY spoke to THARG, editor of *2000 A.D.*, to find out why everyone's dying to sign up his sci-fi heroes »»

It's not every day that you get to interview an alien. This one's got monkey features, a never-ending forehead, long white hair and the craziest eyebrows you've ever seen. His name is Tharg and he's "the planet earth's first alien editor".

He's not done a bad job either. In ten years his ruthless guidance has helped *2000 A.D.* attract circulations of 100,000 in the UK and 40,000 in America.

So how does a li'l 'ol alien like Tharg end up in a job like this? "Ten years ago, when *2000 A.D.* was launched, it was the style for new comics to have a figurehead. As this was about the future it had to be either a computer or a bolshy alien."

Back in '77 computers weren't really on the agenda. Extra Terrestrial mechanics were all over the place then — like they are now, riding high on a wave of special effects and packed cinemas.

The success of films like *Star Wars*, *Close Encounters* and *Rollerball* had successfully re-awakened that old chestnut called science fiction.

So macho, he's gotta be . . .

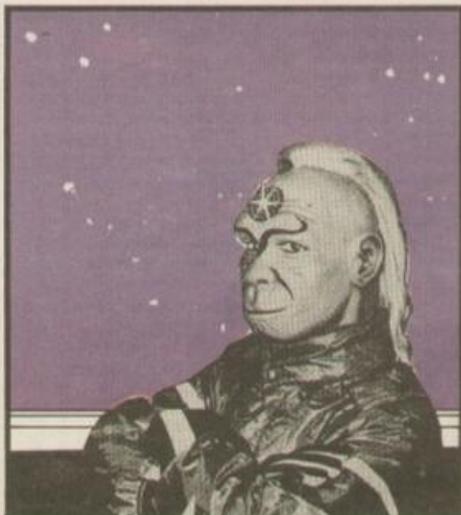
"Basically it was meant to be a comic which had a sport story, a war story and a cop story every week, each of them set in the future," commented Tharg. He added that this idea has been stuck to as much as possible but sport has disappeared. *Rollerball* had spawned the idea but the lack of similar films put Tharg off. "We used to follow trends but don't really need to nowadays. We have established our own mythology."

Firmly entrenched in that mythology is one Judge Dredd. He made his debut in issue 2 and rapidly became its flagship hero. The skintight blue uniform, knee and shoulder pads, motorbike and rugged looks soon turned him into a man of inestimable cult status. Many of the 8-14 year-olds who picked up a copy of *2000 A.D.* for eight pence ten years ago have stuck with it. Thus, Dredd is now a college boy hero as well as a classroom idol.

Tharg explained Dredd's creation. "There was a story in a comic called *Valiant*. It was about a cop called One-eyed Jack. He was a sort of Dirty Harry character. We wanted an extension of that but 30 years hence. The scriptwriter then came up to us with a brilliant future city, so we decided to re-write the stories to accommodate this."

Judge Dredd strips daily

Tharg claims that stories are kept simple but still succeed due to the strength of characters and setting. In the first Dredd story a perp (*2000 A.D.* slang for perpetrator) tried to hide from him by going to a face change parlour.



THARG: The planet earth's first alien editor

Of course the leader of Mega City One's lawmen didn't fall for that little number. The perp was so confident he went up to Judge Dredd and noted what a nice day it was. "Not for you citizen," came the reply. Smart talk and "I am the law" have since become his trademark.

Dredd has become so successful he now has his own annual, a strip cartoon in *The Daily Star*, a monthly in the US and a forthcoming Melbourne House computer game.

The loyalty of *2000 A.D.*'s original fans is now causing a headache for Tharg who must try and keep both old and new readers interested. "If you've been reading it ever since it began you are going to demand slightly more sophisticated stories. Our problem is we have a top heavy readership. Perhaps we could launch a new paper for the new readers."

The idea of launching a spin-off mag called *Judge Dredd* has been kicking around in the IPC offices for some time. Plans got far enough advanced at one stage to produce a dummy issue but nothing else ever materialised.

Bigger than the Beatles

The *Judge Dredd* scripts are full of blood and killing so it's not surprising that criticism has also popped up now and again. "Occasionally the media thinks to itself it's time to bash a comic. *The Sunday Times* did it about two years ago but they didn't know that a lot of their readers bought *2000 A.D.* as well. So suddenly they had people writing in and telling them this, saying guess which one I'm cancelling?"

Tharg is a pretty nonchalant alien. Not a lot disturbs him and when he says something you get the feeling you should listen hard. *2000 A.D.* sells around 100,000 but readers are estimated at 500,000 because of the student fraternity. If some company exec had said this it would be noted as usual blather, but how do you argue with a warped forehead and a spacesuit?

So what of the future? Many comics hit a high and then bomb disastrously when fashions change. "We will stop that by never falling in a rut. It's all done by licking our fingers and seeing which way the wind's blowing."

A wrinkle of his nose gives away his unhappiness at the number of pennies paid for the Judge Dredd computer game. The sum, of course, will never be disclosed but Tharg's not too impressed with IPC policy. "I would have charged £25,000 just to let them walk through my door. It's a big property, like The Beatles."

. . . And before you could say *Sergeant Pepper's Lonely Hearts Club Band* Tharg had gone. □



In 1984 the electronic might of Japan combined to release MSX on a unsuspecting world. Their aim was to swamp the UK in computers that all used the same software, the same peripherals and so standardise the industry.

Two years on the market has *not* been standardised and MSX has joined the ranks of the so-called "minor" machines.

What went wrong and what happens now to the people who did buy an MSX computer? TONY HETHERINGTON investigates >>>

MSX



The MSX invasion repelled

Two years ago, having conquered Japan, the giants of MSX turned their sights on Britain. Their mission to swamp the UK in totally compatible machines, each offering a range of interchangeable software and peripherals. A UK MSX working group was established and the invasion plans were drawn.

Unfortunately, companies the size of Toshiba, Sony, Sanyo and Mitsubishi work together well in theory but in practice it's a completely different story.

The UK equivalents found it difficult to get viable information on the machines specifications which led to confusion in the press reports and a general dampening of the whole idea.

Cries of "standardisation means old technology" filled the magazines and the companies weren't able to respond.

Meanwhile, the manufacturers had another problem. If you're just one company producing the same standard computer as everyone else how do you convince the great British public that yours is the one to buy?

Once you've found the answer to that you then have to ensure that you are the only one using that particular gimmick and so total co-operation between companies that were competing with each other became impossible.

At last the machines were launched over here but not in the manner expected of a tremendous joint venture. Instead they appeared separately each boasting a particular gimmick.

Extensive electric organ

The Sony Hitbit was first featuring a memo/address book cartridge that could be written on. Instant data storage — but at a price. The Yamaha followed accompanied by a keyboard supplementing its extensive electric organ range.

Then followed the others boasting their price or an ability to interface with video recorders. My favourite was the Mitsubishi model that featured a cartridge slot built into a monitor. However this never appeared in this country as it would interfere with its UK TV quota.

That may have worked if they hadn't launched at the end of 84 and at the wrong price.

1984 was a disastrous year for computer sales. The market was flooded with machines of all shapes and sizes each offering a bewildering array of features.

However the number of customers fell sadly short of expectations and as a result all computer companies had a bad year. Some such as Dragon, Enterprise, Acorn and Sinclair never recovered.

In that climate an overpriced (£270+) MSX stood no chance and prompted the Japanese to retreat and search for a more stable market. They found it in Europe.

So where does that leave the UK user? Is he left with a dead machine destined to join the softwareless undead ranks of Texas T199 4A, Dragon, Oric and Aquarius users?

The good news is that although the hardware has almost disappeared without trace software is available and there's more on the way.

An obvious software source is the masses available from Japan particularly Konami who has recently set up a UK operation to sell its particular brand of sports simulations (*Track and Field*) and arcade conversions such as the staggering one megabit *Nemesis* and the forthcoming *Jailbreak*.

Thanks to the European sales UK companies can afford to produce MSX software and sell it over here. Major titles such as *Jewels of Darkness* and *Spellbound* have already appeared with many others of the *Gauntlet*, *Trailblazer*, *Hardball*, *Uchi Mata*, *Dragon's Lair* and *Who Dares Wins 2* calibre promised in the near future.

"MSX sold under a million"

The actual number of machines sold in Britain is almost impossible to gauge with industry estimates varying wildly from Gremlin Graphics' figure of around 80,000 to a Toshiba spokesman's laconic "under a million". Last Christmas saw the Toshiba micro reduced to £99 and a lot more sales — but surely not that many.

The truth probably lies around the 100,000 mark which isn't quite enough to justify the expense of developing original titles.

Luckily the MSX contains the same Z80 processor found in Spectrum and Amstrad computers and so conversions of existing games is fairly easy to do. That coupled with the European market means that software houses can afford to convert their bestselling titles.

So you will get the best games but you may have to wait for them since priority is naturally given to the comparatively massive C64 and Spectrum markets.

This curious situation is unlikely to change in the near future. For example, MSX 2 has appeared in Europe but not over here, the same will probably be true of MSX 3.

As anyone can see from the letters page *BANG* has an enthusiastic band of MSXers who we will continue to support. Each week we carry the MSX top ten chart and plan further features on the best of MSX games and megagames like *Nemesis*.

Keep reading the reviews, especially the featured ones as there's sure to be a MSX version. Eventually...



Coming soon...



← Garry Marsh doing his world famous impression of a short-sighted baboon

GOING

"MP ATTACKS ROYAL SPOOF". You've read the story now read the review as Adventure Man, Garry Marsh, romps through H.R.H. Will he survive the attack of the corgis, get the picture of Diana in the bath and wear rubber ears to impersonate Prince Charles or will *The Sun* steal him as well?

Remember, dear readers, how I began these two articles with my account of God's doings, on the first seven days of creation! Well, we now have proof of what happened on the eighth day; out of a dog-biscuit was created the "Right-Royal Family".

At long last "their story" is being told; the truth; the whole truth and "nothing but a load of lies", from the "very-well-known-little-software-house-that-no-one-bothers-to-distribute"; "EIGHTH DAY".

This is the kind of stuff I like, even if it's just because *The Sun* doesn't. (Oh how I wish they'd put their "rag" on a roll; I'd find it much easier to use, in our "littlest-room".)

A well packaged little offering at a mere £6.95, which is just enough money to make it worthwhile for Gary Kelbrick or Michael White to take a trip around the block — the "chopping block" if they don't watch it. Still we mustn't get into a flap over jokes about cars, must we?

Before we roll-out the red-carpet on *HRH*, as the adventure is titled, I must express my appreciation at "8th Days" well-presented guide "How to play adventure games", (found on the reverse of *HRH*). So often do new adventurers become very disillusioned, very soon, for the want of a few playing-tips. Jolly good show; you may arise and kiss my... feet! (Even the "ads" for their other adventures are good!) (Adventures never become "old" they simply mature with age — a bit like me really!) (*Stop babbling Marsh. Get on with it — Ed.*)

God Save The Sex Pistols

And so to the adventure — a wonderful little scenario this! By some freak accident, namely the Post Office, I receive, by mistake, the Queen's giro! I could tell it was hers 'cause of all them noughts

RRP
£8.95

LICENSED FROM

Addictive

If you have any difficulty in obtaining your copy of Football Manager for the MSX please send your cheque or postal order to: Addictive 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.

FUTURE KNIGHT

THE STORY

You are Randolph (a hero). Your quest is to rescue your beloved maiden from the evil clutches of Spegbot 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 Spegbot's Castle where you will find your beloved, guarded by the awesome Henchodroid. 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.
DISKS: AMSTRAD, CBM 64/128 £14.95.

GREMLINS CHRISTMAS



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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 jeep and handflair and the thrilling excitement and power of 21st century spacefighter. 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.



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STAR GAMES
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STARQUAKE**

**SPECTRUM CRASH
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ZZAP SIZZLER

**BOUNDER ●
MONTY ON
● 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.

Features transfers, career record cards (goals, incidents etc) League, U.E.F.A., F.A. and Milk Cup games, and, providing you're good enough, the FOOTBALLER OF THE YEAR award ceremony.

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Ultimate



Monty on the Run
Sweevos World
Bounder
Starquake

AMTIX ACCOLADES

Watch out for the invasion not just from space but the aerial bombardment of a bouncing ball as you grapple with the antics of a comic roboird and underworld supermole frantically on the run.

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£9.95 TAPE
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COMMODORE 64 ZZAP
SIZZLERS

£9.95 TAPE
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S II

THE RUN
KE

PREVIEWS

TONY HETHERINGTON



ACADEMY

Here's an exclusive first look at the long awaited sequel to CRL's *Tau Ceti*.
Written by Pete Cooke the game casts you in the role of an Academy cadet.

To qualify you must successfully complete a series of missions ranging from a search for a specific building to a less subtle blast anything that moves.

Each mission is set on a different planet in the Tau Ceti system (full data is provided in the mission briefing) and requires a specific skimmer for the job.

You can use either one of the three provided or customise your own choosing from a selection of lasers, missiles, flares, power units and navigational devices.

The actual ship you build will reflect the mission you're about to embark on. A ship designed for exploring planets will need a lot of fuel, navigational equipment and enough weaponry to keep you alive where as a blast-them ship needs a lot of missiles.

Academy will be ready for Spectrum recruits in November with other versions to follow.

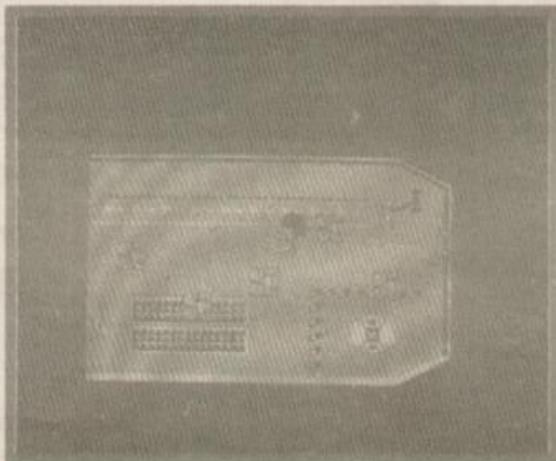
URIDIUM

At last, *Uridium* on the Spectrum!
This eagerly awaited conversion of Andrew Braybrook's C64 shoot-em-up will be released at the end of October.

Here you see just part of one of the alien Super-Dreadnoughts that are draining the universe's resources.

Your job is to pilot your Manta fighter along the 3D surface destroying everything in sight.

Read all about this exciting game next week in BANG.



CONTACT SAM CRUISE

Microsphere the people who brought you *Skooldaze* and *Back to Skool* haven't disappeared off to sunnier climes. Instead, they've been beavering away creating *Contact Sam Cruise*.

It's a game featuring a Forties style private detective set in a sleazy city.

The city's just got itself a new mayor but also suddenly lost a lot of people. Your job is to find them and see if there's any connection at all with the new statues that have appeared by the river.

Sam will be on the Spectrum trail in November.



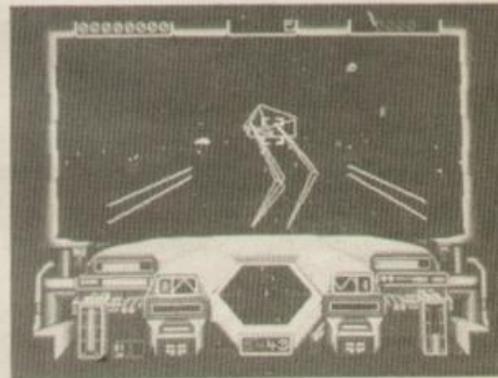
STARGLIDER

This is Rainbird's *Starglider*. A game available now for incredibly expensive machines like the Atari ST but expected out in Spectrum, C64 and Atari formats before Christmas.

The game is a 3D *Star Wars* style arcade game in which you must blast as many walkers, stompers and other assorted aliens before they get you.

The plot is incredibly complex and explained fully in the 64 page novella supplied in the box along with a poster and full playing instructions.

A combined 48k/128k Spectrum version is due out in six weeks time with a C64 conversion to follow.



GAUNTLET II

While US Gold add the final touches to the computer conversion of *Gauntlet* the sequel of this coin-op classic has appeared in the arcades.

Gauntlet II features more four player action as elves, warriors, wizards and valkeries explore an even bigger dungeon.

Added features include floor tiles that stun and drain health points, super sorcerers, slime monsters and chests that need keys to open them.

Gauntlet II is sure to follow the success of the record breaking original that packed the arcades last summer.

Order your copies of BANG now as we'll be featuring *Gauntlet II* as our first COIN-OP CLASSIC.

BLAZING THE TRAIL

So you think you're a games player. Then prepare yourself for the gauntlet thrown down by Gremlin Graphics in the shape of *Trailblazer*. It will test your determination, speed and dexterity to their limits. TONY HETHERINGTON accepts the challenge.



Thundering along a track at breakneck speed is the object of this incredibly addictive game.

The track in question hurtles out of the screen and threatens to mesmerise the unwary trailblazer. This would be fatal since one wrong move could send you plummeting into the void.

The aim of the game is simply to guide a ball down a track within an allotted time limit while avoiding the holes and other obstacles. Unfortunately playing the game isn't that easy.

The track is suspended in mid space and is constructed from coloured squares. The normal colour for these squares is a chequered pattern of light and dark brown. Any variation from this could mean trouble.

Holes in the track mean only one thing and that's a one way trip to oblivion.

Ball Control

To succeed in *Trailblazer* you will have to master ball control and the simple moves roll left, roll right, accelerate, brake and bounce. These are as easy as they seem to perform with either joystick or defined keyboard but it is essential to use them at the right time and in the correct order. Remember also you won't have any time to think about it so you will have to learn either by trial and error or by reading the track just before it reaches you.

The real challenge comes when the squares and gaps combine to create traps that are almost impossible to get through.

Single jump or speed up squares in mid air that must be landed on with precision to give you a chance to reach the rest of the track. A strip of jump squares

leads to the edge but these are a trap as they'll carry you past the squares and drop you down into the abyss.

Whole bands of slow down squares must be avoided or you'll lose valuable time. Jump and speed squares will be there but you'll need supreme control to reach them.

Scupper your attempts

In the C64 version purple squares are strategically positioned to obstruct warp runs to scupper your attempts to grab a bonus.

The favoured trap for Spectrum and Amstrad blazers are platforms shaped as letters which must either be steered round or leapt over.

To make things even tougher, you are limited to the number of jumps you can use on a track (four in the Spectrum and Amstrad versions, C64 blazers get seven). You're even encouraged to conserve these since they are get for later runs.

Should you manage to complete a track then you receive a bonus based on the time remaining and are thrown straight into track two.

If you don't think you can stand the pace of the 14 tracks waiting to challenge you then use the three practice runs to develop your skills. These tracks are identical to the first three real screens but you have almost treble the time and unlimited jumps to complete them in.

Warp squares

Trailblazer is an incredible game that will test your speed, dexterity and determination to the limits. The C64 version takes the game even further!

The addition of warp and block squares and an extra seven tracks pales into insignificance when you play the two player game.

Nothing you have ever played before can prepare you for this. Played on a split screen display you not only have to complete the course avoiding all the gaps and traps but beat your human or computer opponent.

Tactics will naturally vary from player to player. Some will rush ahead hoping their opponent will fall foul of a trap and lose valuable time where as others will be more vindictive and try to force the other ball off the track.

A fast, furious, frustratingly addictive, original game. What more could you want? □

This isn't fatal

Surprisingly, this isn't fatal as you return after wasting valuable seconds. Run out of time and then you run out of game.

The other important squares vary from version to version as do the colours representing them (especially confusing if you're trying to play three different versions at once like I am).

All *Trailblazers* have squares that speed you up and slow you down as well as one that causes you to bounce (safely over a gap or perhaps into one) and even one that reverses the controls so when you mean to roll right you actually move in the opposite direction!

The Spectrum avoids its attribute smudging problem by dispensing with the colours and uses shaded squares instead. This is at first confusing but you soon get used to it and it's a lot better than the blurred alternative.

The C64 version adds two more squares: a purple square that throws you back and must be steered round and white warp squares. When warped your speed increases dramatically which scores you massive bonus points as long as you stay on the track and away from purple squares.

TRAILBLAZER:
Two player action C64-style

TRAILBLAZER
C64, Spectrum,
Amstrad, Atari,
MSX and C16
Gremlin Graphics
£7.95 (C16 —
£6.95, Atari £9.95)
Released —
October 27th



REVIEW

PRODIGY Electric Dreams Spectrum, Amstrad £7.95

"The synthetic man changes nappy" so runs the storyline of *Prodigy* - a cute game of baffling complexity.

The plot concerns solo (an astronaut of sorts), Nejo (a baby) and their attempt to escape the four zones of the Mechlab.

To accomplish functions like feeding the baby, or replenishing oxygen, you will have to visit certain zones several times.

Fortunately, there are teleporters - but to balance this there are a proliferation of nannies (bloberites and globewels to be precise) some of which will shunt you unceremoniously back to the start. This is amusing

at first but will soon become more than a little tiresome. Nevertheless the blurb assures me I have a bubblegun to fight them with - so what the heck...

Easy? No such luck. If you think my synopsis is confusing you should try playing the game.

Unlike *Aliens 8*, to which it bears some similarities, where the nature of the objects and traps are visually obvious, in *Prodigy* life is distinctly more extra-terrestrial. The blurb speaks of 'the lockfire' and 'the computer centre' and later of keys and security units, but what they look like is anybody's guess.

Normally this wouldn't be a problem, but in a game where exploration is rewarded either by a violent escort back to the start, or teleportation to God-knows-where, such obscurity is not helpful. Obviously these effects are sensible in the context of the plot but I would have appreciated greater concern for gameplay.

The bubblegun, for instance, doesn't seem to have any effect, and controlling Nejo is virtually impossible unless you're moving in a straight line at a snail's pace.

On the plus side *Prodigy* is a feast for the eyes (especially on the Amstrad) with excellent animation and some of the best 4-way scrolling I've seen. But the screens are cluttered, and without the leisurely pace of *Knight Lore* to sort the problems out, the game fast becomes unplayable.

All in all I've seen isometric 3-D used to much better effect, and I'm sure you will have too...

Tina Milan

CONFUSING

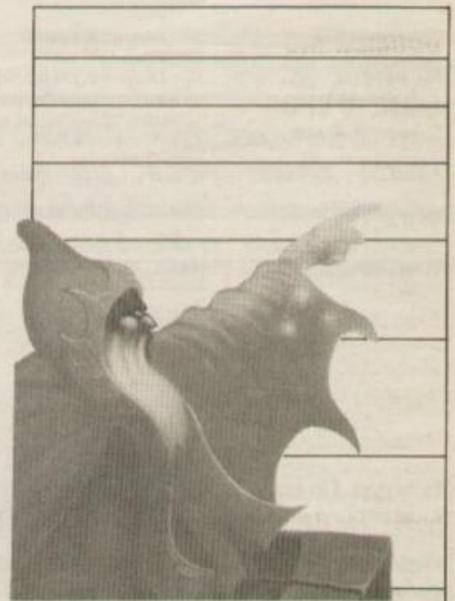
DRUID Spectrum Firebird £7.95

The Spectrum version of Firebird's *Gauntlet* style game captures all the excitement of the original C64 version reviewed in *BANG 1*.

You play a druid who must fight his way past deadly ghosts, demons, beetles, snakes and wraiths and destroy four skulls created by the Princes of Darkness.

The game begins in a forest swarming with ghosts and beetles. These can be blasted using the water, fire or electricity spells available to the well dressed druid.

Eventually you will run out of these spells but luckily they can be replenished from chests strewn around the game.



Opening a chest reveals a choice of spells ranging from more combat spells (eg 37 water or 14 five spells) to invisibility, key to open doors to lower levels, chaos to destroy a skull and golem that produces a controllable statue that follows you around blocking the enemies attacks.

As the minions of darkness take their toll your energy decreases. This can be restored by standing on a pentagram, but will you find one in time.

The skill of the game

revolves around knowing what to take from the chests and which spell to use against the various critters. For example one water spell will see off a ghost but it will take three to take out a beetle.

A fascinating mixture of arcade and strategy combined with *Gauntlet* style graphics.

Tony Hetherington

WINNER

ARISE SIR BOB

ANOTHER
SOOPER
COMPO! ★

IS THAT IT?

How many of you *BANG* readers did anything for the Ethiopian Appeal or even participated in events held for the good of the starving, dying millions in Africa? Scruffy, unshaven, foul-mouthed ex-punk Bob Geldof didn't just tip a pound or two into the Children In Need collection tin: he inspired world conscience with Band Aid.

That was merely the beginning and served to trigger many other fund raising events that turned up millions for the desperate people of wasteland Africa. He certainly kicked the arse of the world into gear and personally made sure that financial help was given to those who needed it.

Penguin Books have published Sir Bob's autobiography *Is That It?* *BANG* have ten copies of it to give away.

For this you don't have to dig into your pockets - all you have to do to get a copy of *Is That It?* is to come up with an alternative title to Bob Geldof's book.

Send your suggestions into Tania Yates, *BANG*, BTC, Bessemer Drive, Stevenage, Herts, SG1 2DX. Have your entries in by October 2nd.

Name _____
 Address _____
 Age _____
 Suggestion _____

**DOOMDARKS
REVENGE**
Amstrad CPC
Beyond Software
£9.95

The story so far: having kicked the proverbials out of Doomdark, Luxor, Morkin and Rorthron went forth to kick the proverbials out of his daughter Shareth. Unfortunately, Morkin (little pratt that he was) got himself kidnapped and incarcerated (up!) in one of the Polar regions, but the heroes were joined by Tarithel the Fey to break him out.

Off they went into Icemark (all 32,000 locations of it) and so plods on the terrible soundtrack story, that accompanies this exceptional game.

Yes, folks - it's *Lords of Midnight II* - and sure again Mike Singleton demonstrates his grasp of Wargaming and Adventuring, adding to it a programming skill rarely seen these days.

The systems of fighting, recruiting and moving are the same as *L.O.M.*'s and too complex to describe here.

So too are the graphics, with a few cosmetic changes of detail and colour. This time, however, the tactics of achieving victory are more to do with forming (and keeping) alliances and this review cannot do justice to the depth and variety of possible strategies. Just consider it another irreplaceable item in any software collection and far better suited to the Amstrad than either the Spectrum or the Commodore.

It makes you wonder why Singleton wasted so long on *Quake Minus One*, and now on *Star Trek* instead of finishing the *Midnight Trilogy* which would give so many people so much enjoyment.

If there are criticisms, they are these:

- 1) The proliferation of characters (Dwarves, Barbarians, Giants, Fey, loelords) makes the mid and end-games hellishly long.
- 2) The 'political' aspect of this game seems at times arbitrary. There is, perhaps, too much detail to maintain the unity of purpose that made *L.O.M.* so addictive.
- 3) *Doomdark* does not represent the same quantum leap in

programming as the original *L.O.M.* Some of the new ideas; the tunnels, the mist and the laths, for instance, add little to the game play and often frustrates the player.

Still, these are minor criticisms of a masterpiece.

Beyond must look back on *Doomdark* and wonder what happened to the Midas touch of '85 that made them Number One. Here's hoping for a return to former glory, guys.

Tina Milan



CLASSIC

Spy Vs Spy the Arctic Antics takes place in the wintry conditions of the Arctic complete with igloos, polar bears, penguins, snow blizzards and other natural hazards. Your mission is to find a space helmet,

navigation chart, uranium cube and the "master carrier". Once you have recovered all these items you can enter your rocket and head for outer space.

GAME ELEMENTS
Booby trapped ice, snowball fights, water buckets, snow shoes, saws, TNT, ice slicks, drifting snow, deadly icicles.

PROGRAM FEATURES
Full scrolling screens, Real Time Animation,

Simulvision - both players active at the same time. Booby trap construction, Joystick or keyboard One or Two player option and for the first time in the Spy series there is Interiors and Exteriors, where Spies can enter igloos.

Available for Commodore 64/128, Atari 400/800/XL/XE48K ram cassette 9.95 disk 14.95

Available from all good computer stores or post free from:
Databyte, 15 Wolsey Mews, London NW5 2DX Telephone 01-482 1755

DATABYTE

Looking for a game to recreate the action of Major League Baseball? TONY HETHERINGTON

gives you the rundown >>>



BASE HITS

Finding a computer game that recreates the excitement of Major League Baseball isn't very easy.

The problem is that there aren't very many since baseball is only just starting over here.

Channel 4's first program was excellent and the line up of programmes to cover the world series is intriguing (baseball on Sunday, Tuesday and Friday!).

So what are the best alternatives to mimic the exploits of the Boston Red Sox and New York Mets? Three challenges take the field.

First base

The first contender is the only British entry with Imagine's *World Series Baseball*.

Unfortunately, limited pitching options turn this into a hitting match which isn't saved from mediocrity by the invasion of cheerleaders between innings.

During the game the scoreboard doubles as a giant TV screen showing a close up of the pitcher as he throws the ball to the batter. However, this is only a side view which makes it difficult to tell the balls from the strikes.

The same is also true of Activision's *Star League Baseball* as the game gives you a side view (from slightly above) of the whole field. This not only makes it difficult to hit the ball but tricky to move the fielders or

pass it to the right base. Since right and left are 2nd and home base rather than the more natural 1st and 3rd.

This causes unforced errors that can lose you matches particularly against the computer opponents (where you need all the help you can get).

Star League Baseball has some added features including a choice of pitchers between "Heat" Muldoon, "Curves" Cassidy, and "Knucies" Flanagan. Each offers you a different selection of pitches as selecting the liners (placers) or sloggers chooses a style of batting.

Then if you find that a bit too much you can always practise batting against the pitching of the infamous Muldoon!

Second base

My pick of the bunch is without doubt *Hardball*.

Originated by a new American software house called Accolade and released on the C64 over here by US Gold the game features stunning graphics.

The screen shows the view from behind the pitcher as he winds up to throw. In front of him stands the batter hoping to knock it out of the ground. It's the view you see regularly on the TV rather than the computer screen.

The gameplay is actually simpler than the other two yet offers more options creating a simple yet challenging game.

Both the batter and the pitcher select options by moving the joystick in one of four directions. By repeating this the pitcher decides the type of ball, fast, changeup, sinker, curveball, offspeed and so on and whether it's to be pitched at the strike zone or to the left, right above or under it. Meanwhile the batter selects whether to bunt or bat hitting the ball inside, outside, high or low and also deciding whether any runners on bases will attempt to steal!

Home base

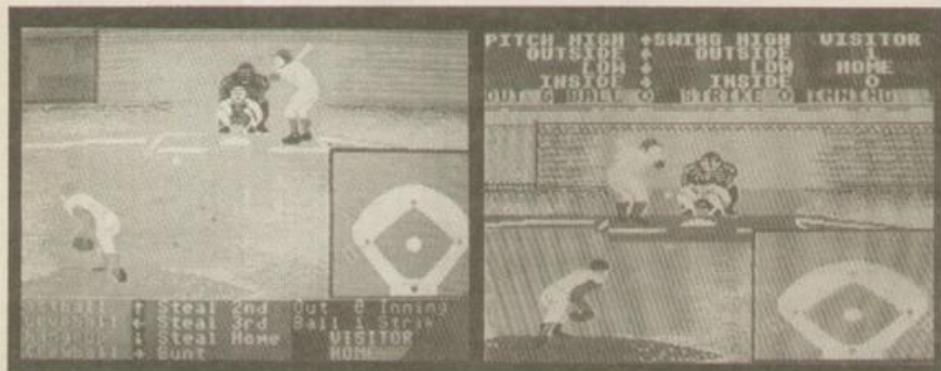
If the batter misses the ball then most of that is academic but if he hits it the screen changes to a more traditional computer looking display as fielders chase the ball in an attempt to get the runners out.

The real depth of the game comes in the ability to substitute players, particularly the pitcher. This results in a new set of available pitches which is guaranteed to produce results (perhaps not the results you want!)

US Gold has just released the Atari version which is identical to the C64 game.

The Spectrum version is due for immediate release, not from US Gold (who claimed it couldn't be done), but by a new British company, Advanced Computer Promotions.

As you can see from the screenshot the conversion is remarkable with an almost identical pitching screen. The Spectrum only shows its limitations when the ball is hit into the field but it is still the same excellent game. □



HARDBALL C64 & SPECTRUM: Spot the difference

BASEBALL: TV TIMES

Sunday 19th Oct 12.30pm
Tuesday 21st Oct 6pm
Friday 24th Oct 6pm
Sunday 26th Oct 12.30pm
Tuesday 28th Oct 6pm

On Channel 4 — natch

CHARTS

GAMES 50

1 (1)	PAPERBOY	Elite
2 (—)	LIGHT FORCE	FTL
3 (2)	DRUID	Firebird
4 (3)	TRIVIAL PURSUIT	Domark
5 (5)	DRAGONS LAIR	Software Projects
6 (—)	PUB GAMES	Alligata
7 (—)	STREET HAWK	Ocean
8 (9)	A C E	Cascade
9 (—)	STRIKE FORCE COBRA	Piranha
10 (7)	DAN DARE	Virgin
11 (8)	ALLEYKAT	Hewson Consultants
12 (re)	INTERNATIONAL KARATE	System 3
13 (12)	STRIKE FORCE HARRIER	Mirrorsoft
14 (4)	SUPER CYCLE	Epyx/US Gold
15 (19)	TT RACER	Digital Integration
16 (15)	GREEN BERET	Imagine
17 (11)	GHOSTS AND GOBLINS	Elite
18 (14)	NIGHTMARE RALLY	Ocean
19 (—)	TRAP DOOR	Piranha
20 (6)	JACK THE NIPPER	Gremlin Graphics
21 (18)	KUNG FU MASTER	Data East/US Gold
22 (10)	GLIDER RIDER	Quicksilva
23 (13)	AMERICAN FOOTBALL	Mind Games
24 (22)	BEST OF BEYOND	Beyond
25 (21)	ELITE	Firebird
26 (24)	YIE AR KUNG FU	Imagine
27 (17)	ASTERIX AND THE MAGIC CAULDRON	Melbourne House
28 (—)	VERA CRUZ AFFAIR	Infogrames
29 (—)	NOW GAMES 3	Virgin
30 (27)	COMMANDO	Elite
31 (16)	KNIGHT RIDER	Ocean
32 (25)	HEAD COACH	Addictive
33 (23)	PARALLAX	Ocean
34 (38)	MISSION ELEVATOR	Eurogold
35 (49)	JEWELS OF DARKNESS	Rainbird
36 (31)	THEATRE EUROPE	PSS
37 (43)	WINTER EVENTS	Anco
38 (35)	FOOTBALL MANAGER	Addictive
39 (42)	COLUSSUS CHESS 4.C	CDS
40 (30)	SPY HUNTER	Sega/US Gold
41 (46)	RAID OVER MOSCOW	Access/US Gold
42 (—)	HARDBALL	Accolade/US Gold
43 (—)	HACKER 2	Activision
44 (—)	WAY OF THE TIGER	Gremlin Graphics
45 (—)	DANTES INFERNO	Beyond
46 (—)	AMTIX ACCOLADES	Gremlin Graphics
47 (re)	BATMAN	Ocean
48 (41)	WINTER GAMES	Epyx/US Gold
49 (37)	KNIGHT GAMES	English
50 (20)	LEADERBOARD	Access/US Gold

SPECTRUM 20

1 (1)	Paperboy	Elite
2 (—)	Light Force	FTL
3 (—)	Strike Force Cobra	Piranha
4 (—)	Street Hawk	Ocean
5 (2)	Dragons Lair	Software Projects
6 (13)	TT Racer	Digital Integration
7 (5)	Thrust	Firebird
8 (3)	Storm	Mastertronic
9 (6)	Universal Hero	Mastertronic
10 (7)	Nightmare Rally	Ocean
11 (—)	Trap Door	Piranha
12 (8)	Kai Temple	Firebird
13 (10)	Video Olympics	Mastertronic
14 (9)	A C E	Cascade
15 (—)	Pub Games	Alligata
16 (12)	Trivial Pursuit	Domark
17 (16)	Ollie and Lisa	Firebird
18 (14)	Strike Force 3D	299 Classics
19 (15)	Happiest Days	Firebird
20 (re)	Full Throttle	299 Classics

CS4 20

1 (1)	Droid	Firebird
2 (2)	Go For Gold	Americana
3 (4)	Alleykat	Hewson Consultants
4 (6)	Warhawk	Firebird
5 (3)	Super Cycle	Epyx/US Gold
6 (5)	Ninja	Mastertronic
7 (—)	Pub Games	Alligata
8 (10)	Trivial Pursuit	Domark
9 (12)	Dragons Lair	Software Projects
10 (9)	Dan Dare	Virgin
11 (8)	Asterix and the Magic Cauldron	Melbourne House
12 (14)	Speed King	Mastertronic
13 (13)	Parallax	Ocean
14 (16)	A C E	Cascade
15 (18)	Green Beret	Imagine
16 (7)	Jack the Nipper	Gremlin Graphics
17 (—)	Harvey Headbanger	Firebird
18 (—)	Strike Force Harrier	Mirrorsoft
19 (—)	Happiest Days	Firebird
20 (15)	Ghosts and Goblins	Elite

BUDGET 20

1	(1)	Thrust	Firebird
2	(3)	Speed King	Mastertronic
3	(4)	Ninja Master	Firebird
4	(6)	Ninja	Mastertronic
5	(12)	Video Poker	Mastertronic
6	(2)	Go For Gold	Americana
7	(5)	Kane	Mastertronic
8	(9)	Warhawk	Firebird
9	(18)	Happiest Days	Firebird
10	(7)	Storm	Mastertronic
11	(re)	FormulaOne Simulator	Mastertronic
12	(8)	Finders Keepers	Mastertronic
13	(13)	Universal Hero	Mastertronic
14	(re)	Kai Temple	Firebird
15	(10)	Bomb Scare	Firebird
16	(—)	Ollie and Lisa	Firebird
17	(—)	Starstrike 3D	299 Classics
18	(11)	Vegas Jackpot	Mastertronic
19	(14)	Apprentice	Mastertronic
20	(re)	Full Throttle	299 Classics

AMSTRAD 10

1	(3)	Thrust	Firebird
2	(2)	Speed King	Mastertronic
3	(1)	Apprentice	Mastertronic
4	(—)	Hero of the Golden Talisman	Mastertronic
5	(4)	Kane	Mastertronic
6	(—)	Street Hawk	Ocean
7	(6)	Trivial Pursuit	Domark
8	(—)	Amix Accolade	Gremlin Graphics
9	(re)	Ninja Master	Firebird
10	(9)	Five A Side Soccer	Mastertronic

C16 10

1	(1)	Finders Keepers	Mastertronic
2	(—)	Video Poker	Mastertronic
3	(re)	Booty	Firebird
4	(2)	Speed King	Mastertronic
5	(—)	International Karate	Endurance
6	(6)	Winter Events	Anco
7	(5)	Street Olympics	Mastertronic
8	(7)	Yie Ar Kung Fu	Imagine
9	(—)	Varmit	Players
10	(re)	FormulaOne Simulator	Mastertronic

MSX 10

1	(1)	Speed King	Mastertronic
2	(3)	Foot Volley	Players
3	(6)	International Karate	Endurance
4	(4)	Vestron	Players
5	(5)	Knight Tyme	Mastertronic
6	(re)	Scrabble	Leisure Genius
7	(9)	FormulaOne Simulator	Mastertronic
8	(re)	Monopoly	Leisure Genius
9	(2)	Molecule Man	Mastertronic
10	(—)	Artist	Softek

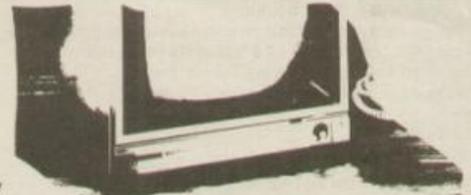
BEEB 10

1	(1)	Kane	Mastertronic
2	(2)	Spy Hunter	Sega/US Gold
3	(3)	Psycastris	Audiogenic
4	(5)	Vegas Jackpot	Mastertronic
5	(—)	Raid Over Moscow	Access/US Gold
6	(re)	Mini Office 2	Database
7	(6)	Trivial Pursuit	Domark
8	(re)	Commonwealth Games	Tynesoft
9	(4)	Thrust	Superior
10	(re)	Computer Hits (10)	Beau Jolly

ATARI 10

1	(2)	Ninja	Mastertronic
2	(1)	Ninja Master	Firebird
3	(—)	Olympic Skier	Americana
4	(3)	Thrust	Firebird
5	(4)	Spellbound	Mastertronic
6	(—)	Hardball	Accolade/US Gold
7	(re)	Kik Start	Mastertronic
8	(7)	Smash Hits 5	English
9	(10)	Raid Over Moscow	Access/US Gold
10	(re)	Collapse	Firebird

TELLY TOP TENS



BBC1

1	Eastenders (Tue/Sun)
2	Eastenders (Thu/Sun)
3	Only Fools and Horses
4	Howards Way
5	In Sickness and in Health
6	Open All Hours
7	Ever Decreasing Circles
8	Russ Abbot Show
9	Animal Squad
10	Brush Strokes

Indiv.	
*Viewing	
(millions)	
	21.70
	18.65
	17.50
	12.40
	12.10
	11.10
	10.70
	10.45
	10.25
	9.30



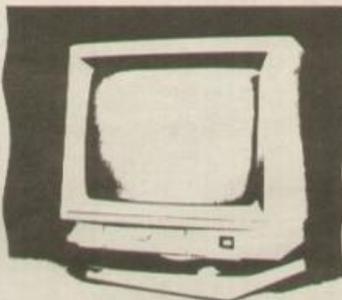
ITV

1	In Private, In Public: The Prince and Princess of Wales	ITN	18.45
2	Coronation Street (Wed)	Granada	15.05
3	Coronation Street (Mon)	Granada	14.65
4	Blind Date	LWT	13.85
5	3-2-1	Yorkshire	12.10
6	Crossroads (Tue)	Central	11.85
7	Crossroads (Wed)	Central	11.50
8	Emmerdale Farm (Tue)	Yorkshire	11.20
9	Dempsey and Makepeace	LWT	11.15
10	Crossroads (Thur)	Central	10.80

BBC2

1	Paul Daniels Magic Show
2	Alas Smith and Jones
3	Naked Video
4	Moonlighting
5	True Confessions
6	M*A*S*H
7	The Odd Angry Shot
8	Star Trek
9	The Two Mrs Carrolls
10	Screenplay: Shift Work

	5.65
	5.45
	5.20
	4.95
	4.55
	4.50
	4.05
	3.60
	3.40
	3.30



CHANNEL 4

1	Brookside (Tue/Sat)	5.30
2	Brookside (Mon/Sat)	4.30
3	The Cosby Show	4.00
4	St Elsewhere	3.55
5	Gardeners' Calendar	2.60
5	American Football	2.60
7	Golden Girls	2.55
8	Budgie	2.50
9	1918	2.35
10	4 What It's Worth	2.15
10	Hill Street Blues	2.15

SCAN

CHARTING THE PARTS BANG CANNOT REACH

TV * VIDEO * MUSIC * FILM *

Spit on vinyl

Spitting Image has followed up its summer number one hit single by releasing an album of songs and sketches called *Spit In Your Ear*.

Not content with inflicting *The Chicken Song* on an unsuspecting public, Virgin has lumped together over forty sketches and songs from the three series.

Latex voices

Spitting Image Productions' Alice Cooper told BANG: "We were asked to do an LP by Virgin so we thought to ourselves, why not?"

Some of the latex voices — if there are such things — included on the album are those of Maggie Thatcher, Ronnie Reagan, Botha, Spock, Donald Sinden and Bernard Manning.

Di as Madonna, Willy as a Sputnik

There is also a group called The Royals which features the Queen as a member of (yuk) Queen, Prince Philip as Prince, Di as Madonna, Charles as a Spandau and Willy as a Sputnik.

Inevitably there is also a new version of *The Chicken Song*. This one is billed as a "celebrity mega mix" featuring Frank Sinatra, Tina Turner, Bruce Springsteen, Cilla Black and Dolly Parton.

Beards

If you're a real *Spitting Image* freak you might be interested to know that some of the tracks are *Black Moustache* (Prince), *Hello You Must Be Going* (Phil Collins) and *We've Got Beards* (ZZ Top). But as you're probably not we'll miss that bit out.

FILMS

LONDON TOP TEN

- 1 (—) TOP GUN
- 2 (1) ALIENS
- 3 (2) MONA LISA
- 4 (3) ABOUT LAST NIGHT
- 5 (5) A ROOM WITH A VIEW
- 6 (4) BETTY BLUE
- 7 (7) HANNAH AND HER SISTERS
- 8 (8) F/X: MURDER BY ILLUSION
- 9 (10) HIGHLANDER
- 10 (6) POLTERGEIST TWO: THE OTHER SIDE

Screen INTERNATIONAL



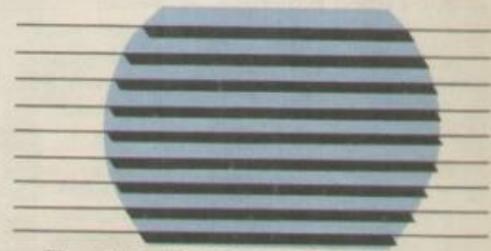
"Get down, mega groovy hip-hop and all that"

VIDEOS

RENTAL TOP 20

- 1 (1) DEATH WISH 3 (Guild Home Video)
- 2 (2) NO RETREAT NO SURRENDER (Entertainment In Video)
- 3 (3) RAMBO — FIRST BLOOD PART 2 (Cannon)
- 4 (5) GOONIES (Warner)
- 5 (4) PROTECTOR (Warner)
- 6 (10) NIGHTMARE ON ELM STREET (CBS/FOX)
- 7 (7) LEGEND (Cannon)
- 8 (6) RETURN OF THE LIVING DEAD (Vestron)
- 9 (9) COCOON (CBS/FOX)
- 10 (8) D.A.R.Y.L. (RCA/Columbia)
- 11 (13) MAD MAX — BEYOND THE THUNDERDOME (Warner)
- 12 (12) GOTCHA (CIC)
- 13 (—) FLETCH (CIC)
- 14 (14) WEIRD SCIENCE (CIC)
- 15 (20) GREMLINS (Warner)
- 16 (—) KING DAVID (CIC)
- 17 (11) WITNESS (CIC)
- 18 (15) POLICE ACADEMY 2: THE FIRST ASSIGNMENT (Warner)
- 19 (re) EMERALD FOREST (Embassy)
- 20 (—) KILLING FIELDS (Cannon)

* 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 (3) ALCHEMY LIVE (Channel 5)
DIRE STRAITS
- 4 (5) BROTHERS IN ARMS (P'gram)
DIRE STRAITS
- 5 (7) No.1 VIDEO HITS (RCA/Columbia)
WHITNEY HOUSTON
- 6 (6) LIVE IN RIO (PMI)
QUEEN
- 7 (14) LUXURY OF LIFE (RCA/Columbia)
FIVE STAR
- 8 (4) HITS 1980-1986 (CBS/FOX)
ADAM ANT
- 9 (8) WE WILL ROCK YOU (Peppermint)
QUEEN
- 10 (9) THE VIRGIN TOUR (WEA)
MADONNA
- 11 (15) GREATEST FLIX (PMI)
QUEEN
- 12 (10) THE REAL BUDDY HOLLY STORY (PMI)
VARIOUS
- 13 (—) SPECIAL FROM SPECTRUM (Polygram)
DIO
- 14 (—) GREATEST HITS (RCA/Columbia)
BUCKS FIZZ
- 15 (20) VIDEO EP (PMI)
FREDDIE MERCURY
- 16 (11) WHAM: THE VIDEO (CBS/FOX)
WHAM
- 17 (18) VIDEO SNAP (Channel 5)
THE JAM
- 18 (—) VIDEO REWIND (Vestron)
THE ROLLING STONES
- 19 (—) ALL NIGHT LONG (RCA/Columbia)
LIONEL RICHIE
- 20 (12) THE VIDEOSINGLES (Polygram)
LEVEL 42



tittle tattle

WHAT A feast of TV goodies and not-so-goodies we have for you this week. Leading the pack is that lovable woofa **Kenny Everett** with *The Kenny Everett Television Show* (BBC1 Thurs).

The new series promises more hit and miss sketches and some new characters. He starts a weekly **Foreign Legion** caper which revolves around the adventures of **Beau D'Iddley** and his brothers **Hedley D'Iddley** and **Ridley D'Iddley**. He also searches for the rightful owner of **Jimmy Hill's** chin.

Just a couple of furlongs behind we find that old faithful *Fawcett Towers* (BBC1 Mon) closely followed by *MASH* (BBC2 Wed), both are motoring along nicely and well fancied.

... Talking of fancied if you took my advice and watched *Annika* (C4 Thurs) last week you might have noticed that English boy Alan is well into his little blonde Swede (in more ways than one). Anyway, this week he can't bear being parted from her and pootles off on his motorbike to Volvoland. Don't miss it!

Films, you want 'em we've got 'em. Best offering this week is *The Year Of Living Dangerously* (BBC1 Sat). *Mad Max* star **Mel Gibson** slips out of the leather and studs to get mixed up in revolution Indonesian-style. If anyone's interested his co-star is **Sigourney Weaver**, currently blowing up nasties all over the country in *Aliens*.

... Beeb two on Saturday offers a couple of **Frederico Fellini** produced films *And The Ship Sails On* and *Invitation To Hell*. Not to be outdone in the obscure stakes Channel Four offers another red triangle number on Friday with *Identification Of A Woman*. If you haven't heard yet, the red triangle means it's rude. Nice of 'em to tell us innit?

I know I keep going on about *Hold Tight* (ITV Wed) every week but they've gone and got another fabbo group to appear on it. This week it's *The Woodentops*. The old **Depeche Mode** man **Vince Clarke** also appears with his new band **Erasure**.

Bet you didn't know that Britain is only a whisker away from staging the **1992 Olympics**. Well the big decision is made next week. The places up for the cup are Amsterdam, Barcelona, Belgrade (that's Yugoslavia for all you donkheads out there), Birmingham, Brisbane and Paris. Of course it'll be all over the telly. Big progs on it are *The Bid* (BBC1 Wed) and *Going For Gold* (C4 Thurs). Fingers crossed for Blighty everyone...

All the computer heads will want to know that **Sir Clive Sinclair** is on *Micro Live* (BBC2 Fri) but this is a non-computers slot so it's getting ignored.

... Good news for all who live in HTV land (no I'm not sure where that is either) and like a good bit of nookie. Sexy **Paul Nicholas** stars in *The World Is Full Of Married Men* (HTV Fri) and he does it just for you.

Channel Four loves digging up old faves and it's found two more with *Hogan's Heroes* (Wed).

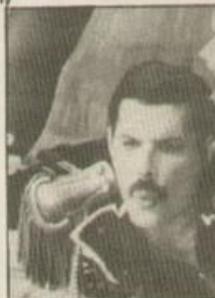


"I am a man - this is a computer. I am interesting - the computer isn't. Very simple, really"

and *The Waltons* (Sun) both returning. Now you can mix your mom's apple pie with **Colonel Klink's** sauerkraut, er... well something like that anyway.

Right lastly here's a poser for you. **Freddie Mercury**. No, seriously folks. Have a guess what this new series is. "The adventures of Henry Hooper, whose obsessions include dustbins, dead hedgehogs and **Desperate Dan**."

Answers on a ten pound note to **Charley**,



Is this man really a poser? You decide **Le Bank de Swiss, Zurich** (that's Switzerland donkheads!) **CHARLEY HUNT**

Walt's it all about?

THE GREAT MOUSE DETECTIVE — (U)

Starring: (Voices) Vincent Price, Barri Ingham
Directors: John Musker, Ron Clements, Dave Michener and Bernie Mattinson

Release: End of October

The autumn half term holiday is here again and with it a new animated feature from Walt Disney studios.

The Great Mouse Detective is an anthropomorphized version of Sherlock Holmes with Basil of Baker Street, the detective of the title, intent on outwitting the nefarious Professor Rattigan.

Basil's peace is disturbed in the mouse mansion underneath 221b Baker Street by distraught Olivia Flaversham, whose father has been kidnapped by a droop-winged, peg-legged bat.

Basil realises from the description the bat is Sigit Rattigan's side kick. Before you can say "the game is afoot Watson", Basil sets out with his companion Dr Dawson and Olivia to find her father.

The Great Mouse Detective is an enjoyable and welcome addition to the Disney universe. One of the nicest aspects of the film is the return to the old style quality of animation, certainly in terms of atmosphere.

The story may be predictable but the characters are engaging mainly due to the voices which really bring them to life, particularly the wonderfully wicked Vincent Price as Rattigan.

For an example of Disney fare (made incidentally, by using the latest computer assisted animation technique), the film is quite violent.

Children of all ages will enjoy it.

This one certainly did.



Some people say computer games have cartoon-like graphics. Walt disnae...

AMERICAN FOOTBALL

Channel 4, Sunday 6 pm

WEEK 6 RESULTS

Buffalo Bills	14	27	Miami Dolphins
Chicago Bears	20	7	Houston Oilers
Denver Broncos	31	14	San Diego Chargers
Detroit Lions	21	14	Green Bay Packers
Kansas City Chiefs	7	30	Cleveland Browns
Los Angeles Rams	14	26	Atlanta Falcons
Minnesota Vikings	27	24	San Francisco 49ers
New Orleans Saints	17	14	Indianapolis Colts
New York Jets	31	24	New England Patriots
Philadelphia Eagles	3	35	New York Giants
St Louis Cardinals	30	19	Tampa Bay Buccaneers
Seattle Seahawks	10	14	Los Angeles Raiders
Washington Redskins	6	30	Dallas Cowboys

NIGHTS IN BLACK SATIN

WITH DAVINA

Goodness knows Davina has lost her knickers in some unusual places. There can hardly be a sauna, massage parlour or gymnasium in London where an article of Davina's clothing hasn't accidentally done a bunk.

It's all that rampant excitement on the way in that does it - the promise of ecstasies as yet undreamed. Frankly, I can never get my clothes off fast enough - it's a sprint to the changing rooms, in and out the khazi, accoutrements stuffed in the cubby-hole, and bee-line made for the heat-room. Only trouble is the discovery at the time of return that vital vestments have either gone walky bye-byes or those that remain look like **Hilda Ogden's** cast-offs.

But there are limits. Mes cheries, Davina does have principles. Not that any spring to mind right this mo but I can definitely state there are selected venues where flashing the Y Fronts just isn't on. Like the Intensive Care Unit. Or the Darby and Joan Club. And certainly not at rock concertos although according to **Simple Minds** scrummy **Jim Kerr**, Davina is missing out on a whole new ball-game. In a manner of speaking, you understand.

The Scot with the lot takes up the story - "In America, we get loads of knickers thrown up on stage. It's kind of weird and I just wonder how it is they get them off." Well Jim, it's quite easy really. You put your left thumb above the elastic and your right pinkie goes underneath. Then wiggle your woggle and it's bums

away. If you've got a few spare minutes, I'll be happy to lay on a demonstration. Or anything else you may care to suggest.

On second thoughts maybe not, for beneath that demure exterior, Mrs Kerr, **Chrissie** (call me Rambette) **Hynde** is a lady so fearsome **Lloyd Honeyghan** once turned her down as a sparring partner. Must be the only woman he ever did.

The Pretender contender is most miffed that some of rock and roll's leading boat-races (**Whitney Houston**, **Tina Turner**, **Lionel** very **Rich-tea**) are allowing their celebrated mugs to be used to promote junk food. If she'd ever sampled the delights of Davina's "faggot casserole à la Mussolini" she might redefine her interpretation of the word "junk". Now there's a mince to make you wince.

But back in the centre circle:- "**Pepsi-cola** and other multi-million dollar companies are selling products that are no good to anyone. (Good of her to leave **British Leyland** out the list).

"How can these singers advertise Pepsi and influence the young people, (I think she means me) when they already eat too much crap anyway. It's disgraceful and they shouldn't be allowed to make

another record." In furtherance of Chrissie's complaints, a special force has been set up to monitor the situation. Who will hereinafter be known as "**The Zit Squad**".

La Hynde has further vented her fury by recording a number entitled *How much did you get for your soul?* One or two unkind bods have suggested that Chrissie's outburst is due to frustration at failing the audition for the starring role in **Wimpy's** pre-Christmas campaign. The company has decided they'd prefer someone whose personality the corporate can handle. No wonder **Jonathan King** is the red-hot favourite . . .

But Chrissie isn't always do-gooding. Come summer evenings, when the kids are safely in bed, the **Kerr/Hyndes** are wont to pop round to the **Cicccone/Penn's** for a quiet game of whist, Rugby League or Thai boxing.

One night amidst the usual banter about recording

commitments, washing machines and varicose veins, Chrissie Kerr thought it might be fun comparing notes and asked the Penns, "who wears the pants in your family?"

Hubby Penn, considering his answer carefully in view of the high probability of a loving wifely hook on the honker replied: "I take off the pants in this family. Who wears them doesn't make that much difference". I think I need a cold shower.

And on a similar theme, if there's one thing Davina really enjoys it's a nice gentle evening in the sole company of my very favourite objects. See if you can guess what they are? - they're about 7 inches long, hard on the outside, and can keep you occupied for absolutely hours. Oh, how I love bananas.

And it appears so do the **Royal Family** because **Prince**, having been mightily impressed by **Bananarama's** No 1 Stateside hitpick **Venus**, has volunteered to produce Les Girls next LP. I always suspected he had a hearing problem.

And hot from the Big Apple (or Big Cox as we girls call it) stand by your bunks for the results of the **Max Headroom** look-alike contest. Sponsored by a local radio station, the rules were obviously explained by a graduate from the **Janet Street-Porter School of Dictation**, as the winning contestant was, aherm, let's put this carefully, not a honky. In fact, passers-by mistook him for a refugee from the **Black and White Minstrel Show**.

Clearly embarrassed at having made such a preposterous error the judges were determined to get it right when awarding second prize. And promptly gave it to a contestant dressed as a TV set. What a bunch of Yankers. This story comes by courtesy of our "Sorry Magna can you repeat the question again?" Department.

I know that all you sensitive souls in Readership Land will share my regret at the relative absence from the column these past few weeks of matters

appertaining to the subject closest to Davina's heart. I refer, of course, to bonking. It appears the **IBA** threatened to insert a red triangle at the bottom of this page if there wasn't a swift reduction in Humpperty content.

But I simply cannot bear the thought of you not getting enough, so here's our man with the **Carl Lewis** haircut, **Grace Jones**, views on the subject: "Sex is life. Without sex I feel dead. I do like variety in my men and variety in the action. It can be quite boring otherwise." Right then, you heard the lady, we'll have an orderly queue. No pushing at the front and no coming back for seconds.

And finally still more **EastEnders** want to follow the ignoble pathway carved by **Nick Berry** and **Angie Dobbob**. No less than 4 major labels are trailing after **Oscar James**, who plays Tony, pater of Keivin. "I used to be a professional singer" Mr James reminds sceptics, "so I'm not jumping on the bandwagon". Who said anything about bandwagons? What we have here is a ten ton lorry.

James' manager, **Anne Chalice**, clearly oblivious to the finer feelings of ordinary folk (as she publishes the cobblers that passes for the works of **Rod Stewart**) says of her protege: "he will be a bigger star than any of the others - he's got real talent".

Oblivious to Miss C's snipings, other **Eastenders** continue to plan vinyl adventures. Leading the way is **Lofty** who's reworked **The Bay City Rollers** chestnut **Bye Bye Baby** closely followed by **Michelle** with a new version of the **Abba** oldie **I do, I do, I do, I do, no I don't**. But it's still a case of decisions, decisions for **Dirty Den** who emains torn between **Let's have another Ding Dong** and **Little Willy**.

Until next week's newsie from the floosie. Luv ya heaps

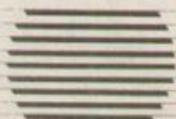
DAVINA



SCAN

It's all bad

MUSIC



CAMEO WORD UP (PHONOGRAM)

Cameo are back, *Word Up* — the band's twelfth album — is arguably the best thing the band have ever produced.

Cameo have become the hippest band in the universe. Larry Blackmon — the trio's cod-piece covered, moustached leader — is going to take over from Michael Jackson and Prince as the baddest dud making music this year.

Believe me, he is bad. This new album confirms that. Tracks like *Candy, Back and Forth* and of course *Word Up* puts this album ahead of anything the competition have to offer.

As the saying goes this is wicked funk. Forget all this Five Star drivel, this album is self indulgent yet commercial bliss to the ear drums.

Blackmon's production is bad. The rapping is bad. It's all bad.

Buy it and *Word Up* y'all.
Simon Harvey



Poor little rich girl

CYNDI LAUPER TRUE COLOURS (PORTRAIT)

In which the lady who made a million playing the singing gonk returns after a Jacksonesque three year siesta with a well-plotted dart at the Yuppie generation.

Deserting the land of Wackyville that sprouted the *Girls Just Wanna Have Fun* persona, La Lauper heads for CD territory via a sophisticated collection distinguished on the one hand by a faultless opening side (in particular the self-penned *Boy Blue* and *Change of Heart*) and secondly by a pair of covers ranging from the vomitacious *Iko Iko* to Marvin Gaye's classic *What's Going On* which has already provoked yelps of sacrilege from the Motown diehards.

Still, there's enough here to keep Cindi-doll in green lipstick for another 36 months. Here's hoping we get another, this side of 1990.



LAUPER: Provoking yelps of sacrilege, surely not?

Whose army? NEW MODEL ARMY HAND OF CAIN (EMI)

The harsh realities of growing up in Bradford have certainly taken their toll on NMA. Frontman Slade the Leveller has now had three albums to cool off but is still as pissed off as ever.

There's no real change of style here except some humdrum harmonica from Nine Below Zero's Mark Feltham on *Poison Street*. Big name producer Glyn Johns has beefed up what was already there rather than add anything by flicking expensive switches.

No doubt looks and image will work to their detriment as usual and no pre-album single won't help it much either.

Nevertheless, if you're an NMA fan already you'll love it. If not, you probably won't, but that's your problem. CHARLEY HUNT

Top of the class

A-HA SCOUNDREL DAYS (WEA)

In the chasm that separates teenybop admiration from critical acclaim lies a credibility gap that is almost unbridgeable. A-Ha's Scandinavian forbearers, Abba, created a wealth of durable recordings yet were frequently (and unfairly) dismissed for a lack of depth, solely because their multi-national success was given birth by the execrable Eurovision Song Contest.

At the comparable stage of their career, A-Ha are way ahead of Abba whose second album was littered with the Esperanto pop of *Ring Ring* and *Honey Honey*, whereas *Scoundrel Days* — despite the occasional lurch towards the mediocre — comprises half a dozen hummables guaranteed to light up the car stereo. And *Days* is all the more creditable for having been completed in the four and a half minutes allocated prior to the world tour, prompting justifiable speculation of what they may be capable given sufficient time.

An album created to serve a purpose, *Scoundrel Days* will not only replenish already hinge-busting coffers, but also reinforces A-Ha's position at the head of the class of '86.
GARY LEBOFF

No score bore

THE EDGE THEME FROM CAPTIVE (VIRGIN)

It's nearly two years since U2 brought out their enormously successful album *The Unforgettable Fire*.

Whilst U2 fans have waited patiently for some new stuff both Bono and The Edge have been off doing their own thing.

Sadly, this score for a forthcoming film by the latter of the two will not keep many of the starved happy for long. There's plenty of lilting guitar and atmospheric production but it's painfully obvious that this was written for celluloid not vinyl.

Heroine is the only track with vocals. It's as a single (unsuccessfully) and there is no follow-up here. The lift that Sinead O'Connor's soft voice gives *Heroine* is needed badly by the rest of the album.

The Strange Party and *One Foot In Heaven* are probably the next best but even after half a dozen plays it's still difficult to remember how they go.

It's not all bad news for U2 fans, though. Surely he's keeping his best stuff for them. Otherwise they've booked a one way ticket to oblivionsville.

STUART DINSEY



THE EDGE: Come back Clannad and Bono — all is forgiven.

KNOW-ALL WINNERS

Alright, who said cats? Cat-gut does *not* come from cats. It was all over the comp page yet *still* some donk heads wrote in telling me that it came from cats. (*Aargh, scream, shout and spit*).

There were ten smart-arse know alls that said cat-gut came from sheep and horses, which was of course the correct answer.

The winners of "Things you thought you thought you knew" book are:

Simon Lynch, Newhall Street, Staffs.

Miss I Allen, Green Lane, Peterborough.

John Rose, Walton, L' Pool 4.

John Ellwood, Kendal, Cumbria.

Ian Shaw, Enfield, Middx.

Ricardo Maragna, Cardiff.

Craig Mitchell, Westminster Close, Stafford.

John Esamal, Ladywood, Midlothian.

Emma Greenwood, Leeds, Yorks.

Robert Hall, St Ives, Cornwall.



VIDEO
SCAN

HAZEL O'CONNOR BREAKING GLASS (Virgin/VCL, 104 mins)

Maxine Shapiro

I know it's a film, wormwit, I'm including new releases of music film on video in the anticipation of you wanting to hire them as opposed to buy them. It's cheap and it's legal. This little gem is younger than Thatcher's Reich, but it reads like

some chilling premonition of what was to happen to Hazel in real life. The music business is sordid, exploitative, totally cynical and completely ruthless. I know of none other so devoid of ruth. The storyline is identical to Bette Midler's

The Rose, but whereas that was Americanised gunge, this has the razor sharp edge of truth. You can identify every aspect of Maclarenism here, from Judy Garland to Boy George, from the Monkees to the Sputniks. Verily, verily, the music

business stinketh. The final concert is reminiscent of those horrific Gary Numan episodes, where the audience seemed like clones of the 'Star', mesmerised in some cannibalistic ritual. My only criticism is that

the stereotypes, the music and the events are portrayed as being hopelessly miserable. In the real world of rock music they are utterly tragic.

DIO SPECIAL FROM THE SPECTRUM (Polygram Video, 50 mins.)

Live in Philadelphia, Ronnie James Dio and his cock 'n' roll band supply the heave and meat of Heavy Metal. Looking like a cross between *Nightmare On Elm Street* and *Bananarama*, sounding like the fall of Saigon, their sweat drenched me for nine relentless tracks. The titles sum it all up: *Heaven and Hell, We Rock, Stand Up And Shout*, and they were the quiet songs.

Furthermore, either I was hallucinating, or there was a 20 foot dragon on stage, firing laser beams from its nostrils.

Does Sir Clive know what's going on inside Spectrums these days?

Maxine Shapiro

GOOD TO GO (RRC/Island)

Absolute Beginners is brilliant entertainment compared to this. I have plucked my eyes out and stuffed them in my ears, but still the malady lingers on. Oh Ms. God, do I really have to write about it? (Yes, & get on with it... Ed.)

Blaine Novak wrote and directed this wormsquirt. Trouble Funk, Chuck Brown and the Soul Searchers and Redds And The Boys provided the "Go-Go" hip-hop noises. Art Garfunkel "starred" as the totally miscast machiavellian journalist anti-hero. I lost the will to live after half an hour.

It's all about a bunch of black kids getting a recording contract. Oh yeah, they also rape and murder a middle-aged nurse, but that's cool 'cos they were "high on grass" at the time.

This sort of trash is more insidious than Norman Tebbit's left hand. -- Maxine Shapiro

BOULDER DASH CONSTRUCTION KIT!

Boulder Dash Construction Kit is the ultimate challenge for fans of the multi award winning Boulder Dash and the perfect introduction to Rockford's underground world for those yet to experience the magic. Now for the very first time you can design your own games with the Boulder Dash Construction Kit and save your creations to disk or cassette. A new game is included for impatient Boulder Dash fans. Multiple Rockfords are featured in this new all action strategy game for one or two players. Rockford has to dig feverishly, as boulders crash down all around him, through 16 mystical caves and 5 levels of difficulty in his relentless quest for jewels.

GAME ELEMENTS
Fireflies, Butterflies, Diamonds, Enchanted Walls, Multiple Rockfords, Blue Slime, Amoeba and one or two player option.

Available for Commodore 64/128, Atari 400/800/XL/XE 48K ram cassette 9.95 disk 14.95

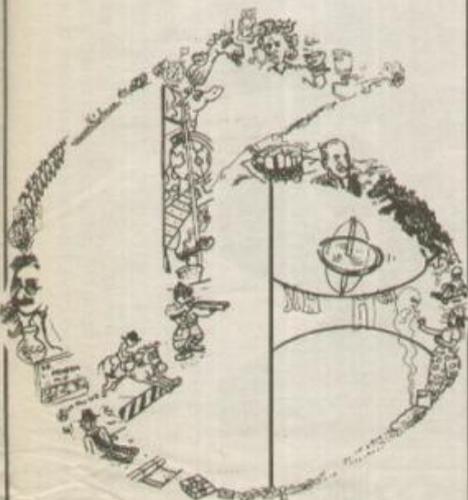
Available from all good computer stores or post free from:
Databyte, 15 Wolsey Mews, London NW5 2DX Telephone 01 482 1755

DATABYTE

CAN OF WORMS

Words by MEL CROUCHER, pictures by Robin Grenville- Evans

UNCLE NASTY'S KOMPUTER ALFABET: Your weekly enlightenment into Computereze.



G is for GIGABYTE, a vital factor in the hectic life of touring rock musicians, normally comprised of a fried egg sandwich, washed down with tequila.
G is for GARAGE. It is a well-documented fact that all computer hardware companies start off in a garage, from Sinclair Research to Apple Computers, (not to mention Davina's maritime career, whereby she worked her passage for six months with the marines).
The Garage, gentle reader, is but one step away from the Gutter.

G is for Robin GRENVILLE-Evans, the GIFTED GRAPHIC-artist of GENIUS, who is neither GREEDY nor GRASPING, which is just as well, because I have failed to hand him any GREENIES since he agreed to GRAFT for this page. The Keeper of the BANG Chequebook should be thoroughly ashamed as to why this is so.

MICROSAGA

Each week, we publish our pick of your MICROSAGAS. Send your original stories, of not more than 100 words including the title, to "MEL'S MICROSAGAS" here at BANG.

My Rubber Raspberry of the Week goes to Jeff Little, aged "over 21", of Harlow, in Essex, for this offensive garbage:

A FAIR RE-STORY

"ONCE UPON A TIME THERE WAS THIS HASBEEN WHO USED TO WRITE REALLY GOOD SOFTWARE BUT GOT PAST IT AND RAN OUT OF IDEAS HOW TO FILL UP HIS STUPID PAGE IN BANG WITHOUT DOING ANY WORK, SO HE INVENTED A POXY NAME CALLED 'MICROSAGAS' SO IDIOTS LIKE ME COULD BE CONNED TO WRITE STUFF LIKE THIS. ACTUALLY, IT WASN'T A BAD IDEA. AND THEN I WOKE UP."

I don't think Mr Little is taking my encouragement of new talent with total seriousness, however, I was genuinely delighted to include the following Microsaga, from Duane Carbis, a 14-year-old, from Taunton. It arrived in the form of a synthetic speech algorithm, for the Commodore 64, and I admit to having trouble understanding the text.

And then I woke up! and realised that Duane might just have a Somerset accent. Absolutely brilliant, young man, and the line "Are you denying you ate 'em? You sick sewer!" is verging on the inspired.

OK, dear reader, here's my Microsaga Of The Week:

K9 XS

"L O 4NR," EZ, "URB4S, 2CFUC7."
"G!" IZ, "YMINAQ?"
"R U D9 U 8 M? U 6URI!" EZ.
"I H U . . ." IZ, "YMINAQ 4FR?"
"RRR 4NR," EZ, "RUNAQ 4FR?"
"M I N J L?" IZ.
"JL? U K9 EJ8! JL? U R N SKP. U R N L!"

GOVERNMENT ORDERS VIDEO CUTS

With the Economy devastated by imported Japanese VHS cassettes, The Fuhrer has appointed Sir Ian MacGregor, her Steel and Coal hatchet-man, to cut all Videos down to five minutes.

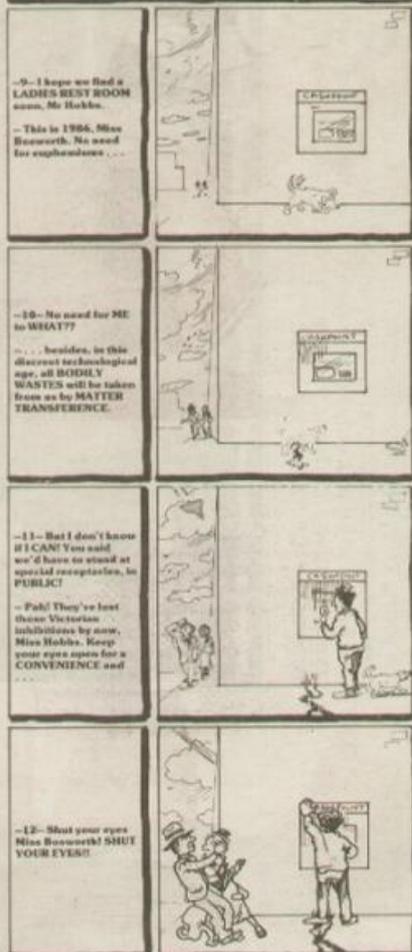
Being an avid BANG reader, our beloved Prime Minister stole the idea from my MicroSagas, which are themselves to be privatised at knock-down rates.

The following titles have been launched already: "A Couple of Suggestions", (formerly "The Ten Commandments"), "Two or Three Mongrels" ("101 Dalmations"), "A Quite Nasty Little Habit" ("The Seven Deadly Sins"), and "Half A Squashed Budgie" (formerly "One Flew Over The Cuckoo's Nest".)

Coming soon will be, "201. A Space Daytrip", "Ali Baba and the Double Glazing Salesman", and "Snow White And The Dwarf".

THE BANG GANG

(53 Years into the present)



AMERICAN FOOTBALL

WEEK 69

RESULTS (Away team third)

- WASHINGTON YANKEES 1776
- MIAMI VICE \$5 a gramme
- SIGUE SIGUE SPUDULIKE 50p
- VIETNAM VETS LSD
- WASHINGTON FORESKINS
- BANG COCKS 3"
- SAN DIEGO MARADONAS 2 (or 3)
- AMSTRAD COWBOYS £1.99 + VAT
- DISNEY DONKEYS 0
- MONOSODIUMGLUTOMATES 20cals
- BANANARAMA £15/hour
- RUPERT BEARSBUM 88
- TOTTENHAM RIOTERS 1pt 4star

- ST PETERSBURG REDS 1917
- PINOCHET GUANOS 10yrs to Life
- EDWINA CURRIE HI-FIBRES No.2s
- GREENHAM COMMON PATRIOTS 48 M-tons
- VIRGIN ATLANTICS (Postponed)
- SAN FRANCISCO 69ers (extra time)
- PAVAROTTI PAUNCHOS 25stone
- YOM KIPPUR RANGERS 8 (but to you 4½)
- TAMPAX BAY ROWDIES 28days
- LUTON TOWN (banned)
- DESMOND TUTUS 10commandments
- ARIZONA AIDSREADERS 20% by 1990
- SUNDAY SPORT 32pairs

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 Tuttle, 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.

Become the hunter and the hunted in **STREET HAWK**
 ...Burn tread on the streets!
 SPECTRUM £7.95 COMMODORE 64 £8.95 AMSTRAD £8.95
 ocean

HIGHLANDER
 THE LAST OF THE WOLVES
 SPECTRUM £8.95 AMSTRAD £7.95
 ocean

Marathon: 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 samurai 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!

THE GREAT ESCAPE
 ocean

SPECTRUM COMMODORE 64 AMSTRAD
MIAMI VICE
 ocean

Crocket and Tubbs have heard the word on the streets - a contaband 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!