

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

BANG

WEEKLY

No.9 1st November 1986

40P

WIN!
50 COPIES
HIGHLANDER!!
30 T-SHIRTS!!!

A WRIGHT STINKER!

SPITTING IMAGE:

Goodbye forever?

ALBUMS:

General Public, Big Dish,
Paul Young, Nik Kershaw

SOFTWARE:

Vietnam, Aces of Aces
Street Surfer

TECHNO-HATRED:

New Model Army trash
computers

RADIO ONE's
flagship DJ Steve
Wright was caught up
in a row last week
over his show's
popular Mr Angry
character following
the release of a same-
named computer
game.

And to make his
blood boil even more
the star revealed that
he was already in the
midst of negotiations
with a different game
publisher — eventually
tracked down to be
Gremlin.

The controversial game
has been written by new
budget label Code
Masters as part of its first
ever batch of releases.

An initially shocked
Steve Wright told *BANG*:
"Whoever they are, they
are in breach of copyright.
Mr Angry is the property
of the creator and the
BBC. I am to all intents
and purposes the
creator."



STEVE WRIGHT: Not smiling now that Mr Angry has been poached

He then reserved his
judgement, wishing to see
a copy of the game before
deciding what action to
take. "I haven't actually
seen it yet so I don't know
what the circumstances
are. Perhaps you could get
hold of it and send it to
me. I would want to see

my agent and legal
department."

Future problems

Mr Angry is just one of
twelve new £1.99 games
launched this week by
Code Masters. Boss Jim
Darling did not foresee
any problem with

copyright. "He is not
anybody specific. Just an
angry man in a hotel
stopping you from taking
pictures. I understand that
the other one is someone
who apparently phones
in. Ours is just related to
the game."



BANG: MIX THOSE MEDIA AND PRESS THE FAST FORWARD!

1512: UPS — AND DOWNS

JUST FIFTY days after launching the PC 1512 range, Amstrad is set to hoick the price up by around 12 per cent.

The news came after a week in which Amstrad chairman Alan Sugar fought a public battle to trash a "dirty tricks" campaign aimed at undermining the 1512's worth.

Psychologically important

The price rise doesn't take place until January 1st. It means that the entry level 1512 will now burst through the psychologically important £500 barrier, once VAT is added.

Officially, the rise is being attributed to the 24 per cent fall in the value of the Yen — crucial to a firm like Amstrad which buys many components and manufactures in the Far East.

However, one oddity is that Amstrad did not signal any intention last week of an increase in the prices of its other machines — which presumably have also been much affected by Yenish fluctuations.

Just three weeks ago, Amstrad chairman Alan Sugar said in BANG that

he was considering increasing the 1512 prices as a means of helping to match the demand to the supply. No mention of this factor was made last week by Amstrad, though.

At the time, BANG noted: "Though this (the price increase) appeared to be an off-the-cuff suggestion to help control demand, nothing should ever be ruled out with Amstrad". And so it has proved...

Meanwhile, Sugar was putting himself about last week in an attempt to hit back at an alleged "dirty tricks" campaign. Central to this was a story in the *Sunday Times* suggesting

that influential megacorp ICI had rejected the 1512s due to overheating problems.

To this, Sugar responded that it was "a load of bloody rubbish" put about by competitors who must be "shitting themselves".

And he added: "Would Ford produce a Cortina that had a radiator that overheated at every set of traffic lights? Absolutely not. It's an absolute load of rubbish."

"The biggest people in the industry are doing this in a very clear way — very craftily and sarcastic. Calling us the computer that melts and all that sort of crap. It's a smear."



SUGAR — 1512: One with temper rising, one with prices rising...

Back from the dead

"HELLO, I'M not dead." This was the quote which started off a ball of confusion involving a dead programmer, a not dead programmer, Ocean, the Advertising Standards Authority and a whole load of people failing to agree on the simplest of points.

Basically, it concerns Ocean and its failure to bring out an Amstrad version of American Football simulation *Superbowl*. A pernickity person complained to the Advertising Standards Authority saying that contrary to adverts in certain magazines, *Superbowl* was not available for the Amstrad.

Grave comments

Ocean told the ASA that the programmer responsible had, unfortunately, died, hence the non-appearance of the game. But, BANG last week received a phone call from the supposedly dead programmer saying that the game was indeed finished and that Ocean simply couldn't be bothered to release it.



SUPERBOWL: Not destined for Amstrad release

Tony Cooper noted from beyond the grave: "It's definitely finished and I have a copy here at this very moment in time. I resent Ocean saying that I am dead and the only reason that they haven't put it out is that they couldn't be bothered to."

Tragically killed

Meanwhile, Ocean boss David Ward denied all knowledge of Cooper saying that he didn't know the individual programmers connected with the game.

"We contracted it to Tony Knight and he told us that the person that was doing it was tragically killed in a road accident. Therefore we haven't

released it because the advertising was done for *Superbowl* six months ago. What is the point of releasing it now?"

Knightmare

BANG contacted Tony Knight, Cooper's former employer who now works at Rainbird. Unfortunately, his immensely interesting comments cannot be reported because everything that he said was, after a twenty minute conversation, deemed to be off the record.

So, although Spectrum and C64 owners can sample the delights (?) of *Superbowl*, it seems that Amstrad users won't be able to...

STINKER

He claimed that he had not asked Wright or Radio One for permission to use the name because he "didn't think it was appropriate." He did not foresee any future problems either. "If they did approach us I would say to them exactly what I've just said."

"Coming in his pyjamas"

Legal advice has already been taken by the firm but Darling stressed that this was usual policy with any game. He also refuted suggestions that a game with the words Mr Angry written on the front would mislead shoppers into thinking there was a connection with the Radio One character. "If you look at the cover it's a chap coming downstairs in pyjamas."

Wright added that talks had not closed concerning the possibility of a

licensed game, despite him admitting that no decisions had been made at all. The plan currently is to release a computer game and board game featuring characters from his show.

"On their heads"

Grenlin boss Ian Stewin told BANG: "I have had discussions but nothing has transpired as yet."

"I understand that Steve Wright is very protective about his creations and he's every right to be. It's on their heads. I don't think Steve Wright or his agent can be very happy about it. It's very unfair on the creativity involved in those voices to go ahead with something like that."

Steve Wright had similar problems with his "alright" catchphrase following comedian Michael Barrymore using it in his act. On that occasion he accepted that catchphrases were virtually impossible to copyright.

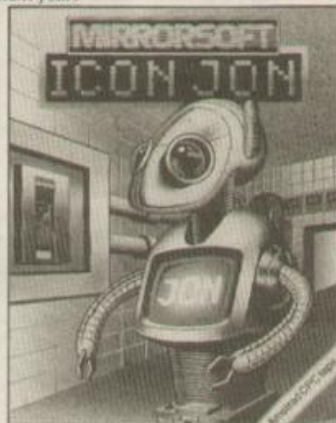
HELLO JON

OUT THIS week is Mirrorsoft's *Icon Jon*, a graphic adventure for the Amstrad.

The author is sixteen year-old Mark Roberts and the character is based on a mechanical mouse. All the usual things like rooms to explore and commands are featured in a game which Mirrorsoft describes as "bizarre".

Promised

Icon Jon is for all CPCs and costs £8.95 on cassette and £13.95 on disk. A Spectrum version is promised for early next year.



ICON JON: Skulking around Amstrad fashion

Don't count on it..

FAMOUS CALCULATOR maker Casio is planning to launch a teeny weeny computer — probably in February next year.

Exact details are sketchy at the moment but it looks like the little baby will have 8K RAM and cost around £140.

Won't fit in

There will also be special add-ons like a 40K RAM extension unit and a clip-on disk drive. All of this presumably making it a "pocket computer" which won't fit in your pocket.

Any bets on a delay too?

ACHTUNG! ACHTUNG!

OCEAN has briefly brought a halt to its if-it-moves-licence-it policy to release *The Great Escape*.

Having said that, it is exactly the same scenario as a twenty three year-old film also called *The Great Escape*. But it's not a licence. Honest.

Nazi nasties

The player takes the role of a prisoner of war during WWII with the aim of escaping from the camp. Various Nazi nasties include barbed wire, guards and "ferocious dogs".

It is available on the Spectrum for £7.95, C64 and Amstrad versions should follow — both costing £8.95.

Rip it up and start again ..?

FOLLOWING STIFF allegations of "ripping people off" IJK Software has temporarily withdrawn its new Spectrum game *Crimebusters*.

The Blackpool-based former Oric specialists made the move at the end of last week after a barrage of criticism from budget kings Mastertronic.

Rude words

It was claimed that the £6.90 *Crimebusters* plagiarised David Jones' *Spellbound* with Mastertronic published last Christmas.

The firm's Alison

Beasley exploded to BANG: "It's a blatant rip off... They are scraping the bottom of the barrel... They must be out of their heads, trying to have a quick clean-up before Christmas and then bugger off afterwards."

When she'd calmed down a fraction, she explained the grievances in full. It seems that *Crimebusters* features "the same character set and windowmation technique developed by David Jones, it has the same little man moving in the same way, half the graphics have been copied — are they kidding, or what?"

At IJK, boss Ian Sinclair seemed mildly embarrassed at the furore — "which came as a

complete surprise to me." He explained that the game would be withdrawn, pending examination, and noted that he had no intention of offending anyone.

No rude words

Crimebusters was written by the Cambridge programmer Harry Price, who proved uncontactable. Legal action has been forestalled by the withdrawal — but it has not yet been ruled out by Mastertronic.

Meanwhile on the David Jones front, Mastertronic has said that his new game *Stormbringer* is due in January.



Wow — this looks just like *Spellbound*! What a rip-off! (Er, this is *Spellbound* — Ed)

FIVE ALIVE-OH

NEXT WEEK Beau Jolly launches its new compilations range *Five Star Games*.

Like the current *Computer Hits III* it's going to be out on all formats — right down to Beeb, Electron, C16, Plus Four and even MSX.

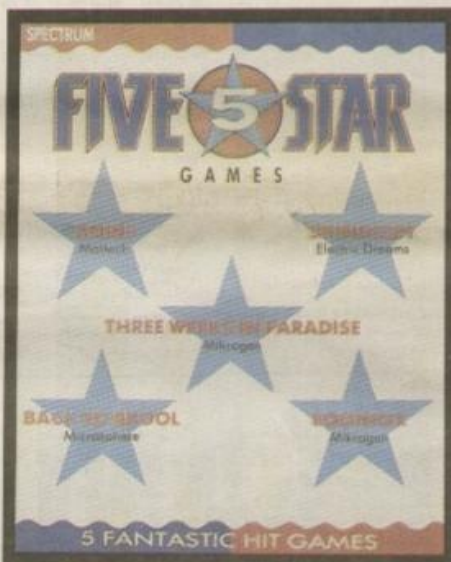
Ninety per cent

Games included in the various listings are *Spin Dizzy* (Activision), *Zoids* (Martech), *Scarabaeus* (Ariolasoft), *Who Dares Wins II* (Alligata) and *Three Weeks In Paradise* (Mikro Gen).

The firm's Colin Ashby told BANG how the name was decided: "We wanted a name that depicted most of the games' five star or ninety per cent plus ratings. We decided ninety per cent plus wouldn't make a good name for a title."

Last bit

Five Star Games will cost £9.95.



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Published by SRP — Business Technology Centre, Beesmer Drive, Stevenage, Herts SG1 2DX
Telex: 825824 Answerback

"Buster"

Fax: 0438 310001

Printed by The Northampton Mercury Company, P.O. Box 18, Upper Mounts, Northampton NN1 3HR.

Typeset by Kestrel Origination, Unit 1, Bond Industrial Estate, Bond Avenue, Bletchley, Milton Keynes MK1 1J.
Distributed by Comag, Tavistock Road, West Drayton, Middlesex UB7 7QE.

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FORWARDS

4 COMPETITION

Och aye the noo. Win a truly un-Scottish copy of *Highlander*

6 SHORTS

At no extra cost to you the ingenious Doctor X buys up the bribes and reveals all



7 COMPUTERS? BURN 'EM

New Model Army mourn the death of live music

8 C16 OF THEM AND IT'S A MIRACLE

All about the er... what was it again?

10 BANGING OFF

Reader drivel plus loads of comp results and a pic caption contest as well, phew!

12 'AVE YOU GOT A LIGHT BOY?

Getting the lowdown on *Faster Than Light*

14 GOING UNDERGROUND

John Lennon gets his death

into CRL's *Dracula* (Are you sure about this? — Ed)

16 SPITTING IMAGE

With a tear in the eye and a brick in the hand we say bye-bye



18 ACROSS THE BOARD

Zapping across the dining room table with *Star Fleet*

18 COMPETITION

Ariolasoft gets thirty

19 MARBLE MADNESS

A load of balls

20 etc REVIEWS

Street Surfer, *Ace of Aces*, *Vietnam*, *180*, *Cyrus II Chess*, *Superstar Ping Pong*, *TT Racer*, *Beach Head II*...

24 CHARTING THE PARTS

Software, telly, the lot

26 SCAN STARTS HERE AS USUAL

Beeb nips in for big films, video charts, film chart

27 TELLY TITTLE TATTLE

The Tube is back, hooray and all that

27 FILMS

Shanghai Surprise, *The Mission*, *Labyrinth*

28 RECORDS

Big Dish, *Paul Young*, *Nik Kershaw*, *General Public*, *Rainmakers*, *Courtney Pine*

30 NIGHTS IN BLACK SATIN

Sex, smut, gossip and onion rings



31 CAN OF WORMS

Crouchy witters on about something or other



BASIC ECONOMICS

ARGUS — THE firm with a bigger shopping basket than Princess Michael — appears to have gained the bargain of the century. Whereas it previously loved to lavish billions and trillions of pounds on turning successful software houses into mere labels (Quicksilver, Bug-Byte, A'n'F etc), it has now discovered — rather ingeniously — that it is a lot cheaper to simply make a name up. Create its own label.

Spear

And so Grand Slam, a sports simulation label, came into being spearheaded with the dubiously entitled *Peter Shilton's Handball Maradona*.

Argus' Peter Holme claims that the game "isn't just another football title" adding "the player takes the goalkeeping position — it is very difficult. All the games on the label will cost £6.95 and it's going to be out around the turn of the year."



HANDBALL: Would Argus get away with this?

Amiga fever?

WHEN COMMODORE launched the Amiga it hoped that the techno-heads' ravings would hide the ridiculously high price of £1,500 plus £200 VAT.

They didn't. To remind everybody that the machine is still there Commodore has knocked a whacking great £500 off. It's all part of a special offer which is originally planned to last until the end of November.

The 256K version will now cost £975 (exc VAT) and by sending out letters to all existing Commodore owners the firm hopes people will somehow find the money for one.

There will be leads included so that C128, C64 and C16 owners can connect up to the Amiga's monitor.

The Ultimate in coin-ops?

ANYONE REMEMBER Ultimate? If you don't it's probably because only two games have been released by the firm since December last year.

It seems Ultimate's boss Tim Stamper has got bored waiting as well because he's started up a new firm. Rare UK's the name and it'll be writing games for Nintendo coin-ops.

The first one's called *Slalom* and —

boring fact coming up — it's apparently the first time someone other than Nintendo has written for giant Japanese firm.

The move casts doubts over Ultimate's future but

director John Lathbury claimed it would continue "as normal". Three new games were due for launch this autumn but it seems unlikely that they will appear before the year is out.

For Split's sake

SLOANE RANGER publisher Domark has remembered the oh-so-successful Commodore Plus Four and brought out a game for it.

It's a new version of *Split Personalities* — originally called *Splitting Images*, but we won't go into that — the computerised jigsaw game.

Not worried that it might only sell twelve copies co-boss Mark Strachan told BANG: "It's not something that one might normally do but we have a programmer who knows the machine inside out."

"We thought we'd give these chaps a chance to buy some good software." The new "not quite as good" conversion costs £8.95.

Trivial drivelling

By the way Domark is still drivelling on about *Trivial Pursuit*. A *Young Player's Edition* will be available on Spectrum, Commodore, Amstrad, Beeb and Atari at £14.95 or as a question pack at £7.95.



SPLIT PERSONALITIES: Ron soon to fly onto the Plus Four

HIGHLANDER FLING

WIN FREE OCEAN GAME

Have I got a fierce, mega-fantastic competition for you this weekend, or what? The name of the game is *Highlander* and BANG has got fifty copies of it to give away courtesy of Ocean.

The game is based on the film of the same name which hit the circuits earlier this autumn. To score on a free copy *Highlander*, answer the three really simple questions below.

Send your entries to Dolores De Prize Person at BANG, BTC, Bessemer Drive, Stevenage, Herts, SG1 2DX.

Questions

1. Who is the star in *Highlander* the film?
2. Name three Ocean games.
3. Name two other Ocean games based on either TV programmes or films.

Name

Age

Address

Answers

1

2

3



A comical effort

AFTER ALL the hullabaloo Palace's first product since *Cauldron II* finally goes in the shops this week.

The *Sacred Armour of Antirad* includes a free comic — as featured in the second ever *BANG* — and is only the firm's third release in well over a year.

Boss Pete Stone revealed the masterplan which led to the inclusion of the comic. "Firstly we thought it would be an interesting way to tell the background story rather than a lot of text on the inlay card. Secondly, Dan Malone wrote the game and he's a comic artist. He enjoyed doing it."

Worked on

Unlike with *Cauldron* Stone claims there won't be a follow-up. The next Palace game is currently being worked on but keeping in line with current practice it won't be out this year.

Out

Antirad will be out on the three major formats costing £8.99.

EDGING TOWARDS CHRISTMAS

WEIRDY LONDONERS The Edge have announced that they're all ready to do battle for those coveted Christmas positions.

Leading the attack is the C64 version of *Bobby Bearing* while close behind are *ShaoLin's Road*, *Fairlight II* and *Artist II*.

Boss Tim Langdell reckons the conversion of *Bobby* has had people "jumping around" with excitement. "It's been a phenomenally good conversion. The speed is even better. I find it hard to believe," he said naturally.

ShaoLin's Road is the follow-up to Imagine's *Yie Ar Kung Fu* and is again a home version of the Konami coin-op. Langdell added that *Fairlight II* is appearing despite the original "still selling a year later". Continuing his modest mutterings he said that it was "the first ever true Spectrum 128K game".

Last para

Bobby Bearing costs £7.95 on C64 and *ShaoLin's Road* £8.95 on Spectrum. *Fairlight II* is also out first on the Spectrum at £9.95. Other formats are said to be "imminent".



Hey wow mega Antirad screenshot and all that...

Elektra glides in, too

IF YOU had released *Atari Smash Hits* 1, 2, 3, 4 and 5 and were about to release another compilation, what would you call it?

Yes, that's right: English Software released *Now That's What I Call An Atari Compilation* last week. Actually, it's called *Atari Smash Hits Volume 6*, to nobody's great amazement. Costing £9.95 on cassette and £14.95 on disk, it features good ol' *Elektraglide*, *Timeslip* and the Synsoft's/US Gold duo *Drelbs* and *Ford Apocalypse*.

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

A unique breed of men fated to duel down the ages to a distant time called the Gathering will battle for the Prize — power beyond imagination. The distant time is now. The place, New York.

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SHORTS

... Time for more gossip slander, innuendo and out the other. Time for more sordid tales. Time to — (Get on with it — Ed).

OK. Just two weeks ago in this very column, there was the thought that the curse of **SHORTS** would soon strike **SYSTEM 3**. And what happens? The **International Way Of The Exploding Martial Arts Boom** firm is hit by plagues, pestilence, disease, boils and floods.

Well, leave out the first three, and they've always had boils so... Yes, floods. There they were, all ready to be swallowed up in the corporate beast called **ACTIVISION** — who'd neatly prepared a bijou basement flat for Mark "Ripper" Cale and the lads at its Hampstead HQ — when the great rain god did pour forth flat-floodingly gallons of the watery stuff.

Trouble was, Cale & Co had quit their last place, and so were homeless. All the wise persons in London refused to put them up, and so it did come to pass that the goodly System 3 crew were forced to spend a week in a vile wilderness — Cale's flat. That'll teach 'em to have a stupid motto like "Perfection is the only accepted state"...

... And did you know that **OCEAN's** chairman **David Ward** opened the world's first roller disco in the Hollywood nightclub "Flippers" in 1978?

No, of course you didn't. Same as you didn't know the tale all about the massively unaggressive **AMSTRAD**, the boring **BRONSKI BEAT**, the collapsing **ST JAMES' CHURCH** Piccadilly, and a fund-raising campaign. Well, The Bronskies used to work in the church's cafe, which gets them out of the way. And the church is seeking to raise £1 million to stop it falling down, or something.

Big campaign launched, loads of "stars" (**Donald Sinden**, **Barry Norman**, **David Steel**, **Anna Raeburn** and er, **Norman St John Stevas**) lending support — and then the St James' people realise they need a computer to keep track of it all.

Someone impresses them with the old value-for-money line about the **Amstrad PCW 8256**. They toddle off to Amstrad. Request a machine as a freebie — charity work, ideologically sound, all that sort of stuff. And Amstrad? The dear old public-spirited things tell 'em to shell out £399 ("plus VAT") like all the rest...

... And now, a sideways jump into the business market, where there's proof that el serioso boys can be even more donkeyheaded than their games' counterparts, due to the impenetrable ways of capitalism.

Enter stage left a business software publisher called **MAP**. It went into receivership earlier this month and has promptly bought itself out for a snip — leaving behind a trail of debts which it claims will be paid at some stage.

And why has all this happened? Try this for the year's most implausible

explanation of anything: "This is not something we've done on purpose — it's something we were forced to do. Basically, **MAP** has become very profitable this year and we needed to expand."

"In order to do that, we needed working capital. Unfortunately, the bank refused to make it available, saying that they wanted to use it to pay off our debt to them... The new company will buy all new, old and existing stock from the receivers. After all, the old **MAP** is a going concern... And so it runs on and on and on — though never quite standing any chance of becoming at all rational..."

... Hot news from the charts! After all this time, **Interceptor's Vestron** is a re-entry at Number 3 this week. But how can this be, I hear you ask. How can a game suddenly leap back in for no reason at all? Can it have anything to do with this being the **MSX** chart? And does this mean that **MSX Vestron** sales are now in double figures?

... Whoops. Have to be careful with sales: they're software houses' virility symbols, where the "mine is bigger than yours" syndrome is always to the fore. Which is why it's welcome to **SHORTS** to **INFROGRAMS** and it's modesty bossytypehappy, **David Crossweller**. Candid fellow admitted he'd sold 7,000 *Vera Cruzes*. Does he mind people knowing this? "I couldn't give a (Certain bodily function deleted here — Ed). No one'll believe it anyway."

... In much the same way as no one'll believe that **Crash/Zzap/Etc** has an art editor called **Dick Shiner** (which sounds more like some vile occupation). The fellow has finally restyled his nomenclature to **Richard Shiner**...

ADVERTISING?

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In **The Archers** — The Computer Game you're the script editor on BBC Radio 4's long-running serial. Your decisions affect life in Ambridge — and your listening figures... watch out for memos from Controller Radio 4! A clever and amusing illustrated text game by the utterly brilliant Level 9 team.

Twice Shy

Based on the best-selling Dick Francis thriller, this illustrated text adventure plunges you into the seamy side of the horse-racing world. The RamJam Corporation (ingenious things!) have written two games for the price of one: the racing simulation can be played independently and as a vital part of the adventure itself.

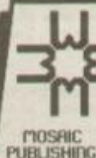
WE MUST MAKE THE
CONSUMER AN ALLY,
NOT A TARGET

THE ARCHERS Witty, entertaining
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TWICE SHY Dangerous action
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Available for Spectrum, Commodore and Amstrad (The Archers also for Atari and MSX).
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HIGH TECHNOLOGY — UP YOURS!

If New Model Army had to be summed up in two words they would probably be *endangered species*.

There are few bands around who try as hard as them to avoid the 1980s ride on the rock 'n' rollercoaster.

The three angry young men from Bradford have perfectly formed snarls but will never have the looks of Billy Idol. They are a three-piece but will never fill Wembley like The Police did. They write "socially aware" lyrics but there's no Weller or Costello amongst them. They make records but will never make the top twenty.

NMA lack an image and spurn hype. Basically they're not doing things the modern way. If frontman Slade the Leveller ever managed to get in the glossy pages of *Number One* or *Mizz* first in his dislikes column would be the word technology. Yep, good old technology — that Thatcherite Messiah which is supposed to be leading Britain into the next century.

Music bizz pap gossip

Slade, Rob Heaton (drums) and Jason Harris (bass) are ugly, noisy, contrary and angry. It's not surprising then that they're not exactly regulars in the tabloid music bizz pap gossip columns. "Britain in the 1980s has for the most part the music it deserves: bland, unchallenging and unoriginal. New model Army are a major part of the opposition," claims Slade — real name the far less rebellious Justin Sullivan.

He hates the way Paul Hardcastle, Feargal Sharkey and the like have welcomed technology and computer

tricks into music-making. To make their point they performed *No Rest* — so far their only top thirty single — live on *Top Of The Pops* last year.

"It's killing music. I get depressed about the state of the music industry. I really like music but I don't hear the music I like any more. It's all so plastic. There are good bands around but there's a lack of support for those bands — not from the public but from radio and the press."

Obviously there are valid points against ignoring technology but Slade is not saying it should be ignored completely. His point is that people have become so used to formulas i.e. the production on a FrankieDuranBalletStation record that there is no variety and no outlet for variety.

"Mum can I have?"

Kids have always wanted to be pop stars. It used to be "Mum can I have a guitar for Christmas?" but where do you start now. Do you get the drum machine, the effects box, the sequencer or even a C64? Chances are mum can't afford it anyway.

NMA have recently released their third album. Last year's team-up with EMI could well have meant a change of course. Rock producer Glyn Johns — who's previously twiddled knobs for The Rolling Stones, The Clash, The Who etc, etc — was brought in. According to Slade there was no pressure and a listen to the LP *Ghost Of Cain* proves that technological wizardry is still completely off the agenda.

"He's the best producer in the world. He won't use computers. Basically his idea is stick us in a room, mike us up, and let us play."

A little enquiry as to his opinion of computer games

caused an embarrassing silence. Perhaps it's not the kind of question a nearly-rock-star gets asked everyday. After the sort of pause a real computer journalist would've called a mega-pause, he said: "They are not a great favourite. I like pinball. It's more mechanical."

The drummer's hand

Technology creates perfect sounds — perfect sounds which can't be distorted by human error. A programmed drum beat never stops dead because a drumstick has just flown out of the drummer's hand. It's steady and as efficient as any program can be but adds nothing to stage presence.

NMA love playing live but are the first to admit that they're not always that good. When a live performance consists of guitar, bass, drums and the odd dodgy vocal that's bound to be. But as *Bullseye's* Jim Bowen would say "That's the gamble."

"What happens is if we're doing forty shows all over Europe is every now and then we're bad. That's because we don't do the same show. We don't play in our sleep. We can be extremely good or appalling."

The word *excuses* immediately springs to mind but just think how planned a Paul Hardcastle gig — if there is such a thing — must be. A screamed out song-title from the audience can only be played if all the boxes and switches were programmed earlier.

Mr N-N-Nineteen might beat NMA on just about everything from success to radioplay to image, but there's one little thing missing. It's called spontaneity.

Charley Hunt

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CORGI



NMA: Not a computer or pop star in sight.

When the C16 was launched two years ago it seemed destined for obscurity. Then last Christmas it appeared in bargain basements for only £50. It sold thousands as people snapped it up as a cheap games machine. TONY HETHERINGTON looks at the sort of almost success of the machine that should have failed »»



Gremlin Graphics

Best seller — *Kung Fu Kid*

Look out for — *Trailblazer, Future Knight*

"C16 owners deserve good games and we'll continue to produce them."

Mastertronic

Best seller — *Formula One Simulator*

Look out for — *Molecule Man, Storm*

"Surprised how well C16 titles are selling. We'll keep pumping them out. £4.99 disk software soon?"

US Gold

Best seller — *Beachhead*

Look out for — *Spiderman*

"Only a few games to come on Americana label as our big C64 games can't be converted."

Elite

Best seller — *Airwolf*

Look out for — more coin-op conversions. "We'll continue with more coin-op conversions although some may be cut down."

The world's least compatible machine

The C16 has got to be the oddest machine the computer world has ever seen.

It seems incredible that it ever got off the designers' drawing board!

When it was launched Commodore was enjoying the success of the C64 which was rivaling the Spectrum as the games machine. So instead of building on that success with a C64 two, the C16 was created.

A computer without the memory of the C64 (only 16K), no sprite graphics, a different CPU making conversions difficult, a dedicated cassette recorder (but not the same one used with the C64) and two non-standard joystick ports!

On the plus side it has a total of 121 colours (different luminancies of 15 standard colours plus black) and was very cheap.

It says something about computer users that the C16 sold and the totally compatible MSX machines didn't.

Budget Machine, Budget games

The vast majority of C16 software is budget. It's understandable that someone who paid only £50 for their computer isn't going to spend £15 on a single game.

So the C16 charts are dominated by budget games.

Last week five out of the top 10 were Mastertronic games a company amazed at the machine's success. Up to the end of September its bestselling C16 game, *Formula One Simulator*, had sold 121,574 copies.

On average the pick of the full price games sell only a quarter of that.

Games, games and more games

Without doubt the C16 is a games machine and software houses have tried to cram as much as possible into 16K as owners demand the quality of C64 games.

One way around the problem is to have games that load in parts such as Anco's *Winter Events* where each event loads separately. A turbo loader can cut down waiting time which also gives the player and joystick a breather.

Unfortunately some games are cut down to fit 16K and lose a lot of their appeal. In others such as Elite's *Frank Bruno's Boxing* the C16's graphics make it a better game than the C64 original!

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keep printing Max's letters, it cheers him up. Perhaps you would like sordid details about the other members of the Gang of Five?
Sincerely Mine
Simon Birrell
Cambridge

Can I take a wild guess, Simon? Will you let me? Oh — so kind.

Well, gentle reader, this may prove completely wrong, but I would say that young Simon here does not necessarily have a warm relationship with Maqsood Interesting Ali.

Am I right? P'raps Maqsood'll tell me...

HEAVY ABUSE

Dear Dr X,
BANG had a big article all about the Dodgy Geezers from Melbourne House this week.

But I don't think they're Dodgy Geezers at all. I just think they're boring self-opinionated idiots.

That's all.

Thanks for letting me say that.

Joe the Stick
Union Road
Sheffield
Yorks

Cor — that's certainly put the old Dodgies in their place...



"We aren't boring, are we Trev?" "Uh, huh ZZZ ZZZ ZZZZZ"

WINNER



PIC CAPTION CONTEST (1)

The Dangerous Brothers being completely and utterly dangerous again. Millions and millions of budding script writers wrote into BANG's Pic Caption Contest with offerings either screamingly hilarious or totally and completely boring. Ha.

The winner of the contest was **Daz Hooper** from South Cliff, Scarborough. **Martin Peterson** almost won but he didn't. His suggestion was: Rik: "I hope our sexy screaming fans are watching us". Ade: "Yeah, I can see 'em both". Martin came from Warley, West Midlands, and probably still does...

TANIA

PIC CAPTION CONTEST

What's got into the walking carpet? *Something* must have put that sparkle in his beady eyes...

If you want a £10 token to spend on software all you have to do is suggest what the old bean might be saying. The zanier the suggestion the better chance you have of winning.

Send your suggestions to Tania Yates, BANG, BTC, Bessemer Drive, Stevenage, Herts, SG1 2DX. Make that before November 5th. All others will be burned at the BANG bonfire party.



NAME

ADDRESS

AGE

Tyne, Farukh Adia, London, N16 7PT. Allan Carlton, Anlaby, Hull. Richard Attree, Wellington, Somerset. Sara Marsay, Stockton-on-Tees, Cleveland. Ian Jolley, Lewes, E. Sussex. Dean Allen, Llanamle, Swansea. B. Rivas, London, E5 8NR. Jonathan Purkis, Alveston, Derby. D F Shirley, Enfield, Middx. N Warden, Harrow, Middx. Amanda Greenwood, Bramley, Leeds. Darryl Archer, Stotfold, Beds. Lisa Slade, Clwyd, N. Wales. Robert Radley, Slough, Berkshire. Michael Duigan, Felixstowe, Suffolk. Paul Warren, Slough, W. Midlands. Glenton Muller, Carlton, Notts. Sunil Raga, Walthamstow, London. Lloyd Malloy, Cardonald, Glasgow.

I must be a ray of sunshine in your lives and I bet you just can't wait for another of my brilliant competitions.

FIRELORD

Hey, hey, just looky here what I've got for you lucky old rat-bags. Forty of you have won a copy of *Firelord* each. Is that good, or is that good?

WINNER



PIC CAPTION CONTEST (2)

Alan doesn't look at all pleased with Alex 'Hurricane' Higgins. **Simon Machell** of Wallasey, Wirral suggests Higgins has snookered himself by saying "Look at this great new cigarette vendor...". What do you mean it's a computer? P. Morris thought it might be something along the lines of "Yes Alan I know that snorting coke is bad for me, that's why I'm testing this great new suction method". Um well ah Simon Machell is the winner, uh because I say so and I'm absolutely brilliant (Have to get back to you on that one — Ed).

TANIA

WINNERS ALLEYKAT

Hello, here I am again bringing good fortune to all (well forty of you anyway). The winners of our Alleykat competition, sponsored by Hewson, have been chosen.

They are:

Noel Winstanley, Guilsfield, Welshpool. Kevin Burton, Totton, Southampton. Kevin Young, Surbiton, Surrey. Stephen McHugh, Mitcham, Surrey. Dan Green, Radlett, Herts. Peter Boyko, Chorlton-Cum-Hardy, Manchester. Paul Serbert, Harrogate, N. Yorks. David Stephens, Uckfield, East Sussex. Chris O'Rourke, Bolton, Lancs. Ian Shaw, Enfield, Middx. Mark Watkins, Amersham, Bucks. Adam Penn, Luton, Beds. Steven West, Bitterne Park, Southampton. Bryan Watkinson, Market Deeping, nr Peterborough. Sean Lally, Sydenham, London. Darren Deaville, Bevere, Worcester. Stephen Crabtree, Bradford, W. Yorks. Alistair May, Moray, Scotland. Kamel Balasala, Stoke Newington, London. Bung Nam Wan, 175 Stevenage, Herts. Steven Heley, Newcastle upon

WINNERS:

Leslie Dodd, Pollokshields, Glasgow. R Burgess, Rotherham, S. Yorks. Stephen Caldwell, Newtownabbey, N. Ireland. Kevin Burton, Totton, Southampton. B Hobson, Huddersfield, W. Yorks. C. Kaye, Bromborough, Wirral. Ryan Betty, Kettering, Northants. Rodney Tregale, Slough. James Findlay, Haltwhistle, Northumberland. Brett Collier, Walthamstow, London. N. Birtwistle, Egerton, Bolton. Neil Parker, Northampton. Newton Aycliffe, Durham. Marc Cooke, London, N4 1QD. Paul Sruoga, Grazeley Estate, Wolverhampton. Mark Bytneway, Bolsover, Chesterfield. Craig Dawson, Chelmsley Wood, Birmingham. C G Edge, Over Whitacre, Warks. A Jones, Leven Drive, Belfast. John O'Donovan, Manchester. Allan Carlton, Anlaby, Hull. Alan Tanner, St James, Northants. Garim Cheung, Jacksdales, Notts. Lee Aldcroft, Cheshire Heath, Stockport. Lee Couch, Carnoustie, Scotland. Simon Rah, London, SW3 4TQ. Andrew Wyatt, Sidcup, Kent. Stephen McHugh, Mitcham, Surrey. Allan McGregor, Glasgow. Richard Lang, Croydon, Surrey. Matthew Saunders, Christchurch, Dorset. Darren Garbutt, Sutherland Terrace, Leeds. Martin Owen, Caernarvon, Gwynedd. Giorgio Vezzey, Peacehaven, East Sussex. Gavin Hunt, North Shields. N Barnes, Hatfield, Herts. Mike Jones, Eastbourne, E. Sussex. Barrie Day, Rayleigh, Essex. A May, Moray, Scotland. Congrats everyone.

See Ya

DOLORES

SHINE A LIGHT

Gargoyle's new label Faster Than Light has surprised many by its initial success. STUART DINSEY finds out if it's a flash in the pan or a future force >>>

In a world where new labels are as common as nil-nil draws at Highbury, it's not surprising that most dreams of big boy status never materialise.

Okay, so every now and then some upstart firm might blam into the top five for a while. But continued success is much harder to achieve.

Thus, when Gargoyle Games announced that it was starting up a new label no-one was too sure whether all the pre-season aspirations would be met. Thanks to previous successes it had a good team on paper — but as they say at Anfield — you play on grass.

Faster Than Light was the name decided on by the bossmen at Gargoyle's Tipton, West Midlands base. This was initially going to be the name of the first game too but that was changed to *Lightforce*.

Zap 'em-and-smash 'em

Early season success — *Lightforce* straight in at number two — has meant a sudden increase in attention from sceptical on-lookers. Many thought that a firm which had built up its reputation through adventure games could not cope with a transition into zap 'em-and-smash 'em arcade stuff.

Director Ted Heathcote shared no such view. "We mounted a considerable PR campaign for the label and the reaction was terrific." Greg Follis and Roy Carter have written the FTL games just as they did the Gargoyle ones — so apparently there has been no trouble changing style.

Gargoyle has been successful — its last game being *Heavy On The Magick* — but just eight games have been released in three years. This is in stark contrast to a firm like Ocean which seems to launch seventeen a day.

Goggle-eyed whizz kids

"Adventure games take approximately five months to write and are expensive to market — although they do always sell. We decided the time was right to get into the arcade action market."

FTL is counting a lot on gaining European and Japanese sales — something which can't be achieved with English text adventures. He far from welcomed a suggestion that translations might overcome this. "We'd probably sell six," he replied.

Gargoyle doesn't only differ because it likes to release adventure games on an adventure label and arcade games on an arcade label. Its games aren't written by young goggle-eyed whizzkids but by the Follis Carter partnership — both of whom are in their thirties. Heathcote describes them as "ancient" and includes himself when explaining that the firm is run by "boring old business people".

Light Force Spectrumised



Gargoyle is widely considered to make tough adventures — an impression backed by Heathcote's own experience with his public. "All the people that play ours are either cracked or geniuses. Some of them are quite enterprising though. I saw an advert in one magazine from a kid offering the solution to *The Price Of Magick* for a quid!"

Just like Norwich

With Amstrad and C64 versions of *Lightforce* out this week FTL must be feeling happy with future prospects. However, the follow-ups *Shockway Rider* and *Samurai Dawn* won't be appearing until after Christmas.

After forming a label so that more games can be released this appears to be a rather strange battle-plan. Heathcote reckons it's because he doesn't want FTL games to get lost in the "stampede" of November arcade releases.

Even though it has made a bright start, FTL — just like Norwich City — realises there is a long hard season ahead.

and Amstradified



B A N G L E S



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'IF SHE KNEW WHAT SHE WANTS'



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GARRY MARSH gets into the night life of Transylvania in a big way this week with CRL's *Dracula*. With Count Drac after his blood will Gazza survive this latest adventure or will he become one of the living dead? "

GOING

Sit back my friends, while I relate my story and warn you of things to come.

There I was idly sifting through my mountains of fan-mail, when I came upon *THE* letter. I

opened it with some trepidation; my letter-opener was unavoidably detained elsewhere. Thus I read:—

"My Friend, — Welcome to the Carpathians. I am anxiously expecting you. Sleep well tonight . . . my carriage will await you and will bring you to me. I trust that your journey from London has been a happy one, and that you will enjoy your stay in my beautiful land."

It was signed "Your friend . . . Dracula."

My blood ran cold as I fumbled with the letter. something fell out! It was a disk, floppy by nature, from "CRL". What a clot I felt; this isn't real I said to myself this is a new interactive adventure based on Bram Stoker's classic tale. This was a sample of things to come, Part 1, of a three part adventure-novel.

Within this chapter I shall encounter my worst night-mares, as I stay at "The Golden Krone", before I journey on to Castle Dracula. I slipped my disk, while slipping my disk into my machine; fangs didn't seem quite right! I dimmed the lights and sat back.

Beat the xxx outta him

Ah! Here at last! The coach pulled up outside the Golden Krone Hotel. (I noticed a distinct lack of stars or AA signs). A strange new gothic script befell me and I read on with great interest but also with fear creeping into my heart. Having left my coach, I was informed that a few steps to the east would take me to the hotel and a good soft bed.

But there was no warning, as I tried to go east, the coachman, such a rough-looking fellow, stood before me, blocking my path. Peasant! I thought, and duly hit him! He rocked back in surprise . . . serves him right, I thought.

Urrghhh! I thought as he then tried to dislodge my brain with his fist, and sent me flying into the mud. Now according to CRL I supposedly arise to face the coach with a new found respect. No chance mate! I'm gonna beat the xxx outta him! OOOOPS!

Cheat a bit

My he's angry now, he just keeps on hitting me, and now I'm wondering what compelled me to start this little "tête-a-tête". Oh look he's got a knife, is

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UNDERGROUND



he gonna sharpen a pencil? No! he ain't! NO! Please... Noooooo!

And so ended my first encounter with CRL's *Dracula*. This is a really "good" adventure, full of graphic-text, atmosphere and lots of unexpected happenings. To be honest I did cheat a bit, and had a closer look at the program. This is in reality a *Quill* game, with a few alterations etc, eg a new gothic-script, and the inclusion of some digitized-pictures, probably made with "Computer-eyes" and then transferred to Koala pad. This isn't the first time I've seen the *Quill* used to produce such graphics, and they are of "real" vampires and the like! Much more detailed than possible with the "Illustrator".

But although I'm sure you'll see other reviews that rave over the graphics, I shall skip them (though they are good) and go into the excellent text. Within "Part 1" there are the following locations:—

Devious things

Location 0; "Outside the hotel", location 1; "In the foyer of the hotel", location 2; "At the reception desk", location 3; "In the dining room", location 4; "On a small gloomy landing", location 5; "My room" and location 6; "Outside the hotel". "What only six?" I hear you shout!

Yes, but the massive amount of text available is incredible and so are the many, numerous, devious things that can befall you, within such a small adventure, and remember this is only "Part 1", and its memory usage is very, very large. Because of the "smallness" of *Dracula Part 1* I won't give too much away, I'd hate to spoil your fun — if you can call it that!

Anyway by way of an appetiser, when you're in the dining room, try different things to eat and drink, their combination may well affect your night ahead!

A little note to CRL, not really a gripe. How can you "pay the coachman" if you have "nothing of significance"?

Anyway "Fangs for the memories!"

Happy Adventuring
GARRY MARSH

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MUGSY	MELBOURNE HOUSE	KONG STRIKES BACK	OCEAN
KONG STRIKES BACK	OCEAN	BLACK THUNDER	QUICKSILVA
CHEQUERED FLAG	PSION	DEATH STAR INTERCEPTOR	SYSTEM 3
BLUE MAX	U.S. GOLD	TALLADEGA	U.S. GOLD

SPIT BY SPIT

— FLUCK AND LAW'S BIOGRAPHY

1957: Both attended Cambridge School of Art studying Commercial Art for five years

1960s: Fluck worked as a freelance illustrator for *The Statesman*, *New Society* and *Town Magazine*

Law worked at *The Observer*, *The Sunday Times* and won a grant to Reed College, Oregon where he was artist in residence

1970: Fluck started doing caricature models

1975: The two joined forces and began producing models for magazine covers. These included: *New York Times Magazine*, *Der Spiegel*, *Stern*, *The Economist* and the *Radio Times*.

1979: They produced an illustrated version of Dickens' *A Christmas Carol*

1981: The beginnings of what finally became *Spitting Image*

1984: On 26th February the first ever programme was shown on ITV

1985: *The Spitting Image Book* was published

1986: Two half hour shows recorded in London for NBC in America



Thatcher computerised (1)

A PUPPET IS BORN

It's a lot more complex than you think. All puppet heads start off as drawings which are then "put on the stick" in clay. This means the clay model is put onto an armature.

Rather than just one kind of puppet there are several different materials which can be used each having their own advantages and disadvantages.

When the clay head is complete it is used to cast either a fibre-glass mould or plastic mould. A plaster mould is quicker to produce and used to make a latex puppet whilst a fibre-glass mould makes a foam-latex puppet.

Hollow heads are cast and each is given a hard skull. Faces are constructed and a light foam (like in a mattress) is used for the bodies. All costumes have to be adjusted to accommodate the puppeteer's hands. Puppeteers also have to wear gloves so that the texture and colour of hands matches that of the faces.

Those latex lovelies, those Muppets on speed called *Spitting Image* finish their TV run this Sunday. And quite possibly, they won't be back. STUART DINSEY bids farewell >>>

Tebbit's into leather, chains and torture. Hattersley slobbers.

Thatcher's a baldie. Dr Owen's a closet Tory. Brittan's a gluttonous wartface. The cabinet consists of nothing but spineless idiots.

That's the British political scene *Spitting Image*-style and apart from Thatcher's pate most of it's about right.

The Queen has the final word on everything. Prince Philip is an ignorant and opinionated old fool. Princess Anne resembles a horse. Princess Diana has a teenage crush on Simon Le Bon. Charles is sweet but usually ignored. Edward thinks he's smart and funny but is really a prat.

That's the British monarchy *Spitting Image*-style and apart from perhaps the crush, most of it's about right.

Similar descriptions of the church, sports personalities, TV personalities, world leaders, pop groups and non-celebrities (i.e. Donald Sinden) would all help to prove the same point. The ammunition for the wicked satirising of public figures, be they short, tall, fat, bald, respected, hated, non-aligned, political or SDP is there to start with. Usually just like the caricatures themselves the distortion and emphasis of character stems from the subject not the imagination.

A newsworthy hooter

Alistair Burnett, one of *Spitting Image*'s self-confessed obsessions, is a perfect example. Both his latex likeness and latex character are born from fact. Just because nobody had noticed Burnett's red bulbous nose until it blew up on a Sunday night doesn't mean his real nose isn't a newsworthy hooter. *All Spitting Image did was draw attention to it.* Honest.

Similarly, Burnett had suffered criticism from press about his grovelling to the Royals before *Spitting Image* jumped in. The nobbly nosed

SPITTING

one soon started appearing wherever the Royals did — usually with "fawn, fawn, fawn, fawn, fawn" being muttered under his breath. Burnett had dug his own grave and *Spitting Image* jumped at the chance of walking all over it.

At this, though, is really too simple. Now that it is well into its third series the initial sketch progression has changed. Originally, introducing a character such as Dustin Hoffman set up the joke. Puppet with enormous nose struggling to re-create past successes thus pattering everybody about his next film. Similar scenes were set up over and over again from what was currently going down in the Thatcher cabinet to the latest boob from Reagan.

As time passed simply trillions of jokes emanated from Thatcher's dominance. Now the *Spitting Image* Thatcher does not have to have had backing from recent real events — such as the axeing of a minister — to slap, scald or bully her team-mates.

Similarly, the result of *The President's Brain Is Missing* in the first series is that since then Reagan has always been portrayed as senile. To most observers this again isn't that far from the truth, but it is a bit misleading. If old b-movie Ronnie is senile then surely we should be worrying about it not laughing at his senior advisors making bed-time cocoa.

Reagan is wrong

Tim Watts and David Stoten are both behind-the-scenes caricaturists who draw and make the show's stars. Stoten has his own views on the US figurehead's development. "I actually think that the way Reagan is portrayed is wrong. He is more dangerous than a bumbling old fool who couldn't tie his shoelaces together."

"What has happened is he has become a caricature of a character. We seem to have pigeon-holed him and are throwing loads of similar material into the programme."

Thatcher and Reagan have become characters in their own right. It is only when a "topical" gets inserted that the viewer is reminded that they are supposed to be real



PRETTY

people. A "topical" is a sketch filmed on Saturday or early Sunday because the team is waiting for the upshot of events in the real world. Apart from those, virtually any scenario can merit an appearing from the western leaders — the puppet character has already been built up.

No matter who the person is or how nasty the sketch all at *Spitting Image* pledge allegiance to one philosophy. "The whole show is deliberately set up not to be a kind show. People get in the show because they are public figures and they should be able to take the knocks as well as the praise." Those were the words of Watts but could have come from anyone at the London dockland HQ — including the tea lady.

It could be said that the show is so strong and established that the read-the-news-write-the-sketch format is no longer needed at all. Future *Spitting Image* projects will more than likely prove this, but there's still room for mid-series additions. Edwina Currie's oh-so-tactful comments about Northerners' eating habits and Harvey Proctor's spanking fetish made sure yet more Tories took the glory.

How to find banana skins

Spitting Image will argue until it's blue in the face, though, that it is attention and not political persuasion that decides what goes in. It's not the scriptwriter's fault that the Government is in the news more than anyone else and that those within it are skilful exponents of how to find banana skins and slip on them spectacularly.

Spitting Image humour is ephemeral, you only have to listen to the current *Spit In Your Ear* album to notice that. Jokes about Randy Andy and Arthur Scargill have dated very quickly indeed.

Thus, many models which have had hours spent on them never appear more than once let alone get updated. "Eighty to ninety per cent of heads are kept purely because we haven't got time to re-do them. If that minister who's spanking little boys' bottoms gets his hair cut we won't

change anything because he probably won't appear again. But obviously if Kinnock or Thatcher changed at all then we would," added Watts.

A result of this surplus of creations is Watts and Stoten's spin-off company Art Of Nose which gives an outlet to ideas which pop up whilst doing something else.

If changes do occur they're not usually noticed anyway. The grotesque Diana of the current

series is a new attempt at the slim-line tabloid Queen. Many believe the latest model is deliberately designed to be juxtaposed against the real Di's beauty. Stoten denies this. "Diana has been someone we've constantly strived to improve. She has proved to allude us as a caricature basically because she's quite attractive."

The Royals are a constant source of material. The fruition of the Queen's family into Great Grandmother, Grandparents, parents, uncles, aunts, and kids provides the perfect set-up for a soap opera. Thus, we see the Royals at the breakfast table, the dinner table, watching TV and so on.

There are no boundaries. Snippets of Charles asking Diana to play Mr Wobbly Hides His Helmet or Edward boring everybody with "alternative" humour effectively means the tabloids are being out-tabloided.

A packet of Rolos

Fleet Street and Wapping may be able to make a front page out of Di buying a packet of Rolos but they haven't had Prince William running around with a machine gun — well, not yet anyway.

Ostensibly, *Spitting Image* is just another "alternative" comedy show sitting comfortably beside *The Young Ones*, *Saturday Live* and the *Comic Strip Presents*. Like its peers, political and social issues are used not only for laughs but also as a vehicle for comment. A sketch which features Botha serves to heighten awareness of what is going on in South Africa.

It hardly needs to be said that a large percentage of those chuckling at "I've Never Met A Nice South African" wouldn't dream of watching a news item about the troubles out there.

After the current series has finished it will be a long time before another — especially one with the same format — returns to our screens. This country prides itself on its sense of humour. Whether it is right or not is another matter but that pride is still there. *Spitting Image* has proved that whether you're a mouthy publicity-seeker or the Queen mum, you should still be able to take a joke.

Particularly from smart-arsed public schoolboys safe in their non-alternative alternative cloisters...

SPIT INTO THE FUTURE

With the completion of the third series it looks like *Spitting Image* as we've known it has come and gone. At the moment it seems very unlikely that there will be another series.

This does not mean that all work has stopped at its Limehouse Studios base in London's docklands. Work has recently finished on a video for Genesis' latest single.

Future projects include two more specials for NBC and there is also the possibility of a film. A *Spitting Image* museum in the style of Madame Tussaud's hasn't been ruled out either.

Like the book says: "If we all spit hard enough we'll drown the bastards."



Thatcher computerised (IT)

COMPUTERISED SPIT

Don't get too excited, this isn't an update on the current state of a *Spitting Image* computer game. Instead, it's an update on the work of one Keith Waters, a twenty-four year-old student at Middlesex Polytechnic.

Waters has been working closely with the *Spitting Image* team to create a brand new type of animation. Instead of mouths going up and down he believes he can get the exact shapes and expressions of a real McCoy spoken word.

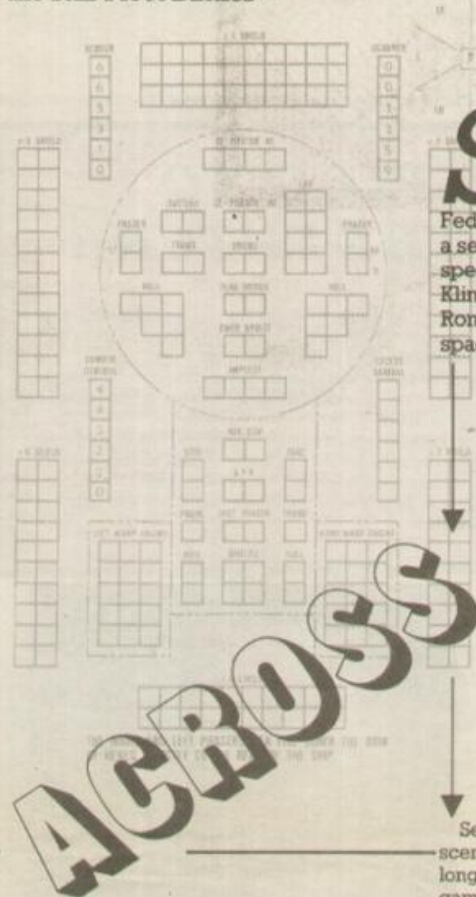
Because of their prominent features Waters has been using the heads of Maggie and the Queen to work out his mathematical equations and er, parameters, whatever they are.

"I'm after total facial animation which has never been achieved before in a computer." To achieve this goal he's been using a Vax 11/785. This little number is just right for "number-crunching". It has a memory of one megaflop. If you think that's a wind-up he went on to explain that this means it's capable of "one million floating point precision calculations a second".

If you're still not impressed try this little snippet. When Roger Law popped in to see the current state of play he commented: "This is history".

Waters' work should be appearing in commercial applications — either on TV or video — once he has completed the final two years of his PhD.

Warp into Star Trek combat action as **TONY HETHERINGTON** signs up for the *Star Fleet Battles* »



Star Fleet Battles puts you in command of a Federation starship in a series of warp speed dogfights with Klingons, Gorns, Romulans and giant space monsters.

Seven different scenarios and two longer campaign games set out your mission, whether it be

to stop a giant amoeba engulfing a star system or a duel with a Klingon Battle Cruiser.

Most scenarios are two player games pitting the skill of one Captain against the other and are played out with counters on a hexed board.

Each player also has a ship's systems display chart with a number of boxes representing the ship's shields, sensors, scanners, engines and

weapons, life support and damage control systems.

As the phasers, photon torpedoes and disruptor bolts take their toll boxes are crossed off the damaged systems. Lose all the boxes and that particular system is lost. If it's a shield or life support system than you're in BIG trouble!

Warp's it all about?

A star fleet battle can be won or lost by a Captain's use of energy.

Each turn the Captain counts up the number of warp and impulse engine boxes and can allocate that much energy to the rest of the ship.

This is easy at the beginning of the game but as the engines become damaged your problems grow. You must keep your life support going but you could save energy on some of the shields if only

you can keep that side away from enemy attack.

These aren't easy decisions to make especially when a Romulan Warbird is closing in for the kill – but then, only the best become Starship Captains.

If you insist, Tony

Once you've mastered all seven scenarios then try one of the expansion games that offer new ships, aliens, scenarios and weapons. Like the original they only cost £14.95 – the price of some computer games...

You'll find them in any of the specialist board game shops such as Virgin Games Centre or Games Workshop.

A must for all Trekkies.

NEXT WEEK – A COSMIC ENCOUNTER

DRESSED TO KILL T-SHIRT COMPETITION

Hi there. We've got zillions and squillions of really wicked T-Shirts to give away this week (well that's a little bit of an incy wincy lie actually) Ariolasoft has sponsored a competition in BANG. What happens is you answer three easy peasy questions and the first entrant gets all four of these wacky T-Shirts and the next twenty five entrants get to choose one of the T-Shirts. Get that? Then get on with it.



El questiones:

1. Name three Ariolasoft games

2. Name three more

3. Name three games that are *not* from Ariolasoft

Name

Age

Address

Fan letters, money and of course entries must be sent to Tania Yates, BANG, BTC, Bessemer Drive, Stevenage, Herts, SG1 2DX



The coin-op classic featuring marbles and mayhem is at last available for home machines in two versions, on three machines and from two software houses. **TONY HETHERINGTON** joins the race for the goal-line »»



This is the Commodore 64 version of *Madness*

IT'S MADNESS

The conversion that was thought impossible has finally been done. *Marble Madness*, the game that drove people crazy in the arcades, has finally rolled into the home.

Incredibly all the runs and obstacles from the Atari coin-op have made it onto the C64 as have the deadly steelies, hammers and munchers.

Amstrad and Spectrum owners have a completely different game as Melbourne House has used the licence to produce the *Marble Madness Construction Set*.

64 MADNESS

**MARBLE
MADNESS
C64
Ariolasoft
(Electronic Arts)
£9.95**

Six stage courses are set to challenge one or two players as they race for the goal. However, the goal is at the end of a series of ramps, slopes and narrow pathways designed to lure you over the side, lemming-style.

If that wasn't difficult enough there are other marbles known as steelies who try to push you off, vacuum cleaners that try to suck you off — no witty comments, please — and hammers that try to stomp on you.

Add to that marble-munching worms, roaming acid pools and catapult traps and you begin to appreciate the plight of the coin-op marble!

The first level seems simple enough, but even guiding the marble along a marked track can catch you out losing valuable seconds.

By the second level things are getting tough. Steelies appear to block your way, the passageways narrow and the time you have left to complete the course seems to evaporate.

Level 3 adds a mechanical tidal wave, that if it can be mastered, can carry you quickly past some tricky passageways.

Completing a level quickly earns you bonus points and more time to attempt the next level. Run out of time and your game is over.

In the two player game both marbles are trying to run along similar paths of the scrolling course. If one player gets left too far behind (if he would be lost when the screen scrolled) then he automatically catches up and loses a five second penalty.

Whoever crosses the goal-line first wins five bonus seconds for the next screen.

According to Ariolasoft (the people importing the C64 version written by Electronic Arts), there is a hidden level that can be entered by doing something at the right time and in the right place. You'll have to find that yourself.

The C64 version is highly polished and includes those added graphic touches such as a dazed marble (if it's just been hit) and the broom that sweeps you away and the end of the game.

An excellent conversion of one of the all time great arcade machines.

CONSTRUCTION SET

**MARBLE
MADNESS
CONSTRUCTION
SET
Spectrum,
Amstrad
Melbourne House
£8.95, £9.95**

The Spectrum and Amstrad preview versions of the construction set are more like *Gyroscope* (a Melbourne House, *Madness* clone) than the original.

Again the object of the game is to roll your marble down slopes avoiding oil slicks, and other marbles. Instead of a goal to reach as in the C64 version you simply have to reach the bottom of the screen where the scene slowly scrolls up to reveal the next screen.

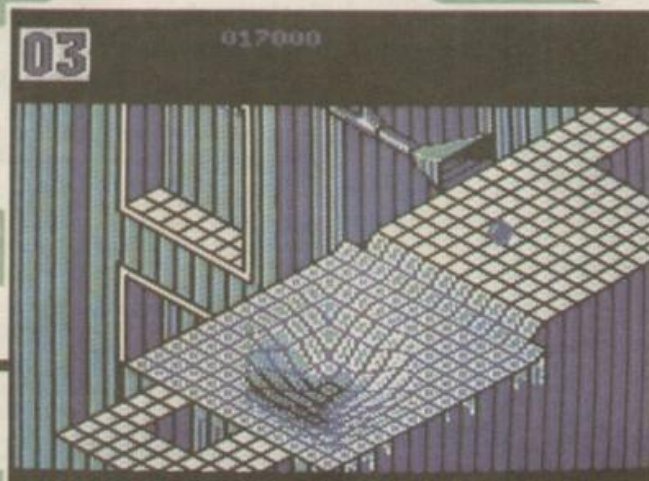
Bonus points can be gained by collecting numbers that are scattered around. In fact this becomes the object of the game as you soon tire of avoiding oil slicks, marbles, tops (or *Gyroscoopes*) and umbrellas just to reach the bottom of the screen.

The game is saved by the construction set feature that allows you to build, alter and save your new designs in which you can build platforms from eight different shapes, position nasties, bonuses, even where the score appears and finally set the screen and border colours.

CLONES

Since *Marble Madness* stormed the arcades last year several software houses have produced marble games.

Titles such as *Spindizzy* (Electric Dreams), *Bobby Bearing* (The Edge) and Melbourne House's own *Gyroscope* are well known, but have they saturated the market before the original is released? By fighting for the Spectrum and Amstrad rights Melbourne House obviously doesn't think so...



... And by an amazing coincidence, so is this



REVIEW

VIETNAM US Gold C64



Now don't go jumping to conclusions! This isn't another of those 'Nuke-the-Commie-bed-wetters' games foisted on a helpless world by those masters of exploitation and dubious taste, US Gold.

What it is is a superb and complex Wargame accurately recalling the tactical phases of a war everyone except the Americans would rather forget.

If you are familiar with Strategic Simulations, acknowledged masters of the Wargame, the excellence of this game's documentation and

presentation needs no introduction. If not then this is a definitely a good one to get you started.

The game offers you two options (historical or non) and a choice of six scenarios. These may, or may not, portray actual phases in the War, depending on the option you chose. Each of these scenarios has a different duration and ends after this point or when one side is destroyed.

Once chosen all scenarios have the same sequence of 'moves' all illustrated on a scrolling map of the battlefield with units marked as icons. These moves are

respectively Observation, Artillery Plot, Enemy Fire 1, Enemy Movement, Allied Fire, Allied Movement, Enemy Fire 2, Allied Fire 2, Artillery Fall (the result of Artillery Plot).

When all these moves have been made one day is effectively over and you may begin the sequence again. All action is shown on the map, and when you place the cursor on one of your units you learn its strength and make-up. You may then decide whether to instruct this unit to 'dig in' (i.e. make it defensively strong) or leave it free for offensive action.

Either way the enemy's attacks on your forces are shown and heard as they happen and, of course, vice versa. So the game continues in a challenging, and graphically excellent fashion, to its final conclusion.

A game like this will take weeks to master, and I can think of worse ways to spend my time. If Vietnam seems in poor taste, blame Stallone.

Chuck Norris, Don Johnson and all the others who've tried to make a human tragedy into a celluloid victory for Uncle Sam.

To hope that a simulation of this quality may be a way of redressing the balance, is perhaps a little optimistic - but Vietnam is an essential purchase all the same.

Tina Milan



WICKED

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.

180 Spectrum, C64 Mastertronic £2.95

FUN

Grab yourself a pint and a handful of arrows for the pub darts tournament.

Local heroes such as Tactical Tel, Mega Mick and Big Belly Bill stand between you and the pub crown.

On the oche and you have to control a hand that just won't keep still (perhaps you shouldn't have had that last lager!) Press fire and you launch your dart.

After each throw a computer scorer chalks in the totals.

On your opponents turn the screen changes from a dart board to a scene in a pub and a side view of his turn and his considerable gut.

Each of the eight opponents you may meet have different tactics and preferred finishes but since you enter the tournament in the quarter-finals you will only face three in a game.

If you don't reach the final you can always get some practise or play a friend or try to beat the clock by playing "round the clock" within 60 seconds.

A nice mixture of skill and humour.

Graham Harris



FROST BYTE Micro-Gen Amstrad CPC

Mikro-Gen is one of those strange houses who's been around for years, peaked all of a sudden, and is now suffering a critical backlash.

Since the demise of *Wally*, it's produced attractive games that met with mediocre reviews, and alas I can't see this one reversing the trend.

Bearing more than a superficial resemblance to *Equinox*, its previous release, *Frost Byte* has you in charge of a Kreezer, (looks and moves like a "slinky" spring) attempting to free his five Kreezer chums who are imprisoned in the game at various points.

Occasionally you find bullets to fire with, and coloured sweets that give you extra speed, height or resilience. Otherwise it's just a simple end-over-end journey around the locations avoiding a fiendish array of colourful opponents.

Controlling the Kreezer is a hard business, and many leaps have to be pixel-perfect. Personally, I tire of all the pumpkins, tennisballs and frogs who pop up these days in *Arcade Adventures*, each one harder to control than the last.

Somewhere along the line programmers are forgetting that in the coin-ops (still the best indicator of really popular software) control is usually the easiest part of the game, with fast, multi-directional movement being the essence of really addictive gameplay.

On the plus side *Frost Byte* is the prettiest game I've seen on the Amstrad (with the exception of *Heartland*) and some of the larger sprites are truly excellent in their use of colour and detail. The sound is OK and the demo mode is probably the best chance you'll have of seeing many of the screens.

I personally found the screen display a little

cluttered, but this too appears to be becoming the norm and if you compare it to, say, Electric Dream's *Prodigy*, it looks positively sparse.

All in all, not bad, but not great either - sadly an epithet I might equally well apply to Mikro-Gen.

Tina Milan

So-So

SUN STAR Atari CRL £7.95

If you like your game action to be fast, furious and loud then book your seat on the next *SUN STAR* destined for the Xxarion Star Corporations solar energy grid.

Your job is to collect as much energy as possible without losing your ship

The trouble is getting fuel in the 22nd energy isn't as easy as pulling into a garage.

Instead you must hurtle around the maze-like grid at breakneck speed blasting disrupter pulses to collect the fast moving energy crystals that are left behind. Meanwhile you must avoid the grid walls and disrupter pulses

otherwise your game will end.

To help you in your mission the *SUN STAR* ship is fitted with an impressive 3D display as well as long and short range scanners although I doubt you'll have time to use them.

Turn the volume up and warp in.

Alistair McCann

FAST



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



Montezuma's Revenge

FEATURING PANAMA JOE.

If you've got a mind like Einstein and reflexes to match, then *Montezuma's Revenge™* is the game for you. It's a revolutionary game that challenges you to think *smart* and react *fast*. Join Panama Joe's™ search for buried treasure. Figure a way to get him over the fire pits. Behind the locked doors. Through a hundred* rooms crawlin' with critters. Get *Montezuma's Revenge* and get ready for action and adventure like you've never had before!

Montezuma's Revenge is available on cassette and disk for the C64 and Atari: cassette £9.95 disk £14.95. Available from all good computer stores or post free from: *Databyte, 15 Wolsey Mews, Kentish Town, London NW5 2DX. Telephone 01-482 1755.* (When ordering please state machine).

Montezuma's Revenge is a TM of Origin Software Inc. © 1986 Origin Software Inc. Distributed under agreement by Databyte. All rights reserved.

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

DATABYTE



STREET SURFER C64 Mastertronic £1.99



Cruising the streets on your skateboard, picking up empty Coke bottles while avoiding cars, oil sticks, and road crossing chickens is the plot of another cheap and cheerful Mastertronic game.

You start the game at the beginning of a three mile stretch of a *Pole Position*-style road.

MEAN

At the bottom of the screen are two bars representing speed and energy.

Every time you get totalled by a car, chicken or oil slick you lose some energy. Luckily this can be replenished by taking drinks offered to you by some of the cars.

At the end of the road is a bottle bank, as well as bonus points and extra energy for every empty you picked up on the way.

Then it's on to a longer road with more bottles and killer chickens until you finally run out of energy.

The points system seems mean compared to other games as the bonus for collecting an empty and risking life and limb to reach the bottle bank is only 20 points!

Tony Hetherington



ACE OF ACES C64 US Gold (Artech Digital) £9.99

From the people who brought you (and US Gold) *Fight Night* and *Dambusters* comes *Ace of Aces* that will rapidly become known as

Dambusters II. This time you're flying a Mosquito fighter bomber on a variety of missions each taking you behind enemy lines on a daring World War II sortie.

The game uses the same multi screen format used to great effect in games like *Dambusters* and Microprose's *Silent Service*. Each screen represents the view and controls for a particular part of the aircraft.

The pilot's view has the main flying controls, the bomb bay controls the planes bombload and aims and drops the bombs on the targets (hopefully), two side views with engine controls and a strategic map to plot your route to the target.

A small picture of your aircraft acts as an alarm highlighting the part of the plane that needs your attention either because an engine's caught fire, an enemy plane's attacking or you're approaching your target.

The targets vary depending on the scenario you're playing but include bombing U-boats, shooting down enemy bombers or stopping crucial supply trains.

All in a day's work for an *Ace of Aces*.

The action is frantic but marred by the flashing grey view from the pilot's window. Despite that small gripe the game is well worth playing.

Alistair McCann

DEMPSEY AND MAKEPEACE



You have a limited time to locate and rescue your partner who has been captured and is being held somewhere within the area of London.

Driving and shooting sequences combined with 3D exploration sections in the search for clues required to complete your mission.

Your final rating will not only depend on successfully rescuing your partner, but also on the time taken and on how many other crimes you can solve on the way.

Spectrum 48k, Commodore 64, Amstrad CPC

Phasor One

THE LATEST CONCEPT IN
HAND-HELD JOYSTICKS

FEATURES:

1. Pistol grip designed for use by all age groups.
2. Equally suitable for left or right hand use.
3. Long-life microswitches designed to our own specification.
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5. Ultra-sensitive control lever for quick response during game play.
6. Twelve month unconditional guarantee under normal use.
7. Comes complete with extra long cable.



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Phasor One Joystick £12.95 inc P&P

Britannia Software Ltd
M28 Cardiff Workshops
Lewis Road, Cardiff CF1 5EB

ACE

REVIEW

GODS AND HEROES

C64
Alpha Omega
£1.99

Gods and Heroes is the sequel to the under-rated *Hercules* platform game. *Hercules* was originally released by Interdisc in 1984 and re-released as a budget game by Alpha Omega.

Like the original, the game features 50 screens of platform arcade action representing Herculean tasks set by the gods to test heroes (you!).

The object of each screen is simply to reach and touch an object — for example a key, axe or wooden club.

Unfortunately, reaching the object isn't that simple.

The screen consists of platforms, ropes and nasties. You must always be ready for the unexpected as *Hercules* fans will remember that ropes that disappear when you jump on them and combustible platforms are common.

Instead the ancient Greek heroes must be prepared to take the occasional leap into oblivion and hope that a platform will appear to break his fall.

A simple but ridiculously addictive platform game.

Graham Harris

HEROIC

SUPERSTAR PING PONG

C64
US Gold
(Silvertime)
£9.95

Remember *PONG*? US Gold do in the debut game from Silvertime.

This game features everything you ever wanted to know about table tennis but were afraid to ask.

Either one or two players can battle against an end or side view table matching their skills of forehand, backhand, reactions, speed, endurance and smashing.

The game is fiendishly difficult and annoyingly addictive.

Ghost bats charge around the table as the computer keeps the score.

The real decisions are made before the match begins as each player decides how to allocate his skill points around the games parameters. Will you choose a slow steady player whose good at both forehand and backhand or will you opt for a demon smasher? The choice is yours.

A new lease of life for the original computer game.

Graham Harris

GOOD



TT RACER
Spectrum
Digital
Integration
£9.95

RACEY



TT Racer puts you literally on the hot seat of a grand prix motor racing bike at the start of the world championship.

Since this is an accurate simulation it takes a bit of practice before you can go for the title.

Twelve famous tracks, including Silverstone, each packed with 15 other riders wait to challenge you so you'd better have your bike finely tuned.

Before a race you can set the gear ratios, steering speed, tyre type, and whether you want automatic gear changing.

During the race the screen shows your view over the handlebars which tips as you lean into corners.

As the race begins the other bikes take off into the distance leaving you to your struggle to stay on the track.

Eventually you'll face the challenge of overtaking and then maybe a shot at the title.

TT Racer is a one player game but can be played up to eight players each using their own Spectrum networked together by interface one's.

The simulation for bikers.

Alistair McCann

CYRUS II CHESS

Alligata
Spectrum
£11.95

What can you say about Chess programs? They've been around since the long gone days of the ZX 81 and insist on popping up once every three or four months on various machines.

Well, Alligata has released *Cyrus II Chess* on the Spectrum, with both 48k and 128k modes on one tape. The Plus II version gives the player the option of playing in 3D, but as I haven't got a Plus II, there was no chance to test it out.

However, it works well enough on the good old Spectrum Plus and that is about all you can say — it's just another chess game, albeit a very expensive one.

All the normal features are included —

nine levels of difficulty, with *Cyrus*'s thinking time ranging from two seconds to three and a half minutes, plus a problem mode, an infinite level and an adaptable mode.

I found the latter to be the most interesting part of the game, as *Cyrus* analyses how long the player takes on a move and in turn moves at roughly the same rate as the player.

The pieces are large and well defined and move smoothly. But I

couldn't help thinking that I'd seen it all before and I found the first two levels very easy to beat, the third and onwards a trifle more difficult.

Unless you're an avid chess fan, forget it. Get your board and pieces out from the cupboard and cheat your brother stupid. It's much more fun.

Steve Ryles

o.k.



BEACH HEAD II

US Gold
Amstrad CPC

Once upon a time there was a game called *Beach Head*.

It was one of the first multi-scenario games, then unknown on the Spectrum, and one that made the CBM the machine for the serious gamer.

It also has the dubious honour of being the one that started it all for US Gold — and some would add that it's been downhill ever since.

All I can say is that the sequels, *Raid Over Moscow* and *Beach Head II* came thick and fast on just about every format except the Abacus, and proved Access to be one of the least original software houses either side of the Atlantic. Anyway, now it's the turn of Amstrad, lucky you!

Once again there are several scenarios to choose from, all based around the theme of rescuing hostages held captive by 'The Dictator', but this time, however,

you have a choice of which protagonist you control. Generally if you pick the Dictator you have more weapons to use, but the game is obviously designed to give the Allies a testing, all round challenge, so I would advise you against going for this option.

There are four scenarios to the game:

1). Attack — one central gun at the bottom of the screen tries to stop the Allies landing and then darting and weaving their way down the screen. Although the animation of the men climbing over the wall is good, the Helicopter is chronic, and the machine gun looks and sounds like someone peeing into the wind.

2). Rescue — it's that gun again! This time use it to knock off the enemy tanks, trucks and mine-layers who in turn are trying to impede your escape. Hideous animation all round, here, and very poor collision detection.

3). Escape — the best scenario. You must fly your hostage out, avoiding flak, and gambling on how many captives you risk in each chopper. The graphics are still naff, though.

4). Rattle — you stand on one side, him on the other and you throw frisbees at each other. Almost as funny as it sounds.

Sarcasm aside, these are 4 mediocre games on one tape. I wouldn't be surprised if the inlay was a more demanding challenge.

Tina Milan

NAFF

GAMES 50

1	(—)	FIST 2	Melbourne House
2	(—)	INFILTRATOR.	US Gold/Mindscape
3	(1)	PAPERBOY	Elite
4	(12)	DRUID	Firebird
5	(2)	TRIVIAL PURSUIT	Domark
6	(6)	DRAGON'S LAIR	Software Projects
7	(8)	GHOSTS AND GOBLINS	Elite
8	(4)	DAN DARE	Virgin
9	(3)	LIGHT FORCE	FTL
10	(5)	1942	Elite
11	(14)	SANXION	Thalamus
12	(10)	STRIKE FORCE HARRIER	Mirrorsoft
13	(11)	A C E	Cascade
14	(19)	LEADERBOARD	Accolade/US Gold
15	(24)	COMP. HITS 10 VOL.3	Beau Jolly
16	(7)	GREEN BERET	Imagine
17	(9)	THE GREAT ESCAPE	Ocean
18	(32)	HEAD COACH	Addictive
19	(23)	JACK THE NIPPER	Gremlin Graphics
20	(13)	SUPER CYCLE	Epyx/US Gold
21	(16)	PUB GAMES	Alligata
22	(—)	GALVAN	Imagine
23	(15)	GLIDER RIDER	Quicksilver
24	(—)	STRYKER'S RUN	Superior
25	(22)	NIGHTMARE RALLY	Ocean
26	(29)	VERA CRUZ AFFAIR	Infogames
27	(—)	THAI BOXING	Anco
28	(20)	TT RACER	Digital Integration
29	(33)	INTERNATIONAL KARATE	Endurance
30	(17)	BEST OF BEYOND	Beyond
31	(36)	AMERICAN FOOTBALL	Mind Games
32	(21)	TRAP DOOR	Piranha
33	(38)	KUNG FU MASTER	Data East/US Gold
34	(27)	YIE AR KUNG FU	Imagine
35	(28)	ALLEYKAT	Imagine
36	(35)	MICROPOWER MAGIC	Micropower
37	(39)	ELITE	Firebird
38	(—)	WAY OF THE TIGER	Gremlin Graphics
39	(re)	JEWELS OF DARKNESS	Rainbird
40	(31)	ASTERIX AND THE MAGIC CAULDRON	Melbourne House
41	(—)	CRASH SMASH 2	Gremlin Graphics
42	(48)	KNIGHT RIDER	Ocean
43	(30)	FOOTBALL MANAGER	Addictive
44	(47)	BATMAN	Ocean
45	(re)	THEATRE EUROPE	PSS
46	(—)	TOMAHAWK	Digital Integration
47	(42)	STREET HAWK	Ocean
48	(re)	WINTER GAMES	Epyx/US Gold
49	(re)	COMMANDO	Elite
50	(2)	STRIKE FORCE COBRA	Piranha

SPECTRUM 20

1	(1)	Paperboy	Elite
2	(4)	Ollie and Lisa	Firebird
3	(8)	Dragon's Lair	Software Projects
4	(3)	1942	Elite
5	(2)	Light Force	FTL
6	(—)	Druid	Firebird
7	(6)	The Great Escape	Ocean
8	(9)	Head Coach	Addictive
9	(—)	Infiltrator	US Gold/Mindscape
10	(16)	Ninja Master	Firebird
11	(5)	Kai Temple	Firebird
12	(7)	Trivial Pursuit	Domark
13	(13)	Nightmare Rally	Ocean
14	(15)	Glider Rider	Quicksilver
15	(12)	A C E	Cascade
16	(—)	Galvan	Imagine
17	(17)	Dan Dare	Virgin
18	(re)	Storm	Mastertronic
19	(10)	TT Racer	Digital Integration
20	(18)	Thrust	Firebird

BUDGET 20

1	(1)	Thrust	Firebird
2	(2)	Ninja Master	Firebird
3	(4)	Ollie and Lisa	Firebird
4	(3)	Go For Gold	Americana
5	(8)	Speed King	Mastertronic
6	(10)	Ninja	Mastertronic
7	(5)	Kai Temple	Firebird
8	(9)	Happiest Days	Firebird
9	(13)	Storm	Mastertronic
10	(15)	Kane	Mastertronic
11	(6)	Video Poker	Mastertronic
12	(11)	Warhawk	Firebird
13	(7)	Bomb Scare	Firebird
14	(12)	Booby	Firebird
15	(20)	Finders Keepers	Mastertronic
16	(re)	Molecule Man	Mastertronic
17	(re)	Kik Start	Mastertronic
18	(re)	Formula One Simulator	Mastertronic
19	(—)	Skooldaze	299 Classics
20	(—)	180	Mastertronic

C64 20

1	(—)	Fist 2	Melbourne House
2	(—)	Infiltrator	US Gold/Mindscape
3	(3)	Sanxion	Thalamus
4	(1)	Go For Gold	Americana
5	(4)	Druid	Firebird
6	(2)	Super Cycle	Epyx/US Gold
7	(5)	Leaderboard	Access/US Gold
8	(11)	Dragon's Lair	Software Projects
9	(6)	Warhawk	Firebird
10	(7)	Trivial Pursuit	Domark
11	(8)	Dan Dare	Virgin
12	(—)	Thai Boxing	Anco
13	(re)	Ninja Master	Firebird
14	(re)	Thrust	Firebird
15	(10)	Alleykat	Hewson
16	(13)	Pub Games	Alligata
17	(9)	Green Beret	Imagine
18	(14)	Ninja	Mastertronic
19	(—)	Happiest Days	Firebird
20	(15)	Ghosts and Goblins	Elite

AMSTRAD 10

- | | | |
|----|------------------------|---------------------|
| 1 | (4) Thrust | Firebird |
| 2 | (1) Comp Hits 10 Vol 3 | Beau Jolly |
| 3 | (1) Apprentice | Mastertronic |
| 4 | (5) Trivial Pursuit | Domark |
| 5 | (7) Tomahawk | Digital Integration |
| 6 | (9) Speed King | Mastertronic |
| 7 | (1) Tempest | Electric Dreams |
| 8 | (1) Vera Cruz Affair | Infogrames |
| 9 | (re) Bomb Scare | Firebird |
| 10 | (8) Light Force | FTL |

ATARI 10

- | | | |
|----|-----------------------------|------------------|
| 1 | (3) Ninja | Mastertronic |
| 2 | (2) Thrust | Firebird |
| 3 | (1) Ninja Master | Firebird |
| 4 | (1) Leaderboard | Accolade/US Gold |
| 5 | (re) Spellbound | Mastertronic |
| 6 | (5) Soccer | Sparklers |
| 7 | (8) Kik Start | Mastertronic |
| 8 | (7) Submarine Commander | Creative Sparks |
| 9 | (re) Beer Belly Burt's Brew | American Biz |
| 10 | (9) Smash Hits | English |

C16 10

- | | | |
|----|--------------------------|--------------|
| 1 | (1) Finders Keepers | Mastertronic |
| 2 | (3) Video Meanies | Mastertronic |
| 3 | (1) Ghosts and Goblins | Ejite |
| 4 | (10) Torpedo Alley | Firebird |
| 5 | (5) Booty | Firebird |
| 6 | (4) Winter Events | Anco |
| 7 | (9) International Karate | Endurance |
| 8 | (re) Fingers Malone | Mastertronic |
| 9 | (2) Video Poker | Mastertronic |
| 10 | (8) Speed King | Mastertronic |

MSX 10

- | | | |
|----|---------------------------|--------------|
| 1 | (1) Speed King | Mastertronic |
| 2 | (10) Octagon Squad | Mastertronic |
| 3 | (re) Vestron | Players |
| 4 | (9) Foot Volley | Players |
| 5 | (3) Molecule Man | Mastertronic |
| 6 | (2) Knight Tyme | Mastertronic |
| 7 | (re) International Karate | Endurance |
| 8 | (7) Gunfight | Ultimate |
| 9 | (re) Nightshade | Ultimate |
| 10 | (5) Formula One Simulator | Mastertronic |

BEEB 10

- | | | |
|----|------------------------|-------------------|
| 1 | (3) Stryker's Run | Superior |
| 2 | (4) Kane | Mastertronic |
| 3 | (7) Trivial Pursuit | Domark |
| 4 | (2) Thrust | Superior |
| 5 | (5) Psycastria | Audiogenic |
| 6 | (1) Micropower Magic | Micropower |
| 7 | (6) Commonwealth Games | Tynesoft |
| 8 | (re) Spy Hunter | Sega-US Gold |
| 9 | (re) Jet Set Willy | Software Projects |
| 10 | (re) Mini Office 2 | Database |

TELLYTOP TENS

BBC1

- | | Indiv. Viewing (millions) |
|-----------------------------------|---------------------------|
| 1 Eastenders (Thu/Sun) | 21.40 |
| 2 Eastenders (Tue/Sun) | 21.10 |
| 3 Twenty Years of the Two Ronnies | 15.05 |
| 4 Open All Hours | 13.50 |
| 5 Howards Way | 12.80 |
| 6 Dallas | 12.35 |
| 7 In Sickness and in Health | 11.85 |
| 8 News and Weather (Sun 20:51) | 11.80 |
| 9 The Russ Abbot Show | 11.70 |
| 10 Brush Strokes | 10.75 |

BBC2

- | | |
|-------------------------------------|------|
| 1 Naked Video | 6.30 |
| 1 The Life and Loves of a She Devil | 6.30 |
| 1 Grand Prix Special (Sun 21:52) | 6.30 |
| 4 Paul Daniels Magic Show | 6.25 |
| 5 The Trouble With Sex | 5.70 |
| 6 Alas Smith and Jones | 5.30 |
| 7 M*A*S*H | 5.20 |
| 8 Cutter's Way | 4.85 |
| 9 Forty Minutes | 4.65 |
| 10 The Irishman | 4.00 |

ITV

- | | |
|-----------------------------------|-------|
| 1 Coronation Street (Wed) Granada | 16.55 |
| 2 Coronation Street (Mon) Granada | 16.50 |
| 3 Blind Date LWT | 13.05 |
| 4 News (Sat 20:48) ITN | 12.10 |
| 5 Crossroads (Thu) Central | 11.90 |
| 6 Crossroads (Tue) Central | 11.85 |
| 6 The Runaway Train ITV | 11.85 |
| 8 Emmerdale Farm (Tue) Yorkshire | 11.75 |
| 8 Bullseye Central | 11.75 |
| 10 Crossroads (Wed) Central | 11.25 |
| 10 Dempsey and Makepeace LTW | 11.25 |

CHANNEL 4

- | | |
|-------------------------------|------|
| 1 Brookside (Mon/Sat), | 6.15 |
| 2 Brookside (Tue/Sat), | 5.60 |
| 3 The Cosby Show | 4.00 |
| 4 St Elsewhere | 3.85 |
| 5 Paper Moon | 3.60 |
| 6 Golden Girls | 2.95 |
| 7 Annika | 2.85 |
| 8 American Football | 2.80 |
| 9 4 What It's Worth | 2.70 |
| 10 The Great Plant Collection | 2.55 |

SCAN

CHARTING THE PARTS BANG CANNOT REACH

TV * VIDEO * MUSIC * FILM *

BEEB SPREE — THE SEQUEL

THE BEEB'S bank balance has been raided again to buy up another batch of recent film releases.

Included are two box office successes — it says here — starring girlie heart-throb Harrison Ford. These being *Indiana Jones and the Temple of Doom* and *Witness*.

Critics blather

The deal with Paramount follows similar ones with fellow mega-companies Cannon and Rank. It gives the Beeb all rights to twenty films which haven't been on UK telly before.

Apart from the Harrison Ford films there are a few other little gems which are smothered with awards and critics' blather. Leading the way is *Terms of Endearment* which stars Jack Nicholson, Shirley Maclaine and Debra Winger. Oscars were won for — wait for it — Best Picture, Best Actress, Best Supporting Actor, Best Director, Best Screenplay, Adaptation and Best Kitchen Sink.

Beeb's clutches

The package also includes Eddie Murphy in *Beverly Hills Cop*, Meryl Streep and Robert de Niro in *Falling in Love*, *Star Trek III*, *Staying Alive*, *Grease II*, *Footloose* and *Uncommon Valour*. (I didn't now Streep 'n' de Niro were in all those — Sarcastic Ed).

Like the previous deals — which brought *Desperately Seeking Susan* into the Beeb's clutches — the films aren't expected to appear on telly before 1988.

Repeats

The rights to repeat showings of one hundred other films from the Paramount library were also agreed.

FILMS

LONDON TOP TEN

- 1 (3) **MONA LISA**
- 2 (1) **TOP GUN**
- 3 (—) **NIGHTMARE ON ELM STREET II**
- 4 (5) **BASIL THE GREAT MOUSE DETECTIVE**
- 5 (2) **ABOUT LAST NIGHT**
- 6 (6) **A ROOM WITH A VIEW**
- 7 (—) **CINDERELLA**
- 8 (—) **SHANGHAI SURPRISE**
- 9 (7) **HANNAH AND HER SISTERS**
- 10 (4) **ALIENS**

Screen



Beverly Hills copped by the Beeb

VIDEOS

RENTAL TOP 20

- 1 (1) **DEATH WISH 3** (Guild Home Video)
- 2 (2) **TEEN WOLF** (Entertainment In Video)
- 3 (14) **YEAR OF THE DRAGON** (Cannon)
- 4 (3) **NO RETREAT NO SURRENDER** (Entertainment in Video)
- 5 (4) **GOONIES** (Warner)
- 6 (6) **NIGHTMARE ON ELM STREET** (CBS/FOX)
- 7 (8) **PRIZZI'S HONOUR** (Embassy)
- 8 (5) **PROTECTOR** (Warner)
- 9 (9) **LEGEND** (Cannon)
- 10 (16) **WITNESS** (CIC)
- 11 (11) **COCOON** (CBS/Fox)
- 12 (15) **WEIRD SCIENCE** (CIC)
- 13 (7) **RAMBO — FIRST BLOOD PART 2** (Cannon)
- 14 (17) **FLETCH** (CIC)
- 15 (re) **POLICE ACADEMY 2** (Warner)
- 16 (—) **THE VINDICATOR** (Polygram)
- 17 (re) **BEST DEFENCE** (CIC)
- 18 (re) **MAD MAX — BEYOND THUNDERDOME** (Warner)
- 19 (19) **D.A.R.Y.L.** (RCA/Columbia)
- 20 (18) **GHOSTBUSTERS** (RCA/Columbia)

MUSIC VIDEO

TOP TWENTY

- 1 (—) **WHO WANTS TO LIVE FOREVER** (PMI)
QUEEN
- 2 (1) **IN CHINA—F/SKIES** (CBS/FOX)
WHAM
- 3 (2) **ALCHEMY LIVE** (Channel 5)
DIRE STRAITS
- 4 (6) **WE WILL ROCK YOU** (Video Collection)
QUEEN
- 5 (5) **No.1 VIDEO HITS** (RCA/Col)
WHITNEY HOUSTON
- 6 (3) **BROTHERS IN ARMS** (P'gram)
DIRE STRAITS
- 7 (4) **NOW THAT'S...MUSIC 7** (PMI/Virgin)
VARIOUS
- 8 (8) **THE VIRGIN TOUR** (WEA)
MADONNA
- 9 (7) **LIVE IN RIO** (PMI)
QUEEN
- 10 (11) **SPECIAL FROM SPECTRUM** (Polygram)
DIO
- 11 (18) **WAKE** (Polygram)
SISTERS OF MERCY
- 12 (—) **THE COMPLETE BEATLES** (MGM/Columbia)
VARIOUS
- 13 (—) **THAT'S THE WAY IT IS** (MGM/US)
ELVIS PRESLEY
- 14 (12) **WHAM THE VIDEO** (CBS/FOX)
WHAM
- 15 (14) **VIDEO REWIND** (Vestron)
THE ROLLING STONES
- 16 (—) **ON TOUR** (MGM/UA)
ELVIS PRESLEY
- 17 (—) **PRESERVED** (Channel 5)
STATUS QUO
- 18 (20) **HITS 1980-1986** (CBS/FOX)
ADAM ANT
- 19 (16) **UNDER A BLOOD RED SKY** (Virgin/PVG)
U2
- 20 (10) **GREATEST FLIX** (PMI)
QUEEN



Telly tittle tattle

CHARLEY HUNT

THE BIG news this week of course is **Jools** and **Paula** returning with another series of **The Tube** (C4 Fri & Sun).

The live pop show — hopefully fully recovered from the rut it fell into last season — boasts quite a beefy line-up to get things started. Well, it would have been beefy about a year ago. But both **Frankie Goes To Hollywood** and **Spandau Ballet** have got a touch of last year's model about them these days.

Germaine Stewart — that poor man who does it with his clothes on — plays the supporting role along with **Trouble Funk** and **Levi's** model **Nick Kamen**. And don't forget the Sunday repeat.

This week also sees the last **Spitting Image** (ITV Sun) but there's an added bonus for all you skivers out there. If you're up early enough try **The English Programme** (ITV Wed) it takes you behind the scenes at **Latex Hall** and gives some comedy writing tips too.

In fact, ITV has attempted to make up for the dross offered last week. Four peak-time new series start with **Michael Barrymore** turning to quiz show host. Hosting **Strike It Lucky** (ITV Wed) means he can now use carefully rehearsed ad-lib lines instead of embarrassing us all with his own show.

The same night sees **Edward Woodward** give

Callan a rest as he plays secret agent **Robert McCall** in a new series called **The Equaliser**. It's set in Manhattan but with him starring it might just rise above the usual rank yank offerings.

The other two newbies are comedies. Both star talented comic actors and actresses but could well suffer — like many before them — at the hands of ITV scriptwriters. **Girls On Top** (ITV Thurs) returns with **Tracey Ullman**, **Dawn French** and **Jennifer Saunders** still playing "unlikely" flatmates. **Nicholas Lyndhurst** will be hoping to follow up his success in **Only Fools And Horses** with **The Two Of Us** (ITV Fri). But I fear it'll be just another cosy sit-com which fails to achieve anything except make people scream "Why isn't there anything good on telly on Friday nights?" It's all a conspiracy with the brewers you know...

Friday night is Halloween of course and the Beeb is offering **Halloween III** as its creepy film. Up in Scotland on Wednesday night ITV is actually showing the 1978 original starring **Jamie Lee Curtis** and **Donald Pleasance**. Anyone south of the border will have to make do with **Midweek Sports Special** instead. It features football from the **Littlewoods Cup** and boxing with **Errol Christie** and **Sean Mannion**.

Highlights of the week's telly include some of the **Comic Relief** crew turning up on **Wogan** (BBC 1 Fri) but you'll have to watch it to find out exactly who.

There's also a repeat showing of the stunning award winning play **The Insurance Man** (BBC 2) which is loosely based on the life of Czechoslovakian author **Franz Kafka**. Easy, it ain't. Brilliant, it is.

ITV continues its **Hitchcock** season with **The Man Who Knew Too Much** (Sat) starring **James Stewart** and **Doris Day**. Watch carefully for Hitch's own appearance. There'll be questions afterwards...

If you're still not impressed and want to hark back to the good old days when telly wasn't full of quiz shows and soaps then stick with the Beeb from Saturday onwards. Starting with the three hour long **That's TV Entertainment**, it's celebrating fifty two years of life on the box.

That Was The Week That Was, **Juke Box Jury** and **The Forsyte Saga** all return briefly. The latter was first shown twenty years ago and moved **The Sun** to comment: "One of the BBC's proudest achievements in serialised fiction".

Funny how things change. Now it'd probably say "More garbage from those lefty money wasters" or substitute comment for a nice pair of...

Shanghai shambles

SHANGHAI SURPRISE (15)

Director: Jim Goddard

Starring: Madonna, Sean Penn

Release: Now

It sounds like a **Spitting Image** sketch — Madonna playing a missionary in 1937 Shanghai with real life hubby Sean Penn playing her supposedly wise cracking adversary who grows (surprise, surprise) to love her.

But it's not. **Shanghai Surprise** is naff and should be avoided like a nutter on a bus. This film

is supposed to be taken seriously and falls into the now long gone bracket of the romantic comedies that **Doris Day** and **Cary Grant** were so good in.

The "film" is all about missionary **Gloria Tatlock** (Madonna) who's pursuing a supply of opium for use in her hospital. However, washed up and wasted wide boy **Glendon** (Sean Penn) is also after it so he can sell it for a ticket back to the good ole US of A.

One minute "Albert" is prim and proper, the next she lapses into a broad 80's tart. The shame about it is that Penn can be a really fine actor (**Taps**, **Bad Boys**, **Prime Target**) and in this he looks all at sea in a script that reads like one rejected from **Howard's Way**.

Avoid this at all costs, it stinks to high heaven. **Steve Ryles**



MADONNA:
You talkin' to me?

FILMS

THE MISSION (PG)

Director: Roland Joffe

Starring: Robert De Niro, Jeremy Irons

Release: Now

After the tremendous critical and, to a lesser degree, financial success of **The Killing Fields**, Roland Joffe brings us **The Mission**. Like the former film, this is a story about territorial conflict and personal commitment.

De Niro plays an 18th century adventurer and former slave trader in South America who, suffering guilt for his actions, seeks absolution from Irons, the Jesuit priest in charge of a mission for the local Indians. Conflict arises between the Church and the Spanish states. One side feels the missions threaten to undermine the spiritual authority, whilst the other fears economic repercussions.

Instead of leaving the Indians to be preyed upon by the slave traders, **Don Rodrigo Mendonza** (De Niro) decides to fight back. Father **Gabriel** (Irons), however, adopts a pacifistic response to the approaching trouble.

To date, Joffe's films — **The Mission** is his second feature — have dealt with ordinary characters in extreme situations who transcend their origins through their tremendous courage and selflessness. Whereas **The Killing Fields** was defeated by its saccharine-sweet ending, all slow-motion and Lennon's **Imagine**, **The Mission** is a true epic, beautifully made and effectively structured by screenwriter **Robert Bolt**.

We have come to expect much of Mr De Niro and, true to form, he does not disappoint. Neither does **Jeremy Irons**, who proves to be a fine match. With engrossing performances such as these set against the breath-taking backdrop of the Columbian jungle, photographed with real artistry by **Chris Menges**, this is a highly compelling film.

Phil Nutman



De Niro adopts the missionary position

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For Women	0.95	0.95	S.J. Cobra	0.95	0.95	Use For Quake	0.95	0.95
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Thelma & Louise	7.95	5.75	Tomb	0.95	0.95	Unsub	0.95	0.95
Johnny R & I	0.95	0.95	Great Escape	7.95	5.75	Antarctica	0.95	0.95
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Nightmare Rally	0.95	0.95	Unsub	0.95	0.95	Unsub	0.95	0.95
Headlock	0.95	0.95	Now Games II	14.00	11.50	Now Games II	0.95	0.95
S.J. Hammer	0.95	0.95	Unsub	0.95	0.95	Unsub	0.95	0.95
Paper Boy	7.95	5.75	Dragon's Lair	0.95	0.95	The Power (2)	14.00	11.50
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Top Gun	7.95	5.75	Antarctica	0.95	0.95	Unsub	0.95	0.95
Clash	0.95	0.95	War	0.95	0.95	1942	0.95	0.95
They Said A Million	0.95	0.95	S.J. Hammer	0.95	0.95	Now Games II	14.00	11.50
Thelma & Louise	0.95	0.95	Super Cycle	0.95	0.95	Madness (2)	14.00	11.50

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MUSIC

Here comes
the rainTHE RAINMAKERS
THE RAINMAKERS
PHONOGRAM

At last, an excellent American pop album, which is totally meaningless and is all the better because of it.

The Rainmakers have released an album which if there was any justice in the world would fly straight to the top of the charts and stay there for a zillion weeks. But there isn't and it won't.

Take the Go-Go's, Katrina and the Waves, Jason and the Scorchers and a hint of The Bangles and you've got The Rainmakers, a four piece male US band that don't seem to produce Peter Cetera/Kenny Loggins Radio Two garbage.

Jangly guitars, and a solid bass beat abound in songs like *Government Cheese*, *Long Gone Long*,

Drinkin' On The Job and a rip-roaring opening track, *Rockin' At The T-Dance*.

Looking at the sleeve, it seems that some of the songs are over two years old and, as there was no biography with the record when it arrived at the offices, I can only assume that this is their first album to be released over here.

It's rare to hear this type of pop these days and it makes a refreshing change from dross like Janet Jackson, Five Star and Farley Fatmaster Junk (*Gosh — satire! — Ed*).

Congratulations boys, it's the best thing I've heard for ages. Long may you rain.

Steve Ryles

SO WHAT'S NEW
IN LLAMALAND (HANTS)?

JEFF MINTER, our long-haired Peruvian Correspondent is off to the land of INCA COLA once again...

LEAVING A FEW SOFTWARE ARTIFACTS BEHIND...

For the CBM 64

- **IRIDIS ALPHA** - meet GILBY, a droid with a high cuteness factor, scuttling or flying across the planetary surfaces collecting energy. A BLAST WITH CLASS for those who like a little subtlety with the intergalactic mayhem. Includes a great bonus-wave game, pause mode game and (a real first!) fractal music! - published jointly with HEWSON ASSOCIATES £8.95 on tape, £12.95 on disc

For the CBM 16

- **MATRIX & LASERZONE** - two classics re-written for the C16. **MATRIX** includes all the features of the original version including that traitorous humanoid, the Snitch, plus (it's hard to take) an even faster fire rate than the original! **LASERZONE**'s unique duo of independently controlled laser-bases has never been easy to control but as you learn its skills things get rougher and tougher for those pesky aliens! - published jointly with ARIOLASOFT £6.95 - both games on tape.
- **VOIDRUNNER** - The new, megablasting sequel to GRIDRUNNER and LASERZONE... lots of waves, loads of chaos and bits of disintegrated alien flying everywhere in the fastest blast to hit the C16... and on the far side (of the cassette) we plan to include the '16 version of **HELLGATE** - a shoot-em-up for those with superfast reactions and independently controlled eyeballs! - coming soon from LLAMASOFT, with ARIOLASOFT.

AND ALL THIS

- **VIVA VIC!** is our VIC collection - 8 of JEFF's best for the good old machine. Great stuff for VIC owners! **ABDUCTOR**, **TRAXX**, **MATRIX**, **HELLGATE**, **LASERZONE** etc. £6.50, all on one tape.
- **YAK'S PROGRESS** - the best of Jeff's '64 stuff, includes 8 games, some now difficult to get commercially. **ATTACK & REVENGE OF THE MUTANT CAMELS**, **ANCIPITAL SHEEP IN SPACE**, **HOVER BOVVER**, etc. can't whack it at £9.45 (2 tapes) or £11.95 on disc

AND LIGHTSYNTHS TOO

Another string to JEFF's bow is his work on our **LIGHT SYNTHESISERS** which allow the computer user to play his machine like a 'LIGHT PIANO'

The original Lightsynth, **PSYCHEDELIA**, is still available for most home micros, now £4.00

COLOURSPACE, its successor, has been published for the **ATARI 8-bit** micros (only on tape £7.50), the **BBC B** (tape, £7.95) and in a spectacular 16-bit form for the **ATARI 520 ST** (£19.95).

FUTURE: After the Peru trip the Atari ST is due for a bit of pounding - a new project is planned which should be totally ZARJAZ. Suffice to say that **COLOURSPACE** addicts should expect something interesting in 1987...

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LLAMASOFT

All
sweetness
and...MIGHTY LEMON
DROP
HAPPY HEAD
(ROUGH TRADE)

Following the great tradition of Crispy Ambulance, Hull Man, Half Biscuit and Prefab Sprout, here's another band with a dippy handle guaranteed to ward off in advance a large part of its potential audience.

Sad, but true - most dentists take only look at the dippy handle and reason that anyone dumb enough to open for business under such a heading is playing with half the team still in the dressing room.

Last week Ultravox openly gave the game away by dubbing track 1 side 1 of their new album *The Same Old Story*, and the title track of *Happy Head* finds frontman Marsh confessing 'There is nothing I can say that hasn't already been said'.

Yet from this unpromising start grows an album of many attractions. For although at present M.L.D. are no more or less than the sum total of their influences, when those influences are The Bunnymen and Julian Cope, mere regurgitation wills an end-product worthy of its fifteen minutes in centre stage.

In an era when the majority of (so-called) leading lights have teenage kids, much is expected of any young face with a smidgen of talent. But the real M.L.D. has yet to surface.

Beat surrender

It's quite simple. To the general public — the *real* general public — there are really only two types of record.

There are horizontal records that aim to appeal just a little bit to vast numbers. And there are vertical records, which seek to mean something very deeply to very few people.

General Public, the ex-Beat boys, would like to think that *Hand To Mouth* is a vertical record, when it isn't even a horizontal record. It's bland and flat and safe and blurry blurry sad.

To repeat, for the general public — the *real* general public — there are really only two types of record. The rest — like this — they ignore. It's really quite simple...

Clare Walker

**GENERAL PUBLIC
HAND TO MOUTH
(VIRGIN)**



Wherever I lay my Rod

**PAUL YOUNG
BETWEEN TWO FIRES
(CBS)**

In which our man with the Q tips removes them from relevant crevices long enough to take the next step in a career bearing an ever more-marked resemblance to that

of one Roderick Stewart 'Esq' of this manor. — Young/Stewart live shows are virtually identical — combining displays of overt laddishness with more movement than an entire series of Howard's Way. Between Two Fires is a transitional album aimed squarely at the American market. Young has always harboured an ambition to be recognised as a genuine singer/songwriter and its into this murky territory that Fires ventures, largely abandoning the covers that were such a force on *No Parlez* and *Secrets of Association*. In fact the two covers featured — *Wonderland* and *Wargames* are the pick of the pack, the latter reinforcing Young's determination to tackle subjects of greater moment than 'Lurve'. By the way, did you know *Love of the Common People* was written about Davina?

Nick Cook

Courtney Pine? — Not lately

**COURTNEY PINE
JOURNEY TO THE UNKNOWN WITHIN
ISLAND**

The lackadaisical approach of contemporary jazz practitioners has rightly brought the game into disrepute.

Visits to Ronnie Scott's Club for example (excluding sets by the master himself) are all-too-often more memorable for the cocktails than the jazz, which is invariably dished out by dungareed worthies with rich instrumental aptitude and zilch originality.

Courtney Pine and Wynton Marsalis are the forerunners of a new Jazz Era — pioneers of pizzazz, style and creativity. A dose of all three of which would not be lost on their R&B blood-brothers. Pine is a prodigious saxophonist — all who revel in the magnificent sound produced by the instrument will find much to enjoy hereon.

And there can be no doubting the humility and wisdom of the title — for the jazzman's journey is a long one. But on this evidence the destination is assured and the genre could hardly be in better hands.

Pete Lennon



Go-Go for it

**BELINDA
CARLISLE
BELINDA
(IRS)**

For all the anticipation of this week's releases from Kershaw, Young, Pine and Frankie, it's Belinda Carlisle's debut that ranks top of the pile.

Ex-chanteuse with the Go-Gos (who broke the mould of girlie bands by appearing on the cover of their mega-album decked out in mud packs) La Carlisle is burdened with the mantle of 'most beautiful woman in Rock' — now this is what I call a thinking man's crumpet.

Belinda contains most elements of better contemporary American R&B, with its roots in the jingly-jangly Byrds-style mid-Sixties melodies, and a nod towards modern technology for a cleaner finish. Retaining the songwriting services of Go-Go Charlotte Coffey was a smart move and the results are plain — *Mad About You* has already hit the Billboard top 10 though way outclassed by *Since You've Gone* and *Stuff and Nonsense*.

Bananarama and Marti ("always bloody there") Webb take note — this is how it should be done.

James Best

Post postcard pap

Once upon a time in the far off days of '82 Alan Horne of Postcard Records churned out tartan hopefuls by the bucketful.

During that (mercifully short) era the music press rushed to acclaim anything in a sporrans and talent scouts went weeks eating nothing but haggis. Then the failures started, notably *Orange Juice*, *The Scars* and *Bourgie Bourgie*, till all that remains is a triennial album from the (admittedly mesmeric) Aztec Camera to remind the sassanachs (this means me) of what might have been.

The Big Dish are a prime example of why so many bands of that ilk failed. For while their music bears the mark of quality — *Slide* and *Loneliest Man* are especially fine — and their instrumental prowess is beyond dispute, The Big Dish lack the crucial personality without which they are destined to forever remain an hors d'oeuvres.

Virgin strongly believe that Stephen Lindsay has the talent to become a main attraction. But right now this is the stuff B Movies are made of.

Gary Leboff

Radio goo-goo

**NIK KERSHAW
RADIO
MUSICOLA
(MCA)**

Nik Kershaw remains the very antithesis of the archetypal teeny-pop star willing to substitute matinee idol looks for musical pedigree.

Kershaw's stubborn refusal to conform to the well-laid plans of the marketing men where best exemplified by getting married so soon after the contract was signed that the Quink was barely dry — the apoplexy that must have caused amongst PR men brought fresh hope to paid-up members of the cynics Union everywhere.

Subsequently, beneath the hype of the "pretty-boy" labels and two barely representative (and hastily finished) albums, gems such as *Wouldn't It Be Good* lent genuine credence to the suspicion that gasping for breath beneath the merchandising department was a serious artist capable of moments of real class. *Radio Musicola* which took more than 12 months to complete is definitive proof and allays the fears of critical backers who rightly balked at the *Wide Boy* backsliding.

Musicola is largely a soulful tribute to the Thirties and three tracks in particular — *Musicola* itself, *Cagney and Violet To Blue* — are worth the price of admission alone. A case of promise fulfilled.

Gary Leboff

Did Davina ever tell you about her driving test? No? Well fasten your safety belts, for never in the long and distinguished history of Effingham has one woman caused so much heart failure in such a short space of time.

Driving lessons — who needs 'em? Yes I had vaguely heard of B.S.M. but there's so many Indians down our way I thought it was just another branch of **Bishens Scrunchy Mangos**.

On the day of the test it rapidly became clear the examiner and I weren't exactly a match made in heaven. He wasn't too partial to my dayglo lipstick, whilst not only was he an honours graduate from the **Bridget the Midget Academy**, but his line in wall-to-wall lapels and **Lionel Blairs** (ie trousers with flares) was making me go all **Huey Lewis**, or **Heavie Wonder** for the benefit of latecomers.

Anyway as we were marching towards the legless charabanc, Blimp the Shrimp stops me in full flight (and the stilettoes weren't even brake-lined) and points in the general direction of a parked motor.

"Can you read the number plate on that there car for me, Moddom?"

Let me tell you, I considered my answer pretty carefully. The last thing I wished to appear at this early stage was undiplomatic.

"What — with or without binoculars?" I asked. Twenty minutes later, during which I inflicted a painful case of squashed bollards on **Surbiton High Road** and (reversing round a corner) became the first **Dixons** customers ever to enter the store without getting out of the car, something quite horrible happened. A smile spread across the examiner's **Gummidge-ous** boat-race.

"I've got it," he cried "You're from the **Hit Squad**. I'd recognise that backside anywhere. You're that blonde one who's always getting excited". Now things were looking up. "Who?" I enquired. "**Sarah Greene**", quite welcoming the comparison, although feeling it would be bound to give **La Greene** ideas above her station.

"No" he said, "I was thinking more of **Mike Smith**". Two double Nelsons and a handful of shoulder pins later, Davina had her pass certificate. It's amazing what fluttering my eyelashes can achieve. Especially combined with a left uppercut. Ahh, happy days, happy days.

All of which I relate as a prelude to the latest instalment in the life and times of the world's most famous Greek Pop star, **Georgiou Michaelblackstratos**. The bubble and squeak has either been taking driving lessons from ex-sidekick **Randy Midgely**, or should stick to steering the horse and carriage modus transportus so beloved of that other well known bubble, the **Duke of Edinburgh**, who was taught the art, on his days off, by the Right Honourable **Albert Steptoe**.

Now the Big M is the proud owner of that Sloane favourite, the **Golf GTI** (stands for Great Tit Inside). In a typically spontaneous **Wham** whim, George set off to buy a copy of *The Star* and half an ounce of ready-rubbed from his local corner shop which just happens to be situated at the top of a hillock.

Before venturing inside George Pillock is most careful to lock all the doors but unfortunately leaves off the handbrake. And returns two minutes later to find his pride and joy 200 yards down the hill, buried halfway up the rear of a **Vauxhall Viva**, having enjoyed one of the fastest nose jobs in history. A right careless pissper he turned out to be.

And the bad news didn't end there for Georgiou, who following said smasheroot didn't make it to the basheroo that followed the **West End** opening of *Phantom Of The Opera*. Davina didn't fare a whole lot better. Grizzelda rings up to confirm the invite and commands "Come dressed as a phantom".

Got it wrong didn't I — thought she said 'Fanta' and was topped up like a bottle of fizzy orange.

Paul Hardcastle who since the chart-topping days of *N-N-N-Nineteen* has done *N-N-N-Bugger-All* went shopping the other day. En route for a binge at the **Co-op**, he called in at the local keyboard shoppe where, being an old and valued customer, the staff all know him by name.

Up stopped the Deputy Manager — "Mr Sandcastle, always such a pleasure. And have I a console for you already — don't worry if it isn't quite a perfect fit we can always have it circumsised".

Now young Paulie was pretty impressed — not only did the **Enclavier Keyboard** make a variety of weird and wonderful noises but turned out to be a dab hand behind the wheel of a hoover with a pretty good line in gags. "I'll take it" said our hero, "how much?" Back

NIGHTS IN BLACK SATIN

WITH DAVINA

came the reply, "it's on special offer this week only at 250,000 pounds".

This made our hero think — "I'm a bit short right now but if you can accept **Luncheon Vouchers** . . . ?

"No problem" came the response, "and if you'll just sign here . . . and here . . . oh, and here". A form-filling procedure continued for a further 20 minutes which entailed P. H. detailing a full personal history including such essential details as age, income, hat-size and weekly consumption of muesli.

And all because the console in question incorporates the same mechanism used to make US missiles and our friends from **Dorkland** are concerned less it be used to send classified info down **Kremlin** crescent.

And still on the subject of Yanks with less than their full entitlement of marbles here comes Stan, Stan the Donkhead man (alias **Stan Ridgeway**) proving things are often quite the way they seem with his unique views on the human condition.

Following the footsteps of great thinkers such as

Virgin, Plato, and Garnett, and removing all traces of the SR ring of confidence, he opines "the human mechanism is a state on which I often ponder. I think to myself, is there a heaven? — or are we just sophisticated bits of meat that think too much? I'm leaning towards the sophisticated pieces of meat theory right now."

If Davina's followed the **Ridgeway** rantings correctly, I think he's on about cattle markets. In which case we definitely go to the same disco on a Saturday night.

Lastly, from clap-trap to **Clash** trash. **Joseph Strummer** the bummer and post-B.A.D. remnants of the **Clash** were delighted to

discover that the set of their new video located next to that of none other than **Hope and Glory**, the new **James** (don't call me **Martin**) **Boorman** flick.

As their everyday togs make them naturals for any shoot featuring urban guerillas, the foursome had a team meeting and decided that a quick gatecrash was the only option and maybe even scam a credit or at the very least a free sarni.

Imagine their horror when the way was barred by an ugly looking bouncer dishing out grievous bodily verbals and giving a vivid description of the likely SP unless certain bods got the hint and scarpered pretty pronto.

It was here that the wisdom and experience of **Strummer's** many years off the Rock circuit proved invaluable. "It's OK," he said, "we've cleared it with Mr **Boorman**."

The bouncer, as you'd expect faced with such evidence chose his words carefully.

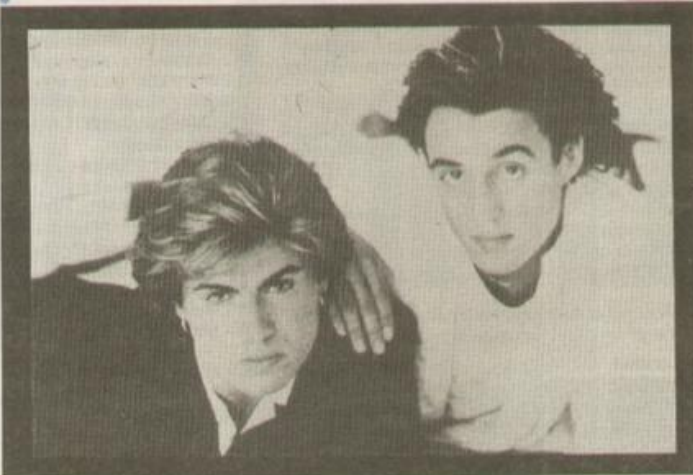
"That's very interesting," he said, "seeing as I AM **John Boorman**."

This item comes even-fresh from our "Love to stay, gotta go, the ferrets on fire" Dept.

Till next week's snippets from the dipso.

Luv ya doliops

DAV



Wham reunited — a Scum exclusive!!! (Er . . . — Ed)

AMERICAN FOOTBALL

WEEK 8 RESULTS

Atlanta Falcons	7	14	Los Angeles Rams
Cincinnati Bengals	9	30	Pittsburgh Steelers
Cleveland Browns	23	20	Minnesota Vikings
Detroit Lions	7	13	Chicago Bears
Los Angeles Raiders	28	17	Houston Oilers
Miami Dolphins	17	13	Indianapolis Colts
New England Patriots	23	3	Buffalo Bills
New Orleans Saints	23	28	New York Jets
St Louis Cardinals	6	37	Dallas Cowboys
San Diego Chargers	7	23	Philadelphia Eagles
San Francisco 49ers	31	17	Green Bay Packers
Seattle Seahawks	13	20	Denver Broncos
Tampa Bay Buccaneers	20	27	Kansas City Chiefs



Joe Strummer shoots up (it's a lie)

This week, the "I's have it, with 42 ITEMS in our ILLUMINATED INITIAL.



I is for **IBM**, an American corporation that takes its name from its major product, Intercontinental Bullshit Missiles. These are dangerous and overpriced electronic devices, recently cloned by Amstrad's slave labourers in Korea.



4-Wheel Drive
gluten-free
CD-ROM digital
interface

© RUBIK 1969

MICROSAGA

De Olde Fashioned Bribe:

Everyone who sends in a small but perfectly formed Microsaga will be sent a BANG badge. It's a fair swap. Honest.

Everyone who doesn't send in a Microsaga will receive a nightly visitation from Dr X (*Er, I don't think we can print obvious untruths, can we?* - Ed).

DONG

... RUBIK'S LATEST

The computer rights have been snapped up by Sillisoddesoft at a price which is "not to be sneezed at".

TRICK OR TREAT!

NEXT WEEK: Can of Worms publishes a SHOCKING SURVEY of BANG reader's proclivities. You'll be amazed how we found out your secrets! Heheheh.

(53 years into the present)



Own moment,
Miss Brewster,
I'm just looking
for the HAND
CLEANER . . .
probably a SOIL-
DISPERSAL
BEAM or . . . Oh!



—15—
What is it Mr.
Hadden?
There's
something
coming out of
this slot! Little
blue paper
tosses! Jolly
primitives . . . jolly
ROUGH too!



-19-
Look! There's a picture of IGGY THE ICEMAN on there, you know, the guy who delivered round the world?

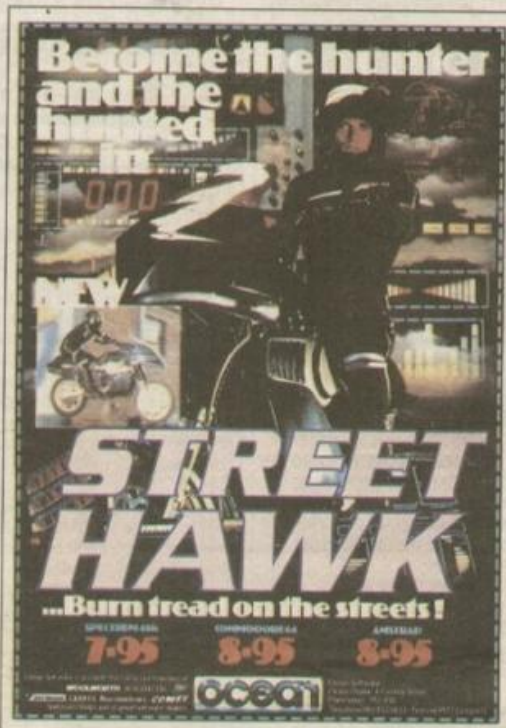
Miss Bonwerth!
This is not Iggy
the Iceman: it is
the DUKE OF
WELLINGTON, a
great British
general!



-28-
Well, if he's so GREAT, how come he wound up in the paper towel rack? TROOOOOPS!!!

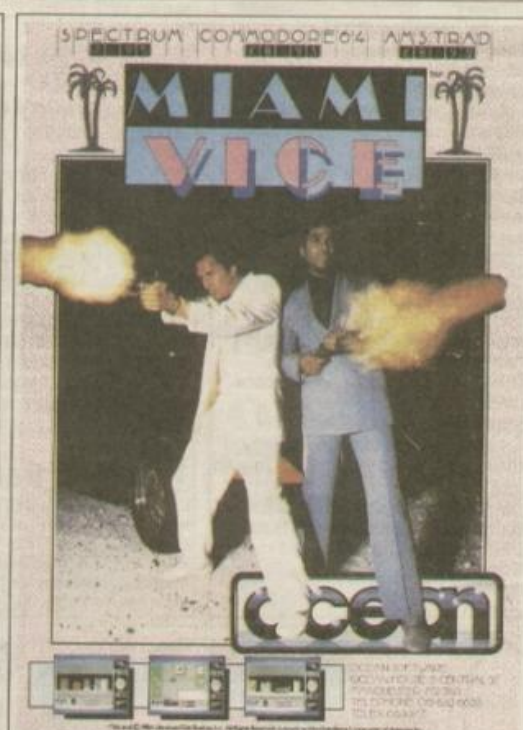
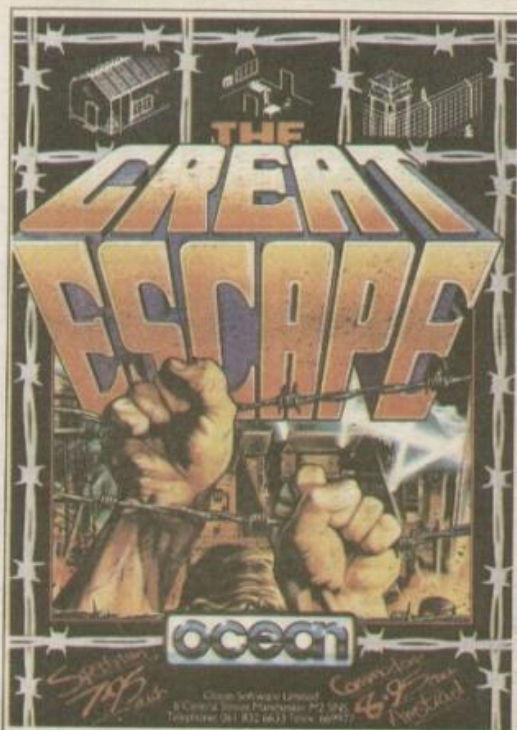
THE BEST IN HOME-COMPUTER GAMES PLAYING

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



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

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



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

NOW!