TV GAMER

THE PLAYER'S GUIDE TO COMPUTER, VIDEO AND ARCADE GAMES

AUGUST 1984 85p



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ARCADES AT SEA
Playing arcades in the future-and now

CHICAGO GAMES
America reveals UK Christmas games

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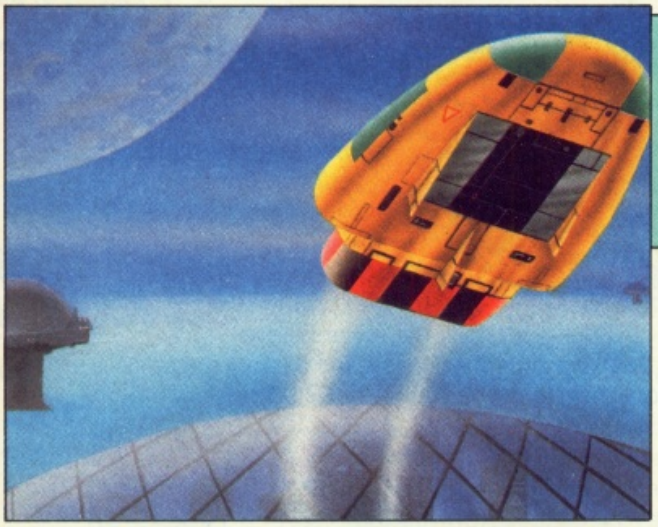
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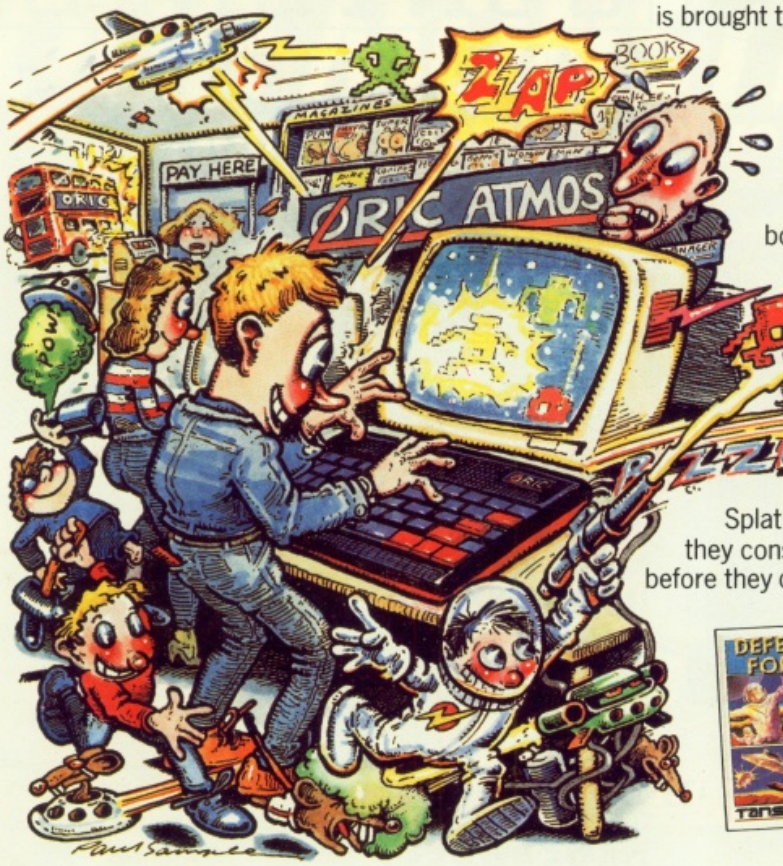
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SPLAT!







or let's get down to business!

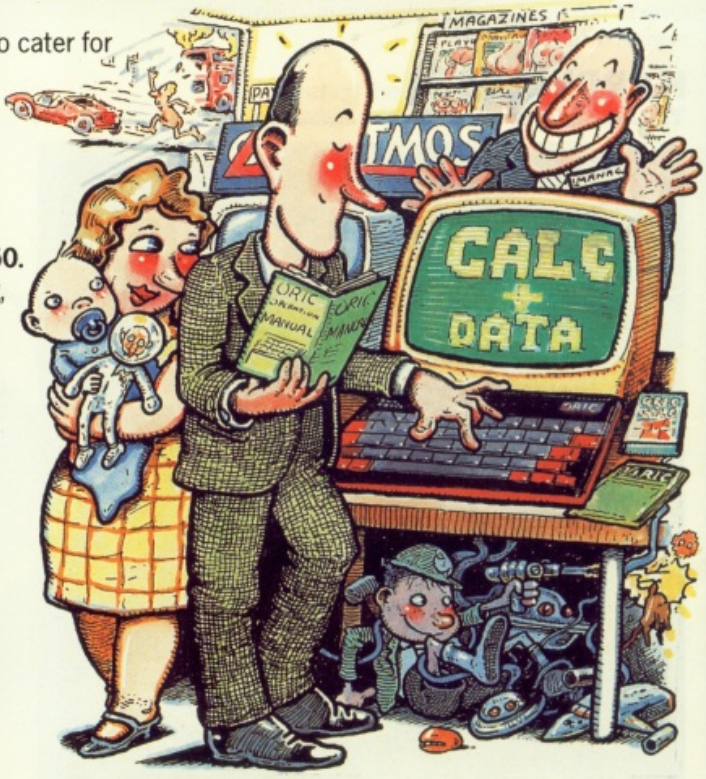
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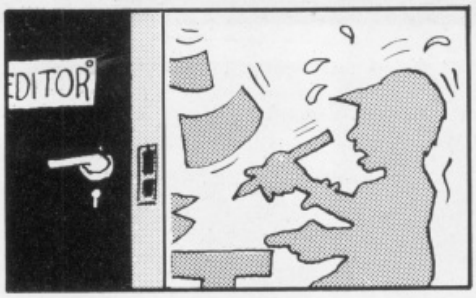
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Cover picture: Arcades at Sea, by Nick Shewring



EDITOR ONLINE

Hi! A warm welcome to all our readers – including the many computer enthusiasts who are joining TV Gamer's ranks.

We've received a few letters from readers questioning TV Gamer's growing emphasis on computer games. The answer's simple: the world doesn't stand still. Our readers don't, so we can't.

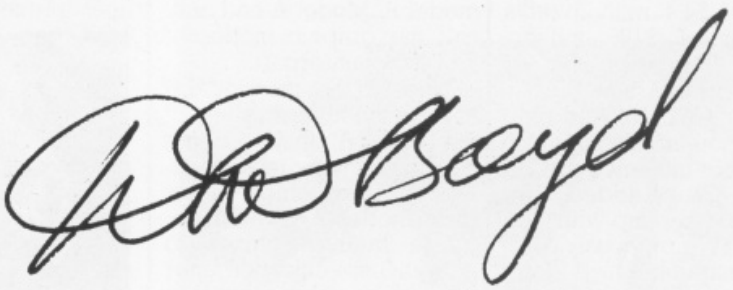
Over half of those who owned dedicated games machines also own a computer, our reader survey found. And nearly every VCS pioneer also had a Spectrum. The obvious conclusion is that simple – but reliable and easy-to-use – systems win out.

The less obvious conclusion is that you are part of the new technological revolution (heavy, man) (haven't ever come to the first one in history lessons). Just as those involved in the industrial revolution over a century ago didn't realise they were part of history, neither do screen games players.

It's because not only can computers now play games as well as – and sometimes better than – dedicated systems, but they can also allow you to do a lot more. OK, programming is boring. But computers are becoming more user friendly almost by the day – and programming less necessary.

And the bit about a technological revolution? That's because, as you relax at your computer playing games, you're building your future. Computers will be an absolute necessity to education in college and to running business. Those who can't cope with a computer will find their careers cracking.

Consciously and subconsciously, manufacturers and customers are reacting to each other. Machines dedicated to playing games and to other needs are becoming the norm. Manufacturers are trying to stand by their early customers and produce new games for them. But they must look to the future.



Coleco rumours

Colecovision UK will not stop production of the Colecovision dedicated games machine this year. So the company's marketing director, Philip Gibbs, refutes claims in the press on both sides of the Atlantic.

Early this year, Colecovision US announced its fourth quarter results – a loss of $35 million. It then borrowed $25 million to keep production of its new Adam computer going. Prestigious US business newspaper *The Wall Street Journal* reported on this and falling video game profits. It speculated that the best way to bring in cash was to cut production of the Colecovision this year, and concentrate on the Adam. The software side would not suffer, because games are compatible on both machines.

"Our survival in the overall cartridge is linked to the success of Colecovision and Adam and tying the two products together," Coleco chairman Arnold Greenberg was quoted.

"Those losses were due mainly to the start-up cost of the Adam and late delivery," Gibbs protests. "Any development means a lot of up-front money.

"The WSJ article was plagiarised and mininterpreted by journalists, despite Coleco being well back in profit for the first quarter of this year." In that period, Coleco managed a profit of $4.4 million on a turnover of $186 million. Half of this was due to Colecovision/Adam.

Even if Coleco did stop production in the US, that should not influence the UK Coleco, Gibbs added. "We are in partnership with Coleco US. We obviously don't put constraints on its domestic market. But we determine development of products for the rest of the world.

"We manufacture and order our machines independently of the US, from the Far East. We can certainly fulfill any orders."



The daring exploits of motor-cycle stunt ace, Eddie Kidd (above), are the basis of a new game by Martech.

Kidd's astounding bike jump of 190 feet – clearing fourteen double-decker buses – is a world record. Now he has been closely involved with Martech's programmers for several months in developing *Jump Challenge*.

In the game you must match Eddie Kidd's skill, timing, control and courage in leaping over increasingly difficult and dangerous obstacles.

Bike and games fans can talk about the game to Kidd in person. He will be promoting the game on the Martechstand at major computer fairs over the next few months.

Jump Challenge will be launched this month, for the Commodore 64 and 48K Spectrum. Versions for other machines will follow soon.

A not A1

Due to lack of interest, Acorn computers has ceased production of the BBC model A, the cheaper 16K alternative to the model B. Model A had only half the graphic modes of its £400 counterpart.

It seems that the model B has thrashed the sales of the model A, despite being considerably more expensive. To make things worse, most model A owners upgrade their machines to model B specification after six months' use.

End-August is the cut-off date for sales of model A. Orders will be honoured until this date.

This move will obviously have an effect on the number of 16K games available on BBC format.

PSS program cycle

PSS Software has gone from cycle games to the real thing.

When 23-year-old Kevin Bowes needed serious backing to continue his sport, PSS input the necessary. Now Kevin has qualified for the Marlboro Clubman's Championship and will carry the PSS name to Silverstone in September.



The first annual TV Gamer awards were presented to top manufacturers and distributors in a fun-filled ceremony. Guests lived up to the motto of 'Eat, Drink and Be Merry'. TV Gamer staff stood by to take brickbats and compliments.

And Saturday morning *Splat!* star Adam Wide kept everyone in fits of laughter with comedy sketches based on the winning games.



Right: the deserving winners. From left to right are Philippa Kearney of Atari UK, Philip Gibbs of CBS/Coleco, Sally Nicholls of Parker and Geoff Heath of Activision.



THE TV GAMER AWARDS

Overall best game and best arcade adventure
Pitfall
(by Activision)

Best shoot 'em up
Zaxxon
(by CBS)

Best climbing game
Donkey Kong
(by CBS and Atari)

Best novelty game
Q*Bert
(by Parker)

Best driving game
Enduro
(by Activision)

Best movie theme game
Raiders Of The Lost Ark
(by Atari)

Is it a Kong, is it a Space Invader, no – it's Clubman! At last, a chance to see what the pen behind Club letters and the voice that answers your queries looks like. Proof that Darrin Williamson is not an intellivoice chip.

He's definitely not the character giving away the champagne. Nor, as a true gamer, is he standing on the sidelines. Centre of attention in the photograph above is founding TV Gamer journalist Darrin Williamson.

To Darrin's left is Paul Wiffen, who will be writing In Depth reviews later in the year. By the time this magazine is in your shops, Paul will be in America, contacting games manufacturers in California and Illinois for the latest news.

You may remember Paul for *Nightstalker* and *Yar's Revenge* reviews.

Below (from left to right) are John Phillips of Bug-Byte, Darrin Williamson, Paul Wiffen and Jeff Minter of Llamasoft.

Jeff wasn't too happy when this picture was taken. Most readers will know of his ruling passion for camels, which he works into his games. So the following joke by Adam Wide didn't get a good reception from this particular guest.

ADAM: "How do you get a camel through the eye of a needle?"
ANSWER: Put it through a blender!

John's smile could be due to thoughts of his latest game. He promised that this "will be the next *Manic Miner*".



Left: Parker's Sally Nicholls chats to the editor, Deirdre Boyd, about the July TV Gamer – and about the September one which will feature an exclusive on a new Parker game.

Parker has also recently released *Gyruss* and *Star Wars* for the CBM 64. Cartridges for the Atari VCS and the Spectrum will follow.

For more details, see page 20





Above: Adam Wide – who stars in new Saturday morning television show *Splat!* – donned waiter's costume to wander among unsuspecting guests and gather more information for his comedy skits.

Each winner had to endure(?) puns galore from Adam and partner Brian Smith before they could receive their prizes. These were a bottle of champagne, followed by an engraved plaque.

Readers who want to see more of Adam can watch him on ITV at 8.30am on Saturdays until the end of September.

TV GAMER AWARDS
Continued

The *TV Gamer* awards were held in Ormond's of Ormond Yard. They were organised by Samantha Belton, with the assistance of Jan Green and Jo Kearns. Many thanks to them all for putting up with us.



Right: Philip Gibbs of CBS/Coleco, with Ian Brown and Chris Warren of advertising agency D'Arcy McManus Masius.



Below: Geoff Heath of Activision, Tom Osborne and Anthony Dicks of advertising agency Anthony Dicks, and Clare Trotter of Activision.

As winners of the best arcade game and the best game overall, they may well look pleased.

But Geoff's star turn must be the moment after he stepped up to receive his prize – and promptly turned his back on the phototographer.

"I'm not going to be photographed with him," he stated, pointing to Adam after a particularly outrageous joke. But what else could you expect from *Beat it if you can* scriptwriter Brian Smith.

DIARY

AUGUST
Acorn User Exhibition
Olympia 2, London
Entry: £3 Adults £2 Child*
Trade Preview:
Thursday 16th 10:00-14:00
Public Days:
Thursday 16th 14:00-19.00
Friday 17th 10:00-18.00
Saturday 18th 10:00-18:00
Sunday 19th 10:00-18:00
*For £1 off tickets
Computer Marketplace,
20 Orange Street, London
WC2H 7ED Tel: 01-930 1612

SEPTEMBER
Games Day
(Games Workshop)
Royal Horticultural Hall,
Victoria, London.
Entry: £1.25
Saturday 1st 10:30-18.00
Sunday 2nd 10:00-17.00
PCW Show
(Personal Computer World)
Olympia 2, London
Entry: Not finalised
Wednesday 19th 10:00-19.00
Thursday 20th 10:00-19:00
Friday 21st 10:00-19:00
Saturday 22nd 10:00-17:00

NOVEMBER
Leisuretronics
Royal Horticultural Hall
Victoria, London
Entry: Not finalised
Thursday 8th
Friday 9th
Saturday 10th
Sunday 11th
Trident Exhibitions,
21 Plymouth Road,
Tavistock, Devon
PL19 8AU Tel: 0822 4671
Northern Computer Fair
Belle Vue, Manchester
Entry: Not finalised
Thursday 22nd
Friday 23rd
Saturday 24th

DECEMBER
Electron & BBC Micro User Show
New Horticultural Hall,
Victoria, London
Entry:
Thursday 6th
Friday 7th
Saturday 8th
Sunday 9th

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ALSO FOR SPECTRUM £5.50, ELECTRON/ BBC B, ORIC/ATMOS £6.95

"I could quite easily get addicted…very user friendly…good value for money" ELECTRON USER

There's still plenty of fight left in the Confederate South as each side selects forces to do battle on a full graphics battlefield. One or two players.



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SPECTRUM £5.95

For use with the Master CONFRONTATION program, this add-on pack gives you four scenarios set in actual 20th Century Conflicts: Afghanistan, Angola, Sinai and Kent following the German Invasion in 1940.

CHARLIE'S ORICK!

CHOC A BLOC CHARLIE
COMMODORE 64 £6.95

Caught in a time-warp, Charlie is trapped in a sealed warehouse. Avoiding the robots and ferocious guards he builds a time door to escape to the next warehouse. 2 screens, 16 increasingly difficult levels. Sound and smooth machine-code graphics.



DIG THIS FOR ATMOS



SPOOKY MANSION
ATMOS/ORIC 48K £6.95

Attacked by bats, nasties and everything that moves, intrepid explorer Hugo First fights his way through the spooky mansion collecting weapons, wakens Dracula and condemns him to a fiery hell. Great effects and sound, good machine-code graphics. 10 levels. 3 Lives. 7 screens.

DIGGER
ATMOS/ORIC 48K £6.95

Monsters in the mineworkings try to stop you taking your gold to the Bank. Clear the screen and they re-emerge with new recruits (up to 60!) and the game speeds up. 4 lives. Great sound and graphics.

A GAME TO GET YOUR TEETH INTO!



REALM OF THE UNDEAD
SPECTRUM £5.95

Can you fight off the vampires to reach the subterranean dungeons of Dracula's Castle, where you release the villagers and Dracula, who must be lured to his coffin for the final chill? 3 screens.

HYPERBLASTER
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You are commanding a prototype spacecraft on a test flight when you are attacked by an Alien force. Dare you test your Hyperblast and plunge into Hyperspace? Fast action. 100% machine-code. 15 screens. Keyboard manoeuverability.

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- Two Gun Turtle £6.95 ☐
- * Spooky Mansion £6.95 ☐

DRAGON/TANDY 32K/ MEMOTECH MTX 500/512
- Johnny Reb £6.95 ☐

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Tel: Poynton (0625) 876642

LOTHLORIEN
more action for your money

Micronet update



TV Gamer's series about Micronet 800, the microcomputer database on Prestel, started last month. We took a brief look at the network, and some of the games you can 'download' directly into your home micro via the telephone line, to use immediately or later. The games are constantly changed and updated, so Micronetters can build up a library of their own.

A popular recent addition to the BBC software library is *Castle Assault* from MRM – a game for the intrepid gold hunter. Let's take a look into the next page of Micronet for more detail.

The gold lies at the very top of a forbidding fortress. The way ahead lies amidst a multitude of descending crabs, snakes, lobsters, spiders, bugs and beetles. As if this isn't enough to contend with, there are ladders to scale and moving platforms to overcome. As difficulty increases, it is advantageous to grab the odd piece of fruit for bonus points. But if it's gold you're after perhaps you should try competing with the oil tycoons in *Dallas* (by CCS not the BBC!).

By routing your way to the page entitled "TOP 50 BBC HITS" you'll take a trip through the pages of the latest favourites.

Whoops! – you've just been blasted into Space! It's *Lunar Rescue* by Alligata. You must rescue six fellow earthmen while avoiding a perilous storm of asteroids. Once aboard ship with the first earthman, the asteroids change instantly into hostile star ships. Luckily, there is a blaster at hand for protection.

More difficulty comes when trying to guide and dock your craft to the mother ship. HURRY! the other five earthmen are stranded below.

As you continue your journey through Micronet's pages, there's *Screwball* by MRM. Then, taking a backwards flight in time to the American Civil War in *Johnny Reb* by Lotharien, you lose two lives! To avoid extinction, you'd better make a quick exit by moving into the future in Senetor's *Renegade Robots*. A whole host of frenzied robots suddenly surround you and threaten to disrupt your weapon production....

If you continue your journey with a Spectrum micro, you enter into the *Woods of Winter*, by CRL. To fight the elements, you're advised to send an electronic message to Micronet to obtain a free cassette.

Thrust into the *Corridors of Genon* by NGS, the weapon for battle is our ESP! But before you assail the mysterious force of evil, you should enlist Micronet's help once again and send for emergency cassette and full documentation.

Still suspended in space in DKtronic's *Spawn of Evil*, you're now surrounded by myriad alien spawn, completing their breeding cycle. Before the spawn reach maturity, and become virulent you must annihilate the cycle!

You can explore a whole range of games indefinitely, because the database is alive and constantly changing.

Contact!

You should refer to the software review area of Micronet before downloading programs. In-house validators assess the software according to presentation, value for money, addictiveness, use of machine and ease of play.

Those lucky enough to own a micro may have noticed the increasing interest in computer communications through networking. Last month we explored how Micronet uses its networking facility for the thousand player game, *Starnet*.

Intrinsic to the game is the 'mailbox' contact between players. Each of the players, or star captains, contact each other to propose alliances or make trading cartels, by sending mailboxes through the telephone network.

Trouble?

When you're really in trouble searching for a solution to a problem in any adventure game, remember there are 10,000 micro enthusiasts out there. Like you, they are ready to supply the answers, or at least give advice.

Micronet's Bulletin Board displays questions and opinions of all kinds. There are even specialised directories listing the names, and electronic mailbox numbers of people interested in a given subject (for example, ham radio) or who perhaps own a specific micro.

Even if you don't wish to display an SOS, you can use the Bulletin Board or User Directory to leave a message with another user on a common interest, or send it directly to the Board for general access.

Tardis

Don't ignore the 'phone in the hall, or dismiss it as an inanimate object! Beyond the telephone lies a network of thousands of people keen to explore the infinite possibilities resulting from the combination of micro and telephone.

Not only can you find a solution to the game in which you're trapped, but you can step into the new world of adventure with thousands of others. The telephone is a gateway to a labyrinth of corridors into glittering caverns of surprise.

Dr Who's adventures began outside a telephone box in the street. From such an ordinary beginning, he was transported to other worlds and times. Who'd think (pardon the pun!) the telephone in the hall – our Tardis – could do the very same? To catch a glimpse of what and who (whoops...) we discover out there, read the continuation of our explorations next issue.

As Who said, "The possibilities are limited only by our imaginations"!



U.S. NEWS

Adventure games in the 1990s (July and August TVG) have already come to Texas. There, two teams of players shoot it out with beams of light – photons – in a building controlled by four computers.

When you play, you are given a 'space age' vest with a microprocessor in it. If you are hit by an opponent, that microprocessor tells the central computers. A yellow light will then flash on your helmet, and your phaser – light gun – will be turned off for ten seconds.

In this way, you win or lose points. You can keep a check on your score by glancing at a board shining at ceiling height.

Artificial fog machines, electronic synthesisers and light pulse generators add special effects to the games.

The project has been named Planet Photon, and it costs $3 to play a six-minute game. The company behind it all hopes to have 100 such centres in the US by Christmas.

One billion points scored at an arcade game? That's a little under whan seventeen-year-old Tim McVey of Iowa managed earlier this year. To be exact, his score was 1,000,042,270 points, and the game was *Nibbler*.

McVey made seven attempts before he scored the magic billion.

First try: scored 168 million, then somebody pulled a circuit and the score was erased.

*Second try: scored 403 million after twenty-two hours, and was too tired to go on.

*Third try: scored 113 million and the joystick died.

*Fourth try: scored 716 million and lost his last man after thirty-one hours.

*Fifth try: scored 410 million and the screen blanked out.

*Sixth try: scored 208 million and a circuit breaker again erased the score.

*Seventh try: Eureka! One billion points!

For his efforts, McVey's home town, Ottumwa, gave him a key to the city, and held a 'Tim McVey Day'. And *Nibble* manufacturer Rock-Ola gave him a free game machine.

McVey's next marathon target is to play an arcade game for 100 hours on a single 25 cent coin.

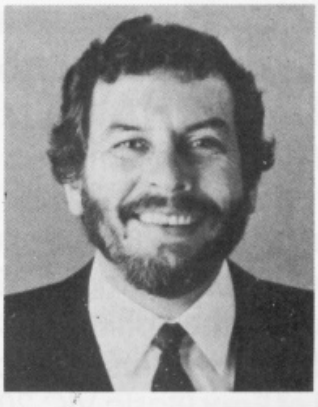
McVey may have had gremlins, but surely none so devilish as the one dogging Jeanine Dearduff of North Carolina.

With 7,500,000 points and fourteen hours' playing behind her, Dearduff's every move was watched by TV cameras. Suddenly the screen went blank...a cameraman had pulled the plug to fit his lights!

Intellivision owners needn't lose all hope yet. Five new games have been promised by Christmas.

The man making the promises is Terrence Valeski, who was senior vice president of marketing at Mattel. He has bought the company for $20 million and hopes to provide new games for the three million existing Intellivision owners worldwide.

Bushnell's plans: next page





THUNDERHAWK (48K Spectrum)
Golf (48K Spectrum)
Voyager (VIC 20, 8 or 16K)
Liberator (16K/48K Spectrum)
Picture Puzzle (Dragon 32)
Riddle of the Sphinx (VIC 20, 8 or 16K)
Android Invaders (Dragon 32)
Bird of Prey (Basic VIC 20)
Hopping Mad (VIC 20, 3.5K Exp.)

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Nolan Bushnell is the genius founder behind Atari and then Sente. Now he plans to introduce a laser game with a hydraulically powered flight simulator. This will lift the player two feet into the air and tilt in all directions.

Bushnell is looking after arcade owners as well as players. Arcade games come with their own cabinet, which ups the price. Now Bushnell has designed a new cabinet which can be converted for each new game it holds.

And Atari has won the marketing rights for his new company, Androbot. One of the products is Androman, a foot-tall robot that works with the Atari VCS. Players use the game controller to steer the robot while watching the television. That serves as a map of obstacles in the room which the robot navigates.



Above: characters from Pizza Time Theatre and Androbot. Below: Bluth and cast of characters.



Dragon's Lair creator Don Bluth of Magicom has released a new animated superhero: Super Ace.

Space Ace and his girlfriend Kimberley are out for a ride when the evil Borf attacks, zapping Ace with a dreaded Infanto ray and kidnapping Kimberley. The ray has changed Ace into a small boy called Dexter. It is only the beginning of Borf's plan to take over the earth by changing everyone into babies.

Your mission is to help Dexter regain his manhood, save Kimberley and Earth, destroy the Infanto ray and defeat the mighty Borf. A formidable list of challenges by any standard!

Meanwhile, Bluth is working on *Dragon's Lair II* which brings back Dirk the Daring and a totally new cast of characters. It should be out just before the end of the year.

Also planned to come out at about the same time is a game called *Sea Beast*.

The Hitchhiker's Guide to the Galaxy now hitches onto computers. Simon & Schuster plans a series of adventure games based on Douglas Adams' characters. The same wacky, light-hearted flavour that made the games so popular will be kept alive in the games.

In a reversal of roles, arcade game *Dragon's Lair* and *Cloak & Dagger* from Atari are to be turned into movies. And computer game *Lode Runner* by Broderbund is to make the transition to coin-op machine. IREM – the Japanese company which created *Moon Patrol* and *Motorace USA* – will release the game in Japan before the US.

The official 1984 Olympic home computers, home video games and coin-op games were supplied by Atari.

A national computer learning month may be proclaimed in October. California senator Pete Wilson has recently taken the proposal to the senate. And governors in five US states – New Jersey, North Carolina, Oklahoma, Virginia and Washington – have already proclaimed October as national computer learning month.

Two for the price of one is a hard offer to refuse. Scarborough Software hopes to cash in on dual-format titles on disk for CBM 64 and Atari computers.

The first game is *Run For The Money*, a business strategy game by Tom Snyder.

US magazine Computer Games has announced its 1984 awards. Top computer game of the year is *Blue Max* by Synapse (see In Depth this issue). Top arcade game is *Star Wars* by Atari and top video game is *Pitfall II* by Activision (July TVG).

Games which won special-category awards are shown below.

COMPUTER GAMES

Best shoot 'em up
Blue Max
by Synapse

Best graphics
Pole Position
by Atari

Best music
Rescue Squad
by Muse

Best all-text adventure
Planetfall
by Infocom

Best graphic adventure
The Quest
by Penguin

Best strategy game
Sargon II
by Hayden

Best sports game
Star League Baseball
by Gamestar

Best maze
Oil's Well
by Sierra On-Line

Best fantasy/role playing game
Ultima II
by Origin

ARCADE GAMES

Best shoot 'em up
Star Wars
by Atari

Best graphics
Space Ace
by Cinematronics

Most challenging game
Discs of Tron
by Bally/Midway

Most innovative game
Dragon's Lair
by Cinematronics

VIDEO GAMES

Best shoot 'em up
Astro Chase
by Parker

Best graphics
Astro Chase
by Parker

Best sports game
Baseball
by Atari (5200)

Best maze
Escape from the Mindmaster
by Starpath

Funniest game
Quest for Tires
by Sierra On-Line

PLAY ADVENTURES IN THE YEAR 2000+

Richard Porch looks at the future of games playing, where 'sky-lab' arcades will float at sea and games will play for days on end.

The ultimate video arcades of the years beyond 2000 will be powerful mixtures of library, college, amusement arcade and holiday resort. They will try totally to suspend your credibility and your sense of urgency for events in the real world. These new arcade enviromnents will also be based at sea.

The video arcades of the year 2000+ will not be the stop-over places we think of today as somewhere to kill half an hour or twenty minutes. They will develop from the arcades of the 1990s (see *TV Gamer* July 1984), pushing the 'lifestyle' element of computer leisure.

They will be based at sea to cut you off from your pressurised existence in the world of exams, mortgages and job worries. It won't be like being on a cruise liner, because the leisure colonies won't have to travel – except with the computer. And half of it will take place in your head.

The urban arcades will still be popular, with their capsule towers and a flexible modular approach to arcade gaming. But they'll be like other buildings of the 1990s. They will be rooted into the grimy and increasingly dangerous world of the 21st century.

These capsule-type arcades will increase in size and sprawl all over the inner city. Office blocks and tenements will give way to them, and fall into disuse. More and more people will work from home through a terminal, sending in their workloads on a special information channel once or twice a week.

Computers will have penetrated every aspect of life. People will be integrated into one vast cybernetic community. Links will be sustained by artificial inteligence. The inner city will fall into even greater decay. And with so many large office blocks dominating the scarce land space, it will be almost impossible to demolish them and start afresh.

The only structures to flourish will be the old capsule-tower arcades of the late 1990s. These will take over the rotting city cores like some hi-tech fungus devouring the crumbling concrete corpses. Needless to say, such areas will be largely impossible to police. So they would be left as 'no go' areas to sensible citizens.

People will want arcades. The computer that all homes will own will not be enough of an entertainment centre. In any case, people will want to get away from their home/office and relax. What they won't want is all the hassle involved getting to the inner city.

By this time, systems will be more 'transparent'. They will not be keyboard-oriented, and there will be no special computer languages such as Basic and Cobol. Instead, they will be voice activated. You'll design the game you wish to play as you sit down to play it. Just tell the computer what scenes in a game you want included and which ones you don't like.

What will the leisure colonies at sea look like?

The first ones will probably be reconditioned semi-submersible oil platforms, the sort that can be towed behind tugs. Then business people will discover that it is cheaper to specify exactly what they want, and build from scratch – costs will be cut by one third. These new versions will be able to cruise under their own power.

So what you get from the shipyard is a flat surface, about the size of a football pitch. This will sit on half a dozen or more enormous tubular steel supports, which fix into two large pontoons floating on the sea.

On top of this will be a steel and polycarbonate-plastic dome. Its size is decided by how many deck levels you want and what you want to do



You will be issued with weapons, rations and survival gear in arcades devoted to person-to-person combat. Other arcades will have science fiction or fantasy themes.


SEA ARCADE 6·10

PLAY ADVENTURES IN THE YEAR 2000+



with them. The polycarbonate dome will be self-extinguishing, and designed into it will be a self-activating solar control. So it will look totally blacked-out one minute and delicately crystalline the next.

You will get to each deck in a steel escalator rising round a central service column which stretches the full height of the dome.

The place will be like a sky lab, varying from owner to owner. Some may prefer theme decks for science fiction or fantasy. Others may prefer the whole interior to be devoted to new forms of person-to-person fantasy combat. The player would be 'wired ' into a central computer and issued with a special light gun with which to hunt down other players or a robot.

The central computer would act as umpire, registering hits and the extent of injury. This would be via ear piece communicators on the players. You could find yourself five miles off the south coast of England fighting aliens in a beautiful – and convincing – reconstruction of an extraterrestrial world. Scented swirling mist, exotic plants, strange sounds, and the nearly imperceptible roll of the platform will combine to convince and excite.

What's more important, you would have to stay in such a game scene for days on end. Your whole 'holiday' could be spent there. A week might be passed fighting in a furious clone war on a hideously hot desert planet with temperatures (regulated by the computer) of 100° by day falling to 0° at night. Or ice-making equipment could flood the dome.

Of course, you would be issued with weapons, rations and survival gear.

You can see how important the 'lifestyle' element has become. It's no longer three or four minutes of pummeling coloured buttons with aching fingers in a small room. In the leisure colonies of the year 2000+ all your senses will be engaged. You'll be inexorably drawn into living out your fantasy.

Domed centres like this could go further. Four or five domes could be moored into position and linked by transportation tubes to create a series of game scenarios: alien jungles, nuclear wasteland, futuristic city or ice world.

Remember, each dome covers an area the size of a football pitch. So whichever scene is created would be on a huge scale. Players would pay to fight small wars, either as individuals or in groups. Gone is the image of the gamer as a lone figure hunched over the video game cabinet in the high-street arcade. Lifestyle responses will be a must.

The sea leisure colonies of the year 2000+ may also develop in a more serious, constructive way. The dome would be the ultimate in conventionally understood arcade environments.

It would be divided into a series of decks. The bottom two would be machinery, storage and administration. The remainder would be two decks of arcades and one for sunbathing/recreation. The decks would have units fitted into consoles, not the freestanding upright boxes we're familiar with. The combat arcade deck would either strike you as similar to a Minuteman missile silo control room or the bridge of an alien galactic cruiser. You'd have to sit down, both to play and to talk with the artificial intelligence that will help you to choose and design a stimulating program.

These game programs will have transcended the crude graphics of today and will use real images, not cartoons. Obviously, it's a futile exercise to prophesise the content of the arcade games of the year 2025. But the move away from today's hieroglyphic characters and repetitious game sequences seems obvious.

The people of 2025 will have paid for their stay aboard, and have a week or two to kill. They will demand more satisfying forms of computer leisure than chasing red or yellow blobs around a monitor screen tryng to gobble them up. They may want a new kind of arcade game: one that lets you walk away from the console thinking and intellectually stimulated.

The other arcade levels may contain the computers to do this. They will draw on vast banks of knowledge. A bank of home computers on board the leisure colony arcade might be programmed with state-of-the-art building technology, for example.

The 'game' would be to sit down and, with the aid of the computer, design a dream house. The computer, aware of building regulations, would play the technician, leaving you free to imagine. At the game's end, you would collect a printout of the plans.

The computer could as easily help you to design a car, boat, or clothes. No more pounding away at games cabinets as you struggle to save the earth for 20 pence. You will use your money and your leisure to buy time at computer networks which act as guardians of knowledge.

This kind of leisure colony would be more an intellectual/creative resource than a futuristic gamer's paradise.

The video game arcades now on the high streets do serve some purpose. They help people get over their fear of computers, breaking down barriers they may have about keyboards, graphics and instructional commands.

But you walk away from them none the wiser and certainly not financially better off.

A sea-borne leisure colony of the year 2000+ will be totally different. Contact with its artificial intelligence and the information at the end of its silicon 'fingertips' could change your life for the better.

Knowledge is power and access to knowledge is power also. Once we get beyond our embryonic preoccupation with games, and stop seeing computer technology as more than an exciting source of toys, we'll be able to see computers for what they are: a passport to a new world of living.□

CHICAGO REVEALS A GAMER'S PARADISE



Headbands that use stress in your forehead to act like joysticks... laserdisc games that can react to five people's voices ... robots that sing and fetch newspapers ... all could be seen at Chicago's Consumer Electronics Show this summer.

The show is held twice yearly, once in the east and once in the west of America. It attracts nearly 100,000 trade visitors and over 1,300 exhibitors – about 250 of which were games devotees. The show is regarded so highly that manufacturers rush to show their products there – sometimes so fast that you see the prototypes rather than the final product.

The good news is that – at last – Americans have woken up to Britain. Most of them are concentrating on getting their games or peripherals ready not only for the US Christmas rush but also the British one. You should see a lot of the show's products here in the next five months.

The biggest news story of CES was not the innovations but the spectacular invasion of the Commodore 64. Nearly everyone had a product for the machine and most retailers were putting their money on it for Christmas sales. Apple and IBM, the next best sellers in the US, were also backed. Atari lagged in fourth place.

What might have been the second biggest story of the show must wait until September. Behind closed doors, favoured visitors were shown a gadget that plugged into the Commodore to make it Apple compatible. But there were a few bugs, and the manufacturers wanted to show the 'real thing'. Watch this space.

The third biggest story could have been the MSX invasion. But, apparently not to compete with Commodore, the machines didn't show up.

On the first night of the show, US company Microsoft hosted a party showing machines running on MSX (MSX stands for Microsoft X: a computer language developed by Microsoft and adapted by Japanese manufacturers). Their sales push will be delayed until 1985. For the record, games and peripherals designed for any make of MSX machine will be compatible with any other make of MSX machine.

The games shown at CES were so numerous that they could take up every page of this magazine. So the highlights of the show are unveiled in this issue. They — and the others — will be reviewed as they appear in the UK.

One game definitely in the prototype stage was *Raid Over Moscow* from **Access Software**. It took nine months to get to this stage, Access claims, and US release is scheduled for Autumn of this year.

The story line goes as follows. The Soviets have launched a nuclear attack on the US and Canada. The US lies vulnerable — it dismantled its nuclear arsenal in accordance with the SALT IV agreement! Only stealth bombers, undetected by radar, have a chance to save their country, by destroying the Soviet defence centre. *Raid Over Moscow* runs on CBM 64 disk or tape and sells at $39.95. If Access's forerunning success *Beachhead* is anything to go by, *Raid Over Moscow* should be a hit.

Activision lived up to its name at CES: active. It took advantage of the show to announce many new releases and conversions.

Pitfall II (In Depth, July TVG) is coming out on CBM 64 disk and cartridge, and Colecovision, Atari and IBM cartridge. Prices vary from $22.95 to $34.95

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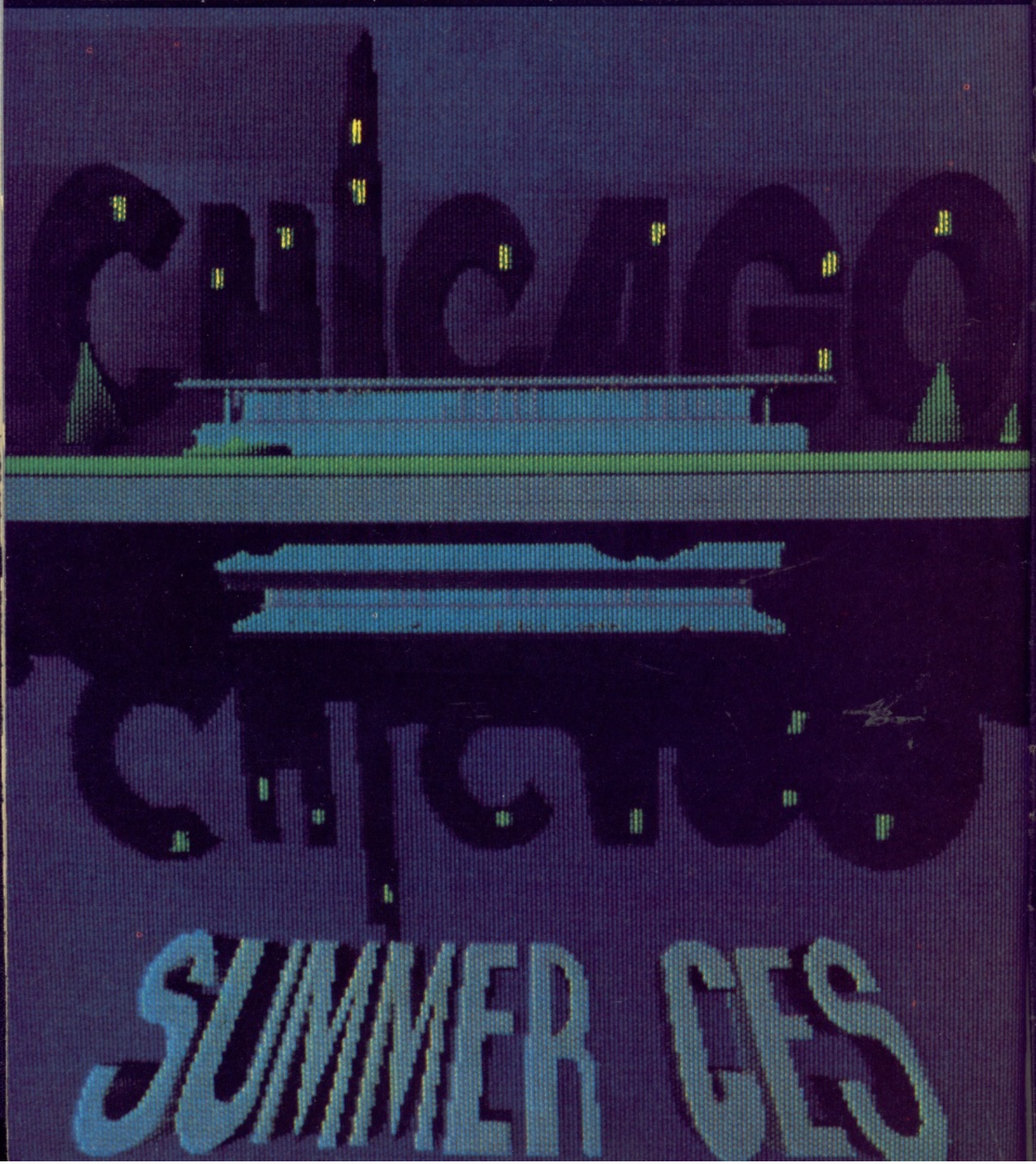
It also announced new entertainment software for the CBM 64 and Atari home computers, *Zone Ranger*.

This will be available in disk and cartridge formats by Christmas. The zone ranger is a rebel warrior commissioned by Earth in the year 2130 to enter an unexplored zone of the universe. No one has returned from there alive. There are thirty levels of difficulty, filled with enough deadly drones and planetoids to satisfy the action appetites of even the most voracious.

For those who demand even more, there is the mysterious super portal which leads into a space vacuum. There, you must steal elements and replenish your power so that you can return to battle.

Pitfall, HERO, The Activision Decathlon and *Beamrider* will also be enhanced for the CBM 64.

Activision also previewed three new titles: *Explorer, Wonderbolt* and *Camp Clean-Up*. All will run on CBM 64, Colecovision and Atari.



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Explorer is a strategic adventure game in the ruins of a deserted planet. You must struggle between self protection and your mission: to retrieve artifacts, tools and other life-saving devices.

In *Wonderbolt*, you control a hard-working high-rise construction worker. You bolt down errant girders into the architect's blueprint pattern. And in *Camp Clean—Up* you must pick up litter from the camp grounds and lake, rescue swimmers in distress and avoid dangers.

The new line is headed by *Zenji* and *Toy Bizarre*. In *Zenji*, you must connect a glowing maze of elements to create a single image, or zenji. Avoid the deadly flames of desire and the illusions they emit! *Toy Bizarre* tells the midnight adventures of Merton, who wakes up in a berserk toy factory. Frantically, he jumps across assembly lines, turning off hissing valves, popping balloons and capturing escaped toys. As if that wasn't enough of a nightmare, Merton must avoid Hefty Hilda dolls. Add a musical score, flashing colours, booster pads, a timeclock, special safety checks and coffee breaks, and you have a riveting game.

Also showing at Activision's stand were *Star League Baseball, Star Bowl Football, On Field Football* and *On Court Tennis*. These are a legacy from a recent contract whereby Activision will distribute Gamestar products.

Finally, Activision added three MSX titles to *Pitfall* and *River Raid*. They should be in the UK early next year. It will also be converting its most popular games to the CBM 64 and Spectrum.

Atari, too, unveiled an array of products.

First on the list was Mindlink, which allows you to control the action on an Atari video or computer game with a headband rather than a hand controller or joystick. Mindlink detects slight electrical impulses generated by muscles in your forehead. These are then transmitted by infrared signals to a receiver in your Atari machine. Mindlink will be ready for US Christmas sales, selling at under $100.

Atari also introduced the 7800 Pro System advanced games machine, which it had already shown in London's Cetex (July TVG). Games for the 7800 included *Desert Falcon, Food Fight, Galaga, Xevious, Robotron: 2084, Ms Pac-Man, Dig Dug, Joust, Centipede* and *3D Asteroids*. And there were two names under the Atari/LucasFilm label: *Ballblazer* and *Rescue on Fractulus*. Director George Lucas is now shooting extra scenes in each film he makes, to be used later for computer games.

Atari's Futuremaker series offered 3D space tours. The first two titles are *This is Ground Control* and *Through the Starbridge*. Your mission in *This is Ground Control* is to roam nature's last frontier to map it for future commercial use. You will also use spacecraft design, course planning and flight operations. Flight activity can be controlled with a joystick or the Atari touch tablet and light pen.

Through the Starbridge is both fact and fiction as you meet everything from black holes and quasars to alien beings. In both titles, the elaborate shipboard displays vital data such as fuel, speed, gravity of nearby bodies, time dates for planetary encounters, and relative interplanetary distances. Suggested cost is $39.95.

The summer line-up for the CBM 64, Vic 20, Apple and IBM includes *Typo Attack* (Atari's first educational program), *Gremlins* (based on Steven Spielberg's latest film), *Track & Field, Mario Brothers, Crystal Palaces, Donkey Kong Jr.* The disk costs $34.95, and a cartridge $44.95

Broderbund managed to sequel *Lode Runner* with *Championship Lode Runner*. This has fifty complex screens, and is much more difficult than the first version. *Championship Lode Runner* appears on disk for the CBM 64 and Apple, at $34.95. A two-button joystick control is optional.

Fame awaits the player who successfully completes the fiftieth level. A password keyed to the disk's serial number will appear on the screen, to be verified by Broderbund. When this is done, the victor's name will appear in leading US games magazines.

Also launched was *Castles of Dr Creep*. The game contains spooky sound effects, eerie music and creepy antagonists in a Transylvanian setting. Thirteen castles contain over 200 rooms in interlocking 3D puzzles; and force fields, electro-generators and mummies are just a few of the surprises. The game is for the CBM 64 and needs a joystick. Price: $29.95.

Then there was *Raid on Bungeling Bay*, a fast arcade game with interactive tanks, boats, anti-aircraft guns, fighter planes, radar and bombers. It, too, is for the CBM 64, selling at $29.95. And there was *Spelunder*, an underground maze game which needs both joystick and keyboard control. And *Whistler's Brother* is a thirteen-chapter multi-level maze game where you control two characters: a whistler and his brother, an absentminded archeologist. Both games are for CBM 64 and Atari, selling at $29.95.

Television, too, got in on the act in Chicago. The **Children's Television Workshop**, which produces Sesame Street, is developing and licencing games. It has been working with CBS, Atari, Tandy and Apple.

The **Commodore** stand at CES screened *Soccer, Satan's Hollow, Hulk* and *Magic Garden* for the CBM 64. But the Commodore people were not sure yet which would be chosen to travel to the UK.

Coleco's games were in evidence, but they will not be ready until Autumn. *Tarzan* and *War Games* run on Coleco, Adam, Atari and CBM 64. For the Coleco and Adam there were *Congo Bongo, Zaxxon* and *Turbo* by Sega, *Front Line* by Taito, *Donkey Kong* by Nintendo, *Antartic Adventure* by Konami, *Victory* by Exidy, *Slither* by Century II, *Dragon's Lair, Cabbage Patch Kids, Smurf Rescue, Destructor, Dukes of Hazard* and *Omega Race*.

Coleco is offering a free Cabbage Patch doll to US customers who buy their machine and one game before Christmas.

Epyx managed to get the rights to Barbie Doll and Hot Wheels from Mattel and GI Joe from Hasbro Industries. And it wasted no time showing off the screen versions at CES. In *Barbie*, you dress the doll character at your own speed. *Hot Wheels* lets you move an on-screen car into a parking lot lift, fill the petrol tank and drive at ease rather than racing. Epyx calls the series "productivity games". They "stress the child's imagination" rather than pressurising you through competition or specific goals, Epyx president Michael Katz explained.

Epyx is also introducing a disk version of *Pitstop*, called *Pitstop II*. Here you compete on a split screen. Another program called *Breakdance* features four games in one, and allows you to control an on-screen dancer accompanied by music. They will sell from $29.95 to $39.95 and run on CBM 64, Atari and Apple.

Maybe the most amusing title in Epyx's stable is *Summer Games*. It is, of course, based on the Olympics — but the Russians are attending. "We sent a free copy to the Russian ambassador," Katz laughed.

Other games titles include *Impossible Mission* for CBM 64 (soon for Atari and Apple), *The World's Greatest Baseball Game* for CBM 64, and *Puzzlemania* for CBM 64 and Atari. Distribution in the UK will be through a CBS subsidiary.

Seastalker was **Infocom's** offering to CES. It is an interactive story based on Jules Verne's *20,000 Leagues Under The Sea*. Designed for the beginner, the package includes a submarine logbook which doubles as a user's manual, eight "top

CHICAGO

secret" infocards, Infocard decoder film which can be used to reveal one clue at a time, a nautical chart of Frobton Bay, and a discovery squad decal. It will sell for $39.95 on CBM 64, Atari, Apple and IBM.

Infocom also published *Planetfall*, which was voted best adventure game of 1983 and best all-text game of the year by a number of US games magazines.

Canada-based **Interphase** introduced America to games we've seen in Britain, including *Super Pipeline*. It is also releasing *Blockade Runner* on CBM 64 format at $36.95.

Hopefully, Interphase will also release *Sewer Sam*, *Squish 'Em* and *Aquattack* here. In the first, sewer Sam falls down an open manhole as he rushes to meet his girlfriend. The city has sealed off the system because three enemy submarines have been detected! To get out, Sam must sink them. Sam also stars in *Squish 'Em*. He finds himself in the unenviable position of climbing to the top of a forty-eight storey building to collect a suitcase full of money. The games cost $39.95 on Colecovision/Adam format and $23.95 on Intellivision.

Interphase also boasted the first cartridge/diskette combination for CBM 64, *Viking Raider*. The format is designed to stop piracy, and has the added benefit of loading instantly. Priced at $44.95, *Viking Raider* is an action adventure game with animated graphics and interactive text.

MSX games are also scheduled to come from Interphase to us, either later this year or the beginning of next year.

UK publishing house **Mastertronics** turned up to represent the good old UK, as did Quicksilva/Virgin Games. In the show's few days, Mastertronics appointed Umbrella Software as its Canadian distributor — and Umbrella signed a deal to sell Mastertronic games into Zellers, the largest chain stores in Canada. The deal was done more or less on the spot. "We hope to do more in the US shortly," Mastertronic said.

Parker's games were shown one week before they were scheduled to arrive in the UK. The six are *Circus Charlie*, *Gyruss*, *Montezuma's Revenge*, *Star Wars*, *Mr Do's Castle* and *Frogger Threedeep*.

Montezuma's Revenge shows Panama Joe fighting through 100 chambers in search of treasure (of course!). You can cheat and take the most direct route to the treasure chamber — this has taken experienced Parker players one hour and ten minutes to accomplish. Otherwise, go through all rooms.

Star Wars might turn out to be the most hyped game it has. With an annual marketing spend of $10 million, Parker is giving a large portion to *Star Wars*. In the game, all three arcade scenes — the tie fighter battle, laser tower and trench flight — have been joined by the climactic death star destruction.

The games will run on CBM 64, Atari and Spectrum, and will be priced from £20 to £25.

Laser discs communicated with computers, thanks to **Pioneer's** IU-04 interface adaptor. You can use it to write programs which use the 900 existing videodiscs to create your own games. The IU-04 will be ready soon at $250.

They didn't have anything to show but they did announce their presence. Who? William Fisher, Stephen Roney and Michael Breen. They are top designers who left Mattel Electronics when it closed, to form **Quicksilver** Software. All have had several titles released through Mattel Electronics.

Random House also entered the home computer games market. It had an exciting line featuring the famous Peanuts cartoon characters. All games are for the Apple.

Touting the system as "the first that takes advantage of the real strength of the videodisc: its interactivity", **RDI** video systems introduced *Halcyon*. Invented by Rick Dyer, who pioneered *Dragon's Lair*, the system recognises voices and has artificial intelligence, a vocabulary of over 200 words, and a modified Pioneer Laserdisc player.

Screen action in the six games to be marketed can be controlled by up to five people's voices.

The complete system, including player, control microphone headset and keyboard, is expected to sell at under $2,000. it will also be able to play the existing catalogues of eight and twelve-inch laserdiscs.

Reader's Digest Software was negotiating with three UK distributors for September UK launches. Its games will be on CBM 64, BBC and Electron formats. We'll give you the up to date news in our next issue.

Scholastic announced that its popular geography game, *Agent USA*, is now compatible with CBM 64 as well as Atari and Apple. You are a spy of super intelligence scouring the US by train to find the fuzzbomb, which rapidly turns everybody into fuzzbodies. Rescuing the country depends on your skill in planning itineraries, manipulating train schedules, learning time zone changes, the location of states and their capitals. The package includes a handbook, map, poster, stickers, train schedule and a quick-reference card.

Scholastic, like many other games publishers at CES, was also showing reading adventures on disk or cassette. The company specialises in education — but it's fun. *Agent USA*, *Story Tree* and *Story Maker: A Fact & Fiction Tool Kit* won awards at the show.

Scholastic games are distributed in the UK through Websters, or directly to schools through a Lemington Spa subsidiary.

Sega's new licensing agreement with coin-op giant Bally Midway means that *Tapper*, *Spy Hunter* (the number one US arcade game for months) and *Up 'N Down* will be available in disk and cartridges on the CBM 64 and Atari. All were screened at CES.

Sierra and **Walt Disney** Telecommunications revealed an agreement at the show to develop software based on Disney characters. The first project is *Donald Duck's Bakery*, other games in the works feature Winnie the Pooh and Goofy.

Sierra also uses Johnny Hart's Wizard of Id cartoon characters (July TVG) and the Dark Crystal's gelfling characters. Games will be distributed here through US Gold.

Gonzo, Kermit and Miss Piggy have also been assigned teaching roles. **Simon & Schuster** has cast the Muppets in *Kermit's Electronic Story Maker* and *The Great Gonzo in Word Rider*. Priced at $39.95, they run on CBM 64 and Apple.

Make a Face, *Story Machine*, *Kids on Keys* and *Kinder Comp* will be coming to Britain from **Spinnaker**. They will run on CBM 64, Spectrum and BBC, and will be followed by *Delta Drawing*, *Ranch* and *Aegean Voyage*.

The games will appear in both tape and cartridge form, and will be distributed by WH Smiths.

Twisted claims to be a text adventure that is also a parody of all others at CES. Published by **Trapeze,** you must explore the ruins of the ill-fated Realhigh Tech. Hidden in the school's murky rooms are treasures left behind by past pupils. The computer acts as a 'mad hatter' that understands the craziest commands. But it is obstinate: if you ask for HELP, it replies "Don't ask me for help. I'm just a dumb machine".

Trapeze also announced *SETI* or Search for Extra Terrestrial Intelligence. It is a time-limited quest to locate and decipher alien messages from space. *SETI* was designed by Astrospace, a company specialising in aeronautics engineering.

Both games are the first to be launched by Trapeze. They are available on Atari, CBM 64, Apple II and IBM at $39.95.□

Deirdre Boyd

GAME PAUSE


IN MY DAY IT WAS CASTLES WITH LITTLE FLAGS ON TOP.
VIDEO CITY
FROGGER
TADPOLE
INDIANA JONES AND THE TEMPLE OF DOOM
1941
JAWS
RAIDERS PART 3 SCRIPT
...AND THEN IN SCENE 33 YOU MEET YOUR GREATEST FOE — "THE T.V. GAME PLAYER"!

WIN A COLOUR T

Our top prize gives you a high-quality colour screen for games – and you can use it for ordinary TV programmes, too. No more fights about family viewing!

Below is a list of Voyager Software games we're awarding the lucky winners of this month's exciting competition.

To win one of these games, all you have to do is make up the title of a new game which you would like to play.

To do this, you must use only the letters in the titles of the games listed below. No letter should be used in your game name more times than it appears in the list. You can have as many spaces between words as you want and each will count as one letter – and the name should make sense. *The longer the name the better!*

The longest name wins the colour monitor.
Runners-up win the game of their choice.

GAME	WORKS ON	NORMAL PRICE
QUASAR	Commodore 64	£5.99
ALTAIR 4	Commodore 64	£7.50
MOWER MANIA	Commodore Vic 20 (8 or 16K)	£5.99
FORBIDDEN FRUIT	BBC 32K Spectrum 48K Commodore 64	£6.50
CRAZY CRANES	Spectrum 16K	£5.50
GRAB IT	BBC 32K Commodore 64	£6.50

T.V. MONITOR!

RUNNER-UP PRIZES

£1,000' worth of games from Voyager Software.

ENTRY FORM

Name .....

Address .....

..... Postcode .....

Telephone No. .....

My new game title is: .....

.....

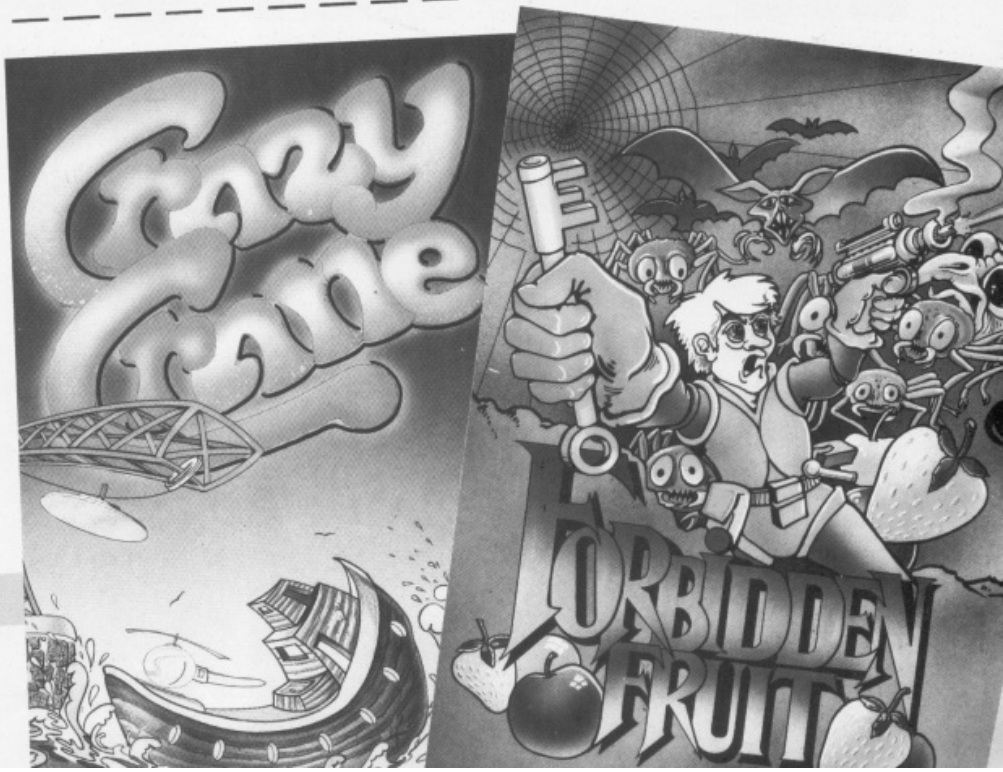
and I claim a TOTAL NUMBER OF LETTERS OF .....

If I win, I would like to receive a Voyager Software game for my machine. I have the following make of computer .....

Complete and send to TV Gamer, Dept. CA, 187 Oxford Street, London W1R 1AJ

COMPETITION RULES

1 All entries received by the closing date, 30 September 1984, will be examined and judged by the Editor.
2 Only entries submitted on the entry form above, cut from this issue of *TV Gamer*, will be accepted (photocopies ineligible).
3 The competition winner will be advised by post and details will be published in a forthcoming issue of *TV Gamer*.
4 The prize is to UK standards. Servicing cannot be guaranteed overseas.
5 The prize will be awarded to the contestant whose answer, in the opinion of the Editor or her appointed panel, is the longest.
6 In the event of a tie, the Editor shall decide which name is the most appropriate for a TV game.
7 Offer is subject to availability.
8 The Editor's decision is final.



THE BEEB



HOW GOOD IS IT FOR GAMERS?

Chances are that you're no stranger to a BBC micro, as you've probably used one at an academic level in school or college. So you know how good the machine is at teaching computer studies. But what is it like as a games machine?

For starters, it's one of the most expensive micros around, costing £399 for a 32K machine. The price hasn't changed since the machine was first released in 1981.

BBC GAMES AVAILABLE

This is a list of games available for the Acorn BBC 'B' micro. Games are listed by manufacturer in the following order.

TYPE OF GAME			
A	Adventure	CL	Climbing
AC	Arcade	D	Driving
AG	Fully Graphic Adventure	M	Maze
		SF	Sci Fi
		SIM	Simulation
AT	Mainly Text Adventure	SK	Skill
		SP	Sport
C	Combat	S	Strategy

PRICE Recommended, or usual retail price
* Approximate price

A & F

Cylon Attack (AC)	£7.90
Chuckie Egg (AC)	£7.90

ADVENTURE INTERNATIONAL

Adventureland (A)	£7.95
Pirate Adventure (A)	£7.95
Voodoo Castle (A)	£7.95
Questprobe "The Hulk" (A)	£7.95
Secret Mission (A)	£7.95

ALLIGATA

Bug Blaster	£7.95

AMCOM

Space Hiway	£7.95

AUTOMATA

Pimania (A)	£10.00

BUG-BYTE

Graphics	£9.50
Oblivion	£7.50
Old Father Time (A)	£9.50
Sea Lord	£7.50
Space Invaders	£5.95
Space Pirates	£5.50
Twin Kingdom Valley (A)	£9.50

CCS

Airline (S)	£6.95
Corncropper (S)	£6.95
Dallas (S)	£6.95

COMPUTASOLVE

Birdie Barrage	£7.95

DK TRONICS

Proteans	£6.95
Dictator (S)	£6.95
Slicker Puzzle (S)	£6.95
Subkiller	£6.95
Super Fruits	£6.95

This may seem strange, considering that every other machine from that era has seen significant price reductions (Commodore, Atari, etc). Part of the reason is the high royalties Acorn pays for the BBC insignia.

So what do you get for your money? Basically, you get a 32K machine with very hi-res graphics capabilities and room for a lot of expansion. The BBC, in fact, is designed to be added to.

There are two models of the BBC around until September. There's the model A with 16K and only half the graphics modes. And there's the model B with 32K and a full arsenal of graphics modes.

As far as I'm aware, no one buys model A any more, and those who have in the past have all upgraded their machines. The main reason for this is that virtually all the software written for the BBC needs the full 32K of RAM (as 20K is taken up by the finest graphics mode). Obviously, arcade-style games must take advantage of the exceptional graphics modes available.

As mentioned, the Beeb certainly has a lot of scope for expansion. As well as a good selection of inputs on the back of the machine, there are also interfaces on the underside. These include disc drives and printers. The back panel has television, video (BNC connector), RGB, cassette and joystick inputs.

The cassette port is a seven-pin DIN type. Most mono tape decks will work, so you don't have to worry about buying the official recorder. But joysticks are another story.

Acorn has adopted an unusual format for its joystick interface. This means you are restricted in the number of joysticks compatible with the machine. Acorn's own brands are not comparable with most of the Atari-compatible sticks. But peripherals manufacturer Voltmace has a nice selection of Beeb-compatible joysticks. As an alternative to that, there is an adapter (comprising a ROM and a convertor lead), which will allow you to use any conventional Atari-style joystick.

THE GAMES

All the BBC-compatible games software is on tape. A good deal of the decent stuff is now being transferred onto disk – for those who can afford a £90 disk upgrade and the price of a drive. The latter ranges from £150-£800. Tapes retail for between £6 and £10, and disks tend to sell for about £15.

Much of the software is graphically very nice. But, unfortunately, not enough of it has the depth of gameplay that we are now seeing for machines like the Spectrum (*Jet Set Willy* and the *Lords of Midnight* spring to mind). But there are some very impressive games for this machine, now that both new and long-established software houses are producing third party software. Acornsoft, too, is coming up with some nice little games such as *Aviator* (look out for an in-depth review soon) and *Free Fall*.

DOC SOFT

747 Flight Simulator	£8.95
Gorph (AC)	£7.95

DYNABYTE SOFTWARE

Brain Teasers	£5.95
Corporate Climber	£7.95
Horserace	£6.95
Lemming Syndrome	£7.95
Pool	£7.95
3-D Tankzone	£8.95

LEVEL 9

Colossal Adventure (A)	£9.90
Adventure Quest (A)	£9.90
Dungeon Adventure (A)	£9.90
Snowball (A)	£9.90
Lords of Time (A)	£9.90

LOTHLORIEN

Battlezone 2000 (S)	£6.95
Confrontation (S)	£7.95
Johnny Reb (S)	£6.95
Paras (S)	£6.95
Roman Empire (S)	£6.95
The Stolen Lamp	£6.95

MELBOURNE HOUSE

The Hobbit (A)	£14.9[illegible]

MICRODEAL

Arena 3000 (AC)
Air Traffic Control (SIM)
Flipper (S)
Space Shuttle (SIM)

MICRO POWER LTD

Jet Power Jack	£7.95
Ghouls	£7.95

MOSAIC

Unorthodox Engineer (A)	£9.95
My Secret File	£9.95

MR. MICRO LTD

Humphrey	£6.90

PEAKSOFT

Champions (S)	£6.95
Death's Head Hole (A)	£5.45
Gulp! (AC)	£6.95
Ossie (AC)	£6.95

PROGRAM POWER

Killer Gorilla (AC)	£7.95
Moonraider (AC)	£7.95
Chess	£7.95
Escape Moonbase Alpha (AC)	£7.95
Danger UXB (AC)	£7.95
Felix in the Factory (AC)	£7.95
Bandits At 3 O'Clock (AC)	£7.95

PSION

Saloon Sally	£5.95

PSS

Invaders	£6.95
Sentinel	£6.95
Light Cycle	£6.95

QUICKSILVA

Mined Out	£6.95
Protector	£7.95
The Wizard	£6.95
The Music Procesor A/B	£14.95

RED SHIFT

Apocalypse (S)	£9.95

SALAMANDER

The Cricklewood Incident
Dragon Rider £7.95
Fishy Business
5 A Side Football
Games Compendium B1 £5.95
Games Compendium B3 £5.95
Hover Bovver
Mediaeval Adventure
747 Flight Simulator £9.95
Tanks (C) £7.95
Wings of War

SOFTWARE INVASION

Eagles Wing (AC) tape £7.95 disk £11.95
Gunsmoke (AC) tape £7.95 disk £11.95
Attack on Alpha Centuri (AC) tape £7.95 disk £11.95
3D Bomb Alley (AC) tape £7.95 disk £11.95
Spooks and Spiders (AC) tape £7.95 disk £11.95
Star Maze (AC) tape £7.95 disk £11.95
Super Pool (AC) tape £7.95 disk £11.95
Vortex (AC) tape £7.95 disk £11.95

SUPERIOR

Hunchback (AC)	£7.95
2002 (AC)	£7.95
Painter (AC)	£7.95
Lost City (A)	£7.95
Star Trek (AC)	£7.95
Fairground (AC)	£7.95

VIRGIN

Checkout	£7.95
Jungle Jive	£7.95

THE ARCADE SCENE

Andy Harris (aka King Coin-op) reviews the latest games forerunners

It's not easy writing about video games. You may think that I have a wonderful time, spending day after day trying out all the latest machines, and going to trade shows. But, believe me, it's hard work.

The strain was obviously beginning to show, because our revered editor suggested that I take a trip to the seaside and get some colour back in my chubby little cheeks. There was a catch, of course. While I was down there, she suggested, I wouldn't want to just laze around in deck chairs. Perhaps I could investigate the arcade action on the piers and promanades and report back.

So it was that I found myself heading in the direction of the south coast, land of candy floss, sticks of rock, old folk's homes and a good selection of video games.

My first port of call was Eastbourne, and it came as something of a shock. I seemed to be the only person in sight who wasn't eligible for an old age pension, and things didn't look promising as far as the arcade scene was concerned. Walking around the town, looking in cafés and other likely places, the only coin-operated machine that I saw was a stamp dispenser outside the post office: not the most exciting way of spending twenty pence.

Eventually I arrived at the sea front. I was certain that an amusement arcade must be just a pebble's throw away – wrong! Nothing, not even a whelk stall, interrupted the miles of blue and white deck chairs lined up neatly along the promenade. In frustration, I worked out that, if I added up the ages of all the old folk relaxing in the sun, the total would just beat my highest score on *Defender*.

Half-way along the promenade was Eastbourne's pier. As I got closer, I could see a sign. "The Blue Room, the South Coast's Premier Leisure Centre" it declared. Could it be? Were there alien beings, dragons and racing cars to be found in Eastbourne, after all? Entrance to the pier was free. Already I could see definite signs of life in the "Blue Room". Things were looking up. Inside, I was greeted by a display of machines well up to the standard of London arcades. There were over forty different games in all, including *Track and Field* and the sit down version of *Firefox*.



Eastbourne: the loneliness of the long-distance player disappears

An interesting feature was Atari's *Time Pilot*, which was set up on a giant 5'x3' screen. At ten pence a game, it was great value, even if the game itself was a bit primitive.

Time Pilot wasn't the only ageing machine in the Blue Room. *Breakout*, *Phoenix* and *Space Invaders* were also there. I was surprised to see that they were just as popular as some of the very latest games which stood next to them. This could have been because the older games tended to cost only ten pence. But it might be simply that a good game remains a good game, no matter how old it gets.

The people playing the games seemed to be having a good time, and the atmosphere was warm and friendly. Attendants were on hand to help with any problems. And even the bingo caller at the far end of the room was more entertaining than some of his colleagues.

Further down the pier was the Family Leisure Centre, which was not very interesting. But further down again was a tiny room containing about a dozen video games. One of them was a very rare *Star Castle*. It was brought out in 1980 by Rockola, a name better known for its juke-boxes than video games.

The excitement of that discovery combined with the sea air were beginning to take their toll by now. So I retired to the Channel Bar for a cup of tea before preparing to journey westward, along the coast, to the less refined resort of Brighton.

Brighton was a complete contrast to Eastbourne. There were no deck-chairs at all, and in some places it was difficult to move for the candy floss stalls, ice cream stands and racks full of saucy post cards.

As I had expected, there was also no shortage of video games. But the first arcade I visited was something

THE ARCADE SCENE

of a disappointment. It was called Family Wonderland, probably because any family would wonder why they were there. The games were boring with not a single laser disc machine to be seen. The whole place was too noisy, too dark and too crowded to be any fun for the serious player. Without further ado, and with hands kept firmly in pockets, I made my way towards the Palace Pier.

There used to be a choice of two piers at Brighton, the Palace and the West Pier. Both were superb examples of the Victorian art of pier construction. Unfortunately, the West Pier was severely damaged in a storm a few years ago and is now closed to the public.

The Palace is still going strong, and is one of the town's major attractions in spite of the thirty pence entrance charge. It's thirty pence well spent, I discovered on entering the amusements hall. I counted over seventy different video games, including the latest models such as *TX 1*, *Track & Field*, *MACH 3* and *Crossbow*. There was also a fine selection of classics such as *Asteroids*, *Defender*, *Gorf*, *Space Invaders*, even a *Stunt Cycle*.

The hall itself was a pleasure to play in: well lit, carpeted and with plenty of change kiosks and attendants. An added advantage of playing on a pier is the refreshing breeze that helps to combat the fatigue brought on by extended play. Moving along the pier, past the hall of mirrors, the ghost train and the speedboat, I came to another, smaller arcade. It, too, had a good range of games as well as an interesting view of the sea through the cracks in the floor.

All the games on the Palace Pier were either ten or twenty pence. They represented very good value, in my opinion. But for the best value in Britain, visit the Vintage Penny Arcade at the end of the pier. There, having paid the admission fee, you can play on over 100 vintage amusement machines for just one penny a time!

My final destination was Worthing, a town I used to know rather well. It was on Worthing pier that I first caught the bug for shoving coins into slots, twiddling knobs and pressing buttons. I was delighted to discover that admission was free, but my delight turned to horror when I tried to get into the arcade.

The door was firmly locked and, as I peered through the glass, I could see that not only were the game machines missing but so were the floor and the back wall. Apparently renovation was necessary, and they had decided to carry out the work at the busiest time of year. What a good idea.

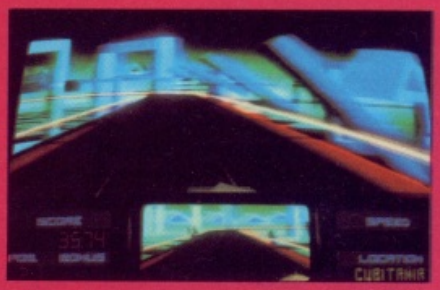
Desolate, I wandered around the town in search of arcade entertainment and eventually found a fair selection in the local ten-pin bowling alley. Somehow, though, the clatter and rumble of a bowling alley doesn't provide the same atmosphere as the gentle lap of waves beneath the pier. I'm going to Brighton or Eastbourne for my summer holiday. □

With competition so stiff between video game manufacturers, they go to great lengths to make their games stand out from the others in the arcades. If a machine looks different or has some feature that makes it unusual, the hope is that you, the player, will immediately start pouring coins into it even though the game itself may not be particularly special.

Another way of attracting players is to design a game with similar qualities to a game which has already been a hit. This, of course, is the well known bandwagon syndrome. The finest example of it was, and still is, *Pac-Man*. The trouble with this approach is that game players are not stupid. Whether a machine is labelled *Ms Pac-Man*, *Puck-Man* or *Pook-Man*, there's no disguising the fact that basically it's still *Pac-Man*.

In its sit-down version, *Star Rider* by Williams is hard to miss. It looks as though a high-powered motor cycle has been in collision with an arcade game.

But *Star Rider* is not just a fancy cabinet; it's a pretty good game, too. In sit-down or stand-up versions the game and controls are the same. But, somehow, straddling the bike does



add an extra dimension to play. You feel more involved.

Controls are in the form of motorcycle handlebars with twist grip throttle on the right, and finger-operated brake and turbo switch on the left.

The screen is divided into four sections: windscreen, rear-view mirror, speedometer and score read-out. For some reason best known to themselves, the designers have included a view of the bike's front mudguard through the windscreen. At first it can be a bit distracting.

As with all laser-disc games, the sound is excellent. But it's the graphics which raise *Star Rider* above the ordinary. Starting in the cosmodrome, the player and four other riders race off into the unknown. The action takes place on different planets: Cubitania, Hexagonia, Crystallia and so on. Each has it's own fantastic scenery and challenges to the rider.

The visuals are bizarre, and at first they look as though they're out of focus. But familiarity breeds acceptance as the scenes become weirder and weirder. The rear-view mirror is a unique feature, and is quite useful in keeping an eye on the competition and blocking them to prevent overtaking.

The turbo speed booster control is the crucial factor in *Star Rider*. Use it at the wrong time and you'll end up as a pile of cosmic debris. Use it wisely and you'll be way out in front of

THE ARCADE SCENE

Crossbow by Exidy is another game which tends to stand out in the crowd. Instead of a laser gun joystick control, one is presented with a somewhat more ancient form of firepower, namely a crossbow.

In an attempt to compete with laser disc technology, Exidy has used a new, very high-resolution graphic system. The resulting computer-generated images are not up to laser disc quality, but they are a significant step forward. Exidy has good reason to be proud of its engineers.

The sound system, too, is unique. It is claimed to comprise over 100 seperate effects including monkeys, elephants, coconuts, bongos, volcanoes and speech – all in stereo.

On inserting the necessary coin of the realm, the player is confronted with a choice of paths to follow: red, green or blue. Each path leads to a different scene. There are nine in all, ranging from desert to jungle, from volcano to the interior of a castle.

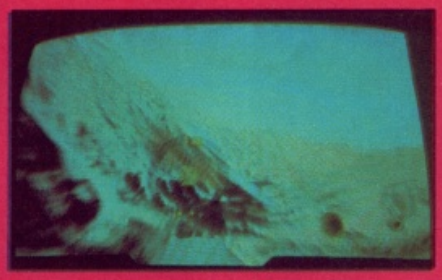
The player is escorting a party of



Crossbow

characters. The object of the game is to lead them safely, avoiding the dangers and eventually reaching the evil master's dungeon. Points are scored along the way for every target hit and at the end of every scene there are bonus points for each surviving member of the party.

Crossbow is a welcome addition to the arcades and should provide hours of fun for gamers anxious to risk life and limb armed with only the most primitive weapon ever to find its way into a video game.



Firefox by Atari is one of the latest of the increasingly common 'games of the film'. But this one has a difference. Thanks again to the laser disc, actual footage from the film is featured throughout the film. What's more, big Clint Eastwood himself is on hand to offer advice, instruction and inspiration.

You've probably seen the film. But in case you've been trecking through the Amazonian jungle, here's the story.

The Russians have developed a revolutionary fighter aircraft, the Firefox. Anxious not to get left behind, the Americans decide that they want one, too. Clint Eastwood is sent to get it. For some reason, the Russians are not at all keen on the idea.

Not to be deterred (and setting a very bad example, if you ask me), Clint steals a Firefox. He then sets off in it back to the States. Naturally enough, the Russians give chase. But in spite of overwhelming odds Clint inevitably completes his mission.

The game follows the same storyline as the film even though the happy ending is not quite so inevitable.

Before the game commences, you are given a choice of four flight paths to follow. Each one involves a different level of skill. Having made that decision, you find yourself preparing to take off from an airstrip somewhere in darkest Siberia.

As the massive engines propel you upward and onward, your first priority is to eliminate the enemy radar systems and so avoid detection. If you fail to destroy the radar as it appears, the enemy aircraft lock on and begin their attack.

From time to time, you are presented with a choice of altitude. Fly high and you use less fuel; fly low and you are more likely to avoid detection. A difficult decision but the fuel supply is, of course, vital.

As play progresses, it naturally gets harder, with such hazards as night flying to be dealt with by the intrepid pilot. *Firefox* manages to sustain interest far more than some other flying-type games using the disc, largely because of the variety of situations the player is landed in.

The backgrounds are taken from the film. They are very effective, thanks to the laser-disc technology which, Atari claims, was designed especially for games of this kind. One particularly noticeable feature of this new system is the lack of 'dead spots' found in some earlier machines.

Another interesting feature is to be found on the cabinet itself, down by the coin slot. It's a jack socket which enables the player to plug in a personal stereo head-set and get the full effect of the superb stereo sound. More games with this feature, please!

After *Track & Field*, *Strength & Skill* by Sun Electronics is here to test the stamina of your long-suffering digits. But it's very much a poor relation in terms of quality, skill and fun.

Instead of the athletic stadium of *Track & Field*, the game takes place at what looks like a country fair. The events are unlikely to ever achieve Olympic status.

The first challenge is log sawing which involves using the joystick to move the saw blade back and forth through the log.

Next up is pile driving, in which the aim is to bang stakes into the ground using a large mallet.

Moving right along, the player progresses to ring throwing, slope running, juggling and skidding. All are quite amusing at first, but they quickly lose their charm.

The graphics and sound effects are from a different era compared to *Track & Field*, and the whole game seems curiously old-fashioned.

Better luck next time, Sun! □

JUNGLE HUNT

What can you do when your girlfriend is captured by cannibals? Dave Harvey advises.

OK, all you budding Tarzans. Here is what the *Jungle Hunt* instruction manual calls "a cannibal tale".

Basically, the idea of *Jungle Hunt* is to rescue your girlfriend, Roxanne, before she is invited to dinner. Invited to dinner doesn't sound too bad if you compare it to some of the things that can happen to you in other video games: being crushed by a centipede, getting blown to bits by a green tin hat with eyes, attacked by crazed paint rollers or squashed by a lorry. The only trouble with your girlfriend being invited to dinner in this game is the fact your girlfriend IS the dinner.

You have a limited time to rescue her, indicated by the timer at the top of the screen. This starts counting down from 5,000 seconds. This is not very helpful, so we will tell you that the exact time you have to rescue your girlfriend is 8.3 minutes.

She is concealed in a clearing, hanging from a rope and about to be lowered into a cauldron. She is guarded by two grim-looking cannibals.

What you have to do (as if you didn't know!) is to rescue your sweetheart before lunch time.

Before you get to the clearing, you must stab crocagaters (allidiles), jump boulders and battle marauding monkeys.

Before we start out, some words of wisdom. Do not make your expedition on a bicycle. As soon as a cannibal sees you, he will think 'meals on wheels' and you will also be invited to dinner.

SPECIFICATION

Name: Jungle Hunt

Supplier: Activision

Price: £24.99

Machine: Atari VCS

Rating: Value 3
Graphics 4
Sound 2
Gameplay 4

To start you off, here are two very simple pieces of strategy.

1. Always play the beginner game. This way you get six lives instead of the usual three. You'll have more chances to make mistakes.
2. If you take too long to make a move, one of your lives will instantly be subtracted (not included in the manual).

The first stage of *Jungle Hunt* is the vine setting. Here you have to swing across a series of long spindly vines before you get to the next setting. Some people are known to lose all of their five lives here – but if they are TVG readers they don't!

To jump at the exact time to be able to get to the next vine, you must not press the controller button until the rope has vanished off the left side of the screen for a second. When it has, wait a second or two and – depending on the speed it is moving – jump. If it moves fast then don't wait so long.

You should meet the rope as it comes out of its hiding place. If you didn't, and fell to the ground, have another go. This time, remember to time correctly! When you come to the last vine, you must dive off (press the button).

If you successfully completed that level, you will now find yourself in the middle of a swimming practice. So, forget about the swinging and get on with the swimming.

Eating out must be the key word to this game, because whilst you are in the water a healthy bunch of crocodiles comes out to play ball. You, incidentally, are the ball. It is best to stab these maliciously menacing man-holding monsters in the beerus guttus (latin for belly) as this is what seems to be their soft spot. Incidentally, you get more points for crocodiles if you kill them when their jaws are open and are near the surface.

Also included here, to put you off just a little bit more, is Murk. Murk looks not dissimilar to misshapen floating helm balloons from *Vanguard*. It rises from the bottom of the river, and tries to trap you and take you to the top of the river – meeting the occasional hungry crocodile on the way.

To deal with Murk, simply swim underneath it. To do this, keep to the right of the screen until the Murk rises and then swim under.

Also remember to keep an eye on

JUNGLE HUNT

your diving meter. If you stay underneath the water for too long you will die and float to the top waving your arms and legs frantically as you go.

When you come to the end of the river, you will meet a wall. Logically, you should have to find some way of getting past, but not in this game! As soon as you touch it you are miraculously transported to the next screen.

Whilst you are swimming through the river you may meet a mysterious dot. This may be an egg of some description. But no one has been able to get hold of it yet so we can't say for sure. If you find out what this strange phenomenon is all about – don't hesitate to write.

Next up, if you finished the river, is a rather rocky footpath with boulders in varying sizes which hurtle down towards you. To avoid these you must either jump over them or duck underneath them. If you want to jump really high then push the joystick upwards as you press the controller button; this is especially handy for high-bouncing rocks. Sometimes you will not be able to jump over a rock and may have to run or duck underneath it.

Small rocks are just about easy enough to cope with. But the large abnormal-sized rocks are trouble makers. Very rarely will you be able to jump over these and sometimes ducking underneath doesn't prove as successful as you think it should. Even so, remember: small rocks are for jumping and large ones are for ducking.

Occasionally you will come face to face with a large rock rolling alongside a small rock – very dangerous. Your best bet here is to move as far back as you can. Then take a running start and jump as you've never jumped before. This is also known as a quadra-jump (explained later).

If you do have the unfortunate mishap of being hit by a rock then you will spontaneously turn upside down. This is an indication that you have lost a life.

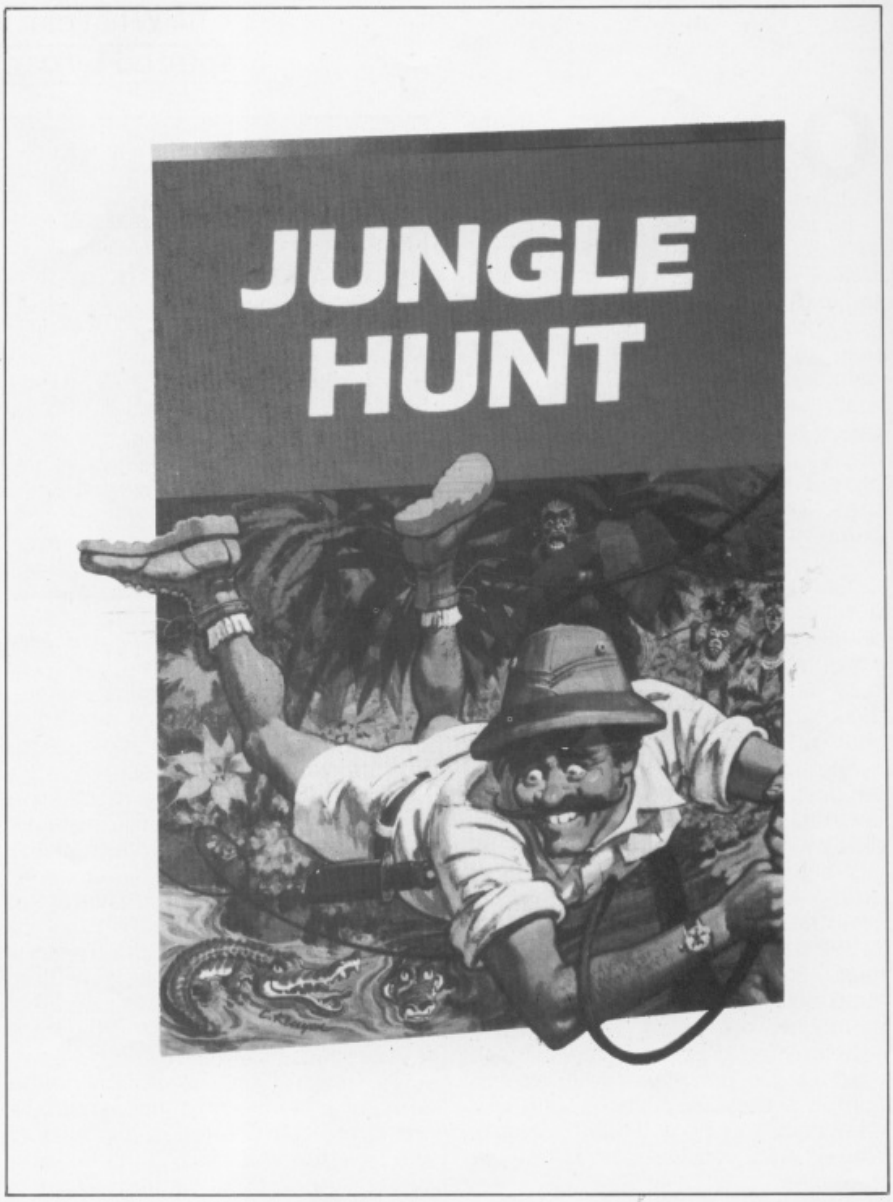
Now, gallant reader, if you have successfully completed that lot you will have reached your destination. You will be moments away from your sweetheart (pass me a box of tissues, someone).

As you know, your sweetheart is heavily guarded by two uglies who call themselves cannibals. To rescue your sweetheart you must first deal with the cannibals – this is no easy feat. The cannibals cannot be killed – they have to be avoided. But how?

It's simple: just jump over them. But this mustn't be any old jump. This must be a quadra-jump. To execute a quadra-jump, you must push the joystick in the top-left-hand-diagonal position and simultaneously press the shiny red controller button.

That is not all that you need to know. You may know how to execute a quadra-jump but do you know when to use it? No? Thought not, here's how.

1. As soon as you enter the setting, you will see the two cannibals waiting to greet you; or, more likely, eat you. You may jump over cannibal no. 1 straight away or you may wait. For the first few times that you try, it is a good idea to wait.
2. Now wedge yourself as far as you can possibly get into the right-hand side of the screen.
3. Wait until the nearest cannibal comes towards you.
4. Once he has moved towards you,



almost reached you, and moved away, wait until he moves about an inch or so left from you.
5. When he has, make your first jump. NOTE: When you jump over a cannibal, you will find that they have a tendency to try and jab a rather long pole causing you excruciating pain.
6. You will now find yourself between two cannibals who are fast closing in on you.
7. Now what you must do is stop chewing the joystick and get ready to make your second jump.
8. Just stay in more or less the same position (you may have to centre yourself between them or move as you think accordingly) and wait for the cannibals to move towards you.
9. When they come, instead of them making a meal out of you, they will reverse direction and start moving away.
10. This is the time you must get ready to jump. When the left cannibal is moving away from you, make sure you have enough space to move and then jump. You should land just before the cauldron.
11. Once you have, you will notice that the same guard you just jumped over will be walking towards you.
12. So, quickly position yourself for the jump and then go ahead – make your third and last jump.

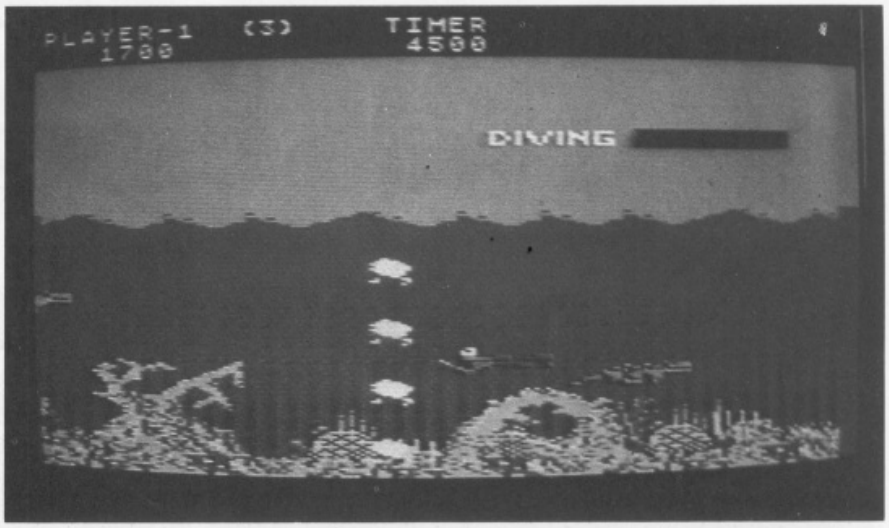
You will have stopped your sweetheart from becoming dinner. You will be awarded a hefty lot of bonus points. And you'll be in for quite a musical treat. Incidentally, there are various intermezzos (get your dictionaries out!) throughtout the game.

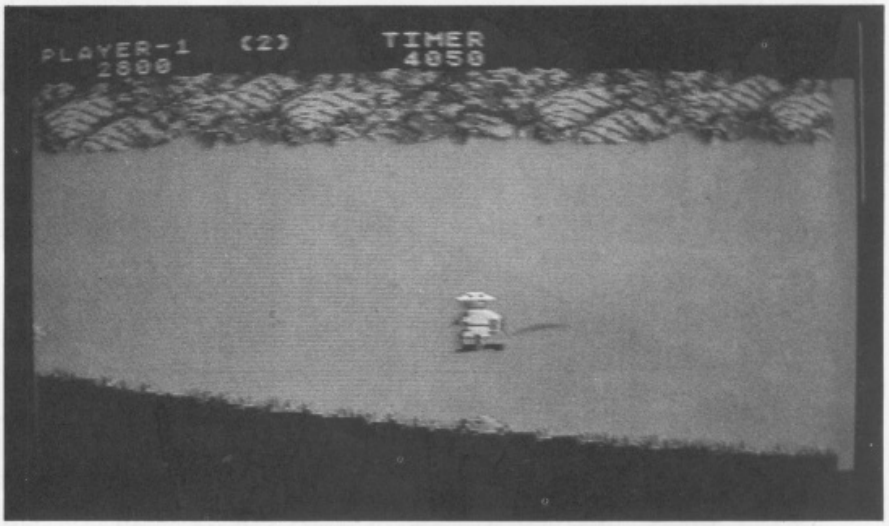
What would have happened to your sweetheart if you took too long to get to her? The answer: nothing. At no time in the game will Roxanne be lowered into the pot – it's just a big con to get you to move faster.

By the way, to earn an extra life you must score 10,000 points. No extras will be awarded for a multiple of this. I assume you'll have to 'clock' the score, then score another 10,000 to receive another bonus.

If you run into a cannibal you will instantly turn downside up – another example of great realism in this game. Also, you will see a mysterious head pop up from inside the cauldron. From the short glimpse I got of it, it seemed to look like a cannibal. But I think I can safely say that it had "this is an easter egg/secret" written all over it.

Now that you have rescued your sweetheart, you may think that it's the end of the game – wrong! Once you have completed it you have to start round again and rescue your sweetheart once more. What I want to know is, how do the cannibals get her back? As soon as you save Roxanne from the vine and the music has played, you start back at a harder level – with no sweetheart. It is absolutely impossible for the cannibals to sweetheartnap her back because you'd see every move that they would make. So how do they do it? We must be told.





Top: Before you get to the clearing, you must stab crocodiles, jump boulders and battle monkeys.
Above: Press on and you'll reach a wall.

When you start back at a harder level, it will have monkeys on the vines and lashings of over-sized boulders.

If you are swinging on the vine and run into a monkey, it will throw you off (most probably for the bad impersonation). As this causes a radical reduction in the amount of your lives, you will want to know what you can do about it.

You will know if there is a monkey ahead because she or he will emit a very peculiar sound. This is presumably meant to be the sound of a monkey but sounds more like what you would expect to hear if you tried to flush a fully working electric lawn mower down the toilet. It is about as realistic and authentic as a tap-dancing gold fish. Anyway, you can always turn the TV volume down. To deal with the HSM (horrible sounding monkey) you must wait until he has climbed to the very top of the vine that you wish to go to and then jump. The monkey won't come back down after you. He'll just stay up there.

As you move through the different scenes you will notice that on some of them our hero is wearing different clothes. How does he change without us noticing?

For non-game owners, let's have a summing up.

If you are getting bored with space games and the like, then *Jungle Hunt* makes a pleasant change. The graphics are good but there could have been a few more game sounds. The sounds in general are ok – except for the monkeys.

Unlike the arcade game, there is a short break between each screen while a little fanfare plays. In the arcade version there is no break; you just carry on scrolling. Another minor discrepancy is that the settings don't cover the entire screen and you are left with little portions of blue on each side. Apart from that, *Jungle Hunt* is a very good game with "a nail-biting story line". □

Coming soon! Coming soon! Coming soon! Coming soon!

Walt Disney Storytime Collection



Meet all your favourite Disney characters in this exciting new magazine and cassette collection. Every fortnight you can read and listen to the adventures of Mickey Mouse, Donald Duck, Baloo the Bear, Goofy, Dumbo and all the Disney favourites.

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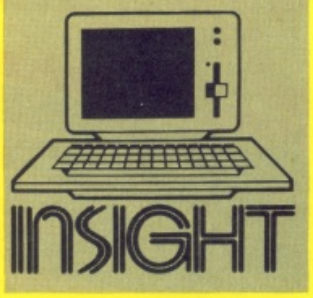
In **Part 1**, you can hear **Penelope Keith** begin the adventure of **Snow White and the Seven Dwarfs**, follow the intrepid hero **Donald Duck** as he goes mountain climbing, meet **Pooh Bear** and his friends in the Hundred Acre Wood, and lots, lots more...

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Jet Set Willy

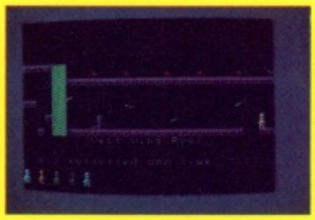
Frustrated when you can't finish a game and enjoy its many screens? Insight reveals them

Willy has survived the mines – to find more dangers. Darrin Williamson reports.





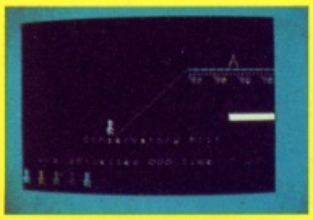
ABOVE THE WEST BEDROOM. Several glasses to be got here — but be careful that you are on the wall's right.



WEST WING ROOF. Several glasses can be reached with little difficulty. The ramp will lead you to the orangery.



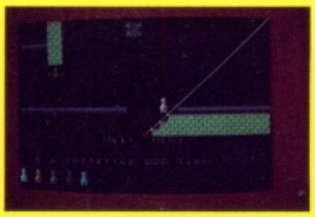
ORANGERY. Be careful of standing about a third of a way up the screen, as arrows fly from left to right.



CONSERVATORY ROOF. Entering this screen from the orangery will not be very profitable. You must get inside.



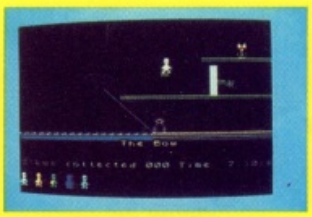
WEST BEDROOM. Watch out for the large red jelly in this screen. Otherwise, there's nothing much to go for here.



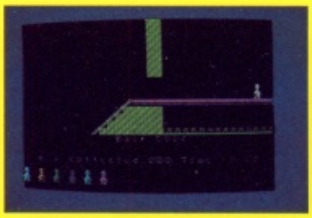
WEST WING. West of here is the west bedroom and east is the swimming pool. Above is the west wing roof.



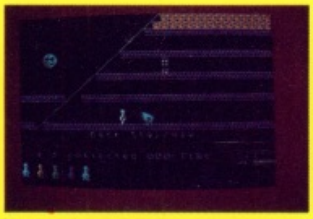
THE SWIMMING POOL. The sneaky way to this room is from the cold store. The rope is a useful short cut to the orangery.



THE BOW. This is the furthermost scene to the left. There is only one thing to get here — but a lot of nasties.



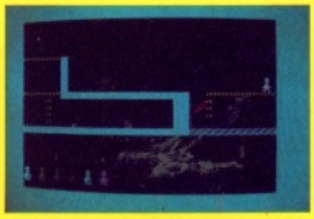
BACK DOOR. There's no action here. It is only a connecting screen leading from the back stairway to the bench.



BACK STAIRWAY. Leads from the cold store, and takes you up to the next level of rooms in the mansion's west wing.



COLD STORE. The key elements are the penguins and the rope, which is a short cut to the swimming pool.



THE YACHT. Willy's private yacht is two screens in length. West is the bow and east is the beach.



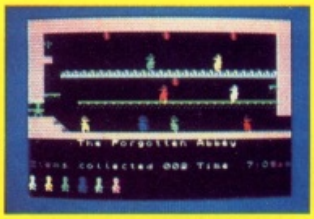
THE BEACH. This is a deceptively tricky little screen which requires careful positioning and accurate jumping.



TOOL SHED. This leads on from the wine cellar. There's only one object to get here, but plenty of manic tools.



WINE CELLAR. No time for sampling the claret: Willy's far too busy collecting glasses. The conveyor belt is important.



FORGOTTEN ABBEY. This is not easily accessible, but it is the only route to certain rooms.

Jet Set Willy

HANDY HINT

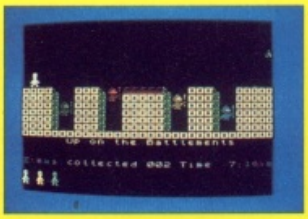
Anyone good at playing Hunchback will sail through the rooms at the top of the house.



NOMEN LUNI. Split second timing is needed to get through this screen, which leads to the very roof top.



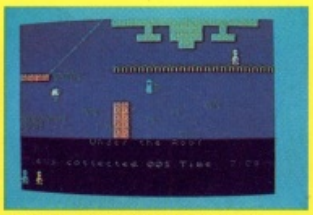
ON THE ROOF. A large rope swing is the main element of this screen. The rope does not lead anywhere.



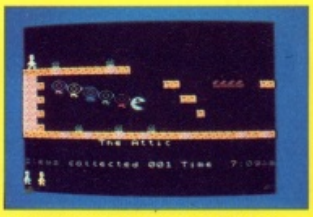
UP ON THE BATTLEMENTS. The first of the Hunchback—type screens which involves skillful timing.



WEST OF KITCHEN. The raison d'etre of this screen is to get you to the object beside the Banyan tree.



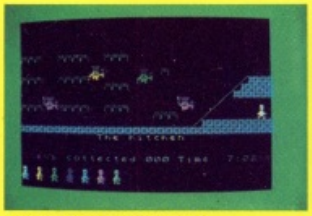
UNDER THE ROOF. To the east is the attic — not a wise move! To the west is the conservatory roof.



THE ATTIC. CAUTION! Do not visit this room until you have to. It makes other screens more deadly.



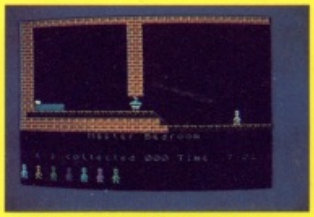
DR JONES WILL NEVER BELIEVE THIS. This room is the easiest way back from the Rescue Esmerelda room.



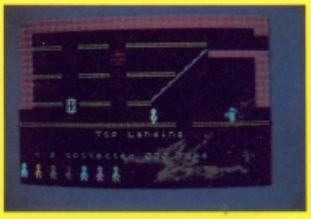
THE KITCHEN. In conjunction with the west of the kitchen, this leads to the ladder up the Banyan tree.



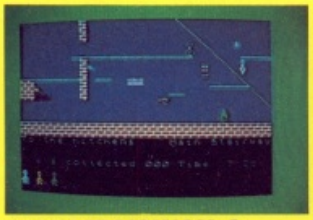
BIT OF TREE. The most useful access to this screen is from the orangery. This is not a key scene.



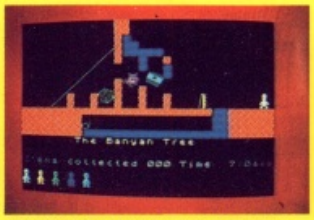
MASTER BEDROOM. This is the end of the adventure — provided all the goodies have been collected.



TOP LANDING. The second room in the game. Only one object — but you can't be too generous at first.



MAIN STAIRWAY. A couple of tricky objects to get here. Tricky due to the height and the number of nasties.



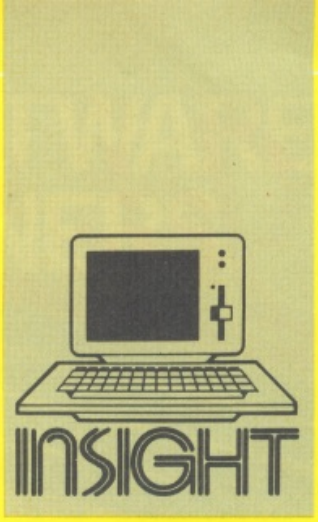
THE BANYAN TREE. The object at the bottom can be reached only from the ladder located in the west kitchen.



NIGHTMARE ROOM. Miner Willy has been transformed into a flying pig! Don't worry — it doesn't last.

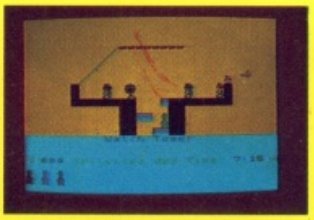


FIRST LANDING. Heads west into the nightmare room, heads east into the chapel and down to the main stairway.

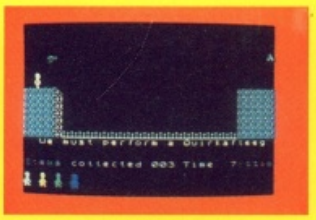


HANDY HINT

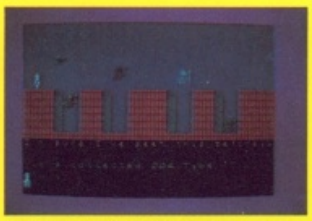
There are two objects on the beach, not one as it appears. One hides behind the other.



THE WATCH TOWER. And not a Jehovah's Witness in sight. Here we find ourselves at the highest part.



WE MUST PERFORM THE QUIRKFEY. The rope leads to the watch tower. It's another Hunchback-*type screen.*



I'M SURE YOU'VE SEEN THIS BEFORE. Get ready to jump immediately as an arrow flies from left to right.



EAST WALL BASE. A short—cut to the rooms at the top. Do not be fooled by the little exit: it leads to death.



RESCUE ESMERELDA. Déja vu abounds here for Hunchback*owners. But why not get two games in one?*



EMERGENCY GENERATORS. This is a link scene between the Rescue Esmerelda room and the Dr Jones room.



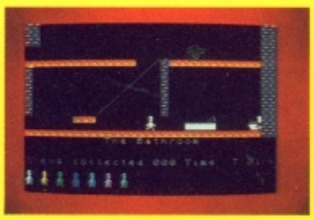
PRIEST'S HOLE. Very much like the east wall base, but with one of those chronic ghoulies making an appearance.



BALLROOM WEST. Probably one of the first high—scoring screens you'll come across: no fewer than eight bottles.



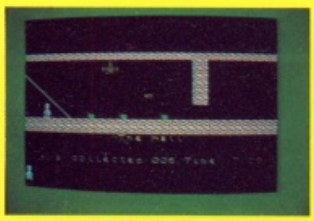
BALLROOM EAST. To the east lies the hall. Climbing up the ladder takes you to the east wall base.



BATHROOM. The starting screen contains one of the mutant toilets from Eugene's Lair in Manic Miner.



HALFWAY UP THE EAST WALL. Several stopping points are patrolled by assorted bad sorts. Don't linger.



THE HALL. Nasty spikes and a bird are your pitfalls here as you make your way to the front door.



ON TOP OF THE HOUSE. Quite a grand screen, which must surely fill Willy's heart with pride as he salutes his flag.



THE CHAPEL. Quite a nasty looking demon lies waiting for you in this screen. You'll have to be quick.

HANDY HINT

Do not enter the attic! If you do so before you must, other rooms will be deadlier.

Jet Set Willy

INSIGHT

HANDY HINT

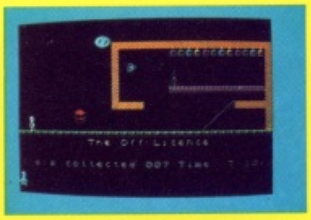
No obstacle is impossible. You can pass some of the hardest by reversing, then turning.



OUT ON A LIMB. Lots of little ramp—like leaves are to be found here. Be warned: do not jump off westward.



TOP OF THE TREE. Not really worth all the effort — but you must pick up the handful of objects to win through.



THE OFF-LICENCE. There is a whole stack of bottles for you to pick up here with little or no problem in retrieval.



THE FRONT DOOR. One object (at the top) and a ramp leading down are the only real features of this game screen.



THE BRANCH OVER THE DRIVE. Not surprisingly, it's tricky to pick-up all the glasses.



INSIDE THE MEGA TRUNK. A gateway to several screens leading up, east and west. No objects to collect.



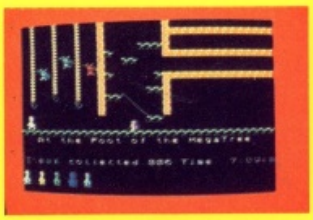
CUCKOO'S NEST. Quite a dangerous little screen, especially when you consider the low value of the treasures.



THE SECURITY GUARD. Precise jumping is vital here. And Willy's stance is just as important on landing.



THE DRIVE. This is just one of several connecting screens en route to the Mega tree. Everything is dangerous!



AT THE FOOT OF THE MEGA TREE. Quite a pretty, active screen with saws, demons and a few bottles.



AT THE MEGA TREE. Avoid the dancing bunnies on the ground and a solitary bottle opener at the top right.



ENTRANCE TO HADES. Do not, under any circumstances go into this room as you will forfeit all your lives.



UNDER THE DRIVE. Conveyor belts and a smiling face – like TV-am's – greet you. Don't be fooled.

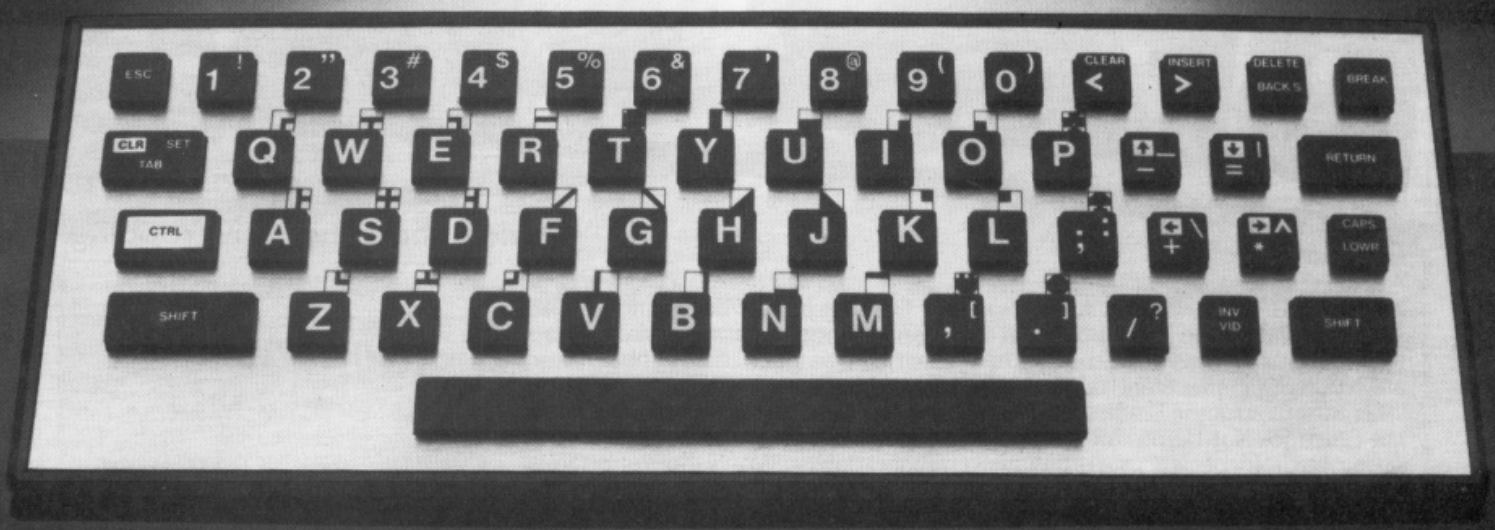


TREE ROOT. Totally accurate jumping is required to pick up all the objects here as you are on a moving walkway.



AT THE BRIDGE. There are no objects to collect. But dare the saucer and the bird to reach the off-licence.

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BLUE MAX

A year's wait rewards

David Bishop and Beth Wooding.

A tightly knit crowd, some on tiptoe, was fixed in one corner of a stand at the 1983 Summer Consumer Electronics Show in Chicago. Not being tall enough to compete, I began surreptitiously bullying my way to the front. An old schoolboy was demonstrating a game on a projection television, surrounded by mesmorised eyes. This was the first hint that Synapse had another winner on its hands.

Blue Max had arrived and was already making waves.

As the demo came to an end and the crowds dispersed, I stayed behind, hungry for more information about the game. The old schoolboy was more than happy to give me a personal demo. Why not?: he was the author, Bob Polin. It turned out that the game wasn't finished; this test version was to gauge market reaction. It was obviously favourable.

On 19th June, while flying on a reconnaisance mission, Max Chatsworth watched as his entire squadron was cut to ribbons by enemy fighter planes, seven of which Max had personally managed to shoot down. When he returned to base, Max vowed to avenge the death of his comrades. During the following month, he shot down thirteen more enemy fighters.

This prompted the axis to offer the "Blue Max" decoration – the greatest flying medal – to any pilot who could shoot down Max Chatsworth. Chatsworth began to be known as Blue Max.

The player is Blue Max, the hero of the RAF. The mission is to pulverise the enemies' airfields and brigades and to destroy as many fighter planes as possible.

Options. Before beginning a game, a player can alter certain variables. The first is gravity on/off. Beginners are advised to make early bombing runs with gravity conveniently turned off. You'll find that there is more than enough going on already without having to worry about accelerating at 10m/s² towards Mother Earth. In off mode, your plane will hold its altitude until you alter it – or it gets altered for you, as and when you run out of fuel.

Normal control/pilot is a thoughtful option. Bob Polin obviously realised that some players equate pulling down (back) on a joystick with climbing, and others with diving. In normal mode, the opposite is true. It is impor

SPECIFICATION

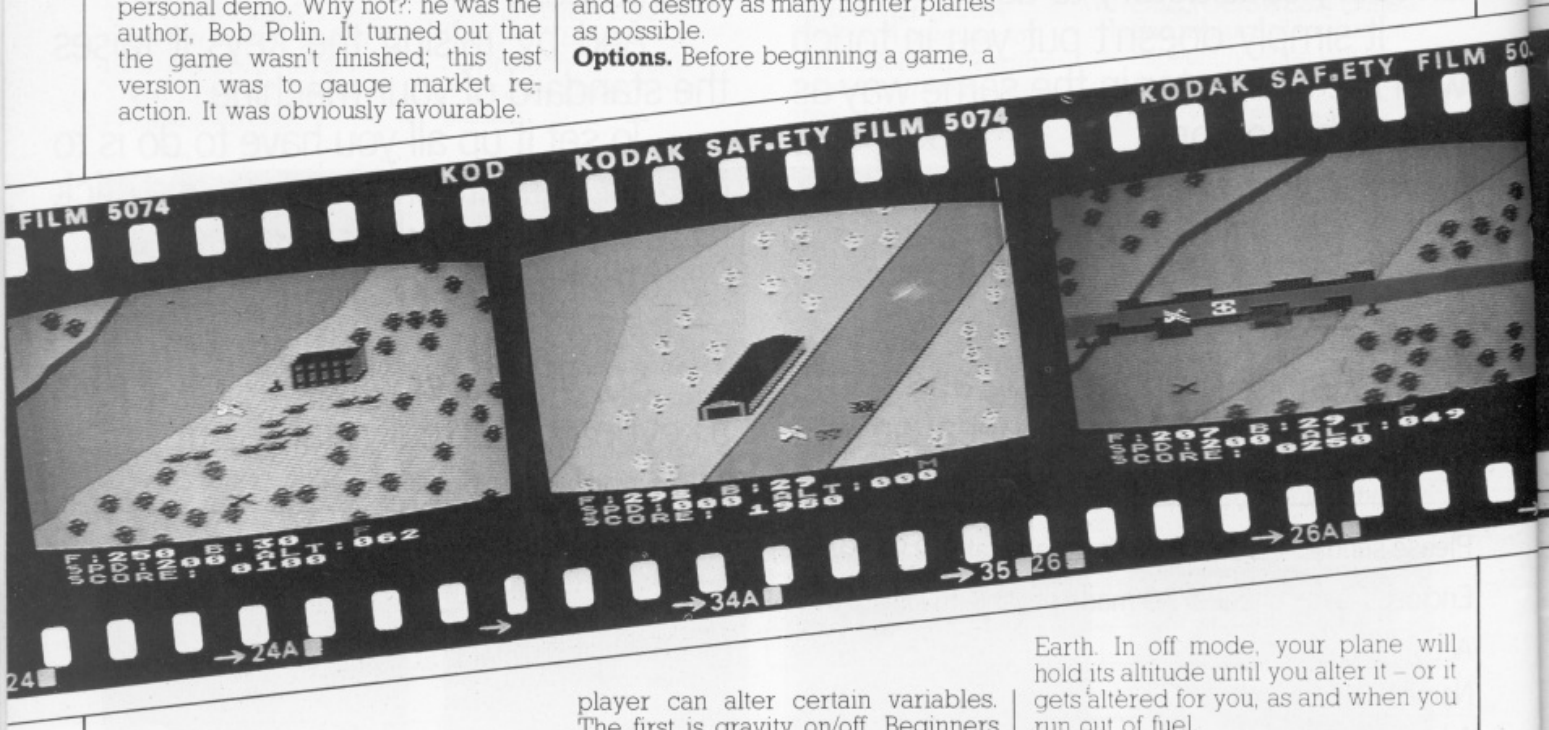
Name: Blue Max

Supplier: Synapse

Price: £22.95

Machine: Atari 400/800LX

Rating: Value 4
Graphics 3
Sound 2
Gameplay 4



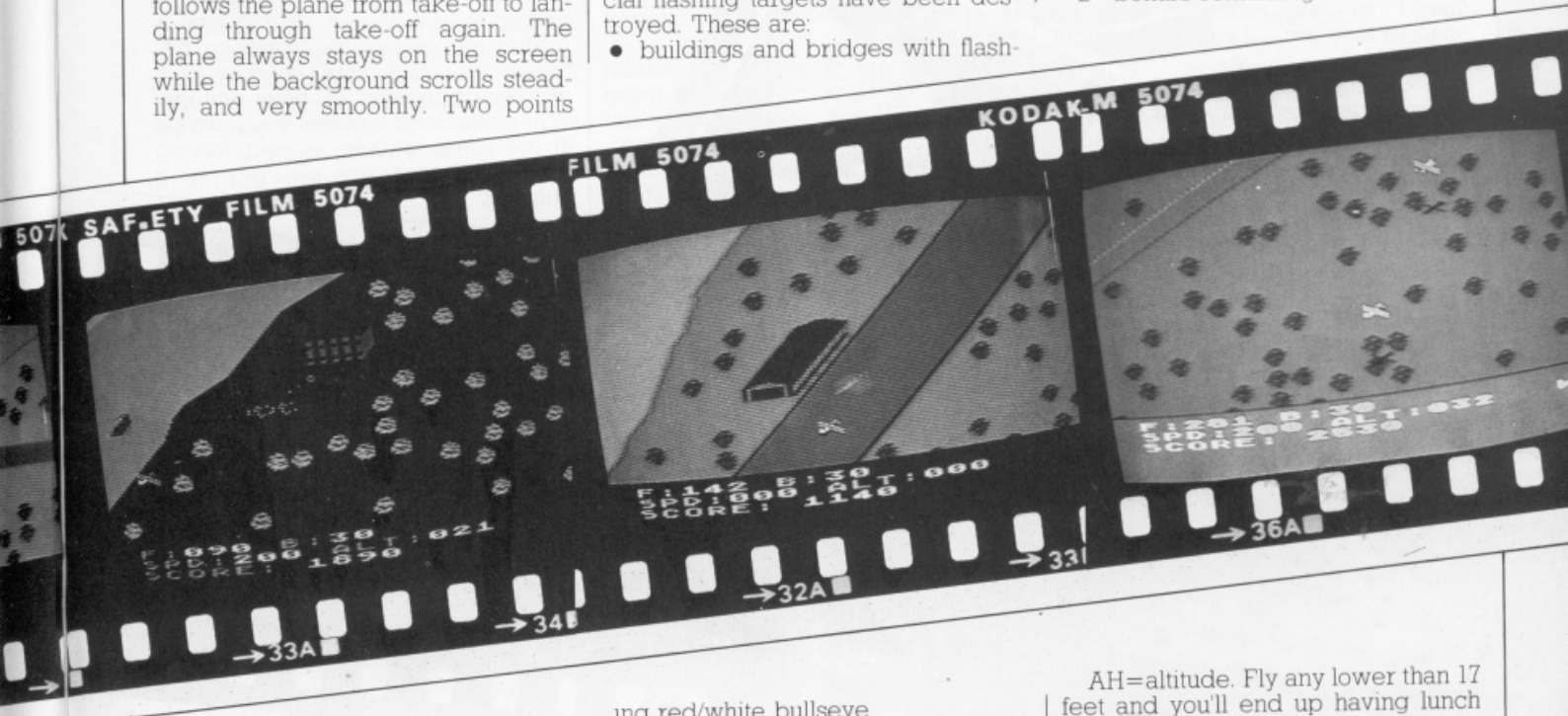
Scenario. In June of 1915 on the continent of Europe, world war one was raging. The Allies were trying to hang on to Europe, and the Royal Air Force was a key weapon thrown against the axis powers.

BLUE MAX

tant to feel comfortable with the controls. There will be no margin for error when you're airborne, and the full might of the axis is rallied against you.

Beginner, advanced, or expert are the remaining options. Although the speed of scrolling remains the same, selecting advanced or expert levels will guarantee you a tougher time. You will meet much more flak and run the risk of more damage.

The game. The action in *Blue Max* follows the plane from take-off to landing through take-off again. The plane always stays on the screen while the background scrolls steadily, and very smoothly. Two points



are worth mentioning here. Our hero's plane is always in view, and he can move anywhere on the screen in order to be in the correct air corridor for bombing runs.

A unique feature of *Blue Max* is the randomness of the scrolling background, which is different each time you play. This serves to prolong interest, as if this is needed.

The game starts with Blue Max on a runway. Pressing the fire button initiates take-off but DON'T try to fly until your speed reaches 100. Once airborne, you will become accustomed to the controls and you can begin laying waste to the land.

Goal. The aim of the game is to reach the city and destroy three specially marked targets in the main street. On completion of your mission, you will be rewarded with a fanfare and a ranking which is in part determined by your score.

Access to the city can be gained only when a certain number of special flashing targets have been destroyed. These are:

- buildings and bridges with flashing red/white bullseye
- flashing blue enemy planes
- flashing blue cars
- flashing ships.

Scoring. There are many different ways of scoring in *Blue Max*, some more obvious than others. Apart from being a pre-requisite to advancement to the next level, the flashing targets are also very good in the points department. A yellow plane is worth 100 points, and a blue plane 250 points.

Apart from planes, buildings, cars and boats, points are also scored when you successfully bomb the ground-to-air guns and the tanks which litter the scenery (thirty points each). Finally, if you're really desperate, ten points are awarded for each time you bomb an empty piece of runway or road.

Control display. F=fuel remaining. It is possible to miss out some airstrips and hope to get to the next, but it is good practice to land at each friendly runway to refuel.

B=bombs remaining.

AH=altitude. Fly any lower than 17 feet and you'll end up having lunch with a tree.

SPH=speed. Only useful during take-off.

W=wind factor. Blue Max must conquer the elements as well as the enemy. Cross-winds try to blow you off course and skilful flying is required to keep you on target.

P=enemy plane approaching.

L=runway approaching, prepare to land. This is accompanied by a chime and occurs soon after any rivers or enemy runways have dis-

BLUE MAX

appeared off the screen.

Damage display. F=fuel leak. Petrol is now pouring out of your fuel tank, so you must land at the next opportunity. If this damage is sustained just after take-off, then keep half an eye on your fuel level.

B=bomb gear damaged. Bombing is still possible, but only intermittently. This can be incredibly frustrating when you're perfectly placed to bomb a flashing target – and no bomb drops.

M=decreased maneouvrability. Your plane can move only at half speed, so your reactions must be sharper than usual if you're to hit your target.

G=machine gun damage. Similar to bomb damage; your guns are only partially disabled so some shooting is still possible.

Each time you are hit by flack a further type of damage is sustained (chosen at random). When four damages are sustained, start sweating. Being hit by flack once more spells disaster, and you will plummet to a premature death.

Hints for better play. Landing and taking off: there is only a limited length of runway on which to land or take-off. So it is of supreme importance to ready yourself just left of centre screen. You can then touch down on the first few feet of the runway. Don't make your final approach too low, though, or you'll fly into a tree!

Bombing: always ensure that you have enough altitude before dropping a bomb, as your plane will dive as you bomb targets. When bombing cars, move over to the right-hand side of the road and bomb it. The car will then merrily proceed into the exploding road and explode itself. This is much easier than pinpointing a moving target.

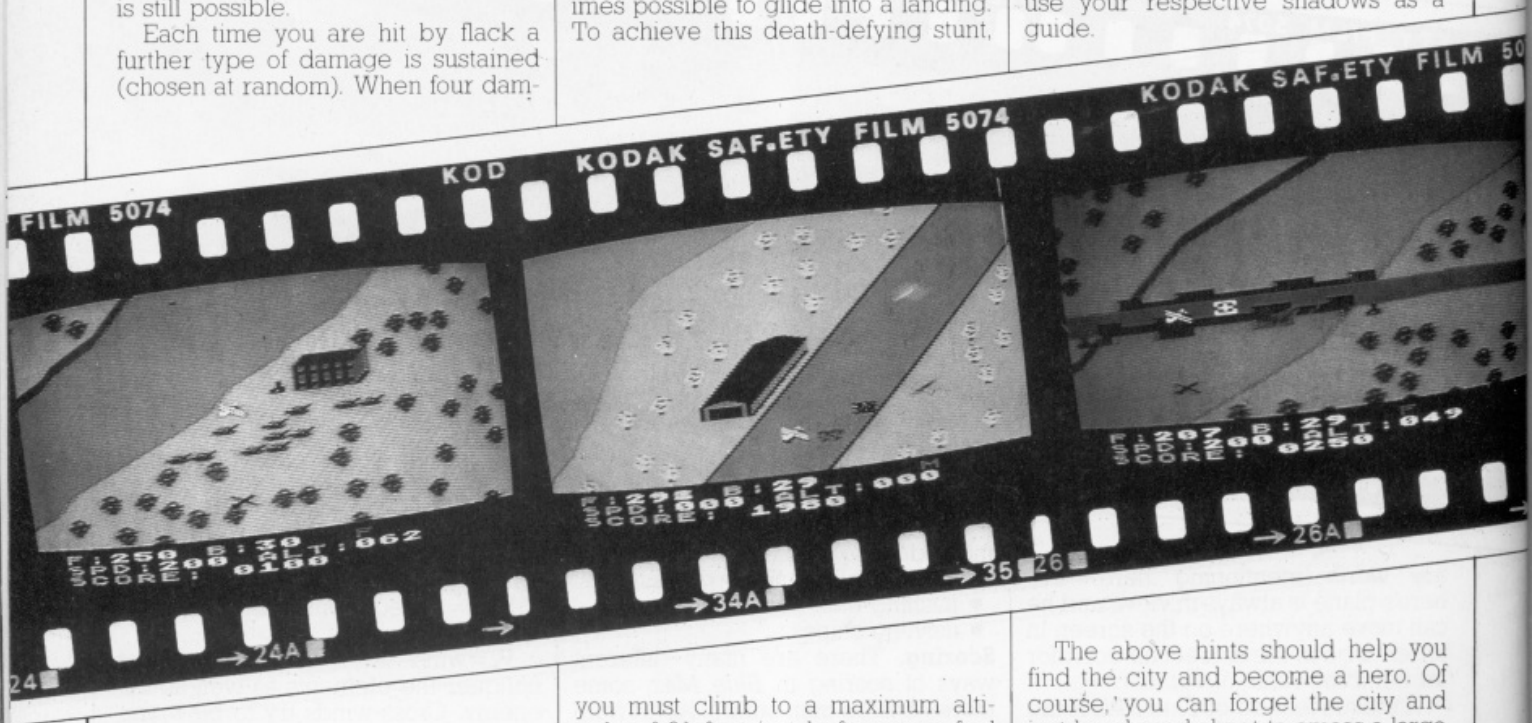
Running out of fuel: if you sustain fuel damage soon after take-off, there is a chance that you will run out of fuel before you can next land. It is sometimes possible to glide into a landing. To achieve this death-defying stunt, you must climb to a maximum altitude of 91 feet just before your fuel runs out. This increases the distance you can glide before gravity takes its toll.

Be happy with your controls: when you first get airborne try to get the feel of the joystick as quickly as possible. If you can't settle down quickly, then change from normal control to pilot, or vice-versa. This can make all the difference.

Patterns: many of the buildings that can be bombed are immediately preceded by a pattern of black tank-like objects. Recognising these patterns will give you a bit longer to position yourself directly over a building.

Stay central: when not actually bombing or shooting something, stay in the middle of the screen at an altitude of about 40 to 50 feet. This will give you the most chance of speedily getting to any corner, high or low.

Shooting planes: the distance between you and your shadow is a graphic indication of your altitude. When attacking a plane, you must be at the same altitude as your foe, so use your respective shadows as a guide.



The above hints should help you find the city and become a hero. Of course, you can forget the city and just bomb and shoot to amass a large score – see who can stay in the air the longest, if you want.

Good luck on your mission. Be brave and bomb boldly. But don't – repeat don't – bomb the shed by your friendly runway! □

D·A·V·E R·A·V·E·S·!

Cousin Reggie turns up to play Donkey Kong with Dave Harvey — who suddenly finds more dangers than Mario. But this month's chat column proves that experienced games players will win — eventually.

Bonjour, Dave fans. Yes, chums, the person they're all calling the brain behind the biro is back. Back from where? I hear you ask. Well, back from a bit of a lie down, actually. Cousin Reggie came to stay for the weekend and moi's still trying to live it off.

For any of you who don't know who Cousin Reggie is – get out of the country while you're still sane.

It was a normal sunny Saturday morning at Dave Towers. Suddenly, a strange phenomenon sounded from downstairs – the phone. Moi got out of bed to answer said noise. He should have left it alone.

On the other end was your friend and mine, Cousin Reggie. These were his exact words. "'Ere, morning, weird bonce. Feeling a bit hostile today, so I'm staying over for the weekend."

Yours truly picks self up from floor and has to rush to cupboard for aspirin. Has a bit of a lie-down and then rushes to bathroom for bit of a spring clean before Reggie arrives.

DAY ONE The first of the two days with Reggie. As previously said, Reggie was in a bit of a hostile mood. I paid no attention to this. Reggie, although having his (many) faults, is quite generous.

On one of his trips to the shops, when he bought a rifle, be brought me back a whiter than white tee-shirt with pretty coloured rings etched on the back – must have cost a bob or two. He also said something about meeting him for lunch – only thing was, he didn't show up. But, whilst I was waiting, a bloke standing next to me, who was carrying a dartboard, suddenly fell over.

Not much else happened that day, except for Reggie pushing me into a river for safety when he spotted a tractor moving towards me about a mile away (he's not so bad after all, is he?).

DAY TWO Bit of a bad start to this day, chums. First of all, falls out of bed onto dog. Mr Dog doesn't seem to relish being squashed in his sleep, so promptly sinks choppers into Dave's derrière. Fully awake, rushes off to bathroom and finds Cousin Reggie in there. Waits outside for half an hour. Reggie emerges from behind door and says "'Ullo, fish face. Been waiting long?"

Reggie has breakfast (mine) and then starts the day in the Reggie way. First of all, he drags me down to the Sunday market. Gets on bus and says to the driver "Excuse me, do you go to the moon?" Driver shows Reggie that he's a bit of a Winston Churchill fan and Reggie promptly sits down. We get to the market and Reggie asks me to go on an errand for him. He gives me a long list of items: things like sparks for his spark plug, tartan paint, peeled balloons, bulls' eggs. Had to disappoint Reggie a bit, because I couldn't get hold of said items. Funny thing was, when I asked for the goods in questtion the stall holders started guffawing violently all over the show – I wonder why?

Anyway, we get home and Reggie starts getting *Donkey Kong* withdrawal symptoms. I takes him over to the computer. In all the haste and excitement, he accidentally plugged my joystick into the mains socket. I gave Reggie a jolly good thrashing on old "Donks" (as he calls it) and, of course, Reggie sought revenge. He gave me a jolly good thrashing as well – in the back yard.

After about two hours on non-stop "Donks", Reggie gets a bit bored and selects a different variation. "I'm going to give Atari a huge hunk of my mind," he declares. That's what I like about Reggie: he's always willing to share what little he has.

A few more games and BINGO!!! It was time for Reggie to go. He seemed a bit reluctant, so I gave him a few hints like jamming an alarm clock in front of his face and pinning a picture of Big Ben to the screen. I think he got the message. I sent him travelling on his way, or, to be more precise, I stuffed all his belongings into a bin liner and shoved him out of the door – I wish I had opened it first. I was rid of him at last. But for how long?



WRITE YOUR OWN GAMES

Want to create a game but you've no programming knowledge? Mike Lewis has the answer.

How many times have you paused in the middle of yet another arcade rip-off and thought that you could write something far better? Considering the unoriginality and quality of most software – quite often, I would guess.

The only thing stopping you putting your brilliant new game onto the screen is lack of programming knowledge. Now there is a solution to your dilemma: games designers.

Designer programs enable you to create an original high-quality game – without resorting to any programming, let alone machine-code.

That is the claim. The reality doesn't quite live up to this in all cases. *TV Gamer* describes arcade games designers this month. The August issue will cover adventure games designers.

There are two approaches to an arcade games designer. One allows you to design a totally original game, albeit in a limited framework. The other is to limit you to a set of classic game formats.

The first approach is taken by *HURG* from Melbourne House. *HURG* stands for High-level, User-friendly, Real-time Games designer. It comes in a large box with a high-quality, comprehensive manual.

The program is extremely simple to use. All decisions are made through menus – which Melbourne House likens to a restaurant menu, from which you would select one item of food. This choice leads to a sub-menu and more choices. Control and selection from the menus is simple. A cursor moves between the options, using the Spectrum cursor keys or a joystick; you choose an option with a fire button. All options and choices in the program are selected like this.

Once *HURG* has loaded, you are asked whether you want to use a Kempston joystick or not. Then the main menu is shown on the screen. This offers a choice of: resetting *HURG* to start from scratch, loading a game from tape, editing the loaded game, playing the game or saving the game to tape.

All games created using *HURG* can only run by loading them into *HURG*. This means that you cannot create standalone games for commercial sale – so don't expect to make a fortune from your game!

Having loaded a game into the system, you can edit, or create a game from scratch.

HURG comes with three demonstration games. These are *Manickoala* – based on one screen of *Manic Miner*; *Egg Pack* – which involves collecting eggs while avoiding radioactive chickens; and *Ms Hortense* – a *Pacman* game. None of the demo games will keep your interest for more than a few minutes, I'd guess. But they do demonstrate most of the features.

Selecting EDIT GAME on the main menu brings up the EDIT GAME menu. From here, you can load a background for your game from tape. With *HURG* you can have only one screen format for the whole game. But this can be designed with a drawing facility – such as *Melbourne Draw*, also from Melbourne House – and saved to tape for use with *HURG*. So complex and detailed backgrounds can be used in the games.

The other options from the EDIT GAME menu allow you to define paths which set the movement patterns for the objects in the game; set scoring; define when a new screen occurs; and create a title page for your game.

From here, you can also enter the GAME VARIATIONS. This is one of the strongest features of *HURG*, as you can create very complex games quite simply. An example of a game variation is *Pacman*, where the game changes temporarily as *Pacman* eats a power pill and is able to gobble the ghosts. Game variations can be temporary or permanent as you wish.

Creating a game using *HURG* can be a long process. It will take you several hours of work to produce even the simplest playable game.

You can have up to eight different objects (known as sprites) in a game. These can move totally independently of each other. Sprite design is handled by a variety of menus. Sprites can be up to nine character squares in size – 1x1, 1x2, etc, up to 3x3 or 4x2 – and they are designed on a grid. The sprites can be animated by alternating between one or more pictures as the sprite moves across the screen.

You can have up to eight pictures in the animation sequence if the shape is the same for all directions. Or you can have two pictures if there is a different shape for each direction. The latter choice makes the animation a little jerky, as you should have three pictures for smooth animation.

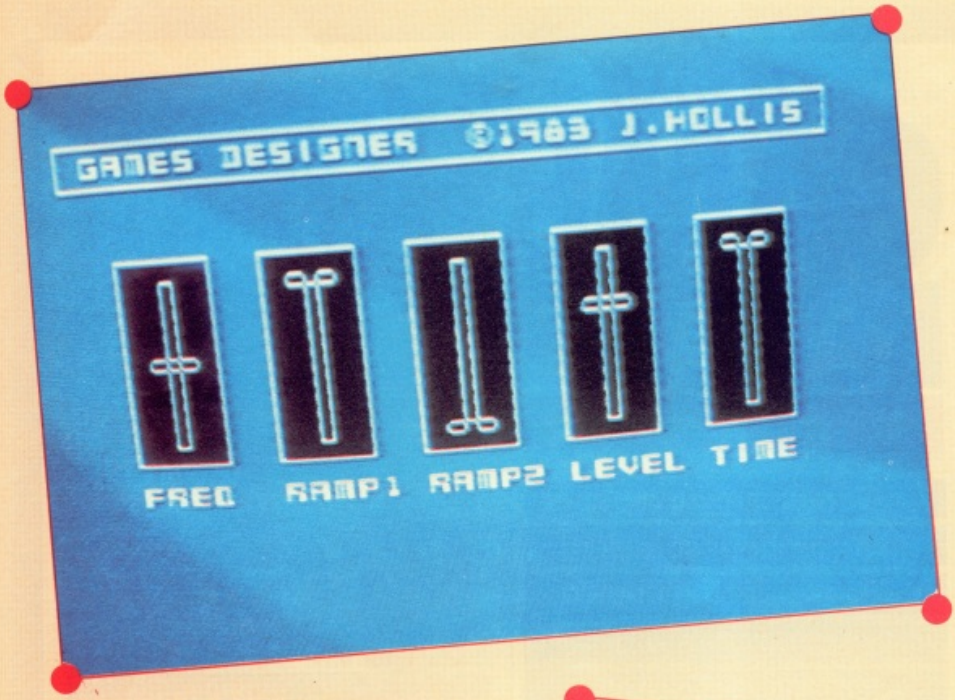
You can select speed of movement and speed of animation, as well as the effects that the objects have on each other. You do this by choosing colour for each condition. So you might die if you run into something red but can eat anything blue.

The sprites' movement can be made random, fixed or set to follow the players or even a mixture of all three which does allow some very complex movement patterns to be built up.

As can be seen, *HURG* is very complex in design, but relatively easy to use. There are some limitations. Only eight sprites are available, and only one missile is possible. Most seriously, there is no sound – an odd omission in these days of zaps, pings and bangs.

The second approach to games designers – a set of fixed game formats – is taken by the boringly named *Games Designer* from Quicksilva. This offers a choice of four game formats: *Invaders/Galaxians, Defender/Scramble, Asteroids* or *Beserk*.

Games Designer is menu driven in a similar way to *HURG*. But the options are selected from the keyboard via numbers rather than a fire button. When *Games Designer* has loaded, you are presented with the main menu which lists eight options. These are: 1 Play



Game, 2 Select New Game, 3 Alter Sprites, 4 Configuration, 5 Movement, 6 Attack Waves, 7 Load from Tape and 8 Save to Tape.

Option 1 lets you play the currently selected game. There are eight games present when *Games Designer* is initially loaded; their names include *Attack of the Mutant Hamburgers*, and *Halloween*. All movement is through the cursor keys; and you can also select other keys or use a joystick. All games have a named high-score facility.

Option 2 enables you to select one of the eight games.

Option 3 lets you define the sprites to be used in the current game. There are 31 of these, grouped into types. 00 to 15 are the aliens. 16 to 23 are ships/laser bases, etc. 24 is the missile for the player's ship, and 25 the aliens' missile. 26 is spare, 27 is the ship's shield, and 28 to 31 are the explosion sequences. Creating the sprites is very easy. You have full control over shape and colour, the design being on a 12x12 grid.

Configuration option 4 allows you to choose the game format, screen colour, special effects and to define sounds. The special effects give a blank screen or stars as a background, make aliens appear singly or in groups, and can shield the ship.

Defining sound is easy. Select the sound you want – missile, bomb, ship explosion or alien explosion – and five control sliders appear on the screen. FREQ sets the pitch of the sound. RAMP 1 sets the pitch acceleration, and RAMP 2 the pitch deceleration. LEVEL sets the amount of pitch change. And TIME sets the length of the sound.

The sound can be heard at any time by pressing the shift key. Playing with the sound effects can be nearly as much fun as playing the games.

The movement of the aliens is defined by one of eight directions represented by a number. So 222444 represents three units to the right followed by three units movement down.

Attack waves enable you to choose which aliens appear on the screen, the number in each wave, whether they are animated, and their score.

The major problem with *Games Designer* is that it is limited to the four game formats. After you have thought up your game, designed the sprites and attack waves – you really end up with another form of *Space Invaders* or *Asteroids*.

The two games designers are both good in their own way, but are obviously limited. *HURG* is very good for designing original one-screen games with a maximum of eight characters, and no sound. *Games Designer* offers variations on popular themes, so to speak. The games produced look good, but suffer from an unoriginal format.

As the Spectrum is the best-selling home computer, it was an obvious choice to produce games designers for it. Other machines just have, or will have, these programs. But arcade-game designers have a long way to go before they can match adventure designers and enable you to produce a finished commercial product (see *TV Gamer's* August issue).

If you want to experiment with versions of popular games, *Games Designer* is a suitable product. If you want to implement your original ideas, and don't mind hard work, *HURG* is more suitable. You won't be able to market your games. But Melbourne House said it is interested in any original game concepts created with *HURG*. And they might use your startling ideas as original arcade games in their own right.□

Melbourne House may use your startling ideas as original arcade games.

THE ARCADE GAME DESIGNERS

Game: *HURG*

Price: £14.95

From:
Melbourne House,
131 Trafalgar Road,
London SE10

Game: *Games Designer*

Price: £14.95

From:
Quicksilva, PO Box 6,
Wimborne, Dorset
BA21 7PY



Games Designer by Quicksilva lets you define sound as well as graphics.

August GAME REVIEWS

★ ★ ★ ★ ★

TV Gamer's review panel takes an honest look at the bewildering choice of computer and dedicated-machine games flooding the shops. We recommend what to buy – or avoid! Above all, enjoy your game.

MORIA
Machine: Oric 1
Supplier: Severn Software
Price: £6.95
Type of game: skill
The object of this game is to find Durin's ring and escape from the mines via the hidden exit. There are jewels and gold to found, and these can be used to deal with traders and wizards. The usual monsters lurk in rooms ready to attack you, but hidden swords and armour help in the battle.

There are five floors in the mines and the computer shows a layout of the floor you are on, revealing the contents of each room as it is entered.

The only interesting point in the game for me was bidding with the traders and wizards. Occasional sounds when gold or jewels are found don't help to bring the game up to the standard of similar fantasy games. I became bored easily.

Jeremy Wellard

Value 2
Graphics 3
Sound 2
Gameplay 2

☆ ☆ ☆ ☆ ☆ ☆



PINBALL WIZARD
Machine: unexpanded Vic-20
Supplier: Terminal Software
Price: £7.95
Type of game: sport
Over the years, pinball tables have got better and better so it had to be expected that the game would be translated onto a computer. This particular version manages to compress a considerable amount of program into 3.5K. Terminal has done well to create such a pleasing game.

A title page with a patterned border welcomes the player and, after a while, the table appears on the screen. When it appears the display blurs but the title page says that this is normal and the game has to be in focus before play.

A unique feature is the gravity action of the ball. As it hits an obstacle, it speeds up then slows down, sometimes surprising you by bouncing at odd angles when it hits a wall.

The graphics suit the table design, and the screen's format is neat and straightforward. The only let down is the sound. It seems to lack realism, with only bleeps and blips when an obstacle is hit and a rasping noise when the flippers are operated. But don't be put off if you enjoy sound effects, because you'll become accustomed to these ones sooner or later. It is an excellent game.

Jason Habgood

Value 4
Graphics 4
Sound 2
Gameplay 4
Arcade 2

✸ ✸ ✸ ✸ ✸ ✸ ✸ ✸

HOUSE OF BUGS
Machine: TI 99/4A (extended Basic + joysticks required)
Supplier: Temptation Software
Price: £5.95
Type of game: skill
I loaded this game, from an extremely flashy wrapper, in great anticipation. When the game started, a nice title page came up and a tune played. The screen and gameplay is 'panic' style with five levels and six ladders. You run around the floors (why did I feel that I was ice skating?) and, when a bug is about to attack you, you jump and hold the ceiling.

After a couple of seconds, the ceiling gives way and you can now no longer seek refuge in the damaged part. Points are awarded for just staying alive. When a score of 300 is attained, a plasterer appears to mend the ceiling.

The idea for this game is quite good but, with only one sheet, it soon becomes boring.

One final point – neither the advertisers nor the documentation state that a joystick is required, much less the fact that you must use joystick no. 2. I don't know how this affects single joystick owners but it may well be in their interest to check before buying.

David Rogan

Value 2.5
Graphics 3
Sound 2.5
Gameplay 3



SPACE SWARM
Machine: unexpanded Vic-20 (joystick only)
Supplier: Software Projects
Price: £5.95
Type of game: shoot 'em up
The name sounds as if you're going to be attacked by robot wasps. Well, think again - you're going to be attacked by sky skaters, galags, dodgers, meteors and fireballs (sounds as weird as *Amidar*, with pigs, zulus and paintrollers).

The sky skaters fly around the screen slowly, so they're easy to hit. The galags look like mutants from *Defender*, they do the same but are faster and are not easy to hit.

The dodgers (an American football team?) look like cows' heads. The fireballs? Well, to me they looked like bats. Although they come down fast, they're easy to dodge because they come one at a time. The meteors are just white squares.

A clock starts at 100 as a wave begins. When it reaches 0, all the ships on the screen self destruct and a new wave begins. The top five high scores waiting to be filled scroll along the bottom of the screen saying "Will you brave the space swarm?" Not a bad game.

David Cook

Value 3
Graphics 2.5
Sound 1
Gameplay 2.5



BEAMRIDER
Machine: Intellivision Console
Supplier: Activision
Price: £24.95
Type of game: sci—fi shoot 'em up
You start off with a light ship which must weave its way across the beam matrix while avoiding such obstacles as space debris. Your quest is to clear the ninety—nine sectors of the restrictor shield. But it is hampered by aliens such as blue chargers, orange trackers and white enemy saucers, etc. Only some of these are vulnerable to your lasers so you might have to use your torpedos!

Occasionally, a yellow rejuvenator will fly down one of the beams. If you can manage to dock with it, you are given an extra mask.

After the fifteen white saucers have been destroyed, a sector sentinel (it's like the UFO in *Space Invaders*) will fly across the top. It is loaded with green blocker craft, trying to stop your torpedos. Destroying the sector sentinel gains you a bonus for every light ship you have left.

Programmer Dave Roluf has done a great job with *Beamrider*. If you are after a sci—fi shoot 'em up with 100% action, lightning—æfast gameplay and 3D perspective, I definitely recommend this game.

Mark Wassell

Value 4
Graphics 3
Sound 3
Gameplay 4

★ ★ ★ ★ ★ ★ ★ ★

RIDDLE OF THE SPHINX
Machine: Vic-20
Supplier: Lyversoft
Price: £5.95
Type of game: skill/maze
This is an unusual game from Lyversoft. The player takes the part of an explorer about to embark on a journey through a maze of tasks leading to the tomb of the sphinx.

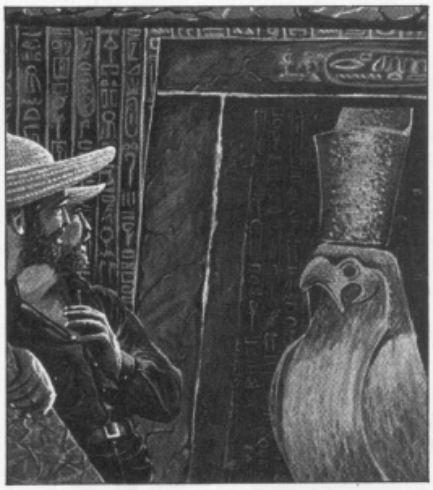
It begins with the explorer in earthquake country. He must overcome the shaking ground and holes to survive this task. Next, he chooses his spot to wait in as the camels arrive. Will his hopes be trampled on?

Now he is in a land with two snakes chasing him. He must avoid being bitten by them. A land of fast-growing palm trees is next — can the explorer reach the ring or will the trees block his path?

Your explorer now finds himself in a situation which even Indiana Jones would find hard to get out of — a shrinking room. If you guess the wrong number, your explorer will start to suffer with claustrophobia until he is squeezed. Then, confronted by many arrows firing at him, he must try to collect his treasure of blue rings.

Finally, the one task he must win: the correct coffin has to be chosen to find the sacred key to open the tomb.

If luck (and skill) are with you and



you reach the tomb of the sphinx, once opened you must solve the sphinx's riddle!

The sound and graphics are excellent, as are idea and gameplay.

Miles Opie

Value 3
Graphics 4
Sound 4
Gameplay 3

☆ ☆ ☆ ☆ ☆ ☆

BURGER TIME
Machine: Intellivision/Aquarius
Supplier: Mattel Electronics
Price: £19.95
Type of game: maze
A maze game with a difference. Instead of ghosts and a hungry little beach ball with a big mouth, you have got a chef who is being chased by sausages, pickles and a lonesome egg!

Your main intention is to make three or four burgers (it depends on the level) by walking each ingredient so that it drops, falling on top of the ingredient below (so that it falls, etc).

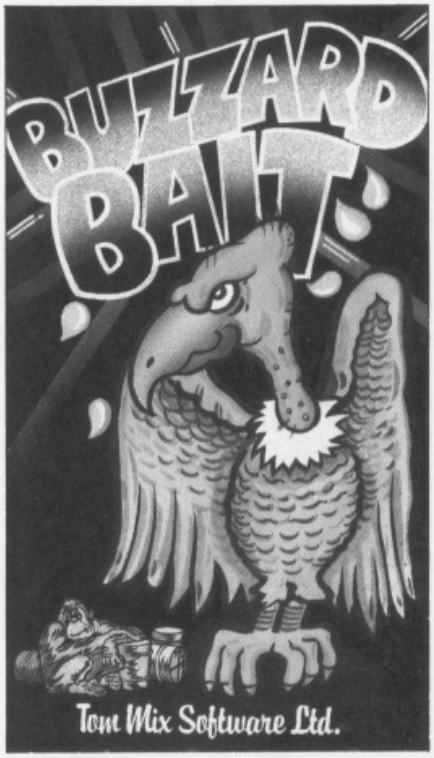
You can score extra points by dropping an ingredient on a nasty. But for the big scores, it is better to give the nasty a ride on an ingredient which has the added bonus of making the food fall down two levels instead of the normal one level.

If you are in a tight spot, pepper is on hand (in the shape of coffee, chips, ice cream and tomato sauce) to stun your opponents.

Mark Wassel

Value 4
Graphics 3
Sound 4
Gameplay 4

★ ★ ★ ★ ★ ★ ★ ★



BUZZARD BAIT
Machine: Dragon 32 (1 or 2 joysticks required)
Supplier: Tom Mix Software
Price: N/A £
Type of game: sci-fi shoot-'em-up
Buzzard Bait is an air battle with a difference. You and your enemies are not flying planes, but are mounted on the backs of large flying birds. You have no guns, lasers or any other space-age weapons. Instead, you are armed with a good old-fashioned lance to dismount your enemies with.

If you succeed, your enemy falls to the ground and turns into an egg. You must reach this before it turns back into a rider who will remount his bird to resume battle. Catching a falling egg before it hits the ground gains you a bonus of 500 points.

If you stay too long on a screen, a pterodactyl appears which is almost impossible to kill!

Overall, an excellent game which kept me happy for hours.

Darren Russell

Value 3
Graphics 3
Sound 3
Gameplay 4

August GAME REVIEWS

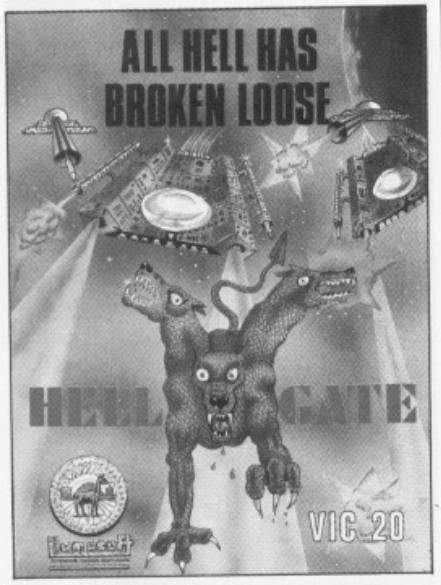
★ ★ ★ ★ ★

HELL GATE
Machine: Vic-20 (8K/16K)
Supplier: Llamasoft
Price: £6.00
Type of game: sci-fi shoot'em up
This excellent space game was written by Jeff Minter who wrote *Revenge of the Mutant Camels* for Llamasoft, so it should be good — it is! You control four laser cannons all at once while various aliens appear onto the middle of the screen.

The two—player version is dull, just two players taking turns. But if you are playing on your own you get two games. A very good game — one to add to your collection.

JP Wilkes

Value 4
Graphics 5
Sound 2
Gameplay 3



☆ ☆ ☆ ☆ ☆ ☆

MYSTERY OF MUNROE MANOR
Machine: Commodore 64
Supplier: Severn Software
Price: £8.50
Type of Game: graphic adventure
Are you the type of person who shivers at the thought of haunted houses, or trembles when things go bump in the night? If you are, then don't enter Munroe Manor, the home of Barstow. Having returned home from Egypt two years ago, he has since disappeared with his wealth. Your task is to unravel the mystery and live to tell.

Before starting your quest, it is advisable to have pencil and paper handy because a map and notes are essential.

The adventure starts with a nicely animated introduction accompanied by spine-chilling music, after which the rest of the program is loaded. Once inside the manor, things are not always as they seem!

Some splendid new ideas for adventures are put to use. But it would spoil your enjoyment if I didn't let you find out about these for yourself.

An excellent graphic adventure, seventy graphic locations are presented instantly, with articles appearing and disappearing as you take or leave objects.

Sound is used to good effect along with the programmer's infectious sense of humour, which is noticeable throughout.

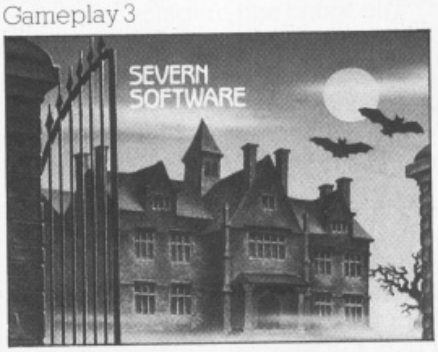
There is a 'save to tape' facility which can be used at any point during your quest. It could have done with a 'help' facility as well.

This is the first adventure game from Severn Software. If the quality of this is anything to go by, I certainly look forward to their second, a two-part adventure called *Solomon's Mines*.

Watch this space for the review.

J P Thompson

Value 4
Graphics 4
Sound 3
Gameplay 3



✸ ✸ ✸ ✸ ✸ ✸ ✸ ✸

LIBERATOR
Machine: BBC B
Supplier: Gemini Leisure Software
Price: £9.95
Type of game: sci-fi shoot 'em up
This is a multi-level space game consisting of four sheets. Flying along in your new warp-ship, your mission is to destroy the pryamids and rescue hostages kidnapped by the mutant raiders.

The object of the game is to travel across the landscape, destroying red and white pyramids. If you allow the red pyramids to pass your warp-ship, they will blast you from behind and you'll lose vital energy.

If you have enough energy at the end of sheet one, you are transported to the mountail tunnel sheet. This sheet is very similar to Spectravision's *Nexar* and I found it the easiest.

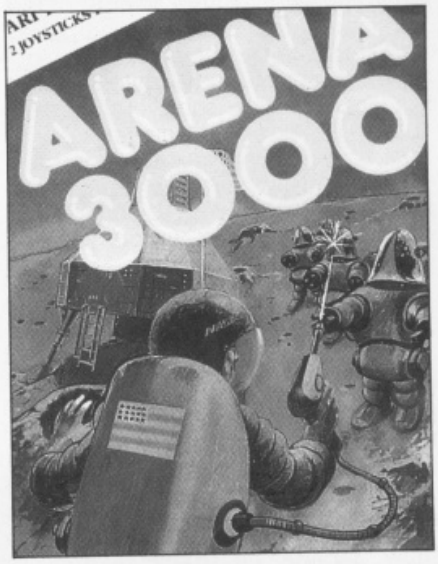
Surviving this, you move on to the defended valley, which I found the most difficult screen. At the end, you move to the hostage rescue sheet. The number of hostages you can rescue depends on how much energy you have left. Once this is completed, you return to sheet one with renewed energy.

I found the game enjoyable. It is awkward to play with the keyboard, so joysticks are a necessity.

C Blatch

Value 3
Graphics 4
Sound 3
Gameplay 3

✵ ✵ ✵ ✵ ✵ ✵



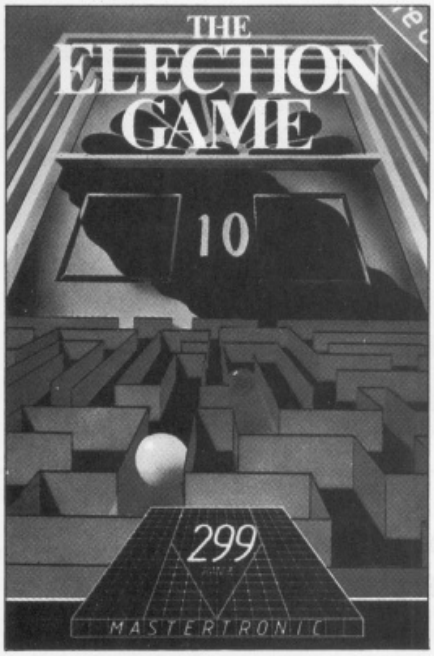
ARENA 3000
Machine: Atari 16K (1 or 2 joysticks required)
Supplier: Microdeal
Price: £8.00
Type of game: sci-fi shoot 'em up
Arena 3000 is another one of those games in which you have to shoot down, zap and plunder any of the robots trying to kill you. You are a lone survivor, making it even more important for you to stay alive.

The game is fast and furious for the first three levels. After that, it becomes impossible with robots all jumping you at the same time.

Arena 3000 resembles *Robatron* in some ways and *Frenzy* in others. For people who like a very tough game and love shooting up robots, it's a must.

Anthony Derbyshire

Value 2
Graphics 3
Sound 3
Gameplay 5



THE ELECTION GAME
Machine: Commodore 64
Supplier: Mastertronic Software
Price: £1.99
Type of game: strategy
If you've ever fancied yourself as Neil Kinnock or Margaret Thatcher, then this is the program for you. *The Election Game* is based on the theme of a general election, with each of the one to four major parties being headed by a player.

As a party leader, you must travel around the country gaining votes until the election closes and votes are counted. The canvassing time duration can be chosen at the start of each game.

The outlay of the game is similar to most board games: a circuit of sixty constituencies makes one revolution of the board. Completing a circuit accumulates more valuable canvassing money. This may be supplemented by landing on a random chance area. But beware! These random squares are not always useful to the campaign.

Spending money usually gains votes, so it is best to get as much as you can. The strategy in this game comes from spending wisely.

Do not be put off by the graphics and sound rating, as neither are necessary to make the game any more enjoyable. Text is the primary concern and its presentation is excellent. The ability to see opinion polls and to jump to alternative constituencies via planes and helicopters are an added bonus. They help make this group game enjoyable, demanding and, most important, addictive.

Sean Maddalena

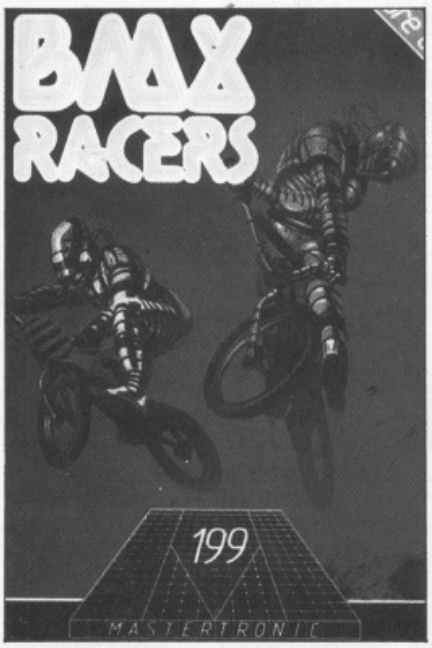
Value 3
Graphics 2
Sound 0
Gameplay 4

BMX RACERS
Machine: Commodore 64
Supplier: Mastertronic
Price: £14.95
Type of game: driving/skill
The title of this game is misleading, since you do not race against other bikes or against a clock. With three lives, you simply steer your bikes while the score mounts.

The game is in overhead perspective and scrolls vertically. You manoeuvre your racer along (and alongside, if necessary) a narrow track in a park, accelerating and braking. The trees on either side must be avoided. Other hazards include formula one racing cars, oil patches, a mad biker who comes up quickly from behind, and an old lady who throws her walking stick slowly across the track if you venture too close.

Every so often, you approach jumps which are small objects along the track. To avoid being splattered by these, approach them head on rather than with your front wheel turned away. Accelerating over a jump gives you extra points.

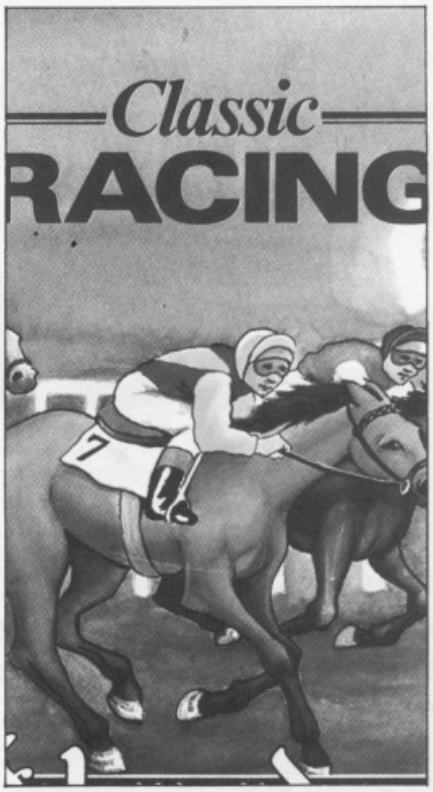
There are two main disadvantages with the game. Firstly, when you lose a life, other than a momentary delay, the only indication of the event is an almost imperceptible thud. So you should watch your remaining lives, otherwise the game appears to end rather prematurely. Secondly, the background tune is repetitive.



Finally, adjust your speed so as to be roughly halfway up the screen. It will help you anticipate the mad biker and other dangers. Now and then, the action halts briefly as the next (long!) lap begins.

Agha Farooq

Value 3
Graphics 2
Sound 1.5
Gameplay 2



CLASSIC RACING
Machine: Oric 1/Atmos
Supplier: Salamader Software
Price: £7.95
Type of game: strategy
Classic Racing is a game of strategy and planning. You own a stable of sixteen horses and, through selection, race them at various courses.

Up to six players can participate, with the computer playing the remainder of the players and giving stiff opposition.

Four to sixteen meetings can be chosen, each meeting consisting of six races. There is also an optional 'save game' facility at the end of each season.

The jockeys then go on to select their horses for the forthcoming meeting. When selection is complete, you are asked to bet, either on your opponents' horses or your own. The horses trot up to the starting line in magnificent graphical animation and, after a short pause, gallop down the track with very smooth machine code scrolling.

The jockeys win their share of the stake according to their finishing positions. Obviously, the punter receives winnings for a correct prediction.

The layout is very well thought-out and teaches other programmers a lesson. Towards the end of the season you may be familiar with some of the races, which makes it more exciting. I had a lot of fun playing it – a nice challenge.

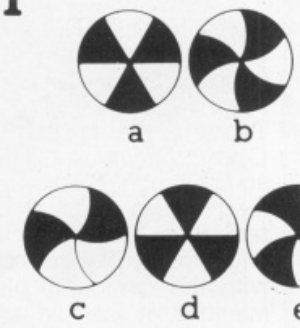
Lee Street

Value 4
Graphics 3
Sound 2
Gameplay 4

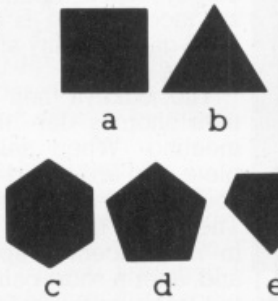
Put yourself to the test

Try this mini I.Q. test to find out if you are eligible for membership of Mensa, the high I.Q. society. Four out of these five questions right and you will probably qualify. Which is the odd one out in each of these five questions? Answers are upside down at the base of this advertisement.

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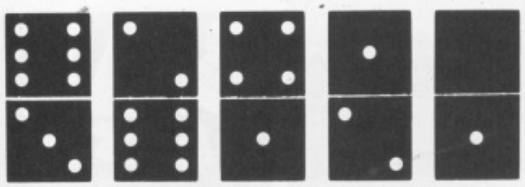


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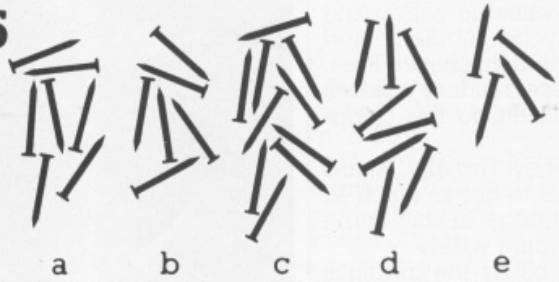
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To learn more about Mensa and how to take the Mensa entrance tests, return the coupon to Mensa, Freepost, Wolverhampton WV2 1BR (no stamp required).

1.c 2.e 3.e 4.b 5.a



FELIX IN THE FACTORY
Machine: Electron
Supplier: Micro Power
Price: £7.95
Type of game: climbing
Again, like most Electron programs, this loads in two parts. The first shows you the keys to use, and at the top of the screen the word 'Felix' appears in big 3-D writing. This is a very well planned title screen - the best I've seen for the Electron.

The main program shows a high score table of eight names and can hold thirteen characters per name.

The idea of the game is to refill a generator with oil – if the oil runs out you die! It sounds simple enough but there are three monsters to try and stop you. These increase every time you fill the generator.

There is a pitchfork to help you and, if you get this (by jumping), you can stab the monsters for a limited time. You can also drop a bag of rat poison on the overgrown rat which runs across the screen from time to time.

The game is played on a type of 'ladders and walkways' layout: several platforms with connecting ladders. You start the game beside the generator, climb down a ladder onto a conveyor belt, leap over the obstacles, go up one of the ladders, get the oil or pitchfork, etc, and hope you can survive more than five minutes.

This is the best game I have played for the Electron. My only criticism is that the keys are a bit hard to master – but they are set out well. The game is over in five minutes and is very enjoyable.

Ian Fishlock

Value 4
Graphics 4
Sound 4
Gameplay 3

☆ ☆ ☆ ☆ ☆ ☆

METAGALACTIC LLAMAS
Machine: Spectrum 48K
Supplier: Salamander Software
Price: £6.95
Type of game: shoot 'em up
The game cassette is packaged in a sleek black holder similar to a video cassette case with a comprehensive instruction leaflet. The leaflet gives an elaborate background to the game and loading instructions, game options, the scoring system and strategies on playing the game.

Control is via a Kempston joystick, Sinclair interface 2 (and joystick) or the keyboard. As the keys to control the game can be defined, other joysticks can be tailored to suit the game.

The plot tells you that you control a laser-splitting metallama which, due to advances in genetic engineering, has been greatly enhanced both physically and mentally. Cyborg arachnid mutants (spiders to you and me) descend from their webs at the top of the screen. It is your duty to kill them with your laser fire before they break from the webs and mutate into weeviloids. Once mutated, the weeviloids track you down and, if not shot immediately, death is certain.

The laser fire bounces from the sides of the screen to the forcefield at the top which reflects it back towards the bottom area. You can advance onto a new level by surviving for a set period of time on the present wave. There is also an option to allow play to start on any of the first thirty-two waves, although the only difference between levels is the speed of play. Because of this, the game quickly becomes dull and boring. One of the thrills of playing many games is the ability to advance onto new levels to see what the aliens look like. Unfortunately, this quality is missing.

Graphically, the game is reasonable but I found the llama unclear and difficult to control. The title screen is quite impressive and I liked the scrolling headings which add to the professionalism of the game. The sound is comprised of some very loud and satisfying laser fire which I thought was good, given the Spectrum's limited facilities for producing effective sound.

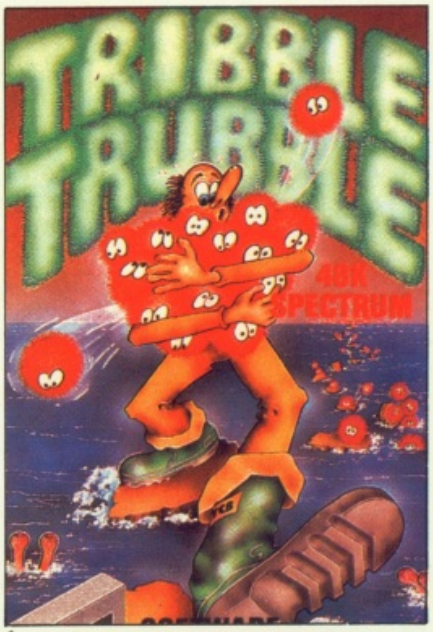
The game is very similar to the ageing arcade game, *Breakout*, despite the fancy plot. Although *Metagalactic Llamas* is bound to appeal to some hardened shoot 'em up fanatics, I would not recommend it as a novel buy.

David Liddle

Value 3
Graphics 3
Sound 4
Gameplay 2



★ ★ ★ ★ ★ ★ ★ ★



TRIBBLE TRUBBLE
Machine: Spectrum 48K
Supplier: Software Projects
Price: £7.95
Type of game: sci-fi scenario
At first I was sceptical of this *Ah Diddums* (by Imagine) type nonsense coming from Software Projects. But I was pleasantly surprised.

Basically, the scenario is a merry one for tribble farmer Brian Skywalker. His lunar rover has broken down miles from home and his tribbles are escaping. Your only hope is to negotiate the five sheets of nasties to herd your tribbles back home (easy, huh?). But each sheet presents you with a juicy lot of troubles for your tribbles. They run off and get themselves eaten while your oxygen also runs out. You won't beat this one easily.

The game's graphics could be better and a bit more program could have been fitted into the Spectrum's 48K. But if you fancy it, buy it – you won't be disappointed.

It's not a dynamic mindbender. But this is an amusing, playable bit of fun for all and a worthwhile value-for-money package.

Matthew Jarvis

Value 3
Graphics 2
Sound 2
Gameplay 3

August GAME REVIEWS

★ ★ ★ ★ ★

CUTHBERT IN SPACE
Machine: Commodore 64 (plus optional joystick)
Supplier: Microdeal
Price: Cassette £8.00 Disc £9.95
Type of game: skill

This is a space game with a slightly different plot. Cuthbert (of *Walkabout* fame) has been promoted to space shuttle pilot. His task is to visit a series of Moronian (ie alien) planets. Firstly, he must collect fuel for his ship. Secondly, he must collect as much loot as he can before blasting off.

The fuel cells are strewn about the screen on ledges. Cuthbert's shuttle can collect one at a time before returning each to the mothership at the base of the screen. Once all the fuel cells have been collected, action moves onto a 'loot' phase. Here, what look like hour-glasses tumble down from the top of the screen; points are gained for touching them.

On both the fuel and loot phases, life is made difficult by asteroids which rumble across the screen at



varying speeds. Cuthbert's shuttle is armed with a laser-cannon and the asteroids can be destroyed. But speed is of the essence as the longer he takes, the more and faster the asteroids become.

Lives are lost in these two stages by colliding with asteroids. Once a life has been lost in the loot phase, it ends. The mothership blasts off en route for the next planet.

At this point, Cuthbert's mothership may break down. The shuttle must then collect spare parts from a set of coordinates given on the screen, returning with them to the mothership's coordinates before explosives, planted by the Moronians, destroy it.

As this phase is totally non-graphic and consists of lining one series of numbers up with another, it rapidly becomes tedious. Fortunately, this feature appears randomly and not each time a planet is left!

Onto the next planetary screen. Cuthbert starts the game with four lives, gaining an extra one for each 10,000 points scored. Points are scored by collecting fuel cells and loot, and by destroying asteroids.

The sound has a nice 'spacey' feel to it, with reassuring laser and explosion effects. Graphics are reasonable with a pleasant (if rather psychadelic) mothership and a nice portrayal of Cuthbert's shuttle.

Control is by joystick or keyboard. Additional features include eight difficulty levels and a hall of fame.

Overall, a pleasant little game, not easy to master, and so with some lasting appeal. That first 10,000 points was so very satisfying to achieve . . . perhaps if I sit down just one more time?

Graham Cook

Value 3
Graphics 3
Sound 3
Gameplay 3

☆ ☆ ☆ ☆ ☆ ☆

CUTHBERT GOES WALKABOUT
Machine: Commodore 64 (plus optional joystick)
Supplier: Microdeal
Price: cassette £8.95, disk £9.95
Type of game: skill

Based loosely on the painter-type games, the aim here is for the hero (better known as Cuthbert), to run around a boxed grid, joining the perimeters of each box to fill it with colour. Of course, you score points in the process.

The scenario rather flamboyantly describes the grid as a "spacecraft landing pad", with the boxes representing landing lights which have to be switched on.

Cuthbert can move left, right, up and down, following the lines of the grid. Control is via joystick (easy) or keyboard (not so easy).

The player starts the game with four lives, gaining an extra Cuthbert each time a full grid is illuminated. This is not as straightforward as it sounds – also on the grid are a number of blob-like aliens who trundle around after Cuthbert. One touch loses a life.

Level one starts with three aliens and each subsequent grid increases their number and speed. Cuthbert's only defence, other than avoidance, is to jump over them. This needs timing and a lot of patience. A word of warning – an inadvertent jump off the edge of the grid loses a life, as Cuthbert plummets to a painful death.

On losing a life, the next Cuthbert enters the same grid, but with one less blob to content with. The number of aliens diminishes in step with lost lives until you have only one Cuthbert left. Once this stage has been reached, a short perioid of relief enables you to scurry about your task before the blobs start to warp back onto the grid in force.

Each completed grid leads to another, but with the aliens becoming harder to circumnavigate. I have been baulked each time at level four



(with six aliens) and have no idea how many levels there are.

The "superb full-colour graphics" are generally uninspiring and plain (although the figure of Cuthbert is nicely portrayed). The musical backing, which plays continually, is rather nice. When Cuthbert completes a grid he does a little victory dance to a frenetic rendering of the can-can.

I was pleased to see the oft-neglected feature of a high-score table included – on the review disc. High scores could be saved onto the game disc for recall later.

Overall, I found this offering from Microdeal very difficult to master. Perhaps this will lengthen the playing life of what is otherwise a rather over-priced and average game.

Graham Cook

Value 1
Graphics 2
Sound 2
Gameplay 3



MUGSY
Machine: Spectrum 48K
Price: £6.95
Type of game: arcade/strategy
You are Mugsy – the Boss! Your job is to manage a gang of hoodlums, bribe the police, protect customers and watch out for other gangs.

Instead of the usual picture above and below text, you are shown various pictures of gangsters talking to you via speech bubbles, rather like a comic strip.

An arcade sequence appears later in the game when 'da boys' put out a contract on you. You find yourself in a bar with a hitman – it's a shoot-out! Although this sequence is short, the point of the game is to last as long as possible and get a high percentage score.

At the end of each year a highlight is shown: an animated picture which could be either a policeman being shot, or a car pulling up and machine-gunning a café. The pictures are incredibly detailed, from bullet holes appearing in windows to a smouldering cigar.

I would have liked some sound during the game as the starting tune is excellent. But, overall, it is very original with stunning graphics (drawn very quickly).

D Theodosiou

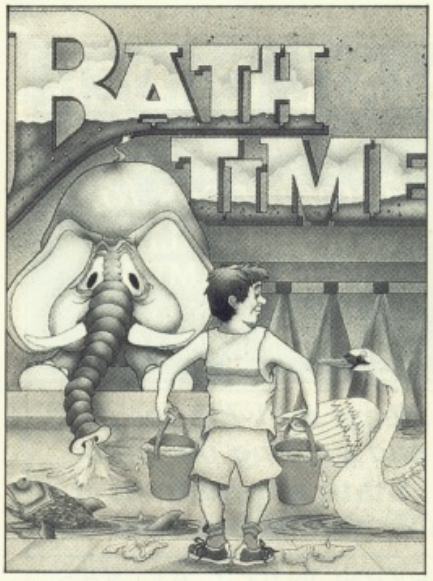
Value 3
Graphics 5
Sound 3
Gameplay 3

★ ★ ★ ★ ★ ★ ★ ★

BATH TIME
Machine: CBM 64
Supplier: PSS
Price: £7.95
Type of game: skill
The object of *Bath Time* is simple – keep the level of water in the pool just right. Not too low, or the fish will die, and not too high, or the swan will swim away in the resulting overflow. Easy? Not so.

A little boy keeps creeping onto the screen, emptying a pail of water in the pool to raise the level. You also have to contend with an elephant that drinks vast amounts of the water. But there's a little angel on hand to help you, by opening or closing flood-gates. These you control with the fire-button.

Managing to keep the water level just right for forty to sixty seconds will win points. Difficulty and speed increase as you progress through this very lengthy game.

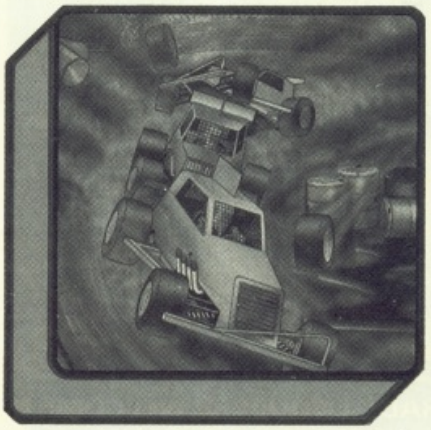


All in all, a good graphic game, very easy to play, with good, catchy tunes throughout.

S Roberts

Value 4
Graphics 4
Sound 4
Gameplay 3

✵ ✵ ✵ ✵ ✵ ✵



STOCK CARS
Machine: BBC B
Supplier: Programme Power
Price: £7.99
Type of game: driving
Stock Cars is one of the few driving games for the beeb, but a good one at that. It is a decent copy of the Atari VCS game, *Indy 500*.

Playing the part of a racing car driver, you race against two or three computer-controlled cars. The idea is to drive round a track for a certain number of laps against the clock. This holds no real difficulty, apart from mastering the circuit to score a low time on the clock.

You can either play the computer or a friend, and select the amount of skidding. You can also choose between six different circuits and the number of laps in each game.

Added features include oil slicks, silent play, score table and joystick option. It's a very challenging and exciting game, while it lasts, and one to be classed as sheer fun.

Karl Flower

Value 3
Graphics 3
Sound 3
Gameplay 4

★ ★ ★ ★ ★ ★ ★ ★



ELECTRON INVADERS
Machine: Acorn Electron
Supplier: Micro Power
Price: £7.95
Type of game: sci-fi shoot 'em up
This game is very similar to the famous arcade game, *Space Invaders*. The idea is to blast the neat rows of aliens out of the sky before they reach the bottom of the screen and invade.

The aliens descend faster and faster as you shoot more of them, making your task increasingly difficult. The graphics and sound are good throughout and the colours are well used.

The invaders are real nasties, dropping bombs by the thousands, some of which spray shrapnel everywhere! And, of course, the good old mothership comes shooting across the screen, distracting your attention from the incoming invaders.

This is a good game that retains a lot of its original appeal.

Richard White

Value 4
Graphics 4
Sound 3.5
Gameplay 3

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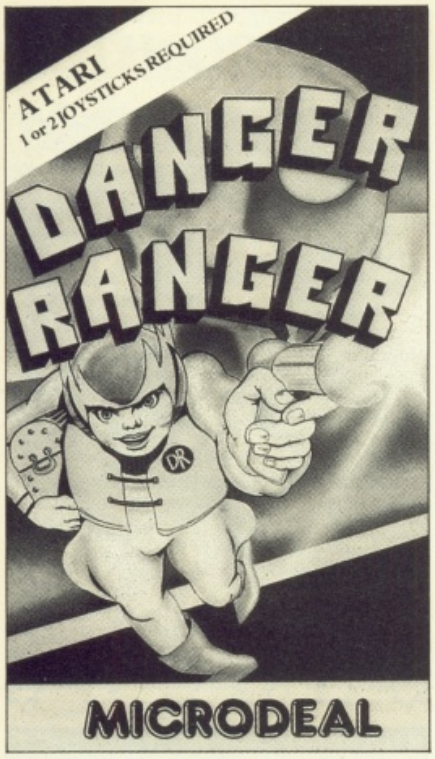
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DANGER RANGER
Machine: Atari 400/800/XL
Supplier: Microdeal
Price: £8.00 cassette, £9.95 disk
Type of game: sci-fi/skill
This two-screen game is one of Microdeal's first for Atari. It contains elements from many popular arcade games. Loading was quick and trouble free.

In screen one, you, as Danger Man, must collect ten keys from the chamber of Pasha, dodging or shooting roving eyes, radioactive bats and nasty floating urns. The chamber consists of a number of levels, which contain gaps to jump or fall through. Should you miss a key, the bottom platform contains a transporter to the top platform.

Screen two is the acid chamber. There, you must collect the treasure chests, whilst avoiding flying acid and demons which can be shot. On completion, the game reverts back to screen one.

There are five skill levels, catering for both novices and experts alike. There is also a practise mode where you can see the levels, without being destroyed. Two-player games have a useful one or two stick feature, avoiding the need for the two sticks. Games can be paused and resumed, and there is a ten position hi-score table.

Graphics and sound are reasonable but movement was a little sluggish.

Stephen James

Value 4
Graphics 3
Sound 3
Gameplay 3

QUACK A JACK
Machine: Oric 48K
Supplier: Severn Software
Price: £7.50
Type of game: skill
Red Jack, the famous pirate duck, has been trapped in the palace dungeons. It must jump along the flagstones to get to the pterodactyle egg before it hatches.

To make the situation difficult, when you jump on a flagstone, it disappears. And watch out for the dungeons' inhabitants, who are out to get you! There are also cooking pots lying around waiting to turn you into duck casserole.

In emergencies, you can slide a complete row of flagstones left or right. Bonus points are awarded by picking up the inhabitants' wage packets which have been left behind.

In later rounds the spaces between the flagstones become deadly and, even later, the cooking pots come alive.

This game is addictive with fairly good graphics and colour. The sound is good and there are five well documented screens of instructions. My only criticism is that it is rather expensive.

Mark Southgate

Value 3
Graphics 3
Sound 4
Gameplay 4



☆ ☆ ☆ ☆ ☆ ☆

ANDROID INVADERS
Machine: Dragon 32
Supplier: Lyversoft
Price: £5.95
Type of game: sci-f shoot 'em up
Why is it that software houses insist on producing copies of the same old game? Once again, this is an imitation of the machine which changed the face of arcades everywhere.



For anyone who has been locked away for the past five years, here is a quick resumé of the plot. Androids, from the planet Zorg, are attacking Earth which, of course, you have to defend. As you destroy them, they get lower and lower, faster and faster.

Occasionally, a mothership flies across the top of the screen. It can be hit for a bonus. When one wave finishes, another starts at one notch lower.

Admittedly, it is a good copy. There are several excellent features, such as the choice of an alternative graphics set, fast missiles, two colour sets, no bases to hide behind, keyboard or joystick control and invisible invaders. As well as this, there is a pause facility (in case you want to get a quick snack), a high-score feature and full instructions.

If you're desperate for an *Invaders* type game with good sound and graphics, this is worth a look at.

Andy Jones

Value 4
Graphics 4
Sound 3
Gameplay 1
Arcade 3

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August GAME REVIEWS

ARCADIA
Machine: VIC 20
Supplier: Imagine
Type of game: sci-fi shoot 'em up
The fastest, meanest, most addictive shoot 'em up game you've ever desired. That is what the cassette packing claims, and that's definitely what the game is: fast and mean.

As with most shoot 'em ups, the object of this game is to blast as many aliens as possible before being blown to kingdom come. Boring, you might think. But wait! You don't keep blasting the same old aliens. When either the time limit runs out, or you clear the whole street, you move onto a new wave of aliens with different attack techniques.

First, there are the nuke missiles, then the butterflies, then the androids, then the seagulls...phew!

After that lot, you can expect to be well rewarded. You can obtain extra lives, but, unfortunately, points are rather stingily given out.

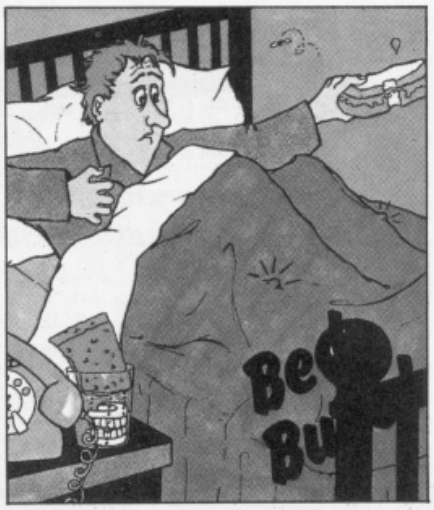
One nice touch is the double laser cannon, very handy for zapping two things at once. For some reason or other, the designer of this game decided to give it a narrow playing field that restricts movement. But this problem is slightly overcome by the added feature of a thrust-drive engine that allows you to blast off to the centre of the screen.

All in all, a great shoot 'em up, and one of the best 3.5k games around.

Lee Mallinder

Value 3
Graphics 3
Sound 2
Gameplay 4

☆ ☆ ☆ ☆ ☆ ☆



BED BUGS
Machine: BBC B
Supplier: Optima Software
Type of game: skill
On screen you are presented with a plan view of your bed with pillows indicating top. Your choice of weapons – sandwich, teeth, sponge and telephone – are illustrated on the left of screen,and selected with the cursor keys. You move them around the screen with the cursor keys and swat the fleas with the Return key.

Joysticks are available. But unless you have a more sensitive set than my BBC standards, you will find yourself going over the edge of the bed in your frenzy to get 'them thar fleas'.

My fastidious concern for breadcrumbs and jam on bed clothes might account for my low scores. I spent too much time cleaning up the jam deposited by my over-enthusiastic swats. I also had a tendency to clobber my own feet!

A young friend, who I conned into playing with me, got on much better. He left jam where it fell and just whizzed round it.

Francis Duffin

Value 3
Graphics 3
Sound 2
Gameplay 3

✸ ✸ ✸ ✸ ✸ ✸ ✸ ✸

GAMESPACK
Machine: Oric 1 48K
Supplier: Sector Seven
Type of game: multi-games
There are seven games in all, written in Basic.

LASER STATION. Your task is to shoot oncoming missiles which are fired from a UFO. The missiles are shot by a laser which moves automatically. At the start of the game you cannot hit the UFO because it is out of range. After it has attacked a couple of times, it will come into range so that you can blast it.

OBSTRUCTION. This is a very slow version of light cycles. The computer controls one cycle and you control the other. You then have to block and dodge Oric's cycle.

MAZATRONIC. Probably the best game in *Gamespack* and also the most original. You are positioned at random in a maze and have to find the exit. The Oric produces some good 3D effects on this one.

MATHS TEST. When the program has loaded you are asked to set the difficulty and what type of questions you want. If you answer correctly there is a chance to play *Space Invaders* – Wow!

MILLIBLOX. I found this game boring and very easy. You are positioned in a maze where you are chased by snails (dreadfully slow). After about five minutes of this, the exit appears and you can enter the next maze.

DEMOLITION. This is a nice version of *Bomber* with good graphics.

NOUGHTS AND CROSSES. When the program has loaded you are asked to select your skill level: one, two or three. Skill levels one and two are easy, but level three is hard and it takes a long time to beat Oric.

The games are hard to sum up. Definitely not for arcade addicts, but a good buy.

Stuart Croot

Value 3
Sound 3
Graphics 3
Gameplay 2

✵ ✵ ✵ ✵ ✵ ✵



BUBBLE BUSTER
Machine: Spectrum 48K
Supplier: Hudson Soft
Price: £5.95
Type of game: shoot 'em up
When the bubbles start bounding you're in trouble.

The only way to clear the air is to shoot them down with your zig-zag ray. The bubbles keep dividing for a while and finally burst – that's a lot of bubbles!

You score ten points for every divided bubble that bursts. The first three stages have an increasing number of bubbles in them.

The fourth stage is where you can obtain bonuses. This mean that you can't be harmed by the bubbles. There is also a clock counting down from 10,000 to 0, during which time you must score as many points as you can. You have only three lives to begin with and one is lost every time a bubble squashes you.

Graphics and animation are impressive, especially the bubbles.

Christopher Bullett

Value 3.5
Graphic 4
Sound 3
Gameplay 3



CONFRONTATION
Machine: Spectrum 48K
Supplier: Lothlorien
Type of game: war

Confrontation is a two-player wargame. It is a computer simulation of a standard table-top wargame. Instead of using tin soldiers, the forces are represented on screen on a map. This shows the position of rivers, mountains, marshes, forts, towns, and cities as well as the various forces.

The program allows for a wide selection of tanks, infantry and aircraft, and will allow you to change available forces, and to reposition them. There are also options to redesign or edit maps.

After typing LOAD"", a rather poor title screen appears. The program proper is written almost entirely in Basic, and runs quite slowly. But speed is not too important in a game such as this.

In play, each player takes turns, each of which has five phases: first air phase, first mechanical phase, non-mechanical phase, second air phase, and second mechanised phase. Infantry, paratroops and artillery are considered non-mechanised. All other ground units are mechanised. Each unit can be given a command such as 'left one square', or 'right one square'.

A scenario is provided with the game – this is a modern European setting where two countries are fighting to control the lowland and cities between two rivers. This can be used to practise playing the game, to get the feel of the commands.

Scenarios can be created to represent any period of warfare using rifles and artillery and all twentieth century warfare. Lothlorien intends to bring out a series of 'set piece' scenarios in 1984 to be used with this program, acting as a master program. This allows for expansion by either new scenarios or creating your own.

This program proved difficult to get started, as the instructions are vague in places. But if strategy games are your cup of tea, this one might be worth a second look.

Steven Wetherill

Value 4
Graphics 2
Sound 1
Gameplay 3

★ ★ ★ ★ ★ ★ ★ ★

VOLCANIC DUNGEON
Machine: Spectrum, Dragon
Supplier: Carnell
Type of game: adventure

You are a warrior and your mission is to rescue and find the elfin princess who has had a sleeping spell put on her. She has been entombed in a glass coffin.

You are given a map which tells you where the bridges, water holes and the fiery caverns are. Fiery caverns are rooms full of fire which result in instant death on entering. There are also pits, not marked on the map. Falling into one of these means using up a lot of your strength to climb out again.

When you reach a monster, you are given a choice of weapons. Starting with a sword, you can pick up other weapons on the way. Each weapon has to be used with its own special letter: s=sword, v=spear, c=club, etc.

You are helped by a ring which tells you how strong the witch is. She, by the way, is your enemy.

Justin Bean

Value 3
Graphics 2
Sound -
Gameplay 2

☆ ☆ ☆ ☆ ☆ ☆

3D GRAND PRIX
Machine: ZX 81
Supplier: DKtronics
Type of game: driving

You are the driver of a formula 1 racing car. The object of the game is to survive all five laps on the racing track getting as near to first place as possible.

There are several ways of having your car destroyed. You could crash into another car, spin off a corner, have your engine blown up by going over 15,000 revs per minute – or you can just run out of fuel.

For every lap there is one pit stop where you can refuel and have any faults repaired. A weather report is given twice during each lap. This will help you determine how soon to break before the bends. A maximum displayed speed is given as you approach the bends in time for you to slow down.

The graphics are excellent with a 3D effect. A good game.

Justin Bean

Value 3
Graphics 4
Sound 1
Gameplay

✸ ✸ ✸ ✸ ✸ ✸ ✸ ✸

QUASAR
Machine: Commodore 64
Supplier: Voyager Software
Type of game: sci-fi shoot 'em up

This game is a look-alike of Buck Rogers and the planet Zoom.

The graphics are made up of lego-like squares and there is hardly any sound.

The object is to destroy the flying saucers. When you have destroyed enough you will move onto another screen. There are only three screens, consisting of a trench, space and a planet.

Darrin Williamson

Value 2
Graphics 2
Sound 1
Gameplay 2

✵ ✵ ✵ ✵ ✵ ✵

VALHALLA
Machine: Commodore 64
Supplier: Legend
Type of game: epic

An old favourite, *Valhalla* is a must for adventure freaks, and is proving to be as popular as *The Hobbit*. The game is more advanced in that every move you make is shown moving on the screen. So if you asked your little matchstick figure to take a bottle, it would walk very realistically over to the bottle and take it. Then, if you typed in drink, your figure would lift the bottle to his lips and drink! There are several different types of graphic characters in *Valhalla*.

The first type is just a matchstick man like you, Odin or Loki. The second type is much smaller and thinner. Three of these characters are called Bug, Klepto and Mary. Idun, Mistra, Hel, Thudd, Grunt and Krank also appear to add to your scenario.

Not all the characters in *Valhalla* are people. There are a few big dragon-like creatures, a snake, wolves and a raven.

Valhalla has fantastic graphics printed out in each location like a background. They could be made up of mountains, lakes, forests, castles and small box-like houses. I am a little confused about the plot of *Valhalla* because, flicking through one magazine, I found an advert for *Valhalla* saying that you are a minor God in the Norse warrior's heaven. Here,

August GAME REVIEWS

★ ★ ★ ★ ★

you are set the task of recovering Odin's golden helmet.

To complete this you will have to complete three lesser tasks, one of which is to rescue Idun. She is a maiden responsible for the golden apples that keep the gods youthful. But then I find that you have to complete six quests for magical items giving you certain powers. Ofhir has the key; Drapnir has the ring; Skornir the shield; Skalir the sword; Felstrong the axe and Grimmir has the helmet. These must be collected in order.

Ofhir, Grimmir, Skornir and Skalir are needed to get into hidden locations. For example, when you type in "Help" it may say you need Ofhir's assistance if you wish to go north. These are special conditions needed to get into some locations.

All the characters in Valhalla are totally independent and they all have their own objectives. You may be just standing in the mountains of Midgard minding your own business when you see the words "Bug asks Grunt to kill you" appear at the bottom of the screen. Then Grunt attacks you for no reason.

A funny thing about the game is that if you swear at it, the words "Mary is not amused ..." appear. Then Mary appears to give you a thump and disappears again.

Unlike *The Hobbit*, when Thorin just follows you around saying "hurry up" whilst sitting down and singing about gold, all the characters in *Valhalla* are completely independent.

If you are killed or die, the game doesn't stop or go back to the beginning. Instead, it takes you to an icy waste in hell and you can easily get back to an area of lakes in Asgard from where the game starts. If you are really stuck and can't get back to Valheilem, look at the map.

There are two ways of dying in *Valhalla*. The first is dying of hunger. The second is being killed by any of the thirty-six characters. Staying alive means eating or drinking otherwise you'll be sent to an icy waste in hell.

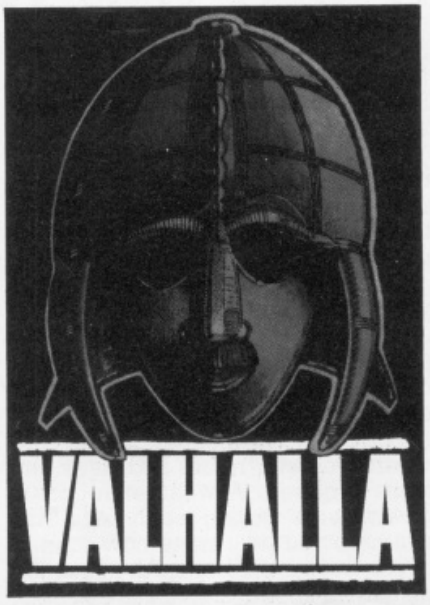
All the objects collected are forfeited except for the helmet, axe or shield. You also retain your 200 crowns that are given to you at the beginning of the game.

The outcome of an attack made by any of the characters depends upon their strength. The other deciding factor is your own strength gained from the amount you have eaten or drunk.

The Objects Each character must possess some of these objects.
The keys are used for unlocking chests. One is a magical key which belongs to Ofhir.
The rings are used for jumping along the ringway. Drapnir has the magical ring.
The shields are used for protecting yourself. Skornir has the shield.
The swords are for protecting yourself but are not as strong as the axes. Skalir has the magical sword.
The axes are for defending or attacking. Felstrong has the axe.
The helmets: held by Grimmir.
Food: you will need lots.
The jewels look the same as the food.
Wine is needed to drink to stay alive.
Some of the chests in *Valhalla* have things in them. Your strength has to be very high to open some of them. This will mean eating all the food you have, probably only to be disappointed by an empty chest.
Fireballs remain invisible until they have been thrown.
Lightning, too, can only be seen when it has been thrown.
Throwing any of the objects at the characters will cause them to attack you.

Hints and Tips. To get into some hidden locations you may need Ofnir. To find Ofnir you need to go to Krank's hall. To get into Krank's hall you need Boldir's help, going north from a plain in Midgard. Once in Krank's hall, kill Krank then go north-west in search of Ofnir.

Here are some of the special conditions needed to get into some locations.



In El Vino's you must not have a helmet if you wish to go north, north-west, north-east, east or south-east.

You need Thor's help if you want to go north to enter Thor's hall.

There are three Asgards in *Valhalla* and to enter one of them you must not have an axe.

You need Ofnir if you wish to go north from the mountains of Midgard (number twelve on the map). You also need his help if you wish to go north from Hellgate in a Midgard marsh (number thirty on the map).

In an icy waste in hell (number thirty-four) you need Ofnir to go north, east, west and south-west.

You need Grimmir if you wish to go east from Thor's hall, or north from Valhailem.

I started in Valheleim, in an area of lakes in Asgard. In the background there was a range of mountains, a lake and two castles. There was a bottle of wine and some food on the ground. I had five of the characters with me: Thor, Loki, Leer, Skaidi and Idun. Moving south-west with my wine and food, I arrived in a forest in Asgard where I picked up some more wine and food and continued southwards.

I now found myself in a lake area. There was a key and sword on the floor and Kir was standing to my left. I took the key and went west onto another area of lakes. As I had a key, I decided to open a chest to the right of me. It contained more wine and a ring. I took them both.

By typing "help", I was told that I must not have an axe if I wished to go north. So, I went north.

In Asgard, I found several axes on the floor. As I took one of these, a wolf called Gore appeared. Heimal attacked the wolf and defeated him. Then Boldir arrived. I needed Boldir to help me get into Krank's hall, so I asked him to go south and I followed him. Next, I asked him to go west to the mountains of Midgard but he refused. He remained stubborn. So I went west alone.

As I took a shield, Klout arrived. Typing in "help" again, I found that Ofnir's help was needed if I wished to go north, so I waited for Boldir. Idun appeared, nothing much happened for a while, then Od gave the jewel to me. Finally, Boldir arrived and I asked him to go north-west.

Going north-west took me to a plain in Midgard. Boldir arrived again. Tudd attacked and killed me, the Death March played and I fell to the ground.

Well, I didn't do very well. I hope you do better if you visit Valhalla.

At £15 it is not cheap, but worth it.

James Harrison

Value 4
Graphic 3
Sound -
Gameplay 5

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August GAME REVIEWS

★ ★ ★ ★ ★

FELIX AND THE FRUIT MONSTERS
Machine: BBC
Supplier: Program Power
Price: £7.95
Type of game: skill

On first loading the game, I thought "oh no, not another *Pac Man* game". Fortunately, I was mistaken. The game has quite an original and interesting twist to it.

Instead of the character frantically tearing around the maze eating everything in sight, it is the monsters' turn to do the gobbling. You play the part of Felix, a man charged with the task of protecting the fruit from the not-so-friendly monsters.

Felix can achieve this in three ways. He can move the fruit out of the monsters' way by picking it up and dropping it elsewhere in the maze. He can block the monsters' path by placing pools in front of them. These temporarily put the monsters to sleep, but only two are allowed on the screen at the same time. Or he can trigger the magnetic pad which is located somewhere in the maze. This teleports all the monsters back to their cave and can be used three



times during a game.

Whilst all this is going on, Felix's energy level is getting rates, depending on what Felix is doing. If a monster reaches a piece of fruit, it pauses while absorbing the energy, then it mutates. After each mutation, it becomes fiercer and faster. An extra life is awarded at 10,000 points.

The graphics are adequate with some nice use of colour. The animation of Felix is quite realistic, but the monsters just floated around. The sound isn't outstanding but certainly enhances the game. Control keys are well thought-out but needed a little practise, and Felix is quite responsive. The game is not easy, but I found it lacked excitement. Not one of my favourites but some people might enjoy it.

Michael Boyce

Value 3
Graphics 3
Sound 2
Gameplay 2

IT'S ONLY ROCK AND ROLL
Machine: Commodore 64
Supplier: K-Tel
Price: £6.95
Type of game: text/graphic adventure

This is a very good and original idea and, to begin with, I found it interesting. Loading includes a series of title pages.

The game is all about getting to the top of a popstar career. Unless you're a patient superstar, you'll probably become bored.

The game slows down and takes longer to understand as you play. There are some graphical pictures and some highly detailed moving people.

If you can tell the difference between in tune and out of tune, then you'll probably guess the tunes.

One part of the game has a section for writing songs, and you'll probably fall over laughing when you read some of the lyrics.

You can also give your group a name of your own and choose from three variations of difficulty.

If you're another budding Elvis Presley or Boy George, then this game is definitely for you. But you must be patient — and I mean patient.

Mohammed Azhar

Value 2
Graphics 2
Sound 1
Gameplay 2

★ ★ ★ ★ ★ ★ ★ ★

MUTANT HERD
Machine: Vic 20 (cartridge)
Supplier: Thorn EMI
Price: £19.95
Type of game: sci—fi skill

Mutant Herd is an unusual game with an unusual theme. Instead of blasting at everything you see, you must herd mutant slayers down burrows and then lay a charge to destroy the mutants' eggs.

The game consists of two screens. The first is the herding screen, and the second is the bomb—laying screen.

I said this was an unusual game, and that's just the word to describe the way you control your mutant slayer in the first screen. You use two laser-powered barriers that run horizontally and vertically across the screen. The idea is to push your mutant slayer, and the various mutant forms that infest the screen, into and down one of the four burrows in each corner of the screen.

A word about those mutants. They may seem pretty docile at first. But they have only one goal in mind — to feast themselves on your power house that is humming violently in the centre of the screen. Should the mutants eat away all the protective barrier surrounding the power house, you must try again with a new set of laser lines.

Surviving the first screens, it's time to descend to the depths and destroy the mutant queen's eggs. Your mutant slayer now changes its appearance and looks extremely like Horace from *Horace Goes Skiing* fame.

To lay your charge, you must descend to the queen mutant's lair at the bottom of the screen, by using a ladder situated on the left hand side. But



be warned! This is not as easy as it seems. Rocks, loosened by the mutants' frantic burrowing, roll along tunnels beside your ladder, threatening to crush your mutant slayer.

If you manage to descend safely, you must lay your charge by the nearest egg. Then quickly ascend to the surface, again avoiding those rolling rocks, and detonate your charge. It will explode with devastating effect on the queen mutant's eggs.

You now return to screen one. This time your power supply has decreased, leaving holes in your laser lines.

Once all four burrows have been explored and the queen mutant slain, you are awarded an extra life. But your power house grows considerably, giving more chance to the mutants to have a power feast.

Mutant Herd has some of the best sounds I have heard on a Vic-20, and is quite a good game. The concept of controlling something with two lines may baffle some people, so I would recommend the use of the joystick option.

Lee Mallinder

Value 3
Graphics 3
Sound 4
Gameplay 3

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ORIC–1	June 1984
Sharp MX700	May 1984
Sinclair Spectrum	April 1984
T199/4A	May 1984
VIC 20	July 1984

COMPUTER TESTS

Atari VCS	Winter 1983
Atmos	June 1984
Atari 600XL	March 1984
Colecovision + Vectrex	Winter 1983
Intellivision	Winter 1983
ORIC–1	June 1984
Sharp MZ700	May 1984
The Sinclair Computers	April 1984
Texas Instruments T199/4A	May 1984
Vic 20	July 1984

INTERVIEWS

The Atari World Champions	April 1984
Steve Kitchen, of Space Shuttle fame	June 1984

COVER FEATURES

Adventure Games	June 1984
Games from the Movies	May 1984
Space Cockpit Games	April 1984
Tank Games	March 1984
Games on Cable	July 1984

IN–DEPTH REVIEWS

Adventure for VCS	June 1984
Alchemist for Spectrum	June 1984
Atic Atac for Spectrum	June 1984
Defender for VCS, HCS, C64, T199/4A	May 1984
Lady Bug for Coleco	May 1984
Miner 2049er for Atari & Coleco	May 1984
Mr Do for Coleco	March 1984
Night Stalker for Intellivision	March 1984
Pitfall for Atari VCS, HCS	March 1984
Raiders of the lost Ark for Atari VCS, Part 1 + Part 2	April + May 1984
Scramble for Vectrex	May 1984
Star Raiders for Atari HCS	June 1984
Yar's Revenge for Atari VCS	April 1984
Pitfall II for Atari VCS, HCS	July 1984
Super Cobra for Atari VCS, HCS, Intellivision, Coleco	July 1984

ARTICLES

Adventure Games: An introduction to the world of hobbits and wizards. April 1984

How Games Started: A look back to the early days (and nights) of computing. May 1984

Easter Eggs: The start of the hunt for secrets programmers hide in their games. Winter 1983

Games are OK: Research to show that games are good for you! April 1984

Games Clubs–are they worth it? A look at what you get for your money. Winter 1983

Games Goverments Play: A series showing what the really big spenders get for our money.

Sky wars	March 1984
Battlefield Video	April 1984
War games	May 1984

TV Gamer Awards: Readers select the best cartridge games of 1983 June 1984

Special Delivery: Getting games into your machine. A run down on cartridges, cassettes, discs and other ways to get your games. March 1984

Tarrant Ta Ra!: Chris Tarrant's view of computer games. June 1984

How to play adventures in 1990 July 1984

THE ARCADE SCENE

The Laser Game is here!	March 1984
Dragon's Lair In Depth	June 1984
New games	April, May, July 1984

All issues contain the latest news, reviews of new games, readers' letters, High Scores and Competitions. **Note**: Issues 1,2&3 were each complete listings of all games the available for Atari VCS, Intellivision, Coleco and Vectrex video games. Many of the reviews were reprinted with amendments from issue to issue. Issue 3, Winter 1983, remains the most comprehensive listing of games for these machines. For those readers who wish to keep a complete set of TV Gamer, we will send issues one, two and three together for only £2, while stocks last.

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TOP SCORE

***TV Gamer* has compiled a list of top scores and UK records**

Game	Game No. (other than 1)	Score	Source	Record holder
Asteroids		77,022,030	(Atari)	
Astrosmash (Aquarius)		300,250	(TVG claimed)	Olwen Jones
Barnstorming		27.80	(TVG claimed)	BA Thompson
Berzerk		20,785,450	(Atari)	
Carnival(Coleco)		299,790	(TVG claimed)	Gary Fairclough
Centipede (Coleco)		902,419	(Atari)	Stuart Murray
Centipede (HCS)		902,419	(TVG claimed)	Barry Henderson
Chuckie Egg (BBC)		416,010	(TVG claimed)	Philip Ripley
Chopper Command		1,000,000	(TVG claimed)	Pamela Brewer
Danger UXB		161,160	(TVG claimed)	Daniel Bradford
Decathlon		10,078	(Activision)	Mark Riley
Defender (VCS)		2,133,500	(TVG claimed)	D Murray
Dragster		5.6 secs	(Activision)	Alan Carter
Donkey Kong (CBS)		4,662,800	(TVG claimed)	Ian Morrish
Donkey Kong Jr		2,035,200	(TVG claimed)	Dane Clark
Enduro		10 days driving	(Activision)	Gordon Hamilton
ET		3,102,612	(Atari)	
Fortress		36,600	(TVG claimed)	Daniel Bradford
Freeway	(3)	36	(Activision)	Steven Brown
Gopher		128,880	(TVG claimed)	Stephen Cushnahan
Grand Prix	(4)	0:29.59	(Activision)	Ray Watkinson
Happy Trails		550,566	(Activision)	Andrew Thompson
Joust		1,189,699	(TVG claimed)	B Henderson
Killer Gorilla		51,200	(TVG claimed)	Daniel Bradford
Lady Bug		1,331,410	(TVG claimed)	Kevin Rustill
Minestorm		5,500,000	(Vectrex)	Mr Warren
Mousetrap (CBS)		2,332,940	(TVG claimed)	Alan Crisp
Mr Do		619,200	(TVG claimed)	Dave Trutzenbach
Munchkin (G7000)		3,892	(TVG claimed)	Craig Harris
Oink		62,048	(Activision)	B A Thompson
Pac-Man (VCS)	(3B)	6,128,619	(Atari)	
Pengo		65,270	(TVG claimed)	Daniel Bradford
Pepper II		4,009,190	(TVG claimed)	Anthony Harford
Plaque Attack		77,745	(Activision)	David Ross
Popeye (VCS)		427,550	(TVG claimed)	Frederick Kirk
Q*Bert (VCS)		999,905	(TVG claimed)	Ashley Ovett
Rabbit Transit		80,665	(TVG claimed)	Mark Tyzack
Robot Tank		64 tanks	(Activision)	B A Thompson
Sea Quest		484,770	(Activision)	David Ross
Skiing		27.36 secs	(Activision)	Marc Castle
Space Armada		139.120	(TVG claimed)	David Bond
Space Invaders (VCS)		5,300,005	(Atari)	
Space Spartans		229,930	(TVG claimed)	David Bond
Spider Fighter		900,00	(Activision)	Mark Dawson
Stampede		35,164	(Activision)	Sai Ming Wong
Super Cobra (HCS)		100,000	(TVG claimed)	David Harvey
Superman		0 sec	(TVG claimed)	Sai Ming Wong
Tron Deadly Discs		23,390,750	(TVG claimed)	David Bond
Turbo (CBS Coleco)		1,700,000	(TVG claimed)	Simon Carr
Venture		12,294,000	(TVG claimed)	Giles Romshaw
Zaxxon		1,512,000	(TVG claimed)	Chris Brandes

TV Gamer invites readers to send in their high scores for any screen game. A ***claimed*** score merely needs to state your name, game title, system (eg Atari home computer system, Spectrum, VCS, etc) and claimed score.

A ***proven*** score will require photographic evidence, but will take precedence over previous claimed scores. We suggest using a SLR auto-exposure camera on a tripod with cable release, timed at 1/4 second. Games which can be "clocked" (ie the score reaches a maximum and then returns to zero) will count only as claimed scores. Additionally, games which present short-cuts to high scoring (eg ***Space Invaders***, which can be made to shoot two missiles at a time) will also only be accepted as claimed scores.

Send your scores to *TV Gamer, Top Score Desk, 187 Oxford Street, London W1.*

JOIN THIS MONTH'S TOP 20 PANEL

AUGUST '84

Tell us about yourself

Your age: If under 18, please be exact .....

18-24 ( ) 25-34 ( ) 35 and over ( )

Do you expect to buy a home computer in the next year? (please tick one)

yes ☐ perhaps ☐ no ☐

Do you read any other games or computer magazines? If so, which ones:

.....

.....

What computer(s)/games system(s) do you have?

.....

And when did you get them? .....

What's your favourite home screen game?

TITLE .....

WHAT DO YOU PLAY IT ON? ..... WHAT'S YOUR HIGHEST SCORE? .....

What's your favourite arcade or pub game?

TITLE .....

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As monitored by *TV Gamer* readers

TOP 20
video and computer games

POSITION		NAME	MANUFACTURER	SYSTEMS
1	(2)	RAIDERS OF THE LOST ARK	Atari	n
2	(1)	ZAXXON	CBS/Datasoft	b, f, g, n
3	(3)	PITFALL	Activision	b, g, n
4	(8)	JET SET WILLY	Software Projects	j
5	(4)	RIVER RAID	Activision	n
6	(12)	DECATHLON	Activision	c, n
7	(5)	POLE POSITION	Atari	a, c, f, j
8	(13)	DONKEY KONG	CBS/Atari	b, f, g, n
9	(3)	PITFALL II	Activision	n
10	(7)	POPEYE	Parker	b, f, g, n
11	(10)	Q*BERT	Activision	n
12	(10)	ENDURO	Activision	n
13	(8)	BURGERTIME	Mattel	g
14	(-)	ATIC ATAC	Ultimate	j
15	(13)	DONKEY KONG JR	CBS Electronics	b
16	(14)	SPACE SHUTTLE	Activision	n
17	(-)	DIG DUG	Atari	
18	(15)	SUPER COBRA	Parker	b, f, g, n
19	(16)	MR DO	CBS Electronics	b, n
20	(14)	THE HOBBIT	Melbourne House	a, c, h, j, p

*Numbers in brackets indicate last month's position

KEY TO ABBREVIATION: a Acorn BBC Computer b CBS Colecovision/Adam c Commodore 64 d Dragon e Acorn Electron f Atari 400/800 Computers (usually fits XL's) g Mattel Electronics' Intellivision h Oric – 1/Atmos i Philips 67000 j Spectrum k Sharp 700 Series (usually fits MZ80 A/K) l TRS 80 Series/Colour Genie m Texas Instruments T199 4A n Atari 2600 Video Game o Milton Bradley Vectrex p Commodore VIC 20

...and the TOP 10 arcade games

1	(1)	STAR WARS	Atari	6 (-) MR DO	Universal
2	(3)	DRAGON'S LAIR	Cinematronics	7 (8) DONKEY KONG	Atari
3	(4)	TRACK & FIELD	Konami	8 (9) TURBO	Sega
4	(2)	POLE POSITION	Atari/Namico	9 (-) ASTRON BELT	Sega
5	(5)	BUCK ROGERS	Sega	10 (-) FIREFOX	Atari

TOP GAMES OF THE MONTH

You are invited to vote for your favourite Screen game and your favourite Arcade game. But remember to vote only for those games that you own, have rented or have played a great deal.

To register your vote, use the reply paid card in each issue. One lucky voter will receive a free year's subscription to TV Gamer (decided by draw).

Last month's winner: Colin Speirs, Lanarkshire, Scotland



Greetings, gamers, and welcome to this month's pile of literary masterpieces from readers' tell the world what you think of TVG, and the games market, or ask advice on what hardware and software to buy. Whatever the question, we'll always try to help.

The Summer hols are now in full swing, so there's no excuse whatsoever why you shouldn't

This month I launch a new feature – Games Around The World – and you can be one of my reporters. If you're going abroad for your hols, or if you've already been, then write me a short piece (about 200 words) about the games scene in that country. What games and computer systems are popular? What are the arcades like? Is the resort expensive or cheap compared with the UK? I'll dish out a free piece of software to each report printed, so please state which system(s) you have.

On the subject of what we should do, some readers have written in saying that the magazine has become too computer-biased and that we're not doing as much on the TV games scene. The simple reason for this is that there isn't as much to do about the home games systems. After all, half the games systems we covered this time last year are now dead; and those that are left aren't releasing much software until nearer Christmas. But fear not. The next few issues will see an upturn in TV games coverage with the release of the long awaited Adam add-on and the new Atari 7800 prosystem. We should also see new VCS and Colecovision games.

Well, that's about all I've space for,
so until next month Happy Gaming!

Darrin Williamson



ATIC ATTACKED

I have been playing *Atic Atac* since it was released last year. I can now finish every time with any of the three characters, as I have managed to memorise all the rooms in the castle. Here are some hints.

If the golden cross is carried it can be used to ward off Dracula.

The mummy which protects the red key can be made to move away by dropping the new leaf in a corner of the room. The mummy will then go and collect the leaf – which means you can reach the red key much earlier.

The hunchback guarding the blue door can be made to move away by dropping any of the objects that are found in the castle.

The spanner found in the dungeons can be used to kill Frankenstein by running into him.

There are no yellow doors in the dungeons, so the yellow key can be dropped before entering the dungeons.

The blue key is always found in the dungeons. The red and green keys are usually on the ground or first floor.

The handle of the key is always in one of the two places in the attic.

There is only one way into the attic. You must enter it through a yellow door.

If you are lost in the dungeons and can find the devil, then take the door to the left to get out.

As well as the door near the devil, there is only one other way out of the dungeons – by a blue door.

If you are stuck in a room with the devil or mummy, etc, go into a corner and wait till it comes towards you. Then run off into another corner, and so on, until a door opens.

If you are stuck in a room with just ghosts, etc, again, go into a corner and keep running. Do this firing all the time, causing your weapon to bounce off the walls three or four times. This usually kills most of the ghosts.

As a last resort if starving, jump down a chute. Food is generally there or nearby.

The best way to find the attic without a map is to look for a yellow door leading to a staircase. Another way is to arrive in a room with a chute and table on either side.

J Southern,
Leek, Staffs

We have received many letters on Atic Atac, but printed J. Southern's as being the most comprehensive.

CHEAP POLE POSITION?

Is there a shop or factory selling *Pole Position* for £500 or less? I ask because, having phoned Atari Coin-op, I was told that it sells the machine for a shattering £2,360 (roughly). There is no way I can afford this and I wondered if you might be able to help.

Joseph Gribben,
Northants

Well, readers? We've heard of some arcade machines being sold for £50 or so, but not *Pole Position*. We'll print any information you may have in a future issue.

MAGAZINES FOR VCS

I am a computer magazine fan, getting *TV Gamer* every month. As I have recently had a pocket money increase, could you recommend another magazine with plenty of VCS articles and features?

D Mattless,
Wisbech, Cambridge

The answer's simple. To my knowledge, no other magazine covers the VCS to the same extent we do.

NEW GAMES

Could you please tell me why you print very few Intellivision game reviews?

Are there any other laser disk games like *Dragon's Lair*?

B Johnson,
Greater Manchester

We print reviews of Intellivision games as they are released. Unfortunately, there haven't been many lately, although the company's new owners have promised some later in the year.

If you turn to US News on page 12, you'll see details of more laser disk games by *Dragon's Lair* creator, Don Bluth. DB

DON'T FLICK!

I have discovered something of a bug in the VCS. If you flick the on/off switch, the game starts in a weird way. For example, on *Pinball* you get a lot of hi-res graphics; on *Asteroids* everything is worth 100 times its normal value; *Pole Position* starts with a fanfare.

There are many others on other games.

Simon Mills,
London SW12 8EZ

We've said it before, and we'll say it again. Do not switch your machine quickly on and off to get strange effects. It damages the machine.

JOYSTICK JOY

I don't know what all the fuss is about! Nearly every video games magazine that has reviewed Colecovision, has criticised the joysticks, calling them horrible, too small and similar things. I'm amazed. I've had my Colecovision since Christmas and find the joystick perfect. I found it responsive and easily held.

I think it is better than one of the Commodore 64 joysticks which I played with recently. It's not too bad for games that don't need much movement. But for games like *Frogger* it's terrible. The actual stick on the top hardly moves – it just clicks. It sometimes clicks the wrong way sending your frog flying under a car. Anyone going to complain about this joystick, apart from me?

Chris Short,
Tewksbury, Glos.

DONKEY KONG OLE!

Whilst on holiday in Majorca, I walked into an arcade and saw the latest in the line of *Donkey Kong* games – *Donkey Kong 3*! I'm not sure if it's out in Britain yet but I thought I'd write and tell you about it.

The game starts off in a greenhouse. Donkey Kong is on two ropes at the top of the screen. You are Mario armed with a spray gun. The object of the game is to spray Donkey Kong to the top of the ropes. Once you've done this, you progress onto the next screen. There are three screens in all, each getting harder as you progress.

The enemies are bees, hornets, caterpillars, beach balls (which DK throws down in screen two) and blue things which look like boomerangs. You have to protect objects that look like spray cans with propellors, on top of which the pests are trying to get.

If Donkey Kong is not sprayed enough, he will climb down the ropes. So there are superspray cans which can spray him up again twice as quickly. Saving the spray cans from DK will earn you a bonus at the end of this screen.

After clearing DK with the superspray, if you are quick enough, you'll go straight into the next screen with the superspray still in your hand. You don't have it for long – so start spraying! This clears the screen easier and points are scored much faster.

I think this game is just as good as other *Donkey Kong* games – if not better.

Paul Chappell,
King's Lynn, Norfolk

STOMPING A DRAGON

I'm writing to tell you and all other *TV Gamer* readers about some of the objects in *Dragon Stomper*.

Firstly, the potion. This will give you strength of twenty-three on top of your current score.

The paper can only be taken from a maniac. There are two maniacs in the flashing castle. The paper acts as your ID.

The hand axe is self-explanatory and used to help destroy your enemies. It is especially useful on warriors and maniacs.

The key opens a door on the chest. The chest itself always contains seventy-five gold pieces. It may also sometimes contain a charm.

Martin Wild,
Rochdale, Lancs

SWAP SHOP

I would be very pleased if, in your next issue of *TV Gamer*, you could put out a notice requesting any keen CBS cartridge swappers living in Surrey to swap games for a week or so.

Justin Goldring,
Camberley, Surrey

Would any readers interested please write to us here at TVG and we will forward your letters to Justin. If there is a large response, we will start a regular 'swap shop' section.

THOUGHT CONTROL

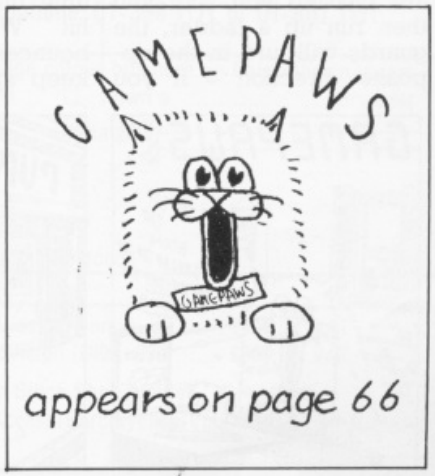
Will there ever be video games that you can control with your mind?

Jack Townsend,
Watford, Herts

At the Massachusetts Institute of Technology, sensors have been developed that tell a computer what you're looking at. You can also attach these sensore to your wrist. The computer will know when you point at it. There is no need to touch the computer to get information!

Behavioural Engineering in California has promised to release a game controller that monitors your body. Called MindReach, it is a round pad which plugs into Commodore, Atari and Apple. If you place your hand on it, the pad senses changes in your skin's moisture. When you learn to control this – by relaxing and tensing – you can play games.

Atari has also developed Mindlink, a forehead band that allows you to play games using muscles in your forehead. There are more details on this in the article on CES starting page 17. DB



appears on page 66



EASTER-EGGS

EGG QUARTET

I would like to write to you about four eggs I have found.

BREAKOUT (Atari VCS): I played this on game six, two players for four hours. In the end, instead of getting even scores, the scoreboard counted seconds. It has done this ever since.

WARLORDS (Atari VCS): In the two-player game, if you can hit the ball behind the blue shield, it will shoot through its own wall.

Continue to do this, and it will eventually shoot its own king.

NEXAR (Atari VCS): Did you know, if you reach level thirty-three, you go on to a much slower level thirty-four? It slows down as in game one. I got to 3,500,000 on game three and 75 spaceships in reserve (is this a record?) before I switched it off for my supper.

SPIKE (MB Vectrex): My brother-in-law was playing *Spike* on my Vectrex, when he fell off the left-hand side. Instead of losing a life, he got 15,000 points. To do it, I think you collect the key and instead of jumping to a cage at the left-hand side, you jump or fall off the left.

Steve Beverley, Northfield, Aberdeen

CHANGING OF THE GUARD

I have often played the arcade game *Lode Runner*, and really enjoy it. I have discovered what may be an easter egg which causes the guards to change direction.

Usually, when guards are chasing you, and you then run up a ladder, the guards will turn in the opposite direction – if you stop just a few rungs up. But if you head straight to the top they'll follow you.

If a guard is coming down a ladder directly above you, charge upwards. He'll usually run away from you. But be careful: if you go too far he'll chase you again.

Also, not only can you walk across the guards' heads when they're caught in a hole, you can also ride on their heads as they fall.

David Camp, Oval, London

POPEYE CASHES IN

Popeye for Colecovision has got an easter egg which lets you clear up on screen two.

Stand Popeye exactly in front of the spinach. Wait until Brutus crouches down to spring on him. Grab the spinach. If all goes well, Brutus will jump and Popeye will be right behind him.

Follow Brutus to the jumping board which Wimpy is on. As Brutus jumps on the board, hit him by jumping on it also. If you time this well, Brutus will hit Wimpy when he bounces up. He'll then keep spinning across the screen while you get the notes.

This lasts until Popeye collects every note or dies from being hit by a bottle.

Elizabeth Ganne, Maida Vale, London

Q*BERT SCORE

I found a trick in the VCS version of *Q*Bert*. If you're on the top square of the pyramid and Coily is on the left square, jump off the pyramid to the upper left.

You won't lose a life and you will gain 500 points.

John Corbett, Edinburgh, Scotland

ETERNAL LIFE

If you have two or more lives on entering the fortress in Vectrex's *Fortress of Narzod*, you can obtain an endless amount of lives. For this you have to shoot the mystic hurler six times and, on the sixth shot, let a shot hit your hovercraft.

You will now have destroyed the mystic hurler, the fortress and your hovercraft. When you start playing again, you will be fighting the mystic hurler. But the part of the screen which shows how many lives you have left will, instead of showing numbers, show a sign looking like an eight turned on its side. This is the infinite symbol. Play will now continue until you turn the unit off.

Simon Hoenger, NSW Australia

STILL LIFE

This is to all you CBS Colecovision owners who own Parker's *Tutankham*.

On screen two, when you insert the key as on other screens, you can run away from the door. The screen scrolls to reveal the large room again. But if you get killed after inserting the key, the skull and crossbones appear.

The second player comes on. When he is killed, it's back to the first player who stays motionless. The game stops and must be reset.

John Cooper, Lanarkshire, Scotland

WINNING IS EASY

I have found a number of Easter eggs.

The first is on Atari's excellent cartridge, *Moon Patrol*. This works on any of the variations. All you have to do is reset the game while the tune that shows you have completed the first sector is playing, then crash into the first obstacle. You will hear a short "beep beep", and your score should have increased by about 6,000.

The next egg is from Tigervision's *Polaris*. After completing sheet five or six, and your sub is floating through maze six, you will find that you are invincible.

Your In-Depth on *Raiders Of The Lost Ark* was most helpful. Keep up the good work.

James Winters, Bridgnorth, Shropshire



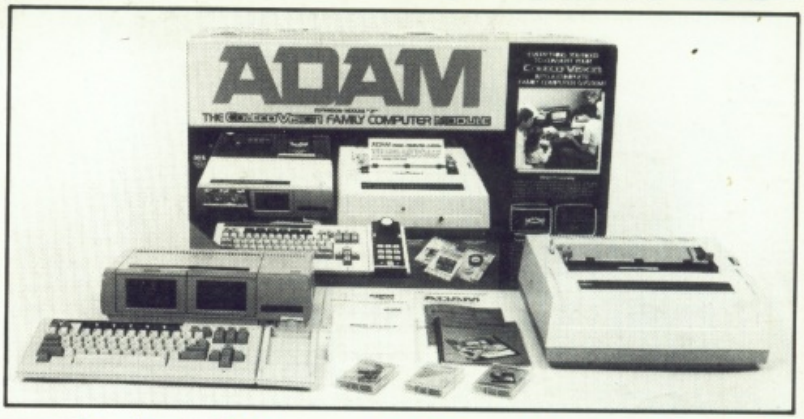






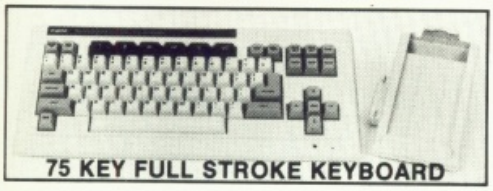
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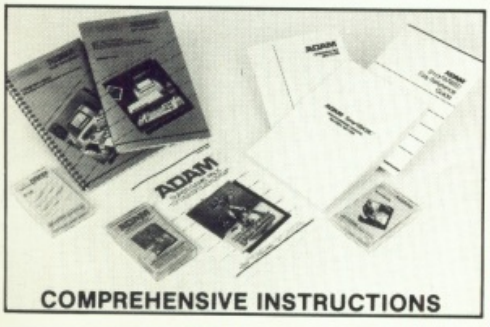
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MEMORY CONSOLE/DATA DRIVE: *The heart of the Adam system is the 40K ROM and 64K RAM memory console which combines with the 32K ROM and 16K RAM in Colecovision to give you a total of 72K ROM (including 24K cartridge ROM) and 80K RAM (expandable to 144K). Built into the memory console is a digital data drive which accepts Adam's digital data packs, a fast and reliable mass storage medium that is capable of storing 256K of information, that's about 250 pages of double spaced text! The console is also designed to accomodate a second optional digital data drive.

FULL STROKE KEYBOARD: The Adam keyboard has been designed as a professional quality keyboard that combines ease of use with an impressive array of features. It is stepped and sculptured for maximum efficiency and has 75 full stroke keys which include 6 colour coded Smart Keys which are redefined for each new application; 10 command keys which are dedicated to the word processing function, and 5 cursor control keys for easy positioning of the cursor at any point on the screen. You can attach a Colecovision controller to the keyboard to function as a numeric keypad for easy data entry. It can also be held like a calculator, a feature which makes working with numbers particularly easy. The joystick part of the hand controller can be used in the same way as the cursor control keys, to move the cursor around the screen.

LETTER QUALITY PRINTER: The Smart Writer letter quality daisywheel printer is a bi-directional 80 column printer which prints at a rate of 120 words per minute. It uses standard interchangeable daisywheels, so a variety of typestyles are available. The printer has a 9.5 inch wide carriage for either single sheets or continuous fan fold paper and uses standard carbon ribbons. It is comparable to many printers which cost as much as the total Adam package. The printer can be used either with the Adam's Smart Writer word processing program or as a stand alone electronic typewriter.

BUILT-IN WORD PROCESSOR: Adam comes with Smart Writer word processing built-in. This program is so easy to use that you only have to turn the power on and the word processor is on line and ready to go. Detailed instruction books are not necessary as the Computer guides you step by step, working from a series of Menu commands. It enables you to type in text, then completely edit or revise it with the touch of a few keys. Changes are readily made and a series of queries from the computer confirm your intentions, so that you can continuously double check your work as you type.

COMPATIBILITY WITH COLECOVISION: By using high speed interactive microprocessors in each of the modules, the Coleco Adam is designed to take additional advantage of both the 32K ROM and 16K RAM memory capability in the Colecovision. If you do not already own a Colecovision Console (£99 inc VAT), then you will need to purchase this when you initially purchase your Adam Computer package (£499 inc VAT), making a total purchase price of (£598 inc VAT).

WHAT IS COLECOVISION: Colecovision is one of the worlds most powerful video game systems, capable of displaying arcade quality colour graphics of incredible quality on a standard Colour TV set. The console (see picture bottom left) accepts 24K ROM cartridges such as Turbo and Zaxxon and is supplied with the popular Donkey Kong cartridge and a pair of joystick controllers. Colecovision has a range of licenced arcade hits available such as: Gorf, Carnival, Cosmic Avenger, Mouse Trap, Ladybug, Venture, Smurf, Pepper II, Space Panic, Looping, Space Fury, Mr Do, Time Pilot, Wizard of Wor and many others. So there you have it, Adam plus Colecovision the unbeatable combination. Send the coupon below for your FREE copy of our 12 page Colour brochure giving details on the complete Adam system.

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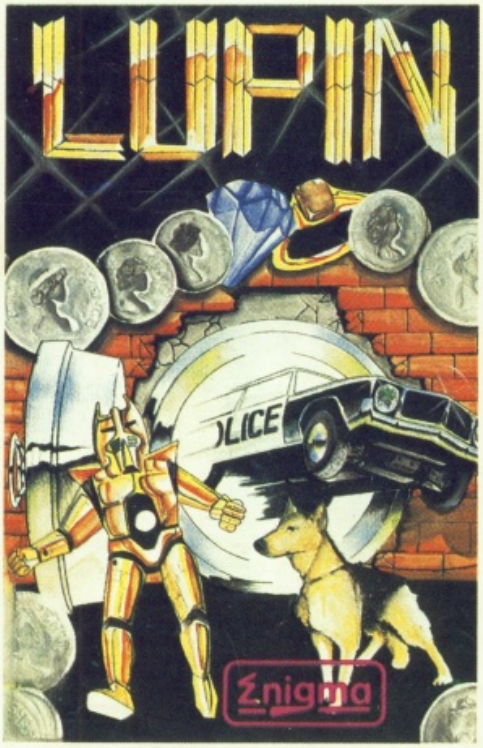


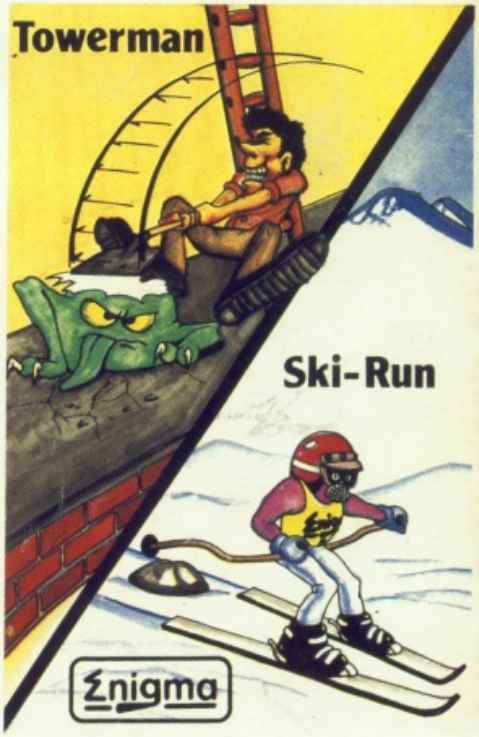
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