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DRACULA!
TRAILBLAZER!!
ULTRAVOX / BILLY IDOL!!!

BANG

WEEKLY

No.8 25th October 1986

40P

DRUG ALERT

STAR TREK:

Still boldly going?

FILMS:

Nightmare on Elm Street Part 2, Pirates

ALBUMS:

Spitting Image, Ultravox, Billy Idol

SOFTWARE:

Uridium, BIG 4, Sun Star, Dr What, Galvan

SEGA SYSTEM:

The return of the console

DRUGS:

Diary of an addict

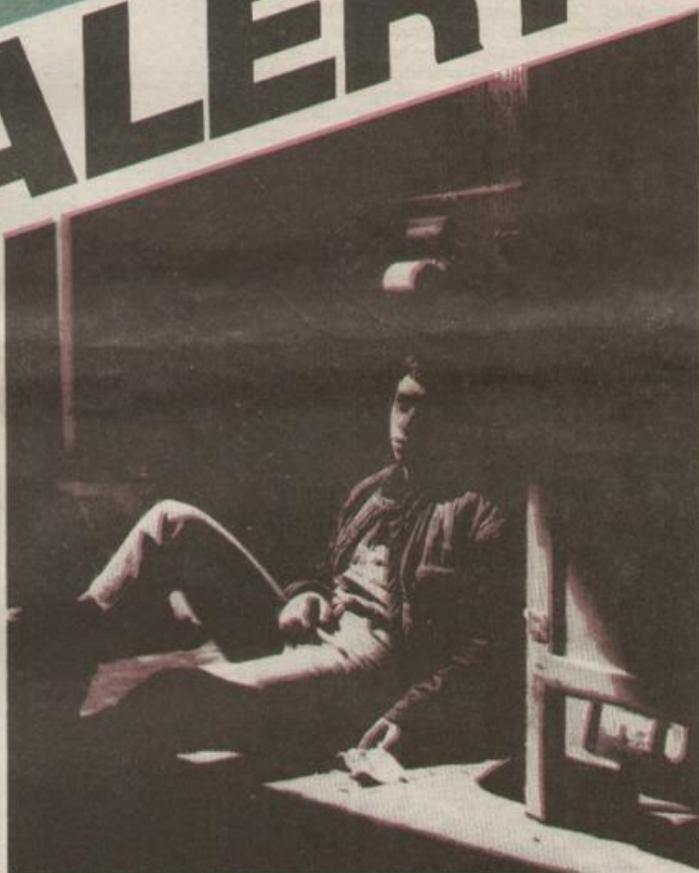
FOLLOWING the success of *Just Say No* Grange Hill's powerful anti-drugs message is being featured heavily in a new computer game.

Earlier this year the Grange Hill cast reached number two in the charts with their thought provoking warning. The fight against drug abuse has been tackled head on by programme makers and become an important theme in the series. Argus subsidiary Quicksilva is keen to continue the battle on the software front.

"Video after video"

Director Peter Holme told *BANG*: "Both of us - the game design team and the BBC - sat around a table watching video after video. We thought it important to keep *Grange Hill's* characteristics."

At a certain point in the game the player must turn down the opportunity of drugs. If he doesn't then the game finishes. "We are pleased to make sure you have to say no to a pusher and make sure your friends say no as well," he said. Holme stresses that Quicksilva does not want



Zammo: From TV to records to software - the anti drugs fight continues

to be seen as "preaching". "We wanted to make it part of the game. It's better to teach through play than just teaching - it's just part of the game. It's just as important to keep your candle from going out."

The game is planned for release in January and incorporates both text and graphics. On the whole the game is aimed at being a fun school romp - much like the series - but Holme doesn't believe that this will trivialise the drug involvement. "It can't do harm it can only do good," he stated.

This referral to a problem which involves much the same age group as computer games is not the first. Back in April a charity called Off The Hook was launched in conjunction with the Prince's Trust.

Rehabilitation

Since then a compilation game itself titled *Off The Hook* and fund-raising activities at shows and microfairs have been working hard to aid rehabilitation centres and preventative education.

An Amstrad version should be launched

shortly. Donations of software from games publishers also mean that the charity will be taking a stand at this weekend's ZX Microfair in London.

One irony of this new found concern for the plight of sufferers is that several software house bosses are notably unsympathetic in private, seeing it as a self-generated problem. Equally there are those who have made capital out of drawing parallels between creative software writing and drug-induced hallucinations. □

BANG: MIX THOSE MEDIA AND PRESS THE FAST FORWARD!

PIRATES BEWARE!

BANG is joining with the Newsfield titles *Crash*, *Zzap 64* and *Amtix* in launching a bold new initiative to counteract trade software piracy.

The move follows rumblings from certain software houses about the pernicious effect that the alleged piracy is having on the industry, and accusations being chucked around about who is responsible.

"Solve the question mark"

Graeme Kidd, Newsfield's publishing executive in charge of computer titles, commented: "The idea is to get to the nitty gritty of the situation. We want to fully investigate the problem and solve the question mark that is now hanging over Julian Rignall's head."

Rignall is the *Zzap* journalist who has suffered most from the recent allegations - which have resulted in no tangible evidence, or indeed any evidence at all.

It is hoped that the joint venture with Newsfield will result in an in-depth report to determine just how acute the problems are with piracy. Trade body FAST (the Federation Against Software Theft) could also become involved.

"Want to talk to pirates?"

Kidd added: "We want to reveal the facts. We want to talk to pirates and their victims."



Kidd - on the trail of the pirates with BANG

MAKE IT PIG

PROVING THAT not all licenses have to be for gook-smashing money-grabbing yank films CRL has done a deal with a pig.

Okay, so it's not quite a pig but who cares? The thing in question is called *Oink*. Apparently this is a tremendously funny and popular comic which sells out every two weeks within minutes. Perhaps that explains why only CRL people have heard of it.

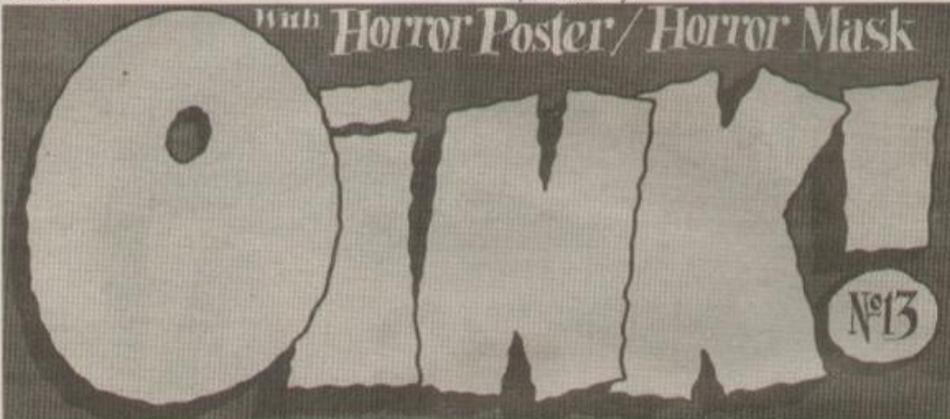
The pork-loving label's Ian Ellery took up the pig tale (*goddit?*): "It's so different to all the other kids' comics. It's strange."

There are eight different games with the ultimate aim being to complete an issue of *Oink* and attain a healthy circulation figure. To do this you control the editor called Uncle Pig as well as a different character in each game.

Pork scratching

When asked whether this meant CRL had been pork scratching around for a licence Ellery would only comment: "It's not a £100,000 up front job."

Oink (the game) is being written by *Knight Games* author John Williams and should be trotting into the shops in January.



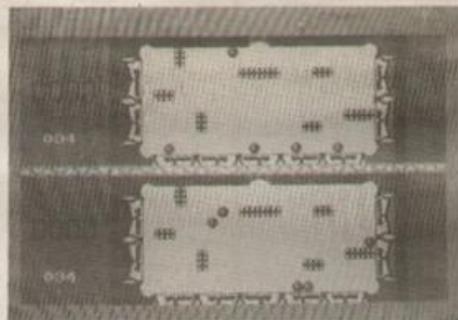
OINK: Will CRL make a pig's ear of it?

MIKRO-GENNED UP

THE BRITISH are (still) coming, the British are (still) coming.

Further signs that the software industry has woken up to the notion that there is life beyond the shores of Blighty came last week with the news that industry veteran Mikro-Gen has signed a deal to sell titles in the States.

Such was the pen-drippingly new nature of the agreement that it appears to be with either Mindscape or Intellivision - or indeed, even with both.



IS THIS the most boring screenshot ever seen? It's a still from Microclassic's much delayed *Ultra Games*. The release date has been put back to December 1st. Can't wait eh?

KNOCK ME DOWN WITH A FEATHER DEPARTMENT

The Data Protection Act was established to prevent abuse of data held on computer. Everyone with any meaningful info was meant to have registered; most didn't.

Worse than that, a whole load of data sent to the Data Registrar's office has become massively incorrect - possibly damagingly so.

And why? Because of "a fault in the software"; but of course...

DOUBLE DEALING

WHILST WAITING for *Hardball* to do all the wonderful things it is supposed to do, Advance has leaked that it is about to sign another US deal.

But boss Robert Stallibrass was keen to build up some sort of mystery around what game and firm Advance are actually on about.

Meaty info

He would not pass on any meaty info for fear of the deal falling through. "All I will tell you is that it is a sports simulation and it's got four modules. It's a classic in the mould of *Winter Games*."

The American firm is about to have its first hit in the UK via a different company - but thanks to good old Mr Stallibrass that can't be revealed either.

Bullshit

He hopes that once the deal is sorted out all subsequent stuff will appear on the Advance label. "All bullshit aside I do anticipate it to go to number one," he added obviously.



STALLIBRASS: Putting all bullshit aside

WORLD SHUTS ITS MOUTH...

MAIL ORDER firm Software World is finished, no more, an ex-firm, deceased, totally stiff, out of business etc etc.

This in itself wouldn't be of enormous interest since - and far be it from us to speak ill of the dead, but it's true - Software World did not exactly set any part of the world on fire.

Commodorised

But it was headed up by former Commodore topman Paul Welch, who became Atari's UK sales manager last week. In making the move, Welch now underlines the Commodorised nature of Atari in this country, for its new boss is old CBM man Bob Gleadow.

Anyway. The other interest-factor bit about Software World was that it was the firm behind the BANG £10 token for our pic caption competition winners.

As they say in the best marketing circles when they don't know what's happening, BANG is currently evaluating the situation with regard to finding another £10 token sponsor. All previous winners will be reimbursed in some meaningful way...



Win a £10 token! Just supply the best bubble on what Paul Welch is thinking about Software World sliding out of business

Hook plea to thieves via BANG

AMONGST ALL the various pieces of hardware, software, tables, chairs and sundry bits and bobs stolen from last month's PCW Show was the original artwork for the *Off The Hook* charity.

OTH organiser Rod Cousens pleaded via BANG last week for the thieves to return it.

"Simply monstrous"

"It's bad enough for anyone to steal anything. But to steal from a charity like *Off The Hook* is simply monstrous," he said.

"If anyone out there knows anything about this artwork, then please contact BANG. It's not as if it would be worth very much to anyone else - to us it has its own special value."

Who's calling?

Anonymity for anyone calling into BANG is assured, if necessary. You can reach us on (0438) 316615.

NEXT PLEASE (REPRISE)

BOX CONSCIOUS Nexus has changed its mind about what will be its next two releases.

Escape From Death Mountain and *Assault Machine* had previously been touted for a September release but now one of the titles and the month have changed.

Chan and Tracy

Assault Machine and *Warrior II* will appear on November 5th. The former is an arcade strategy game featuring "Bond, Holmes, Chan and Tracy" whilst the latter is a follow-up to *Beyond's Psi Warrior*.

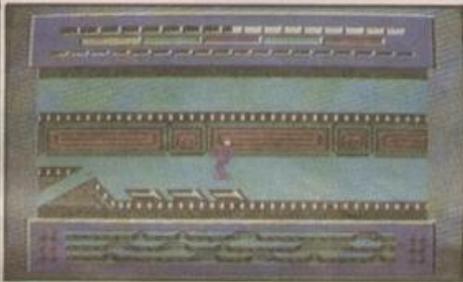
Nexus' Clive Bailey - previously with *Beyond* - was at first unwilling to call it a follow-up despite its very follow-up-ish title and it having the same authors. "It's a completely different game. *Beyond* could have called it a follow-up if *Beyond* had published it. It just so happens that the people who wrote *Psi Warrior* work for Nexus."

"Please God"

He added that November would also "please God" see the release of *Nexus* the game on Spectrum. *Escape From Death Mountain* and *Firestorm* will then follow.

Regarding any modifications to the games' packaging he commented: "We'll think about changing the colour next year."

Both games will appear on C64 costing £9.95.



WARRIOR II: An exclusive screen shot from the follow-up which isn't a follow-up

FORWARDS

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Not twenty, not thirty, not thirty seven, but forty copies of *Trailblazer* ready to be snapped up

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More of the up to date info that keeps you in touch

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Slimy Doctor X wriggles amongst the dirt and throws it all over the place

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6 ARE YOU A BORE?

ZZ..
..ZZ

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BANG goes continental as it delves deep into this immensely interesting country

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Why is *Star Trek* still popular? Why is a new series being made? Why is there a third question?



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A yank hater, a BANG hater, a review hater and a redent

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Will you be bragging about a Billy win or Beginning with an Absolutely brilliant video?

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Be smutty, be smart, be stupid. It's up to you with yet another pic caption contest

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BANG goes all yankified again. This time it's an American Football thing called Paydirt

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We never read it so we don't know what he's going on about either.

18 DEATH DRUGS AND SOFTWARE

The Secret Diary of S.M. Ackhead. Drugs really screw you up...



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Atari, *Smash Hits Vol.5*, *Trap Door*, *Sun Star*, *Gods and Heroes*, *Thrust*, *Soldier One*, *Big Four* and others too numerous to mention

20 COMPETITION

Get your teeth into this. Thirty copies of the X-rated *Dracula* to be won. Plus £80 worth of Halloween paraphernalia



24 CHARTS WOULD BE A FINE THING

The MSX chart is still there, but who's top? Exciting isn't it?

26 SCAN STARTS HERE

Young Ones return... well, er, sort of. Plus all the usual film and video charts

27 TELLY TITTLE TATTLE

Everything that's on next week except the programmes which get ignored 'cos they're boring

28 RECORDSRECORDS

Ultravox, Billy Idol, Loose Ends, Felt, Spitting Image

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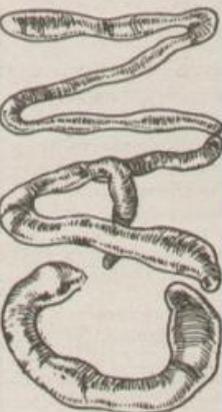
Nightmare on Elm Street Part 2, *Pirates*

30 NIGHTS IN BLACK SATIN

Davina goes all the way with whoever she can find

31 CAN OF WORMS

Old Crouchy chops jumps up and down and jingles his jangle



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NAUGHTY, NAUGHTY

THE ADVERTISING Standards Authority has jumped down the throats of three computer firms who have offended the great British populace — well, some of it anyway.

The trio who should've known better about what to put in their ads are peripherals firm DK Tronics, publishers Newsfield (the firm behind *Crash*, *Zzap 64* and *Amtix*) and retail outlet Soft Insight.

Shaken to its bootstraps

DK was evidently shaken to its very bootstraps about the whole thing: it failed even to reply to the authority (which has virtually no power anyway, though that's not the point).

Newsfield was hauled over the proverbials for some wholly impenetrable stuff about its Compunet offer in *Zzap*.

Still, there were no fines, no hangings, no nothings — the ASA kept up its standards . . .

MEDALLIONCENTIVE



Written by a real person, out via Incentive

INSTEAD OF boring/hippy/spotty/whizzkid/genius-type chappies writing games Incentive has launched a new label for "ordinary" people's efforts.

It's called Medallion and has been set up to release games written on Incentive's *Graphic Adventure Creator*.

Wide world

Apparently the firm kept getting stuff sent to it and some of it was good enough for the big wide world.

The first game on Medallion will be *The Legend of Apache Gold*. It will appear on the three major formats in November to be followed by *Winter Wonderland*.

"Hundred"

Boss Ian Andrew commented: "These were the best two of several hundred we received. I'm very enthusiastic about them."

Spinnaker spins over

YET more US PC leisure software is set to wing its way over to Blighty, following a deal struck between those wacky funsters Audiogenic and Spinnaker.

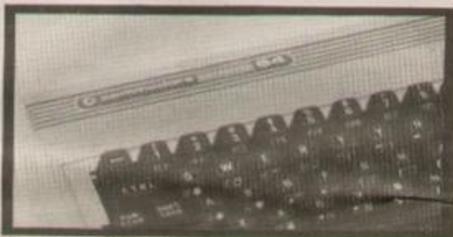
It means that PC versions of such faves as *Fahrenheit 451*, *Arthur C. Clarke* and *Perry Mason* will be popping up at five pence less than £15, fairly shortly.

Yet more Commodore

NEVER ONES to get left with old stock, Boots has packed up its old C64s and added lots of bits and bobs for Christmas.

The machine — now replaced by the re-vamped 64C — will be offered with a data recorder, Music Machine, Speech 64, Quickshot 1 joystick, light pen, *Games Book 2*, a blank cassette and five games.

The news comes only a few weeks after Commodore announced a similar package — called the Connoisseur Collection — for its 64C. The Boots number will cost £199.99.



C64: Fighting off the 64C challenge?

GO TO BLAZES

40 COPIES OF TRAILBLAZER TO BE WON!

Could you stand the pace of Gremlin's *Trailblazer*? Have you the skill, dexterity and reactions to stay on course for a good score? Here's your chance to book your advance copy.

Trailblazer was our featured game last week and was awarded the coveted BANG seal of Approval. Its action packed gameplay would be at home in any arcade as you guide your ball along a course that hurtles towards you at a breakneck speed.

Now we're giving Amstrad, Spectrum and C64 owners the chance to win an early copy.

All you have to do to enter this mega-brilliant competition is tell us exactly how many times the word *Trailblazer* has appeared in this week's BANG (that's the one you're holding now).

The first 40 correct entries that reach us by November 1st will win a copy of the game. So get counting and prepare those reflexes.

Write your answer on a postcard or a sealed down envelope and send it to Dolores De Prize Person, BANG, BTC Centre, Bessemer Drive, Stevenage, HERTS SG1 2DX



Trailblazer was mentioned times in BANG 7

I would like to win an Amstrad/Spectrum/C64 copy of *Trailblazer*

Name

Address

Age

All entries on a postcard to reach us by 1st Nov. Otherwise, they'll be burned . . .

THE LAST AMERICAN VIRGIN

YUPPIE GAMES publisher Virgin has signed a deal which means its products will soon be available all over America.

The deal is with Electronic Arts — one of America's biggest entertainment software houses — and will include offerings from Virgin's sister label Leisure Genius.

Boss Nick Alexander told BANG: "We make the products over here, ship it to them and they flog it all over North America." Simple, really.

The first games to appear Stateside will be *Scrabble*, *Dan Dare* and *Cluedo*.

He claims *Dan Dare* will succeed even though the comic *Eagle* is not published in the US. "He doesn't mean anything to them. They say *Dan Dare* or *Dan What?* It's the gameplay and programming that will make it sell."



Nick Alexander, no doubt hoping to clean up in the States

Fist up at last

IT LOOKS like the oh-so-exciting wait for *Fist 2* has finally come to an end.

Melbourne House has promised that the C64 sequel to *Way Of The Exploding Fist* will be in the shops this week.

Software development manager Rachel Davies told BANG, not surprisingly, that it is brillo, fab and all that.

"You and your mate can fight each other to your hearts content. I really hope it will be a number one. It's serious contender to *Paperboy*," she gushed.

Later, a lot later

Fist 2 will cost £9.95 on C64, £8.95 on Spectrum (out later this month) and £9.95 on Amstrad (a lot later, probably mid-November).



Now you can play *Fist 2*

vrooom! **CAN YOU** **pow!**
HANDLE THIS
MUCH POWER? **BLAT!** **ZAP!**

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Trade and export enquiries contact Wayne or Sandra on **049525 5913**.

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CONSOLE COMEBACK

The Sega Master system aims to bring the excitement of the arcades into the home by bringing back the games console.

Consoles such as the Atari VCS and Mattel Intellivision formed the base from which the whole home computer industry grew but then they gave way to the more advanced Spectrum, C64 and Amstrad computers. Now they're making a comeback.

Ariolasoft hopes the Sega machine will be first into the arena making its debut in early December.



The basic £99.95 unit consists of the console itself boasting a Z80 processor and a choice of 32 out of 64 colours on the screen at any one time, two small joystick controllers, standard TV lead and a free cartridge.

Exploding opponents

Games will be provided on either a cartridge (no waiting for games to load) or the new slimline credit

The SEGA Master System will be the first of a trio of machines heralding the return of the games console. **TONY HETHERINGTON** was invited around to UK importers Ariolasoft's headquarters for a sneak preview >>>

card size ROM pack imaginatively called the Sega Card.

Each game will cost £19.95 and eight are ready for the launch with others planned.

The games borrow heavily from Sega's coin-

op division as the initial batch includes computer versions of *Hang On* and *Choplifter* as well as a kung-fu game featuring exploding opponents called *Black Belt*, *World Grand Prix* (a car racing game, a *Spy Hunter*



game (*Action Fighter*) and three shoot-em-ups, *Fantasy Zone*, *Astro Warrior* and *Transbot* (supplied with the console).

Ariolasoft hope that the Sega's graphics and cartridge games will demote computer to strategy and adventure games leaving the arcade action to them.

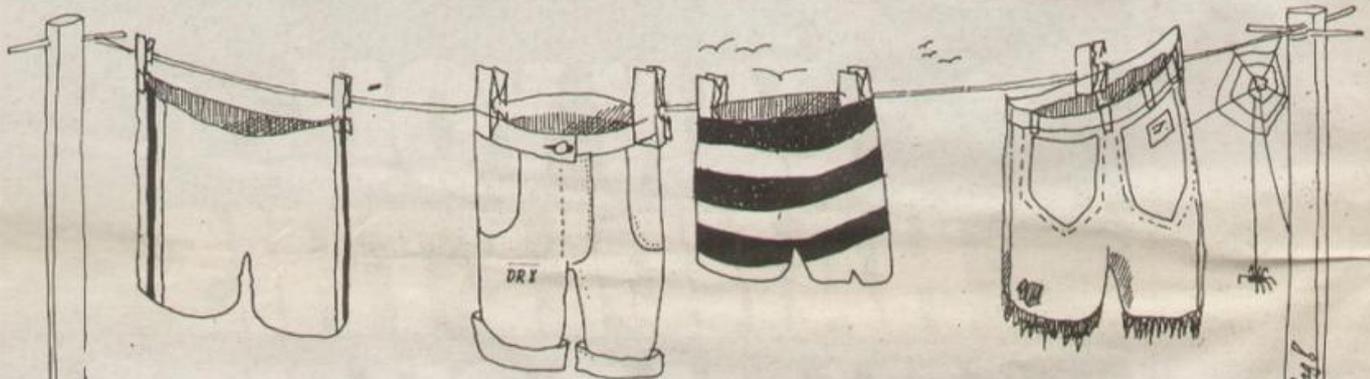
The initial games were good but fell short of the coin-op games they were mimicking (particularly *Hang-on*). My particular

favourite was *Action Fighter* with *Black Belt* a close second. It will take more than two good games to sell an entire system.

Next year the console war will reach its peak with the arrival of the new Atari 7800 featuring well known games such as *Impossible Mission*, *Ballblazer* and *Winter Games* as well as the Nintendo and its robot.

Ariolasoft and Sega have a head start but there will only be room for two. My guess is by Christmas 87 the battle will be between Sega and Atari (Nintendo will lose out as the games will be too expensive, about £30 each).

Let battle commence ...



SHORTS

... Let's start with something wholly disgusting. **MASTERTRONIC** had plans for a game called *Zob*. And what's wrong with that? Most games have ridiculous names these days, after all.

Trouble is, "Zob" is a French slang word for, er, "cock". The Tronics duly red-facedly belatedly changed the name - though why male hens are deemed offensive I can't imagine ...

... And now for some good news: the electronic distribution of software (via a big vending machine type thingy that sits in a shop and bungs you down what you want) is going to happen in January 1987, BT firm **PROGRAM EXPRESS** announced last week.

And the bad news? It was due to happen in January 1986.

And the really bad news? It was also due to happen in January 1985. Don't hold your breath ...

... Which is the same advice I'm giving to **AUDIOGENIC's Henry Smithson**. The inestimably wonderful Henners quothed perceptively 'other day: "Christmas is coming and there hasn't been a definitive compilation for the *Electron* yet." Ye-es. Since Audiogenic's own *Electron* compilation includes such hugely famous numbers as *Space Agent Zeldia* (wowsa, wowsa), *Ultron* (mega-wowsa) and *Wonga* (OK, this wowsa-ing is boring), there evidently still hasn't been el definitivite ...

... Hot news from Stevenage: budget form **Central Solutions** - much threatened by legal action (see old *BANGs*) - appears to have disappeared ...

... Hot news from el computer donkhead, **Paul Shipley**. He wrote to **PSS** about setting up a software shop in Nottingham, requesting permission to "copy, hire out and sell your software" - presumably not in that order. **PSS**, quite naturally, was speechless at the man's donkheadedness ...

... Wallopingly enormous **LIGHTNING DISTRIBUTION** has pulled out of handling games. And why has the company that once had a hit with **Althia and Donna's Uptown Topranking** chosen to quit? It's a tough message for us all, gentle reader: "Something's got to happen to software because there simply aren't enough £10s around to buy all the games that are being released. There's also a lot of piracy on full priced games - and 50 per cent of it is crap anyway." Who said sour grapes? ... Remember **PSYGNOSIS**, famous offshoot of **FIREIRON**, famous offshoot of the old **IMAGINE?** No, I don't either. Having spent 18 months impersonating two thirds of an iceberg, it is thrusting out **Deep Space** and **Arena** for that massive selling double act, **Amiga'n'ST**. "We don't produce shallow products at all," warned **Jonathan Ellis** of the film that some persist in calling **Sick Noises** ...

... Yet more **KONAMI!** Yes, el **SICO** firm makes it into **SHORTS** once more, with **Luther** ("Sensitive Input") **de Gale's** offering: "The hype generated over games based on film, TV and the involvement of personalities often belies the fact that behind the superb, glossy pics and packaging there lurks on abysmally bad game."

He surely could not have been talking about **OCEAN**, could he? And this wouldn't have anything to do with the strained relations between the two, would it? And this wouldn't explain why **Yie Ar Kung Fu** follow-up **Shaolin's Road** is now coming out via **The Edge**, would it? Answers on a sealed down fiver ...

... The winner of the **SHORTS The Hardest Part of Becoming A Multi-Billionaire is Making Your First Five Pence** goblet goes to Reading software house, **CRUSADER COMPUTING**. Joint boss **Richard Gillingwater** (cra-zee name!) won for the following completely sensible offering: "Text only games are definitely not outdated. The graphics in picture adventures are very primitive and quite pointless. But if there turns out to be no demand for text only titles, then we can very easily produce something with pictures."

Congratulations Richard. ... Anyway, we move swiftly to a firm with a completely coherent business plan which really has its finger on the pulse, finance-wise. Yes, we're talking **DOMARK** (I've never heard it as a term of abuse. You certainly are talking a load of Domarks - Ed). The mega-Sloaney label is showing out old **Trivial Drive!** (or whatever it's called) in PC format.

And why? Quothed **Mark Strachanbacken**: "It's a stab in the dark ... we've no idea how well it will do ... one will just have to wait and see." One will indeed.

what a rag!

WITH DRX

SWEDE ALL ABOUT IT

It's her-pa per-pa time: the Swedes are getting into software. **STUART DINSEY** goes Scandinavian >>>

Typical of the yankee takeover of Europe, the only Swedish publisher doing anything interesting is actually called American Action. Yep, that's right, two good 'ole Swedish words they certainly are not.

It's the Scandinavian version of US Gold and licenses Stateside software to Sweden, Norway, Denmark and Finland. But just recently the firm and its boss Mariam Strimer (a bloke) has been getting a bit ambitious. Just launched in the UK is an arcade war game called *Soldier One*. It's already out on C64 with Amstrad, Spectrum and Atari versions on the way.

If you're not hot on the facts and figures Sweden has a population of eight million. It's three major cities are Stockholm, Gothenburg and Malmö. American Action is based in the latter.

Blatherspeak

Typical of the Swedish image of being "nice" Strimer lacks the automatic blatherspeak button which most bosses press when talking about new products. "*Soldier One*" isn't too bad. It's not the best game ever seen but very addictive."

Strimer is waiting to see how his baby does before he decides whether to let a UK firm handle future releases from across the North Sea.

He understands why Sweden is criticised so much. "It's very safe and secure, but quite nice. I suppose if we didn't work a lot it would be quite boring — we wouldn't have much to do.

So what's going down in Sweden right now? One would assume A-ha to be knocking the milk maids dead, what with them coming from nearby Norway and all that. "Not really. When I was in London they were so big I couldn't believe it. In Sweden we hardly notice them."

Scandipop rammed down

Apparently it is not only Scandipop that's being rammed continually down our throats. "You are always eating. First you have breakfast, then lunch, then afternoon tea, dinner, supper and



usually something in between." (Like I said generalisations are the best fuel for ridicule).

Swedes by the way are typically or, rather stereotypically, sensible with their eating habits. Yep you've guessed it, plenty of fish and lots of vegetables.

They must all have very happy mothers.

Abba, Volvos and Bjorn Borg have all got one thing in common. They're Swedish and just about manage to beat the Bridlington Push Chair Festival on the interestometer.

That's a bit unfair (after all they did give us the Muppets' Swedish chef) but then Sweden invites ridicule. This is because to Joe Soap in Britain they're rich, blonde, funny talking, always bonking, foreigners. There's no better fuel for ridicule than generalisations.

Yankee takeover

If you were asked to name a Swedish software publisher how far would you get to an answer? Olaffsensoft? Ekborgsoft? Svedidorshitsoft?

ARE YOU A BORE?

Go on — admit it. You're a bit on the old tedious side, aren't you? People tend to yawn when you start speaking? Others simply drift away, or suddenly find their finger-prints deeply fascinating? Yes, I know the symptoms.

FOR I WAS A BORE MYSELF!

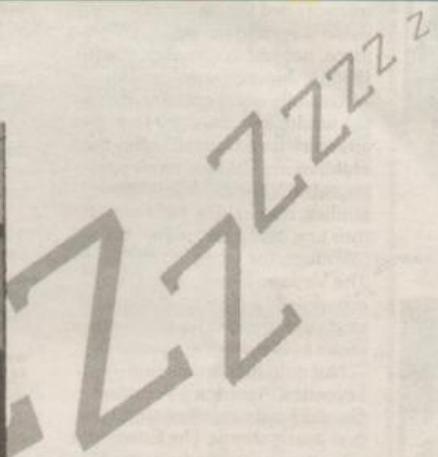
Hard to believe that this can be true, isn't it? *But it is!* For years, I was dull — monumentally boring if truth be told and it usually is by me I can tell you because I always pride myself on being — Sorry. Short lapse. Anyway, so you're a bore, eh? Well, the solution's simple:

SOD OFF, BORE!

The complete cure to boringness is called **BANG**. No one who has ever read **BANG** is boring. Everyone who hasn't read it is boring.

Snappy slogan, eh?

I'm really sorry — that was my self-assertiveness mode. What I really meant to say was:



HOW NOT TO BE A BORE

(Remember to cut this bit out)

NEWSAGENT: Because I am not at all boring, please reserve me a copy of **BANG** each week. Thankyou. And yes it is nice weather for the time of year.

Name

Address

.....

TYPEFACE EUROSTILE SUBJECT EUROPEAN STRUCTURAL JOKE

K L I N G I N G O N

Last week *Beyond* admitted that its *Star Trek* game is unlikely to appear before Christmas. This week Paramount outlined plans for 24 new one hour TV episodes of the great saga set a century later than the days of Kirk & Co. and early Next Year, the fourth film in the sequence opens. Why is this *Trek* stuff so damn popular? PHIL NUTMAN opens the Captain's Log.

"Space — the final frontier. These are the voyages of the starship Enterprise, her five year mission to explore strange new worlds, to seek out new life and new civilisation, to boldly go where no man has gone before."

Whether you are an ardent *Star Trek* fan (a 'Trekkie'), a science fiction aficionado, or not, as the case may be, you'll certainly know the above quote. To a Trekkie those opening lines are an important part of life; almost a Biblical commandment. For everyone else, they bring instantly to mind the most successful and popular science fiction TV series ever made.

Star Trek is a unique phenomena in TV history. One that has transcended the medium of the small screen to become a cultural force, not just in America, but in Britain, Japan, Germany, France — virtually every country around the world, in fact — and has spawned an animated series for children, model kits, numerous paperback novels, non-fiction studies, magazines, fan clubs, and four box-office hit feature films (although the latest, *Star Trek IV: The Voyage Home*, is not scheduled to open until the start of next year, there is no doubt it will make millions in the cinemas).

Not only that, in the mid-seventies, America's President Gerald Ford actually named the first space shuttle *The Enterprise* after the spaceship from the TV series.

helmsman; and Ensign Chekov, a trainee captain.

The selection of these characters certainly contributed towards the show's success, providing a wide range of contrasting individuals between whom each week's drama could be played out. But what really brought the whole concept to life were the scripts, particularly in the first season screened in 1967, and the actors: William Shatner as Kirk; Leonard Nimoy as Spock; DeForest Kelley as 'Bones' McCoy; Nichelle Nichols — Uhura; James Doohan, George Takei and Walter Koenig as, respectively, the engineer, pilot and captain in training. All were talented, experienced performers.

Overall, the concept was a broad-based format with plenty of scope for dramatic invention, conflict, and excitement. Gene Roddenberry, however, did not want the series to be all action. As a former writer he was more interested in character development and ideas that could be presented in strong human terms.

For the first season this was mainly the case. Most of the best episodes, like *Charlie X*, *The Trouble With Tribbles*, *The Devil In The Dark* and *The Squire Of Gothos*, were made then. But by the third season *Star Trek* became formulaised and repetitive, partially because Roddenberry was placed in the back seat as executive producer, reducing his direct involvement.

Boldly (thinking about) going

The programme originated in the fertile mind of producer Gene Roddenberry in 1965. He presented the concept to NBC, one of America's three networks, as *Wagon Train to the Stars*, or *Hornblower in Space*. Roddenberry had long admired C. S. Forester's character Horatio Hornblower and his naval exploits during the Napoleonic wars, and wanted to combine certain aspects with a science fiction background.

Roddenberry's vision of a *Hornblower* in space was Captain James T. Kirk, whose vessel was the *United Space Ship Enterprise*, a cruiser class craft with a crew of 430 people.

The mission of the *Enterprise* was to accomplish a combination of Earth security, scientific investigation, and to provide assistance to those colonies in need of help. Captain Kirk's position within this range of responsibilities made him a mixture of soldier, explorer, ambassador and peacekeeper.

To aid him in his tasks, Kirk was assigned a group of top-level technical advisors: Science officer Spock, an alien half-breed with an Earth mother and Vulcan father; Doctor McCoy, the ship's medical officer; Lieutenant Uhura, the head of communications; Mr Scott, the chief engineer; Mr Sulu, the

Reason — 'cos it's cheerful

But why was it so popular? Well, because people liked it is one reason. Of course, that begs the question, for what reason? Perhaps *Star Trek*'s appeal lies in its optimistic vision of the future.

The stories take place in the 23rd century, and although the audience were never given clearly explained details, one thing was apparent: the conflicts of the 20th century have been resolved and the Earth is united in its endeavours to expand the perimeters of human existence.

(This is just the tip of the iceberg when it comes to the show's appeal. Those who are interested in the subject should read David Gerrold's *The World Of Star Trek* (Bluejay Books) for a full analysis of the phenomenon.)

It's fair to say that *Star Trek*'s failing points as a TV series outweigh its strengths in many respects, like the failure of the show to fully develop its supporting regular characters, yet the strengths are so good one can get a good idea of why it captured an international audience.

Because Captain Kirk is nearly always faced with important decisions there was a fundamental dramatic need for him to have two advisors who contrasted in outlook. One was Spock with his logical approach to events. The other was 'Bones' McCoy with his emotional reactions. This is why the series concentrated on their relationships and conflicts from week to week.

Once *Star Trek* was cancelled by NBC, instead of diminishing, the interest in the series increased. The show was one of the biggest gambles in TV history. It wasn't cheap to produce and science fiction had



always been considered strictly 'B' movie fodder. After the second season it was touch and go there would be a third.

When NBC received over a million letters insisting the show be retained they could not really say no. However, once *Star Trek* was cancelled it immediately went into syndication, meaning it was bought up by hundreds of local TV stations who continually repeated it as the show had a hard core audience of teenagers, the one audience area advertisers are most interested in pushing their product at. Consequently a new generation of Trekkies were created.

Computertrek

The first *Star Trek* computer game was written by an unknown hacker in 1967. The most famous was created by Mike Mayfield in 1972. Since then there have been dozens of variations written for every type of computer on the market, though most are fairly simple in form and content.

Many fans felt much was lacking. One of these was Dr Philip E. Bailey, who spent over two years writing *Star Trek Colossus*. The game is contained on three floppy disks; one for the actual game, one for the rules. The game also features some impressive graphics although it only uses the alphanumeric characters of a typical video display unit.

Filmtrek

Computer games aside, (I leave those to the experts), what of the feature films? Well, thanks to *Star Wars*, *Star Trek* was given a new lease of life in 1978.

Originally, the idea was for a new TV season to be financed by Paramount Pictures, who were drawing up plans for a fourth national US network. *Star Trek* was to be the flagship programme on the new channel, but this failed to materialise.

The outcome was *Star Trek: The Motion Picture*, a rather top heavy (and expensive) film. Although it reunited all of the original cast it was ponderous and lacking in imagination, being a loose combination of three stories from the previous TV seasons, namely *The Changeling*, *The Immunity Syndrome*, and *The Doomsday Machine* — all episodes that dealt with either planet destroying alien machines

or strange energy forces. *Star Trek II: The Wrath Of Khan* also took a TV episode as its springboard, this time a story called *Space Seed* in which Kirk and co. banish a group of genetically superior humans to a far-flung planet. Here they come back and indirectly cause the death of Spock.

When Leonard Nimoy, who had only been persuaded to appear in the film because of the

death of Spock, announced afterwards to the producers that he was looking forward to bringing back the character, the producers were faced with a dilemma: how? Where there's a will, there's a way...

The solution of this seemingly impossible situation lay in the story of *Wrath Of Khan* itself. Events in the film are triggered when the Enterprise receives an

emergency signal from Space Lab Regula One, where a group of scientists are involved with Project Genesis, a process of destruction and regeneration developed to make uninhabitable planets into Earth-like environments.

At the end of the movie Genesis has created a paradise planet on which Spock's space coffin lands after being jettisoned from the Enterprise. Shortly before

the film was released the producers added some shots of the coffin on the planet, implying Spock could return. And he did in the third movie.

The Search For Spock involved the Vulcan's soul trapped in the body of Dr McCoy. Captain Kirk breaks his medical officer out of the loony bin and returns to Genesis, where they find a young Vulcan child growing old rapidly under the influence of the planet. Finally, Spock's

soul and body are reunited.

When *Star Trek IV: The Voyage Home* opens next year, we'll see the crew go back in time to Earth 1987 to save the future (!). I, for one, will be along for the ride. But in the meantime, I'll amuse myself with a computer game.

Beam me up Scotty...

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BALLS

To Editor
I am writing to you to see if I could become a football journalist for your new exciting newspaper.

When I am older and leave school I want to become a football journalist. I don't really support a club ever since the horrors struck at the Heysel Stadium which ruins British football.
Yours faithfully
William Carter
Draycott Ave
Chelsea
London SW3

Yes — by all means. Start next week, £50K plus BMW plus all expenses. (Isn't that a tiny bit misleading? — Ed.)

Prize fool!

Hi There
It's me yet again. Ta for printing my ideas about Clive Sinclair's company. Where is my prize you promised me? Secondly, I thought I would write in giving you a review of Sigué Sigué Spatnik's gig at the Albert Hall.

It was great.
Er, that's about it.
Hope you can print this.

All the best
Steve Adams
Barhill
Cambridge
PS: Can't think of a PS to put at the end of my letter so will this do?

Isn't it terrible the way the Post Office always let's you down? We posted off an absolutely wonderful prize to you and somehow it still hasn't got through. Huh. Must've got lost.

Well, perhaps you'll have to learn to live without the life-sized working model of the space shuttle and instead accept a whole load of records and books and things and that's it.
PS: No.

BIRD WORDS

Dear BANG
Right to reply re Shorts with Dr X BANG October 18.

Rainbird (the bloke) does not bluff with BT nor does he resign over something as trivial as a foreign sales deal. Furthermore he has never applied for a job at *Argus Press* or *Argus Software*.

My reasons for leaving BT are complex and considered. They are personal and are shared in full only with trusted friends and family. They are accurately summarised in the statement "I believe I am best able to further my career outside *Telecomsoft*".

So please check before you print the opinion of a minion.

Yours sincerely
Tony Rainbird
(currently still)
Publisher
Rainbird Software
PS. Rainbird Software will continue to be called Rainbird Software.



At last it can be revealed: Rainbird really left 'cos he didn't want to pose in any more silly piccies for BT (And does this information come from the same minion as before? Load up the rifles... — Ed)

Our minion with the 'information' was duly taken out and shot at dawn.

Because we enjoyed that so much, we took him out again and shot him at noon.

Machine gun etiquette...

Dear Sir
Since my amazing good fortune in winning a copy of *Infiltrator* in BANG's first issue, my amazing kick of software has returned. My copy of *Infiltrator* has not yet infiltrated my letterbox. So, please switch on the power and insert this in your memory banks:
10 PRINT "We owe Noel Winstanley one copy of *Infiltrator*."
20 PRINT "Please insert copy of *Infiltrator* into postal service."
30 GOTO 10

Or do you want it in machine code?
Or shall I come around with a machine gun?
In excited anticipation
N. Winstanley
Welsphool
Powys

For all the screeching *Infiltrator* winners out there, we can only say "US Gold".

Since that isn't very helpful (Or even meaningful — Ed), I'll add that the whole skerdamboodle is down to the date on which US Gold released *Infiltrator* being much later than issue one of BANG. Also, provided that no one other than you is listening, N. (craze name!) I can reveal that US Gold actually lost the list of prize winners we sent through. Don't tell anyone else, now...

BANGING OFF

So what do you really think of BANG? Got a strong view on what someone's said in it? Got any words of wisdom to impart to the great BANG populace?

Well BANGING OFF is the place to do it. Send your letters to DR X at BANGING OFF, BANG, BTC, Bessemer Drive, Stevenage, Herts SG1 Postcode garbage etc etc.
Be there, or — as they say — be square. Get on with it...

PIC CAPTION CONTEST

Another utterly brilliant, fantabulistic Pic Caption Contest for all you wonderful BANG creatures. Henry (John Thaw) and Enid (Elizabeth Bennett) from *Home To Roost* look more than a little worried about something. Can you imagine what they might be saying to one another?

Send in your suggestions as soon as you can. The funniest one will win the £10 token, so give us all a good laugh.



Send your entries to Tania Yates, BTC, Bessemer Drive, Stevenage, Herts, SG1 2DX.

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

WINNERS WINNERS

ABSOLUTE BEGINNERS BILLY BRAGG

David Bowie, Patsy Kensit and Eddie O'Connell star in *Absolute Beginners*. Palace Video sponsored five copies of the *Absolute Beginners* video in BANG's competition in issue five.

Five lucky readers will be able to get into the Sixties swing this week because they just happen to be the chosen ones. In other words the winners are:

- Dave Turner, Bournemouth, Dorset.
- Anton Pryozka, Mid. Glam, S. Wales.
- John Kirk, Ayr, Scotland.
- Ian Jolley, Lewes, East Sussex.
- J. McCreary, Shipley, W. Yorks.

Time to "Talk To The Taxman About Poetry" folks. Ten BANG blessed people have been chosen to be the winners of the BANG/Go Discs competition. The winners should each receive a copy of Billy Bragg's "Talking To The etc etc..." album.

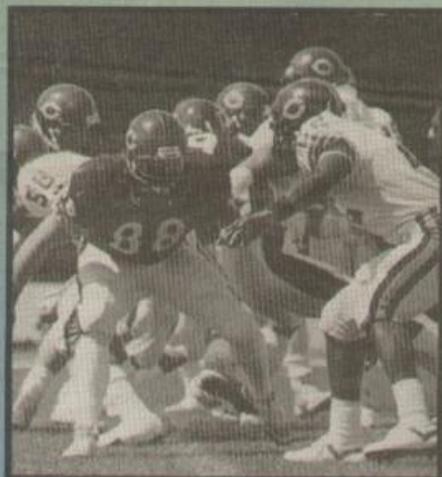
- The winners are.
- Graham Smith, Blackpool, Lancs.
 - Sean Lally, Sydenham, London.
 - Paul Sruoga, Graiseley Estate, Wolverhampton.
 - Amanda Greenwood, Bramley, Leeds.
 - Stephen Cross, Sharnbrook, Beds.
 - Richard Tromanns, Stourbridge, W. Midlands.
 - Justin Morely, Slough, Berkshire.
 - Carmel Merrick, Croydon, Surrey.
 - Peter Mulligan, Woodside, Glasgow.
 - Allan Freeman, Walthamstow, London.

ACROSS THE BOARD

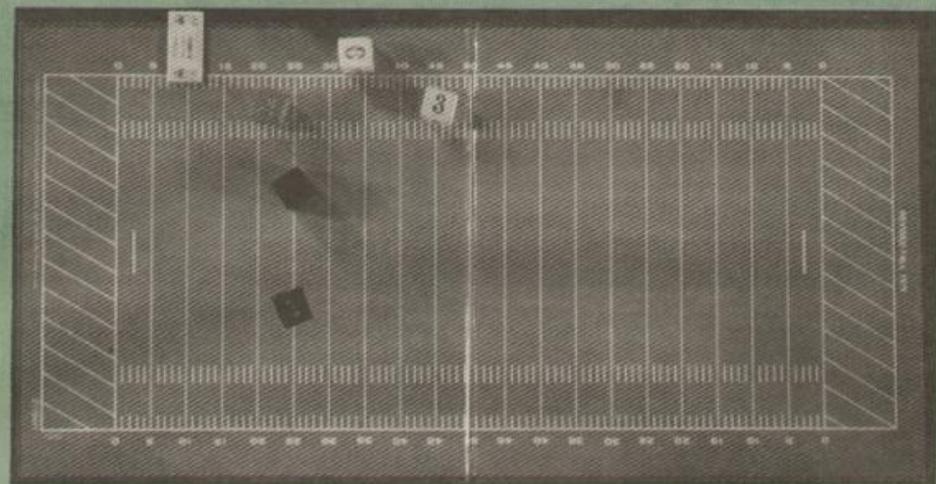
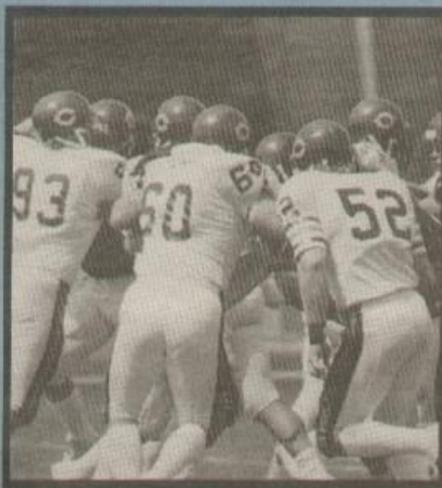
Grab your helmet and get padded up for an American Football boardgame. Avalon Hill's *Paydirt* captures all the excitement of taking a team to the Super Bowl. **TONY HETHERINGTON** is the coach »

Paydirt is an American Football simulation based on accurate statistical analysis of the actual performance of each of the NFL's 28 teams.

No, don't run away. It isn't a game aimed only at aspiring accountants — these statistics are used to create simple to use charts that control this fascinating game.



Supplied in the box is all you need to recreate the best of gridiron action. 28 charts represent the statistical record of each team's offensive, defensive and special teams skills, a board marked out with a gridiron, a plastic ball (flat so it doesn't roll about), a ten yard marker to measure the all important



gains and losses, rule booklet and a set of special offensive and defensive dice.

The charts show the 39 possible outcomes (the numbers possible with the three special offensive dice) of each of the nine plays representing runs, line plunges, sideline passes and bombs.

This is repeated for the defence but their two dice only produce a result between one and five.

The actual result is then cross-referenced to produce either a gain or loss of yards, a penalty, and incomplete pass, fumble or interception.

The result is then marked off on the board and time checked off a scoresheet that also keeps track of the score and which of the four downs the offence is currently on.

This system is surprisingly easy to use with each player yelling out their selected play then rolling dice to decide the outcome. This provides enough options and sufficient detail to stop it becoming a game of dice.

"Bluff and counterbluff"

The game enters a new dimension of bluff and counterbluff with the addition of the wild card defence. This option is used instead of one of the five standard defences and is simply an attempt to guess which offence will be picked. Get it right and there is no gain; get it wrong and it may leave the offence clear.

Charts are also supplied for kickoffs, punts and returns which include enough fumbles to ensure the game is undecided right up until the final whistle.

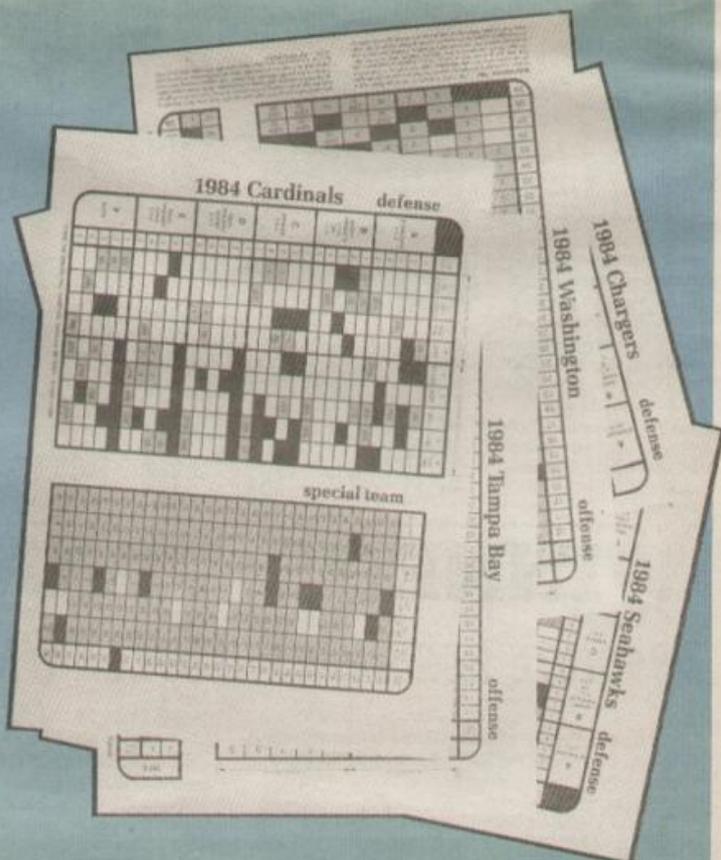
Although it's meant to be a two player game it's great fun as a four player, two-a-side contest with a player controlling the offence and defence on either side. Then sit back and wait for the arguments about which play to use on a crucial 3rd and five call.

The copies of *Paydirt* currently on sale (for about £15) contain the statistics for the 1984 teams. However this is updated every year with a complete set of new charts which are good value even though they cost another £11.

The 1984 set currently

in the boxes features a Dolphins' offence inspired by Dan Marino and the almost unstoppable San Francisco 49ers.

Through *Paydirt* you can attempt to recreate such glories or perhaps dream of a Super Bowl between the Buffalo Bills and Atlanta Falcons. □



NEXT WEEK — BEAM INTO THE ACTION OF STAR FLEET BATTLES

HOW LOW CAN YOU GET ON HEROIN?

Skin Infections

Mental Problems

Aching Limbs

Blood Diseases

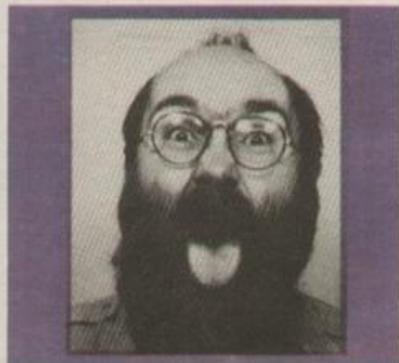
Wasted Muscles

Liver Complaints

Constipation

*Take heroin and before long you'll start looking ill, losing weight and feeling like death.
So, if you're offered heroin, you know what to say.*

HEROIN SCREWS YOU UP



<<< "Leather Goddesses"? Thong's a lot, pal

To celebrate over £1 million sales of Incentive's *Graphic Adventure Creator*, GARRY MARSH this week compares *GAC* with *The Quill*. Actually, this was all completely by chance — Garry knew nothing about the million quid's worth. He's always doing that sort of thing. Totally cosmic sort of guy, in fact ...

This week it's back to sausage machines, for churning out your own little adventures. As promised, I'm gonna look at *GAC*. No, I said *GAC* not ...

GOING

Anyway, this wonderful offering: the *Graphic Adventure Creator*, is in fact from Incentive. Yes that wonderful little company (crawl, crawl) who gave us renowned epics as in the *Ket* trilogy, of which there were three! (I think!)

Nitty Gritty

GAC was announced as a revolution in computer adventure game writing. It was almost established as *THE* utility before the press releases were dry. I'm sure lots of you adventure freaks have seen all the rave reviews before, but what about the nitty-gritty truth?

To be very, very truthful when you first see *GAC* you can't help but get a déjà-vu about it. You are certain the last time you saw it, it was called *The Quill* and it came from Gilssoft. But then maybe, in all fairness, how else should a utility like this be presented? Mimicry is the best form of flattery, after all.

There are good points on both sides here, as well as a few negative ones. *GAC* does have the advantage of being able to produce your graphics along side your game, whilst with the *Quill* you have to finish your game first and then cut back a great deal when you find you need more bytes for the pics. *GAC* only allows split-screen graphics, while with the *Illustrator* and the *Patch*, for the *Quill*, you can have the choice of full or split-screens.

GAC has what is referred to as "extensive text compression", something akin to me screwing up copies of *The Sun*, I suppose!

No, not really — I wouldn't soil my hands.

This feature allows the creation of far more detailed location descriptions etc. just like big stories eh! This along with the "comprehensive intelligent command interpreter" (I didn't think comprehensives turned out anything intelligent — where's my old-school tie?), makes *GAC* "appear" more intelligent than the *Quill*.

"XXXX it"

It does away with the old two word input (?), and allows more verbose sentences such as "Go forth and multiply", and even recognises the word "it", as in "Fix it or xxxx it". Of course the only prob-

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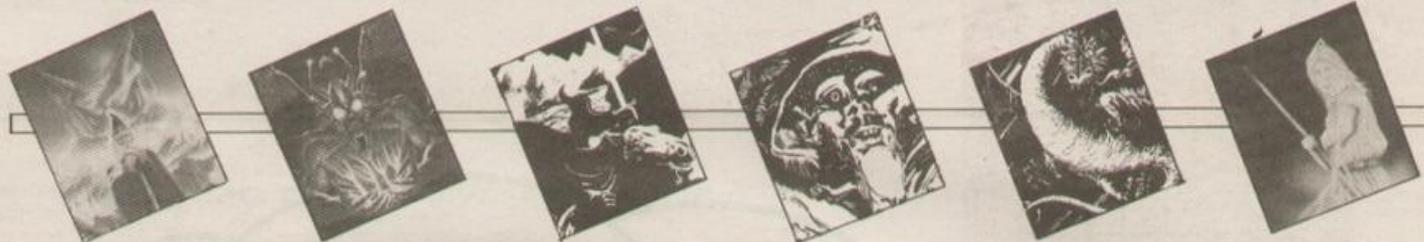
SOLDIER ONE



ACTION

Graphic Adventure Creator, Incentive Ltd
 100, High Street, London, E15 4JH
 Phone: (0432) 427050, Telex: 32135 Compul 9

UNDERGROUND



lem with big sentences is that some people just don't know when to stop typing in word after word after word after word, only to be finally told, "Sorry, didn't quite get that. Could you be more precise."

Aaarrggghh!
Frustration folks!

Nuff said

Oh come on Marsh! Say something good about it. OK Honest I do in fact really like GAC, especially the pictures on the cover! Nuff said.

Incentive have been good enough to let me know that they will be releasing soon, some adventures written with GAC, in their new Medallion Adventure Series. This of course will be the proof of the pudding. I only hope that they have more luck with theirs, than did Gilsoft with their Gold Collection. I feel that the problems here lie with distributors not the games or software houses. (Serious now folks.)

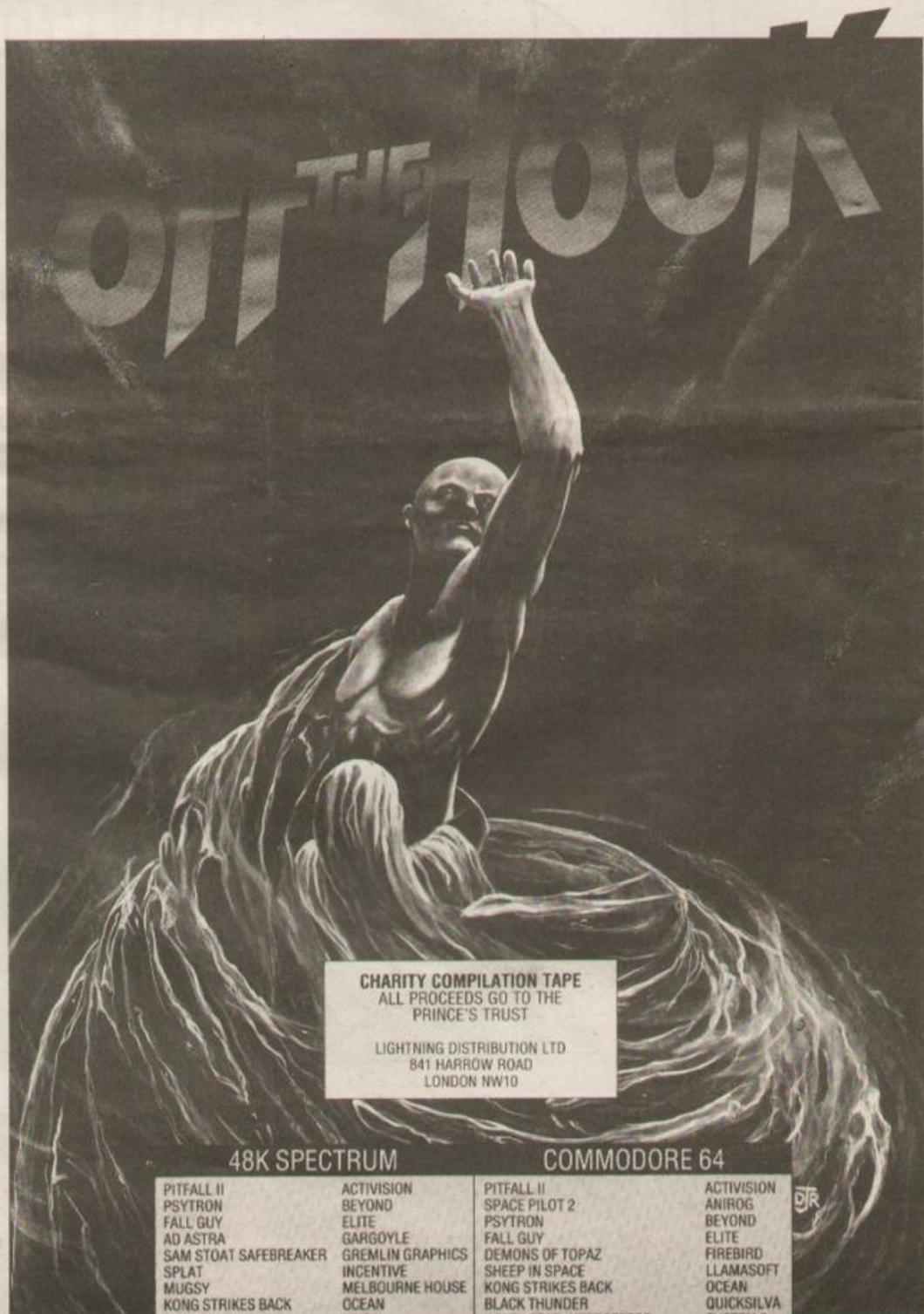


GAC's all folks!

Anyway GAC is available for the Amstrad, BBC B, C64 and Spectrum, at £22.95 on cassette or for £27.95 on disk. Well worth the cash if you really want to produce good adventures, but that does depend on you as well!

Well dear readers, I must get along now, only I have an appointment with the *Leather Goddesses of Phobos*. They're having a whip round and I'd hate to miss the fun. Bye.

Happy Adventuring
Garry Marsh



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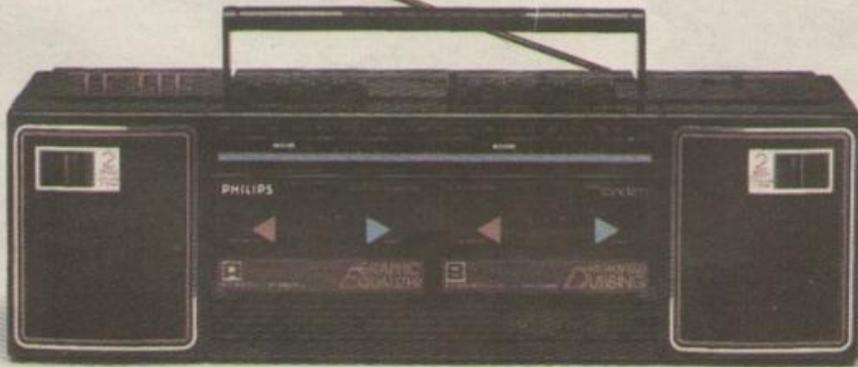
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PSYTRON
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DEMONS OF TOPAZ
SHEEP IN SPACE
KONG STRIKES BACK
BLACK THUNDER
DEATH STAR INTERCEPTOR
TALLADEGA

ACTIVISION
ANIROG
BEYOND
ELITE
FIREBIRD
LLAMASOFT
OCEAN
QUICKSILVA
SYSTEM 3
U.S. GOLD



PHILIPS

The twiddly bits on the D8168 were having a disturbing effect.



Take a closer look!



MONDAY OCTOBER
20TH

I AM IN LOVE!!! Had a truly wonderful experience with Priscilla today. She spent the whole dinner break with me, and asked if I would like to see her after school.

Pinched myself to see if I was awake. Met after school, and went for a Mac and a walk.

She gave me my first cigarette. I didn't want to at first, but she said that Barry smoked all the time, and that I was afraid.

I thought I would be sick. I hate the smell of Mum's cigarettes, but these were hand rolled. Made by her own fair hand! It made me very light-headed, not sick at all.

Pris has asked me to bring £5.00 if I want to meet her again tomorrow. She got very upset when I pointed out that a packet of cigarettes only costs £1.50, but she said that loose tobacco, which is much better, costs £5.00.

TUESDAY OCTOBER 21ST

Went to the Building Society for the £5.00. I went to meet Pris, but Barry was there too! He made me give him my £5.00, and handed me a bottle of pills.

Pris said that pills were better than smoking. I asked if they were something like those tobacco pouches, but she just laughed and said that smoking was bad for my health, and the pills wouldn't be.

She's thinking about my health. She must be in love with me too. We took a pill each and took the bus to the common.

She has a funny sense of humour.

She said we were speeding, but the bus seemed to take ages to get there.

WEDNESDAY OCTOBER
22ND

Pris rang and said that if I could get £10 we could have a night to remember. I complained at first, but she just said that if I didn't think she was worth it I could look elsewhere.

Whoever said that you could live on love was lying? It's cost me a fortune already, and we haven't been seeing each other a week yet.

She rang back, after slamming the 'phone down on me, and said she couldn't make it anyway as her pony was sick and she would have to look after it. Could I make Thursday!!!!

She still loves me, but only if I bring the tenner and a razor blade.

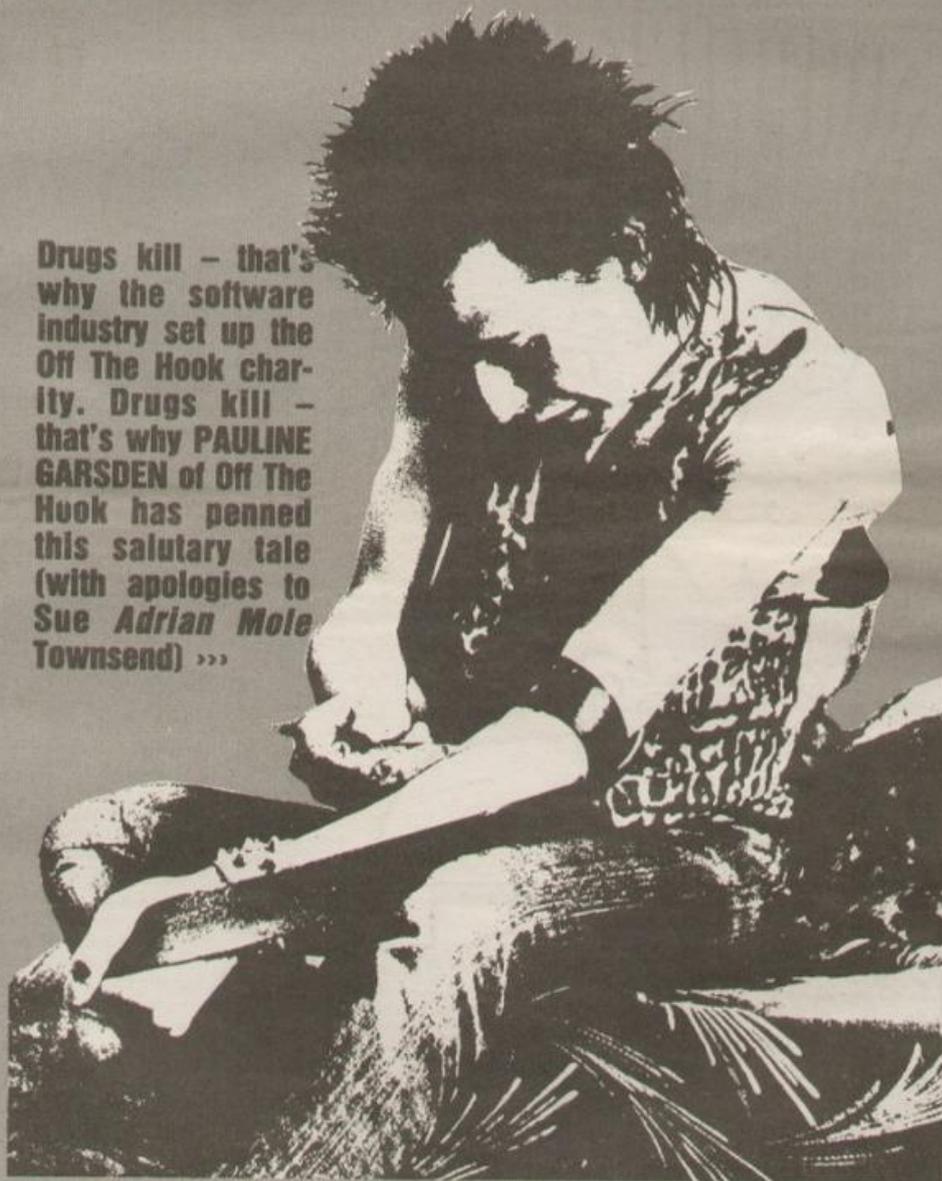
A RAZOR BLADE!! She

Drugs kill - that's why the software industry set up the Off The Hook charity. Drugs kill - that's why PAULINE GARDEN of Off The Hook has penned this salutary tale (with apologies to Sue Adrian Mole Townsend) >>>

has a terrible temper, and went mad when I asked her what she wanted a razor blade for, and just said that I should do as she said or don't bother coming.

THURSDAY OCTOBER
23RD

Bad day at school. Pris wasn't in (her pony must be very sick if she's taken a day off school). I think of her all the time. Hope that damn horse doesn't keep her away tonight.

THE SECRET DIARY
OF S. M. ACKHEAD

Pris in much better mood. Giggling, in fact, but she got mad just like before when I asked why she wanted the razor blade. She calmed down when I gave her the blade, and she went up to her room leaving me in the hall. Hope her parents are out. They don't like me at all.

She took about fifteen minutes, and came down like a different person. She was radiant, smiling and very happy. We went down to the park and smoked again. She said

not to worry as it was different to the cigarette we had before.

And she was right. Instead of feeling what I suppose you would call spaced out, I felt so fully of energy that I just couldn't believe it. Wonderful.

FRIDAY OCTOBER 24TH

Went to the park again tonight. I am absolutely one hundred percent in love with her. We smoked two cigarettes again tonight. That was

great too. When I got home, Mum asked me why I was so fidgety.

SATURDAY OCTOBER
25TH

Pris rang at 9 o'clock. After all that energy last night, I feel shattered today. She asked if I could lend her £10 and bring another £10.

She got very very angry when I said that I kept paying to go out and we never went anywhere. Women are strange

creatures, as my Dad keeps telling me.

Met Pris but again she had that horrible Barry with her, and she must have told him about the £20 because he took it off me. My savings are going down quickly.

We had two cigarettes tonight. It was very nice, but I think I'm getting used to them.

TUESDAY NOVEMBER
4TH

Pris and I smoked all weekend.

THURSDAY NOVEMBER
6TH

Feel sick. Spots worse. See Pris. Smoke. Feel better.

FRIDAY

Off school today, sick again. I think it's 'flu. Pris came round to see me. We smoked in my bedroom with the window open. She always knows how to make me feel better.

SATURDAY

Pris rang at 9 AGAIN! She got very angry when I mentioned the time, and when I told her I only had £5 left in my account and that I was too ill to go and draw it out. She said she'd see me around when I had some more money.

I don't think she loves me anymore, as if suffering with this bloody 'flu wasn't enough.

It's 6pm now, and I'm feeling much worse. Spots much worse too. Pris will never love me again if I don't get rid of these spots.

TUESDAY

Mum and Dad finally realised that I really am ill and the doctor will be coming later. Can't stop shivering.

Gran brought me her medical dictionary to cheer me up. I now feel ten times worse as I know I have "Green Monkey Disease". It's a rare tropical illness. Mum just laughed and said I had raging imagination disease. Women can be so cruel.

However, it's the doctor who's suffering from raging imagination. He said I was an idiot and a liar. He also said I was a heroin addict. What does he know about drug addicts? Probably about as much as he knows about Green Monkey Disease.

I showed him my arms. I haven't injected anything. Mum knows I faint at the sight of a needle.

I feel lousy. Spots incredibly bad. Everyone downstairs either arguing or crying. Don't they know I'm ill!

Uridium on the C64 topped the charts early this year, selling more in one month than any previous C64 game. The long awaited Spectrum conversion is finally ready for launch. TONY HETHERINGTON is the test pilot >>>

ARCADE ENCORE

The Earth is under attack (again!!). Not only Earth but also the rest of the galactic sector is being drained of its mineral resources.

Massive alien super-Dreadnoughts hover over the sector's planets, each draining a different mineral.

You are transported to each planet in turn to battle with these Dreadnoughts.

You're flying a highly manoeuvrable Manta class fighter armed with twin laser cannons.

Using joystick or keyboard controls the fighter can accelerate and brake rapidly while on its strafing run. Slow down to a crawl and the fighter loops to face the other way this move can be used to great effect to swing down behind an enemy.

The fighter can also flip onto its side to squeeze through the narrow gaps in the Dreadnought's meteor shielding.

Designed to stop meteors damaging the ship, these shields will easily stop you as will the spindly communications acrials. One touch will cost you one of three lives.

Threading your way through the maze of shields and acrials is difficult enough and only resolved by trial, error and mapping (but be prepared to map on the move). The aliens and mine launchers need more direct action before they attend to you.

Shoving the aliens

The aliens attack in waves in a variety of formations ranging from an arrow shape to a simple line.

Most aliens are relatively harmless and easily despatched with a few laser bolts but some skilfully avoid your attacks and then swoop in for the kill. Take out a whole wave and you'll score a hefty bonus when you finally destroy the Dreadnought.



Unfortunately the deadly mine generators cannot be destroyed neither can the guided mines that they spit out at you. Instead you have to take evasive action and weave around avoiding its deadly touch. Flying over mine generators is fatal as you're immediately hit, at least from a distance you have a chance.

The mines explode either when they hit you, a meteor shield (or communications aerial) or after 15 seconds. So to stay alive you must either avoid it for 15 seconds, guide it onto a shield or aerial or quite simply attempt to run away and hope it hits something before it catches you.

Parts of the Dreadnought's tough exterior can be destroyed which range from fighters still on the ground to small pixel size windows. Damage enough and you'll score well and gain the welcome "Land Now" message instructing you to land on the Dreadnought's master landing strip to complete that part of the game.

You have now penetrated the Dreadnought's defences and automatically destroy it. One down — sixteen to go!

Each of the Super-Dreadnoughts are colour coded representing the mineral they are processing. The first one is zinc then lead, copper, iron and tungsten.

The action is fast and furious, fought over the smooth scrolling scenery of the Dreadnought. This Spectrum conversion lacks the detailed colour graphics of the C64 original and some of the additional frills such as the ship to launch your fighter at the beginning of the mission and the fruit machine style "win/lose" gambling sub-game played after you've landed in which you can win bonus points.

Despite these omissions the basic game remains the same arcade classic that topped the charts. This conversion is good enough to repeat that success.



URIDIUM
Spectrum
Hewson
£7.95
Released — Oct
28th



HINTBOX

1. Learn the routes through the Dreadnought as quickly as you can, ignoring the aliens until the route is learnt.
2. Practise steering the ship until you can loop and fly on your side at will.
3. Don't fly over mine generators as this is suicidal (you might have to fly on your side to get past them).
4. If a mine is chasing you try to dodge behind a shield.
5. If there's no escaping a mine try looping, you might get lucky.
6. Blast every bit of Dreadnought you can find to discover what you can and should destroy.
7. Lie in wait for aliens at the beginning of a "shield free" open stretch so you can attack them freely and destroy them all.
8. Each Dreadnought is different, so be ready to move and fire as soon as a new level begins. You might appear right in front of a shield.



REVIEW

ACE

THE GREAT ESCAPE
Spectrum
Ocean
£7.95

This will come as a surprise to most of you. Not just because Ocean, rip-off merchants par excellence, has turned in a decent game to make up for *V. Knight Rider* and *Miami Vice*, but also because it makes a triumphant return for Denton Design, so long confined to the wilderness (A.K.A Beyond) and such dubious gems as *Bounces*, *Enigma*, *Force* and... wait for it... *Dante's Inferno*.

The *Great Escape*, casts you as a captive in a P.O.W. camp, and you can easily get down to playing without too many of the detailed instructions enclosed.

Isometric 3-D is used to tremendous effect with excellent 4-way scrolling, plenty of 'hidden' corners for hiding things in, and some great animation (watch out for the goose-stepping commandant, and the guard dogs). The way both soldiers and prisoners go about their daily routine reminds me of *Microsphere's School Daze*.

Another of those games that you can just sit back and watch if your fingers get tired.

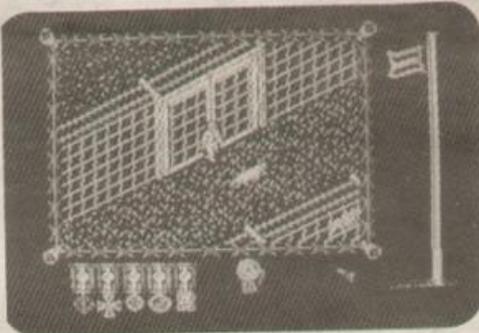
The real fun is in playing and be warned, if you make too many rash attempts to escape you will end up under tighter guard, or in solitary confinement.

As you can only carry two objects at once (and if you're caught in the wrong place at the wrong time these will be taken away from you) many games will be spent finding out which ones are essential to your escape and which will probably give you away.

Once you've used up those moments (like exercise time) when you can make your preparations, you must risk going out at night. Imagine my despair when I finally found the tunnel only to lose my way and pop-out in the exercise yard, pinned down by a menacingly large spotlight. Needless to say I was up half the night trying to get even.

There is simply such a lot in this game, and all so beautifully depicted, that being nobbled for the 28th time only adds to the addiction. Apart from a few minor bugs, I cannot think of a better spectrum game on the market at the moment.

Tina Milan



SANXION
C64
Thalamus
£9.95

The Earth needs saving again! Apparently some aliens have decided that we've progressed too quickly and are a threat to ourselves and the galaxy. Therefore they're sending a massive fleet to destroy us.

Luckily we found out about their plot (gosh, that was a coincidence!) and the world has combined to fight it.

Unfortunately all the combined resources of the world could only produce you. So off you go to defend the world.

You battle the invaders on a curious split screen showing a top and side view of the action. Ignoring the useless top view the game is a poor *Defender* variant in which you must blast them before they get you.

Complete a screen and your continually shaking ship passes onto a bonus or training screen. Yes, you've guessed it, the world has sent a trainee to defend it against hordes of aliens!

Despite the appalling plot and pointless top down display the game is a limited but adequate shoot-em-up. Don't expect to get too excited.

You'd have to be related to the programmer or own the company to rave about this one.

Tony Hetherington

DULL

Welcome, Halloween Night is nigh. The time is nearing when the wail of the Banshee will summon to life the evil dead and malevolent spirits from their rotting graves.

This week we're running a competition sponsored by CRL. *Dracula* the computer game — based on the original novel, not the films — is part of the prize.

The first correct ghoulish entry wins a copy of the game plus a horror pack worth £40. The next four correct entries each get a copy of *Dracula* and a horror pack to the value of ten pounds. Twenty-five winners each get a copy of the game.

The catalogue of horrors have inflatable skeletons, *Dracula* capes, skulls, masks and loads more evil ware to choose from. Just answer these three dead easy questions.

- 1 Who wrote *Dracula*, the novel?
- 2 Who was the doctor in Mary Shelley's novel?
3. Name one way of killing *Dracula*

Put your answers on a postcard and send them to Tania Yates, BTC, Bessmer Drive, Stevenage, Herts, SG1 2DX. All entries must be in by October 30th.

Name

Address

Age

Answers:

1.

2.

3.

DRAC IS BACK COMPETITION



**SMASH HITS
VOLUME 5
Atari
English Software
£9.99**

The compilation craze continues with this collection of four recent games: *Quasimodo*, *Elektraglide*, *Mediator* and *Chop Suey*.

Worst first.

Quasimodo, Chapter 1: Quasi bashes the daylight out of ladder-scaling attackers by bouncing cannonballs off their bonces. Chapter 2: Quasi has a swinging time on the bell ropes. Finale: Quasi goes up the wall, bashing more assailants. A short game then, and graphically unappealing (standard Quasi joke).

Elektraglide is a *Pole Position* variant, being a race against the clock across a variety of courses. There are no other drivers to compete against. But it's still you versus them — them being giant sugar lumps and tennis balls that zoom out of the sky towards you. Planes also fly over, dropping square telegraph Poles (aha — *Pole Position!*) in your path. A head-on collision loses time so dodge everything. Tunnels and cross-overs add to the test. Tasty but tough.

Wrist wrencher

Slap with a tickle of scorpions sums up *Chop Suey*. Fast and smooth animation with a variety of moves, this martial arts simulation has you punching and kicking seven bells (re-entry of old Quasi joke) out of your human (or computer) opponent.

Stinging scorpions scuttle across the arena just to keep you off your toes. Should have you playing until the sun rises (subtle Japanese reference).

Mediator is an arcade adventure, mixing head-scratching problems with reflex skills across several progressive screens. Solve one to get to the next. A real mind and wrist wrencher.

Unless you've already got most of them, this collection should do very nicely, thank you.

WORTHY

**SOLDIER ONE
C64
American Action
£9.95**

The debut game from a new Swedish software house is a multi stage arcade game inspired by *Beach-head*.

The game consists of seven parts in a test of skill and reactions.

In stage one you must

shoot the enemy torpedo boats that come alongside before they get a chance to shoot at you.

Then you're behind the ship's cannon trying to outgun three more warships. Beat them and you must try to sail your ships to the beach while avoiding enemy gunfire.

Then you're in a pitched battle with the enemy's soldiers that are hiding behind barrels and other barriers found on every beach (??).

Despatch them and you

have to survive an ambush before you get a crack at attacking your objective the enemy fortress.

Everytime you're hit you lose some of your invaluable power which ends your game should you run out.

A fun game but I found it a little too easy advancing to stage five on only my third game.

Alistair McCann



The action is fast and furious and will drive you back for more

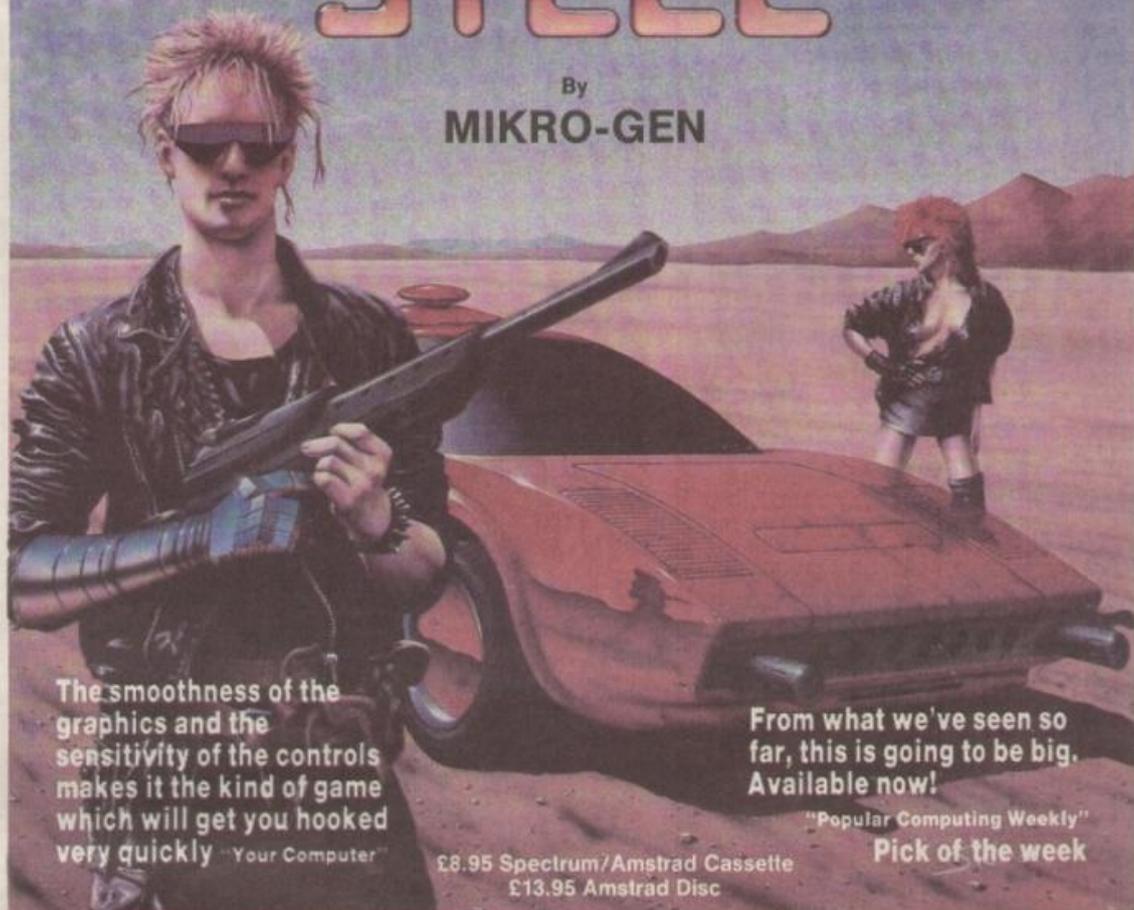
"Computer Gamer"

A.W.H. SMITH
TOPSOFT
20
TITLE

STAINLESS STEEL

By

MIKRO-GEN



The smoothness of the graphics and the sensitivity of the controls makes it the kind of game which will get you hooked very quickly — Your Computer

From what we've seen so far, this is going to be big. Available now!

"Popular Computing Weekly"

Pick of the week

£8.95 Spectrum/Amstrad Cassette
£13.95 Amstrad Disc

REVIEW

October 17th, 1986
Somebody has eaten
the Moon!



BANG REVIEWS



The **BANG SEAL OF APPROVAL** is only awarded to the best games. If you see this buy it immediately.



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



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



Oh No! This one's a real lemon. **REWIND** quickly. It could damage your brain.

GALVAN IMAGINE/OCEAN SPECTRUM £7.95

Hey kids! Remember the arcade smash caled *Galvan* by those aces of arcade action Nitchibutsu??

No, me neither. I guess both *Galvan* and *Nitchibutsu* crept by unnoticed somewhere between *Pole Position* and *Space Harrier* like hundreds of others. Either that or this is so unlike the coin-op it's supposed to represent that it's fooling all of us. Oh well, perhaps it was a cheap license or something.

Unfortunately, *Galvan* the computer game looks a bit cheap too. Pretty though the display is, with its two logo panels taking up half the screen, there is precious little going on in between.

The playing area is ridiculously small, with your little man, (last of the Cosmo Police, no less) walking and jumping in either direction and firing whatever weapon he comes across. Against him are a number of robots, blobs of various shape, and (so I'm told) a 'Monstrous Headed Demon' on each of the game's many levels. The

object is to defeat these various demons and generally outlive your opponents.

In play the game is sluggish and, by today's standards, graphically primitive. The playing area is so narrow that by the time you see your next opponent you barely have the chance to avoid him, and the various nasties that attack you from above and below only make life frustrating.

Representation of weapons as little yellow pyramids marked 'P' seem a bit strange, but no more so than the way your man walks halfway into a wall before he realises it's there. Animation on the whole is crude, with punching looking like something from a silent movie, and explosions etc. seeming very ordinary indeed.

Generally this is another real lemon from Ocean, and while it's nice to see John Gibson (one of the Authors) back with the Imagine label that first brought him fame, I bet he's sorry he left Denton Designs to write a game as bad as this.

Tina Milan

DULL

ULTRAVOX! BILLY IDOL!

UP FOR GRABS IN YET ANOTHER MEGA-SOOPER COMPETITION FROM BANG! (Well, you have to say something to grab the old attention buds, dontcha?)

Yep, we are giving away five copies of the Billy Idol newie *Whiplash Smile* and — wait for it — five of Ultravox's latest, *U-Vox* (must've taken 'em ages to come up with that title).

All you have to do is answer three stunningly easy little questionettes — and then burn your entry over *as fast as possible* to Tania Yates at the usual address...



1. Name the punk band fronted by Billy Idol

2. Did Midge Ure once sing with
(a) *The Rich Kids*
(b) *Sham 69*
(c) *The Rezillos*?

3. What's the first word (and this isn't a trick question) that springs to mind when you see Billy Idol's snarl?

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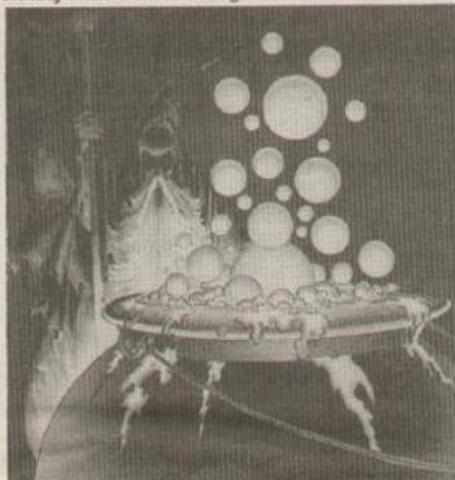
Name
Age
Address

**CAMELOT
WARRIORS**
ARIOLASOFT
AMSTRAD
£8.95

TRICKY

I've always liked Ariolasoft — good product, nice packaging, helpful service (cheat versions etc.) for reviewers — all in all the kind of operation that gives other colonial outfits a bad name.

Camelot Warriors, then, with its simple inlay, sparse instructions and almost a naked screen display came as quite a surprise to me. At first this actually looked quite appealing, an arcade adventure with just screenfuls of scrolling landscape — totally authentic and nearly rather fascinating.



Hang on, though... can this mean that every collision with every moving sprite means immediate death? 'Fraid so! Believe it or not if your armoured hero should collide with a Hummingbird, or fail to make one of the many pixel-perfect jumps, it's curtains for one and all.

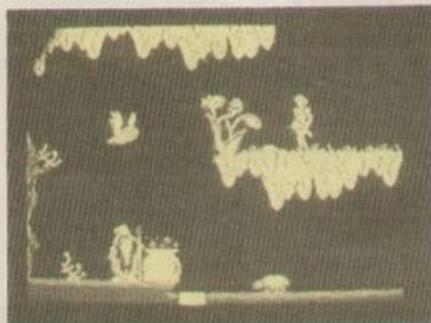
Apart from the nonsense this makes to the intellect, it's also the kiss of death to the game. All that stuff about collecting magical objects and delivering them to the various rulers in the game for special effects and rewards becomes totally irrelevant. What a waste of a good scenario.

On then to the cheat version, with no collision detection.

Here you can actually see that if you pick up the Flame on Level 1 and take it to the Wizard, you are turned into a toad and can then visit the world beneath the lake ruled by Neptune's brother Kindo.

Great stuff, eh?

Unfortunately the jumps even here have to be so perfect that unless you know where they are you can be well and truly stranded even in cheat mode. It's a shame, really, because the game scrolls nicely and some of the sprite animation is excellent.



I'm sure that *Camelot Warriors* has depths of sophistication that none of us will ever see, because your hero (who moves a bit like a Woodentop) has no hope of finding the dexterity necessary to complete his quest, and swinging his sword noisily is simply not enough.

Apologise, then, to one of the better Software Houses for not being able to praise one of their weaker releases. After sitting on Level 1 for nearly three hours, I really didn't feel in the most charitable of moods.

Tina Milan

**DR WHAT
CRL
SPECTRUM
£7.95**

A weird and wonderful little product, this. Full of wit, predictable puns and devious adventure elements — yet another in CRL's growing list of excellent games.

Dr What is at once a parody, an arcade adventure, and a good time to be had by all.

This is a multi-character game loosely based, as you might guess, on a certain TV series (no, not *Star Trek*). The inlay is both funny and obscure, the basic plot being to rescue the four Doctors after an all night binge and return them to one time and one place with the secrets of the Universe intact.

At the start of the game your four characters (Drs What, When, Why and Where) are dotted around various locations and may be accessed separately by using the number keys. They can all move left and right, jump and pick up or use objects.

Their strength is indicated by an on-screen 'jelly baby' that is rapidly eaten away as you collide with moveable objects.

Basically you will spend many games working out

**TRAP DOOR
C64, Amstrad
Pirahna
£7.95**

Berk is back. The adventures of this blue blob TV star were described when the Spectrum version of the game of TV program of the gook of the toy was reviewed three weeks ago.

Incredibly these versions are exactly the

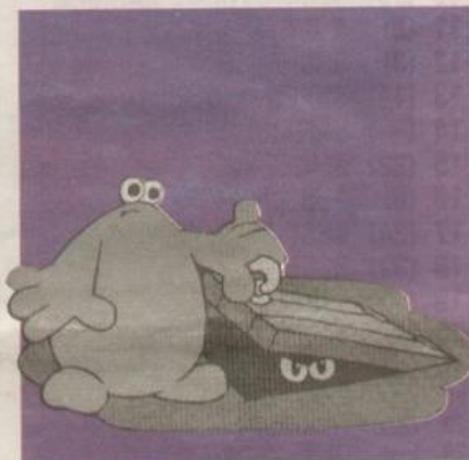
same with a superbly animated Berk plodding about his tasks set by the Thing upstairs.

This isn't a criticism of the C64 conversion — instead it's praise of the original Spectrum game.

Sure to be a monster hit. Have you seen the TV program yet?

Graham Harris

MONSTER HIT



GREAT VALUE

**BIG 4
Spectrum
Durell
£9.95**

Four games for the price of one. That's what is offered in Durell's *BIG 4* pack of hits.

Unlike most compilations where one title carries the others the *BIG 4* are actually four big games

First you can fly a *Combat Lynx* helicopter in Durell's first game then chase drug smugglers through a city centre in your *Turbo Esprit*, play a ninja hero as you infiltrate a secret HQ in *Saboteur* and finally disable an anti-matter plant in *Critical Mass*.

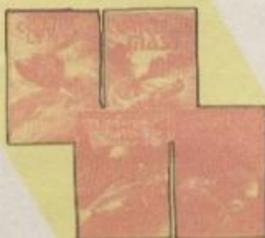
This last game is my pick of the collection and is an excellent think-before-you-shoot arcade game.

You pilot a rocket powered hovercraft skidding along the planets surface steering past the rocks, mines and aliens.

Should you lose your ship it blows up around you leaving you hovering above the surface. Find a hanger before your fuel runs out and you can continue the game without losing a life. But beware: while in your jetpack, you're easy pray for the planets, *Dune* style giant worms.

A collection worth collecting.

Tony Hetherington



**THRUST
Spectrum
Firebird
£1.99**

GREAT

Firebird's chart-topping, C64, budget game blasts onto the Spectrum.



In a cross between *Asteroids* and *Luna Lander* the player must collect pods from the enemy's storage planets.

These pods are hidden in underground complexes that are protected by nuclear powered limpet guns.

Shooting the reactor temporarily disables the limpet guns but care is essential since too many shots will destroy the reactor taking you and the planet with it.

As you proceed through the levels the caverns become deeper and narrower, packed with guns ready to gun you down as you go for the pod, reactor or bonus fuel dumps. All the while you must continually adjust your ship's rotation and thrust to keep away from the deadly planet surface.

Gripping action at a budget price.

Tony Hetherington

GAMES 50

1	(1)	PAPERBOY	Elite
2	(4)	TRIVIAL PURSUIT	Domark
3	(2)	LIGHT FORCE	FTL
4	(10)	DAN DARE	Virgin
5	(-)	1942	Elite
6	(5)	DRAGON'S LAIR	Software Projects
7	(16)	GREEN BERET	Imagine
8	(17)	GHOSTS AND GOBLINS	Elite
9	(-)	THE GREAT ESCAPE	Ocean
10	(13)	STRIKE FORCE HARRIER	Mirrorsoft
11	(8)	A C E	Cascade
12	(3)	DRUID	Firebird
13	(14)	SUPER CYCLE	Epyx/US Gold
14	(-)	SANXIONS	Thalamus
15	(22)	GLIDER RIDER	Quicksilva
16	(6)	PUB GAMES	Alligata
17	(24)	BEST OF BEYOND	Beyond
18	(32)	HEAD COACH	Addictive
19	(50)	LEADERBOARD	Access/US Gold
20	(15)	TT RACER	Digital Integration
21	(19)	TRAP DOOR	Piranha
22	(18)	NIGHTMARE RALLY	Ocean
23	(20)	JACK THE RIPPER	Gremlin Graphics
24	(-)	COMP. HITS VOL 3	Beau Jolly
25	(-)	MINI OFFICE	Database
26	(13)	STRIKE FORCE COBRA	Piranha
27	(26)	YIE AR KUNG FU	Imagine
28	(11)	ALLEYKAT	Hewson Consultants
29	(28)	VERA CRUZ AFFAIR	Infogames
30	(38)	FOOTBALL MANAGER	Addictive
31	(27)	ASTERIX AND THE MAGIC CAULDRON	Melbourne House
32	(42)	HARDBALL	Accolade/US Gold
33	(12)	INTERNATIONAL KARATE	Endurance
34	(28)	NOW GAMES 3	Virgin
35	(-)	MICROPOWER MAGIC	Micropower
36	(23)	AMERICAN FOOTBALL	Mind Games
37	(re)	THEY SOLD (2)	Hit Squad
38	(21)	KUNG FU MASTER	Data East/US Gold
39	(25)	ELITE	Firebird
40	(37)	WINTER EVENTS	Anco
41	(re)	ZAPP SIZZLERS	Gremlin Graphics
42	(7)	STREET HAWK	Ocean
43	(-)	GALAFORCE	Superior
44	(-)	MINI OFFICE 2	Database
45	(-)	BEYOND THE FORBIDDEN FOREST	Cosmi/US Gold
46	(re)	COMP. HIT 10 VOL 2	Beau Jolly
47	(47)	BATMAN	Ocean
48	(31)	KNIGHT RIDER	Ocean
49	(-)	HOT WHEELS	Epyx/US Gold
50	(re)	DYNAMITE DAN 2	Mirrorsoft

SPECTRUM 20

1	(1)	Paperboy	Elite
2	(2)	Light Force	FTL
3	(-)	1942	Elite
4	(17)	Ollie and Lisa	Firebird
5	(12)	Kai Temple	Firebird
6	(-)	The Great Escape	Ocean
7	(16)	Trivial Pursuit	Domark
8	(5)	Dragon's Lair	Software Projects
9	(-)	Head Coach	Addictive
10	(6)	TT Racer	Digital Integration
11	(11)	Trap Door	Piranha
12	(14)	A C E	Cascade
13	(18)	Nightmare Rally	Ocean
14	(-)	Bomb Scare	Firebird
15	(re)	Glider Rider	Quicksilva
16	(re)	Ninja Master	Firebird
17	(re)	Dan Dare	Virgin
18	(7)	Thrust	Firebird
19	(-)	Strike Force Harrier	Mirrorsoft
20	(re)	Green Beret	Imagine

664 20

1	(2)	Go For Gold	Americana
2	(5)	Super Cycle	Epyx/US Gold
3	(-)	Sanxions	Thalamus
4	(1)	Druid	Firebird
5	(re)	Leaderboard	Access/US Gold
6	(4)	Warhawk	Firebird
7	(8)	Trivial Pursuit	Domark
8	(10)	Dan Dare	Virgin
9	(15)	Green Beret	Imagine
10	(3)	Alleykat	Hewson Cts
11	(9)	Dragon's Lair	Software Projects
12	(11)	Asterix and the Magic Cauldron	Melbourne House
13	(7)	Pub Games	Alligata
14	(6)	Ninja	Mastertronic
15	(20)	Ghosts and Goblins	Elite
16	(-)	Best of Beyond	Beyond
17	(re)	Zapp Sizzlers	Gremlin Graphics
18	(-)	Beyond the Forbidden Forest	Cosmi/US Gold
19	(-)	Hot Wheels	Epyx/US Gold
20	(re)	Hole in One	Mastertronic

BUDGET 20

1	(1)	Thrust	Firebird
2	(3)	Ninja Master	Firebird
3	(6)	Go For Gold	Americana
4	(16)	Ollie and Lisa	Firebird
5	(14)	Kai Temple	Firebird
6	(5)	Video Poker	Mastertronic
7	(15)	Bomb Scare	Firebird
8	(2)	Speed King	Mastertronic
9	(9)	Happiest Days	Firebird
10	(4)	Ninja	Mastertronic
11	(8)	Warhawk	Firebird
12	(re)	Booty	Firebird
13	(10)	Storm	Mastertronic
14	(re)	Star Firebirds	Firebird
15	(7)	Kane	Mastertronic
16	(re)	Spiky Harold	Firebird
17	(re)	Spellbound	Mastertronic
18	(re)	Knight Tyme	Mastertronic
19	(re)	Harvey	Mastertronic
		Headbanger	Firebird
20	(12)	Finders Keepers	Mastertronic

MSX 10

TELLY TOP TENS

BBC1

1	(1) Speed King	Mastertronic
2	(5) Knight Tyme	Mastertronic
3	(4) Molecule Man	Mastertronic
4	(-) Journey to the Centre of the Earth	Bugbyte
5	(7) Formula One Simulator	Mastertronic
6	(re) Chiller	Mastertronic
7	(re) Gunflight	Ultimate
8	(8) Monopoly	Leisure Genius
9	(2) Foot Volley	Players
10	(-) Octagon Squad	Mastertronic

1	Eastenders (Tue/Sun)	22.35
2	Eastenders (Thu/Sun)	21.30
3	Only Fools and Horses	18.80
4	Open All Hours	14.20
5	In Sickness and in Health	13.60
6	Howards Way	12.75
7	Ever Decreasing Circles	12.00
8	Brush Strokes	11.45
9	Russ Abbot Show	11.30
10	Animal Squad	10.40

Indiv.
Viewing
(millions)

ATARI 10

1	(2) Ninja Master	Mastertronic
2	(4) Thrust	Firebird
3	(1) Ninja	Mastertronic
4	(6) Hardball	Accolade/US Gold
5	(re) Soccer	Sparklers
6	(3) Olympic Skier	Americana
7	(re) Submarine Commander	Creative Sparks
8	(7) Kik Start	Mastertronic
9	(8) Smash Hits 5	English
10	(re) Vegas Jackpot	Mastertronic

BBC2

1	Paul Daniels Magic Show	6.20
2	Naked Video	6.15
3	Alas Smith and Jones	5.00
4	Lovelaw	4.90
5	How To Murder Your Wife	4.65
6	M*A*S*H	4.35
7	The Natural World	4.20
8	The Karate Killers	3.75
9	Gardeners' World	3.60
10	Star Trek	3.45

BEEB 10

1	(re) Mini Office	Database
2	(9) Thrust	Superior
3	(-) Stryker's Run	Superior
4	(1) Kane	Mastertronic
5	(3) Psycastria	Audiogenic
6	(8) Commonwealth Games	Tynesoft
7	(7) Trivial Pursuit	Domark
8	(re) Winter Olympics	Tynesoft
9	(re) Galaforce	Superior
10	(re) Phantom Combat	Doctorsoft

ITV

1	Coronation Street (Mon) Granada	15.75
2	Coronation Street (Wed) Granada	15.65
3	Blind Date LWT	13.15
4	Crossroads (Tue) Central	11.55
5	Copy Cats LWT	11.30
6	3-2-1 Yorkshire	11.30
7	Crossroads (Wed) Central	11.10
8	Crossroads (Thur) Central	11.10
9	Men of the Dragon ITV	11.10
10	Emmerdale Farm (Tue) Yorkshire	10.95

C16 10

1	(1) Finders Keepers	Mastertronic
2	(2) Video Poker	Mastertronic
3	(-) Video Meanies	Mastertronic
4	(6) Winter Events	Anco
5	(3) Booty	Firebird
6	(8) Yie Ar Kung Fu	Imagine
7	(re) Monty On The Run	Gremlin Graphic
8	(4) Speed King	Mastertronic
9	(5) International Karate	Endurance
10	(re) Torpedo Alley	Firebird

AMSTRAD 10

1	(3) Apprentice	Mastertronic
2	(10) Five A Side Soccer	Mastertronic
3	(-) Light Force	FTL
4	(1) Thrust	Firebird
5	(7) Trivial Pursuit	Domark
6	(re) Harvey Headbanger	Firebird
7	(re) Tomahawk	Digital Integration
8	(re) Star Firebirds	Firebird
9	(2) Speed King	Mastertronic
10	(-) Glider Rider	Quicksilva

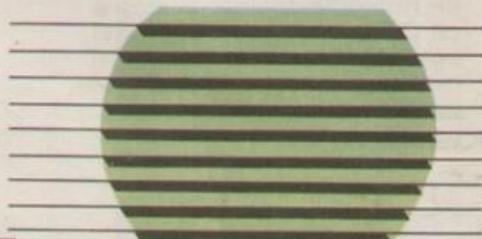
CHANNEL 4

1	Brookside (Mon/Sat),	6.25
2	Brookside (Tue/Sat),	6.10
3	The Ghost Breakers	4.85
4	The Cosby Show	4.15
5	St Elsewhere	3.85
6	Golden Girls	3.00
7	4 What It's Worth	2.80
8	International Snooker (Wed)	2.75
9	Yield To The Night	2.65
10	Gardeners' Calendar	2.55

CHARTING THE PARTS BANG CANNOT REACH

TV * VIDEO * MUSIC * FILM *

SCAN



Young Ones nearly back

THE YOUNG ONES are back. Well sort of. Rik Mayall, Ade Edmondson and Nigel Planer have teamed up once again for another Beeb comedy.

It's called *Filthy, Rich and Catflap* and will be on your screens some time next year (very helpful — Ed). Mayall plays Rich, Edmondson Catflap and Planer Filthy, but there is no spot for Christopher Ryan — the actor who played "boring" Mike in the gang's last sit-com.

My name's Ben Elton

Saturday Live's stand up comedian and *Young Ones* scriptwriter Ben Elton is writing the new venture but it seems that there the similarity will end.

A boringly literal spokesman for the Beeb told BANG: "It's got nothing to do with *The Young Ones*."

Alexei Sayle

It is also unlikely to feature Alexei Sayle although knowing how close the "alternative" set work together there are bound to be appearances from people like Peter Richardson, Dawn French, Jennifer Saunders and Ben Elton himself.

Filthy, Rich and Catflap has only just gone into production so very little is known about it. "I haven't seen the scripts, storylines or anything," added the spokesman.



Two utterly, utterly boring men who should know better

MUSIC VIDEO TOP TWENTY

- 1 (1) **IN CHINA-F/SKIES** (CBS/FOX)
WHAM
- 2 (3) **ALCHEMY LIVE** (Channel 5)
DIRE STRAITS
- 3 (4) **BROTHERS IN ARMS** (P'gram)
DIRE STRAITS
- 4 (2) **NOWTHAT'S...MUSIC7** (PMI/Virgin)
VARIOUS
- 5 (5) **No.1 VIDEO HITS** (RCA/Col)
WHITNEY HOUSTON
- 6 (9) **WE WILL ROCK YOU** (Video Collection)
QUEEN
- 7 (6) **LIVE IN RIO** (PMI)
QUEEN
- 8 (10) **THE VIRGIN TOUR** (WEA)
MADONNA
- 9 (7) **LUXURY OF LIFE** (RCA/Columbia)
FIVE STAR
- 10 (11) **GREATEST FLIX** (PMI)
QUEEN
- 11 (13) **SPECIAL FROM SPECTRUM** (Polygram)
DIO
- 12 (16) **THE VIDEO** (CBS/FOX)
WHAM
- 13 (14) **GREATEST HITS** (RCA/Columbia)
BUCKS FIZZ
- 14 (18) **VIDEO REWIND** (Vestron)
THE ROLLING STONES
- 15 (—) **MAKING OF THRILLER** (Vestron)
MICHAEL JACKSON
- 16 (re) **UNDER A BLOOD RED SKY**
(Virgin/PVG)
U2
- 17 (15) **VIDEO EP** (PMI)
FREDDIE MERCURY
- 18 (re) **WAKE** (Polygram)
SISTERS OF MERCY
- 19 (—) **FAREWELL CONCERT** (Polygram)
CREAM
- 20 (19) **HITS 1980-1986** (CBS/FOX)
ADAM ANT

VIDEOS

RENTAL TOP 20

- 1 (1) **DEATH WISH 3** (Guild Home Video)
- 2 (—) **TEEN WOLF** (Entertainment In Video)
- 3 (2) **NO RETREAT NO SURRENDER** (Entertainment in Video)
- 4 (4) **GOONIES** (Warner)
- 5 (5) **PROTECTOR** (Warner)
- 6 (6) **NIGHTMARE ON ELM STREET** (CBS/FOX)
- 7 (3) **RAMBO - FIRST BLOOD PART 2** (Cannon)
- 8 (—) **PRIZZI'S HONOUR** (Embassy)
- 9 (7) **LEGEND** (Cannon)
- 10 (15) **GREMLINS** (Warner)
- 11 (9) **COCOON** (CBS/Fox)
- 12 (12) **GOTCHA** (CIC)
- 13 (8) **RETURN OF THE LIVING DEAD** (Vestron)
- 14 (—) **YEAR OF THE DRAGON** (Cannon)
- 15 (14) **WEIRD SCIENCE** (CIC)
- 16 (17) **WITNESS** (CIC)
- 17 (13) **FLETCH** (CIC)
- 18 (22) **GHOSTBUSTERS** (RCA/Columbia)
- 19 (10) **D.A.R.Y.L.** (RCA/Columbia)
- 20 (21) **PALE RIDER** (Warner)

FILMS

LONDON TOP TEN

- 1 (1) **TOP GUN**
- 2 (4) **ABOUT LAST NIGHT**
- 3 (3) **MONA LISA**
- 4 (2) **ALIENS**
- 5 (—) **BASIL THE GREAT MOUSE DETECTIVE**
- 6 (5) **A ROOM WITH A VIEW**
- 7 (7) **HANNAH AND HER SISTERS**
- 8 (6) **BETTY BLUE**
- 9 (8) **F/X—MURDERBYILLUSION**
- 10 (9) **HIGHLANDER**

Screen INTERNATIONAL

* Courtesy of Video Week



tittle tattle



"I'm not really turning into Samantha Fox, am I?"

IT HAD to happen really. Not content with gunging up our charts with **Nick Berry** and **Anita Dobson** in real life, the people that matter at **EastEnders** (BBC 1 Thurs) now want crazy-cazsh-politically aware-nice 'n' funky-techno-pop dirgsters **The Banned** to make it in fictionsville as well.

This week **Sharon, Kelvin, Ian, Harry** and **Eddie** (that's right, the plonker with pink hair) take the first step to one day playing Wembley. They compete in a local heat of a rock competition. When are the BBC going to realise that it's all tedious and embarrassing?

There's even a rumour that an episode will have both **Wicksy** and **The Pukestars** appearing on **Top Of The Pops**.

No doubt you're waiting for your weekly instalment from the **Hold Tight** (ITV Wed) fan club. Well this week folks those people at Granada have got even too hip for the **BANG** team. Joining **Talk Talk** are a band called **Swing Out Sister** who nobody really knows that much about. But judging by past taste you can bet they're worth taking a look at. Er, possibly...

There's quite a feast of films lined up this week too. BBC 2's **Fellini** season continues with the massively erotic Oscar winning **Eight and a Half** about a successful film director on the verge of a breakdown. Immediately following it is an early work called **The White Sheik**.

On Sunday afternoon there's the 465th repeat of **El Cid** starring **Charlton Heston**, and on Monday night

The Family Way — a sixties black comedy starring **John** and **Hayley Mills** and **Hywel Bennett**. Tuesday features **Christopher Reeve** in non-superhero guise in **The Europeans** — the film of Henry (yawn) James book.

ITV also has quite a batch lined up. Leading the way is **Hitchcock's The Birds**. It's a classic in the **Pyscho** style starring **Tippi Hedren** and **Rod Taylor**. Critic card film god **Leslie Halliwell** reckons it has "suspense, horror and tremendous impact".



Mel Smith and Griff Rhys Jones ecstatic about their current series' success

By the way, if you think man-attacking birds is an out of date idea you're wrong. The current film **Nightmare on Elm Street II** features a killed *budgie*.

Anyone who's ever skived off school will welcome BBC 1's introduction of daytime telly. Now instead of ITV's old films, cheap quiz shows, women's programmes and imported soaps you can watch the BBC's old films, cheap quiz shows, women's programmes and imported soaps. Mind you, it starts off well with the excellent film **On The Town** (BBC1 Mon), starring **Gene Kelly** and **Frank Sinatra**.

With a tear rolling down the cheek it is here we must say goodbye to two **Telly Tittle Tattle** favourites. Alas, **Alas Smith and Jones** (BBC2 Thurs), completes its final instalment along with **Annika** (C4 Thurs). I still find it hard to believe that the former struggles to gain six million viewers while **3-2-1** notches up a healthy dozen without blinking.

That's enough whingeing. For the politically aware amongst you **Cry Hungary — A Revolution Remembered** (BBC1 Wed), will keep you going for a while.

If you're not quite up to that you might be interested to learn that four episodes of **Postman Pat** have been released by **BBC Enterprises** on video. It includes the barrier breaking theme song and has the words on the front cover too!

That's it.

CHARLEY HUNT

VIOLENT MESS

NIGHTMARE ON ELM STREET — PART TWO — FREDDIE'S REVENGE (18)

Director: **Jack Sholder**
Starring: **Robert Englund** and **Mark Patton**

Release: **Now**
Freddie Kruger — the walking, talking bad dream with a fist full of blades, a Dennis the Menace jumper and a face like a mouldy pizza — is back.

Freddie's Revenge proves you can't keep a good bad guy down for long. The antagonistic star of last year's horror hit — **A Nightmare on Elm Street** (played by **Robert Englund**) seems to have captured the imaginations of America's adolescents with a vengeance as the sequel took more money at the box office than its predecessor.

It's five years later and a new family have moved into that house on Elm Street. Seventeen year old **Jesse Walsh** (Patton) finds his sleep is invaded by **Freddie**, who wants to

use the boy as his vehicle for murderous mayhem. "You've got the body, I've got the brains," says **Fred** to **Jesse** as he peels back his scalp.

Jesse naturally, tries to resist, but **Kruger** is not a man to be scorned: The **Walsh** family's *budgies* spontaneously combust in the living-room, **Jesse's** sadistic **P.E.** teacher gets slashed up in the school showers and the local kids get decimated.

Ho hum. The original film was an

effective fright feast which moved relentlessly from atrocity to atrocity through its own dream logic. The sequel however, ignores most of this and although sickly made, suffers as a direct consequence. The movie plays with the audience expectations, but without managing to chill the spine.

Like a mutilated corpse, **Freddie's Revenge** is an incoherent mess of violence and gore that leaves the viewer disappointed.

PIRATES (PG)

Director: **Roman Polanski**
Starring: **Walter Matthau** and **Chris Campion**
Release: **Now**

In case it has escaped anyone's attention, old fashioned escapism is back in vogue.

Two weeks ago we had **Top Gun**, a contemporary variation on **John Wayne's The Flying Leather Necks**, for the designer violence generation. Now it's the turn of **Roman Polanski's Pirates**, a colourful homage to **Errol Flynn** swashbucklers. Whereas **Top Gun** is mucho macho masturbation and breast beating, **Pirates** comes across as an average piece of entertainment peppered with juvenile jokes.

Walter Matthau, snarling, ranting and shivering timbers, plays **Captain Red**, a rough old sea dog with an insatiable desire for wealth that gets him in and out of trouble. Supported by his side kick (**Chris Campion**), he pursues a solid gold Aztec throne by taking

ALL FILMS AT SEA

over a Spanish galleon, goes to prison, breaks out and generally causes chaos.

Clearly given the full encouragement of the director, **Matthau** lifts the proceedings from predictability with an enjoyable performance. A proven and usually subtle comic talent, it shows that given opportunity **Mr Matthau** can deliberately

be a bigger ham than a prime cut of pork.

Pirates is a large, loud, expensive romp that, like its lead character, gets nowhere. Considering the fact **Polanski** has wanted to make this movie for fifteen years, one is left with the question why? Well why not? He seems to have had fun, but we expect more from a director of his calibre.



"Listen pal, this hat's in fashion"

E/D/D/D		FREEPOST (no stamp required)		
46 THE MALTINGS, STANSTEAD ABBOTS, WARE, HERTS SG12 8BR				
SPECTRUM AREA	RRP PRICE	OUR PRICE	OUR PRICE	
Bobby Beering	7.45	5.75	Don Dore	5.95
Caroline E	7.95	5.75	Queen Elizabeth 2	3.95
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			Shades and Goggles	5.95
			King Charles	4.95
			Jack Hyde II	14.95
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			View	6.95
			Mission Elevator	5.95
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Feeling groovy

FELT
FOREVER
BREATHES THE
LONELY WORD
(CREATION)

During the last few years, these boys have certainly been there or thereabouts.

The midfield has always been creative, but

somehow the forward line has failed to put away enough chances. And album titles as esoteric as *Crumbing the Antiseptic Beauty* have hardly contributed much to team morale.

Forever Breathes The Lonely Word is Felt's cross-over album, a belated recognition that the rent-man really does mean business. If past albums have meandered whimsically down avant-garde avenues *Forever* is a positive and successful

attempt at mass accessibility, couching the band's familiar lyrical obsession with loneliness in melodies powerful enough to penetrate even the concrete crania of daytime Radio jocks, especially those with any semblance of musical taste.

Which rules out Bruno Brookes . . . and Simon Bates . . . and Garry Davies.

This may be harder than I thought.

Gary Leboff

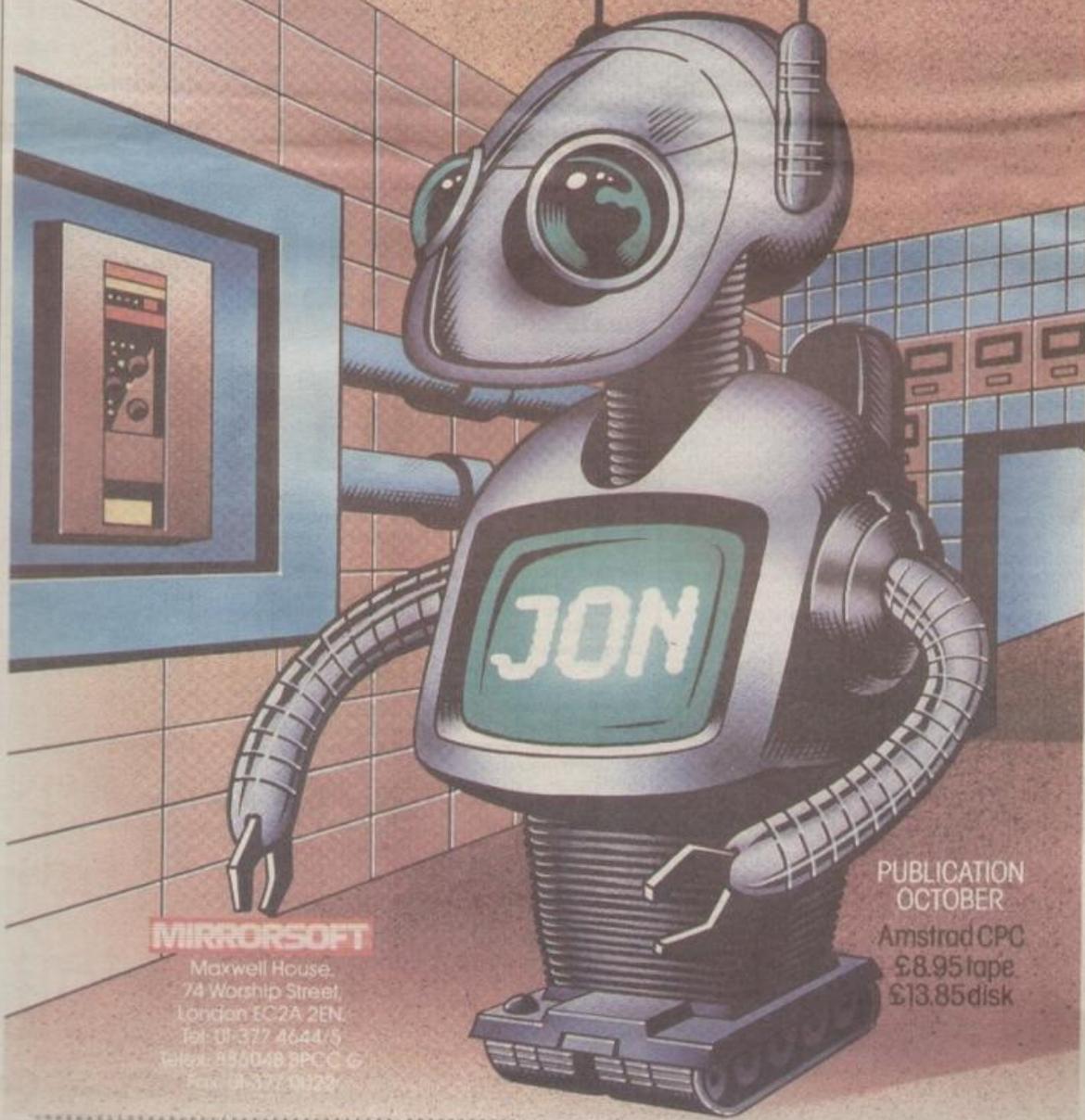


Just because we're trying to sell out doesn't mean I can't be a morose bastard if I want to

MIRRORSOFT

ICON JON

What happens to a program that doesn't want to die?
WHY, IT TRIES TO ESCAPE, OF COURSE!



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PUBLICATION
OCTOBER

Amstrad CPC
£8.95 tape
£13.85 disk

This means nothing to me

ULTRAVOX U-VOX (CHRYSALIS)

And now for something completely identical. Ultravox have come a long way since John Foxx's staccato robotics of the late '70s. And the remaining trio of Ure, Currie and Cross are well aware that the majority of their latter-day audience are less concerned about the deprivations caused by mass unemployment, than the colour of their next BMW.

Spurning the challenge of pastures anew, *U-Vox* bears such uncanny resemblance to the last couple of albums — *Quartet* and *Lament* — that it's a wonder they didn't save themselves the inconvenience of entering the studio and re-label old tracks with new titles and a fresh cover.

This is strictly music by numbers, albeit there is nothing inherently wrong with pandering to a ready made audience when you've a wife, several sprogs and a heated swimming pool to support.

And it's good to see that married life hasn't diluted the Ure sense of humour — there's a sure hint of irony in titling the opener *The Same Old Story*.

Gary Leboff

BETTER LATEX THAN NEVER?

SPITTING IMAGE SPIT IN YOUR EAR (VIRGIN)

"Oh David — so cruel, yet so classically good looking" — David Steel to David Owen.

"Did you remember to set the bugler?" — The Queen to Phil the Greek. (Voiceover): "And now it's time for Night Thoughts, with Donald Sinden." DS: "I wish I was a Knight."

(On someone famous dying): "Once so full of life, now so full of embalming fluid."

"Bananas are marsupials" — President Botha.

And so these malignant misshapen Muppets on speed flit from video to vinyl, from aural/visual to just aural.

Trouble is, nothing dates so much like yesterday's satire. Much of this is cosied by familiarity and made pointless by the time-lag. Jokes about Randy Andy's plonker obsession just don't work: Fleet

Street has utterly restyled him in these post-Fergie days. Jokes about Phil Collins' divorcerock self-aggrandisement do work though, since the boring sod hasn't changed at all.

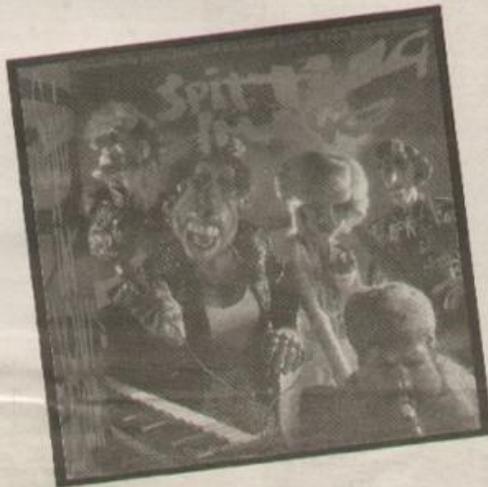
Still, the Spits spit on, and as they spit so they cover their targets in protective goo. Satire has to bite hard to bite through that. This doesn't...

With a careful bit of

editing (keeping in the manic (David) Coleman, Peaks, Botha Tells The Truth, Juan Carlos Meets The Queen, Lawson Goes Bonkers, Trooping The Colour — and a few other bits), you can have around nine minutes of fun.

But remember kids: it's cheaper and much-funnier to burn your grandma.

Ron Peck



Idol-ogically unsound . . .

BILLY IDOL WHIPLASH SMILE CHRYSALIS

I was a bit hesitant about listening to Idol's third album. Such was the greatness of *Rebel Yell*, I

was afraid of being disappointed by the long awaited *Whiplash Smile*.

He certainly hasn't lost any of his gusto, and his sidkick Steve Stevens certainly hasn't lost any of his sizeable screeching guitar talent. Idol has

stuck with Keith Forsey in the production department — the man responsible for *Rebel Yell* and *Simple Minds' Don't You Forget About Me*.

Other notables include Marcus Miller on bass and Harold Alex F Faltermeyer on keyboards.

The sound is big, meaty and perfectly formed. The songs, however, sadly lack some of the sparkle that Idol has previously been able to capture.

If he was trying to do something new then things might be different, but unfortunately he is not. It has to be said that this is disappointing, and is certainly not a step on from *Rebel Yell*.

All said, Idol remains one of the greatest forces in good ol' rock 'n' roll music. The King of the Whiplash Smile is still sitting pretty, but one has to begin to wonder just how long he can maintain it.

Simon Harvey



Billy gives one of his incredibly fast whiplash smiles

commodore

The big news this month is Commodore's new 64C compendium, with lots of free goodies! (see below) And then there's GEOS, which will transform your 64/128 or 64C into the ultimate desk-top system!

- | | | | |
|-------------------------------|---------|---|---------|
| Commodore 128D computer | £484.95 | 64C Connoisseur Collection | £244.95 |
| 128D with 1900M 40/80 monitor | £579.95 | with Cassette-Mouse & Neos Graphics-Chess | 59.95 |
| Commodore 1571 disk drive | £259.95 | Monopoly-Scrabble-Chess-Typing Tutor-etc. | 194.95 |
| MPS 1000 fast NLQ printer | £269.95 | Commodore 64C computer | £194.95 |
| | | Commodore 1541C disk drive | £194.95 |
- 1 year guarantee on all Commodore products. Prices subject to availability. VAT included. Hardware delivery: please add £5 for 3-day delivery or £10 for our overnight service.

HACK-PACK 128

The ultimate utility pack for your 128... a full Programmer's Toolkit (FIND, DUMP, CHANGE, MERGE, etc.) plus Amiga-style RAM-DISK for using disk data at memory speeds, plus program compressor! £39.95

PetSpeed 128

The heavy-duty compiler... accepts all Basic 128 instructions... uses the whole 128 memory... accepts user-written Basic extensions... and compiled programs can run up to 40 times faster! £44.95

GEOS 64

With DeskTop, organizer and file manager, GeoPaint, a powerful graphics editor, GeoWrite, graphics-based word-processor, DiskTurbo, fast file loader, plus alarm clock, calculator, notepad, photo & text manager and many fonts... £49.95

Oxford PASCAL 128

A full J&W Pascal compiler with both interactive mode (90K user area) & disk compiler mode (120K)... graphics & sound extensions... and both stand-alone and modular run-time optional! £44.95

SELECTED SOFTWARE FOR YOUR COMMODORE 128

- | | | |
|---------------------|---|--------|
| PetSpeed 128 | The Basic 128 compiler, from Oxford Systems | £44.95 |
| Super C 128 | Complete C language, with extensions | 59.95 |
| Matrix 128 | Run 64 programs on your 128 - in 128 mode! | 49.95 |
| MicroClerk 128 | All-in-one business system from Commodore | 94.95 |
| Microclerk S/Ledger | Sales Ledger package for Microclerk 128 | 69.95 |
| Microclerk P/Ledger | Purchase Ledger package for Microclerk 128 | 69.95 |
| Swiftcalc 128 | Spreadsheet from Timeworks, UK edition | 54.95 |
| Data Manager 128 | Database from Timeworks, UK edition | 54.95 |
| Wordwriter 128 | Wordprocessor from Timeworks, UK edition | 54.95 |

VIZAWRITE

Classic
128

VizaWrite Classic 128 is a much enhanced successor to the best-selling VizaWrite 64, which THE TIMES featured in three articles, calling it 'a creative writer's dream'. VizaWrite Classic is certainly the best wordprocessor we've yet seen on any computer, ever! Written specially for the 128, VizaWrite Classic makes maximum use of the speed, memory and 80-column display, showing your document exactly as it will be printed... with a 30,000 word disk dictionary, massive 55K text area, proportional printer support plus built-in NLQ fonts for IBM/Epson type printers, easy-to-use 'pull-down' menus, full function calculator, 'newspaper style' columns, mail merge... and much, much more!

- | | | | |
|-----------------------------|--------|-----------------|--------|
| VizaWrite 'Classic' 128 | £79.95 | VizaStar 128 | £99.95 |
| VizaWrite 64 'Professional' | £49.95 | VizaStar 64 XL8 | £79.95 |
| VizaWrite 64 (cartridge) | £69.95 | VizaStar 64 XL4 | £69.95 |

VIZASTAR

128

The information processor... spreadsheet, database and graphics: the most powerful integrated system yet for the Commodore 128! The latest design techniques provide the ultimate in ease-of-use with all the sophistication of a fully integrated product... VizaStar's advanced spreadsheet includes high speed maths formulae, date functions, lookup tables, enormous 60K worksheet (1000 by 64), programmability, windows, cell protection, fast search and sort, text editing, wordprocessor merge, variable column widths... PLUS a built-in database with split-second access, up to 8K record size, 8 screens per record, unlimited file size, 16 files per database, full support for data exporting, reporting and selection... PLUS displayed or printed hi-res graphics, automatically scaled, with 2 & 3-D bar graphs, colour pie charts... and much more!

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| SuperBase: The Book | £11.95 | SuperBase Starter 64 | £19.95 |

SOFTWARE BARGAINS FOR YOUR COMMODORE 64!

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|-------------------------|--|--------|
| SuperType 64 | Professional touch-typing keyboard trainer | £15.95 |
| SuperType 64 (2x2x) | Touch-typing trainer as above, on tape | 14.95 |
| Simon's Basic 64 | Programmer's cartridge from Commodore | 35.00 |
| PetSpeed 64 | The standard 64 Basic compiler from Oxford | 19.95 |
| Oxford Pascal 64 | The complete J & W Pascal for your 64 | 34.95 |
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| Anatomy of the 128 | The insider's guide to the 128... a best-seller! | £11.95 |
| Tricks & Tips for the 128 | Essential reading for the 128 programmer | 11.95 |
| Anatomy of the 1571 | Complete coverage incl. ROM listings, circuitry | 12.95 |
| Super Disc Doc | Rescue your lost disk data! (1570/1571/1541/4040) | 19.95 |
| Brainbox IEEE | Run PET/IEEE disks & printers from your 64 or 128 | 79.95 |
| Printlink RS232 | RS232 serial printer interface for your 64 or 128 | 31.95 |
| Printlink Parallel | Centronics parallel interface for your 64 or 128 | 29.95 |

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NIGHTS IN BLACK SATIN

WITH DAVINA

Davina's decided it's high time she became famous. Time her finer points were revealed to an expectant world. And you lot can wipe the grins off your mooshes for a start.

With the corset in for its 12,000 mile service, I was enjoying a rare evening in front of the Fergie 18" when **Bazza Norman** appeared waxing verdant about the headaches of finding a leading lady for the nouveau **Bond** movie.

Like a flash from above (actually the light bulb fell on my head) I had a vision - **Davina Legless - film star**. True with the hearing aid switched off, I thought Normy said "bondage movie". But with the prospect of plenty of dosh, not to mention all that nosh (on-set lunches are simply ace), on the morrow I was up at the crack of dawn (I'd always thought 9am was some kind of myth) and banging on the gates of **Pinewood** studios (well, there was no-one else about).

"Have you got a good part?" the doorman wanted to know. Naturally I told him not to ask such personal questions, and zipped away in search of **Cubby Broccoli** (known to intimates as Cubby Broccoli), having determined to steer clear of all jibes about his name.

Suddenly I espied the object of my affectations. "Chubby", I cried. The entire set froze - cameras stopped rolling, the soundman yet again thought his equipment was faulty, and even the best boy stopped playing with the best man. Eventually a pair of minions approached and asked what I wanted. "I'm the new **Ursula Andrews**", I explained. "**Eamonn's** daughter, and I claim my rumpy-pumpy with **Mr Connery**."

The underlings looked surprised. "I don't remember the script calling for any blue-rinsed matrons," said one. "I thought the auditions for **Thunderbirds** were next door," said the other. The latest bulletin from the hospital is that both are out of danger and should be allowed home in about a fortnight.

Cubby the Broc was really very nice about the whole thing - no, I *didn't* get the part and yes I was removed in a panda car, but at least he did say he'd consider me for the leading role in his next movie. I'd never have known there were plans to shoot *I was King Kong's mother*.

With Davina out of the running, CB turned his attention down-market and gave **Madonna** a buzz. He offered mad Mad 250,000 sovs for a ten-minute role plus theme chewn. Who turned him down cos shooting is on a Friday and she always washes her hair on Fridays.

Is Davina telling porkies or what? In factamundo Madonna told Cubby where to shove his cigar because the beggie mogul refused to offer a part to **Mr Madonna Penn**. For that kind of moolah Davina would have **SOLD** her first three husbands.

And thrown in the budgie. In order to persuade weak and gullible journalists to give them a few column inches, it's **Immaterial** have been reduced to sending out framed fivers with each review copy of their new 45 **Space**.

Davina sternly refused to submit to such blatant bribery... for a full ten minutes. Then ordered half a dozen copies. Well - it's a definitive release and one about which all my readers must be immediately informed.

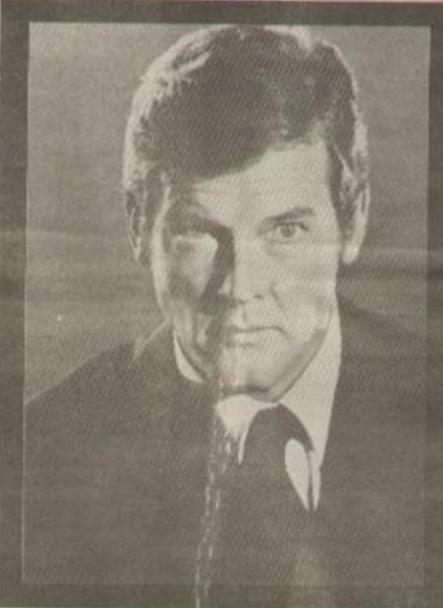
Did you know I also write for **The Fishmongers Journal**, **Winos' Weekly** and **Sheepshaggers Gazette**? As an aside it's **Immaterial** are reportedly doing very good business in Italy. Does this make them wop stars? (*Desperately droll, Davina - Ed*).

Latest in the line of Pop personages destined to remain v. famous until careless enough to make a record and reveal they are to fine music what Adolf Hitler was to pencil moustaches, is one **Zodiac Mindwarp**. Portraying a flair for self-publicity that would make **Joan Collins** green with envy, Zode

not only biagged a role in the new **Bob Dylan** flick *Hearts Of Fire*, but one that lends the Big Zim a high degree of support.

He plays the back end of Dylan's gee-gee. However as Mr M is rather partial to a heavy bevvy, and to ensure he was in shape for a 6 am call the following morn, one of the more reliable roadies, whose mother charmingly named him **Gimpo**, was assigned to keep ZM away from all **Hares & Hounds**, **Dogs & Ducks** and local branches of **Mothercare**.

Said Gimpo duly showed all the dedication and resolution expected of someone in a position of high trust, and by the close of play at 10.30 the pair were certain wooden-spoonists in that classic annual event in the **Benidorm** calendar - *The 50-yard Hissed-as-a-Newt Straight-Line Walking Contest*.



"Davina's getting into Bondage mode? Thank God I quit"

Walking home and singing their bonces off to the tune of *Wodka-Ind of fool am I*, our daring duo displayed all the control of **Michael Foot's** barber, approaching the **Wag club** with a portals before natures warning of impending soggy corduroys prompted swift utilisation of a passing lamp-post.

But no sooner had our heroes enjoyed the biggest relief since **Mafeking** than up steps the **Fuzz-pots** - and it's a night in the cells for **Les Chaps** plus a 30 quid fine on the morrow. The **BBC's** new Sunday afternoon series *The Great Tit Watch* is shortly to feature an



"Whaddya mean, it's immaterial are anonymous?"

action replay of the salient points of this episode.

And from our *Don't expect me to get funky in these trousers* department comes news of jokers in jodphurs. Spotted giving friendly neighbourhood foxes a touch of the G.B. Hitches as a member of the **Queen's** hunt was ex-**Showaddywaddy** drummer, **Malcolm Allured**. The band's chances of being asked back onto the **Basil Brush** show are now believed to be extremely remote.

Mingling with **Jocelyns**, **Auberons** and **Buntys** has clearly transformed Malcy, who had spent the best part of the previous decade sporting a haircut named after a duck's backside. In the words of Malcolm (call me Lester): "After coming back late from a really heavy gig, it's great to be out in the countryside getting some fresh air".

The way their music whiffs, I'm not surprised.

Sheffield steel-band, **Heaven 17's** massive contribution to the world of contemporary music (not to mention their accounts at **Barclays**) was duly recognised this week when they were offered the vaunted "middle bit" on the **Roland Rat Show**. Namely those critical three minutes between sketches in which discerning viewers go to the lav and put on the kettle (*Why's the kettle in the lav? - Ed*).

The producers of the show, denying the invite was in any way related to the last-minute cancellations of both **Arthur and his dancing hamsters**, and **The Singing Rabbits**, were mortified when 'ver lads' declined.

Glenn Gregory, explaining why the band turned down this unique opportunity to attack the under-5's market explained: "I'd have to keep looking under the desk to see how he was operated." I can't see why this is relevant - it doesn't stop the rest of the world appearing on **Wogan**.

Gotta dash or I'll be late for Rugby practice - there's nothing I like better than a really good ruck. **Heaps of big ones**,

DAV



"Hey, Dav - did I make it in dis week, hey? No? Oh dat's arright, like I can cope wi' dat. Honest."

AMERICAN FOOTBALL

WEEK 7 RESULTS

Chicago Bears	7	23	Minnesota Vikings
Dallas Cowboys	17	14	Philadelphia Eagles
Detroit Lions	10	14	Los Angeles Rams
Green Bay Packers	17	14	Cleveland Browns
Houston Oilers	20	31	Cincinnati Bengals
Indianapolis Colts	13	24	Buffalo Bills
Los Angeles Raiders	30	28	Miami Dolphins
New England Patriots	34	0	Pittsburgh Steelers
New York Giants	12	17	Seattle Seahawks
St Louis Cardinals	21	20	Washington Redskins
San Diego Chargers	41	42	Kansas City Chiefs
San Francisco 49ers	10	10	Atlanta Falcons
Tampa Bay Buccaneers	7	30	New Orleans Saints



UNCLE NASTY'S KOMPUTER ALFABET: Your weakley guide to the FAX (can you spot the 69 items beginning with the letter 'H'? Funny, there's only 57.)

words by MEL CROUCHER pictures by Robin Grenville-Evans

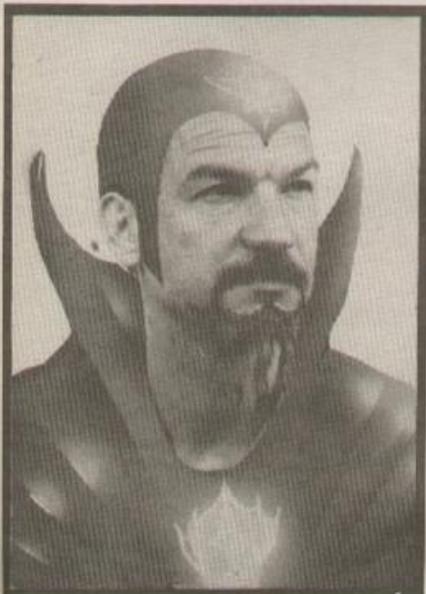


H is for **HOLOGRAM**, a personal doorstep message service, delivered by the contents of Edwina Currie's head.

H is for **HANNAH AND HER SYSTEMS**, a cinematographic farce, concerning the interecine screwing of everyone in sight, starring Michael Con, Mire Farrow, and directed by Woody Amstrad.

H is for **HISCORE**, the ultimate aim of video-arcade freaks, in their quest for drugs.

H is for the **HOBBIT**, created by J. R. R. Twaddlekin as an allegory of the Class War. Subterranean Dwarves (The National Union Of Mineworkers), allied with Red Fairies (The Militant Tendency) and barefooted Hobbits (The Jarrow Marchers), battle the Dark Riders (Millwall F.C.) in the land of Rupert Mordor (Wapping), aided by Five Magic Rings (The 1992 Birmingham Olympics).



H is for Heinrich Heine, (1797-1856), who commented on the current clamour to ban the children's publication "Jenny Lives with Eric and Martin" thus: **"WHEN RIGHTEOUS MEN BEGIN BY BURNING BOOKS, THEY END BY BURNING PEOPLE."**

TIPPEX CUP

(3rd. Round Results)

Snow White Wanderers 7	Goldilocks Ursines 3
Richard Hannay 39	Denis Nilsen 17
Austin Rovers 0	Russel Harties -2
Lloyd Webber Phantoms 4ft 11inches	Davina Town 42,35,39
Porgy vs. Douglas Bader (late kick-off)	
Jehova Witnesses 1997	PLO Squaddies .303
Madonna Nuptuals vs. Sean Pennis (cancelled)	
Tebbit Bikers 4,231,000	Dragon's Lair 10 (Downing St.)
Samantha Fox 2	DoMark 2
Kraytwins Amnesia vs. Ocean Software (postponed)	
Bill Wyman Athletic 13 (but she looked a lot older)	Stevie Wonder 1 (own goal)
Sinclair Academicals 0	Amstrad Barrowboys 312,000,000
Botham Smokers 5 loaves, 2 fishes	O'Dowd Benders 8gms
Lovelace United 69	Ian McGaskill 2°C
Cousens Speeders (sent off)	MSX 2%

MICROSAGA

Each week we publish our pick of **YOUR MICROSAGAS**. Your entries must be a Maximum of 100 words, including the title, totally original work, and a complete story.

The entry from "Her Royal Highness the Princess Michael of Kent" raised a few queries as to its authenticity, especially as it was a photocopy of the first page of a book, commencing **"IN THE BEGINNING, WAS THE WORD . . ."** But a Microsaga on a similar theme, from Stuart Butler, aged 17, of Newport in Gwent, is my pick of the week.

GENESIS

"THE CREATOR DIDN'T FEEL WELL AT ALL. SHE HAD SMOKED TOO MUCH, EATEN TOO MANY BLACK HOLES AND WAS HAVING TROUBLE WITH HER BIG BANGS. THE NAUSEA WELLED UP BEFORE SHE COULD MAKE THE BATHROOM, AND SHE THREW UP OUT OF THE NEAREST PORTHOLE. SHE REALLY COULDN'T BE BOTHERED TO RETRIEVE THE MESS, AND WATCHED THE CONTENTS OF HER STOMACH FLY THROUGH SPACE. THE GASES AND GLOBULES SHOT AWAY IN A GREAT SPINNING ARC. BEFORE SHE FORGOT ALL ABOUT IT, SHE DECIDED TO CALL IT THE MILKY WAY."

	13 Sorry, Mr Hobbs, but this BODILY WASTE UNIT seems to be designed for males only. Do you suppose ladies have got ADAPTORS now?
	14 Hmm, let me test it first, Miss Bosworth. "INSERT CARD?" A trifle formal, but I have one of my embossed calling cards on me. "ENTER PERSONAL ACCESS NUMBER!" So that's what they call PRIVATES these days.
	15 "KEY IN DEPOSIT AMOUNT!" Er, "Number One" I suppose. "MALFUNCTION!" Gosh, I never had any trouble with my function in 1982. — Mr Hobbs, DO HURRY UPI
	16 One moment, Miss Bosworth, it seems that I have to wait for a receipt for my DEPOSIT! Things are jolly well documented here in 1986.

Chris Owens. One of a series of illustrations commissioned by TDK.

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